

# Legend of the Lightbringers

## Welcome Lightbringers!

**Legend of the Lightbringers** expands Massive Darkness into something many people wanted out of story mode, a campaign crawl with enough random elements and danger to let you write your own story.

These rules and a D6 (six sided dice) are all you need. As this is already a customization of Massive Darkness, feel free to change and expand it further or pick and choose parts you like most to create the best experience possible.

Note: Unless otherwise stated, regular Massive Darkness rules apply.

## Gameplay Changes

*Transmutation* is removed from the game, all items will need to be found or bought from the town.

*Artifacts* do not have a level requirement and may be used immediately.

The *Quest Level* replaces level tokens for determining enemies and items. During a quest it is always equal to the highest level character in the party which may change when you level up mid-quest. When in town the Quest Level is that of the highest living character regardless if they're part of the current party or not. You can switch out characters and may keep dead ones around so this matters. It's entirely possible to party wipe and start over with fresh faces at the lowest Quest Level to earn enough Lifebringer tokens to revive the main party and continue.


*Micro-xp* is used and xp gain is standard to Massive Darkness

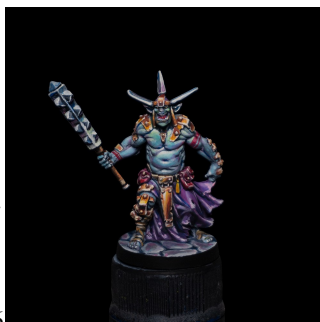
Optional rule: For faster leveling and keeping xp balanced across characters, double the xp gained for any character not at the current Quest Level

*Leveling* – Party members *only* and *immediately* level when hitting the following *total* xp milestones. Remember to keep track of xp spent on abilities. Any xp spent on signature moves are lost and don't count towards this total.

**Level 2** – 15 xp  
**Level 3** – 30 xp  
**Level 4** – 50 xp  
**Level 5** – 75 xp

*Luck* – At any time during combat you may re-roll any dice, attack or defense, yours or your enemies at the cost of one luck token per die. This can be done multiple times. You may not use luck when rolling on D6 or 2D6 tables. Luck may not be traded to other party members. Each time a character gains a luck, place an hp (or other) token on your character sheet to remind yourself of it.

Each time you roll a diamond  on a red attack dice, you may convert it into a luck point for yourself instead of using it for the attack and the new luck may be used immediately.



Reddit user **kawauti**

*Death* – When a character dies they can be revived with a Lifebringer token. Character's may be revived at any time including outside quests during the town phase.

*Whenever a character dies their items and gold are kept with them but if all characters die during a quest, everything on all characters in the party is lost! The characters themselves are kept and may be revived later.*

*Gold* – Gold is represented by face down item cards with the item level representing 1-5 gold pieces. Gold may be traded among party members or traded to the 'bank' for change at any time. Starting gear counts as 1 gold each.

*Treasure tokens* – All **treasure** tokens count as one gold. All **treasure+** tiles count as one item at the Quest Level.

Any items found that would refer to gaining xp, treasure or transmutations, flip gain them as gold instead.

*Enemies* – Roaming monsters and guards draw items to use based on the Quest Level as usual but when a *boss or agent* is killed, the *item is not gained*, instead turn it over and gain it as gold. Killing a roaming monster still grants the item it carried.

Roaming monsters are *always lesser* while on Quest Level **1-3** and *always greater* on Quest Level **4-5** unless otherwise stated.

*Doors* – Use the standard door cards when opening a door. In addition, roll on the *Door Events* table. If instructed to place an event, use a flipped treasure token (the ? side) and place it in the zone furthest from the door that was opened (or the only zone for a one zone building). Interacting with the event takes one movement point and is separate from the movement that might be used to collect treasure on the same zone.

*Events* – There is now a pool of events. Use the standard event cards and draw one from the pool at the end of every round as you would in normal Massive Darkness. When setting up a quest, draw the top three event cards from the deck and place them face down to create the pool. Each time you explore a new tile, add three events to the pool. It's perfectly valid to slow crawl the dungeon and outlast the events.

*Current Level Zone* – Any time a card refers to the zone with the current level token, this now means the center zone of the tile. Any time a card refers to the current level tile +/- 1 this now means the tile adjacent to the one with the most characters on it, players choice in the event of a tie (yes this can totally dump on someone lagging behind).

*Running Away* – Any time a character is not in range 0 of an enemy actor they may choose to run away from the dungeon. To do this the character drops half their current gold and one random item from their equipped and inventory items (shuffle together and draw one). Gold and items dropped this way are gone forever.



Coolminiornot user **aurelio**

*Exploration* – When the players reach the edge of a tile on a corridor zone they *may* explore the next tile (except the zone with the start token), this is a free action. When this new tile is revealed the players must orientate it so a corridor connects to the zone being explored from but otherwise may rotate or flip the tile how they please. The tiles do not need to line up in a straight line and an old edge may be explored later.

Each time you explore and reveal a new tile roll D6, on a 6 this is the objective tile and on a 1 *spawn a roaming monster* in the center zone of this tile. If the last tile in the stack is pulled without ever rolling a 6, *this is the objective tile*. Each quest will have special conditions when the objective tile is revealed.

For each building on the new tile, roll D6 and divide the number by 2, rounding down. Place that many doors on the building wherever desired, following normal door placement rules. This may result in no doors being placed or too many doors to possibly be placed, just place as many as you can.

Finally, roll on the *Explore Events* table and if instructed, place a flipped treasure token (the ? Side) to represent the event. It takes one movement point to interact with the event and this is separate from any movement to collect treasure on the same zone.

### Character Creation

Use the standard Massive Darkness rules to create the characters in the party. True solo is possible but with how deadly the adventures are a lone warrior probably won't last long!

When creating each new character, give them one luck token and one healing potion from the level 1 or 2 deck then draw the top five items from the level 1 item deck (replace and re-draw for chests/traps) and pick one to keep.

Add two Lifebringer tokens to the pool to start.

### Discover a Quest

To determine your next (or first) quest against the darkness, roll D6 on the *Quest Table*. Once a quest is determined, roll on the next table, the *Quest Modifier Table* to condition the quest.

The final, optional quest is called *The Heart of Darkness* and can be attempted at any time. Once darkness has been defeated all characters in the current party, alive or not, become Legend! Additionally you can try *Survive the Storm* mode, competing for the best score possible.

Quests can fail and there is no penalty for it other than the shame of defeat, unless otherwise stated in the quest rules.

