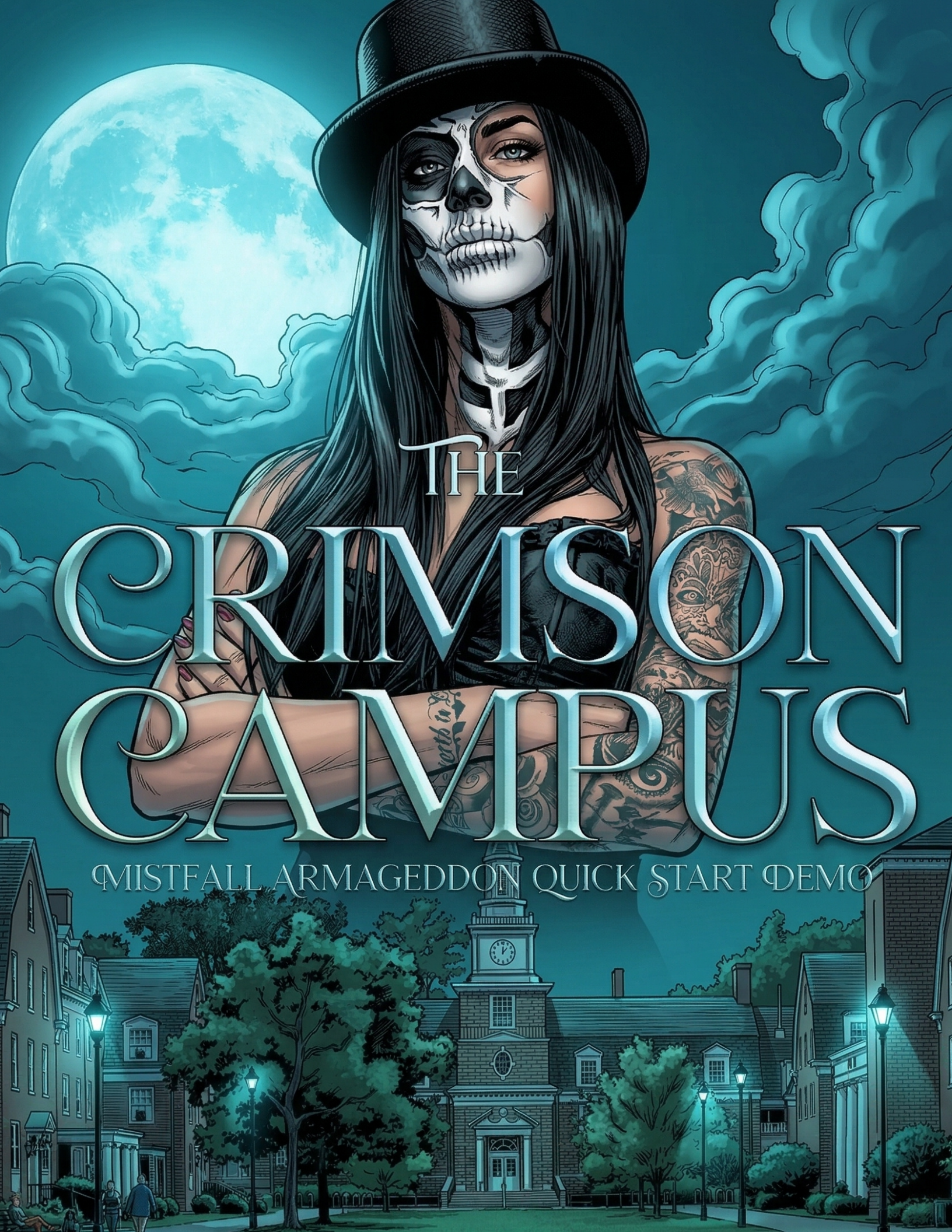




THE
CRIMSON
CAMPUS

MISTFALL ARMAGEDDON QUICK START DEMO



Mistfall: Armageddon

An Urban Fantasy Narrative Roleplaying Game



Reed Logan Westgate





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Designer's Note

A Quick Start Guide Welcome to the twilight of the gods in *Mistfall: Armageddon*, an urban fantasy narrative RPG where the boundary between the mundane and the mythical has shattered. This beginner book provides a focused entry point into the "Baku-verse," a modern world where the Mist has fallen, exposing a fractured United States divided into the magical Northeast Freelands, the theocratic Confederate Union, and the xenophobic Last United Frontier. Inside, you will find a high-level overview of the core mechanics; a player-facing system where every action is a collaboration between your character's innate characteristics and learned skills, balanced against the "Rending of Fate" by the Narrator. This demo includes a custom introductory adventure, "The Crimson Campus," designed to plunge players directly into the action using specialized "Grey Zone" rules and pre-generated survivors.

