



MASSIVE DARKNESS 2 HEAVENFALL



RULES & QUESTS



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GAME COMPONENTS

10 ENEMY MINIATURES



Archangel
Raphael x1



Uriel x1



Baalberith x1



Angel
Leader x1



Angel
Minion x6



Roaming Monster
Card x24



Double-Sided Boss
Dashboard x2



Set Power
Card x12



Mob Item
Card x60



Epic Treasure
Card x16



Legendary
Treasure Card x38



Legendary
Treasure Token x4



Companion
Token x2



Lifebringer
Token x1



Uses
Token x10



Rogue
Token x9



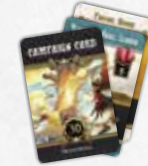
Mob Card
x30



Skill
Card x72



Spirit Reference
Card x2



Campaign
Card x30



Rogue Effects
Card x2

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Double-Sided Game Tile x4



Town Dashboard x1



Campaign Level Token x6



Red Attack Die x3
Green Defense Die x5



◆ GAME OVERVIEW ◆

From the depths of the Infernal Realm to the heights of Heaven, the **Massive Darkness 2: Heavenfall** Campaign takes players all across the realms eternal as they pursue the source of the Supernal Realm's involvement in the current Massive Darkness. Only by battling their way through the corrupted hordes can the Lightbringers hope to discover the true source of the Darkness!

The Heavenfall Expansion's Campaign Mode introduces a new way to play Massive Darkness 2, allowing players to develop their Heroes further than ever before with 5 additional levels and taking them on a journey where they can choose their path to discover what's behind Heaven's corruption!

The Heavenfall Campaign consists of 14 interconnected Quests from which players explore 8 in the course of each playthrough. Some Quests are brand-new while others take place in the Infernal Realm and present a new twist on Quests from Hellscape. The Heavenfall Campaign features 3 possible endings based on players' decisions. But beware: If players lose the same Quest 3 times, they lose the Campaign!



Massive Darkness 2: Heavenfall also introduces a bustling Town filled with options for players to explore. As a home for the Lightbringers between Quests, they will have access to the Town's services, allowing Heroes to purchase specific items, buy potions for the next adventure, or even gamble!



BASIC CONCEPTS

DICE

There are 2 new different types of dice, each designated by a different color. Note that, as in the Hellscape core box, players are limited to the amount of dice that comes in this box.

- : The red dice are a new, stronger tier of Attack dice.
- : The green dice are a new, stronger tier of Defense dice.

SKILL CARDS

Each Class gains new skill cards that function the same way as skills from the *Massive Darkness 2: Hellscape* core box.

Hybrid Skills Requirement: Some skills are Hybrid skills that require players to have 2 previous skills at certain levels.

When players choose these skills, instead of replacing them with the previous 2 skills, the corresponding Hero simply gains the new skill **without replacing** any previous one.



Tip: All Hybrid Skills in this expansion require 2 Rank IV cards. Experienced players should plan ahead when choosing skills!

ITEMS

In addition to the 3 existing rarities of items, *Heavenfall* introduces the Legendary Item rarity, represented by its corresponding Treasure tokens and Treasure deck. This expansion also contains new Epic Items to be used only in the Campaign Mode (see page 6). When playing the Campaign, simply shuffle these cards into their appropriate decks.




There are also Mob Items for levels 6 through 10, as shown on the back of the cards. All Mob Items of levels 6 through 9 are Epic Items, while Mob Items of level 10 are Legendary Items.



ITEM SETS

This expansion also brings 2 new Sets of items for players to collect and equip: The **Hellfire** and **Darkbringer** Sets. The new sets function like the **Shadowbane Set** from the Hellscape core box (page 22 of the Hellscape rulebook).

The **Hellfire Set** focuses on Fire damage and  token control. The **Darkbringer Set** focuses on Shadow and automatic damage infliction for powerful effects.



