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FAQ & ERRATA

Last Updated Oct 18, 2021

FAQ: Rulings and clarifications from various sources. I have loosely sorted the Official FAQ responses. Note that some of these questions were answered *before* the Mistfall rulebook revision. Note also that they may not apply to HotM. I will make [adjustments] if I catch them, but defer to what makes the most up-to-date, or makes the most sense in event of a conflict.

I have opted to leave responses that were not in that document *out* of that document for the sake of integrity; such answers are not sorted, and are posted after the Official responses. Also, do consider exploring the Errata section towards the end of this document and updating your components before reading through the FAQ to eliminate the possibility of your confusion being related to a production error. This game is known to have quite a few errors, largely credited to translation issues with such a quantity of content.

OFFICIAL ANSWERS:

General Gameplay:

Q: How do Attachments work?

A: Each Attachment works in a way defined by the effect that Attaches the card. Regardless of their function, Attachments are always ignored when counting how many cards a player has in their hand (so they do not count against Hand Limit when drawing cards at the end of the Turn).

Q: Aside from drawing cards, are players allowed to have 6 or more cards [in their hand]?

A: Yes. It's a Draw Limit, not a Hand Limit. [Note the two instructions at the end of the Hero Phase: You draw cards until you have 5 cards in the hand; you discard down to 8 cards if you have 9 or more.]

Q: Does the Draw Limit put a cap on the number of cards a player can draw using card effects?

A: No. Draw Limit is used exclusively when drawing cards either at the end of a Hero Turn, or during Encounter Aftermath.

Q: How does the Draw Limit work exactly?

A: When you end your Hero Turn, look at the cards in your hand. If you have fewer than your Draw Limit, draw cards until you have as many cards in your hand as your current Draw Limit (or until your deck is empty, whichever comes first). If you have a number of cards equal or higher than your Draw Limit, do not draw any cards and do NOT discard any cards from your hand.

Q: When does the Restoration value on the Hero Charter trigger?

A: Only when you receive Restoration Points via Resting.

Q: Do you play the Hero Phase if the Location is Safe?

A: Yes. You "play" all phases, even if you practically do nothing during these phases (although during the Hero Phase you may still resolve some effects, like placing cards in your Hero Area).

Q: Do players have to pay any Resolve to enter an Adjacent Location during the Travel Phase?

A: No. [Unless it is part of an Extended Movement.]

Q: Can I place cards from my Hero Area into my Burial Pile when my Hero is damaged?

A: No, unless the card specifically allows for that.

Q: Burying/Restoring cards: do I take the top one or may I choose?

A: Discard and Burial Piles are open, you can always choose cards out of the piles.

Q: Can I Bury Gear cards (from hand or Discard Pile) when my Hero is damaged?

A: Yes. Any card from your hand, deck or the top of your Discard Pile can be Buried when being dealt damage, unless it specifically forbids the player to do that.

Q: Can I buy Advanced Feats after drawing cards / out of my Hero Turn?

A: No.

Q: What exactly are the Reward cards my Hero can use?

A: Any Reward cards with your Hero symbol can be taken and used by that Hero. For any other Reward (Transient Reward or a card with another Hero Symbol), at least one Keyword from the receiving Hero's Proficiencies Section on the Character Charter must match one of the Keywords on the Reward received. Otherwise, the Hero is not allowed to receive the Reward (but the player may immediately return it to the Reward Deck and receive Resolve).

Q: How many Reward cards should you draw based on the number of players[/Heroes]?

A: Regardless of Hero count, the whole party draws 2 Reward cards.

Q: What is the exact timing of the end of the Defence Phase?

A: 1. Resolve Conditions. 2. Resolve any effects that order players to resolve them after Conditions. 3. Resolve any other end of the Defence Phase effect. If multiple effects resolve at the same time, players are free to choose their order.

Q: The rules state that during the Travel Phase the party may pay a number of Resolve Tokens equal to the number of players to move through a contiguous line of Safe Locations to a Perilous or Overrun Location. Can the party use this rule to move to a Safe Location instead?

A: No.

Actions, Abilities, and Effects:

Q: What is a Free Action?