Beyond the Mist: The Full Core Rulebook Experience While the demo offers a taste of the struggle, the *Mistfall: Armageddon* Core Rulebook expands the horizon with comprehensive lore and advanced gameplay features. Delve into a massive directory of legendary cities, from the war-torn ruins of Chicago to the astral glamour of Los Angeles and explore terrifying new planes like the scorching Infernal Realms and the shifting Otherworld. The full rules introduce a vast Bestiary of adversaries, ranging from mindless Minions to God-level Heroic threats like the Scion of the Rose or the Corpse King. Narrators will gain access to the "Nemesis Cycle," a deep narrative system that evolves personal villains alongside the players, plus advanced rules for Ley Line manipulation, planar energy, and faction-based reputation. Whether you are mastering ancient alchemical rites or navigating corporate demonic boardrooms, the core rulebook provides the ultimate toolkit for forging your destiny in a world on the brink of unmaking.





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Chapter One

Introduction: Shadows of the Unveiled

Welcome to Mistfall: Armageddon. The world you once knew... mundane jobs, logical science, and predictable history... is gone. The Mist has fallen. Ancient gods walk the streets, demons broker deals in corporate boardrooms, and magic is as real as the gun on your hip. You are no longer just a bystander; you are a player in the twilight of the gods.

This Quick Start Demo is designed to plunge you and your friends directly into the action. You will step into the shoes of survivors, magic-wielders, and outcasts who have banded together in a fractured America. Whether you are fighting for the freedom of the Freelands, smuggling souls past the Confederate Union, or simply trying to survive the monsters of the wilderness, your story begins now.

The Play Folios. This adventure is built for five ready-

made characters. Each one has a Play Folio, a fold-out sheet that holds everything its player needs. Download all five free at <https://www.mistfall-armageddon.com> and print one for each player before you start.

Before you play. You need one Narrator and three to five players. Four or five is best. Three is hard mode. Print one Play Folio for each player. Each player needs a set of dice, D4 through D20, and so does the Narrator.

The rules in one minute. Chapter Two has the full rules. This is enough to roll your first die.

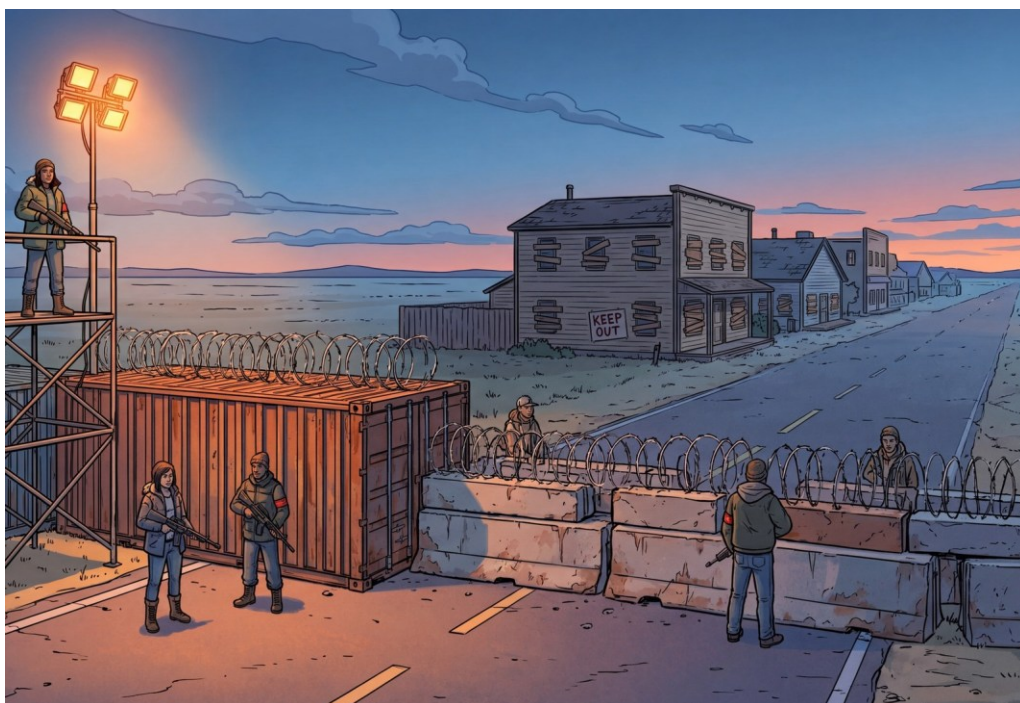
The core check. Add your characteristic to your Skill die and subtract the Narrator's Fate die. Meet or beat the Challenge Level and you succeed. A result exactly equal to the Challenge Level is a success.

