MISTFALL

Rules of Play

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Game Components

385 Cards:

- **236** Hero Cards (numbered **1-236**), including:
  - Basic Feat cards
  - Advanced Feat cards
  - Basic Gear cards
  - Reward Gear cards
  - Transient Reward Gear cards
- **102** Regular Enemy cards (numbered **237-338**), including:
  - Regular Blue Enemies
  - Regular Green Enemies
  - Regular Red Enemies
- **4** Double-sided Special Enemy cards (numbered **339-342**).
- **18** Regular Encounter cards (numbered **343-360**).
- **4** Special Encounter cards (numbered **361-364**).
- **13** Time Cards (numbered **365-377**).
- **8** Double-sided Info Cards (numbered **378-385**), including:
  - **4** Quest Info cards
  - **4** Player Aid cards

140+ Tokens:

- 50+ Wound tokens, including:
  - 40+ value 1 tokens
  - 5+ value 3 tokens
- 30 Resolve tokens.
- 20 Objective tokens.
- 40 Condition tokens, including:
  - 16 Burning tokens
  - 8 Daze tokens
  - 8 Poison tokens
  - 8 Weakness tokens
- 6 Quest tokens (with the letters A, B, C, D, E and F)
- 1 Party token (with an attachable base)

22 Location Tiles:

- **7** *Deadlands*
- **7** *Wildlands*
- **7** *Borderlands*
- **1** *Haven*

8 Boards:

- **7** Double-sided Hero Charters
- **1** Double-sided Quest Charter

7+ Wooden Cubes

Booklets:

- Rules of Play
- Quest Guide

Game Overview

Mistfall is a fantasy board game for **1-4** players that takes place in a mythical land of dangerous adventures, dire enemies, and eldritch magic. All players assume the roles of Heroes, who will struggle as a team to move through perilous, monster-ridden locations, and prevail against the tests they are put to through various encounters. Aiding each other in combat and overcoming the difficulties of the game, players will try to guide their Heroes to the location of a special Quest Encounter, and then succeed at the final Quest before their time runs out and the cold Mists swallow yet another part of Valskyrr – a snowy wilderness home to a proud people making their stand against the darkness!

How to read these rules?

This rulebook is divided into five main parts:

Part I: The Essentials will present to you the components and the most basic concepts of the game, including its setup. Within you will also find the answers to the two most important questions: "When do we win?" and, naturally, "When do we lose?"

Part II: Playing the Game will walk you through a full round, discussing what happens during each of the Phases, and presenting a vast majority of rules you will need to know to play the game.

Part III: The Fine Points will discuss the more complex issues and edge cases that appear during the game. You should have a pretty good grasp of the game before you reach this part of the rules, but as **Mistfall** is a game with multiple interacting card effects, you may encounter situations that require a more in-depth explanation, which you should find in this section.

Part IV: Variants introduces some new options when playing the game. In this section you will also find information of different difficulty levels for the game.

Part V: Glossary provides you with an alphabetic list of different terms used in the game. It is the place to go to when you are looking for quick reminders during the game.

Part I: The Essentials

Before we move on to game setup, these are a few of the most essential rules of **Mistfall**

The Golden Rule

Often cards will tell you to perform actions prohibited by this rulebook. Whenever such a conflict occurs, the **card rules trump the rules written herein**. It may also happen that rules from different cards contradict each other. If one card allows you to do something, while another card disallows that same thing, you have to adhere to the latter. No means no, even if another card says yes.

Victory and Defeat

Generally, you win the game if you successfully end the Special Encounter introduced by the Quest you have chosen. In most cases this means that you have to eliminate the main villain of the Quest.

You lose the game when one of the following things happens:

- One of the Heroes is eliminated before your party reaches the Location of the Special Enemy.

- All of the Heroes are eliminated while the party is at the Location of the Special Enemy.

- Your time runs out, which is signified by the marker cube reaching the end space (marked appropriately with the words: "The End") of the Time Track.

Number of Heroes ⚓

Mistfall scales its difficulty depending on the number of Heroes taking part in a Quest. Because of that, many numbers that appear in the game will be represented by this symbol: ⚓. Whenever you see it, just replace it with the number of Heroes that started the Quest. So, if you started the Quest with **3** Heroes and you encounter this: **2⚓+1**, simply read it as **7**.

Track Movement

There are multiple tracks in the game, and many of the game components use shorthand to communicate how cubes move on those tracks. So, whenever you see an arrow followed by a number and an icon (like this: ➤ **2** 🛡, or this: ➤ **1** 👤), simply find the track with the corresponding icon, and move the cube either left ◄ or right ➤ a number of spaces equal to the number following the arrow.

If the arrow is followed by a ½, move the cube to the spot equal to half its current position, rounded down. You do not have to know all the names of the tracks by heart to play the game, simply use the icons you see to locate the proper tracks on the Charters.

KEYWORDS

Keywords can be found on most **Mistfall** cards: they are words written in *italics*. Keywords have no special meaning and no special rules attached to them, but sometimes card texts or other rules may refer to them. So, whenever you see a text that refers to a "*Combat* card" or an "*Undead* Enemy", simply look for any card with the word *Combat*, or for an Enemy card with the word *Undead*.

GAME AREAS

A game of **Mistfall** is played both on a board formed using Location tiles, as well as in a few different zones on the table. For that reason, your general play area will be divided into:

- Multiple Hero Areas, with one belonging to each player. Your Hero Area contains everything that belongs to your Hero, including cards you currently have at your disposal, and cards you will be able to purchase during the game, as well as Enemies which are pursuing you directly. Whenever a card text refers to a Hero Area, it uses this symbol to represent the Hero Area.

- One Quest Area, which holds all other game components, including the Quest Charter, the token bank, Enemy and Encounter decks, the deck of Reward cards you will be able to receive during the game, the game board (formed using Location tiles), and the

Enemies already on the hunt for your Heroes, but not yet upon you. Whenever a card text refers to the Quest Area, it uses this symbol to represent the Quest Area.

GAME SETUP

HERO SETUP

Each player should start by choosing a Hero to play with. After you have made the decision, take the Hero Charter and all of the cards with your Hero icon printed on the left hand side of the card's artwork.

> **EXAMPLE SETUP**
> Here is how a setup of the game would look like. Please note that for demonstrational purposes all Locations are face up. Also, for the same reason, there are already three Enemies in the Quest Area. These would not be there at the beginning of the game.
> **1.** Quest Special Encounter
> **2.** Locations
> **3.** Hero Charter with the deck (right) and starting gear (below).
> **4.** Leave space for Enemies entering the Hero Area here.
> **5.** Token bank.
> **6.** Enemies in Quest Area (shown here for demonstration).
> **7.** Quest Charter.
> **8.** Time deck.
> **9.** Encounter deck.
> **10.** Reward deck.
> **11.** Advanced Feat stacks (one per Hero)
> **12.** Enemy decks.

Now look at the Starting Gear section of your Hero Charter, find the cards listed there, and place them in your Hero Area ⑩, under your Hero Charter. Before you continue, look at the top **Fast Action** of each of the cards you have just placed on the table. If the **Fast Action** text tells you to place any tokens on the card (like a number of Objective Tokens ⑤), place them immediately, but ignore any other effects of the **Fast Action**.

Next, divide the cards into two separate piles: one containing all Starting Feats and Starting Gear cards, and the other containing Advanced Feats and Reward Gear. Shuffle the Starting cards and place them face down next to your Hero Charter to form your deck. The Advanced Feats and Reward Gear do not need to be shuffled. Simply place them face-up within easy reach to the side of your Hero Charter.

Separate the tokens into Wounds 🩸 , Objective 💚 , Resolve 🟤 , Burning 🔥 , Daze 🌀 , Poison 🟢 and Weakness 🔰 , and place them in piles to form the Token Banks. Next, place **1** Resolve Token 🟤 (not **1** per Hero but **1** for the whole party) in the middle of the table, forming your starting Resolve Pool.

Next, take a marker cube and place it on the Enemy Focus Track 🔘 printed on your Hero Charter. The starting space of the cube is the one with a white number printed on a black background. Draw **5** cards from your deck to form your starting hand.

QUEST SETUP

Start by placing the Quest Charter on the table. Place a marker cube on the starting positions of each track printed on this charter. For the Reinforcement Track 👤, the starting position is the one furthest to the left. For the Time Track, the starting position is the one with the number of Hero icons 🕯 equal to the number of Heroes starting the Quest.

Next, shuffle each Enemy deck (Blue, Green, and Red) and the Encounter deck (using only Regular Encounters), and place them above the Quest Charter, leaving ample space for separate discard piles. Each player now shuffles their personal Hero Reward cards, draws **1** card face down and shuffles it into the General Rewards deck. Any leftover Hero Reward cards should be returned to the game box face down. They will not be used during this game. The Reward Deck should then be placed within easy reach of all players. Shuffle all of the Time Cards, and place them face down next to the Quest Charter, thus forming the Time Deck.

Finally, refer to the Quest Guide to set up the board, place Special Enemies and Encounters, set up Quest Tokens, and find the starting Location of the Party Token. Return any unused components back to the game box, and get ready to start on your Quest!

GAME ELEMENTS OVERVIEW

HERO CARDS

There are two types of Hero Cards: Feats and Gear. Starting Feats and Starting Gear are the backbone of your Hero. They will form your deck and starting tableau of cards. The Advanced Feats and Reward Gear can be acquired during the game.

ENEMY CARDS

HERO CARD ANATOMY KEY
1. Card Title
2. Hero Symbol ✳ ☀ 🥕 ⚔ ✳ ❄ 〰
3. Hero Area Restriction
4. Resolve ✳ Cost
5. Artwork
6. Feat 🔄 / Gear 🗡 Symbol
7. Keywords
8. Card Tex
9. Card number

ENEMY CARD ANATOMY KEY
1. Resolve Value ✳
2. Artwork
3. Card Title
4. Battle Box
5. Enemy Type: Regular Enemy 🦅 / Raging Enemy 🔥 / Special Enemy 🗡 Symbol
6. Life ❤
7. Abilities and Vulnerabilities Box
8. Keywords
9. Card number

There are two broad types of Enemies: Regular Enemies and Special Enemies.

The Special Enemy cards will each come with their own Special Encounter, one you set aside for use at the final location. When facing the Special Enemy, you will use its associated Special Encounter instead of a Regular Encounter.