A: For all intents and purposes, a Free Action is the same as a Fast Action. [See Errata]

Q: How many times can I attack with a single weapon?

A: The limit is determined by Action type only.

Q: If a card effect allows me to resolve any 1 Action, can I resolve a Regular Action even after I had already resolved one on the same turn, or does the "1 Regular Action" restriction still apply?

A: Any effect that allows a player to resolve "any 1 Action" overrides any restrictions, so a player may use it to resolve an extra Regular Action if they so desire.

Q: When can I resolve a Reflex?

A: A player may resolve any Reflex at any time, with one exception: a Reflex may not be resolved to interrupt drawing cards.

Q: Can I cancel damage dealt by a Location effect using a Reflex?

A: Yes. If a Reflex effect cancels damage of a given type (meaning: Physical or Magical), then their source is irrelevant.

Q: How long do effects of Actions last?

A: Unless otherwise stated, any effects are resolved instantly. If an effect modifies an Action (like adding damage or lowering target's Defence), the effect lasts only as long as it takes for the Action to fully resolve.

Q: Do weapons with the *Piercing* Keyword penetrate armour?

A: No. *Piercing* is simply a Keyword with no Special Ability of its own.

Q: Does the Keyword *Ranged* make a difference for Range in combat?

A: No, but the Keyword may be used or referred to by specific effects (like the Skirmisher Special Ability).

Q: Do Conditions have Keywords?

A: No. Only the cards that place them have Keywords (and may trigger Vulnerabilities).

Q: What is the difference between *Burning* and *Poison* status?

A: Mechanically they work identically, although they are often placed by cards that exploit different Vulnerabilities.

Q: Does Crow's *Ways Around* Ability trigger when Enemies are discarded during Encounter setup?

A: No, as the Enemies discarded during setup never enter play.

Q: Does Celenthia's *Lightning Cast* allow her to resolve a total of 2, or a total of 3 Regular Actions on the Turn it is played?

A: A total of 3 Regular Actions.

Q: What happens when I use a single Arcane Infusion on Celenthia's *Magic Missile*, and decide to target two Enemies?

A: One Enemy will be dealt 3 damage, and one will be dealt 2 damage.

Q: During setup, are there any Objective Tokens on Ardeni's *Quiver* card?

A: Yes. During setup treat the Quiver card [(and only the Quiver card), as if it was just played using its Fast Action for determining the number of Objective Tokens starting on the card.]

Q: Does Arani's *Divine Intervention* allow me to make another player draw a card (since it is a Range 2 card)? If yes, who receives the Enemy Focus?

A: ~~Yes, and the Enemy Focus is still received by the player who resolved the Action, and not by the player whose Hero was targeted by the Action.~~ [No. The previous ruling was reversed with the release of the Mistfall Revised Rulebook]

Enemies, Encounters, and Quests:

Q: What do I do with Kickstarter Limited Enemies, Encounters, and Time Cards?

A: You may shuffle the Enemies and Encounters with their respective decks. The Time Cards [II] are to be used instead of the normal Time Deck for a higher difficulty level.

Q: How can I get to the first (leftmost) space of the Time Track?

A: At this point [with the Mistfall Core release] it is impossible, but may become possible with future expansions.

Q: What do the symbols above the tracks on the Quest Charter stand for?

A: The Raging Enemy symbol above the Time Track and the Regular Enemy symbol above the Reinforcement Track serve only as a reminder of the functions of the Track (Reinforcement Track adding Enemies, Time Track Enraging some of them).

Q: How many Wounds do I place on an Enemy with multiple Vulnerabilities?

A: For every Keyword that matches a Vulnerability, 1 Wound is placed on targeted Enemy. However, these have to be different Keywords. Multiple copies of an identical Keyword that matches one Vulnerability will still place only 1 Wound on targeted Enemy.

Q: Can *Ranged* Enemies Attack from the Quest Area?

A: The *Ranged* Keyword on its own does not allow an Enemy to Attack from the Quest Area. Enemies can attack from a Quest Area only when they are specifically allowed to do so by effects or Special Abilities.

Q: Are Condition Tokens removed from Enemies/Heroes after an Encounter?

A: No. Condition Tokens are only removed during the Defence Phase, and when resolving specific effects that allow for additional removal.

