

# ZOMBICIDE

A detailed illustration of a zombie apocalypse scene. In the center, a warrior with a red beard and armor is fighting a zombie. To his left, a man with a long white beard and a woman with red hair are also fighting. To the right, a nun is visible. The background is a burning wooden building. The title 'ZOMBICIDE' is at the top in a stylized font with a zombie head in the letter 'O'. At the bottom, the text 'FAN-MADE QUESTS' is written.

FAN-MADE QUESTS



## QUEST CS1 :

# THE NECROMANCER'S TEMPLE

**HARD / 6+ SURVIVORS / 120 MINUTES**

We've been chasing the Necromancer for days to kill him and stop these hordes of zombies he summons with his deadly magic. He now hides in his temple and is protected by some malicious traps and his bodyguards. We just have no choice: we must enter his lair and kill him.

Material needed: **Zombicide : Black Plague, Wulfsburg, Zombie Bosses, Deadeye Walkers, NPCs or Skeletons.**

Tiles needed: **1V, 4V, 5R, 6R, 7V, 8R, 9R, 10V & 11R.**

### OBJECTIVES

**Kill the Necromancer and his bodyguards.**

### SPECIAL RULES

#### • Setting.

- Put one random Vault Weapon in each Vault.
- Put the Necromancer and 10 skeletons in the Temple in Tile 1V and the Ablobination in the building in Tile 6R.
- Set a deck with the Deadeye Walkers Spawn Cards to be used with the Spawn Zones marked with a (1).
- Set a deck with Zombicide:Black Plague and Wulfsburg Spawn Cards, except the Necromancer Spawn Cards, to be used with the other Spawn Zones.
- Each Survivor can start in any of the two Starting Areas.

- **Magical Barriers:** Magical barriers are impassable for all Actors, even with the Jump Skill. Magical barriers don't block Lines of Sight, Ranged weapons, Combat spells and Enchantments.

- **On & Off:** Magical barriers are deactivated when there are Survivors on the blue and green Objectives simultaneously OR where there are Survivors on the two red Objectives simultaneously. Magical barriers are activated as soon as the above requirements are not met.

- **Ouch!** If Actors are in Zone with a magical barrier when it reactivates, they suffer one damage point (Zombies die except Abominations and Fatties) and they are blocked in the Zone. They can't be activated anymore until the magical barrier is deactivated.

- **More and more:** When a Survivor enters the Zone with the green Objective, the green Door opens and both the green Spawn Zone and the Spawn Zone on the tower marked with a (1) become active. When a Survivor enters the Zone with the blue Objective, the blue Door opens and both the blue Spawn Zone and the Spawn Zone on the tower marked with a (2) become active. When a Door of the Temple is opened, the Necromancer Spawn Zone becomes active..

- **Close-knit guard:** The 10 Necromancer's bodyguards are skeleton Walkers (use dedicated miniatures or NPCs). They can only be killed by Combat spells or Magical weapons. Ranged weapons can't hit them. Each hit with a non-magical Melee weapon on a skeleton Walker triggers a saving roll: roll one die. If the value is lower than the accuracy of the Melee weapon, the skeleton Walker avoids the hit and no damage is taken.

- **Magical Temple:** The Necromancer always stays in the Temple. Inside the Temple, the Targeting Priorities applies even for Melee weapons. Skeleton Walkers are considered as Walkers from a Targeting Priority perspective. If a Dragon Fire is ignited in the Temple, ALL Actors are eliminated in ALL Zones.

10V	6R	1V
5R	4V	11R
8R	7V	9R





## QUEST CS2 : THE KEEP

**HARD / 6+ SURVIVORS / 150 MINUTES**

The keep of the city is the perfect place to wait for reinforcement. Let's take the tower, raise the flag so we can be seen from miles away, then secure the place until they come and help us.

Material needed: **Zombicide : Black Plague, Wulfsburg, Deadeye Walkers.**

Tile needed: 1V, 2R, 3R, 4R, 5R, 6V, 7V, 8R, 10R

### OBJECTIVES

**Take the flag and secure the keep.** All the Survivors must reach the Zone with the flag on top of the keep and close the three Doors.

### SPECIAL RULES

#### • Setting.

- Put one random Vault Weapon in each Vault.
- Put the Deadeye Walkers in the nine Zones on the Tower.

- **Hold your position** : the Deadeye Walkers on the Tower never move. They stay in their respective Zone during the Zombie Activation.

- **Reinforcement**: when the green Door is opened, the green Spawn Zone becomes active. When the blue Door is opened, the blue Spawn Zone becomes active. The blue and green Spawn Zones are never used by the Necromancer to flee and they aren't counted in the total of Spawn Zones when a Necromancer flees.

- **Close the Doors** : a Survivor adjacent to a Door on the Tower car spend one Action to close it, if there is no Zombie adjacent to the Door.

5R	8R	7V
4R	10R	3R
2R	1V	6V





## QUEST CS3 (harder variant) :

# THE STRONGHOLD

VERY HARD / 6+ SURVIVORS / 180

**S**eparated! We are separated! Some of us are already in the stronghold but part of our fellowship is still outside. We have to open the heavy portcullis and join together inside the fortress.

Material needed: **Zombicide : Black Plague, Wulfsburg, Deadeye Walkers.**

Tile needed: 1V, 2V, 3V, 4V, 5R, 6R, 8R, 9V, 10V

### OBJECTIVES

**Open the magic portcullis.** Remove the Magic Barrier.

**All Survivors must escape through the streets of the city.**

Any Survivor may escape through the Exit Zone at the end of his Turn, as long as there are no Zombies in it.

### SPECIAL RULES

#### • Setting.

- Split the Survivors among the two Player Starting Areas. Put at least two Survivors on the Player Starting Area (1).
- Put a blue Objective randomly among the red Objectives.
- Put one random Vault Weapon in each Vault.

- **Open the magical portcullis :** Two Survivors must be in the building that contains the green Objective, with no Zombies in it, and, during the same Players Phase, they must not spend any Action during their Activation. Then, the Magical Barrier is removed at the end of the Players Phase.

- **Locked :** Each Objective gives 5 experience points to the Survivor who takes it. The blue Door can't be opened until the blue Objective is taken. The green Objective can't be taken.

3V	1V	2V
9V	6R	10V
5R	4V	8R





## QUEST CS4 :

# THEY SHALL NOT PASS

**HARD / 6+ SURVIVORS / 150 MINUTES**

**T**he demons are invading the citadel! We are the servants of the Secret Fire, wielders of the flame of Anor. We'll send them back to the Shadow. They shall not pass!

Matériel requis: **Zombicide : Black Plague, Wulfsburg, Zombie Bosses.**

Dalles requises: **1V, 2R 4V, 5R, 6R, 7V, 8R, 9V, 10V, 11V**

### OBJECTIVES

**Protect the Citadel.** Zombie must not enter inside any of the three buildings of the Citadel on tiles 1V and 9V.

**Summon the Flame of Anor.** Activate the two magical barriers on Tiles 4V and 7V.

### SPECIAL RULES

#### • Setting.

- Prepare two magical barrier tokens. They will be put on the board only when the flame of Anor is summoned.

- Use the Spawn cards from Zombicide:Black Plague, Wulfsburg, Deadeye Walkers and Zombie Bosses, with the exception of the Abominotaur Spawn Cards.

- **The Flames of Anor:** Each objective gives 5 experience points to the Survivor who takes it.

When all four Objectives have been taken on a given Tile, place a Magical Barrier in the Zone indicated on the Map. The Magical Barriers are impassable and block the lines of sight.

- **Back to the Shadow:** The green and blue Spawn Zones are active at the beginning of the game. When the green Objective is taken, the green Spawn Zone is removed. When the blue Objective is taken, the blue Spawn Zone is removed.

- **They Shall Not Pass:** If Zombies can attack a Survivor when they activate, they do so. If not, they move to the Zones marked with a (1) regardless of other targets. If there are several paths of same length to the Zones marked with a (1), they split. If a Zombie enters a Zone marked with a (1), the game is immediately lost. The Zones marked with a (1) can't be searched.



9V	10V	2R	7V	5R
1V	11V	6R	8R	4V





# QUEST CS5B (VARIANT) : THE CELESTIAL PILLARS

**MEDIUM / 6+ SURVIVORS / 150 MINUTES**

The necromancer has blocked the city under a magical dome, supported by two massive celestial pillars. We won't be able to defeat him until these pillars are destroyed.

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

Tile needed: **1V, 2R, 3V, 4V, 5R, 6R, 7V, 8R, 9R**

## OBJECTIVES

**Destroy the Celestial Pillars.**

**All Survivors must escape the city.** Any Survivor may escape through the Exit Zone at the end of his Turn, as long as there are no Zombies in it.