Heroes may never have more than 1 Set Power card in effect. If by any chance a Hero has reached a condition where they would have more than 1 Set Power, they must choose 1 to be active. If they would later like to change their active Set Power, they can simply change it during a Trade and Equip action.

ENEMIES

Heavenfall brings 1 new Mob and 2 new Roaming Monsters that can be added to any one-shot Quest. To include them in the game, simply shuffle these cards into their corresponding decks. Additionally, *Heavenfall* brings Enemy cards of levels 6-10 for all Mobs and Roaming Monsters from both Hellscape and Heavenfall. These 6-10 Enemy cards are used only when playing in Campaign Mode (see page 6). When playing the Heavenfall Campaign, make sure to include the Corrupted Angels Mob cards and both Roaming Monsters (Archangel Raphael and Uriel) to their corresponding decks.



GAME TILES

The 4 new double-sided Game Tiles are used only in the Heavenfall Campaign and take the action from the infernal Dungeons to the Supernal Realm, Heaven itself. Note that on Tile [B]4B, the green borders are walls.



Tiles [B]3B and [B]4A are the Tiles of the last Boss Fight. Their Zones do not have walls, and miniatures may stand in all Zones. Dark Cloud Zones are Shadow Zones, while the Illuminated and Sky Zones are Light Zones.

◆ THE TOWN



After winning a Quest in Campaign Mode (see page 6), Heroes are allowed to enter the Town. The Town features 5 areas:

- **Blacksmith:** Heroes may spend Loot (see page 7) and items to draw items from the Treasure decks based on how much they spend.
- **Inventor:** Heroes may spend a great amount of Loot to gain any item of their choice.
- **Herbalist:** Heroes may spend Loot and items to purchase Health and Mana Potions from the Starting Equipment cards.
- **Gambling Alley:** Heroes may spend Loot and items to try their luck pulling a Treasure token from the Treasure bag, possibly gaining a more powerful item.
- **Tavern:** Heroes may place items in the Tavern so they can be used in later Quests.

◆ CAMPAIGN CARDS

This expansion introduces 30 Campaign cards used in Campaign Mode (see page 6). Do not look through these cards unless instructed to do so. They are revealed by completing Quests, Side Quests (see page 7), Achievements (see page 8), or by choosing 1 Quest over another during the Campaign progression.



SPOILERS AHEAD!

We recommend players to only read the rest of this page if they have any doubts on how a specific Campaign card works, after they are revealed.

Item Cards: The most common type of Campaign cards are items. They are treated as any other item and its rarity is indicated by their background color. If a Campaign item card is expended by an ability, effect, or at the Town, that item is removed from the Campaign.



Companion Cards: Some Campaign cards are Companions and may grant additional help to the Heroes on their Quests. If players have unlocked a Companion, at the start of each Quest, they must choose a Hero for them to accompany. While in the Dungeon, Companions count as Heroes for any other purpose, such as the purpose of targeting miniatures (but not for number of Minions in Mobs, Roaming Monsters' Health, etc.).



During their turn, when accompanied by any Companion, a Hero may activate each of their Companions once (the first activation does not cost an action) and may spend actions to activate them again. When activated, the Companion performs Attack or Move actions. When performing a Move action, each Companion has 2 MP just like any other Hero. However, they can't Interact, Open Doors, Recover, or carry any items, unless stated otherwise. They do not roll the Shadow die when attacking in Shadow. Whenever a Companion kills an Enemy miniature, the accompanied Hero gains that experience. Some Companions are represented by tokens on the board, while some others may use an Enemy miniature. In the latter case, remove their corresponding cards from all the Mob or Roaming Monster decks. If a Companion is killed, remove them from the Campaign.

Special Effects: Some Campaign cards grant Special Effects to the Heroes. When a Special Effect card is revealed, keep it close to the Dungeon as a reminder. This Special Effect is active until the end of the Campaign, unless stated otherwise. Some Special Effects may also grant additional tokens or components, such as an additional Lifebringer token.









