

QUEST B8:

SLAVE DRIVERS

HARD / 4+ SURVIVORS / 90 MINUTES

We spotted the most unusual thing during a patrol: living people held captive by necromancers and taken away to an unknown location. From their attire, most of them are notables. They were quite far away, but we think we saw at least an apothecary and a blacksmith. We assume that the necromancers stick by their prisoners to hide their living presence among the zombies in the same way that the necromancers hide their own. Something bad is brewing. We have to rescue these people and investigate!

Ah, if one of these captive is a cook, that would be a blessing. Please.



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

Tiles needed: 2R, 4V, 5R, 7V, 8R & 9V.

OBJECTIVES

- 1 - Release the captives.** Take at least four Objectives (excluding the green).
- 2 - Back to safety.** Reach the Exit Zone with all starting Survivors. Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Zombies in it.

5R	7V	9V
8R	4V	2R



SPECIAL RULES

· **Setting:** Put the blue Objective randomly among five red Objectives facedown (for a total of six Objective tokens). Shuffle them and set them aside in an Objective pile without revealing them.

· **Restless nests:** Red doors open as soon as a Survivor stands in their Zone (or crosses it using the Speed Enchantment, for example). Vault doors are opened normally.

· **Captives:** Whenever a Necromancer is eliminated, replace its miniature with the top Objective token without revealing it. The Objective counts as a Survivor with Health 1, no Action, and no Equipment. The token can be taken as an Objective, representing the release of a captive.

- Taking a red Objective grants 5 experience points to the Survivor who takes it.

- Taking the blue Objective grants 5 experience points and the Orcish Crossbow as well, and activates the blue Spawn Zone.



· **The sorcerer's vault:** Taking the green Objective grants 5 experience points and the Inferno Vault weapon to the Survivor who takes it.

· **(Optional) Crafters:** Survivors need to release four captives and may end up saving up as many as six. During the next Quest's Setup, players may draw one Equipment card per Survivor for each captive released beyond the fourth (draw one card per Survivor for five released captives and two cards per Survivor for six). Ignore "Aaahh!!" cards; discard them and draw another card.