Q: Which should be done first: Special Setup Rules, or drawing the Starting Enemies when a new Encounter is drawn?

A: Any special setup rules are resolved after setting up Enemies. So a Special Enemy is set up last.

Q: When does a Quest end?

A: A Quest ends the moment its Special Encounter is completed [specifically, the first step of the Encounter Aftermath]. As every Encounter, a Special Encounter may be successfully ended only during the Encounter Phase.

Q: Are Heroes allowed to Rest during the Encounter Aftermath if the Encounter card is still in play?

A: Yes. The Encounter Aftermath Rest is not resolved only if the Location is not Safe and/or there are Enemies on the table.

Q: Which “?” from the Time Track do I use when resolving the Event of a Time Card?

A: The one most recently passed by the marker cube (including the one the marker cube is currently on), after the movement just performed.

Q: Can a Skirmisher Enemy be targeted without the extra Range?

A: If all Enemies in the same Area (Hero Area or Quest Area) have the Ranged Keyword, the Skirmisher Ability is ignored.

Q: Are Beastmen considered *Beasts*?

A: No. Only an Enemy with the *Beast* Keyword is considered a Beast.

Q: When the Bonesorrow Magus is eliminated, does his Necromancy Special Ability trigger as well?

A: No.

Q: Do Relentless Enemies remain on the table in any instance of Dispersing Enemies?

A: Yes. They can be eliminated or removed from the game by specific effects, but no instance of “Disperse Enemies” discards them.

Q: Do Relentless Enemies from the Quest Area also remain on the table after Dispersing Enemies?

A: No. Each Enemy Special Ability preceded by the Hero Area symbol activates only when an Enemy is in a Hero Area. Relentless Enemies in the Quest Area are not allowed to make use of the Relentless Ability, and are discarded normally.

Q: What is the starting Enemy Focus of my Hero?

A: The darker value on the Focus Track is the starting Enemy Focus (also this is the where the marker cube is moved to during Encounter Aftermath).

Q: When increasing Enemy Focus, when do any triggered effects happen?

A: Only after the effect that triggered them is fully resolved (all possible damage had been dealt, all relevant cards had been discarded, etc.).

Q: I have seen in Rahdo's video / on the players' aid card a step of "Encounter Aftermath: Reset Enemy Focus," how does it work?

A: Each player resets their Hero's Enemy Focus by placing the marker cube to [its starting] value. This happens during Encounter Aftermath only, hence if you face Relentless Enemies or play cards after an Encounter finished, you will start the next one with increased Enemy Focus.

Q: How much Life does Ghardhak the Charred have (*Into the Wilds* Quest)?

A: Quest Info Card is correct. $3 * [\text{Number of Heroes}] + 6$ Life. [See Errata]

Q: How many Transient Rewards should be used in *Into the Wilds* Quest?

A: Quest Info Card is correct = 6 (as per the Quest Info Card). [See Errata]

Q: What is the correct final Location of *The Abomination Quest*?

A: The correct Location is [the] Desecrated Shrine (Deadlands). [See Errata]

Q: Is Rahlfors' flip Condition missing from the card?

A: Yes, for spatial reasons. It is, however, detailed in the Quest Guide. [Core and Valskyrr, See Errata]

Q: How many Objective Tokens are required to flip Sycra and discard Blackwood fighters?

A: $[2 * \text{Number of Heroes}] + 2$ (as per the Encounter card).

Q: What happens if there are no more Blackwood Fighters during the Special Encounter with Sycra the Black Crusader, and her card is not flipped?

A: Sycra only flips after a given number of Objective Tokens is placed on the Encounter Card. If all of the Blackwood Fighters leave the game before that happens, the only way to make Sycra flip is via alternative methods of placing Objective Tokens.

CASUAL DEV & COMMUNITY ANSWERS:

Q: While Crow's Ability, Ways Around does not activate during Encounter Setup, as the Enemies have not yet entered play, does it activate after an Encounter even if they are not eliminated?

A: Yes! If an effect discards any number of Enemies without actually eliminating them, Crow adds 1 Resolve to the pool. This includes Dispersing Enemies after an Encounter, or leaving them in the dust after moving from Location to Location.

