

ONE-SHOT QUEST: THE CURE

The Darkness works in mysterious and nefarious ways. As if everything it brought was not enough, now the Darkness is consuming people from the inside through a new plague - and the Lightbringers are no exception! However, deep down in a believed-to-be-lost dungeon, a sorcerer seems to have left behind some sort of cure. The plan seems simple: Grab the cure and leave!

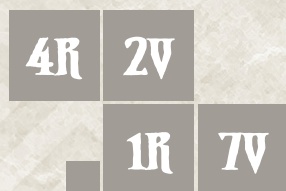
Tiles needed (from MD1): 1R, 2V, 4R, 7V.

NOTE: This Quest requires the original Massive Darkness Core Box.

QUEST OBJECTIVES

Complete the objectives in order:

- 1- Find and Protect the Cure:** Pick up the Cure and don't get KO'd while carrying it
- 2- Escape:** All Heroes must exit the Dungeon



QUEST SPECIAL RULES

- **The Nefarious Darkness:** Before starting the game, players choose 1 Hero to start infected with the Plague of Darkness. Place a ☹ token on that Hero's dashboard to mark this. Infected Heroes take 1 Wound at the start of each of their turns.
- **The Darkness Spreads:** At the end of any Hero's turn, if there is at least one infected Hero sharing a Zone with non-infected Heroes, those non-infected Heroes also become infected by the Plague of Darkness (place 1 ☹ token on their Hero's Dashboard to mark this), and from now on they suffer the Plague's effects as well.
- **The Cure....:** The Library token represents the Cure. Any Hero standing in the Cure's Zone may spend 1 MP to pick it up and immediately gain 5 XP. The Cure may be traded as an item.
- **...is Fragile:** If a Hero is KO'd while carrying the Cure, the Quest ends in defeat.
- **Escape!** After the Cure has been picked up, any Hero may spend 1 MP in the Exit token Zone to leave the Dungeon. As soon as all Heroes have left the Dungeon, the Quest ends in victory.



*Loot tokens are placed according to the number of Heroes:

- 1-2 →
- 3-4 →
- 5-6 →