Skill dice. Untrained D4, rank one D6, two D8, three D10, four D12, five 2D8, six D20, seven D20+D4.

Fate dice. Rank one D4, two D6, three D8, four D10, five D12, six 2D8, seven D20.

The round. Everyone declares what they are doing before anyone rolls. Actions then resolve in speed order: Superhuman, Fast, Normal, Slow, Delayed. Then comes the Ready Step, where everyone decides to stay or run.

Taking damage. You do not have hit points. Damage marks a status tracker down. Drive a characteristic to zero and you take an injury from that table. Mundane



healing can only bring a negative status back up to zero.

The World Transformed

The apocalypse was supposed to herald the end of all things, but that was the "Armageddon" foretold by the Heavenly Host. Instead, the Unveiling revealed the truth. This revelation shattered the United States into three distinct nations:

The Freelands: A chaotic but magical haven in the Northeast where mythical beings from Otherworld and humans coexist.

The Confederate Union: A theocratic oligarchy dedicated to the One God in the South that hunts magic users as heretics.

The Last United Frontier: A "Humanity Now" stronghold in the West, hostile to the invaders from Otherworld.

The Setting: The Grey Zone

Rarity: Uncommon (Rank 2) | **Location Difficulty:** 6 (Rarity Rank 2 x 3)

Your adventure takes place in The Grey Zone, a custom setting representing a contested border city or a lawless district nestled between the great nations. It is a place where the shiny veneer of the Freelands fades into the grit of survival.

Here, magic is present but not overpowering (Rarity 2). It is an "Uncommon" reality. You won't find gods walking openly in the streets, but the bartender might be a satyr,

and the graffiti on the walls might move when you aren't looking.

Atmosphere: Gritty, opportunistic, and tense.

Inherent Tags: Contested Territory (Resources are scarce, patrols are frequent), Occult Underground (Magic is traded in secret backrooms).

Locations

In this adventure, you will not be traversing Mythical realms or Legendary citadels. You will be fighting for control of the streets. All locations in this demo

Narrator Note: Location difficulty, remind your players of the following mechanics from the Core Rulebook:

Location Difficulty (LD): The base LD for environmental checks here is *Rarity x 3*. This is "Challenging" difficulty, meaning your players should succeed often, but complications (Banes) will still occur.

NPC Bonds: Given the "Contested Territory" tag, NPC interactions should feel guarded. Eliza's *Friends in Low Places* trait will be invaluable here for navigating the Occult Underground.

are set to Rarity 1-3 (Common, Uncommon, Rare). At this stage in the characters' development a Rare setting will be extremely challenging.

Common (Rank 1): Street corners, abandoned warehouses, dive bars.

Uncommon (Rank 2): Fences for stolen goods, local shrines, guarded checkpoints.

Rare (Rank 3): A hidden safehouse, a minor ley-line nexus, or a fortified gang stronghold.



The Crimson Campus

Adventure Overview:

The players, a band of magical outcasts and survivors operating in the lawless **Grey Zone**, are drawn to the crumbling, razor-wire-fenced grounds of **The Crimson Campus**. Each character has been lured to the campus for their own reasons, but those will need to wait. A popular student has been found dead under gruesome circumstances... withered to a husk with a peculiar, glowing sigil carved into his chest.

What begins as a simple job to retrieve a stolen artifact quickly spirals into a battle for the university's soul. The party will uncover a web of conspiracy involving the **Burnished Rose** coven preying on the student body, a "**Humanity Now**" militia cell testing anti-magic weaponry in the steam tunnels, and a desperate professor trying to harness a **Nephilim artifact** to save his tenure.

This adventure is designed to lead the characters through the gritty and perilous reality of the unveiled world, taking them from the high-stakes underground fight clubs all the way to the hushed atmosphere of the "Special Collections" library, and it will ultimately culminate in a decisive confrontation that will put their newly formed alliance to the ultimate test against a growing darkness that is emerging from the very grounds of the campus.