[Q: Why does Sand & Snow's Event Setup conflict with the number of Event Spaces on the Tracker?

A: Our conclusion is that you will have a leftover Event only when playing with the Mistfall's *Nightmare* Trackers.

Q: Which side of Karnas the Betrayer is the *Shielded* side?

A: The one where the artwork depicts Karnas holding a shield. [See Errata]

Q: If a card/ability says something like, ["Resolve Any 1 Action," can I resolve an additional Regular Action?]

A: Yes. You may use it to surpass your Regular Action limit for the Turn, or even use a Fast Action or Reflex.

Q: [Does Greater Heal/Sacrifice of Blood advance the Encounter multiple times?]

A: Yes, it will advance additional times for each additional Hero on which it is used.

[Q: What do I do if there is a discrepancy in the Quest Guide?

A: If the Quest Cards are different from the text in the guide, follow the text on the card.]

[Q: The Rulebook says (X) but the card/board says (Y)?]

A: Apply The Golden Rule: The card/board's instruction takes precedence while resolving. But check the Errata first!]

[Q: The Player Aid says (X) but the Rulebook says (Y)?]

A: The Player Aids are out of date, or just erroneous. Defer to the current rulebook. But check the Errata first!]

[Q: If a Quest ends during the first step of the Encounter Aftermath, do I draw rewards for completing a Valskyrr Campaign Quest?

A: Probably not. But this might be an oversight. Consider house ruling this one.]

[Q. When do we receive Rewards?

A. Generally, players receive options for claiming personal or general Rewards Gear during the Encounter Aftermath.]

[Q. When do I get my new Feats?

A. You may only acquire Advanced Feats by purchasing them with Resolve Tokens during your Hero Turn. When playing with the Valskyrr Campaign, Legacy Feats are also available to be purchased in the same way, but a Hero may only take one Legacy Feat per Campaign Quest.

[Q. What is the difference between General/General Rewards and Personal/Personal Rewards?

A. "General Rewards" may refer to two things Depending on context. It is either the name for general Rewards (Gear) which does not bear a Hero's symbol on it, or it is the name of the General Rewards Deck from which general Rewards Gear in the Reward Display is drawn from during the Encounter Aftermath. Personal Rewards are Rewards Gear which bear a Hero's symbol, and are kept in a supply near the Hero Charter to be considered during the reward portion of the Encounter Aftermath.]

IT IS NOT NECESSARY TO PRINT ANYTHING BEYOND THIS POINT

Complete necessary card corrections, and collect any linked files you may need. Print pages 1-4 to keep with your manuals.

ERRATA: Note, some of these errors may have been corrected or otherwise addressed by the time of your printing. Unmarked items are from Mistfall. *Heart of the Mists* content will be notated here as “HotM”, Valskyrr content is “VCS”, Sand & Snow content is “S&S,” and Limited/Promo items will have their own maker. Some of these edits are minor, but were offered official reprints or errata regardless, so I am including them for posterity. I will omit typos/grammar errors unless they are prudent. Valid texts are *italicised*.

GENERAL:

- **Mistfall Rulebook:** The entire Mistfall rulebook has been revised and is available here: <https://boardgamegeek.com/filepage/135293/mistfall-revised-rules>
- **[Mistfall & HotM Rulebooks:** Glossary entries for Retreat implies Degrading a Location upon Retreat is compulsory; this is not corroborated anywhere else, and was likely intended as a timing clarification for when to do so if instructed. *Degrading a Location is conditional*, occurring due to Encounter Retreat Penalties, and other game effects.]
- **[Player Aids & Summary Boards:** These resources contain out of date and/or simply contradictory information from their respective rulebooks. *It's best to find an up-to-date community-created option.*][See Further Resources.]
- **[Learn To Play Guides:** These also contain various, admittedly minor, typos and mis-referenced items and cards. Unlike the Player Aids though, they are mostly still usable if you use your best judgement.]
- **Free Action:** All instances of the term “Free Action” should be considered *Fast Actions*. “Free Action” is an old terminology remnant which was renamed “Fast Actions” during development.