## SPECIAL RULES

### • Setting.

- Put one random Vault Weapon in each Vault.

• **The Celestial Pillars** : The Celestial Pillars are impassable and they block the lines of sight. A Celestial Pillar is destroyed when the four red Objectives that surround it are taken.

• **Give me more** : Each Objective gives 5 experience points to the Survivor who takes it. When the green Objective is taken, the green Spawn Zone is activated.

• **Locked** : The blue Door can't be opened until the blue Objective is taken. The green Door can't be opened until Objective is taken.

8R	3V	29R
4V	1V	7V
5R	2R	6R





## QUEST CS6 : THE WALLS

**HARD / 6+ SURVIVORS / 150 MINUTES**

**B**efore they left the city, the inhabitants closed off the doorkways and turned them into solid walls. They also walled up the entry of the tunnel they used to flee the Black Plague...

Materiall needed: **Zombicide : Black Plague, Zombie Bosses.**

Tile needed: **1V, 2R, 3V, 4R, 5R, 6R, 7R, 8R, 9R**

### OBJECTIVES

**Find the key of the tunnel.** Find the blue Objective.

**All Survivors must escape the city through the tunnel.**

Any Survivor may escape through the Exit Zone at the end of his Turn, as long as there are no Zombies in it.

### SPECIAL RULES

#### • Setting.

- Put one random Vault Weapon in each Vault.
- Put the blue Objective, randomly, among the red Objectives, face down.
- Put the blue and green Spawn Zones, randomly, among the red Spawn Zones, face down.
- Add the Abominotaur Spawn Cards to the Zombicide : Black Plague Spawn Cards.

- **Sealed:** The Survivors can only open the blue and green Doors. The red Doors are sealed and can't be opened except by the Abominotaur, as per its rules.



- **Unleashed:** When either the green or the blue Door is opened, turn the Spawn Zones, face up, and put the Abominotaur on the blue or green Spawn Zone respectively. If the Abominotaur is already in game, it gains an immediate Activation.

- **The key of the tunnel:** Each Objective gives 5 experience points to the Survivor who takes it. The Survivors can't escape through the Exit Zone until the blue Objective is taken.

4R	7R	5R
2R	6R	3V
1V	8R	9R





# QUEST CS7 : JAILBREAK

**HARD / 6+ SURVIVORS / 150 MINUTES**

The hordes of the Necromancer have captured two of our fellow Survivors and they are imprisoned in the cells of the Citadel. We'll fight against the guards and jailors and save them.

Material needed: **Zombicide : Black Plague, Wulfsburg, Deadeye Walkers, NPC-1, Zombie Bosses.**

Tile needed: **1V, 2R, 3V, 4V, 6R, 7V, 9V, 10V, 11R**

## OBJECTIVES

**Find and free the two prisoners.**

**All Survivors must escape the city.** Any Survivor may escape through the Exit Zone at the end of his Turn, as long as there are no Zombies in it.

## SPECIAL RULES

### • Setting.

- Put the green and blue Objectives, randomly, among the red Objectives, face down.
- Put one random Vault Weapon in each Vault.
- Put the Ablobination on Tile 6R as indicated.
- Put two Survivors aside. They are the prisoners.
- Don't use the Wulfsburg, NPC and Bosses Cards.

- **Guard Towers :** During the Zombie Phase, if a Deadeye Walker Spawn Card is drawn, roll a dice. If the result is 1 or 2, put the Deadeye Walkers respectively in the Zone marked (1) or (2). For any other result, the Deadeye Walkers are placed on the relevant Spawn Zone, normally.



- **The Jail :** The jail cells are the Zones that contain an Objective. When a Survivor opens the Door of a cell, check the color of the Objective:

- If the Objective is green or blue, put one of the Survivors/Prisoners in the cell. He will start with 0 experience points and no equipment. This Survivor is then played normally, with his first Activation during the current Round.

- If the Objective is red, put a NPC Jailor in the Zone of the Survivor who opened the Door. All NPC Jailors, including the new one, gain an immediate Activation. If there aren't any remaining NPC jailor miniatures, all PNC jailors still gain their immediate Activation.

No Vault Weapon are gained when a NPC is killed. A jail cell Zone can't be searched.

- **Guardhouse :** The Ablobination is immured in a massive guardhouse and can't leave its building. Through the arrowslits, its powerfull arm can normally attack the adjacent Zones though. The Ablobination is protected by the arrowslits and can't be attacked from outside its building Zone or suffer enchantments.

- **They've heard the secrets :** The green Door can't be opened until the green Objective is found. The blue Door can't be opened until the blue Objective is found.

4V	10V	3V
6R	9V	2R
7V	11R	1V



## QUEST CS8 : ON FIRE!

**HARD / 6+ SURVIVORS / 150 MINUTES**

**A**fter all these battles, we've decided to take some rest and spend the night in this old abandoned tavern. But, wait! What is this noise in the corridor? What is this heat? Wake up, fellows! The building is on fire!

Material needed: **Zombicide : Black Plague**.  
Tile needed: **1V, 2V, 3R, 4R, 5V, 6V, 7R, 8V, 9R**

### OBJECTIVES

**All Survivors must escape the burning building!** Any Survivor may escape through the Exit Zone at the end of his Turn, as long as there are no Zombies in it.

### SPECIAL RULES

#### • Setting.

- Put the green and blue Objectives, randomly, among the red Objectives, face down.
- Remove the Necromancer Spawn Cards from the deck.

- **We gotta get out of this place :** The blue Door can't be opened until the blue Objective is taken. The blue Spawn Zone becomes active when the blue Objective is taken. The green Door can't be opened until the green Objective is taken. The green Spawn Zone becomes active when the green Objective is taken.

- **It burns! It burns! :** At the end of each round, chose a Zone already on fire. Spread the Dragon Fire from it to an adjacent Zone not on fire of player's choice. Use any type of tokens to mark all burning Zones as they are all considered as Dragon Fire. The spreading can't cross walls, only Doors. If it crosses a closed Door, open it and spawn Zombies in the building Zones, normally. Any Actor in a burning Zone is eliminated.

- **At last, water is useful :** A Survivor, having a Water Equipment Card in his Inventory, can spend three Actions to put out the fire in an adjacent Zone that is on fire and within line of sight. The Water Equipment Card is kept in his Inventory but put upside down to show it is empty. A Survivor can refill an empty Water Equipment Card by spending three Actions while in the fountain Zone on Tile 7R, marked with a (1), as long as there is no Zombie in it. The Water Equipment Card is put the right way up when refilled and can be used again to put out the fire.

- **Do you think we need 5 more? You think we need 5 more. All right, we'll get 5 more :** Each tObjective gives 5 experience points to the Survivor who takes it.

2V	7R	23R
8V	5V	1V
9R	4R	6V





## ◆ QUEST CS9 : UNDER FIRE

**MEDIUM / 6+ SURVIVORS / 120 MINUTES**

The lair of the Necromancer is hidden somewhere under the Temple. Let's find the entrance of his Vault while avoiding the guards around the Temple.

Material needed: **Zombicide : Black Plague, Wulfsburg, Deadeye Walkers.**

Tile needed: **1V, 4V, 6R, 7V, 8R, 10V**

### OBJECTIVES

**Find the key of the Temple.**

**Enter the Necromancer's Vault.** Any Actor may escape through the Exit Zone at the end of his Turn, as long as there is no Zombie in it.

### SPECIAL RULES

#### • Setting.

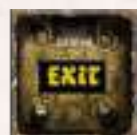
- Put the green Objective randomly among the red Objectives, face down.
- Put the Deadeye Walkers in their respective Zones.
- Do not use the Wulfsburg Cards.

• **Give me five:** each Objective gives 5 experience points to the Survivor who takes it.

• **Necromancer's Minions:** the green Door can't be opened until the green Objective is taken. When the green Objective is taken, the green Spawn Zone becomes active.



- **Stay here!** when a Deadeye Walker is in a Zone that contains arrow slits, he doesn't move anymore and shoots at Survivors when possible.
- **Heavily guarded:** the open walls marked with a (1) together with the blue opened Door marked with a (1) are arrow slits. Arrow slits are impassable. Ranged weapons can be used through arrow slits from inside to outside, but not from outside to inside. Combat Spells or enchantments can't be used through arrow slits in both directions.
- **Limited number of weapons in the Armory :** the Zone that contains the blue Objective is an Armory. The blue Objective can't be taken. A Survivor who spends a Search Action in this Zone, draws Equipment Cards until either a Melee weapon or a Ranged weapon is drawn. Any other Card is discarded. Only six Search Actions can be spent in this Zone.