Note: If a more thematic experience is desired, try using monsters of only one type for a quest. Perhaps change the types each Quest Level to create the sense the dungeon is evolving as the characters do. Make this experience truly your own!

### Quest setup

For each quest, shuffle a stack of *four* map tiles. Randomly choose one to be your start tile and flip/orient it as desired. Place the start token on a corridor edge zone of this tile. The rest of the setup is the same as a regular game of Massive Darkness.

### Town Phase

*After each quest, fully heal all characters. Everything collected is kept for the next quest.*

The party may then visit the town. First roll D6 and on a 1-3, roll on the *Catastrophic Events* table. If nothing too terrible has happened, now roll on the *Town Events* table. Nominate one character to roll as the event may refer to them in particular.

Once events are complete, each character in the party may visit a *single* Town Location and perform *each* action there the number of times stated.

During the town phase a player may switch to another character or create a new one following character creation rules (do not add additional Lifebringer tokens).

### Additional Concepts

The *Spear of Light* is a special item that be acquired during quests. It can be picked up like regular treasure and is represented by a treasure+ or any other token or just written down as a note. The character with the spear may, at a range of 0, discard it to instantly kill any single roaming monster (*except the Dark Emissary*) or entire guard mob. The spear may be kept and used in any future quest or sold in town for 15gp. Only one *Spear of Light* can exist at a time. If the party has a spear and another would be found, it doesn't appear.

The *Skeleton Key* is another special item represented the same way. It's use you will need to discover on your own but you may always sell it in town for 10gp.

Artifact tokens represent half an artifact. When two are acquired this way, discard them both and draw a random artifact card. These are kept across quests and if a quest asks you to use an artifact token you have, temporarily use some other token or write down that you have it.

# Table Sheets

## Quest Table – 2D6

- 2 HUNT:** *Farmer Tiberius' prized sheep keep going missing! Deep underground, teeth gnash and claws scrape as a terrible creature of darkness stirs...*

**Setup:** Shuffle the **Roaming Monster** deck and draw the top card. Give this enemy two item cards instead of one. This is the monster you are hunting, place it aside.

**Objective:** When the objective tile is revealed place the set aside **Roaming Monster** on the center zone of the tile. Once it is killed the party wins the quest!

**Special:** If when determining the objective tile a 3 is rolled, place an event token, this is in addition to any event from exploration. The token represents the *Spear of Light*

- 3 TREASURE:** *You've heard tales of the Lightbringer's ancient weapons. Lost to time, perhaps they can be found and reforged? What could be better against darkness than the weapons they feat most?*

**Setup:** Nothing special

**Objective:** When the objective tile is revealed first place a bridge tile connecting it to the previous tile on the corridor exploring from. Each time any party member steps on the bridge tile roll D6 on the *Bridge Events* table. Place an artifact token in the building with the zone furthest from the bridge as possible (this building has at least one door regardless of the door roll). Once the token is recovered, *the party must now escape* by retreating back to the start zone. The quest is won when all characters are on the start zone with no enemies. Keep the artifact token, this is a half artifact.

- 4 ESCORT:** *You've been contracted to escort an agent of light deep into the depths below the town. Make sure they make it if you hope for a reward!*

**Setup:** Use any miniature or token to represent the VIP. They need to survive until the end of the quest. They have **10hp** and roll one green defense dice. At the end of the player activation phase the VIP moves one zone in a direction of the player's choosing. They may be healed as a player character might.

**Objective:** *All explored tiles must be placed roughly in a line.* When the objective tile is revealed, place the exit token at the furthest corridor zone on the tile. The VIP must reach this space. *All enemies prioritize attacks against the VIP over players if they can as if the VIP has the most XP.* Upon completion of the quest, the VIP grants the party a total of **5gp / Quest Level**, split how they'd like.

- 5 SEARCH:** *You overheard a rumor about an ancient site of power while at the alehouse. While information from drunken dwarves is not usually the most reliable, could it be real? The risk might be worth the reward.*

**Setup:** Create a tile stack using five tiles instead of four.

**Objective:** When the objective tile is revealed a powerful entity is discovered here. Place a library token on the room zone as far from the entrance corridor as possible (this building has at least one door regardless of the door roll). When interacted with, the quest is won! Designate one character to receive the reward. Roll D6 on the table below for that reward.

- 1** **Something powerful was once here but it is long gone and any magic faded.** The party comes up empty handed!
- 2-3** **An ancient mask is found.** It's definitely valuable so the party may sell it for **15gp** or one member may put it on. Choose a party member first, then roll D6 on the table below:
  - 1-2** The mask curses you! *You lose 5xp (this does not de-level you).*
  - 3-4** You see a vision through the mask of a specific point in time, allowing you to change your fate. *You gain one luck and one Lifebringer token.*
  - 5-6** The mask transfers knowledge from a long lost warrior. *You gain 5xp.*
- 4-5** **On the wall is a large tapestry.** This ancient work of art depicts the previous Lightbringers doing battle with darkness. It could be sold for **20gp** or one party member could learn from the events and *acquire a skill from their current level or below for free (does not count towards xp total).*
- 6** **Dead end. Or is it?** Roll D6 on the following table, you may add 1 to the final result if any character in the party has a weapon that does magic damage.
  - 1-2** It really is just a dead end...
  - 3-4** You find a loose stone, tucked under is a small sack of gold. *Gain 10gp!*
  - 5-6** An illusory wall is found! Behind it lies a large trunk of equipment. *Draw three items at the current Quest Level.*

- 6 ESCAPE:** *After a careless act splits the party, fight to regroup and escape!*

**Setup:** There is no map tile stack for this quest. Take three map tiles and arrange them roughly in a line with bridge tokens connecting them on corridor zones. Place the start token on the first tile and the exit token on the last. Split the party in half and place one group on the start and one group on the exit token zones. For this quest since there is no exploring, at the end of each round roll D6, on a 1-4 draw an event card from the main deck.

**Objective:** All characters must reach the exit zone and when on it with no enemies, the quest is won! If playing true solo, place your character on the start zone and try to reach the exit zone. For this quest each time a character steps on a bridge and slips (rolls 1-2), the noise alerts and enrages a **Roaming Monster**. Activate one on the board if it exists or spawn one on the center zone of the middle tile if there isn't.

- 7 UNLEASH:** *Trapped below, a creature of darkness wants to switch sides!*

**Setup:** Shuffle the **Greater Roaming Monster** deck and draw the top card. Give this monster two item cards and place it aside. This is the captive creature. It is friendly to players and acts as the player with the first player token decides, once it has been freed.