Special Skills: Some Campaign cards may grant additional Special skills to Heroes. When a Hero acquires a Special skill, they keep it until the end of the Campaign.



Companion and Weapon Skills: Some Campaign cards may grant effects to Companions or specific weapons. These are stated at the bottom of the card. Companion skills are applied to the respective Companion. Weapon skills are applied to that weapon. If Heroes trade a weapon containing a skill, the skill goes with the weapon.

Town Cards: Some Campaign cards modify the Town. When revealed, place the Town card on top of the respective Town area until the end of the Campaign. They replace that Town area's previous effect.



Uses Tokens: Some Campaign cards require  to be activated. At the start of each Quest, place as many  tokens as shown on the card. Whenever a Hero activates that card's ability or effect, remove 1  token from that card. If the Hero cannot remove 1  token from that card, they may not use its ability or effect. Consumables that require  tokens are not discarded when they run out of  tokens but remain in the Hero's Inventory (they are replenished at the start of the next Quest).





◆ SETUP

In addition to the setup rules explained in the *Massive Darkness 2: Hellscape* rulebook, also perform the following steps:

1. **Level Token:** Instead of the Level token from Hellscape, players should slot the Campaign Level token on their Hero dashboard, with the Levels 1 to 5 side faceup.
2. **Treasure Bag:** Instead of the regular number of Treasure tokens, players place only 10 Common Treasure tokens and 1 Rare Treasure token in the Treasure bag.
3. **The Town:** Place the Town dashboard near the playing area. Heroes interact with the Town after each successful Quest.
4. **Campaign Cards:** Place the Campaign cards for the corresponding Campaign (if any) facedown close to the Town. Some Quests instruct players to draw them.
5. **Mobs and Roaming Monsters:** Form 6 new Enemy decks with all the corresponding Mobs and Roaming Monsters cards levels 6 through 10, as indicated on the back of the cards.
6. **Items:** Shuffle all the new Epic Item cards into their corresponding deck. Sort the Legendary Item cards and the new Mob Item cards into separate decks according to their card backs and shuffle each deck.
7. **Starting Items:** Heroes only gain the starting equipment from Hellscape when playing the first Quest in the Campaign. When playing from the second Quest onwards, each Hero can bring up to 7 items (see page 7).
8. **Class Components and Skills:** When players choose their Heroes, they must take the additional components of their Class included in this box, which are needed for Levels 6 through 10.
9. **Remove the following Door cards from the game:** Treasure Trap Room, Learning Room, Blood Ritual Room, Light Chamber, Hell's Army, and Weapons Cache Room.
10. **Darkness Track:** Randomly draw 3 Treasure tokens from the Treasure bag and place them on the spaces with the Treasure icons in the Darkness Track.

◆ GAMEPLAY

Campaigns are played over a series of Quests. As soon as the players choose their Heroes and start the Campaign, they follow these Phases in order:

1. Campaign Phase
2. Quest Phase
3. Town Phase

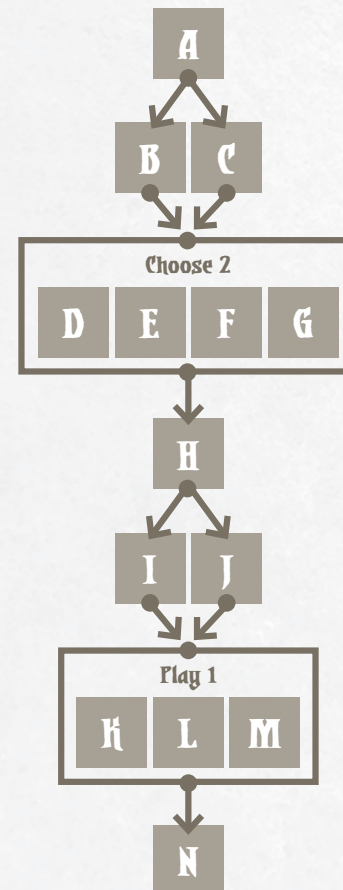
◆ 1. CAMPAIGN PHASE

In this Phase, players choose which Quest they will play. They start the Campaign playing the first Quest (in *Heavenfall* it is **Quest A: First Investigation**). But after that, they are able to choose between specific Quests as described at the end of each Quest.