8R	4V	1V
7V	6R	10V





# QUEST CS10 : TRAPPED!

**HARD / 6+ SURVIVORS / 150 MINUTES**

**T**rapped! We are trapped in the Necromancer's lair. We can feel his magical power everywhere. He has raised his hordes of Zombies with his dark enchantments and locked all Doors with magic spells. We have to kill not to be killed!

Material needed: **Zombicide : Black Plague, Wulfsburg, Zombie Bosses.**

Tile needed: **1V, 2V, 3R, 4R, 6R, 8V, 9V, 10R, 11R.**

## OBJECTIVES

**All Survivors must escape the Necromancer's lair.** Any Survivor may escape through the Exit Zone at the end of his Turn, as long as there are no Zombies in it.

## SPECIAL RULES

### • Setting.

- Mix together the green and blue Objectives, face down, pick one and put it on Tile 1V as indicated.
- Put one random Vault Weapon in each Vault.
- Put the Abomination on Tile 1V as indicated.
- Put the Abominatroll on Tile 6R as indicated.
- Make a deck with the Zombicide:Black Plague Spawn Cards. This deck is used with the red Spawn Zones.
- Make a deck with the Wulfsburg Spawn Cards. This deck is used with the blue and green Spawn Zones.

• **Magical Doors.** The Doors are magically closed by the dark power of the Necromancer and can't be opened normally by spending an Action with a Melee weapon. A Door must be opened each time 10 Zombies have been killed. The opened Door is players choice. Any type of Abomination counts as 5 Zombies for this purpose.

• **Find the Vault Door.** The objective gives 5 experience points to the Survivor who takes it. If the Objective is the green one, put a yellow Vault Door in the Zone. If the Objective is the blue one, put a violet Vault Door in the Zone.

• **Hordes of Zombie Wolfz.** when either the blue Door or the green Door is opened, both blue and green Spawn Zones become active. Only the deck with Wulfsburg Spawn Cards is used with blue and green Spawn Zones.



2V	11R	9V
3R	1V	6R
8V	10R	4R



**ZOMBICIDE - QUEST**

**CS10**



## QUEST CS11 :

# THE GUARDIAN

VERY HARD / 6+ SURVIVORS / 120

The only way to escape is to use the Magical Portal in the Necromancer's temple. But it's guarded by a terrible monster and we must kill him to stop the enchantment that locks the door.

Material needed: **Zombicide : Black Plague, Wulfsburg, Zombie Bosses.**

Tile needed: 1V, 2R, 3V, 6R, 9V, 10V.

### OBJECTIVES

**Find the blue key.** Take the blue Objective.

**Kill the Guardian.** Kill the Abominatroll.

**Teleport through the Magical Portal.** Any Actor may escape through the Magical Portal Zone at the end of his Turn, as long as there is no Zombie in it.

### • Setting.

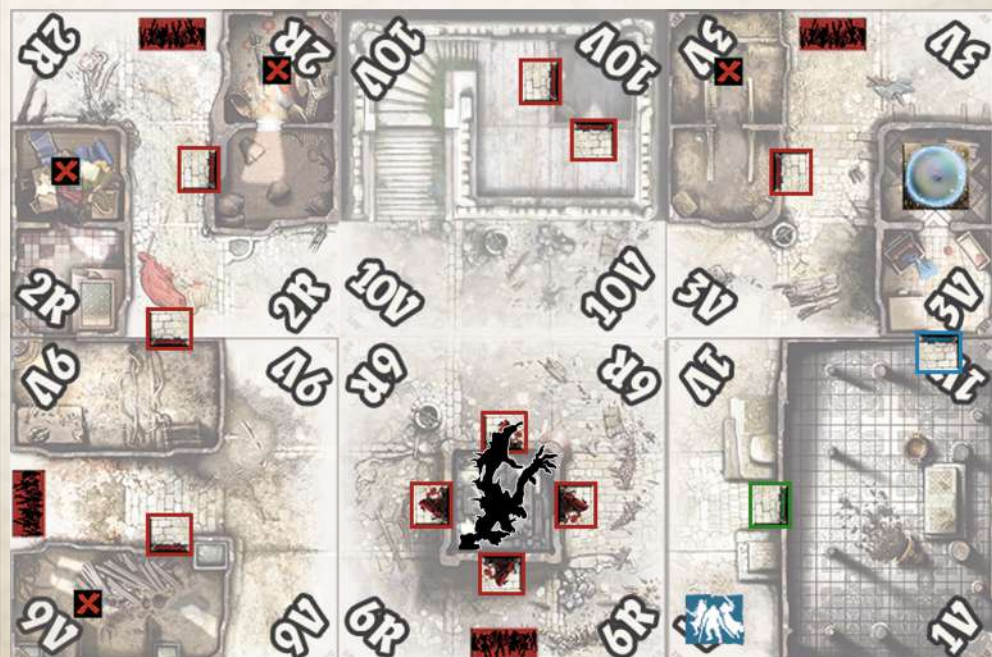
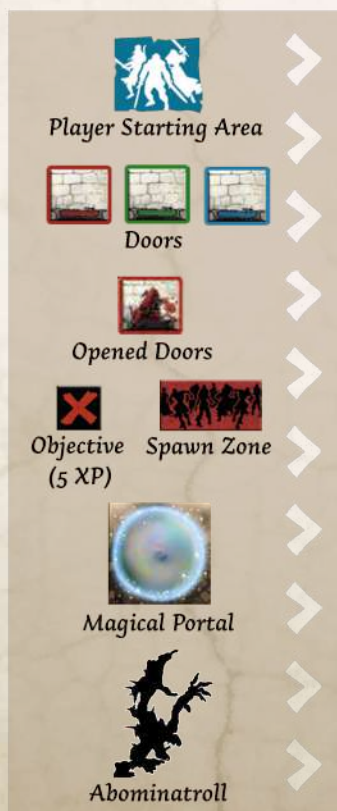
- Put the blue Objective randomly among the red Objectives, face down.
- Put the Abominatroll in the building on Tile 6R.
- Do not use any of the Zombie Bosses Spawn Cards.

• **Where is the key?** Each Objective gives 5 experience points to the Survivor who takes it. The blue Door can't be opened until the blue Objective has been taken.

• **The Guardian of the Main Entrance.** The green Door can't be opened until the Abominatroll has been killed.



2R	10V	3V
9V	6R	1V



ZOMBICIDE - QUEST

CS11



# QUEST CS12 : INTO THE DARKNESS

MEDIUM / 6+ SURVIVORS / 120 MINUTES

**F**rom the guard tower we can see the temple. This is our objective: enter the temple, find the little room where the Necromancer hides his grimoires and burn these dark books.

Material needed: **Zombicide : Black Plague, Wulfsburg, Deadeye Walkers, Abominarat, Massive Darkness.**

Tiles needed: **1V, 2R 9V, 11R and, from Massive Darkness, 2R, 3V, 4V, 5R.**

## OBJECTIVES

**Find the keys.** Take the green and blue Objectives.

**Burn the Grimoires.** Ignite a Dragon Fire in the Exit Zone.

## SPECIAL RULES

### • Setting.

- Put the green and blue Objectives randomly among the red Objectives, face down.
- Do not use the Abominarat Spawn Cards.

• **The Keys.** Each Objective gives 5 experience points to the Survivor who takes it. The blue Door can't be opened until the blue Objective is taken. The green Door can't be opened until the green Objective is taken.

• **Entering the Darkness.** The two maps are one above the other: one is the normal ground, the other is underground. They communicate through the Vault Doors. When a Survivor opens a Vault Door, flip the two Vault Door tokens of the given color to the opened side are they represent the same Vault Door. Opening a Vault Door spawns Zombies in a building normally, even if the building is underground.

• **They come from the Shadow.** When a Vault Door is opened, both the green and blue Spawn Zones become active.

• **The Darkness is massive.** In the underground map, an Actor's Line of Sight is limited to the distance of one Zone. However, if the Target Zone is a Zone in Light (with a light source) or contains a Survivor with a Torch in his Hands, then this limitation doesn't apply. A Building Zone in Shadow can't be searched, except if the Survivor has a Torch in Hand. In that case, the Survivor draws one single Equipment Card. In a Building Zone in Light, the standard rules for the Search Action apply.

• **Roaming Monster.** When a Spawn Card spawns an Abomination, it is played normally and in addition, if at least one Survivor is on the underground map, spawn an Abominarat on the underground map, using its Spawn rules. If the Abominarat is already in the game, it gains an immediate Activation even though there is no Survivor on the underground map.