**Objective:** When the objective tile is revealed the creature has been found. Spawn the set aside monster on the corridor zone furthest from the entrance and place two pillars on the front facing corners of the zone. Each pillar has **5hp / Quest Level** and rolls one blue die for defense. The creature is shackled to the pillars and does not activate until they are destroyed. Once the creature is free the party must now escape by moving back onto the start zone (the creature may die and the party may still complete the quest). Once all party members are on the entrance zone *regardless of enemies also on it*, they win. If the freed creature escapes with the party, it hands over its items to them.

Once the creature is free, spawn a **Greater Roaming Monster** on the zone with the entrance token (it is hostile and doesn't count as a roaming monster), it activates when it takes damage or any player or friendly creature steps on the tile.

- 8 IN THE FITS:** *Strange holes have appeared all over town, find the source!*

**Setup:** Combine the lair, library and artifact tokens into a single face down stack, shuffle them and set them aside (keep track of any tokens had).

**Objective:** Destroy all three lairs, then you must escape by returning to the entrance zone!

There is no objective tile in this quest. Each time you explore a new tile, in addition to the rest of the exploration steps also add two face down tokens from the set aside stack into two different buildings on the tile in zones furthest from the entrance corridor. If a building with one of these tokens was setup with no doors, add a single door to it. It takes a single movement point to flip and reveal a possible lair, separate from any movement used to pick up treasure. If the token revealed is a lair, spawn a roaming monster on it. It takes another movement point to collapse the lair and remove it from the board. If the token was not a lair, you may interact with it by rolling on the following tables, depending on what it was:

### Library:

**1-4** **The papers here are too old to be of use...** *The party comes up empty handed!*

**5-6** **Documents reveal ancient knowledge!** *This character gains 5xp!*

### Artifact:

**1** **Something's wrong...** The artifact explodes! *This character takes D6 damage!*

**2-3** **Long forgotten magic has faded from here.** *Nothing is found.*

**4-5** **Is this a piece of something greater?** *Keep the artifact token and once two have been acquired, discard them both and draw a random artifact card.*

**6** **Completely intact, left by ancient Lightbringers!** *Draw a random artifact card!*

- 9 SUTPLY RUN:** *As darkness begins to stir, the armies below get hungry. Recently a number of supplies have been stolen from the local warehouse. Getting them back can help a lot of people, the pay might be good too!*

**Setup:** There is no tile stack for the quest. Instead, set up two tiles of your choice connected by a bridge tile on corridor zones. Place the start token on the corridor zone furthest from the bridge on the tile of your choice, place (2 / character) pillar tokens on the other tile in the building zone furthest from the bridge tile. Populate the tiles per normal rules except the building with the pillars has at least one door regardless of door roll. There is no exploration this quest so there is no event pool. At the end of each round roll D6, on a 1-3 draw an event card from the main deck.

**Objective:** The pillars represent lost supplies, stolen from the town. The party must bring them to the start zone and when all supplies and living characters are there, the quest is won! Characters may only hold one supply crate at a time and may drop it for free (also if they die) but *while holding a supply can only move at half speed*. Supplies may be picked up for one movement point, this is separate from any movement used to pick up treasure. In addition, every roaming monster, boss and agent killed this quest drops more supplies (represented by a different unused token, level tokens perhaps) and for each non pillar supply on the start zone when the quest ends the party gains 3 gold! If the event deck runs out, the quest ends in failure and none of the extra gold from supplies is gained.

## 10 LAIR OF THE MAD MAGE: *What wonders await? Perhaps those that can help.*

Setup: Nothing special

**Objective:** During the quest you do not explore by reaching a tile edge. Instead, at the end of every round roll D6. On 1-2 spawn a roaming monster on the center zone of this tile. On 5-6 the lair shifts! Remove everything from the current tile and flip it. If the tile has already been flipped once, instead place it aside and take a new tile from the stack. Either way, populate this new tile following the exploration rules (including objective tile check) and place the start token and player characters on the center zone. Any monsters or treasure from the previous tile/side are discarded, no xp, gold or treasure is gained. When the objective tile is revealed clear the board and roll D6 on the following table. The players win the quest!

- 1 Too late to be of any help, the mage truly is mad. He cackles maniacally as he casts a spell on you!** Roll D6 on the table below for the effect:
  - 1** Your vision blurs and your mind races as you feel your life being sucked from you, when your focus returns, you are not who you were... *Record your current xp then take all class sheets from players and unused from the game box, shuffle them and deal them out to the characters in the party. Every character now has a random class! Re-apply your xp to learn skills for your new class.*
  - 2-3** Wracked with pain, your body contorts itself into a permanent unnatural state. *The character with the most xp is permanently cursed, choose a skill line to block and cross it out completely, no skill from it may be learned or used ever again.*
  - 4-5** Eyes wide with terror you watch as your most prized possessions disintegrate before your eyes. *Each character randomly selects one equipped item and returns it to the item pool.*
  - 6** Purple and red lightning weave as it slams into you! *The character with the most xp is killed!*
- 2 Perhaps a game of chance?** Maybe not as mad as he seems, the mage offers you a risky proposition. If you take it, roll D6 below for the results:
  - 1-2** Unable to appease the mage, he spits a curse your direction! *The character rolling loses all luck tokens*
  - 3-4** The mage taps into your Lifebringer! *Roll a blue die. If you get any shields (not bams), gain that many Lifebringer tokens. If you get no shields, lose a Lifebringer token!*
  - 5-6** The mage probes your soul, you hope you can withstand the power. *Roll two red die and two blue die, any damage not blocked you may gain as xp! If you did no damage, any shields left over you lose as xp!*
- 3 Many wonders this mage wields.** Each character in the party may transmute gear they carry (not gold) per Massive Darkness transmutation rules exactly one time each.
- 4 Fair trade? A deal is a deal!** Items and other resources may be bought at the following values as many times as you wish:

One item at the next Quest Level: *1 lifebringer token or 5 luck tokens.*

One Lifebringer token: *Lose 5xp. (this can not 'de-level' you)*

Twenty gold: *Lose a random equipped item.*

Five luck tokens: *Any Legend of the Lightbringers specific item (Spear of Light, Skeleton Key or Half Artifact)*
- 5-6 Gifts worthy of true adventurers!** Roll D6 on the following table:
  - 1-2** Gain a Lifebringer token
  - 3-4** Look through the current Quest Level item deck and choose one to keep!
  - 5-6** Gain a half artifact token

