

MASSIVE DARKNESS 2

OFFICIAL FAQ

◆ **Q: What does an Enemy mean?**

A: An Enemy is either a Boss, a Roaming Monster, or a Mob. A Mob, which is a group of Minions plus a Leader, is considered an Enemy as a whole. So, any effect which targets or affects an Enemy will affect the Mob as 1 single Enemy. For example, if an ability would pull or push an Enemy, when targeting a Mob, it will pull or push the whole Mob. If an ability would deal Wounds to an Enemy, when targeting a Mob, it will deal Wounds to the Mob following the regular rules for wounding a Mob.

◆ **Q: Can I kill the Leader of a Mob along with the Minions in the same attack?**

A: Yes. The Leader of a Mob is always the last one to take Wounds. However, if a Mob takes enough Wounds to kill the existing Minions and there are still Wounds left, the Leader immediately suffers those Wounds. If there are enough Wounds to kill the Leader, then the Leader is killed and the Heroes receive their rewards.

◆ **Q: Do Minions spawn from the Roaming Monster Portal (purple)?**

A: Yes. The Roaming Monster Portal indicates where the Roaming Monster should spawn when the Darkness Track indicates it to. However, when the Darkness Track indicates to spawn a Mob, players must spawn 1 Mob in each existing Portal in the Dungeon, including the purple one.

◆ **Q: What do the 3+ and 5+ Portals represent in the Dungeon's Quest instructions?**

A: Depending on the number of Heroes participating in the Quest, the number of Portal tokens in the Dungeon changes. When playing with only 1 or 2 Heroes, use only the Roaming Monster Portal (purple). When playing with 3 or 4 Heroes, also add 1 Portal token (green) in the Zone with the 3+ marker. When playing with 5 or 6 Heroes, add another Portal token (green) in the Zone with the 5+ marker.

◆ **Q: When killing a Leader or a Roaming Monster, the whole party gains XP?**

A: Yes. Every time an Enemy miniature is killed, the Hero who killed that miniature immediately gains 1 XP. On top of that, if the killed miniature was a Leader, each Hero in the party, including the Hero that killed the Leader, gains 2 XP. If the Killed miniature was a Roaming Monster, then the whole party of Heroes gain 4 XP each, including the Hero who killed the Roaming Monster. In other words, a Hero who kills a Leader gains 3 XP in total, while each other Hero gains 2 XP. A Hero who kills a Roaming Monster gains a total of 5 XP, while each other Hero gains 4 XP.





◆ Q: When can I use an ability and how many times can I use it?

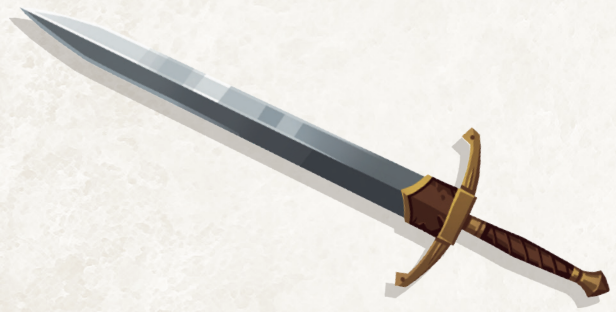
A: If an ability has the word **ATTACK**, **DEFENSE**, or **COMBAT** as a timing condition, you can use them only once per combat! Which means you can use it once every Attack action you perform, or once every attack you suffer from an Enemy. Of course, if the ability says **ATTACK**, you can only use it during your Attack action. If it says **DEFENSE**, you can only use it when you get attacked. **COMBAT** means you can use it in both situations. If an ability has **MOVE** as a timing condition, it means it can only be used during a Move action. Please note that most of those abilities also include a cost or another requirement, like spending Mana or other resource, in order to be performed.

For example, if a Hero has the Spiked Boots equipped, once every time they perform an Attack action, or when they are the target of an Enemy's attack, they can spend 1 ⚡ to deal 1 Wound to that Enemy. Even if the Hero has more than 1 Mana, they can't spend more Mana during the same combat to trigger its effect again.



Otherwise, if the ability does not have an action as a timing condition, it can be used at any moment during the Hero's turn, except during an action. So, it must always be used **before or after** an action. Abilities without an action as a timing condition can be used as many times as the Hero wants, as long as they can pay the required costs.

For example, the Wand of the Dead is not tied to any Attack action, which means a Hero can use it as many times as they want to Heal 2, as long as they have enough Mana to keep paying for this its effect. A Hero may never use the Wand during combat since there is no combat keyword as a timing condition.



Some abilities have the keyword **ANYTIME**. These abilities can be used anytime, including during other Hero's turn or during the Enemy Phase, but never during an action. All Consumable items (gray background) are considered having the keyword **ANYTIME**. So, a Hero can, for example, be attacked by an Enemy and drink a Healing Potion after the Enemy's first attack but before its second attack.

◆ Q: How many times can an Enemy's special ability trigger?