TIME CARDS

Regular Enemies are separated into three Enemy decks (red, green and blue) you will be drawing from during the game. Special Enemies are never shuffled into Regular Enemy decks. Instead, only one is used depending on the Quest you choose to play, and set aside as the main villain of the story. Special Enemies are easily identifiable, as their cards are double-sided. The Quest will tell you how much Life 💙 a Special Enemy has.

ENCOUNTER CARDS

These cards contain the opposition you will face in the course of your Quest. As you move through the world of **Mistfall**, you will draw Regular Encounters to spawn Enemies and set up challenges for your Heroes. Each Encounter will also tell you how to beat it, and thus get closer to your final goal.

TIME CARD ANATOMY KEY
1. Card Title
2. Card Type ♟ (Time Card)
3. Time Track Value
4. Text Box
5. Card number

The Time Cards will be the main reason for marker cube movement on the Time Track. One is drawn at the end of each turn (during the Time Phase), to move the marker cube, and often introduce an event that will influence the game.

ENCOUNTER CARD ANATOMY KEY
1. Card Title
2. Encounter Type:
Regular 🎴 / **Special** 👹
3. Starting Enemies (number and type)
4. Reinforcement Value
5. Rules Box
6. Card number

LOCATION TILES

During your Quest, you will be moving around a board built using Location tiles. Most Locations introduce their own Special Rules, and the type of Location your party is currently at usually determines the type of Enemies you will be facing there. Locations also influence the rate at which your Heroes heal during the game.

LOCATION TILE ANATOMY KEY
1. Location Name
2. Location Keywords
3. Location Special Ability
4. Location Restoration Value
5. Dungeon Symbol (to be used in future expansions)

BLACK COVEN HILL
Borderlands

Power of Sorcery: When this Location is the Active Location, all *Sorcerer* Enemies in all deal +1.

+1

HERO CHARTERS

Each Hero Charter provides you with some basic information about your Hero: their name and class, as well as their Special Abilities and Proficiencies. The Hero Charter also helps you track the level of interest Enemies are taking in you, and organize your personal play area, pointing to where you should put your Hero Cards in play, Enemies that are currently pursuing you, as well as your deck and discard piles.

HERO CHARTER ANATOMY KEY

1. Hero Name and Class
2. Enemy Focus Track
3. Hero Special Abilities
4. Hero Gear Proficiencies
5. Hero Area Starting Gear
6. Restoration Factor
7. Hero Symbol

HERO CHARTER ANATOMY

△ Enemies △
CROW THE SEEKER

| | 1 | 2 | 3 | 4 | 5 | 6 | | 8 | 9 | 10 | | 12 | ◁7 |

Ways Around
Whenever any number of Enemies are discarded without being Eliminated, add 1 to the common pool.

Shadowy Ways
If you have no more than 2, as a ②**Regular Action** you may place 1 on the Active Encounter.

Gear Proficiencies:
Bow. Crossbow. Dagger. Staff.
Cloak. Item. Potion. Trinket. Toolkit.

Restoration: +1

△ Burial Pile △

Starting Gear
(in Hero Area):

Hooded Cloak (*Cloak*)
Utility Belt (*Item*)
Dagger (*Weapon*)
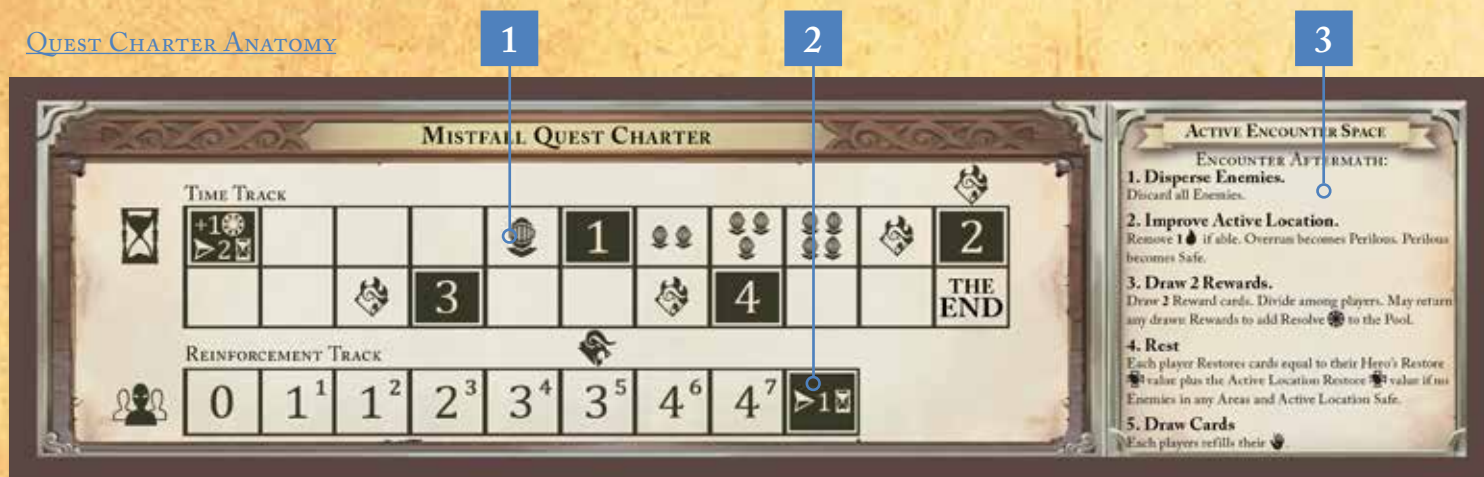
▽ Gear and Feats ▽

▽ Discard Pile ▽

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QUEST CHARTER

The Quest Charter allows you to track the state of the Quest: it tells you the numbers of arriving reinforcements and shows you how much time you have left to take down the Special Enemy.

QUEST CHARTER ANATOMY

OTHER COMPONENTS

Game Tokens

Most game tokens are used to track the health of Enemies and any Conditions characters are suffering from. Quest Tokens are special, as their abilities are always regulated by the rules of the Quest you are currently playing.

Wooden Cubes

Cubes are used to mark the state of different game tracks. Typically you will use a maximum of **7** cubes (with **4** players), but your copy of **Mistfall** might come with a surplus of cubes, just in case.

SYMBOL KEY

Mistfall uses a set of symbols to depict different types of game elements. Some of the symbols appear in two different versions: a full colour one that can be seen on cards, boards or tokens, and smaller, black and white versions appearing as part of text. For all intents and purposes these symbols should be treated identically.

Please note that you do not need to know the names of all symbols. Simply read the rules to let them first make sense. Also, you will see that many of them simply refer to other game elements, and knowing their actual name is not required to play the game.

⚔ - Physical Damage
✦ - Magical Damage
🗡 - Physical Defence
◯ - Magical Defence
👤 - Enemy Focus
♟ - Reinforcements
⧗ - Time
⓪①②③④ - Range
⛨ - Restoration
✋ - Player Hand
⚬ - Hero Area
ⓠ - Quest Area
⚜ - Hero Number
▣ - Objective

✸ - Resolve
◆ - Wound/Vulnerability
♥ - Life
⚑ - Regular Enemy Symbol
⚑ - Raging Enemy Symbol
⚑ - Special Enemy Symbol
👁 - Calm
🔥 - Enrage
◀ ▶ - Left/Right arrow
⬮ - Daze
🔥 - Burning
✦ - Weakness
☠ - Poison

Part II: Playing the Game

A game of **Mistfall** is played over a number rounds, and it ends when either the players have won as a team, or when they have been defeated by Enemies or the passage of time. Each round consists of seven Phases, first summarized in a quick Round Summary below, and then explained in detail.

Round Summary

1. During the Reinforcement Phase you will look at the active Encounter and at the Reinforcement Track 👤 to see how many Enemies will emerge from the Mists. If there is no active Encounter, no Enemies will appear, no matter the state of the Reinforcement Track 👤.

2. During the Travel Phase you will decide if you want to move into an adjacent Location, or stay where you are. A Location you enter for the first time usually starts out as Perilous, which means you will have to draw a new Encounter as you enter. You will also spawn Enemies in the Quest Area 🗺. However, if you already are in a Perilous Location and an Encounter is already in play, you will not have to draw a new one.

3. During the Pursuit Phase the Enemies already on the table will pursue your Heroes. The first Enemy will pursue the Hero with the highest Enemy Focus 🔘. However, as an Enemy enters a Hero Area 🔟, a Hero will halve their Enemy Focus ◀½ 🔘. This will continue until all Heroes have **0** Enemy Focus 🔘, or all the Enemies have moved from the Quest Area 🗺 into Hero Areas 🔟.

4. During the Hero Phase you will resolve most of your **Actions**. Each Hero will get to act, often eliminating Enemies and adding Resolve ✴ to the common pool, but also making their Enemy Focus 🔘 rise with each **Action** they perform. During this Phase you will also get to purchase new cards from your Advanced Feats stacks. Finally, you will replenish your hand, provided you have enough cards still in your deck, or discard some cards, if you are holding too many.

5. During the Defence Phase each Enemy in your Hero Area 🔟 will activate once to attack your Hero. After all Enemies have attacked, you will resolve any Conditions your Heroes, but also Enemies, might suffer from, and discard a single Condition token from each afflicted character (Hero or Enemy).

6. During the Encounter Phase you will look at the Encounter card to determine if you have managed to meet its End condition. If you have, you will resolve an Encounter Aftermath: a set of steps that will allow you to heal some damage, make your Location safer, and receive Rewards. If the Encounter you have beaten was the Quest Special Encounter, this is the moment you win the game.

7. During the Time Phase you will draw a Time Card to determine how far the marker cube will move on the Time Track, and resolve any effects printed on those cards. If during its movement the marker cube passes through any marked spaces on the track, you will resolve special events or be attacked by Enraged Enemies. If the marker cube has not yet reached the final space of the Time Track, you will proceed to the Reinforcement Phase of the next turn.

## Phase Detail

Reinforcement Phase

During this Phase, players will check to see if new Enemies need to be drawn and placed in the Quest Area 🗺. When resolving this Phase, follow the steps below:

- Check Reinforcements box.

- Move marker cube on Reinforcement Track 👤 (and possibly on the Time Track), and draw Enemies.