## 11 ANCIENT FORGE: *This must be where all the treasure comes from.*

Setup: Nothing special

**Objective:** When the objective tile is found, place a library token in the center zone of the tile and spawn a roaming monster on it. This is the forge, guarded by an ancient guardian. The party must *successfully* interact with the forge using one movement point to immediately win the quest, the guardian does not need to be defeated but the forge cannot be interacted with if any enemy actor is on it. Roll D6 on the table when interacting

- 1-4** You feebly work handles on the forge, it only grunts. *Try again next round*
- 5-6** You've never seen such a complicated engine yet you deftly manage to work it into a fervor until it spits something out. *Roll D6 on the table below*
  - 1-2** Gain a *Skeleton Key*
  - 3-4** Gain the *Spear of Light*
  - 5** Gain two items at the current Quest Level
  - 6** Gain a half artifact token

## 12 HONORED ANCESTOR: *Discover the fate of a long lost Lightbringer!*

Setup: Nothing special

**Objective:** During this quest whenever a door is opened also perform the following: Roll D6 and on a 3-6 place a faced own lair/library/artifact token in the zone furthest from the door. This represents a clue to the fate of the lost Lightbringer and can be investigated for one movement point, separate from any movement used to pick up treasure or interact with an event. Whenever a clue is picked up, refer to the table below to find out what you've found and record the result somewhere. When five clues are found this way, the quest is won! If the last door is opened and five clues haven't been found, the quest is lost.

**1<sup>st</sup> Clue hints why the Lightbringer was here:** Roll D6 on the table below

- 1** The Lightbringer left behind their prized lucky boot!
- 2** Something foul and hungry came from the depths and stole the award winning recipe for meat pie!
- 3** An odd fellow, exclamation point floating overhead asked for ten goblin ears
- 4** Rumor had reached town that purple people eaters had infested the dungeons
- 5** With spiky and hardened exterior, a terrible creature was after one thing to take to its castle, the fairest maiden Peach
- 6** Possessed by an insatiable desire for gold, the Lightbringer delved too deep and when the drums sounded, it was too late...

**2<sup>nd</sup> Clue describes the Lightbringer's struggle:** Roll D6 on the table below

- 1** Directional arrows are drawn on the wall but some are scribbled out like they couldn't be remembered right. Up, up, down, down, left, right...
- 2** Small 20 sided dice are strewn about. Most are showing the 1 side
- 3** You find the remains of a map, unreadable and dry but was once waterlogged with a sweet smelling, greenish liquid
- 4** On the ground is a small pouch with a very angry note hanging out of it about needing to pick up a particular set of groceries
- 5** Smashed in the corner is a lantern, completely devoid of any oil
- 6** Two lengths of rope lay on the floor, two ends appear snapped

**3<sup>rd</sup> Clue tells what the Lightbringer found:** Roll D6 on the table below

- 1** Strange hieroglyphs point to the existence of... a fifth element?
- 2** Empty but clearly well used, a pipe sits next to sheet music by a Mr Marley
- 3** Almost tripping over it, a small winged golden ball catches your eye
- 4** The corner of this room has a large blue box with the words 'Police Box' on it. You're entire unsure of how to get inside it but it looks important
- 5** Scribbles across all the walls here are of the same number, 42...
- 6** An empty bottle lies on the ground with a tag that says 'Drink Me'

**4<sup>th</sup> Clue is how the Lightbringer died:** Roll D6 on the table below

- 1** Long dried blood covers broken ivory. Mess with the bull, you get the horns!
- 2** The remains of something. One eye, one horn and a fair bit of purple fur
- 3** Peculiar bones... almost like something turned inside out, then exploded
- 4** Nothing? Suddenly a tall black shadow with a top hat, toothy grin and great long fingers is cast on the wall!
- 5** Manacles on the wall lead your eye to a saw, bone and blood on the floor
- 6** Someone dug a hasty latrine here... They weren't headed to Oregon were they?

**5<sup>th</sup> Clue is where the Lightbringer died:** Roll D6 on the table below

- 1** The more you have of me, the less you see. What am I? *darkness*
- 2** Unique like a snowflake, hard as a rock. I refract like a diamond, and am found in a block. What am I? *letsLO*
- 3** What always runs but never walks. Often murmurs, never talks. Has a bed but never sleeps. An open mouth that never eats? *letsLI*
- 4** The more you take away from it, the larger it becomes. What is it? *oIoH*
- 5** What is said to be like a crypt and sounds like broom? *quoo*
- 6** I can cross a river, but I cannot move? What am I? *oBpIoq*

### BRIDGE EVENTS:

- 1-2** The character slips on the ancient bridge. Roll D6 on the Bridge Hazard Table.
- 3-6** The character makes it safely across.

### BRIDGE HAZARD TABLE:

- 1** The character falls into the chasm and is killed. *All items with them are lost!*
- 2-3** The character slips, scraping against rusted spikes below. *Lose 2 hp.*
- 4** The character slips, losing their grip on one random item. Determine randomly which item (both equipped and unequipped) falls into the abyss.
- 5-6** The character grips the bridge as it starts to crack and shake violently. No other characters may attempt to cross the bridge this round for fear of setting off a collapse.

## The Heart of Darkness

**Setup:** Set aside the Dark Emissary Greater Roaming monster card. Do not use the event pool this quest, use all event cards.

**Objective:** Each time a tile is explored, instead of checking for the objective tile, spawn a super roaming monster on the center zone of the new tile. Take a greater roaming monster and add another one under it instead of items. Add this monster's attack, defense, abilities and health. Each time you kill a super roaming monster, take a pillar token as a trophy. On the last tile, spawn the Dark Emissary as a super roaming monster but give it two greater roaming monster cards under it, adding all attack, defense, abilities and health. Once you have three trophies including from the Dark Emissary, the quest is won!

### Survive the Storm

Survive the Storm mode is a horde mode that will end in death. Do not take your current luck or Lifebringer tokens into the quest. Do not collect items or gold in this quest. Play this as a one shot with the legends you've raised so far or create new ones! Mix and match gear and test yourself for the highest score!

Create a pool of 5 Lifebringer tokens and a pool of 10 luck tokens. These may be used by any character during the quest.

