ONE-SHOT QUEST:
DUKE OF HELL

The Lightbringers have finally found the source of the Darkness. Baalberith, Duke of Hell, has revealed himself and has mustered a large force of agents of Darkness to storm the Gates of Heaven. The Lightbringers must do whatever they can to cleanse the entry area and keep the Gates closed! If they can hold the Darkness for long enough to defeat Baalberith, there might be hope!

Tiles needed (from *Heavenfall*, [B] Tiles): **1B, 2B, 3B, 4A.**
Note: *This Quest requires the Heavenfall expansion.*

QUEST OBJECTIVES

Complete the objectives in order:
1- Banish Darkness: Kill the 2 last Vanguard Generals
2- End Darkness: Kill Baalberith

QUEST SPECIAL RULES

• **Special Setup:**
- Do not place the Portal tokens with white outlines.
- Spawn a Roaming Monster on the Roaming Monster Portal.

• **Banish Darkness:** The Corruption tokens represent Roaming Monster spawn Zones and are not affected by Door cards. When their Chambers are revealed, in addition to any Door card effect, spawn a Roaming Monster in the respective Corruption token Zone, then discard the token. These Roaming Monsters are the Vanguard Generals. Heroes must kill them before advancing to fight Baalberith. Every time a Hero kills a Vanguard General, each Hero also gains 11 XP.

• **Darkness Grows Strong:** No Mobs are spawned by the Darkness Track. During the Darkness Phase, if Mobs would spawn due to the Darkness Track, spawn a Roaming Monster on the Roaming Monster Portal instead (place Corruption tokens on the Mob Spawn spaces in the Darkness Track as a reminder).

• **Gates of Heaven:** Tiles [B]3B and [B]4A together represent the Gates of Heaven (this is the Boss Chamber). The door with a white outline is locked and can only be opened when the Heroes have killed both Vanguards Generals. When a Hero opens this door, do not reveal a Door card. As soon as a Hero enters the Boss Fight Starting Zone, they immediately end their turn and do not take turns until all other Heroes have entered as well. When all Heroes have entered the Gates of Heaven, the Final Battle begins.

BAALBERITH'S BOSS FIGHT

• **The Final Battle:** When the Final Battle begins, remove all Tiles that are not part of the Boss Chamber, including all components placed on them. Remove the Darkness Track and place Baalberith's Boss Dashboard (initial side up) next to the Dungeon with the Darkness Marker on the leftmost space of the Boss track. (*Use the One-Shot version of the Boss Dashboard that is available to print.*) Heroes recover all Health and Mana to their maximum values.

Place 40 Health tokens in the Objective token Zone, this is the Gate. Place the Portal tokens with white outline (according to the Heroes count as usual) on the Boss Chamber, and spawn 1 Mob in each Portal. Then, perform a Level Up Phase and immediately start a new Hero Phase.

• **Mob Activation:** During the Boss Fight, each Mob activates once before rolling Baalberith's Activation dice. They perform only 1 action and always target the Gate. If a Mob is not able to attack the Gate on its action, it moves toward the closest Zone from which an attack is possible.
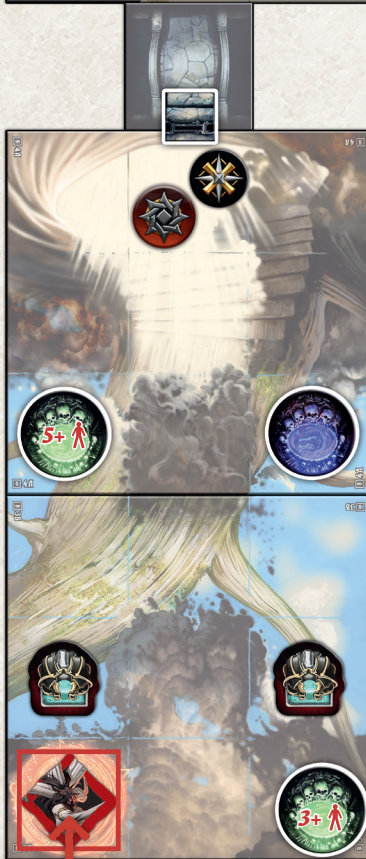
Example: The Satyrs spawn on the Roaming Monster Portal with a ranged weapon. During their first activation, which happens after the first Hero has taken their turn, the Satyrs move to the adjacent Zone, which gives them LoS to the Gate. During their next activation, they attack the Gate (as they now have LoS).

