

## ◆ QUEST 2:

# IS THERE A CURE?

**HARD / 4 SURVIVORS / 120 MINUTES**

**T**wo winters have passed already since we first heard of Black Plague. Only individuals have survived. But recently we found a place that seems to be untouched by this black death. It's a monastery hidden in the mountains. Why is it that they haven't got sick and turned into zombies like the rest of the world? They may have a cure or at least a clue to it...

After two weeks in the mountains covered with snow you are finally getting near. Hopefully there will be someone willing to share their secret.

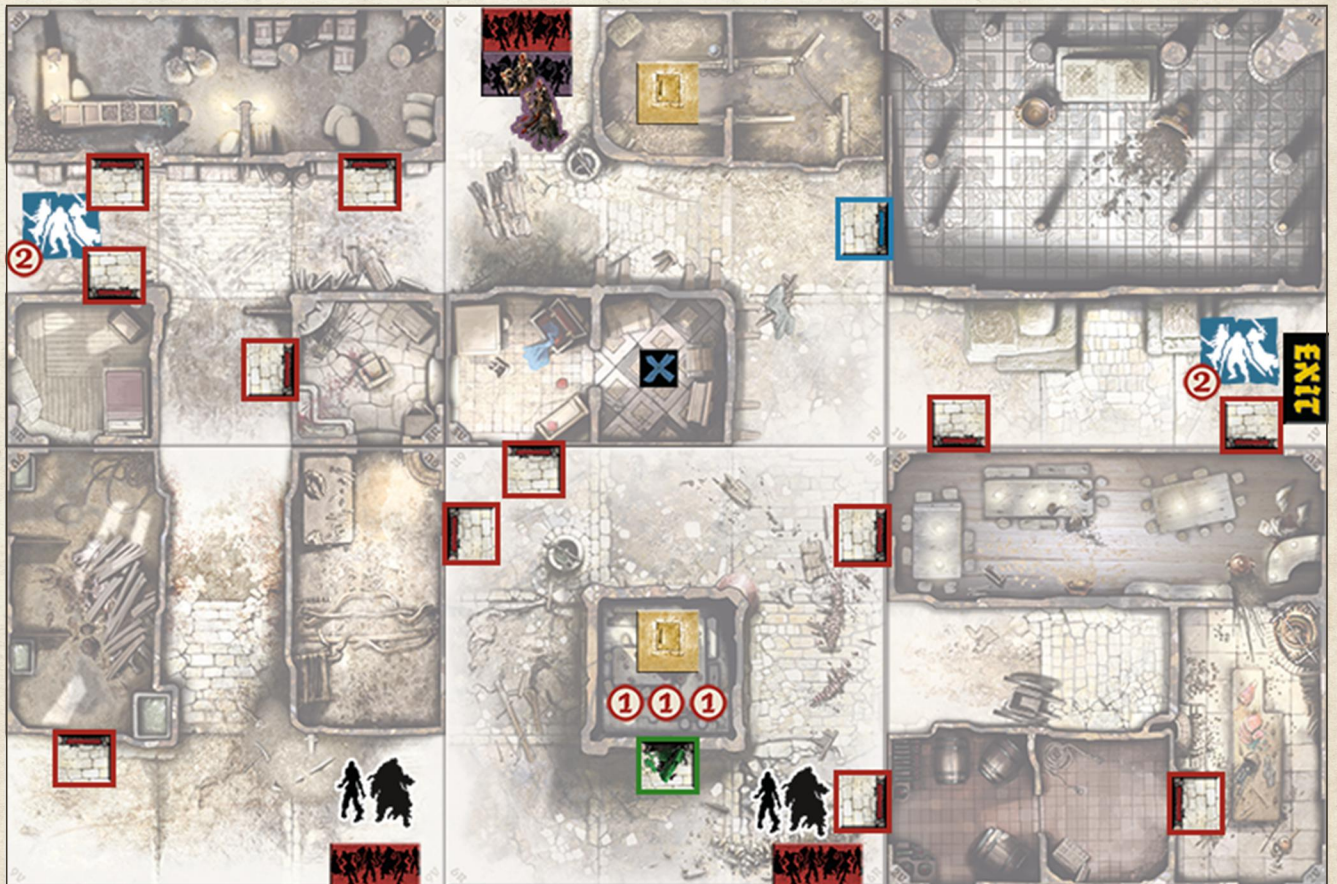
Suddenly the silence breaks and you hear a bell ringing desperately. Seems that the zombies have found them after all. Hurry up before it's too late!