- Reset the Reinforcement Track 👤.

Reinforcements Box

Start by checking the Reinforcements box of the active Encounter. If there is no active Encounter in play or the Reinforcements box is blank, no Reinforcements will arrive this turn.

Reinforcements Track Movement

If there is an active Encounter (that is, there is an Encounter Card in play), first move the marker cube on the Reinforcement Track 👤 as indicated by the Reinforcements box of the active Encounter. Then look at the number in the space currently occupied by the marker cube: this is the total number of Enemy cards you will have to add to the Quest Area 🗺. Drawing and adding Enemies to the Quest Area 🗺 is covered in the Travel Phase section below.

> **Example**
> At the start of the Reinforcement Phase, the marker cube on the Reinforcements Track 👤 is on the "0" position. The Reinforcement box of the active Encounter is ▶ **2** 👤, so the marker cube must now move **2** spaces to the right on the Reinforcements Track 👤, ending on the "2" position. This means **2** new Enemies will be drawn during this Reinforcements Phase.

Reinforcements Track Reset

Whether you drew new Enemies or not, move the marker cube to the starting position of the Reinforcement Track 👤.

Time Track Movement

Whenever the marker cube on the Reinforcement Track 👤 stops in the space containing the Time symbol ⏳ (even if it started its move from that position), immediately move the marker cube on the Time Track ⏳ one space to the right ▶ **1** ⏳. If this Enrages Enemies, first resolve the Enraging effects before you continue with other game effects. Enraging Enemies is explained in the Hero Turn section of the rules.

Travel Phase

During this Phase you will decide if you want to relocate the Party Token, thus changing the current active Location (the Location currently holding the Party Token). When resolving this Phase, follow the steps below:

- Relocate the Party Token (optional).

- If you relocated, and there was an active Encounter at the previous Location, suffer possible Retreat Penalty and Disperse Enemies.

- If the new Location is Perilous or Overrun, draw and set up a new active Encounter.

Your ability to relocate is influenced by two main factors: the status of the active Location, and available adjacent Locations.

Location Status

A Location can be Safe, Perilous, or Overrun. A face-down Location is always considered Perilous. Whenever a Location tile is flipped face-up, mark its Perilous status by placing a single Wound token 🩸 on that Location tile. A Location that is Overrun is marked with 2 Wound tokens 🩸, whereas a Location that is Safe is one that is both face-up, and free of Wound tokens 🩸.

Whenever any game effect improves the status of a Location, remove a Wound token 🩸 from that Location Tile; whenever the status of a Location is degraded, a Wound token 🩸 is placed on that Location tile. A Location can never degrade below Overrun, or improve above Safe.

Location Adjacency

Two Location tiles are considered adjacent if they share a side (either partly, or completely). Location tiles that only share corners are never considered adjacent.

Party Relocation

The first step of the Travel Phase is deciding whether you want to move out of your current Location. Depending on the status of the active Location you are moving out of, you have the following options to choose from:

- If the active Location is Perilous or Overrun, you may only move into a Location that is both adjacent and Safe. If there is an active Encounter in play, this move will be considered a Retreat. After you relocate the Party Token, resolve the Retreat Penalty section of the active Encounter Card (before resolving any other relocation effects), and then discard it to the Encounter discard pile.

- If the active Location is Safe, you may move into any adjacent Location, regardless of its status. If the Location was already face-up, its status does not change. If you move into a face-down Location, flip it face-up immediately, and mark it with a single Wound token 🩸. Any Quest Tokens on a Location that is flipped face-up, are also revealed.

Scouting

Immediately before relocating, you may spend 1 or more Resolve tokens ❄ from the common pool. For each Resolve ❄ you spend this way, you may flip face-up an adjacent Location (and all Quest Tokens on it). Since each Location starts the game as Perilous, mark the newly flipped Location's status with a Wound token 🩸.

Extended Movement

If you are moving out of a Safe Location, you may move through a contiguous string of adjacent Locations, by discarding 1 Resolve ❄ for each Location Tile you move through. You may only pass through Safe Locations, and you must end this move at a Location that is either Perilous or Overrun. This means that you are not allowed to use Extended Movement to relocate into another Safe Location.

Dispersing Enemies

After you conclude your Party Relocation, Disperse Enemies. Dispersing Enemies simply means that all Enemies are discarded from all Hero Areas 🔵 and from the Quest Area 🔵. This is not considered Enemy elimination.

Encounter Check

After you relocate to a new Location (or decide to stay were you are) you need to perform an Encounter Check, by examining the status of the active Location. If the active Location is Safe, or if there is already an active Encounter in play (regardless of Location status) you do not draw a new Encounter. Otherwise, if there is no active Encounter and the Location is Perilous or Overrun, you must draw a suitable new Encounter and perform Encounter Setup.

Drawing Encounters

When drawing a new Encounter, first check the type of the active Location (*Borderlands*, *Deadlands*, or *Wildlands*). Then, draw an Encounter card and check its Keywords. If any Keyword matches the active Location type, the drawn card becomes the new active Encounter. If there is no match, discard the Encounter without any further effects, and draw again. Repeat this procedure until a new active Encounter is found. If you exhaust the Encounter deck, reshuffle it and continue.

Encounter Setup

After you have drawn a new active Encounter, place it on the Encounter space of the Quest Charter, and check its starting Enemies box to determine the number and type of Enemies that need to be added to the Quest Area 🔵. Then, start drawing Enemies from the appropriate Enemy deck.

Drawing Enemies follows a similar general procedure as drawing Encounters. Whenever you draw an Enemy card, cross-reference its Keywords with those printed in the starting Enemies box. If there is a match (the Keyword *Any* is a wild that matches any other Keyword), place the Enemy in the Quest Area 🔵 as follows:

- If there are no Enemies in the Quest Area 🔵, this will start a line of Enemy cards.

- Otherwise, just place the card to the right of the rightmost Enemy in the line.

If there is no Keyword match, discard the Enemy without further effects, and draw again.

Repeat this process until you **have drawn and placed** a number of new Enemies equal to the number printed in the starting Enemies box. Note that Enemies already present in the Quest Area 🔵 before you drew the Encounter do not count towards this total.

If you exhaust the proper Enemy deck for the first time, reshuffle it and continue drawing. If you exhaust it again during the same Encounter setup,

stop drawing, and move the marker cube on the Time Track **2** spaces to the right (➤ **2** ⌛).

Encounter Setup Rules

After you have finished drawing Enemies for the Encounter, resolve any Special Setup rules of the Encounter cards. This may involve adding more Enemies to the Quest Area ⌑.

Pursuit Phase

During this Phase Enemies move from the Quest Area ⌑ into individual Hero Areas ⌣. For each Enemy in the Quest Area ⌑, and starting with the one furthest to the left, you need to resolve the following steps:

- Identify the Hero with the highest Enemy Focus 🜂 (above **0**).

- Move the Enemy into the Hero Area ⌣ of that Hero.

- Halve that Hero's Enemy Focus ◄½ 🜂.

If at any point there are no Enemies left in the Quest Area ⌑, or no Hero has Enemy Focus 🜂 above **0**, the Pursuit Phase immediately ends.

Highest Enemy Focus 🜂

To determine which Hero has the highest Enemy Focus 🜂, look at the current positions of marker cubes on Enemy Focus 🜂 tracks of all Heroes in the game. The further to the right a marker cube is situated, the higher the Enemy Focus 🜂 of that Hero. In case of a tie between two or more Heroes,

you must collectively decide who the Enemy will pursue.

Enemy Movement and Reducing Enemy Focus 🜂.

After you have identified the Hero with the highest Enemy Focus 🜂, move the Enemy card from the Quest Area ⌑ into the proper Hero Area ⌣. Whenever an Enemy is moved into a Hero Area ⌣ for any reason, reduce that Hero's Enemy Focus ◄½🜂. When moving the marker cube left on the Enemy Focus 🜂 Track, ignore any icons it passes through or lands on. If reducing your Enemy Focus 🜂 drops it to **0** (the leftmost position of the track), no further Enemies will pursue you.

Hero Phase

The Hero Phase is the most important part of each round. It is during the Hero Phase that you will be able to perform most of your **Actions**, and purchase new cards for your Hero.

Hero Turns

At the start of the Hero Phase determine who will get to play out their Hero Turn first. During a Hero Activation, you will be able to do the following:

- Resolve **1 Regular Action**, any number of **Fast Actions** and any number of **Reflexes**.

- Purchase cards from your Advanced Feats stack.

- Draw cards to refill your hand ✋.

Resolving any **Actions** is optional, but refilling your hand ✋ always ends your Hero Turn. After your Hero Turn is over, play passes to another player. Repeat this, until each player has had a chance to activate exactly once.

Actions during a Hero Turn

An **Action** is a card text that is preceded by the words: **Regular Action**, **Fast Action**, or **Reflex**. During your Hero Turn you may resolve, in any order, **1 Regular Action** and any number of **Fast Actions** and **Reflexes**. Since no **Actions** are ever mandatory, you may elect to resolve all, some or none of those **Actions** above.

Purchasing Advanced Feats

During your Hero Turn you may purchase Advanced Feat cards belonging to your Hero. To purchase an Advanced Feat, spend a number of **Resolve** ✳

Pursuit Phase Example

At the start of the Pursuit Phase there are **4** Enemies in the Quest Area ⌑ (from left to right): a Tracker Hound, a Ghoren Smallhorn, a Ghoren Warrior, and a Wild Icehound. There are also **3** Heroes: Fengray (marker cube on the **2** position of the Enemy Focus Track 🜂), Celenthia (marker cube on the **1** position of the Enemy Focus Track 🜂) and Crow (marker cube on the **0** position of the Enemy Focus Track 🜂).

The leftmost Enemy (the Tracker Hound) moves into Fengray's Hero Area ⌣, as Fengray currently has the highest Enemy Focus value 🜂. The value is halved, so the marker cube on Fengray's Enemy Focus Track 🜂 is immediately moved to position **1**.

Now the leftmost Enemy is the Ghoren Smallhorn. As both Fengray and Celenthia have their Enemy Focus values 🜂 equal (and both tie at the highest Enemy Focus 🜂 value), they may choose whose Hero Area ⌣ the Smallhorn will enter. They mutually agree that this Enemy will enter Celenthia's Hero Area ⌣. Her Enemy Focus value 🜂 is immediately halved (from **1**) and rounded down to **0**, so her marker cube is moved to the **0** position of the track.

