

# ONE-SHOT QUEST: AWAKENING HEAVEN

*As Lightbringers reached Heaven to investigate why a strong source of Darkness was emanating from there, they ended up falling into an ambush made by Baalberith itself. The Gates of Heaven have been sealed and a plan to defeat the Lightbringers was set all along... There is only one thing they can do now: Run!*

Tiles needed (from *Heavenfall*, [B] Tiles): **1A, 2A, 3A, 4A.**

**NOTE:** This Quest requires the *Heavenfall* expansion.

## QUEST OBJECTIVES

Complete the objectives in order:

**1- Lure Darkness:** Lure Baalberith outside of Heaven, in front of the Gates of Heaven

**2- Purge Darkness:** Kill Baalberith

## QUEST SPECIAL RULES

• **The 3 Seals:** The Objective tokens represent the Seals. In order to open the Gate and lure Baalberith out of Heaven, the Heroes must break all 3 Seals. Any Hero standing in a Zone with an Objective token may spend 1 action to break the Seal. Discard the Objective token, then each Hero immediately gains 5 XP.

• **The Gates of Heaven:** The door with a yellow outline is locked and represents the Gate of Heaven. It cannot be opened until all 3 Seals have been broken.

• **Purge Darkness:** Baalberith cannot be attacked or targeted by any abilities or effects until the Heroes manage to Lure him out of Heaven (Tile 4A). Once Baalberith is outside of Heaven, he can be attacked and targeted as usual. Players cannot go back into Heaven after this point.

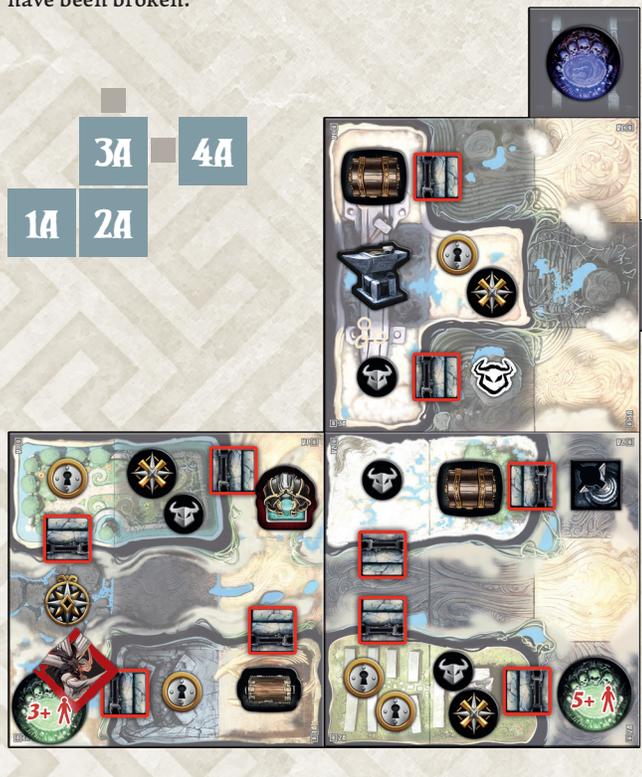
• **Baalberith Acts:** At the end of each Enemy Phase Baalberith activates following the 2 steps below.

**STEP 1** - Roll 2 Enemy dice and check the effect:

- 0 🎲 - Each Hero takes 1 Wound and discards 1 🌟.
- 1 🎲 - Move each Enemy in the same Tile as Baalberith by 1 Zone toward its closest Hero.
- 2 🎲 - Place the Hero with the least Health in the same Zone as the Hero with the most Health and attack them (even if self). The Hero that is moved does not take Reaction Damage, and when assembling their attack dice pool, do not add the 🟪. This roll is not affected by any skill or ability, nor generates Mana.

**STEP 2** - Move Baalberith 2 Zones toward the closest Hero. If Baalberith reaches that Hero's Zone, it attacks that Hero with 3 🟡 and 2 🟠.

Once Baalberith is outside of Heaven, it can then be targeted as usual. When attacked, Baalberith's Defense dice are 5 🟢 and 1 🟣 and has a total Health of 15 per Hero. As soon as Baalberith is killed, the Quest ends in victory.



<b>Hero Starting Zone</b>	<b>Baalberith Starting Zone</b>
<b>Locked Door x1</b>	<b>Closed Door x10</b>
<b>Objective Token x3</b>	
<b>Loot Token*</b>	<b>Spawn Token x4</b>
<b>Forge Token x1</b>	
<b>Greater Chest Token x2</b>	<b>Regular Chest Token x1</b>
<b>Portal Token (Up to x2)</b>	<b>Roaming Monster Portal Token x1</b>
<b>Starting Mob Zone x1</b>	
<b>Spike Trap Token x1</b>	<b>Pillar Token x1</b>
<b>Fountain Token x1</b>	<b>Bridge x2</b>

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

- 1-2 🧑 → 🟡
- 3-4 🧑 → 🟡
- 5-6 🧑 → 🟡