*Angels descend to test the worthiness of mortal. Demons arise from the Pit to tempt and torment. When heaven and hell battle for the world’s soul, which side will you choose?*

*The War in Heaven* is a fan-made expansion for**Talisman: The Revised Fourth Edition**. It adds 100 cards to the Adventure Deck, along with new spells, characters and quests. This expansion is best played with **The Sacred Pool**expansion since it makes extensive use of the Quest Reward system. As it also provides two new Warlock Quests, any of the official expansions that add those to the game is recommended as well. A few cards will reference Terrains added by **The Firelands** and the Time Card added by **Blood Moon**, but if you do not have those expansions you may ignore the relevant effects. Finally, if you have **The Harbinger**, this expansion also provides 14 new cards to encounter during the end of the world.

To use this expansion, first remove the following Enemies from your Adventure deck, if present: Demon, Heavenly Host, Infernal Legion, Lesser Demon, Lord of the Pit, Pit Fiend, Pit Fiend Shirker, and Succubus. This expansion adds replacements that use the new Enemy subtypes. Then add the new cards to their appropriate decks.

Finally, some errata is necessary for existing characters, particularly if using physical versions of the Digital Edition characters.

* The Priest may destroy Demons without resorting to battle or psychic combat, following the same rules as destroying Spirits.
* The Exorcist, likewise, can destroy Demons without resorting to battle or psychic combat, and gains a Spell when he defeats one.
* The Devil’s Minion may only send Demons to attack other characters, not Spirits.