9V	11R	1V	2R
4V	3V	2R	5R



## QUEST CS13 :

# THE BRIDGE OF KHAZAD-DÛM

HARD / 6+ SURVIVORS / 150 MINUTES

**M**oria... You fear to go into those mines. The Dwarves delved too greedily and too deep. You know what they awoke in the darkness of Khazad-dûm... Shadow and flame.

Material needed: **Zombicide : Black Plague, Massive Darkness.**

Tiles needed: **1V, 2V, 3R, 4V, 6R, 7R, 8V, 9R from Massive Darkness.**

### OBJECTIVES

**Find the Magical Staff.** Take the blue Objective.

**Make the Balrog fall in the deep chasm.**

**Leave the Mines of Moria.** Any Survivor may escape through the Exit Zone at the end of his Turn, as long there are no Zombies in it.

### SPECIAL RULES

#### • Setting.

- Put the blue Objective randomly among the red Objectives, face down.
- Use the Hellsbane miniature as the Balrog and put it in the violet Vault.

• **Over the chasm.** The chasm doesn't block Lines of Sight. For Range computing, the chasm is considered two Zones wide.



• **The magical Staff.** Each Objective gives 5 experience points to the Survivor who takes it. The blue Objective is a Magical Staff. The Survivor who takes it gains a Staff Starting Equipment Card from Massive Darkness. The magical Staff must be equipped in Hand to be used. It can't be used for Combat. When the blue Objective is taken, the blue Spawn Zone becomes active.

• **The Balrog.** The Balrog is an Abomination. When an Abomination Spawn Card is drawn, no Abomination is put on the board but the Balrog gains an immediate Activation. The Balrog inflicts 3 Wounds when it attacks, with no Armor roll. However, when attacked by a Balrog, a Survivor with the Magical Staff equipped in Hand can make a 3+ Armor roll.

• **"Swords are no more use here".** The Balrog can't be killed by a Melee Weapon, a Ranged Weapon nor a Combat Spell. It can't be killed with a Dragon Fire neither. However it is possible to make it fall in the deep chasm under the Bridge of Khaszad-Dûm. When the Balrog is on a Bridge Zone, a Survivor adjacent to the Balrog and with the magical Staff equipped in Hand can spend two Actions to destroy the Bridge Zone under the Balrog. At least one of these two Actions must be a Magic Action given by Skills such as +1 Magic Action or Spellcaster.

• **Goblin Archers.** When a Spawn Card spawns a Necromancer, put three Goblin Archers on the Zone instead. Goblin Archers function like standard Walkers for most game purposes. Same place in the targeting priority order, 1 Action per activation, 1 Damage to kill, 1 XP per kill. Goblin Archers Attack whenever they activate while having a Line Of Sight on a Survivor (or more) at Range 0-3. Then, they perform a standard Zombie Attack on the designated Zone. If several Zones are eligible, they choose their target according to these priorities:

- 1- The Zone with the most Survivors.
- 2- The noisiest Zone.
- 3- If all eligible Zones have the same amount of Survivors and Noise, the players choose.



2V	9R	7R	1V
6R	4V	3R	8V



# QUEST CS14 (variant) : THEY HAVE A CAVE TROLL

**HARD / 6+ SURVIVORS / 90 MINUTES**

*We have barred the gates... but cannot hold them for long. The ground shakes. Drums... drums... in the deep. We cannot get out... They are coming!*

Material needed: **Zombicide : Black Plague, Massive Darkness.**

Tiles needed: **1V, 2R, 3V, 4V, 5V, 7R from Massive Darkness.**

## OBJECTIVES

**Reach Balin's Grave.** All Survivors must enter the building with the blue Door.

**Lock the Door.** Close the blue Door.

**Kill them all.** You win the game as soon as the Spawn Deck is exhausted and there is no other Actors than the Survivors on the board.

## SPECIAL RULES

### • Setting.

- Remove the Necromancer Spawn Cards from the Spawn Deck.
- The Equipment Deck only contains the 12 Melee Weapons, the 9 Ranged Weapons, the 7 Combat Spells, the 7 Armors and the 2 Shields.
- Use the Low Troll miniature from Massive Darkness as the Cave Troll.



• **Here lies Balin, son of Fundin, lord of Moria.** A Survivor can spend one Action to close the blue Door. Once closed, the blue Door can't be opened by the Survivors. When a Zombie activates next to the closed blue Door, it attacks the blue Door. After 10 attacks, the blue Door is opened and can't be closed anymore. The red Doors can't be closed. The Pillars are considered like opened Doors for Movements purpose and Actors can pass through them but Pillars block Lines of Sight. A Zone can only be searched twice. The first time the Balin's Grave Zone is searched, the Survivor doesn't draw an Equipment Card and get the Orcish Crossbow Artifact Card instead.

• **Fool of a Took!** The blue Spawn Zone is inactive but each time a Survivor spends a Search Action, draw immediatly a Spawn Card on the blue Spawn Zone.

• **Green Horde.** When drawing a Walker Spawn Card, put Goblin Archers on the board instead. Goblin Archers function like standard Walkers except they attack whenever they activate while having a Line of Sight on one or more Survivors at range 0-3. They choose their target according to these priorities:

1- The Zone with the most Survivors.

2- The noisiest Zone.

3- If all eligible Zones have the same amount of Survivors and Noise, the players choose.

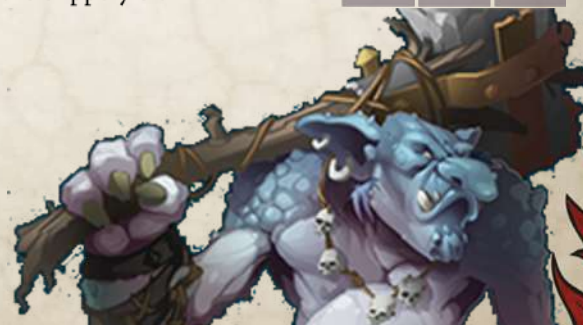
When drawing a Runner Spawn Card, put Goblin Warriors on the board instead. Goblin Warriors function like Runners. When drawing a Fatty Spawn Card, put Orc Players or an Orc Enforcers on the board instead. Orcs function like Fatties.

• **They have a Cave Troll.** When drawing an Abomination Card, put a Cave Troll on the board instead. The Cave Troll functions like an Abomination. Whenever the Cave Troll activates with Line Of Sight to any Survivors at Range 0-1, it will perform an Attack against one of these Survivors at players choice. Its attack inflicts 2 Wounds. The Cave Troll has 50 Life Points. Each successfull Attack against the Cave Troll removes a number of Life Points equals to the Damage inflicted by the Weapon or the Spell. When the number of Life Points equals zero, the Cave Troll is dead and removed from the board. If an Abomination Card is drawn after the Cave Troll died, discard it.

• **Let them come! There is one Dwarf yet in Moria who still draws breath!** A Dwarf Survivor gains the Frenzy:Melee and the +1 to dice roll:Melee Skills until he is in the Balin's Grave Zone .

• **Nimble feet.** An Elf Survivor in the same Zone than the Cave Troll without any other Zombies in it, gains the Slippery Skill.

7R	4V	1V
2R	3V	5V





## QUEST CS15 (variant):

# THE MOUNTAIN OF DOOM

**HARD / 6+ SURVIVORS / 180 MINUTES**

**F**or another ring was made... In the land of Mordor, in the fires of Mount Doom, the dark lord Sauron forged in secret a master ring to control all others. One Ring to rule them all...

Material needed: **Zombicide : Black Plague, Massive Darkness.**

Tiles needed: **1V, 3V, 4R, 5R, 7V, 8V, 10R, 11R from Massive Darkness.**

### OBJECTIVES

**Find the One Ring.** Take the blue Objective.

**Destroy the One Ring in the Cracks of Doom.**

**Leave the Mountain of Doom.** Any Survivor may escape through the Exit Zone at the end of his Turn, as long there are no Zombies in it.

### SPECIAL RULES

#### • Setting.

- Put the blue Objective randomly among the red Objectives, face down.
- Put a Vault Artifact in each Vault.
- Don't use the Necromancer Spawn Cards.

- **Green Horde.** Runners are replaced by Goblin Warriors. Fatties are replaced by Orc Flayers and Enforcers and inflict 2 wounds per attack. Abominations are replaced by Low Trolls and inflict 3 wounds per attack.