A: Enemies' special abilities are triggered by the 🐾 rolled on Enemy dice. Different from Combat abilities on Heroes, Enemies can trigger their Abilities as many times as they can, as long as they have enough 🐾 on their dice roll for doing that. For example, if an ability only needs 1 🐾 to be triggered and 3 🐾 were rolled, that ability will be triggered 3 times during that attack. But remember that dice can be triggered in any order, so the Hero may benefit from that, if possible.

NOTE: In some rare exceptions, there are Enemies whose ability may only trigger once. In these cases, it is specified in the Enemy's special ability description.

◆ Q: How much Max Health and Mana do I gain during Level Up?

A: The Level token is a reference for how much Max Health and Max Mana you have at each Level and it gets updated every time a Hero levels up. To know how much Max Health and Max Mana your Hero currently has, simply look at their starting Health and Mana and add the amount shown on the Level token at your current Level, ignoring all information from previous Levels.

◆ Q: Do KO'd Heroes gain XP? And do they level up?

A: Yes and yes. Even KO'd Heroes still gain XP from killed Leaders and Roaming Monsters, as well as from some specific Quest objectives. Also, during the Level Up Phase, a KO'd Hero levels up as usual. However, it doesn't matter how much Max Health a Hero gains from leveling up, they always come back up with 3 Health when a Lifebringer token is spent.

◆ Q: What happens with Frost and Fire tokens when the party enters a Boss Fight?

A: Fire and Frost tokens are removed from all Heroes before the Boss Fight begins.





◆ **Q: What does “tier” mean?**

A: If any effect in the game instructs the players to get a card from the deck “one tier higher,” it means the next deck in ascending order from the one being currently used. For example, if the Dungeon Level is currently 1 and players need to spawn a Mob with a weapon one tier higher, it means a weapon from the Mob Item deck Levels 3-4, instead of Levels 1-2. The same applies for Mobs and Roaming Monsters cards.

◆ **Q: How does the Rogue’s Poison token work when fighting a Boss?**

A: Once an Enemy is Poisoned, along with any other possible effects, it will take Wounds at the start of each of its activations. Since the Boss activates between each Hero’s turn, as long as it has a Poison token, it will take Wounds at the beginning of each of its activations between every Hero’s turns.

◆ **Q: In Heavenfall, do Classes reset for the following Quest?**

A: Yes. From one Quest to another, during the Campaign, Heroes reset their Class-specific components, except for their skills. They do not gain any new skills during the setup of the next Quest. They keep all skills acquired previously, instead, along with their respective benefits and abilities. Note that Heroes also keep most of their items, their unspent XP (if they have been victorious in the last Quest), as well as their current Level, starting the next Quest with both their Health and Mana reset at the Hero’s current Level MAX value.



◆ CLASS SPECIFIC QUESTIONS ◆

◆ **Q: Can I place my Hero in a not-yet revealed Chamber using the Forge Gate spell?**

A: No. You can only use the Forge Gate spell to place Heroes in Forges inside Chambers that have been already revealed.

◆ **Q: Can the Wizard or the Paladin rearrange their skills?**

A: No. Once you have allocated a skill in a Consecration column or in a quadrant of the Spell Amulet, it is locked there. Please note that there are special rules for both Classes when playing in Campaign Mode, where the Paladin and Wizard can rearrange their skills during the setup of each Quest at the beginning of the Quest Phase.

◆ **Q: Where do I remove Rogue Tokens from?**

A: When acquiring a new skill that indicates the Rogue to remove tokens, the Rogue may remove either from the discard pile or from the tokens inside the Thieving Tools bag. If removing from inside the Bag, make sure to not confuse the discard pile with the active ones.

◆ **Q: How does the “Move up to 2, then Attack” Rogue token work?**

A: This specific token is an Attack token, which means it will trigger its benefit when the Rogue takes an Attack action with it. In that case, the Rogue is not gaining 2 MP. Instead, they must move up to 2 Zones before their attack. It’s simply a positioning bonus before the attack.

◆ **Q: Can the Shaman take a Recover action to gain an Element?**

A: Yes. The Shaman can take Recover actions and choose to gain Mana, increasing any element on their Track, instead. Even if the Shaman has Mana equal to their maximum, they can still increase the Element Track when receiving Mana from any source.



◆ ERRATA ◆

A few rules need further clarification and some components were incorrectly printed. Please follow the reference below for your next adventures.

- Recover action and Fountains can remove Fire tokens equal to the amount of Health the Hero gains by the Recover action or by the Fountain interaction.
- When playing as the Necromancer and reviving a Roaming Monster, ignore their Enemy dice. The only dice used for Attack and Defense are the Yellow, Orange, Red, Blue, and Green dice referred to on their cards.
- Dragon Mask should read: “**ACTION:** Add 3 🔥 to any Enemy in LoS.” instead of “**ACTION:** Add 3 🔥 to any Enemy.”