Next, the Ghoren Warrior enters the Hero Area ⌣ belonging to Fengray, halving his Enemy Focus value 🜂, which moves the marker cube on Fengray's Enemy Focus Track 🜂 to the **0** position.

At this point all Heroes have an Enemy Focus value 🜂 equalling **0**, which means that the Wild Icehound will remain in the Quest Area ⌑. None of the Enemies entered Crow's Hero Area ⌣, as the Seeker started the Enemy Pursuit Phase with the Enemy Focus value 🜂 of **0**. The Pursuit Phase ends immediately.

from the common pool equal to the Resolve ✵ value of the card you wish to purchase, and then put the purchased card directly into your hand. The position of the card in your stack does not matter; you may purchase any card, provided there is enough Resolve ✵ in the pool to pay its value. Please note, that you are not allowed to purchase cards after you finished your turn.

Resting

If your party is in a Safe Location, and there are no Enemies in any Hero Areas ✋ or in the Quest Area ⚔, all players may Rest. When you Rest, your Hero receives a number of Restoration points 🌿 equal to the Restoration value 🌿 of the active Location. Additionally, each Hero also receives a number of Restoration 🌿 points equal to their own Restoration value 🌿 printed on their Hero Charter. Restoration is detailed under the Healing Damage heading later in the rules.

Ending your Hero Turn

After you decide to end your Hero Turn (if you are unwilling or unable to resolve any further **Actions**), check the number of cards you are holding in your hand ✋. If you have fewer than **5** cards, draw from your personal deck until you have a total of **5** cards in your hand ✋, or until your deck is exhausted. If you have more than **8** cards in your hand ✋, discard cards until you have exactly **8** cards. Cards in your Hero Area ✋, or cards attached to other cards do not count against any of those limits.

Resolving Actions

To resolve an **Action**, you first need to choose a card from your hand or your Hero Area ✋. Some cards provide you with multiple **Action** options, but you are only allowed to choose one option at a time.

## Hand ✋ and Hero Area ✋ Actions

Depending on whether a card is in your hand ✋ or in your Hero Area ✋, some of its **Actions** may be unavailable. Before resolving an **Action**, check the icon that precedes it:

- ✋ If it is a hand icon ✋, the **Action** may only be resolved if the card is in your hand.

- ✋ If it is the Hero Area icon ✋, the **Action** may only be resolved from your Hero Area ✋. If an **Action** of a card may only be resolved from your Hero Area ✋, the card will usually present you with an option to place it there.

> ### Example
> Fengray has **3** cards in his hand ✋: War Sword, Lunge and Strong Punch. The Lunge and Strong Punch cards can be played for any of their **Actions** out of the player's hand ✋. In order to use any of the War Sword's **Regular Actions**, he needs to first use its **Fast Action**, which allows him to place the War Sword card in his Hero Area ✋. If Fengray then decides to make use of the first **Regular Action** of the War Sword, he will resolve the **Action** and then place the card on top of his deck.

Hero Area ✋ Restriction

Whenever you resolve an **Action** that places a card in your Hero Area ✋ check its Hero Area ✋ Restriction box. If it contains an infinity symbol, you may place it without any constraints. If it contains a letter and a number (such as **A1** or **B2**), check all other cards currently in your Hero Area ✋ with the same letter, and compare the numbers that follow it. The maximum number of cards with the same letter is equal to the lowest of all the numbers. If you go above, you must discard cards from your Hero Area ✋ until you are no longer in violation of any restrictions.

> ### Example
> Arani currently has **3** cards in her Hero Area ✋: Divine Protection, Blessing of Fire and Hammer of Dawn – all of them with the F**3** Hero Area ✋ Restriction. In her hand ✋, Arani also has the Blessing of Restoration card, also with the F**3** Hero Area ✋ Restriction. If she places Blessing of Restoration in her Hero Area ✋, she will have to immediately discard one of the F**3** Hero Area ✋ Restriction cards, to reduce their overall number to **3**.

Action Range

Next, you need to declare a target of the **Action** and check Range. **Action** Range is determined by the Range icon preceding the **Action** (①, ②, etc.). A Range ① **Action** may only target whatever is in your Hero Area ✋, including your Hero Charter and any Enemies currently pursuing your Hero. A Range ② **Action** may target anything in any Hero Area ✋, or in the Quest Area ⚔.

> ### Example
> Arani has the Chainmail card in her Hero Area ✋ and a Divine Protection card in her hand ✋. When Arani is dealt damage, she can use the range ①**Reflex** of the Chainmail card to cancel some of that damage, but cannot use this **Reflex** to cancel damage dealt to any other Hero. However, Arani may use the range ②**Reflex** of the Divine Protection card to cancel some of the damage dealt either to Arani, or to any other Hero.

Mobility Range Bonus

Various effects and Special Abilities modify **Action** Range. While most of those modifications originate from card text, there is one important exception: whenever there are no Enemies in your Hero Area ✋ you receive an automatic +① Range Bonus to any **Action** that targets Enemies.

Action Conclusion

If you resolved an **Action** from a card in your hand ✋, discard the card into your personal discard pile. If you resolved an **Action** from a card in your Hero Area ✋, leave the card where it is, unless the card text itself instructs otherwise.

Generating Enemy Focus ◉

Most **Actions** generate Enemy Focus ◉. Whenever an effect description is followed by shorthand for marker cube movement on the Enemy Focus Track ◉ (such as ▶ 1 ◉, ▶ 2 ◉, etc.), you will have to generate Enemy Focus ◉ after you conclude performing the **Action**. After moving the marker cube, resolve in order the effects of each icon the marker cube moved through (including the icon it may have stopped on):

- 👤 The Reinforcement Track icon 👤 immediately moves the marker cube on the Reinforcement Track **1** space to the right (▶ 👤).

- 🔥 The Raging Enemy icon 🔥 forces you to Enrage ⚔ an Enemy in your Hero Area ◎ (Enraging is covered in detail below).

- If the marker cube reaches the end of the Enemy Focus ◉ Track, move it **7** spaces to the left (◀7), and continue its movement from there, ignoring any icons passed by while making the move left.

Enraging Enemies ⚔

When forced to Enrage ⚔ an Enemy, look at all Enemies in your Hero Area ◎:

- If there are any Enemies with a Raging Enemy icon 🔥, choose one of them to Enrage ⚔.

- If there are no Raging Enemies, or no Enemies in your Hero Area ◎, you do not Enrage ⚔ any Enemy.

When an Enemy becomes Enraged ⚔, tilt its card to the side to mark this, and then resolve the instructions following the Enrage icon ⚔ on their card. If the instructions indicate that the Enemy attacks, resolve the attack exactly as you would in the Defence Phase (explained on page **15**). If the Enrage effect is followed by a Calm icon ☁, return the Enemy card to its default position after you have resolved the Enrage effect. Otherwise, the Enemy will remain Enraged ⚔ until discarded or calmed by another effect.

> **EXAMPLE**
> A Ghoren Warrior becomes Enraged. As a result, this Enemy is immediately activated to attack the Hero owning the Hero Area ◎ the Ghoren Warrior is at this time. Afterwards, the Ghoren Warrior Calms immediately. If he is subsequently Enraged again, this procedure is repeated.
> A Tracker Hound becomes Enraged. Since the Enraged ability text does not end with the Calm symbol, the Enemy remains Enraged until Calmed by a specific effect or until discarded. While Enraged, the Tracker Hound deals a total of **3** Physical Damage 🗡 (the regular **2** Physical Damage 🗡 found in the Battle Box and the additional **1** Physical Damage 🗡 from the Enraged ability) every time it is activated to attack.

Discarding Cards for Keywords

Many **Actions** either require, or allow you to discard cards with a specific

Keyword. Whenever you resolve such an **Action**, discard the cards immediately, as part of the process of resolving the **Action**. A card discarded just for its Keyword does not count as played, and you are not allowed to resolve any of its text, unless a Special Ability or effect states otherwise.

> **EXAMPLE**
> The first **Regular Action** of the Shieldbearer's War Sword card allows a player to deal damage and gives them the option of discarding some cards with the *Combat* keyword for additional damage. However, the player must also generate some Enemy Focus ◉ as instructed by the **Regular Action** and is obliged to then place the War Sword card on top of their deck – these elements of the **Action** are not optional.

Common Action Effects

While many **Actions** in **Mistfall** are unique, with their effects described by card text, there are still some general rules which you need to follow while resolving them.

Drawing Cards

Unless a draw **Action** specifically names a different target, any draw effects you resolve are applicable only to you. That is, you are allowed to use them in order to draw cards from your personal deck located in your Hero Area ◎.

Discarding and Burying Cards

Many **Actions** will allow or force you to discard or Bury cards. A discarded card goes to the top of your discard pile. A Buried card is placed on the Burial pile. Cards are also Buried as an effect of Heroes being dealt damage. Moving cards out of the Burial pile is discussed in more detail in the **Healing Damage** section below.

Moving Enemies

Some effects allow you to move Enemies between different areas (Hero Areas ◎ and the Quest Area ◈). Whenever an Enemy enters your Hero Area ◎ for any reason, halve your Enemy Focus (◀ ½ ◉), unless the description of an effect tells you not to reduce Enemy Focus ◉. Some card effect descriptions may include a reminder that Enemy Focus ◉ should be reduced when they are resolved.

Attaching Cards

Many **Actions** and abilities attach cards to other cards. To attach a card, simply place it under the card it is attached to in such a way that it is partly visible. The rules for attached cards are provided by the descriptions of cards that attach them, or cards that make use of attachments.

If an attachment is to be treated as "in your hand", it is treated as any other card you are holding with one exception: only cards which are actually part of your hand ✋ count against the draw limit of **5** or when determining if you must discard down to **8** cards.

Placing Tokens

Some **Actions** place various tokens on cards: Wounds 💧, Conditions, or

Objective Tokens ⬡. Wounds 💧 are usually placed as a result of damage dealt to Enemies. Conditions and Objective Tokens ⬡ are placed whenever an **Action** or an ability instructs you to do so. Conditions are explained later, in the Defence Phase.

