

## QUEST B23: KEYCHAIN

HARD / 6+ SURVIVORS / VARIABLE

Looks like the only way to escape is through the secret exit in the kitchen. In addition to the biting zombies and many locked doors, we have another major problem: We don't know which of these zombies are holding the keys! Looks like we'll have to kill all the zombies to find them.

Oh wait. This isn't a problem at all!

Material needed: **Zombicide: Black Plague.**  
Tiles needed: 1R, 2V, 3V, 4V, 5R, & 6R.

### OBJECTIVES

Reach the objectives in this order to win the game :

- 1- **Open the locked doors:** Kill Zombies to get keys and open the three locked doors (see Special Rules).
- 2- **Escape through the butcher's secret door:** Escape through the Exit Zone with all Survivors. Any Survivor may escape through this Zone during their turn, as long as there are no Zombies in it.

*NOTE: This Quest's duration depends on luck, and thus is variable.*

### SPECIAL RULES

- **It's locked!** The Blue and the Green doors cannot be opened until a Survivor possesses the Objective token of the corresponding color. The Red door of the building leading to the Exit (straddling tiles 2V and 5R) can only be opened by a Survivor holding 2 Red Objectives.
- **The key holders...Green:** Roll a die every time a Survivor performs a Combat Action killing a Walker (or more). On a 5 or 6, the Survivor gets an additional 5 XP, and the Green Objective. The Green door can then be opened.
- **The key holders...Blue:** After the green door has been opened, roll a die every time a Survivor performs a Combat Action killing a Walker (or more). On a 5 or 6, the Survivor gets an additional 5 XP, and the Blue Objective. The Blue door can then be opened.

- **The key holders...Red:** After the blue door has been opened, roll a die every time a Survivor performs a Combat Action killing a Walker (or more). On a 4, 5 or 6, the Survivor gets an additional 5 XP, and a single Red Objective. Once two Red Objectives have been collected this way, the final door leading to the Exit can be opened.