Create a map of five tiles, one in the center and four connected around it with at least one corridor connected to the center tile. You may need to search for a tile. The party starts in the center zone of the center tile. For each building on each tile place exactly two doors with all doors open. Use the full event deck instead of the pool. In addition, each round perform:

Round number

- 1/ Spawn two guards on two different tiles on the furthest corridor zones
- 2/ Each Lightbringer on a shadow zone receives two damage
- 3/ Spawn a Greater Roaming Monster at the center zone of any tile
- 4/ Each Lightbringer on a light zone receives three damage
- 5/ Spawn the Dark Emissary from above onto the zone with the most characters

Repeat at 1 and add one extra item card to each enemy spawned. Once this has been done three times, the quest ends.

Final scoring is the following:

- 1 point for each enemy group (guards, agents and roaming) killed
- 1 point for each round survived
- 2 points for each Dark Emissary destroyed
- 1 point for each 5 luck tokens used
- 1 point for each Lifebringer token used



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## Quest Modifier Table – 2D6

- 2 Thief!** Each party member must randomly select one equipped item (they may equip another one at this time) and set it aside. The first roaming monster killed on this quest has this loot and returns it all to the party when killed.
- 3 Dangerous dungeon: *Are you sure this is the right place?***  
The Quest Level is one higher (if already at 5, roll again)
- 4 Eyes in the dark:** Each time a tile is explored spawn an agent at the center zone in addition to other events. If no agents are available, spawn a guard instead.
- 5 Sludge: *Ugh what's on the floor?*** The dungeon is covered in a thick mucus like substance. All movement is halved (cost double to move)
- 6 Precarious way forward:** The first tile has a bridge token connected to it on any corridor of the players choosing. The party must use this bridge as the only way forward from the first tile. If there is already a bridge from the first tile, use the second bridge token so two bridge events will be rolled to fully cross. Each time a character steps on the bridge tile they must roll D6 on the bridge event table above, only after is the next tile explored.
- 7 Cursed! *You just had to touch it...***  
Each member must choose a skill line with at least one skill already learned and block the whole line. No skill from it can be used this quest.
- 8 Deeper dungeon:** Add one more tile to the exploration stack.
- 9 Hazardous descent: *Multiple falls and scrapes hamper your start.***  
Each character in the party starts the quest by taking 2hp of damage.
- 10 Thick skinned:** The character count is one higher than is in the party (increasing enemy hp)
- 11 Glowing environment: *Luminescent mushrooms give off an eerie glow...***  
No zones count as shadow zones in this quest.
- 12 Weaklings:** The Quest Level is one lower (if already at 1, roll again)

## Door Events – 2D6

**2 It's a trap! Streams of acidie ooze start gushing from cracks in the ceiling** Each character on the tile rolls a blue defense die. With one or more shields they take half of their maximum life in damage, with no shields they are killed.

**3 Click! No direction is safe.** The character that opened this door takes D6 damage and is stunned.

**4 Ambush! Clever girl...**  
Spawn a roaming monster on the other side of the door.

**5 What was that? Suddenly, chaos.** Each character on the tile is stunned. Place a pit token in the building on the farthest zone from the entrance. At the end of each round this pit spawns a guard. Interacting with it removes the pit.

**6 Who is that? Hunched over a jingling sack a small figure calls out from the darkness asking if you'd like to play a game**

Place an event for the figure. If you interact with him and agree to play his game, roll D6 on the table below.

**1-2** As the figure chuckles you realize you must have lost... *You are cursed! Cover one of your skill lines with a token, it may not be used the rest of this quest*

**3-4** With a displeased grunt the figure reaches into its bag and tosses coins your direction. *Gain 8gp!*

**5-6** In a howl of fury the figure dissolves into dust, leaving its entire bag behind! *Gain one item at the current quest level, a luck token and 8gp!*

**7 Just a trinket? Or something more? Before lies a curious looking lamp.**

Place an event for the lamp. If you interact with it, roll D6 on the table below.

**1** This thing is a fake! Nothing more than worthless junk...

**2-3** Inside is a genie that wants to make a deal with you. If you accept the deal, roll D6 on the table below

**1-2** You asked for power so you now have the power of the genie. Unfortunately you didn't know you'd also be taking its place! *This character is permanently retired.*

**3-5** You asked for power so are now able to cheat death. *Gain a Lifebringer token!*

**6** The genie opens its palm and smiles. *Draw an artifact card!*

**4-5** You rub the lamp but all you get is a feeling of peace. *Gain a luck token!*

**6** It's definitely valuable and you know just who to sell this to. *Gain 10gp!*

**8 Treasure! Against the wall a large display case holds an ancient relie!**

Place an event for the case. If you try to open the case, roll D6 on the table below. If you have a *Skeleton key*, you may discard it and proceed directly to result 6.

**1** Tampering with the case causes an alarm to sound! *Spawn a Roaming Monster at any edge of the tile.*

**2** Excitement washes over you as you think you've cracked the lock when instead a fiery explosion knocks you down. *The character who rolled receives two damage.*

**3-5** Try as you might, the lock simply won't budge. Bummer...

**6** With a deft hand the lock and any traps along with it are swiftly disarmed. *Draw an artifact card!*

**9 Music? The chest ahead of you appears to be producing sound.**

Place an event for the chest. If picking it up roll a d6 on the following table

**1** Something foul steps out from the pocket dimension inside! *Spawn a Roaming Monster on this zone*

**2-5** The chest contains a music box, fairly unremarkable. *Gain 1gp and a luck token!*

**6** Some lost adventurers equipment! *Gain two item cards at the current quest level!*

**10 Thirsty? Against the wall is macabre ghoull carved into the wall, water flowing from it's eyes and mouth into an opening in the floor.**

Place an event for the statue. If drinking the water, roll D6 on the following table:

**1-2** The water is foul and immediately eats away at your innards. *Receive 2 damage.*

**3-6** This is in fact a healing fountain! *Gain 2 hp and a luck token!*



Reddit user [RandomExplicitThing](#)

**11 Curious... An ancient, rune inscribed trunk lies before you.**

Place the library token instead of an event, it is a locked chest that can only be opened with the *Skeleton Key*. When you interact with the token, if you have a key you may discard it and open the chest, *draw an artifact card!*

**12 Is that light?** Place a lair token at the farthest room in the building, this is a secret escape route. The party may choose to use it to end the quest here, keeping whatever items or gold they found but not gaining any rewards that would require completing it to the end.