Objective Tokens ⬡ serve various purposes, and their use is explained by the game elements that use them (such as the Encounters and Hero Cards).

Healing Damage

For each Restoration point 🔲 received, you can move exactly **1** card from your Burial pile to your discard pile, or from your discard pile to the bottom of your deck. When resolving this effect, you may choose freely from all cards in the pile you are moving the card from. This also means that you may stack the cards in any order when returning them to the bottom of your deck. You do not have to use all received Restoration 🔲, even if you still have cards in your discard or Burial piles.

Any Restoration 🔲 that is unused is ignored. If an **Action** or an ability uses Restoration received by Heroes, any unused Restoration points are completely ignored, as if they were not generated in the first place.

> #### Example
> Crow becomes one of the targets of the Greater Heal **Fast Action** and receives **3** Restoration 🔲 points. He decides to move a Dagger card from the Burial pile to the discard pile, and then to return the same Dagger card, and a Double Stab card from his discard pile to the bottom of his deck (Dagger first, Double Stab second)

Dealing Damage to Enemies

If an **Action** allows you to deal damage, you may only target an Enemy with its effects. You are not allowed to deal damage to other Heroes, unless the description of the **Action** allows for or requires you to target them. Whenever you target an Enemy with an **Action** that deals damage, perform the following steps:

- Check Vulnerabilities.

- Total the damage dealt and subtract defence.

- Eliminate the Enemy and gain Resolve ✳.

Check Vulnerabilities

If the card you are using to deal damage has any Keywords that match the Keywords printed in the Vulnerabilities section of the targeted Enemy, for **each** such match place a number of Wound tokens 💧 on the Enemy equal to the number of Wound icons 💧 preceding the list of Vulnerabilities.

> #### Example
> Celenthia decides to attack a Bonesorrow Shooter using the **Regular Action** of the Fire Bolt card in her hand ✋. Since the Bonesorrow Shooter as a 💧 *Blunt* and *Flame* Vulnerability, **1** Wound 💧 is placed on the Enemy card as the **Action** resolves, regardless of any defence.

Damage Total

Many **Actions** allow you to deal additional damage to an Enemy (often by discarding cards with specific Keywords). After arriving at the damage total, check it against the Enemy defence:

- If you are dealing Physical Damage 🗡, cancel damage based on target's Physical Defence 🛡.

- If you are dealing Magical Damage ✦, cancel damage based on target's Magical Defence ◐.

Then, if you dealt more damage than the relevant defence, place Wound tokens 💧 on the target.

Eliminating Enemies

Whenever the number of Wound tokens 💧 on an Enemy is equal to or greater than that Enemy's Life 💙, the Enemy is eliminated. Add Resolve ✳ to the common pool equal to the Enemy's Resolve ✳ value. Discard the Enemy card to the proper discard pile, returning the Wound tokens 💧 to the pool.

Gaining Resolve ✳

Whenever an Enemy is eliminated (not simply discarded) for any reason, your party gains Resolve tokens ✳. However, if a single **Action** or Special Ability eliminates more than **1** Enemy at the same time, you only gain Resolve ✳ equal to the highest Resolve ✳ value from all the Enemies eliminated.

Interrupting Actions

As a general rule, no game effect may be interrupted by an **Action**. Each **Action** must fully resolve before another **Action** can start. There are two notable exceptions to this rule, detailed immediately below.

Reflexes

A **Reflex** is a special kind of **Action** which you can resolve out of turn. You may resolve a **Reflex** at pretty much any time, **except when drawing cards**. So, if you are in the process of drawing cards to refill your hand, drawing Encounters or Enemies, you must first finish drawing all cards, before you can resolve a **Reflex**.

Some **Reflexes** also modify other **Actions**. If a **Reflex** text specifically allows you to change another **Action** (by adding damage, or modifying defence or the number of cards drawn), then you are allowed to resolve it before the triggering **Action** is concluded, effectively interrupting it.

> #### Example
> Crow is resolving a **Fast Action** of a Dagger card in his Hero Area ⬡ to deal damage to an Enemy. He also has a Short Blade Mastery card in his Hero Area ⬡, with a **Reflex** that adds additional damage to the Dagger **Fast Action**. However, Crow cannot use a **Fast Action** of another Dagger card in his Hero Area ⬡ to add even more damage, as **Fast Actions** have to fully resolve before resolving any other **Fast** or **Regular Actions**, and are thus not allowed to modify other effects.

Embedded Actions

Some **Actions** require you to choose and resolve an **Action** of a different card. When resolving it, simply treat it as part of the **Action** that allowed you to resolve it, and ignore any restriction on the number of **Actions** you may perform this turn, as it is often the case that a **Regular Action** or a **Fast Action** allows you to resolve another **Regular Action**.

Inheriting Keywords

Whenever you resolve a **Reflex** that modifies another **Action**, or when resolving one **Action** as part of another **Action** (as explained in the **Embedded Actions** section above), the card with the **Action** receives all the Keywords of the modifying **Reflex** or the card that allowed you to resolve the embedded **Action**. However, no Keyword can appear on a single card more than once, so the Keywords already printed on the inheriting card are not inherited.

Ending the Hero Phase

After all players have activated their Heroes, the Hero Phase ends.

> ### Extended Example of Playing an Action.
> The Fengray player is getting ready to fell a Ghoren Warrior in one strike, using the **Regular Action** of the Lunge card. The **Action** has a range of ①, but that is enough, since the Ghoren Warrior is in Fengray's Hero Area ⑪. Also, the player needs to deal a total of **5** Physical Damage 🗡 (the Life ❤ value of the Ghoren Warrior equals **3**, but this Enemy has a total of **2** Physical Defence 🛡).
> The Lunge **Regular Action** allows the player to use a **Regular Action** of a Weapon card in their Hero Area ⑪ as an embedded **Action**. Since there is a War Sword in Fengray's Hero Area ⑪, the player decides to make use of its first **Regular Action**, which deals **2** Physical Damage 🗡. Since this **Action** deals Physical Damage 🗡, the Lunge card adds additional **2** Physical Damage to it, which means that the Ghoren Warrior will be dealt a total of **4** Physical Damage 🗡. That is not enough to eliminate the Enemy, so the player also discards **1** card with a *Combat* keyword from their hand ✋ (in this case it is the Toughness card), adding **1** more point of Physical Damage 🗡 for a total of **5**. This is enough to eliminate the Ghoren Warrior. The Enemy card is discarded, and **1** Resolve ✳ is added to the Resolve Pool. The Lunge card is now discarded and the War Sword card is placed on top of the Fengray player's deck. The marker cube on the Enemy Focus Track ⊙ is moved a total of **4** spaces to the right (**1** for the Lunge **Action**, **2** for the War Sword **Regular Action** and **1** for the Toughness card discarded for its *Combat* keyword). This moves the marker cube on the Enemy Focus ⊙ Track from position **8** to position **12**, crossing over a Raging Enemy 🔥 symbol. Now (after fully resolving the **Action**) the Fengray player will have to choose a Raging Enemy from their Hero Area ⑪ to immediately Enrage 🔥.

DEFENCE PHASE

During the Defence Phase all Enemies in all Hero Areas ⑪ will activate to deal damage to Heroes. When resolving the Defence Phase, follow the steps below:

- Activate each Enemy once.

- Resolve Conditions

Activating Enemies

During the Defence Phase you must activate each of the Enemies in your Hero Area ⑪ exactly once. An activated Enemy deals its attack damage to your Hero. The number of damage points, as well as their type (Physical 🗡 or Magical ✦) is printed in the Enemy combat box. Please note that Enemies in the Quest Area ⑩ do not activate during the Defence Phase.

Enemy Special Abilities

Most Enemy Special Abilities are active only when in the Enemy is in a Hero Area ⑪, as shown by a Hero Area icon ⑪ preceding the ability description. However, some Enemies (most notably Special Enemies) possess abilities that may be triggered while in the Quest Area ⑩. In such a case, the ability description will tell when and how to resolve it.

Cancelling Damage

In order to cancel damage dealt to your Hero, you may use **Reflexes** and Special Abilities that cancel damage of the type you were dealt (Physical 🗡 or Magical ✦). You are allowed to resolve a sequence of **Reflexes** in order to cancel damage from a single source, though you can only resolve each **Reflex** once.

Burying Cards

Each uncancelled damage point dealt to your Hero is converted into a Wound. Whenever you receive a Wound, you must place a card from your hand ✋, from your discard pile, or from the top of your deck in your Burial pile. This process is called Burying a card. You may only Bury a card from your Hero Area ⑪ if a game effect specifically allows for it, so you are not

> ### Example
> Fengray is being attacked by a Ghoren Warrior. This Enemy deals **3** Physical Damage 🗡 when activated to attack. Fengray uses the **Reflex** of a Chainmail card in his Hero Area ⑪ to cancel **1** Physical Damage 🗡 dealt, and then resolves the **Reflex** of the Block card in his hand ✋ to cancel **2** Physical Damage 🗡 (since the Shield card is in his Hero Area ⑪). Thus all **3** of the Physical Damage 🗡 dealt by the Ghoren Warrior is cancelled.
> Later in the same round, Fengray is attacked by a Ghoren Smallhorn. Fengray decides not to cancel any damage, so now he must Bury (move from his hand, deck and/or discard pile) a total of **2** cards. He decides to Bury a Toughness card from his hand and a Lunge card from his discard pile.

allowed to Bury Hero Area ⊕ cards to satisfy Wounds.

Hero Elimination

If you receive a Wound, but have no cards to place in your Burial pile - because your hand 🖐, deck, and discard piles are empty or only contain cards that cannot be Buried - your Hero is eliminated.

Resolving Conditions

After you have activated all Enemies in all Hero Areas ⊕, resolve all Condition tokens on all Enemies and Heroes. Resolve the effect of each Condition token once. Then remove any **1** Condition token of your choice from that card or Hero Charter. The rest will stay there until the next Defence Phase or until they are removed otherwise.

Condition Effects

Each Condition has a different effect on its target:

- 🔲 Poison, 🔲 Burning: When resolving these Conditions on Enemies place **1** Wound token 🩸 for each of those Condition tokens on its target. When resolving these Conditions on a Hero, the player must Bury a card as if uncancelled damage was dealt to their Hero. Damage from Conditions cannot be cancelled.

