

SPECIAL SCENARIO 2: LYNITH'S ARRIVAL

The mother of all Demons, Lynith, has taken on the body of a Liliarch! Against such a threat, all hope seems gone—no one can face such dark power, not even the Lightbringers... But wait, what if we use the power she created to fight her? What if one of us turns themselves into a Demon...? If it means hope for everyone, we're ready to make that sacrifice!

Material needed
Massive Darkness Core Box

Tiles needed
1V, 2R, 6R & 8R

QUEST OBJECTIVES

- × **The Demonic Amulet:** Collect and Unite the 3 parts of the Amulet
- × **Kill their Mother:** Kill the Roaming Monster Liliarch

QUEST SPECIAL RULES

× **Setup**
 Take the Greater Abyssal Demon and set it aside. Don't shuffle it in the Greater Roaming Monster Deck.

× **Lynith Rise!**
 Spawn the Greater Roaming Monster Liliarch in the indicated zone. She doesn't count as a Roaming Monster and is not affected by cards that affect Roaming Monsters. She only activates once players have entered her Chamber. When spawning her, instead of drawing a Treasure Card, draw a Lesser Roaming Monster and assign it to Lynith as if it were an equipment card (Its Dice and Enhancements are added to Lynith).

× **Lynith's Presence**
 Except for Lynith, add +1 total Players for calculating all Roaming Monster's Health.

× **The Amulet**
 The Two Artifact Tokens and the Library Token represents the three lost parts of the Amulet. The hero who picks up any of those tokens immediately gains 5 XP and keeps the Token.

× **Wearing the Amulet!**
 If at any moment one Hero has the three parts of the Amulet, they turn into the Greater Abyssal Demon. That player removes their Hero Card and now uses the Greater Abyssal Demon as their Hero Card. *This means your Health changes to 6x the number of heroes that started the quest and you use the Greater Abyssal Demon dice as your main attack. Any Equipment, including Weapons and Armor, can be used as long as they fit the attack type of the Demon. You can also use the Demon's ability along with your other abilities.*



	2R			
				
			Closed Door	
	6R			
		Hero Starting Zone	Library	Artifact
8R	1V			
				Level (Level 1 to 4)