You get there just in time to see the outcome of a terrible slaughter. The main gate is broken and a blood is everywhere. But then you hear the bell once more. Someone have survived, hidden in the bell tower, too scared to leave... Fortunately these monasteries often have an underground catacombs. Let's find them and get those monks out!

Material needed: **Zombicide: Black Plague**

Tiles needed: 8R, 3V, 1V, 9V, 6R, 2V

8R	3V	1V	 2 Player starting areas	 Vault Doors 2X	 Exit Zone	 Spawn Zone (unremovable) 3X	 Necromancer's Spawn Zone	 Necromancer	
9V	6R	2V							
				 Doors 12X	 Open Door	 Locked Door	 Blue Objective Keys to the Church (5 XP)	 Monks 3X	 Walker + Fatty 2X + 2X



**QUEST - IS THERE A CURE?**



## OBJECTIVES

### Escape through the catacombs

Get the keys to the church (Blue Objective), ensure a safe way out and escape through the catacombs.

Get at least one Monk to the Exit Zone. If all of them die, you loose. If there is at least one of them on the exit Zone and there are no Zombies at the same time, you immediatley win.

## SPECIAL RULES

### Setup

- Take **3 Monks** and put them on the places marked by “1”.

*(You can use either the NPCs, unused Survivors or even Zombie miniatures. Use white bases to distinguish them from other miniatures.)*

- There are some **Zombies and a Necromancer** from the start. Put them on the corresponding places.

- **Survivors start separated** on two starting locations.

Choose two of them and put them on one of the Zones marked with “2”. Put the other two on the other Zone marked with “2”.

Recommended Items and Spawn cards:

Use only the basic Item deck from the Zombicide: Black Plague and the basic Spawn deck. Play with only one standard necromancer.

### Monks

Monks behave simillar to the Survivors. They have the following characteristics:

- Each of them has only **one life**, so once the Zombies attack them, they are dead.

- They can act after the last Survivor finishes his turn and just before the Zombie's phase.

- They act as a group and **they won't split**.

- They have **3 Actions/turn** (each of them). The last Survivor controls them every turn.

- They can perform only a **Move Action** with the following restrictions:

- They wouldn't voluntarily enter a Zone containing Zombies. But they can still leave such a Zone, spending one extra Action per Zombie.

- They are too scared because of what happend outside so they **wouldn't cross the Green Door**.

- Each of the Monks **counts as a Noise token**. So as a group they make 3 Noise.

### Fortified Door (Blue Door)

The blue church door cannot be opened until the Blue Objective has been taken.

### Keys to the Church (Blue Objective)

The blue Objective gives 5 experience points to the Survival who takes it. Taking it allows you to open the blue door.

### Necromancer

Necromancer doesn't go to the nearest Spawn Zone. Instead he chooses the shortest way to the Monks, trying to kill them.

### Red Spawn Zones

Red Spawn Zones can not be removed. So when you kill the Necromancer, you can remove only his starting Spawn Zone.

## DESIGNER'S COMMENTS

*This Quest has been designed mainly around the “Noise and LOS management”. We wanted to give the “Make Noise” Acrion more importance. At the same time we prefer when the Survivors have to split and operate in smaller groups instead of creating one big group killing everything in sight.*

*Since each of the Monks counts as a Noise token, those three Monks starting in the same room produce 3 Noise and they likely attract the Zombies from the near Spawn Zones. The Survivors have to position themself carefully and lure the Zombies away from the very beginning, producing greater Noise and by showing themself to the Zombies. Because once the Zombies get in front of the opened door, the monks are doomed.*

*Dealing with the Necromancer is not that easy as it seems to be. If the Survivors kill him too early, he can appear on one of the two Spawn Zones near the Monks and the Survivors wouldn't be able to get there in time to save them. At the same time, the longer he stays alive, the more Zombies he spawns, making it difficult for the Survivors operating near his starting Spawn Zone.*

*There is a strong emphasis on precise timing and positioning. At the same time there should be more different ways how to deal with the Quest.*

*We hope you'll enjoy the adventure and we am looking forward to your feedback and strategies.*

Tomáš & Jakub Uhlíř

