

# SPECIAL SCENARIO 1: THE CURE

*The Darkness works in mysterious and nefarious ways. As if everything the Darkness brought was not enough, now the Darkness is consuming people from the inside via a new plague—and the Lightbringers are no exception! However, deep down in one of the dungeons, a sorcerer seems to have left behind some form of cure. The plan seems simple: Grab the cure and leave!*

Material needed

**Massive Darkness Core Box**

Tiles needed

**1R, 2V, 4R & 7V**

## QUEST OBJECTIVES

- × **Get the Cure:** Pick up the Cure
- × **Escape:** The Hero with the Cure must leave the Board.

## QUEST SPECIAL RULES

### × The Nefarious Darkness

One Hero starts with the Darkness Plague. Place a Health Token on the Hero Card to mark this. At the start of each of their turns, they suffer 1 Damage.

### × The Darkness spread!

If a Hero with the Darkness Plague ends their turn in the same zone as another Hero, they also contract the Darkness Plague (and begin suffering the effects!)

### × The Cure...

A Hero that picks up the Library Token immediately gain 5 XP and keeps the Token. They are carrying The Cure. The Cure can be trade normally, just like any Item during a Reorganize/Trade Action

### × ...Is Fragile

A Hero carrying The Cure can't use **Slippery**, **Charge** or **Teleport** skills. In addition, if a Hero carrying the Cure is KO'd the Cure **breaks** and the game is **lost!**