## Explore Events – 2D6

**2 Darkness is coming!** Spawn the Dark Emissary in the center zone as a **Greater Roaming Monster** with no items but *he rolls all attack and defense dice.*

**3 I have a bad feeling about this...** Activate any **Roaming Monsters**, then spawn a **Roaming Monster** at the center zone of this tile.

**4 Charge!** Spawn a **guard** at the center zone of the tile.

**5 Snakes...why does it always have to be snakes?** Suddenly hundreds of snakes drop through carefully concealed holes in the ceiling. Each character is quickly covered in a writhing mass of venomous serpents. Roll D6 for each character.

**1-2** The bites find chinks in the toughest armor. *Suffer D6 damage, become stunned.*

**3-6** It takes awhile to free yourself and slash the creatures to pieces. *Become stunned.*

**6 Practice makes perfect!** Up ahead, a training dummy stands motionless. Place an event on the center zone for the dummy. If you interact with it, roll D6 for the results.

**1-2** The dummy explodes into a thousand shards! *Each character on the tile and any adjacent tile suffers D6 damage.*

**3-6** Whacking away is great practice! *The character that rolled gains 2 xp!*

**7 What's that stench?** You stop to realize the floor of this room is littered with bones and skulls but also the glint of gold underneath. Place an event on the center zone for the bones. Roll D6 on the following table if you explore the location.

**1** It's a trap! Cackling laughter echoes around the room and lightning flashes. *Spawn a guard on this zone!*

**2-3** Just an illusion... In a bright flash of light, the bones and gold vanish.

**4-5** I knew I saw a Twinkle! *Each character discovers 4gp!*

**6** Payday! *Each character gains 6gp.* In addition, you find a *Skeleton Key*. Place a treasure+ token on the party member with this key to remind themselves they have it. They may keep it between quests until they find a use for it or sell it in town for *15gp.*

**8 Friendly Face.** You meet a lone mercenary. He's willing to part with some of the gear he's found. You may immediately and only now purchase any of the following:

- Random healing potion – *6gp*

- Draw the top three items at current quest level, each purchased for – *5gp \* quest level*

- *Skeleton key* (if purchased, take a treasure+ token to remind yourself) - *25gp*

**9 Grizzly Fate.** Before you lies a dead Barbarian in a pool of blood. Clutched tightly to his chest is a bag. Place an event on the center zone for the bag. Should you decide to open it, roll D6 on the following table

**1-3** What's this? You have set off a trap! *Roll a red die and take damage equal to hits.*

**4-6** Treasure! The character who took the bag *gains 10gp!*

**10 What does it mean?** Strange runes line the floor of this tile. Place an event on the center zone to represent the apex of the runes. Roll D6 if investigating the runes.

**1-2** Gods, what have we done? *The character receives two damage. In addition, they are cursed, cover one of their skill lines with a token, no skill from the line may be used the rest of this quest.*

**3-5** The runes speak of a way to change one's fate. *The character gains a luck token!*

**6** Ancient Lightbringers left this here as a site of power! *Gain a Lifebringer token!*

**11 Ancestors guide me!** Three spectral items float before you, relics of the previous Lightbringers! Place an event on the center zone of the tile. The character that interacts with this event chooses one:

*One Lifebringer token | 3 luck tokens | Two items at the current quest level*

**12 There's a face in the shadows!** Dim lights flicker in front of the party, coalescing into the shadowy form of a ghostly man. He smiles grimly and beckons them on. Each character on any tile immediately rolls D6 on the following table

**1** Staring into the Ghost's eyes, you are led away. *Place the next tile in any direction, place the character on the center zone of that tile and roll on the explore events table for the new tile!*

**2-3** You are led into a pit trap. *You take 2 damage and are stunned.*

**4-6** You are led to a concealed pile of gold in an alcove on the wall. *You gain 6gp!*

## Town Locations

**Hold it!** If you haven't already, check for a catastrophic event, then a town event. Roll D6 and on a 1-3, roll on the *Catastrophic Events* table first, then the *Town Events* table. On a 4-6, roll on the *Town Events* table only.

### The Rusty Trunk

- Any item can be flipped and sold for its item level in gold. Artifacts can be sold for 20gp. *May be done multiple times*
- Search item decks for healing potions. Item level 1-3 potions may be purchased for 12gp, 4-5 for 25gp. *Once per town phase*
- Shuffle and draw five items from an item deck equal to or lower than the Quest Level. Each costs 10gp / item level. *Once per town phase*

### Grimbold's Gambling Garage

- You may trade an item back to the deck and draw another at the same item level. *Once per town phase*
- You may roll D6 to gamble with your Lifebringer. 1-2 lose a Lifebringer token, 4-6 gain a token. *Once per town phase*
- Try a simple game of chance: Pay 3gp to roll three yellow dice. For each bam result gain 3gp. *May be done multiple times*

**Temple of Light** You may purchase Lifebringer tokens for 10gp / quest level each

**Training field** Pay 10gp + 2 per quest level (eg. 18 at Quest Level 4) for 1xp (5 micro-xp). *May be done multiple times*

**Tormund's Alehouse** Pay 2gp and roll D6 on the table below for the results of a day of drinking. *Once per town phase*

- Rumor.** Drunk and ill-tempered, a portly dwarf miner swears he knows the location of a cache of dragon's gold. Read the **Secret Mission** text at the end of the Table Sheets
- Feeling Lucky?** You find a game of cards and may gamble on it. Pay 5gp and roll D6
  - 1-2 Chuckling, the games-man scoops the coins. *Nothing happens.*
  - 3-4 With a snort, you're handed your gold back. *Gain 5gp.*
  - 5-6 Cries and gasps fill the air around you, jackpot! *Gain 10gp.*
- Stay awhile and listen! Wise as ever, a sage tells a story.** *Gain 1xp*
- Madame Musk. Surely only drunks believe in palm reading, right?!** *Gain 1 luck token*
- Midnight Visitor.** "Light be with you friend" says a luminescent being as it kisses you on the forehead. *Gain 1 lifebringer token*
- Mysterious Find.** Barging into the alehouse, a fisherman drops a large barnacle encrusted chest on the ground. "If anyone can get this open, you're welcome to it" he says. If you have a *Skeleton Key*, you can discard it and open the chest. If you do, a crowd starts to gather in awe. *Draw an artifact card!*

## Town Events – 2D6

**Hold it!** If you haven't already, check for a catastrophic event, then a town event. Roll D6 and on a 1-3, roll on the *Catastrophic Events* table first, then the *Town Events* table. On a 4-6, roll on the *Town Events* table only.