ENCOUNTER CARDS:

- **Burning Longhouse [418 EPL]:** “Free Action,” should be *Fast Actions* -- as with anywhere else you see “Free” Actions, they are functionally identical to Fast Actions.
- **Night Prowlers [408 EPL]:** Setup Rules point to the wrong deck and should read “[...] draw from the *Red Enemy Deck*[...]”
- **The Tangled Paths [363][VCS 22]:** The instructions for flipping Rahlfors the Waychanger did not fit on the card, and are present in the *Mistfall Quest Guide*. [See also Rahlfors the Waychanger]

ENEMY/SPECIAL ENEMY CARDS:

- **Desert Lurker [HotM 264-266]:** These are *Green Enemies*, as per the card coloring. Anything identifying them as a “Red” is incorrect.
- **[Fell Drake [HotM 161-163]:** Community conclusion is that the wording for Lighting Breath ability should be, “When this Enemy attacks, it also deals one Magic Damage to all *other* allies and heroes.” It isn’t intended to chain extra damage to an Ally which blocked it, but should chain to any other Allies and Heroes in play.]
- **Karnas The Betrayer [QPL 404][VCS 20]:** The *Shielded* Keyword should be added to the side of the cards which depict Karnas with his shield.
- **Rahlfors the Waychanger [341][VCS 19]:** Rahlfors should move to the *Quest Area* when resolving his Abilities, not a Hero Area. [See also The Tangled Paths].
- **Sigraed, Lady of Flame [342][VCS 21]:** Remove *Piercing Vulnerabilities*. Sigraed should move to the *Quest Area* when resolving her Abilities, not a Hero Area.

HEROES:

Ardenai:

- **Arcaneweave Bow [159]:** Disregard printed Keywords; the correct Keywords are: *Arcane. Bow. Gear. Piercing. Ranged. Weapon.*
- **Dagger [157]:** The first Regular Action should be a *Fast Action* (total of two Fast and one Regular Actions).
- **Quiver [158]:** This is more of a clarification than errata, but treat it as though it has a special setup instruction, “*If this card is in the Hero Area during Setup, it starts with 2 Objective Tokens,*” as its related Fast Action option has activated.

Aseke [HotM]:

- **Short Sword [HotM 157]:** Disregard printed Keywords; the correct Keywords: are *Gear, Piercing, Sword and Weapon.*

Celenthia:

- **Aura of Shock [83]:** The focus increase instruction should be *after* the Magic Damage instruction; this Ability generates only 2 Enemy Focus, regardless of how many Enemies are damaged as a result of using it.

Crow:

- **Utility Belt [111]:** The last sentence of the Reflex Action should read “*Discard this card;*” disregard the text “or place it on top of your deck.” Add this line: “*Special: If this card is in your Discard Pile, move it to the top of your deck after you draw cards at the end of your Hero Turn.*”
- **Venomtongue [128]:** The first Fast Action does *not* place a Poison Token. The second Fast Action still does.

Fengray:

- **Ancient Blade [63]:** Missing the [Player hand] icon from the Fast Action, which is playable only from the hand.

Hareag:

- **Frost Runestone [222]:** Should read, “*Special: Cards Attached to Frost Runestone[...]*”

Sigraed [HotM]:

- **Holy Symbol [HotM 189]:** The Fast Action should include the text: “Place a Holy or Healing card *from your Discard Pile* into your hand[...]

Valkea [HotM]:

- **Never Defenceless [HotM Hero Charter]:** This Ability is a *Reflex*, not a Fast Action.

Venda:

- **Cleaver of Havoc [192]:** Replace Venomous Keyword with *Flame*.
- **Ruthless Taunt [174-176]:** These are *Advanced Feats*, not Basic.

REWARDS:

- **Light Bow [HotM 198-199]:** Add the *Ranged* Keyword.