Narrator Note: *Connecting the Hooks*

The Victim: *The student died from the **Soul-Draining Potion** (Seraphina's hook) which was disguised as a study drug.*

The Sigil: *The carving is a crude attempt to replicate a **Nephilim Star Chart** (Uriel's hook), which the Professor is trying to decipher.*

The Location: *The body was found near the **Arboretum**, where Ivar senses the corrupted earth, or near the **Gymnasium**, where Talia knows the fight club operates.*



Adventure Hooks

Eliza "Ezili" Moreau (The Face)



Hook Type: *The Smuggler's Job*

The Hook: A desperate student or perhaps a nervous adjunct professor has reached out to Eliza's **Underworld Contact**. They claim the University's "Special Collections" library holds a **Hex Bag** or ritual dagger belonging to the late Mambo Odette, confiscated during a raid.

The stakes: Eliza needs to infiltrate the campus not just to steal it back, but because the item is active and leaking **Degradation** magic, cursing anyone who touches it. If she doesn't retrieve it, her mentor's legacy will be twisted into a weapon.

Connection: Ties to her **Criminal (Smuggler)** profession and **Haunted** hindrance (Mambo Odette).



Uriel "The Cinder-Eye" Vance (The Glass Cannon)

Hook Type: *The Forbidden Tome*

The Hook: Uriel's **Haunted** visions of the "Book of Creation" have become blindingly bright when he looks toward the Crimson Campus bell tower. Rumor has it a visiting scholar from the Freelands has brought a fragment of **Star Charts** or a **Nephilim artifact** to the university for study.



The stakes: The scholar is actually working for the **Heavenly Host**. Uriel must get to the artifact before they realize what it is or worse, before the **Chaos** seeps in and uses the students as fuel to activate it.

Connection: Ties to his **Wizard** class, **Historian** profession, and **Legacy** motivation.

Ivar "The Frozen Ward" (The Tank)

Hook Type: *The Corrupted Earth*

The Hook: Ivar's **Spirit Bear** refuses to go near the campus arboretum. The spirits of the land are screaming that something unnatural is being buried beneath the manicured lawns. Cold iron and Infernal runoff are poisoning the soil.

The stakes: A secret fraternity or "Humanity Now" militia cell is using the campus grounds to dump toxic alchemical waste or test anti-magic weaponry on captured spirits. As a **Guardian**, Ivar cannot let this desecration stand.

Connection: Ties to his **Shaman** class, **Life Affinity**, and **Monstrous** hindrance (the students might fear him, but he must save them).



Seraphina "Phin" Blackwood (The Crafter)

• **Hook Type:** *The Rival Coven*

• **The Hook:** Seraphina discovers that the **Burnished Rose** coven (her rivals) has aggressively recruited

from the student body. They are distributing a new "study drug" around campus, a **Potion** that grants temporary focus but drains the user's **Soul**.

- **The stakes:** If the Burnished Rose establishes a stronghold here, they will have an endless supply of young, Awakened batteries. Seraphina must use her **Alchemy** to analyze the drug and expose their operation before they drain the freshman class dry.
- **Connection:** Ties to her **Witch** class, **Coven of the Tidal Moon** bond, and **Guardian** motivation.

Talia "The Thorn" Rosewood (The Brawler)

- **Hook Type:** *The Fight Club*
- **The Hook:** Talia has heard whispers on the **Street** of a high-stakes underground fighting ring operating in the Crimson Campus's steam tunnels or old gymnasium. The champion is a "monster" who fights with supernatural strength, possibly a **Demon** or a twisted **Druid** lost to the wild.
- **The stakes:** The "monster" might be a fellow **Street Urchin** being exploited, or a test subject for a dangerous magical steroid. Talia needs to enter the ring, win the title, and break the operation from the inside using her **Brawling** skills.
- **Connection:** Ties to her **Boxer** profession, **Bare-Knuckle** hindrance, and **New Druid Order** connection.

Narrator Note: Bringing the Party Together

Since the "Grey Zone" setting is Rarity 2 (Uncommon), the Crimson Campus is likely a grimy, underfunded institution or a satellite campus in a bad part of town, rather than an Ivy League school.

- **The Unifying Thread:** All five characters realize their individual problems (The Artifact, The Drug, The Fight Club, etc.) are connected to a single entity running things from the shadows of the Dean's office, perhaps the adventure's main antagonist.



Anatomy of an Adversary Card

Adversary Cards provide all the essential information you need to run an enemy in *Mistfall: Armageddon*. Each card is broken down into several key sections to give Narrators a quick overview of a creature's capabilities and unique traits.