- **The One Ring.** Each Objective gives 5 experience points to the Survivor who takes it. The blue Objective is the One Ring. The Survivor who takes it gains a Sorcerer's Ring Artifact Card from Massive Darkness and becomes the Ring Bearer. This One Ring Card is used as an equipment Card but can't be exchanged. The Ring Bearer gains the Rotten Skill as long as he has the One Ring equipped in Hand. If the One Ring is equipped in Hand during the Zombies' Phase, repeat the Phase twice: Activate, Spawn, then Activate again and Spawn again. If the Actor who bears the One Ring dies, put the One Ring Card on his Zone. It can then be taken at a cost of one Action.

- **My Precious.** When the blue Objective is taken, the blue Spawn Zone becomes active. Also put a Runner on the blue Spawn Zone. It's Golum. Golum has 3 Actions per Activation and is the last one in the targeting priority order (this also applies for Melee Weapons), with 1 damage to kill and 1 XP per kill. When a Survivor attacks Golum, he has -3 to dice roll malus. Golum's destination Zone is the Zone that contains the Ring Bearer. The Rotten Skill has no effect on Golum. Golum only attacks the Ring Bearer. When Golum attacks, it inflicts no wound but steals the One Ring. If the One Ring was equipped in Hand when Golum attacks, the Survivor loses one finger and can't equip this Hand anymore. When Golum bears the One Ring, its destination Zone becomes the Exit Zone. If an Actor bearing the One Ring escapes through the Exit Zone, the game is lost.

- **The Cracks of Doom.** The Building Zones on Tiles 10R and 11R are considered without Walls. Any Actor who enters a Lava Zone dies immediately. When the Ring Bearer is in the Zone surrounded by Pillars, he can spend one Action to try to drop the One Ring in an adjacent Lava Zone by rolling a dice. He can try only once and succeeds on 2+, with a -1 to dice roll malus for each turn he spent with the One Ring equipped in Hand. If the dice roll fails, The Ring Bearer keeps the One Ring and tries to reach the Exit Zone through the shortest path. If the One Ring is dropped in a Lava Zone or if an Actor, bearing the One Ring, dies in a Lava Zone, the One Ring is destroyed. After the One Ring is destroyed:

- All Spawn Zones become inactive.
- When activated, the Zombies attack if they can. if not, they move to the Exit Zone.
- The Mountain of Doom collapses and at the beginning of each Turn, a Tile without Lava must be removed from the board on Players choice. It becomes an impassable chasm. All Actors on the removed Tile die.

4R	1R	5R	11R
7V	3V	8V	10R



## QUEST CS16 : SHELOB'S LAIR

HARD / 6+ SURVIVORS / 120 MINUTES

**A**nd she served none but herself, drinking the blood of Elves and Men, bloated and grown fat with endless brooding on her feasts, weaving webs of shadow; for all living things were her food, and her vomit darkness.

Material needed: **Zombicide : Black Plague, Massive Darkness.**

Tiles needed: **10V, 11V, 12V, 13V, 14V, 15V from Massive Darkness.**

### OBJECTIVES

**Find the cocoon.** Take the blue Objective.

**Leave Shelob's Lair.** Any Survivor may escape through the Exit Zone at the end of his Turn, as long there are no Zombies in it. One Survivor must escape with the cocoon.

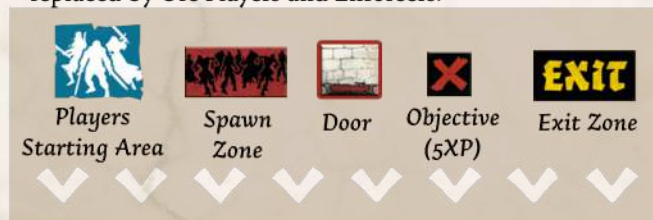
### SPECIAL RULES

#### • Setting.

- Put the green and blue Objectives randomly among the red Objectives, face down.
- Remove the Necromancer's Spawn Cards from the Spawn Deck.
- Remove the Torch and Dragon Bile Cards from the Equipment Deck
- Use the Giant Spider miniature as Shelob.

• **Dark Web.** The darkness is massive in Shelob's lair and the Line of Sight is limited to the distance of one Zone for all Actors. However, this limitation doesn't apply to Shelob, the Giant Spider.

• **Green Horde.** Walkers are replaced by Goblin Warriors. Runners are replaced by Goblin Archers. Fatties are replaced by Orc Flayers and Enforcers.



• **Shelob.** When drawing an Abomination Spawn Card, play Shelob instead. Shelob has 30 Life Points. Each successful Attack against her removes a number of Life Points equals to the Damage inflicted by the Weapon or the Spell. When the number of Life Points equals zero, she dies and is removed from the board. If an Abomination Card is drawn after Shelob died, discard it. When she Activates, she selects an Action according to these priorities:

1- Melee Attack if there is one or more Survivors in her Zone. Her attack inflicts 1 Wound.

2- Ranged Attack if there is a Line of Sight on one or more Survivors. She chooses her target according to these priorities:

- a- The Zone with the most Survivors.
- b- The noisiest Zone.

c- If all eligible Zones have the same amount of Survivors and Noise, the players choose

The targeted Survivor is placed in Shelob's Zone and is Stunned. When Activated, a Stunned Survivor must spend one Action to get up, before he can perform any other Action.

3- Move, following the standard rules.

• **Spiderwebs.** The green Zones are the places where Shelob's preys are ensnared in spiderwebs. A green Zone can be Searched only once. When **entering** a green Zone, a Survivor rolls a dice and get stuck in the webs on a result of 1. He must spend one Action to free himself before he can perform any other Action. When **leaving** a green Zone, a Survivor must spend an additional Action.

• **Fresh Blood.** Each Objective gives 5 experience points to the Survivor who takes it. The blue Objective is a fellow Survivor imprisoned in a cocoon. A Survivor can carry the cocoon if he has nothing equipped in both Hands. The cocoon can be exchanged or put on the ground at a cost of one Action. When carrying the cocoon, a Survivor must spend an additional Action when leaving a Zone.

• **"May it be a light for you in dark places, when all other lights go out".** The green Objective is a Phial filled with water from a fountain that holds the light of the beloved star Eärendil. The Survivor who takes it gains the Priest's Reliquary Artifact card from massive Darkness to represent it. It is used as an Equipment Card. A Survivor with the Phial equipped in Hand can't be selected as a target by Shelob. The Line of Sight to a Survivor with the Phial equipped in Hand is not limited to the distance of one Zone.

12V	11V	14V
10V	13V	15V





## QUEST CS17:

# THE RIVER OF FIRE

HARD / 6+ SURVIVORS / 180 MINUTES

We've chased the Necromancer in the deepest parts of the lower world and we reached the Seventh Circle of the Inferno: The River of Fire, defended by ancient daemons.

Material needed: **Zombicide : Black Plague, Deadeye Walkers, Massive Darkness.**

Tiles needed: **1V, 2V, 3V, 7R, 8R, 9R, 10R, 14R from Massive Darkness.**

### OBJECTIVES

**Find the key of the pulley room.** Take the blue Objective.

**Cross the River of Fire.**

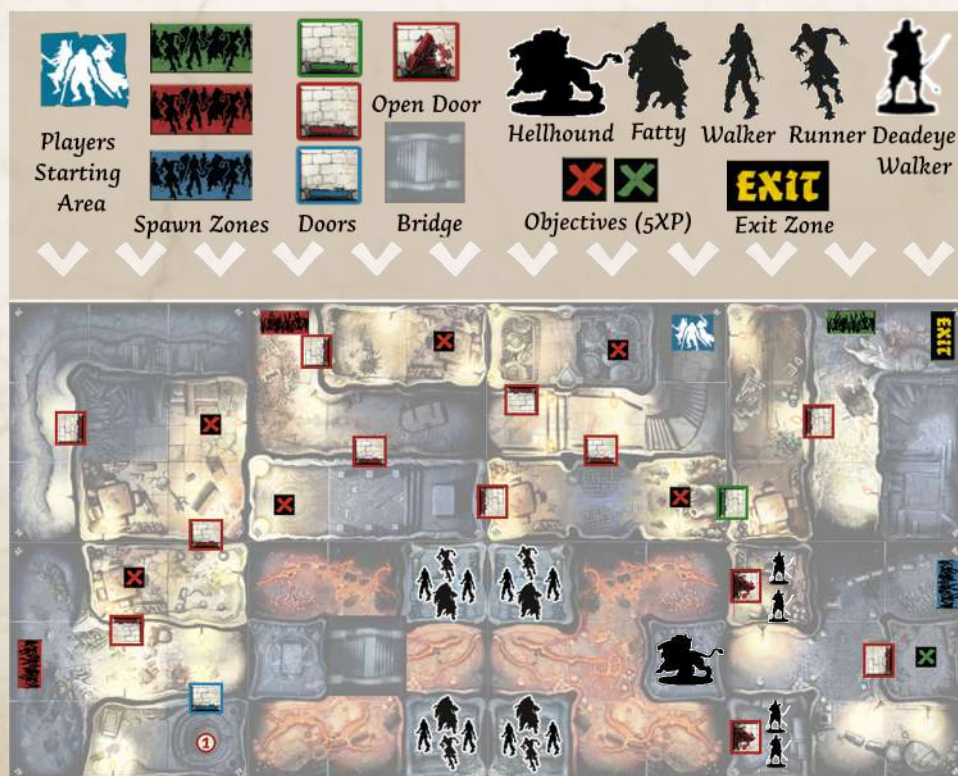
**Leave the Seventh Circle.** Any Survivor may escape through the Exit Zone at the end of his Turn, as long there are no Zombies in it.