It is important to note that players may not change their Class or Hero after the Campaign has started.

HEAVENFALL CAMPAIGN

The Campaign track below is a visual reminder of what choices are available in each Campaign Phase.





◆ 2. QUEST PHASE

In this Phase, players play the Quest they have chosen. There are additional rules to be noted, some of which are modified rules from the Core Box.

Starting Health, Mana, and Class Components: Heroes start each Quest with their current maximum Health and Mana. They may freely trade amongst themselves. Then, place the Heroes in the Starting Zone(s) in the Dungeon.

Setup each Hero as usual, with the following exceptions:

- Heroes keep their level and acquired skills between Quests.
- If the Heroes won the previous Quest they keep their current experience; if they lost, they start with 0 XP.
- Do not place the Rare and Epic Treasure tokens next to the Level token; they remain in the reserve.
- Heroes from Classes that have skills tied to their Class components (such as the Wizard Spell Amulet or the Paladin dashboard) may rearrange their skills on their respective slots.

Starting Items: Heroes keep items between Quests. During the Quest Setup, each Hero brings with them up to 7 items. The Tavern on the Town is able to store spare items for the Heroes (see page 8). Any leftover items must be discarded and shuffled into their corresponding decks.

Loot Tokens: When Heroes reveal a Chamber, do not replace the Loot tokens in that Chamber with Treasure tokens. Heroes may interact with Loot tokens to pick them up and spend them in the Town if they win the Quest. After finishing a Town Phase or losing a Quest, Heroes must discard any remaining Loot tokens.

Enemy Rewards: All Mobs reward 0 Treasure tokens and all Roaming Monsters reward 1 Treasure token.

IMPORTANT: *This rule applies to all Mobs and Roaming Monsters regardless of the Enemy Level and any Reward icon that might appear on their card.*

Darkness Track: Ignore the printed Treasure icon on the Darkness Track during the Quest. When the track advances to a space with a Treasure token, placed during setup, return it to the Treasure bag and draw 1 Treasure card from the corresponding deck. Give that card to any Hero in the Dungeon. At the end of any Quest, return any unused Treasure token from the Darkness Track back to the Treasure bag.

Chests: When a Hero interacts with a Chest, they must discard the Chest token (without flipping it) and draw Treasure tokens from the Treasure bag based on the Chest type:

- **Regular Chest:** 1 Treasure token
- **Greater Chest:** 2 Treasure tokens

Draw that many Treasure cards from the corresponding decks. Then, return the tokens to the Treasure bag.

Forges: When a Hero interacts with a Forge token, instead of its regular effect, remove that Forge from the Dungeon. Then, that Hero draws 1 card from the Mob Item deck corresponding to their current Dungeon Level.

Side Quests: Most Quests have a Side Quest listed in their description. Heroes claim the Side Quest rewards when they win the current Quest and also complete the Side Quest's condition. They do not claim the rewards if the Quest ends in defeat.

Losing the Quest: In addition to the usual losing conditions, if the Quest is not won by the 4th round of the back side of the Darkness Track, the Quest ends in defeat. When a Quest is lost, Heroes do not advance to the Town Phase. They also lose all their unspent XP, but do not lose any levels they have already achieved.

Discard all Loot tokens. Each Hero must discard their items until they have a maximum of 7 items each. Then, players may retry that Quest from the start. If there are multiple Quests available in their current step of the Campaign (see page 6), they may choose another Quest to play.

Losing the Campaign: If the same Quest is lost 3 times, the Campaign is lost, and players must restart the entire Campaign.