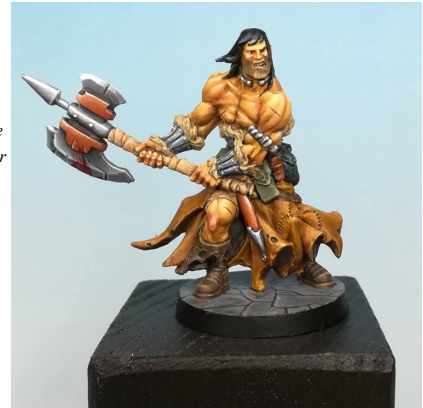
- Thrown Out.** Roll D6 for each party member. The one with the lowest score has a wild night and their behavior attracts the attention of the local authorities and they are thrown out of town. They must wait outside the town gates for the other party members. In addition, roll another D6. On a score of 1 this character is fleeced by the gate guards as he is thrown out and *has all their gold stolen!*
- UNEVENTFUL DAY. No news is good news**
- Reward.** You see a poster warning that a well known murderer is reputed to be in the area and it offers a reward for his capture. The criminal in question is described as very tall, wearing a black cloak and hat and having a strange accent. Upon reading this you realize that the description exactly fits a character you bumped into earlier. Rushing back you manage to apprehend the villain just as he drags a gagged merchant into a dark alley. *Designate one character to roll D6 on the following table*
  - The murderer laughs, slits the merchant's throat, throws the knife at your feet and flees, shouting "Help, murder!". Soon you are surrounded by an angry mob and only your best efforts and 15 gold coins persuade them that you are innocent. *Collectively the party loses 15gp!*
  - 2-5 You save the merchant's life for which he gives you a reward but the murderer slips away into the gloom. *Gain 10gp!*
  - 6 You free the merchant and capture the murderer, for which you are proclaimed a heroes and given a reward! *Gain 20gp!*
- Honest Day's Work.** Your party is employed by a local merchant to carry bales of cotton to the riverside for the day. *This task earns the party collectively 10gp!*
- Fortune's Favor.** Several omens point to a good day, you can hardly believe your luck. *Gain 1 luck token for each character in the party!*
- Bull in the China Shop.** While walking along the main street, you hear a disturbance just around the corner. A moment later a huge runaway bull charges down the street, wrecking market stalls and causing panic. You can let it pass by hiding down a side alley, or try to stop the enraged animal. *Designate one character to choose and roll for the situation.*

*If you hide down the alley and let the bull pass, roll D6 on the following table:*

  - 1-3 You skulk in the shadows, waiting for the action to die down. As you peep round the corner, a mugger's metal bar hits you over the head. When you regain consciousness, your purse is 20 gold coins lighter. *Lose 20gp!*
  - 4-6 After waiting nervously in the dark for a few minutes, you see the bull roar past and career off down a side street.

The danger is passed and you may carry on about your business.

*If you try to stop the bull, roll D6 on the following table:*



Futty & Taint user Julien LE FER



Twitter user @AcrylicNetwork

- 1-2** You wave the passers-by aside and leap out in front of the bull, sword drawn. The bull hesitates for half a second or so, and then tramples you into the dirt before carrying on its way. The crowd then stomp all over you in the rush to follow the bull, leaving you to nurse his injuries alone in an empty street. *Lose 2 hp for the next quest!*
- 3-4** A single sword thrust stops the bull dead in its tracks - literally. As its carcass twitches spasmodically, the crowd roar in approval and shower you with praise, offering 10 gold! Then the bull's enraged owner arrives and relieves you of 20 gold - it was his prize stud and he wanted it stopped, not slaughtered! *Lose 10gp!*
- 5-6** You give the bull a hard stare and it skids to a halt, snorting and pawing the ground. Putting a rope around its neck, you leads it back to its stall. The crowd cheer and shower you with praise and money. *Gain 15gp!*
- 8** **Murder!** *Designate one character to answer the charges.* You are accused of murder and thrown in jail. The matter is sorted out eventually but only after your companions have bailed you out. Each character in the party except the accused must pay the authorities. If your companions do not have the money, you must spend the rest of the day in jail and your town phase ends. *Lose 10p per character or pass!*
- 9** **Strange Curios?** There is a traveling circus in town and you spend the rest of the day wandering from sideshow to sideshow. Having met the bearded woman and the two-headed goat, you decide to have your fortune read. Perhaps the sign above the door to that particular wagon should say 'Have your fortune stolen', as for a cost of 5 gold, you are told nothing more than that your destiny lies with a tall, dark stranger from another land! *Collectively lose 5gp!*
- 10** **Swindler!** You argue with a burly street trader who has tried to charge you far too much for some cheap, shoddy items. The argument escalates to a brawl very quickly. *Designate one character to roll D6 on the following table*
- 1** You are soundly thrashed. *Lose 20gp!*
- 2** You are bested after a hard struggle against the trader and his cronies. *Lose 10gp!*
- 3** You walk away with a bloody nose and a few gold worse off, but leaves the trader badly bruised. *Lose 5gp!*
- 4** After a fierce struggle, you knock the impudent trader to the ground, where he stays to collect his teeth. While he is busy, you take a few gold from his stall as compensation. *Gain 5gp!*
- 5** You quickly disarm the trader. With a sword at his throat, the lout has no choice but to apologize and offer you plenty of gold as compensation. *Gain 10gp!*
- 6** A dozen evil-looking thugs - the trader's bodyguards - leap out from the shadows, attacking you with knives, coshes and cudgels. Unperturbed, you coolly dispatches them with a few well placed sword strokes, empty their purses and walk away better off. *Gain 20gp!*
- 11** **Drugged!** *Designate one character to partake in a day of drinking.* Visiting a local hostelry in a rather seedy area, you partake of a curious drink offered him by the bartender. After one swig, you feel the effects of the liquid take hold - you have been drugged! Roll D6 on the following table
- 1-3** You have been poisoned and must cover one of your skill lines, no skill from the whole line can be used for the next quest, afterwards you return to normal.
- 4-6** The liquid in question is simply very strong ale, and you quickly get a taste for it. The only ill effect is a pounding head the next morning.
- 12** **Investment.** In one of the wharf-side bars, you meet a young entrepreneur with great ideas for establishing a scouting and trading empire. He asks you collectively for **D6 x 5 gold** and says he will cut you in for a portion of the profits from now on. Should you accept this proposal and pay the investment fee, each time you roll this event again you may roll D6 on the following table for the results of your investment so far.
- 1** The company has gone bust and your investment is worth nothing. The next time you roll this event you may re-invest in it again.
- 2-5** Business is booming! Your investment is performing fairly well, and the merchant forwards you **D6 x 5 gold** as your share of the profits.
- 6** On one of the trips into the wilderness some scouts reported coming across a strange cabin in the woods. While the building itself seemed abandoned and fairly unremarkable, they did notice strange noises coming from the cellar. They didn't explore further but could tell you how to locate it yourself if you'd like to explore it. *You may now play the 'Cow Level' secret mission one time.* Information about the quest is in the note below.