### SPECIAL RULES

#### • Setting.

- Put the blue Objective randomly among the red Objectives, face down.
- Put the Zombies and the Hellhound on the board as indicated.

- **Locked.** Each Objective gives 5 experience points to the Survivor who takes it. The blue Door can't be opened until the blue Objective is taken. The green Door can't be opened until the green Objective is taken. When the blue Objective is taken, the blue Spawn Zone becomes active. When the green Objective is taken, the green Spawn Zone becomes active.
- **The Hell's Bridge.** Any Survivor in the building Zone with the blue Door, marked with a (1), can move the Bridge token to an adjacent Lava Zone to the right or to the left by spending 3 Actions.
- **Burn in Hell.** All building Zones in the Lava Tiles 10R and 14R are considered without Walls. Any Actor that enters a Lava Zone dies immediately.
- **The Hellhound.** The Hellhound is an Abomination. It has the Jump Skill. It can't be killed by the Dragon Fire and doesn't die if it enters a Lava Zone. It never enters in a Lava Zone when it activates. Shall the Hellhound activate in a Lava Zone, it moves to a Zone without Lava.



3V	7R	1V	8R
2V	10R	14R	9R



# QUEST CS18 : TIMBER!

MEDIUM / 6+ SURVIVORS / 180 MINUTES

**W**e've found safety in a village protected by a deep moat. We know there are some old siege machines hidden in the countryside. That will be usefull for the incoming battles against the Horde. We have to find them and bring them back in the village for repair.

Material needed: **Zombicide:Green Horde**.

Tiles needed: **13V, 14V, 15V, 17V, 18V, 19R, 20V.**

## OBJECTIVES

**Find the Trebuchet.** Take the blue Objective.

**Fill the moat.** Cut the Hedges and fill the Water Zone marked with (1).

**Bring the Trebuchet in the village.** At least one Survivor has to escape with the Trebuchet through the Exit Zone at the end of his Turn, as long as there are no Zombies in it.

## SPECIAL RULES

### • Setting.

- Put the blue Objective randomly among the red Objectives, face down.

• **Hush!** When the blue Door is opened, the blue Spawn Zone become active. When the green Door is opened, the green Zone becomes active.



• **Search the countryside.** Each Objective gives 5 experience points to the Survivor who takes it. When the blue Objective is found, put the Trebuchet in the building. The Trebuchet can be moved but it is partially broken and can't be used to fire at enemies.

• **Timber!** A Survivor equipped with an Axe, in a ground Zone and adjacent to an Hedge, can spend 3 Actions in the same Turn to cut the Hedge. Place a Barrier Token on the Hedge to represent the cut Hedge and shows that the Line Of Sight is not blocked anymore (This Barrier Token is not used as a Barrier rules-wise). In addition, equip the Survivor with an Hedge Token in Hand. When a Survivor carries an Hedge Token, it cost one additional Action to move to a Zone. The Hedge Token can be dropped for one Action. An Hedge token on the ground can be taken for one Action.

• **Fill the moat.** When 3 Hedge tokens are dropped in the Water Zone marked with a (1), the Zone is considered as a standard ground Zone. It is possible to move a Trebuchet on such a Zone without destroying it. The connection between a Water Zone and a Zone filled with 3 Hedge tokens is considered as a Ledge.



17V	15V	20V	16R
18V	13V	14V	19R





# QUEST CS19 : SOUND THE ALARM!

MEDIUM / 6+ SURVIVORS / 180 MINUTES

**Sound the alarm!** Hordes of orcs and goblins are invading our region! The Villagers will be killed if they can't reach the safety of the King's castle. As noble Survivors, it is our duty to help them reaching the keep and to kill all ennemies who entered the castle before we close the drawbridge.

Material needed: **Zombicide : Green Horde, Wulfsburg.**  
Tiles needed: **10R, 11R, 13V, 14V, 15V, 16R, 18R, 19V, 20V.**

## OBJECTIVES

**Reach the Villagers and protect them while they run to Keep.** The red Objectives represent the Villagers. At least 4 of them have to escape through the Exit Zone at the end of their Turn, as long as there are no Zombies in it.

**Close the Drawbridge.** Use the Drawbridge pulley to close the Drawbridge when the Villagers have reached the Castle.

**Kill them all!** Kill all the remaining Zombies in the Castle, within the red boundaries, after the Drawbridge has been closed.

## SPECIAL RULES

### • Setting.

- Do not use the Wulfsburg Equipment and Spawn cards
- The Drawbridge is closed at the begining of the game. A bridge token from Massive Darkness can represent it when it is open.
- The red Objectives can be replaced by NPCs or other Survivors to represent the Villagers.

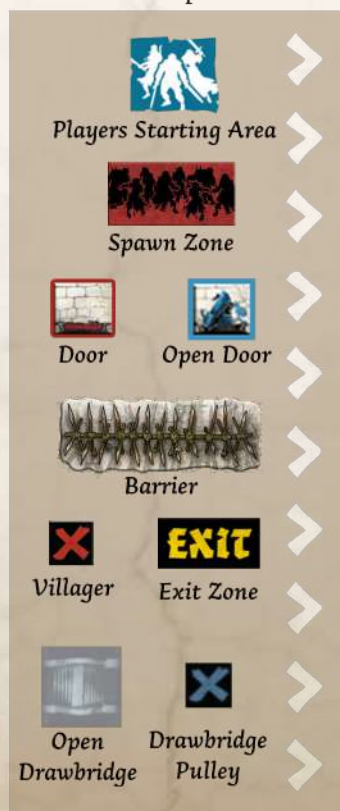
- **The Villagers.** Opening the first Door of a Building that contains a Villager gives 5 experience points to the Survivor who opens it. Don't draw Spawn cards when opening a Villager's Building. Villagers have 1 Life Point and 2 Move Actions . A Villager count as 2 Noise Tokens as soon as his Building is opened. Movement rules that apply to Survivors also apply to Villagers. All Villagers activate at the end of the Players' Phase. Villagers move 2 Zones toward the Exit Zone by taking the shortest available path. Villagers always avoid Zones that contain Zombies when defining their route.

- **Ring the alarm bell!** The Building Zone on Tile 10R is a bell tower. The bells are ringing the alarm and the Zone count as 4 Noise tokens.

- **The Drawbridge.** A Survivor can open or close the Drawbridge by spending 3 Actions during his Turn in the Zone that contains the blue Objective, as long as there are no Zombies in it. The blue Objective is the Drawbridge pulley and can't be taken. The Drawbridge can't be closed if there are Actors on it. When the Drawbridge is closed, it is considered as a Wall between the Zones marked with (1) and (2). When the Drawbridge is open, place a Drawbridge token on the Water Zone marked with a (1). It is the considered as a standard street Zone. Actors can also move from the Drawbridge to adjacent Water Zones. Actors in adjacent Water Zones can move **under** the Drawbridge but can't move **on** the Drawbridge. Actors that are under the Drawbridge can't move to the adjacent street Zones. There is no line of sight between Actors on top and under the Drawbridge.



19V	18R	10R
13V	14V	16R
15V	20V	11R





# QUEST CS20 : STRANGER THINGS

VERY HARD / 4+1 SURVIVORS / 180 MINUTES

"Believe me, there is another dimension, existing in parallel to our world," said Zee. "I've seen it, this is the Upside Down. This is where Liam is hidden. He is in great danger and we must save him. There is a Gate to the Upside Down. Let's find it!"

Material needed: **Zombicide : Black Plague, Zombicide: Green Horde, Massive Darkness Tiles.**

Tiles needed: **1R, 2R, 3V, 9V, 15V, 16R, 19R. From Massive Darkness: 1R, 2V, 3R, 4R, 5R, 7V.**

## OBJECTIVES

**Find the Gate to the Upside Down.** Take the blue Objective.

**Save Liam.** Find the green Objective.

**Close the Gate to the Upside Down.**

**All Survivors must leave the village.** Any Survivor may escape through the Exit Zone at the end of his Turn, as long as there are no Zombies in it.