◆ 3. TOWN PHASE

After winning a Quest, the Heroes go to the Town Phase. All Heroes may freely trade amongst themselves. Then, reshuffle all discarded items into their corresponding decks. At any moment during the Town Phase, players may check if they have completed any of the Achievements (see page 8).

While in Town, players may discuss among themselves and collectively spend all their acquired Loot tokens and items to interact and use the effects of each Town area. Items that are spent or discarded in any of the Town areas are only reshuffled back into their corresponding decks at the end of the Town Phase.

Loot Tokens and Item Exchange: Each Town area has a different cost in Loot tokens that must be spent to use its effects. Each item rarity has an equivalent value in Loot tokens. Players may discard items to pay for Town area costs and may add the items' value to Loot tokens they currently have to pay for costs. When discarding items this way, they do not generate leftover Loot tokens. So, if players decide to interact and discard an item that is worth 3 Loot tokens on an effect that requires only 2 Loot tokens, they do not gain 1 Loot token back.

The number of Loot tokens each rarity of item grants is shown below:

-  : 1 Loot token
-  : 3 Loot tokens
-  : 9 Loot tokens
-  : 27 Loot tokens





Herbalist: Each interaction with the Herbalist costs 2 Loot tokens. For each interaction in this area during the Town Phase, players may select 1 Health or 1 Mana Potion from the Starting Equipment cards as long as there are still any of these cards available.

Gambling Alley: Once per Town Phase, players may interact with the Gambling Alley. Each interaction costs 6 Loot tokens. For each interaction in this area, players may draw 1 Treasure token from the Treasure bag. Draw 1 Treasure card from the corresponding deck and return the token to the Treasure bag.





Blacksmith: Costs for each interaction with the Blacksmith varies depending on the Treasure deck the players decide to draw from. Once players chose a deck, they pay the corresponding cost in Loot tokens (shown below) to draw 1 card from that deck and give it to any Hero.

-  : Costs 2 Loot tokens
-  : Costs 7 Loot tokens
-  : Costs 21 Loot tokens
-  : Costs 54 Loot tokens

Inventor: Each interaction with the Inventor costs 81 Loot tokens. For each Interaction in this area during the Town Phase, players may search and take any 1 card from any Treasure deck, then shuffle the remaining deck.

Tavern: The Tavern is an area where Heroes can leave items behind instead of taking them into the next Quest. Items left in the Tavern can be retrieved by the Heroes in a subsequent Town Phase. The Tavern can hold up to 2 items per Hero in the party. The Tavern area has no cost.

Remember that Heroes may only start the next Quest with a maximum of 7 items each!

ACHIEVEMENTS

During the Town Phase, players check if they have accomplished the Campaign achievements, if any. They gain their reward the first time each condition is met. In *Heavenfall*, they are the following:

- **Complete 3 Side Quests:**
Draw Campaign card 1.
- **Interact with the Gambling Alley 4 times:**
Draw Campaign card 3.
- **During the Town Phase, discard 5 Potion cards with different names at once, with no effect:**
Draw Campaign card 4.
- **Obtain the Greater Power of the Darkbringer Set (4+ parts):**
The Hero with the Greater power gains Campaign card 5.
- **Obtain the Greater Power of the Hellfire Set (4+ parts):**
The Hero with the Greater power gains Campaign card 6.
- **Lose the same Quest 2 times:**
Draw Campaign card 7. This Achievement may be accomplished at any moment, even out of the Town Phase.
- **Hidden Achievement:**
This Achievement is only available after completing **Quest H: Releasing Michael**.

QUESTS

Campaign Progression: After winning a Quest, players perform the following steps as indicated on each Quest:

- Claim the Quest Reward;
- Claim the Side Quest Reward, if completed;
- Distribute experience points;
- Update the Treasure bag;
- After the Town Phase, go to the next Quest as indicated.

Start the Heavenfall Campaign by playing **Quest A: First Investigation**.

AVOIDING SPOILERS!

Do not read the 'Campaign Progression' box of each Quest until it has been successfully completed.