TIME CARDS:

- **Rain of Stones II [432]:** Currently erroneously duplicates an event from another card. Replace the Event text with: “*Event: Each player immediately discards 2 cards or deals their Hero 4 [Physical damage].*”

QUESTS:

- **The Abomination [379]:** (Setup Side) Under Locations, should read Desecrated *Shrine* instead of “Desecrated Temple.”
- **The Tangled Paths [380]:** (Quest Side) The “C” token is intended to move the *right column down*. [The Quest Guide also gives nonsense instructions on how to relocate the shifted tiles; they must always maintain a 3x3 grid. Simply relocate the tile that got pushed out of the grid into the space that was created by the push.]
- **QUEST GUIDES:** There are multiple errors/remnants in the Quest Guides. *Defer to the cards themselves in the event of conflicting text/icons.*

ACKNOWLEDGEMENTS & RESOURCES:

This document was published on the main **Mistfall** file page on *BoardGameGeek*. [BGG]. It was also published to the Heat of the Mists file Page, but the most current file, and any related conversation should always be present on the main Mistfall file page: <https://boardgamegeek.com/filepage/229602/mistfall-consolidated-faq-errata>

FAQ:

The FAQ text salvaged from NSKN’s website. Their files have come and gone from the internet many times over the years. The most recent (3rd?) upload of this content is currently vapor in their Dropbox, and they have merged with Board & Dice so it is likely the content is going to be lost to time. As such, I decided to compile all of this info for archival purposes. The text of the Official portion of the FAQ is largely their own [save for ed. notes], though I cannot credit the individual(s) who provided the answers. I did apply some very minor formatting corrections, which were primarily localization issues and grammatical errors; that content is otherwise unaltered. Community answers were gathered primarily from BGG forum posts. At the time of this document’s creation, while the document file is lost the text of Official FAQ is available written out on the depreciated Mistfall product page: <https://www.nskn.net/games/mistfall/>

ERRATA:

While I did spend some time reading, proofing, researching, validating, and updating the listings, the Errata section is largely based on the compilation of BGG user Eyefink’s own compilation of BGG users SaszaPL’s and Ibbo’s own compilation of the designers’ various input sources. It is fair to say that this document is a community effort, and I am not trying to take credit for all the work. That said, most of this stuff is about lost to time or buried in almost-a-decade of bulletin board posts and company mergers. It needed to be recompiled, or it would be lost. Further, Mistfall is a BIG world, and having to dig through a multitude of documents and websites just to figure out if you have a misprint is not fair to someone that ends up with a copy of this down the road. There is not a practical way to source or cite every single forum message or tidbit of user input I read to compile this. Although most of those sources were already sourced, if you wish to dive through the rabbit hole, I suspected that many of the links would be dead at some point anyway. That said, my two primary sources of previously compiled information (mainly for Mistfall Core) are:

- Eyefink’s errata document: <https://boardgamegeek.com/filepage/121427/unofficial-mistfall-faq>
- Ibbo’s BGG thread: <https://boardgamegeek.com/thread/1423602/card-errata-list>
- Starman54’s Mistfall Corrected Cards: <https://boardgamegeek.com/filepage/122006/mistfall-pdfdocx-card-errata>

FURTHER RESOURCES:

Aside from going to the BGG pages for these games, I previously noted that most of these resources are buried or otherwise useless (due to being out-of-date); particularly the first-party sources from *NSKN* et al. Further, *Board & Card* does not seem to have any further plans or support for these “2010’s” releases. So here’s what we do have (all of it still on BGG!, bless ‘em). I advise you to locally backup or print these resources if you value them. Here are some of some of specific, rather than general, worth:

- Mistfall Core Revised Rulebook [Official]: <https://boardgamegeek.com/filepage/135293/mistfall-revised-rules>
- MC Learn to Play [Official]: <https://boardgamegeek.com/filepage/130083/mistfall-learn-play-guide-version-20>
- Heart of the Mists Rulebook [Official]: <https://boardgamegeek.com/filepage/138620/rules-play>
- HotM Quest Booklet [Official]: <https://boardgamegeek.com/filepage/138621/quest-guide>
- HotM Learn To Play [Official]: <https://boardgamegeek.com/filepage/139537/lear-play-guide>
- Sand & Snow Rulebook [Official]: <https://boardgamegeek.com/filepage/138984/sand-snow-rules>
- Yeeshkul’s Player Aids: Mistfall: <https://www.boardgamegeek.com/filepage/191888/game-turn-overview-card>
- Yeeshkul’s Player Aids: HotM: <https://www.boardgamegeek.com/filepage/211251/turn-flow-rule-reminder>