- 🔲 Daze: This Condition is an ongoing effect: its target deals **1** less damage when resolving an attack for each Daze token 🔲 it has. For each attack the Dazed Hero or Enemy resolves, reduce damage dealt by **1** for each **1** Daze token 🔲 on that Hero or Enemy.

- 🔲 Weakness: This Condition is an ongoing effect: your hand limits drop by **1** for each **1** Weakness token 🔲 on your Hero Charter (so, with **1** Weakness 🔲 you draw until you have **4** cards in your hand, or have to discard down to **7** cards at the end of your Hero Turn) to a minimum of **1**. If a Regular Enemy has at least **1** Weakness token 🔲, you can remove all Weakness tokens 🔲 from that Enemy at any time to cancel that Enemy's Special Ability. Weakness has no effect on Special Enemies.

> **Example**
> A Ghoren Warrior in the Hero Area ⊕ has **3** Condition tokens: **2** Burning 🔲 and **1** Daze 🔲. After all Enemies in Hero Areas ⊕ were activated once to attack, Condition tokens are resolved. The **2** Burning 🔲 Burning tokens place a total of **2** Wounds 🩸 on the Ghoren Warrior card. Daze 🔲 is a Condition that does not deal any damage, so no further Wounds 🩸 are placed. Now players must remove any **1** Condition token from the Ghoren Warrior card. They opt to remove **1** Burning 🔲 token.

ENCOUNTER PHASE

During the Encounter Phase you will check the state of the current Encounter. If you have managed to satisfy the End conditions of the active Encounter card, your party will be able to Rest, receive some rewards, and make the active Location Safe (or at least safer).

Ending an Encounter

Each Encounter card introduces a number of rules, including rules for placing Objective Tokens 🔶, and the conditions required to End the Encounter successfully. Whenever you resolve the Encounter Phase, check if the End conditions are met. If they are not met, or there is no Encounter in play, simply continue directly to the Time Phase. If they are met, you will need to perform Encounter Aftermath, a procedure detailed below.

> **Example**
> During the Encounter Phase the players check the active Encounter – Totem of Fury – to see if they can end it successfully this turn. Since there are **2** Heroes in the game, they need a total of **5** Objective tokens 🔶 (**2**🛡+1) to successfully end the Encounter. Unfortunately, there are only **2** Objective tokens 🔶 on the card. However, an alternative option is having no Enemies in play, and since there are no Enemy cards in any Hero Areas ⊕ and no Enemies in the Quest Area 🗺, the players can immediately perform the Encounter Aftermath and discard the active Encounter card.

Encounter Aftermath

If you met the conditions of Ending the Encounter, follow the steps below:

1. Discard Active Encounter.
2. Disperse Enemies.
3. Improve Active Location.
4. Receive Rewards.
5. Rest.
6. Reset Enemy Focus 🔴.

Discarding Active Encounter

Before discarding the active Encounter, check for any Special Rules that may influence the rest of the Encounter Aftermath. Then, place the Encounter card on top of the proper discard pile. From now on, there is no active Encounter. If you were facing a Special Encounter, you have just won the game (though you are allowed to finish the Encounter Aftermath first)!

Dispersing Enemies

All Enemies still in play are discarded. This is not considered Enemy elimination. Enemies with the **Relentless** Special Ability are not discarded, though, as their Special Ability states that they stay in play even after Dispersing Enemies.

Improving Active Location

Remove **1** Wound token 🩸 from the active Location. This will improve the status of the Location from Overrun to Perilous, or from Perilous to Safe.

Receiving Rewards

When receiving rewards, perform the following procedure:

- Draw a total of **2** Rewards from the Reward deck (regardless of number of Heroes). If the Reward deck becomes depleted, add **1** Resolve token ❋ to the Resolve Pool for each Reward card players are unable to draw.

- Each Reward card may be taken into a player hand ✋ or placed at the bottom of the Reward deck in exchange for a number of Resolve tokens ❋ equal to the card's Resolve ❋ value. Rewards may not be exchanged for Resolve ❋ tokens in this way later in the game.

Party Rest

If the active Location is Safe, and there are no Enemies in play, each player may Rest. Resting during the Encounter Aftermath follows the same rules as Resting during a Hero Turn, found on page **14**.

Resetting Focus

The final step of Encounter Aftermath is resetting your Enemy Focus 👁 Move the marker cube on each Hero Charter to its starting position. As always, when you move the marker cube left, ignore any icons it moves through.

TIME PHASE

During this phase you will draw a Time Card to move the marker cube on the Time Track ⌛ and resolve any of the card effects.

1. Check the Time ⌛ value of the card drawn.
2. Move the marker cube on the Time Track ⌛ accordingly.
3. If at any point the marker cube reached or passed the final space of the Time Track ⌛, the game is over and all players lose.
4. Resolve any Event part of the Text Box.
5. Time Track ⌛ effects are resolved in the order they appear on the track.
6. Resolve any effects from the symbols on the Time Track ⌛ the marker cube passed or stopped on.
7. Each effect must be resolved to completion before resolving another effect.

Time Card Events

Most Time Cards not only move the marker cube on the Time Track ⌛, but also introduce an event part, which you will have to resolve. Some events will also include a variable number symbolized by a white question mark on black background. This question mark needs to be supplanted with the highest white number **white** number the marker cube has passed on the Time Track ⌛, (including the one the marker cube is currently on).

Congratulations!

You are now ready to play **Mistfall**. The next part of the rules discusses a few of the more advanced concepts and explains possible conflicts you may encounter as you play.

PART III: THE FINE POINTS

This part of the rules discusses a few mechanisms more in-depth, providing answers needed in some more complex cases of interactions of different **Actions** and Abilities.

GAINING ENEMY FOCUS 👁 DURING THE PURSUIT PHASE

Some game effects may cause your Hero to generate Enemy Focus 👁 at the moment when an Enemy enters your Hero Area 🕛. If this happens, first reduce your Enemy Focus 👁 normally, and only then gain more Enemy Focus 👁.

MULTIPLE REFLEXES IN RESPONSE TO A SINGLE EFFECT

You may resolve more than one **Reflex** in response to a single **Action**, but you may not resolve more than one **Reflex** from a single copy of a card at a time. However, this does not prevent you from using the same **Reflex** from different copies of the same card, if you have them in your hand ✋ or Hero Area 🕛.

WHEN TO DISCARD CARDS

When resolving an **Action**, any cards you discard are placed in the discard pile immediately. However, any cards you use to modify an **Action** in progress (that need to be discarded after the **Action** is concluded) are discarded only at the end of the **Action**.

Also, please note that you are not allowed to simply discard or Bury any of the cards from your hand ✋ or Hero Area 🕛 at will. Cards may only be discarded or Buried when a game effect allows or requires you to do so.

RESOLVING TRACK EFFECTS

Any track effect triggered by an **Action** (most commonly: track effects triggered by the Enemy Focus 👁 track) are resolved after the **Action** concludes and any cards that needed to be discarded as part of the **Action** are already in the proper discard (or Burial) pile.

RETURNING ENEMIES TO THE QUEST AREA

Whenever an Enemy moves from any Hero Area 🕛 into the Quest Area place their cards at the rightmost position of the Enemy line. If multiple Enemies enter a Quest Area at the same time, you may choose freely in what order you will place them there. If there are any Enemies in the Quest Area, the Enemies you return must be added to the existing Enemy line (but you can still choose the order in which the returning Enemies will be placed).

ACTION SOURCE

In many cases, the source of an **Action** can be an issue in determining possible **Reflex** or special ability based responses. Generally, a non-damaging effect always originates from the card that carries the effect's description.

Damage dealt by Heroes originates from the card used to resolve a damage dealing effect. Even if modified by other cards or triggering an **Action** on another card, it is the card used to start the **Action** that is the source of all damage dealt. Damage dealt by Enemies and Encounters originates from their respective cards.

Action Range and target

Some **Actions** receive extra Range when resolved by a player with a Hero Area 🔘 without Enemies. The +①️ Range bonus granted in this situation only affects **Actions** that target Enemies. Effects that target Heroes (such as healing or drawing cards) do not receive this bonus. Furthermore, effects that cancel damage always target damage dealt, and not the source of damage (an Enemy or an Encounter). This means, that such **Actions** also do not receive the +①️ Range bonus granted by an empty Hero Area 🔘.

Optional and mandatory effects

Unless a card text clearly states that you are allowed to use only a part of the effect, you must resolve all text of that effect, even if parts of it are detrimental. Only if a part of the effect is impossible to resolve are you allowed to skip it.

If an entire **Action** is completely impossible to resolve (like trying to resolve an **Action** that deals damage, when there are no Enemies in play), you are not allowed to resolve the **Action** at all.

Effect costs

Some effect have an implied cost, usually described as: "do X to achieve Y". If you are unable to perform the first part of the effect, you are not allowed to use its second part, and thus unable to resolve the effect at all.

A cost can also be described on the card as an effect you must resolve after completing the **Action**. Unless its description includes the phrase "if able", you must resolve the effect fully, or resign from resolving it altogether. Remember however, that this does not prevent you from dealing damage beyond what is necessary to eliminate an Enemy, or generating Restoration 🔖 that is then unused by its target.

Improvement limits

Some **Actions** will allow you to discard or otherwise use "up to" quantities of cards or tokens. This means that you can choose any number between zero and the number given by the **Action**. Also, the number given is the maximum allowed.

Skipping Phases

Some game rounds will feature Phases with no real effects. Although you may technically "skip" them, they are never ignored completely for the purpose of any special effects (like Encounter Special Rules) that may occur during those phases.

Action immediacy

Some **Actions** in the game modify printed abilities, attacks, or defence of Enemies. Unless otherwise stated in the effect description, such effects are not persistent. They remain in effect only for the duration of the **Action** they accompany, and end with its completion. Please note, however, that some effects will tell you exactly how long they will remain in play ("until the end of the current Phase", "until the end of the Hero Phase", etc.)

Hero Restoration values 🔖

These values are only used when Heroes Rest. Simply receiving Restoration points 🔖 does **not** allow you to add your Hero's Restoration value 🔖. Also, when a Restoration value 🔖 is added to any Restoration points 🔖 received, it is added before any other effects (such as receiving extra healing) are resolved, and thus is treated as part of the original value.

