

QUEST B27:

THE EPIC CURSE

VERY HARD / 6+ SURVIVORS / 180 MINUTES

A local enchanter revealed himself as a necromancer after the plague began and cast a curse upon the land when defeated. Weapons crumbled in their owners' hands, leaving the region undefended. Anything we find might crumble to dust. We must lift the curse and purge the city to retake what's ours!

Materials needed: **Zombicide: Black Plague, Wulfsburg.**
 Tiles: 1V, 2V, 3R, 4V, 7V, 8R, 9V, 10V, & 11V.

OBJECTIVES

Complete these Objectives in order to win the game:

- 1- **The Key.** Take the Blue Objective.
 - 2- **Lift the Curse.** Take the Green Objective.
 - 3- **Zombicide!** Reach the Red Danger Level with all Survivors.
 - 4- **Make it home.** Reach the Exit with at least 1 Survivor.
- Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Zombies in it.

SPECIAL RULES

- **The curse.** A Survivor cannot Search each building more than once until the Green Objective has been taken.
- **Raiding.** Each Objective gives 5 XP to the Survivor who takes it. The player may also look at the top 3 cards of the Equipment deck and pick one for the Survivor. The others are discarded. The Survivor may then reorganize their inventory, for free. This is not a Search Action.
- **Cursed room.** The Blue door cannot be opened until the Blue Objective has been taken.

11V	8R	2V
4V	7V	1V
3R	9V	10V



Player Starting Area



Spawn Zone



Objective (5 XP)



Doors



Exit Zone