## Catastrophic Events – 2D6

- 2** **Settle Down.** Peace at last! Roll D6 for each character. The one with the lowest score decides to settle down here. Their adventuring career is over.
- 3** **Flood.** The nearby river floods the town completely. All the traders and Special Locations shut up shop until the floodwaters cease, forcing the party to leave the town and head for the next adventure immediately.
- 4** **Attack.** The town is attacked by the darkness' forces, a marauding band of Orcs and Goblins! Roll D6 for each character on the following table
- 1** Your character falls off the town battlements and is killed by the jeering Orcs and Goblins.
- 2** Your character is badly wounded and has to be carried away from the fight. Take 2hp damage and carry this into the next quest.
- 3-6** You fight well, pushing the Orcs and Goblins back into the forests. Unfortunately, when the last of the greenskins is dead you find you are now well outside the town and it has now shut it's doors in fear of its safety. You must start your next quest immediately.
- 5** **Hardship.** Times are hard, and goods that are usually easy to come by are now considered luxuries. All prices are multiplied by 4 for this town phase.
- 6** **Disease.** The town is struck by a virulent disease that sweeps all the households for miles around. The party has a choice. They can either stay in the town, and risk catching it, or head for the next quest immediately. If the party elects to stay, roll D6 for each member. On a score of 1, 2 or 3 that character succumbs to the disease and dies.
- 7** **Fire.** The town is set ablaze and is soon burning from end to end. Not only is most of it badly damaged, but the party are blamed for the fire and thrown out.
- 8** **Plague.** Roll D6 for each party member. The one with the lowest score is stricken with the plague. If it is not cured at a cost of **20gp**, the character suffers immense agony and dies.
- 9-12** **No Event.** *Sometimes things aren't as bad as they seem.*

**Secret Mission**

Only read if you have discovered the secret mission  
You may now play the following stand alone quest. It has no modifiers.

**Setup:** At the end of each even numbered round, fiery dragon breath roars through the corridor zones of every tile on the board. Each actor standing in a corridor is killed instantly. Use a lair token and flip it to keep track of when this happens.

**Objective:** When the objective tile is revealed, place 25 treasure tokens and three treasure+ tokens in the building with the zone farthest from the entrance corridor as possible. Spawn two Roaming Monsters on this zone. They do not leave the building and will attempt to move back to the treasure zone if no character is in the building. The roaming monsters must be killed before the treasure can be gathered. Once this treasure is looted, the party wins the quest!

**Cow Level**

Only read if you have discovered the cow level. This quest has no modifiers.

**Setup:** After each round draw a guard card but split each actor and spawn them on tile edge zones of the tile with the most characters (players choice in a tie) in a zone unoccupied by any actor, this includes building zones if at least one door is open. You are essentially splitting a mob into individuals. Once the edges are full the minions spawn on each other. Minions act and attack independently without a boss as if they were bosses but will act as a group when on the same zone and are of the same type and act completely normally if there is their boss on their zone. *Each time a minion, boss or roaming monster is killed, gain 1gp in addition to xp.* Apply all other rules as normal for doors, events, exploration and spawning.

**Objective:** When the objective tile is revealed place a lair token in the center zone of the tile. This is a secret escape route and a character may use one movement point to escape the dungeon. Once all players escape, the quest is won!



## Quick Reference

### When creating a character:

- Perform all the steps as you would in Massive Darkness
- Give the character one luck token and one healing potion from the level 1 or 2 item deck
- Draw the top five cards from the level 1 item deck and choose one to keep

### When setting up a quest:

- Roll D6 on the *Quest Table*
- Roll 2D6 on the *Quest Modifier Table*, remember the whole quest is modified this way
- Create a stack of four tiles
- Choose one of them and one corridor edge zone to place the start token
- Roll D6 for each building on the tile and place that number / 2 (rounded down) doors, or as many as possible
- Create a pool of three face down event cards

### When opening a door:

- Draw a door card and follow the instructions as in normal Massive Darkness
- Roll 2D6 on the Door Event table and place a face down ( ? side) treasure token on the zone furthest from the door if instructed

### When exploring a tile:

- Draw the top tile from the stack and flip/place it so a corridor zone connects to the zone on the current tile being explored from
- Roll D6 for each building on the tile and place that number / 2 (rounded down) doors, or as many as possible
- Roll D6. On a 6, this is the objective tile, follow the quest instructions for special conditions. On a 1, spawn a roaming monster on the center zone of this tile
- Roll 2D6 on the Explore Events table and place a face down ( ? side) treasure token to represent an event if instructed
- Add three events to the event pool

### When the event phase happens:

- Draw an event card if any are in the pool or the quest dictates it
- Check for any quest specific events for the event phase or round end. Re-read the quest if necessary

### After a quest:

- Heal all living characters in the party to maximum hp. All rewards and xp are kept for the next quest
- Optionally visit the town by performing the following:
  - Roll D6. On a 1-3, roll on the *Catastrophic Events* table first
  - If you're still alive, roll on the *Town Events* table. Nominate a character to roll, the event may refer to them
  - You may now visit a single Town Location *per character* and may perform *each* action there the number of times stated
- Proceed to the next quest

#### BRIDGE EVENTS:

**1-2** The character slips on the ancient bridge. Roll D6 on the Bridge Hazard Table.

**3-6** The character makes it safely across.

#### BRIDGE HAZARD TABLE:

**1** The character falls into the chasm and is killed. *All items with them are lost!*

**2-3** The character slips, scraping against rusted spikes below. *Lose 2 hp.*

**4** The character slips, losing their grip on one random item. Determine randomly which item (both equipped and unequipped) falls into the abyss.

**5-6** The character grips the bridge as it starts to crack and shake violently. No other characters may attempt to cross the bridge this round for fear of setting off a collapse.

Tip: With a lot to remember, you might want to use D12's to represent the door/explore event numbers