

QUEST B11: AQUA MALEDICTA

MEDIUM / 6 SURVIVORS / 90 MINUTES

Upon entering the city of Dornwich*, we immediately noticed the eerie silence, strange even for an infected town with sealed doors. Stranger still, animal bodies litter every corner, untouched by scavengers. Upon examination, we figured they got poisoned. Baldric was the first to understand when he saw a strangely armored zombie guarding a well. Dornwich's water has been tainted! Our magician has to take samples to understand what happened and find a cure.

We have been spotted, and infected now come for us. Considering the armored zombies' outfits, they used to be prize prisoners like the ones we previously rescued. I guess they didn't please their master.

Material needed: **Zombicide: Black Plague**, **Notorious Plagued Characters** (1 or 2).

Tiles needed: 3V, 5R, 6R, 7R 8R & 9R.

8R	9R
6R	3V
7R	5R



OBJECTIVES

Reach the objectives below in any order to win the game.

- **Get the Vault weapons.** Take the blue and green Objectives.
- **Purify the wells.** Take all red Objectives with Baldric (from the Zombicide: Black Plague box).



*See Quest B8 Slave Drivers and B9 Bulls On Parade.

SPECIAL RULES

• Setting:

- Don't insert the NPC Zombie cards into the Zombie deck. Keep them out of the game.
- Set a Necromancer and NPC Walkers in the indicated Zones.



- **Old guy's cure:** Baldric must be played in this Quest.

- **From the forge to the vault:** Taking either the blue or the green Objective grants 5 experience points and a random Vault weapon to the Survivor who takes it.

- **Tainted wells:** Only Baldric may take red Objectives. Each one earns him 5 experience points when he takes it.

- **Sealed doors:** Doors cannot be opened normally. Eliminating a Necromancer earns the Survivor team the Flag token (on the back of the Exit token). Any Survivor may discard the Flag token to open a door in their Zone. The Flag token can then be earned again in the same manner.

- **Armored NPC:** Any time Standard Walkers spawn, replace one of them with an NPC Walker. NPC Walkers cannot be collected and exchanged for Vault weapons. Unless eliminated with Dragon Fire or a Vault weapon, lay down their miniature in the Zone they stood in upon elimination (experience is earned normally). Laid down NPC Walkers are ignored for all game effects.

During each End Phase, roll a die for each laid down NPC Walker: on a 4+, the NPC Walker rises again! Stand up the miniature. The NPC Walker resumes playing normally. On any other result, it goes to the reserve.