

◆ QUEST B71: THE TAINTED ESSENCE

MEDIUM / 6 SURVIVORS / 90 MINUTES

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To put an end to these tainted zombies, our magician allies have pinpointed a village overrun by them. The plan is simple: reach the settlement, secure a sample of corrupted blood, and use the blood to study the contagion and contain its spread. But some of our allies' familiars have gone missing. Now we must search the area to rescue them, while holding one of these abominations at bay long enough to collect the sample without contaminating ourselves.

Material needed: **Zombicide: White Death, Friends And Foes.**

Tiles needed: 21V, 22V, 23V, 24R, 31V, & 34V.

OBJECTIVES

- ◆ **Freedom and Blood.** Complete these objectives in any order:
 - **Rescue the Innocent.** Find and free all the Familiars (Vanadis, Vatan, and Magog). All Familiars must survive until the end of the game.
 - **Tainted Blood Sample.** Collect the blood sample from the Tainted Abomination at the moment of its defeat.

SETUP

- Shuffle the Blue Objective randomly among the Red Objectives, facedown.
- Place the Tainted Abomination and Tainted Walkers as indicated on the map.
- Distribute Seth, Nucifer, and Gog's cards between the Survivors.
- Create a **Search deck** with 2 Plague Masks and the Vanadis, Vatan and Magog familiars, shuffle them and place them facedown close to the board.
- Set aside Baba Yaga's Pestle Vault Weapon card and place the card close to the board.

SPECIAL RULES

- ◆ **Searching for Hope.** Red Objectives represent special Search points. Each Red Objective grants 5 AP to the Survivor who takes it (or to the Familiar's Handler) and allows them to draw 1 card from the **Search deck**. Keep the card next to the Familiar's card.
- ◆ **Baba Yaga's Legacy.** The Blue Objective gives 5 AP to ALL Survivors and the Baba Yaga's Pestle Vault Weapon to the Survivor who takes it (or to the Handler who collects it). Equip the card in the Survivor's dashboard or keep it next to the Familiar's card.
- ◆ **Blood Sample.** To successfully collect the sample, there must be at least 2 Survivors in the same Zone as the Tainted Abomination at the moment it is eliminated. If it is killed and the Survivors did not collect the blood, the Abomination respawns at the end of the Round on the Flag Zone.
- ◆ **Resilient Nature.** The Hedges are not affected by Corruption tokens. Added Corruption tokens may freely pass through the Hedges, and the Hedges are not destroyed. Hedge effects, such as in blocking Line of Sight and spawning zombies when crossing Hedges, are still active.



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QUEST - ZOMBICIDE



Legend:

- START**: Survivor Starting Zone
- Corruption**: Corruption
- Beacon**: Beacon
- 5x**: Objectives
- Tainted Abomination**: Tainted Abomination
- 3x**: Tainted Walkers
- 1, 2, 3**: Spawn Zones
- Flag Zone**: Flag Zone

34V	31V
23V	24R
22V	21V

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