

QUEST B55:

DESECRATED CHURCH

HARD / 2 SURVIVORS / 45 MINUTES

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What was supposed to be a brisk trek through the woods turned into a deadly skirmish.

Endless hordes of zombies poured through the lush woodlands. For every one that Ann and Clovis cut down, two more seemed to appear. Attempting to cut them all down proved pointless. Dusk was fast approaching and nightfall would soon follow. Ann and Clovis had to escape this losing battle. They hoped to seek refuge in an abandoned church, only to learn that it was defiled by a curse, which turned out to be the cause of the zombie infestation in the woods. Armed with only a couple of torches, faith was the strongest thing they had left in their arsenal.

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

Tiles needed: **1V, 3R, 5R, 6R, & 8V.**

OBJECTIVES

This is a 2-player Quest, played with Ann and Clovis.

Accomplish the Objectives in this order:

- 1- Place the green Objective at the entrance of the church (green Door) to seal it.
- 2- Use Ann to place both red Objectives on the altar (green Spawn Zone) and perform a ritual to purify it.
- 3- Eliminate all remaining Zombies inside the church.

SPECIAL RULES

• Setup.

- In addition to their Starting Equipment, Ann and Clovis start with 1 Torch each.
- Put the green Objective randomly among the red Objectives, facedown.

• **Your light shall guide us.** The green Door can be opened like a regular door. The blue door cannot be opened.

• **Even though evil persists.** The green Spawn Zone is inactive at the start of the game. It becomes active when the green door is opened.

The green Objective gives 5 experience points to BOTH Survivors when taken. Keep this Objective next to their dashboard. It may be traded like Equipment and doesn't take up a slot in the inventory. The Survivor with the green Objective may spend 1 Action to discard it while standing in the Zone with the open green door. The green door is then closed.

• **By thy word, I will banish all evil.** Each red Objective gives 5 experience points to the Survivor who takes it. Keep this Objective next to their dashboard. It may be traded like Equipment but doesn't take up a slot in the inventory.

After the Green Door has been closed, Ann may spend 1 Action to discard 2 red Objectives in the green Spawn Zone to remove it from the game.

• **For only your servants shall enter the heavens.** Die rolls to open doors automatically succeed.

• **And all evil shall be vanquished.** Whenever Zombies would split into new groups when moving, do not add new Zombies to the uneven group. Players decide which direction the uneven groups go.



QUEST - ZOMBICIDE

B55



 **Player Starting Area**

 **Opened Door**

 **Runners**

 **Doors**

 **Spawn Zones**

 **Objectives (5 XP)**

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