Limits to Regular Actions

If an effect allows you to resolve a **Regular Action**, the embedded **Action** can be resolved in addition to the **1 Regular Action** you are allowed to resolve each Hero Turn.

Heroes eliminated during a Special Encounter

If a Hero is eliminated during the course of a Special Encounter, the game does not immediately end. Instead, all Enemies are moved from the Hero Area 🔘 of the eliminated Hero to the Quest Area 🔘, and the game continues. If at least **1** Hero is still in play when the Special Encounter ends, all Heroes (and all players) win the game as a team. Yes, this includes eliminated Heroes as well, so don't be mean to those fallen before the final resolution of your quest.

Enemies Eliminated by Vulnerabilities

Technically, an Enemy is eliminated only after the **Action** that targeted the Enemy card resolves completely. For that reason, its effect must first conclude, and then the Enemy is discarded.

PART IV: VARIANTS

This section of the rules presents you with three different variants you can use while playing **Heart of the Mists**.

HIGHER DIFFICULTY LEVELS

You can change the difficulty levels of the game by flipping different charters to their back sides. We do not recommend this for your first games, but if you are up for a greater challenge you may choose any number of the options below:

- Flip all Hero Charters to the Nightmare difficulty side (signified by the Special Enemy icon 👹).

- Flip the Quest Charter to the Nightmare difficulty side.

Choosing all of these options will result in an almost impossible and certainly unfair game, so proceed with caution!

COMBINED TURN VARIANT

Instead of playing each Hero Turn separately, all Hero Turns are played at the same time. Each player is still allowed to resolve only **1 Regular Action** and during the Hero Phase, but **Fast Actions** and Advanced Feat purchases may be resolved in any player order and at any time, until all players decide to end their Hero Turns.

The Hero Phase ends with a sequence of card draws: players decide upon the order their respective Hero Turns end (in order to properly resolve any "End of a Hero Turn" effects), and after all players have so concluded their Hero Turns, the Hero Phase ends.

PART V: GLOSSARY

Below you will find a list of game terms together with their short descriptions. Use this part of the rules whenever you need to quickly reference any of the rules of Heart of the Mists.

A

ACTIVE ENCOUNTER
The active Encounter is the Encounter currently in play. Only one Encounter can be active at a time. If there is an active Encounter, players do not draw a new Encounter under any circumstances. See also: Encounter, Encounter Aftermath, Encounter Setup, Special Encounter.

ACTIVE LOCATION
The active Location is the Location the Party Token is currently on. Only one Location can be active at any given time. See also: Location, Location Status. See also: Location.

ADJACENT LOCATION
Two Location tiles are considered adjacent only if they share a side either partially, or completely. Locations that only share a corner are not considered adjacent.

ADVANCED FEAT
A card belonging to a Hero (and bearing its symbol) that can be bought during a Hero Turn for Resolve tokens ✹ and added to that player's hand. See also: Hero Turn, Resolve Tokens ✹, Resolve ✹ Value.

ALLIES
Some **Actions** and effects mention Allies. This is a mechanism to be introduced in future expansions. When playing with just the **Mistfall** base set, ignore these remarks completely.

ATTACHMENT
Any card attached to another card. Attachments that are considered to be in a player's hand are not counted when drawing or discarding cards at the end of a Hero Turn.

ATTACK
Any **Action** or effect that deals damage (Physical or Magical) is considered an Attack. When a Hero deals damage to an Enemy, that Hero is considered to be attacking. When an Enemy deals damage, that Enemy is considered to be attacking. When an Enemy is activated to attack, that Enemy deals damage as per its combat box. See also: Magical Attack, Physical Attack.

B

BURIAL PILE
A face-up pile of cards located in a Hero Area 👤. Whenever a card is Buried, it is placed in the Burial Pile. See also: Healing, Resting, Restoration, Restoration Points.

C

CALM 😑
Reverting an Enemy card to its regular state (from being tilted). See also: Raging Enemies.

CANCELLING DAMAGE

Heroes only cancel damage by resolving effects that allow them to cancel a specific type of damage. Multiple effects that cancel one type of damage (Physical ✒ or Magical ✹) can be used to cancel damage from one source. Enemies cancel damage as per their combat box each time they are dealt any damage. See also: Attack , Magical Defence, Physical Defence.

COMMON RESOLVE ✵ POOL

A pool of Resolve tokens ✵ each player may draw from whenever they need to spend Resolve ✵ for any reason. See also: Encounter Aftermath, Feats, Scouting, Resolve Tokens ✵, Resolve Value ✵ .

CONDITION TOKENS

Each Condition token has its own effect, which targets a Hero (when on a Hero Charter), an Enemy (when on an Enemy). Conditions are resolved at the end of the Defence Phase. For a complete list of Condition effects, go to page **8**.

D

DISPERSING ENEMIES

Whenever the Party Token moves to a new Location, all Enemies still in play are discarded into their respective discard piles. Players also disperse Enemies as part of the Encounter Aftermath. Please note that Enemies with the Relentless Special Ability are not discarded from Hero Areas ⑪ (as explained on each such card). See also: Encounter Aftermath, Enemy Elimination, Extended Movement.

DEGRADING LOCATION STATUS

Whenever players degrade a Location status, they must place **1** Wound token 🜂 on that Location. A Location with **2** Wound tokens 🜂 may not degrade further (no more Wound tokens 🜂 are added). See also: Improving Location Status, Locations, Location Status.

DRAW LIMIT

When drawing cards at the end of their Hero Turn, a player should subtract the number of cards in their hand from their Draw Limit (which is **5**, unless modified by an effect). If the result is higher than **0**, that players should draw a number of cards equal to the result. See also: Hand, Maximum Hand Size.

E

EMBEDDED ACTION

An **Action** that is resolved as part of another effect is called an Embedded **Action**. Embedded **Actions** can be resolved even if it would mean going above the limit of **1 Regular Action** per turn. See also: Hero Turn, Inheriting Keywords.

ENCOUNTER

A card that spawns Enemies and introduces its own set of rules for how players can End it successfully. See also: Active Encounter, Encounter Aftermath, Encounter Setup, Retreating, Special Encounter.

ENCOUNTER AFTERMATH

A procedure performed during the Encounter Phase. For a complete breakdown of Encounter Aftermath, go to page **16**. See also: Dispersing Enemies, Resting, Restoration Value, Rewards.

ENCOUNTER SETUP

Whenever a new Encounter becomes the active Encounter, first draw Starting Enemies, and then resolve any setup rules printed on the Encounter

Card. See also: Active Encounter, Encounter Aftermath, Special Encounter.

ENEMY ELIMINATION

Whenever the number of Wound tokens 🜂 on an Enemy card is equal to or higher than that Enemy's Life ❤, the Enemy is eliminated. An eliminated Enemy is discarded, and a number of Resolve tokens ✵ equal to that Enemy's Resolve ✵ value is added to the Resolve ✵ common pool. Enemies discarded for reasons other than Wounds 🜂 are not considered eliminated. See also: Common Resolve ✵ Pool, Resolve Tokens ✵, Resolve Value ✵.

ENEMY FOCUS ⊙

A measure of how threatening a Hero appears to Enemies in play. During the Pursuit Phase, an Enemy will always move into the Hero Area ⑪ of a Hero with the highest Enemy Focus ⊙ (players may choose how to break ties). See also: Enemy Focus Reset, Enemy Focus Track, Reducing Enemy Focus.

ENEMY FOCUS TRACK ⊙

An Enemy Focus Track ⊙ is printed on each Hero Charter. Whenever an effect tells a player to gain or decrease Enemy Focus ⊙, the player should move the marker cube on the track an indicated number of spaces. Any icons the marker cube moves through or stops on requires a specific effect to be resolved. When the marker cube reaches its final (rightmost) space, move it immediately **7** spaces to the left, ignoring any icons on the way. See also: Enemy Focus Reset, Enrage, Raging Enemies, Reinforcement Track ♟.

ENEMY FOCUS ⊙ RESET

As part of the Encounter Aftermath, each player should reset their Hero's Enemy Focus ⊙. To reset Enemy Focus ⊙, place the marker cube on the black background space of the track, ignoring any track icons. See also: Enemy Focus Track, Enrage, Raging Enemies, Reinforcement Track.

ENEMY LINE

A row of Enemy cards face-up in the Quest Area ⑨. When placing new Enemies (or moving any Enemies to the Quest Area ⑨ from a Hero Area ⑪) into the Enemy line, place them from left to right. See also: Hero Area, Quest Area.

ENRAGE ⟳

To Enrage ⟳ an Enemy, tilt its card to the side and follow the Enrage ⟳ effect printed on the Enemy card (as detailed on page **14**). See also: Calm, Raging Enemies.

EXTENDED MOVEMENT

During the Travel Phase, players may decide to move through a contiguous line of Safe Locations to reach a Perilous or Overrun Location. In order to do so, they must pay **1** Resolve token ✵ from the common pool for each Location the Party Token crosses on its way. See also: Location Status, Party Relocation, Scouting.

F

FAST ACTION

A player may resolve any number of **Fast Actions** during their Hero Turn. **Fast Actions** may not be resolved outside of a Hero Turn, or after the player has started drawing cards to replenish their hand. See also: Hero Turn, **Reflex**.

FEATS

One of the two categories of cards each Hero Deck consists of. Basic Feats start the game in a Hero deck, while Advanced Fats can be purchased during the game. See also: Advanced Feats, Gear.

G

GEAR

One of the two categories of cards each Hero Deck consists of. Basic Gear starts the game in a Hero deck. Reward Gear can be purchased during Encounter Aftermath. See also: Advanced Feats, Encounter Aftermath, Personal Rewards.

H

HAND ✋

The cards held by a player. Whenever a player hand is referred to in card text, it is abbreviated to the hand icon ✋. If the icon precedes an **Action** description, the **Action** may only be resolved if the card is in a the player's hand. See also: Draw Limit, Maximum Hand Size.

HEALING

Whenever a Hero receives any Restoration 🔣, that Hero is considered to be Healing. See also: Resting, Restoration, Restoration Points.

HERO AREA ⓤ

An area of the table belonging to one Hero. Enemies in a Hero Area ⓤ are considered to be pursuing the Hero. The Hero Area ⓤ also contains Feats, Gear, a discard pile, and the Burial pile belonging to that Hero. Hero Areas ⓤ are at Range **2** of each other. See also: Quest Area ⓠ, Range.

