

ONE-SHOT QUEST: HELLO, DARKNESS!

The Lightbringers have found a portal that leads straight to Heaven directly from the depths of Hell. An ordinary hero could not use such portal, for it would corrupt their soul to the core. Luckily, the party has a Half-Demon amongst them, and the Half-Demon is able to manipulate the portal to do their bidding.



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

NOTE: This is the One-Shot version of the Quest with the same name from the *Heavenfall Campaign*, and therefore requires the *Heavenfall expansion*.

QUEST OBJECTIVE

Absorb Darkness: Reach 7 Darkness Power

QUEST SPECIAL RULES

- **Darkness Power:** Choose a Hero to be the “Half-Demon”. They are able to absorb the energy from the Darkness in Heaven. Every time any Hero kills a Leader or a Roaming Monster that is in a Shadow Zone, the Half-Demon Hero takes 1 Wound and advances their Darkness Power by 1 (place 1  token on their Hero Card).
- **Beacons of Darkness:** Sources of Dark Energy are represented by Objective tokens. The forces of Darkness have created a focus of Dark energy to weaken the fabric of Heaven. When standing in a Zone with an Objective token, the Half-Demon Hero may spend 1 action to destroy it. They take 1 Wound and advance their Darkness Power by 1 (place 1  token on their Hero Card).
- **Absorbing Darkness:** As soon as the Half-Demon Hero has 7 Corruption tokens (Darkness Power reaches 7), the Quest ends in victory.



Hero Starting Zone

Starting Mob Zone x1

Objective Token x3

Closed Door x6

Spawn Token x4

Regular Chest Token x2

Greater Chest Token x1

Fountain Token x1

Pillar Token x1

Loot Token*

Forge Token x1

Bridge x2

Roaming Monster Portal Token x1

Portal Token (Up to x2)

Spike Trap Token x1



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

- 1-2  → 
- 3-4  →  
- 5-6  →   