Name:						
Type:	Affinity:			Weakness:		
	Phy	Dex	Men	Soul	Inf	Aff
Char						
Fate						
Special Rules:						

- **Name:** The adversary's specific designation.
- **Type:** This categorizes the adversary's general power level.
 - **Minion:** A common foe, often encountered in groups.
 - **Rival:** A more significant threat, capable of challenging individual Awakened or small groups.
 - **Heroic:** A powerful, unique adversary, capable of challenging an entire party of Awakened.
- **Building your own. The full system for building adversaries is in the Core Rulebook. Every card you need for this adventure is printed in it.**
- **Affinity:** The adversary's own magical alignment. All of its spells and magical attacks default to this affinity, and it takes no damage from attacks and spells of that same affinity. An adversary whose Affinity is listed as None has no affinity: its attacks are mundane and it gains no immunity. A Special Rule may name a different affinity for a specific spell; where it does, that affinity applies to that spell only and does not change the adversary's Affinity, its immunity, or its Weakness. Where two affinities are listed, the adversary chooses one for each spell it casts and is immune to both.
- **Weakness:** The affinity the adversary is vulnerable to. An attack or spell of that affinity does four things: it is resolved as though the adversary's Defense Pool were zero, it inflicts double damage to the characteristic it targets, it prevents the adversary from reforming if it is what put the adversary down, and it

suppresses the adversary's regeneration for that round. An adversary whose Weakness is listed as None has no such vulnerability.

- **Characteristics (Char):** Located under the "Char" row, these numbers represent the adversary's base capabilities in the six core characteristics: Physicality (Phy), Dexterity (Dex), Mentality (Men), Soul (Soul), Influence (Inf), and Affluence (Aff).
- **Fate:** In the "Fate" row, this lists the default Fate dice available to the adversary for each characteristic (Phy, Dex, Men, Soul, Inf, Aff). An adversary's Fate rank also stands in for its skill, talent and manifestation ranks: an adversary is treated as having a rank in every skill, talent and manifestation of a characteristic equal to that characteristic's Fate rank. Manifestations use the adversary's Soul Fate rank unless a Special Rule states otherwise. An adversary with Phy F3, for example, is treated as rank three in all Physicality skills. Where a Special Rule refers to the adversary's ranks in a skill or in a manifestation, use that characteristic's Fate rank. The tag limit in Chapter Two does not apply to a printed Special Rule. A Special Rule is a finished ability, and every tag written into it is always available to the adversary, whatever its Fate rank. The limit applies only when the Narrator builds a new ability for an adversary at the table.
- **Status:** Adversaries do not track Status. Damage inflicted on an adversary reduces the characteristic it targets directly, and a characteristic at zero cannot be reduced further. An adversary is removed from play once enough of its characteristics stand at zero for its tier: one for a minion, two for a rival, three for a heroic. A party that can only hurt a heroic one way will not finish it. Status trackers, injuries, and the healing rules in Chapter Two apply only to player characters. An adversary is restored only by a Special Rule that says so. No such rule may raise a characteristic above its printed value, and a characteristic already at zero cannot be restored unless the rule names it. A minion group is the one exception: it has a Size of X, where X equals the number of minions in the group. Damage inflicted on a minion group is worked against one minion at a time: a minion falls once damage equal to the group's targeted characteristic has been inflicted on it, and any excess carries over to the next minion in the group. Reduce X by one for each minion that falls, and remove the group from play when X reaches zero; a minion

group's characteristics are never reduced. An ant by itself is easily crushed, but a hundred ants can quickly overwhelm the party.

Damage and scale. An adversary's printed Dmg is measured on the same ladder as a weapon's Damage rating, and the two ends of that ladder are far apart. A mundane weapon deals one point; a primordial deals ten or more, and a Being of Chaos more again. Two things follow. Against the party, an adversary whose Dmg exceeds a character's characteristic will end that character in a single hit, and should be used as the threat it is rather than as an opening exchange. Against the adversary, a party armed only with mundane weapons cannot bring down anything above the undead band in an evening's play; give the players the magic, the talents and the Weakness affinity that let their damage climb with the opposition, or build the scene so that victory is something other than reducing three characteristics to zero.

Casting and Soul: Unless a Special Rule says otherwise, an adversary that casts a spell reduces its own Soul by one. An adversary's Soul may not be reduced below one by its own casting; when its Soul reaches one it may cast no further spells until its Soul is restored. A minion group, whose characteristics are never reduced, pays a spell's Soul cost by losing one minion from the group for every Soul spent; reduce X accordingly. A group at Size 1 may not spend Soul. Soul spent on casting is not damage — it never counts toward the zeroed characteristics that put an adversary down, and only damage inflicted by an opponent can bring a characteristic to zero. A Special Rule stating in any wording that the ability, spell or casting does not consume Soul — for example "This does not consume Soul" — waives that cost entirely.

