

QUEST B50:

THE CURSED VILLAGE - PART 1

MEDIUM / 60 MINUTES / 2 SURVIVORS

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We all thought that this damn plague wouldn't last long and that the symptoms would just be weak, as if it were a mild disease, until we discovered that there's something very macabre behind it all! The leader of our village revealed himself as an evil necromancer who we now know is responsible for spreading the plague. So, before he accomplishes his evil plan, we have a few hours to find and save our comrades who are trapped there. Then, we can get out of here through the ancient underground tunnels!

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

Tiles needed: 1V, 5R, 8V, & 9R.



OBJECTIVES

Where are our partners? Accomplish the Objectives in this order:

- 1- Find the 2 Survivors (Red Objectives).
- 2- Find a way to the Exit and reach it with all Survivors. Any Survivor may escape through this Zone at the end of their Turn as long as there are no Zombies in it.

This story is made of 2 separate Quests. The time spent to complete the first part determines whether players will proceed with Part 2A or Part 2B.

To keep track of the Game Rounds, draw a Zombie card at the start of each Game Round and set it aside without spawning any Zombies. Survivors keep their Equipment, Wounds, and experience points from Part 1 to Part 2.

SPECIAL RULES

• Setup.

- Shuffle the Blue and Green Objectives among the Red Objectives, facedown.
- Each player chooses 2 Starting Equipment cards for each Survivor.
- Choose any 2 available Survivors and set them aside, along with their Dashboards and Starting Equipment.

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

• **Locked gate.** The Green Door cannot be opened.

• **You're welcome!** Taking an Objective grants 5 experience points to the Survivor who takes it. Taking a Red Objective also reveals an additional Survivor. Place them in the Zone where the Objective was taken. Choose the player who controls them. The Survivor may immediately perform a free Reorganize/Trade Action.

• **Hurry, I found a way!** The Blue Spawn Zone is inactive. When the Blue Objective is taken, ALL Survivors gain 5 experience points. Replace it with a Violet Vault Door token and open both Violet Vault Doors. Resolve a Zombie Spawn in the corresponding room on Tile 1V.

Then, place 4 Zombie cards, facedown, next to the Blue Spawn Zone. From now on, draw 1 of these cards during every Spawn Step for this Zone. When these cards are exhausted, remove the Blue Zombie Spawn token.

• **That can be precious.** When the Green Objective is taken, ALL Survivors gain 5 experience points. The Survivor who took the objective searches the Equipment deck (or the discard pile) and takes 1 Dragon Bile card. Shuffle the Equipment deck afterwards. The Survivor may then reorganize their inventory for free.

QUEST - ZOMBICIDE

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8V	9R
1V	5R




Player
Starting Area
Exit Zone



Spawn Zone



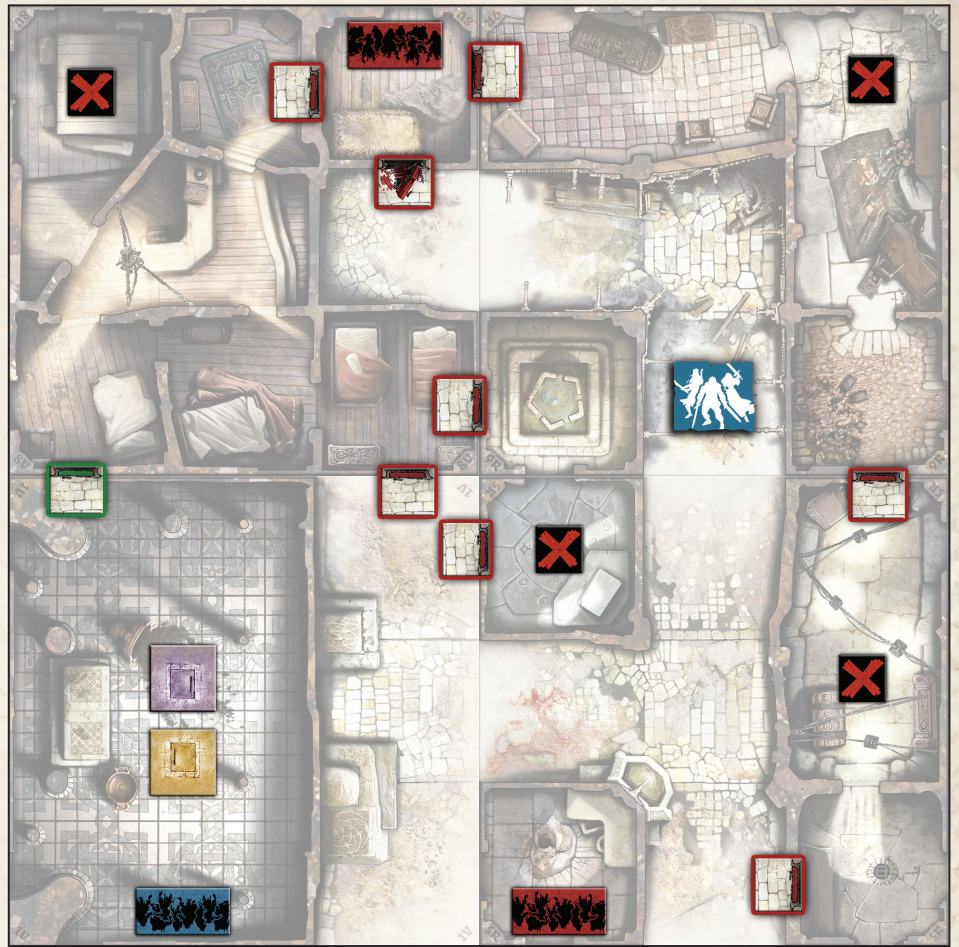

Objective
(5 XP)
Open Door



Doors



Vault Doors



IF THE PLAYERS COMPLETE THESE OBJECTIVES...

in 14 Game Rounds
or less:



SCAN HERE!

Part 2A: <https://cmon.co/B50-2A>

in 15 Game Rounds
or more:



SCAN HERE!

Part 2B: <https://cmon.co/B50-2B>

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THE CURSED VILLAGE - QUEST