## SPECIAL RULES

### Setting.

- The two maps represents two parallel Planes, one above the other. The Zombicide Tiles are the Human World Plane. The Massive Darkness Tiles are the Upside Down Plane.
- Human World Plane: Put the blue Objective randomly among the red Objectives, face down.
- Upside Down Plane: Put the green Objective randomly among the red Objectives, face down.
- Put Zee, Billy, Lorentz and North the Halfling in the Players Starting Area.

• **The Human World Plane.** The Zombicide:Black Plague Spawn Cards are used with the red Spawn Zones. The Zombicide:Black Plague Equipment Cards are used when searching in the Building Zones of this Plane.

• **The Upside Down Plane.** The Zombicide:Green Horde Spawn Cards are used with the blue and green Spawn Zones. These Spawn Zones become active when the blue Objective is taken. The Zombicide:Green Horde Equipment Cards are used when searching in the Building Zones of this Plane.

• **The Gate.** Each Objective gives 5 experience points to the Survivor who takes it. When a Survivor takes the blue Objective, put a Magic Barrier Token in its Zone and in the equivalent Zone in the Upside Down Plane to represent the Gate. Actors can move from one Plane to the other, through the Gate at a cost of one Action. There is no Line of Sight between Planes but Noises are heard through the Gate. When Zee in the Zone of the Gate, she can spend all her Actions during her Turn to close the Gate if there are no Zombies in the Zone. Once closed, the Gate can't be opened anymore.

• **Connected Planes.** When a Survivor opens a Door in a given Plane, the equivalent Door in the other Plane is opened too. Zombies are spawned normally in both Planes, except that in the Upside Down, no Zombies are spawned in a Building Zone that contains an Objective. As soon as a Door is opened in the Upside Down Plane, reveal the Objective in the Building, if there is one. If this is a red Objective, replace it by a Vault Weapon Card. The Card can be taken for one Action. If this is the green Objective, replace it by Liam, equipped with a Norse Sword Starting Equipment Card, and a Trebuchet.

• **Gorgomination.** When an Abomination or an Orc Abomination Spawn Card is drawn, spawn the Gorgomination instead or activate it, if it is already in the game. The Gorgomination and Zee can move from one Plane to the other without using the Gate at a cost of one Action. The Gorgomination hear Noises through Planes.



9V	1R	19R	1R	3R	2V
3V	16R	2R	4R	7V	5R



# QUEST CS20 (Alternate Take) : STRANGER THINGS

MEDIUM / 4+1 SURVIVORS / 240 MINUTES

"Believe me, there is another dimension, existing in parallel to our world." said Zee. "I've seen it, this is the Upside Down. This is where Liam is hidden. He is in great danger and we must save him. There is a Gate to the Upside Down. Let's find it!"

Material needed: **Zombicide : Black Plague, Zombicide: Green Horde, Massive Darkness Tiles.**

Tiles needed: 1R, 2R, 3V, 9V, 15V, 16R, 19R. From Massive Darkness: 1R, 2V, 3R, 4R, 5R, 7V.

## OBJECTIVES

**Find the Gate to the Upside Down.** Get the green Objective.

**Find Liam.** Take the blue Objective.

**Close the Gate to the Upside Down.**

**All Survivors must leave the village.** Any Survivor may escape through the Exit Zone at the end of his Turn, as long as there are no Zombies in it.

## SPECIAL RULES

### • Setting.

- The two maps represents two parallel Planes, one above the other. The Zombicide Tiles are the Human World Plane. The Massive Darkness Tiles are the Upside Down Plane.
- Human World Plane: Put the green Objective randomly among the red Objectives, face down.
- Upside Down Plane: Put the blue Objective randomly among the red Objectives, face down.
- Put Zee, Billy, Lorentz and North the Halfling in the Players Starting Area.

• **Two Planes.** The Spawn and Equipment Cards used in the Human World Plane are from Zombicide:Black Plague (discard the Necromancer Spawn Cards). The Spawn and Equipment Cards used in the Upside Down Plane are from Zombicide:Green Horde (discard the Orc Necromancer Spawn Cards).

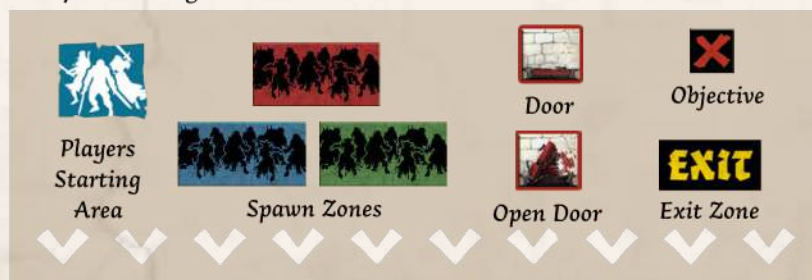
• **The Gate and Liam.** Each Objective gives 5 experience points to the Survivor who takes it. When a Survivor takes the green Objective, put a Magic Barrier Token in its Zone and in the equivalent Zone in the Upside Down Plane to represent the Gate. In addition, the green Spawn Zones become active. When a Survivor takes the blue Objective, put Liam in the Zone, equipped with a Norse Sword. He starts at blue Level and is activated in the same Turn he has been found. In addition, the blue Spawn Zones become active. When a Survivor takes a red Objective in the Upside Down, he gains a Vault Weapon.

• **Gorgomination.** When an Abomination or an Orc Abomination Spawn Card is drawn, spawn the Gorgomination instead or activate it, if it is already in the game.

• **Connected Planes.** When a Door is opened in a given Plane, the equivalent Door in the other Plane is opened too. Zombies are spawned normally in both Planes.

• **From one Plane to the other.** Actors can move from one Plane to the other, through the Gate, at a cost of one Action. The Gorgomination and Zee can move from one Plane to the other without the Gate. There is no Line of Sight between Planes. Noises are heard from one Plane to the other if the Gate has been found and is open. Until the Gate is found, if there isn't any Survivor in a given Plane, the noisiest Zone of this Plane is the equivalent Zone of the noisiest Zone in the other Plane. Gorgomination always hears Noises through Planes.

• **Closing the Gate.** When in the Zone of the Gate, Zee can spend all her Actions to close the Gate if there are no Zombies in the Zone.



9V	1R	19R
3V	16R	2R

1R	3R	2V
4R	7V	5R



ZOMBICIDE - QUEST

CS20



# QUEST CS21 : STRANGER THINGS 2

MEDIUM / 4+1 SURVIVORS / 120 MINUTES

"**B**elieve me, there is another dimension, existing in parallel to our world." said Zee. "I've seen it, this is the Upside Down. This is where Liam is hidden. He is in great danger and we must save him. There is a Gate to the Upside Down. Let's find it!"

Material needed: **Zombicide : Black Plague**, **Zombicide: Green Horde**, **Massive Darkness Tiles**.

Tiles needed: **3V, 9V, 16R, 19R**. From **Massive Darkness**: **1R, 2V, 4R, 7V**.

## OBJECTIVES

**Find the Gate to the Upside Down.** Take the blue Objective.

**Save Liam.** Find the green Objective.

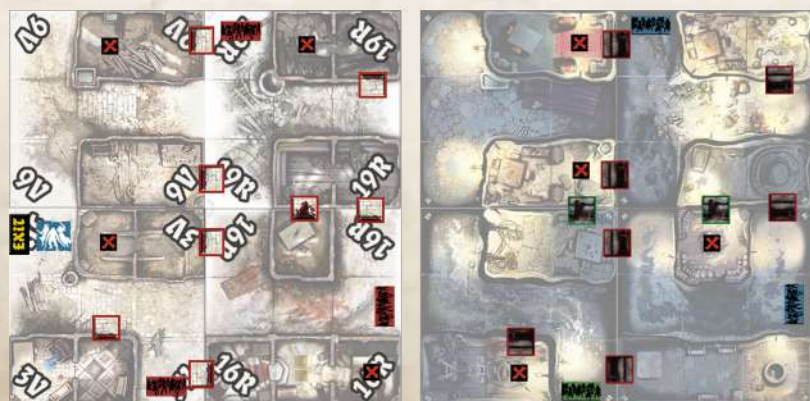
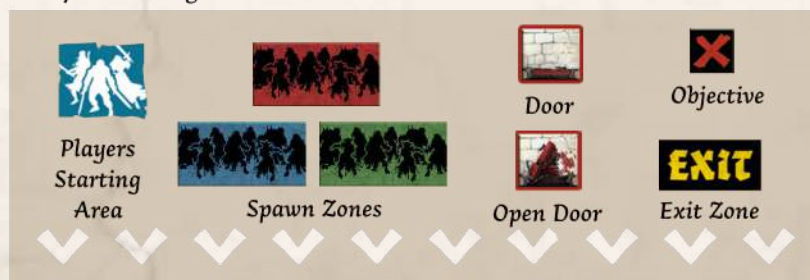
**Close the Gate to the Upside Down.**

**All Survivors must leave the village.** Any Survivor may epace through the Exit Zone at the end of his Turn, as long as there are no Zombies in it.