- **Special Rules:** This section details the unique abilities, attacks, and passive traits of the adversary. Most are written as a name, then the speed bracket, the range band it is delivered at, the damage it inflicts and the tags and conditions it carries, and finally its cost — for example, "Talon Strike — Melee, Dmg 3, Bleeding 3." or "Hellfire — Ballistic, Evocation (Fire), Dmg 4, Blast, Vicious. 1 Soul." Others are standing traits written as a single keyword, such as "Aerial" or "Armored 3." These rules define how the adversary interacts with the game and the Awakened.
- **Minion Groups:** A minion group is handled as one adversary with a Size, X, equal to the number of minions standing in it. A group always targets a

range band rather than a character, striking everyone in that band at once — that, and not its numbers, is its threat; a group's attacks do not grow as X grows. The group's characteristics are those of a single minion and are never reduced. Damage inflicted on a group kills minions instead: a minion falls once damage equal to the group's targeted characteristic has been inflicted on it, and any excess carries over to the next minion in the group. Reduce X by one for each minion that falls, and remove the group from play when X reaches zero. Damage short of killing a minion is remembered: record it against the minion at the front of the group and add each later hit to it until that minion falls, then carry any excess to the next. A group that leaves the encounter and returns later returns with its front minion undamaged. An ant by itself is easily crushed, but a hundred ants can quickly overwhelm the party.

Minion groups seem weak, but they always target a range band instead of a character. This means they attack all characters in the range band rather than selecting one character. Minion groups provide great area of effect damage to the players and are hard to ignore.

Act I: The Body in the Arboretum

Introduction: Setting the Scene

Narrator Read Aloud: "The rain in the Grey Zone doesn't wash things clean; it just makes the grime slicker. You stand at the edge of the Crimson Campus, a sprawling university that has seen better days. The iron gates are rusted, and the 'Humanity Now' graffiti on the brick walls is fresh. You've been drawn here by rumors, debts, or the spirits themselves to the Arboretum, a patch of overgrown woods near the old gymnasium. In the center of a clearing, illuminated by the flickering light of a dying streetlamp, lies the body of a young man. He is a withered husk, drained of life, with a glowing, jagged sigil carved into his chest."

Narrator Rule: Setting the Scene As the Narrator, you have just established the fiction. Now, you must anchor it

mechanically.



- **Declare the Location:** Place the "Campus Grounds" location card in the center of the table.
- **Declare Rarity:** This is a **Rank 2 (Uncommon)** location.
- **Declare Tags:** The active tags are "Dimly Lit" (reduced visibility to Ballistic range; ranged attacks incur a +1 Fate penalty, but Stealth checks gain a +1 bonus) and "Contested Territory" (resources are scarce, tension is high). The sigil carved into Mark's chest is still burning, and every phone has a torch on it. Dimly Lit changes nothing about the checks made on the body. It only touches ranged attacks and Stealth.

Narrator Instruction: Ask your players: "What do you do?"

The players have a victim, a grisly scene of murder in front of them. As they investigate the scene, they will make checks using characteristics and skills. As the Narrator, you should disclose the following facts based on the players' successes. These are categorized into **Direct Evidence** (what happened), **Occult Context** (how it happened), and **Faction Ties** (who might be responsible).

- **The Underground Connection:** For **Talia** or **Eliza**, reveal that Mark was seen at an underground club frequented by "Freaks" (the setting's derogatory term for the Awakened) just nights before.

Player Actions & The Core Mechanic

The players will want to investigate the body or secure the area.

Narrator Rule: The Core Check When a player declares an action (e.g., "I want to examine the sigil"), follow these steps:

1. **Determine Characteristic:** Agree on the stat used (e.g., **Mentality** for investigation).
2. **Determine Skill:** The player chooses a relevant skill (e.g., **Occult** or **Investigation**).
3. **Build the Dice Pool:** The player takes a standard die (D4 to D20) based on their **Skill Rank**.
4. **Rending Fate (Difficulty):** You set the difficulty. This is a **Rarity 2** location, so the base **Location Difficulty** is 6 (**Rarity 2 x 3**). **Narrative Modifier:** none. Add no Fate die to this check. That is deliberate. This is the first roll of the game and it is built to land about half

Many abilities have a duration or limit of once per encounter. In Mistfall: Armageddon an encounter is defined as a location. As long as the players remain in the location "Campus Grounds" they are in one encounter. When the party moves to a new location they begin a new encounter.

the time. Add a Rank One Fate die (D4) later, when the players earn one, such as searching the treeline in the dark.

