

QUEST B45:

BALDRIC'S MISTAKE

HARD / 1 SURVIVOR (BALDRIC) / 60 MINUTES

People see wizards cast spells and do wonders, yet fail to understand that to do that, it took a long time to study and prepare. Healers and scholars are needed between battles, or else all survivors would die of blood loss, gangrene, or sickness within three months.

Nelly was helping me brew ingredients for medicine and spells when... well, I messed up. I managed to awake spectral walkers. Now, they are luring more zombies right to us. Where is Nelly? I have to warn her before it's too late! And we took so much time gathering the components, we can't lose them now!

Did I mess up the recipe, used expired components, or practiced necromancy by mistake? After a second thought, I don't want to know.

Material needed: **Zombicide: Black Plague, No Rest For The Wicked.**

Tiles needed: 2V, 6R, 7R, & 9V.



6R	2V
9V	7R

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Player	Nelly	Spectral	>
Starting Area		Walkers	>
			>
Objectives			>
(5 XP)			>
			>
Exit Zone			>
			>
Opened	Closed	Spawn	>
Door	Doors	Zones	>



QUEST - ZOMBICIDE

B45



OBJECTIVES:

This is a solo Quest, played with Baldric. Accomplish these Objectives in order to win the game:

- 1- Take all Objectives.
- 2- Reach the Exit with Baldric and Nelly. Any Survivor may escape through this Zone at the end of their Turn as long as there are no Zombies in it.

SPECIAL RULES

• Setup.

- Place Baldric in the Survivor Starting Zone. Nelly and 2 Spectral Walkers are also set as shown on the map.
- Set aside a Dashboard with Nelly's ID Card and 1 random Starting Equipment. She does not play until activated.
- Shuffle all Spectral Walkers Zombie Cards into the Zombie deck.

• Fragile doors.

 Die rolls to open doors automatically succeed.

• Inner doors.

 Some buildings have closed doors between rooms. They are considered as separate buildings for spawning Zombies.

• The right magic tools for the job!

 Taking an Objective grants 5 XP to all Survivors.

- Each time Baldric takes a Red Objective, he also gets a Combat Spell or an Enchantment of the player's choosing from the Equipment deck. He can then reorganize his inventory for free. Shuffle the Equipment deck afterwards.
- Whenever Baldric takes the Blue Objective, he also gains the Inferno spell (Vault Artifact). He can then reorganize his inventory for free.

• Hurry up!

 Both Red Spawn Zones becomes active as soon as the first Red Objective is taken.

• Found the key!

 The Green door cannot be opened until the Green Objective has been taken.

• Warning Nelly.

 Nelly is inactive (but still can get Wounds) until Baldric spends an Action in her Zone to activate her. Then, set her Danger Bar to the beginning of the Quest's current Danger Level. The player controls both Survivors. Nelly plays after Baldric.