## SPECIAL RULES

### • Setting.

- The two maps represents two parallel Planes, one above the other. The Zombicide Tiles are the Human World Plane. The Massive Darkness Tiles are the Upside Down Plane.
- Human World Plane: Put the blue Objective randomly among the red Objectives, face down.
- Upside Down Plane: Put the green Objective randomly among the red Objectives, face down.
- Put Zee, Billy, Lorentz and North the Halfling in the Players Starting Area.



• **The Human World Plane.** The Zombicide:Black Plague Spawn Cards are used with the red Spawn Zones (discard the Necromancer Spawn Cards). The Zombicide:Black Plague Equipment Cards are used when seaching in the Building Zones of this Plane.

• **The Upside Down Plane.** The Zombicide:Green Horde Spawn Cards are used with the blue and green Spawn Zones (discard the Orc Necromancer Spawn Cards). The blue Spawn Zones become active when the blue Objective is taken. The green Spawn Zone becomes active when the green Objective is revealed. The Zombicide:Green Horde Equipment Cards are used when searching in the Building Zones of this Plane.

• **The Gate.** Each Objective gives 5 experience points to the Survivor who takes it. When a Survivor takes the blue Objective, put a Magic Barrier Token in its Zone and in the equivalent Zone in the Upside Down Plane to represent the Gate. Actors can move from one Plane to the other, through the Gate at a cost of one Action. There is no Line of Sight between Planes but Noises are heard through the Gate. Zee can move from one Plane to the other without using the Gate at a cost of one Action. When Zee in the Zone of the Gate, she can spend all her Actions during her Turn to close the Gate if there are no Zombies in the Zone. Once the Gate is closed, the green and blue Spawn Zones become inactive.

• **Connected Planes.** When a Survivor opens a Door in a given Plane, the equivalent Door in the other Plane is opened too. Zombies are spawned normally in both Planes, except that in the Upside Down, no Zombies are spawned in a Building Zone that contains an Objective. As soon as a Door is opened in the Upside Down Plane, reveal the Objective in the Building, if there is one. If this is a red Objective, replace it by a Vault Weapon Card. The Card can be taken for one Action. If this is the green Objective, replace it by Liam, equipped with a Norse Sword Starting Equipment Card, and a Trebuchet.

• **Gorgomination.** When an Abomination or an Orc Abomination Spawn Card is drawn, spawn the Gorgomination instead or activate it, if it is already in the game. The Gorgomination can move from one Plane to the other without using the Gate at a cost of one Action. The Gorgomination hear Noises through Planes.



9V	19R	1R	2V
3V	16R	4R	7V

ZOMBICIDE - QUEST

CS21



# QUEST CS22 : DRAGON'S LAIR

**HARD / 6 SURVIVORS / 150 MINUTES**

**Dragon's Lair :** The fantasy adventure where you become a valiant knight, on a quest to rescue the fair princess from the clutches of an evil dragon. You control the actions of a daring adventurer, finding your way through the castle of a dark wizard, who has enchanted it with treacherous monsters and obstacles. In the mysterious caverns below the castle, your odyssey continues against the awesome forces that oppose your efforts to reach the Dragon's Lair. Lead on, adventurer. Your quest awaits!

Material needed: **Zombicide : Black Plague, Zombicide : Green Horde, Massive Darkness, Friends and Foes, No Rest For The Wicked.**

Tiles needed: **3R, 4R, 6V, 7R, 8V, 20R. From Massive Darkness: 1V, 3V, 4R, 7V.**

## OBJECTIVES

**Find the Secret Passage to the Mysterious Caverns.** Take the blue Objective.

**Find the Magic Sword.** Take the green Objective.

**Kill the evil Dragon.** Only the Magic Sword can hit the Dragon

**Save Princess Daphne.** Open the green Door.

3R	8V	7R	1V	4R
20R	4R	6V	3V	7V



## SPECIAL RULES

### • Setting.

- The Survivors start in the Castle of the Dark Wizard.
- Put the Cristal Ball that imprisons Princess Daphne as indicated, in the Mysterious Caverns where the Dragon has set his Lair.
- Use The Zombicide: Back Plague Spawn Cards in the Castle of the Dark Wizard.
- Use The Feral Dragon, Ratz, Spectal Walkers, and Fatty Burster Spawn Cards in the Mysterious Caverns.
- Make the Equipment deck with the Equipment Cards from Zombicide: Black Plague only.
- Set aside a Heavy Sword Equipment Card. This is the Magic Sword that can kill the Dragon.
- Put a random Vault weapon in the Vault.
- Put the blue Objective among the red Objectives, face down, in the Castle of the Dark Wizard.
- Put the green Objective among the red Objectives, face down, in the Mysterious Caverns.
- Put the Numbered Tokens on the map of the Castle of the Dark Wizard as indicated. They'll be used as Event Triggers.

- **Enchanter Castle.** The blue and green Doors in the Castle of the Dark Wizard can't be opened. When a Survivor enters or stands in a Tile that contains a Numbered Token, refer to the Event number in the Events Table below. **Do not read the Events Table before playing the Quest. Read the relevant Event in the Events Table only when an Event is triggered.**

- **The Secret Passage.** Each Objective gives 5 Experience Points to the Survivors who takes it. When the blue Objective is taken, put a Vault Door in the Zone. After a Survivor has opened this Vault Door during the Players Phase the Vault Door automatically closes at the end of the Game Round. When the blue Objective is taken the blue Spawn Zones become Active.

- **Dragon's Lair.** When a Survivor takes the green Objective, he gains the Heavy Sword Equipment Card. Play the Feral Dragon normally but consider that all his Vulnerability Cards state that he's only vulnerable to the Heavy Sword.

- **Princess Daphne.** "Please, save me! The cage is locked, with a key. The dragon keeps it around his neck. To slay the dragon, use the Magic Sword." The green Door in the Mysterious Cavern can only be opened after the Dragon has been killed.





## EVENTS TABLE

Do not read this Events Table before playing the Quest. Read the description of the relevant Event below only when an Event is triggered during the Quest. Don't read the description of the other Events before they are triggered.

### EVENT #



This Event is triggered the **first time** a Survivor **enters** a **Street Zone** of the **Tile** that contains the **Event Token #1**

#### • Boulder Trench

*A huge Boulder rolls along the narrow corridor.*

- Put a Marker on the Zone that contains the Event Token. This represents the huge Boulder.
- The Boulder blocks Line of Sight. At the end of each Game Round, move the Boulder to one Zone in the direction of the Players Starting Area until it leaves the Board. Any Actors that stands in the Boulder Zone is killed.

### EVENT #



This Event is triggered the **first time** a Survivor **enters** a **Street Zone** of the **Tile** that contains the **Event Token #2**.

#### • Underground River

*Water floods the corridor, slowing the Adventurers.*

- Replace the Tile 6V by the Tile 21R. The positions of all Actors, Doors and Objectives on the Tile remain unchanged.



### EVENT #



This Event is triggered **each time** a Survivor **stands** in a **Building Zone** of the **Tile** that contains the **Event Token #3** at the **end of his Turn**.

#### • Smithy

*Enchanter weapons fly in the room and attack.*

- Draw an Equipment Card until you find a Melee Weapon. Resolve a Melee Attack against the Survivor with this Melee Weapon, then discard the Card. Armor rolls are allowed.

### EVENT #



This Event is triggered **each time** a Survivor **stands** in a **Building Zone** of the **Tile** that contains the **Event Token #4** at the **end of his Turn**.

#### • Poisoned Room

*Holes in the walls spread a poisoned gas in the room.*

- The Survivors loses 2 Actions during his next Turn

### EVENT #



This Event is triggered **each time** a Survivor **enters** in a **Street Zone** of the **Tile** that contains the **Event Token #5**.

#### • Arrow Wall

*A barrage of pointy arrows awaits the unwary adventurer that steps too close.*

- Resolve a Ranged Attack with a Short Bow against the Survivor. Armor rolls are allowed.