The Roll: The player rolls their Skill die and the Fate die.

Formula: Characteristic Score + Skill die - Fate die = Total.

If the Total is 6 or higher, the action succeeds. A result exactly equal to the Challenge Level is a success.

If the Total is lower than 6, the action fails, and you may add a complication to the narrative.

Generating and Using Clues

While investigating the body the players will earn a Clue for each successful check. Have them add the Clue to their character sheet as you describe the results of their checks. Allow for one round of check before moving on to step three, the Encounter.

Players will be able to spend Clues later to solve riddles and puzzles.

Suggestions for Stuck Players

If your players are unsure what to do, offer these suggestions based on their characters:



- **For Uriel (Wizard):** *"The sigil on the chest is glowing. Do you want to use **Occult** (Mentality) to see if it matches your visions of the Nephilim?"*
- **For Ivar (Shaman):** *"The plants here are withered. Do you want to use **Intuition** (Soul) to sense if the spirits of the land were hurt by this death?"*
- **For Eliza (Voodoo Priest):** *"This looks like a ritual killing. Do you want to use **Religion** (Soul) to see if this matches the M.O. of the cults you know?"*
- **For Seraphina (The Witch):** *"The body looks unnaturally withered, like a plant in a drought. Do you want to use **Investigation** (Mentality) to see if you recognize the cause?"*
- **For Talia (Druid):** *"This area feels like a dumping ground, but you know these paths. Do you want to use **Streetwise** (Influence) to determine if this location is near the hidden entrance to the underground fight clubs you've heard about?"*

Direct Evidence: The State of the Victim

- **The Cause of Death:** The victim, a student named Mark, did not die from physical trauma. His body is severely dehydrated and withered, appearing decades older than he was.
- **The Residue:** A faint, sickly-sweet aroma of **Blue Lotus** and **sulfur** clings to his lips. This identifies the presence of a corrupted alchemical "Study Drug" known as *Mnemosyne*.
- **The Marking:** A jagged, glowing blue sigil is carved into his chest. It isn't just a wound; it's a "conduit" designed to siphon soul energy.

Occult Context: The Nature of the Magic

- **Soul Siphoning:** Through a successful **Occult** or **Religion** check, disclose that this was a ritualistic "draining." The killer didn't just want Mark dead; they wanted his **Essence**, the raw magical energy found in those with supernatural potential.
- **The Nephilim Connection:** The sigil on the body is an inverted **Nephilim Star**. This suggests the killer is either mocking the celestial beings or using their ancient geometry to channel energy into the **Other-world**.
- **Environmental Corruption (Druid and Shaman):** The grass surrounding the body is black and brittle. The Narrator should explain that the "Life Force" of the location itself was sucked away during the ritual, leaving a localized "Dead Zone" in the Arboretum.

Faction Ties: The Larger Conspiracy

- **Humanity Now Militia:** Disclose that the campus

"security" (the Humanity Now militia) has been strangely absent from this sector tonight, despite it being a high-traffic area. This suggests **complicity** or a deliberate order to stand down.

- **The Burnished Rose:** For **Seraphina**, reveal that the alchemical composition of the drug residue matches the "fingerprint" of the **Burnished Rose**, a rival coven known for trading magical secrets for student souls.

Combat: First Contact

Just as the players finish their initial investigation, headlights sweep across the clearing. A "Humanity Now" militia patrol vehicle screeches to a halt nearby. Three armed thugs step out, flashlights sweeping the area. They see the "freaks" (the players) near the body.

Narrator Read Aloud: " 'Freeze, scum!' a voice shouts. Three men in tactical gear with 'Humanity Now' armbands step into the light. The one in front levels an assault rifle. The two behind him raise compound bows, arrows already nocked. They aren't here to talk, they think you killed the boy."

Narrator Rule: Turn Order & Speed Combat in *Mistfall* is not just about who goes first, but **how fast** the action is.



Step 1: Declare Step

- Ask every player to describe what they are doing *before* anyone rolls dice.
- *Example:* Talia says, "I punch the leader." Uriel says, "I cast an Evocation spell."
- **Narrator Declaration:** You declare for the NPCs. *"The Militia take aim and fire."*

Step 2: Resolve Step (Speed Matters) Actions resolve in order of their speed bracket:

- **Superhuman:** (Magical abilities or traits like *Vampiric Speed*).
- **Fast:** (Simple strikes, handguns, light weapons).