• **Damaging the Gate:** When an Enemy attacks the Gate, do not roll Defense dice and ignore all 🐾 rolled. For each Wound dealt, remove 1 Health token from the Gate. If all Health tokens are removed, the Quest ends in defeat.

• **Frost Tokens:** Mobs and Roaming Monsters treat ❄ tokens like a Boss. They take the tokens, but when they activate, they remove all ❄ tokens without effect.

• **Baalberith Is Not Easily Killed:** As soon as Heroes deal enough Wounds to kill Baalberith, instead of finishing the Boss Fight, remove its miniature from the Dungeon along with all tokens, and flip its Dashboard to the Enraged side. Do not place the Darkness Marker on the Boss track. During the next Enemy Phase, activate the Mobs (if any), then instead of activating Baalberith, place its miniature back in the Dungeon in the Hellish Breach Zone and the Darkness Marker on the leftmost space of the Boss track. Also spawn the Roaming Monster Uriel in the Roaming Monster Portal. Both do not activate in that Enemy Phase. Uriel activates along with the Mobs, but follows their Activation Pattern as usual, ignoring the Gate. As soon Baalberith is killed on his Enraged side, the Quest ends in victory.

2B **1B**

4A

3B

Hero Starting Zone

Closed Door Token x7

Fountain Token x3

Baalberith Starting Zone

Boss Fight Starting Zone

Forge Token x1

Objective Token x1

Spawn Token x3

Loot Token*

Corruption Token x2

Regular Chest Token x1

Greater Chest Token x3

Spike Trap Token x1

Bridge x1

Portal Token (Up to x2)

Roaming Monster Portal Token x1

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

1-2 → 🔑 | 3-4 → 🔑🔑 | 5-6 → 🔑🔑🔑

Hellish Breach Zone

• **Mind Control:** If Baalberith triggers this ability, the Hero that is moved does not take Reaction Damage, and when assembling their Attack dice pool, do not add the Shadow die. This roll is not affected by any skill or ability, nor generates Mana.

• **Nefarious Domination:** This ability affects all Heroes. Its effect is different for each Class.

- **Wizard:** Place 1 🔷 token from the reserve on each Spell on the Amulet. The next time the Wizard uses or rotates the marker out of a Spell with a 🔷 token, they must also spend 1 🔷. Then, remove that 🔷 token.

- **Shaman:** Flip 1 Element tracker to its initial side (faceup). If the Shaman doesn't have any facedown Element tracker, lose all Elements from the Element track with the most Elements.

- **Berserker:** Immediately lose all ❤️.

- **Rogue:** Draw a Rogue token from the bag and remove it from the game until the end of the Quest.

- **Paladin:** Place all Consecration tokens back on the Paladin dashboard.

- **Ranger:** Draw an Arrow card and immediately suffer the Overload effect of that card (ignore 🔥).

- **Bard:** Remove all the Active Notes 🎵 from the Bard Musical dashboard.

- **Tinkerer:** Discard any 3 items (except the Exo-Armor).

- **Necromancer:** Lose Souls until the Necromancer reaches the next lower threshold.

- **Monk:** The next played Chakra must be Meditation. Keep it faceup close to the Hero's dashboard as a reminder.

- **Druid:** Transform back to the Druid's Original Form, without triggering any Transformation effect and reduce all the Animal Form tracks by 2.