HERO TURN

During their Hero Turn, a player may resolve a **Regular Action**, any number of **Fast Actions**, and any number of **Reflexes** (in any order). None of these **Actions** are mandatory. A player may also purchase Advanced Feats during their Hero Turn. A Hero Turn ends when the player draws cards to replenish their hand. For a complete breakdown of a Hero Turn, go to page **11**. See also: Draw Limit, Embedded, Maximum Hand Size, **Action**, **Fast Action**, **Reflex**, **Regular Action**.

I

IMPROVING LOCATION STATUS

Whenever players improve a Location status, they must remove **1** Wound token 🔥 from that Location. A Location with no Wound tokens 🔥 may not improve further (no more Wound tokens 🔥 can be removed). See also: Degrading Location Status, Locations, Location Status.

INHERITING KEYWORDS

Whenever an **Action** is modified by any effect originating from another card, all of the Keywords from that card are automatically transferred to the modified card. No keyword may appear more than once on any card more than once, so matching Keywords do not double. See also: Keywords, Vulnerabilities.

K

KEYWORDS

A Keyword is an italicized word printed in the Keyword section of any card, or in the Vulnerabilities section of an Enemy. Keywords have no meaning of their own, but can be referenced by various game effects. See also: Inheriting Keywords, Vulnerabilities.

L

LOCATIONS

A game tile depicting one of the Locations of the game. Location setup varies depending on the Quest played. See also: Location Status, Scouting.

LOCATION STATUS

A Location may be Safe (no Wound tokens 🔥), Perilous (**1** Wound token 🔥) or Overrun (**2** Wound tokens 🔥). Players may Rest only in a Location that is Safe (and only as long as there are no Enemies in play). A face-down Location is always considered Perilous. When it is flipped face-up for any reason, place **1** Wound token 🔥 on it to indicate its status. See also: Degrading Location Status, Improving Location Status.

M

MAGICAL ATTACK ✦.

One of the two types of attacks in the game. Abbreviated to a number and Magical Attack icon (**1**✦, **2**✦, etc.). See also: Attack, Magical Defence.

MAGICAL DEFENCE ⭕

A type of defence that cancels Magical Damage ✦. Abbreviated to a number and Magical Defence icon (**1**⭕, **2**⭕, etc.). Magical Defence ⭕ of an Enemy is subtracted from each separate attack. See also: Attack, Magical Attack.

MAXIMUM HAND SIZE

The Maximum Hand Size of each Hero is **8**. Whenever you have more than **8** cards at the end of your Hero Turn, you must discard down to **8**. Effects that specifically change the Draw Limit do not modify Maximum Hand Size. See also: Draw Limit, Hand.

MOBILITY RANGE BONUS

Various effects and Special Abilities modify **Action** Range. While most of those modifications originate from card text, there is one important exception: a +① Range Bonus to any **Action** that targets an Enemy. A player receives it whenever there are **no Enemies** in their Hero Area ⓤ.

O

OBJECTIVE TOKENS ⬡

These tokens do not have a function of their own. Instead, their function is defined by game elements that place or use these tokens.

P

PARTY RELOCATION

As part of the Travel Phase, you may move the Party Token to an adjacent Location. See also: Active Location, Adjacent Location, Dispersing Enemies, Location Status, Scouting.

PERSONAL REWARDS

A Reward Gear card with a Hero symbol is a Personal Reward. These cards can be purchased by players as part of Encounter Aftermath. See also: Advanced Feats, Encounter Aftermath, Gear.

PHYSICAL ATTACK 🗡.

One of the two types of attacks in the game. Abbreviated to a number and Physical Attack icon (**1**🗡, **2**🗡, etc.). See also: Attack, Physical Defence.

PHYSICAL DEFENCE ⟡

A type of defence that cancels Physical Damage ⚔. Abbreviated to a number and Physical Defence icon (1⟡, 2⟡, etc.). Physical Defence ⟡ of an Enemy is subtracted from each separate attack. See also: Attack, Physical Attack.

PROFICIENCIES

A list of Keywords on a Hero Charter that indicates what types of Gear that Hero may place in their Hero Area ⟲. Each Hero is also automatically proficient with each Reward card with their Hero symbol. See also: Gear, Personal Rewards.

Q

QUEST AREA ⟲

An area of the table holding Enemies in play, as well as the Quest Charter and the Time Charter, and all cards and decks that are not part of Hero Areas ⟲. A Quest Area ⟲ is at Range ② of any Hero Area ⟲. See also: Enemy Line Hero Area ⟲.

R

RAGING ENEMY ✦

A Raging Enemy is an Enemy with a Raging Enemy icon ✦. When Enraging ✦ an Enemy as an effect of a track icon, you must first choose from Raging Enemies in your Hero Area ⟲. If there are no Raging Enemies in your Hero Area ⟲, you may choose any Enemy in your Hero Area ⟲ to Enrage. See also: Calm ☁, Enrage ✦.

RANGE ②

Action Range is determined by the Range icon preceding the **Action** (①, ②, etc.). A Range ① **Action** may only target whatever is in the Hero Area ⟲ of the player resolving the **Action**, including their Hero Charter and any Enemies currently pursuing the Hero. A Range ② **Action** may target anything in any Hero Area ⟲, or in the Quest Area ⟲. Higher Ranges are used as a counter against game effects that negatively impact the Range of **Actions**. See also: Mobility Range Bonus.

REDUCING ENEMY FOCUS ⟠

Whenever an Enemy enters your Hero Area ⟲ for any reason, you must reduce the Enemy Focus ⟠ of your Hero by halving its current value and dropping any fractions, and moving the marker cube to the new position. On most game elements this is abbreviated to ◄ ½⟠. See also: Enemy Focus. ⟠

REFLEX

An **Action** that you can resolve during, but also outside of your Hero Turn. A **Reflex** may not disrupt another **Action**, unless its description clearly allows for it. See also: Hero Turn.

REGULAR ACTION

You can perform exactly **1 Regular Action** during your Hero Turn. Embedded **Actions** may allow you to go over that limit. See also: Hero Turn.

RESOLVE TOKENS ✹

A common resource players may use to scout, perform extended movements and purchase Advanced Feats and personal Rewards. See also: Advanced Feats, Feats, Hero Turn, Personal Rewards.

RESOLVE VALUE ✹

This value appears on many different cards, with its function varying from card to card. On Enemies, it shows the number of Resolve tokens ✹ received after the Enemy's elimination. On Feats and personal Reward cards, it indicates their purchase cost. On regular Rewards, it indicates the number of Resolve tokens ✹ that can be added to the common pool if the card is immediately returned to the Reward deck. See also: Feats, Hero Turn.

RESTING

A Hero may rest in one of two situations: either during a Hero Turn in a Safe Location if there are no Enemies in play, or as part of an Encounter Aftermath. When resting, the player totals the Restoration points ⬚ provided by the Restoration values ⬚ of the active Location and on their Hero Charter, and receives that many Restoration points ⬚. See also: Healing, Restoration Points, Restoration Value.

RESTORATION POINTS ⬚

Different effects grant Heroes Restoration points ⬚. For each point your Hero receives, you may move **1** card from your Burial pile into your discard pile, or from your discard pile under your deck. You do not have to spend all Restoration ⬚ received. Any unspent Restoration points ⬚ are considered not generated in the first place for purposes of any effects that use Restoration ⬚. See also: Healing, Resting, Restoration Value.

RESTORATION VALUE ⬚

This value appears on Location tiles and on Hero Charters, and are used only when a Hero Rests. Simply receiving Restoration points ⬚ does not allow you to use a Restoration value ⬚. See also: Healing, Resting, Restoration Points.

RETREATING

Whenever the Party Token moves out of a Location, and there is an active Encounter, the relocation is considered a Retreat. Start by degrading the status of the active Location, and, after the move is concluded, Disperse Enemies, resolve the Retreat Penalty section of the Encounter card, and then discard the active Encounter. The party may only Retreat into an adjacent Safe Location. See also: Adjacent Locations, Degrading Location Status, Dispersing Enemies, Location Status.

S

SCOUTING

At the start of the Travel Phase, players may spend Resolve tokens ✹ from the common pool. For each Resolve ✹ so spent, players may flip an adjacent Location face-up. Additional Resolve ✹ may be spent after flipping each Location (in order to scout more Locations). See also: Adjacent Locations, Location Status.

SPECIAL ENCOUNTER

Each Quest comes with a Special Encounter that is set aside until the party reaches the final Location of the Quest. Once that happens, the Special Encounter becomes the active Encounter. See also: Encounter Setup, Winning the Game.

SPECIAL ENEMY

Each Quest comes with a Special Enemy. Each Special Enemy card is double sided, and can be easily recognized by lacking a Life value ♥. Eliminating the Special Enemy is usually the goal of a Quest. See also: Special Encounter, Winning the Game.

T

TRACK MOVEMENT

Movement of a marker cube on a track is always presented as a combination of an arrow, a number and a track icon pointing to the direction of the move. When moving the marker cube right, always resolve any icons the cube passes through or stops on. When moving the marker cube left, ignore any icons on its way. If the number to be moved is ½, If the arrow is followed by a **½**, move the cube to the spot equal to half its current position, rounded down. See also: Enemy Focus Track 🔄.

TRANSIENT REWARDS

All General Rewards in **Mistfall** are called Transient Rewards. This is not a new category of reward. It simply denotes that each of those Reward Cards is paced back under the Reward Deck when their main **Action** is resolved. Some **Actions** may specifically refer to Transient Rewards, but otherwise there are not special rules attached to these cards.

V

VULNERABILITY

An Enemy Vulnerability is always shown as a number of Wound icons 💧 followed by a set of Keywords. Whenever an Enemy is targeted by an effect, first check for any matches between the Vulnerabilities and the Keywords printed on the card that is the source of the effect. For each matching Keyword, place a number of Wounds 💧 equal to the number of Wound icons 💧 preceding the list of Vulnerabilities on the Enemy card. See also: Embedded **Action**, Keywords, Inheriting Keywords, **Reflex**.

W

WINNING THE GAME

If you successfully finish a Special Encounter during an Encounter Phase, you immediately win the game!

CREDITS