- **Normal:** (Most complex actions, movement).
- **Slow:** (Heavy weapons, complex spells).
- **Delayed:** (Explosions, environmental effects).

Name: Militia Sergeant						
Type: Rival	Affinity: None			Weakness: None		
	Phy	Dex	Men	Soul	Inf	Aff
Char	4	3	3	3	4	3
Fate	F2	F1	F2	F2	F3	F2
Special Rules:						
Assault Rifles — Fast, Ballistic, Dmg 1.						
Mark the Target — Fast, 1/rd, Sniper: until the end of the round, "Humanity Now" attacks on the named opponent ignore Cover and Hidden.						
Rallying Cry — 1/enc, Ballistic: the Sergeant makes a Leadership check against a Challenge Level of ten; on a success every "Humanity Now" group in Ballistic range restores 2 Size.						
Demo build. The Core Rulebook prints this Sergeant stronger. These numbers are levelled for five starting characters.						

Name: "Humanity Now" Militia						
Type: Minion	Affinity: None			Weakness: None		
	Phy	Dex	Men	Soul	Inf	Aff
Char	3	4	2	2	3	2
Fate	F1	F2	F1	F1	F1	F1
Special Rules:						
Size X.						
Compound Bows — Sniper, Dmg 1; shooting does not break Hidden.						
Camo Gear: in wild or ruined terrain the group starts Hidden, and regains Hidden in any round it does not change range bands.						
Survival Knife — Melee, Dmg 1, Crippling.						

Managing the Combat

Narrator Tips: First Contact in the Arboretum

This encounter is more than a skirmish; it is a teaching moment for the **Core Mechanic** and the **Action Phase**. Use the following structure to manage the transition from investigation to combat and ensure the players feel the weight of their first victory.

Narrator Rule: Fewer than five players. The adventure is built for five characters. With four it plays as written. Three is the hard mode. If you only have three players, hand out Talia, Uriel and Eliza. That trio wins far more often than any other. With three, cut the patrol to the Sergeant and one Militia, and give the party one extra Vitality Stim in the library cache. The Sergeant still carries all three Nerve Tabs however many players are at the table.



1. Structuring the Initiative

Combat in *Mistfall: Armageddon* doesn't use a traditional "roll for initiative" at the start of every turn. Instead, follow the **Declare then Resolve** model to keep the tension high:

- **The Freeze Frame:** Before any dice hit the table, ask each player to declare their intent. Remind them that their chosen action dictates their speed bracket.
- **The NPC Reveal:** Only after the players declare do you reveal the Militia's intent: "They take aim and fire."
- **Resolve by Speed:** Remind the players that the Sergeant's Assault Rifle is Fast, so he acts before complex spells, which are Slow. This forces players to decide if they want to "risk it" or pivot to a faster defensive action.

2. Managing the Militia (Minion Mechanics)

New Narrators often forget that **Minion Groups** function differently than individual Rivals:

- **The Area of Effect (AoE) Threat:** Minions do not target single characters; they target a Range Band. If the party is bunched up in the clearing, the Militia's fire hits everyone in that band. Their bows are Sniper weapons, though. A party that closes the distance takes the bows out of the fight and leaves the group swinging knives.
- **Size X: a minion group is one adversary with a Size, X, equal to the number of minions standing in it. In**

this case there are two militia members, so the group enters play at Size 2. Damage kills minions rather than reducing the group's characteristics: a minion falls once damage equal to the group's targeted characteristic has been inflicted on it, and any excess carries to the next.

- **The Sergeant's Edge:** Use the **Militia Sergeant** (Rival) to provide tactical depth. If the players focus only on the minions, the Sergeant can use his Rallying Cry to restore the group's Size, prolonging the fight.

3. The End of the Turn Cycle (Ready Step): Once all characters and NPCs have finished their actions in the Resolve Step (from Superhuman down to Delayed speeds), the round enters the Ready Step. This micro-moment is the official "clean up" and transition phase before a new Declare Step begins.

- **Collateral Damage:** Any environmental or triggered effects from the "Delayed" bracket—such as building collapses or spreading fires—are fully resolved here.
- **Morale Checks & Fleeing:** Participants prone to fleeing (like Minions or broken Rivals) attempt to do so at this step.
- **Readying:** All characters and NPCs make the decision to either prepare for another round of conflict or attempt an escape.
- **Effect Expiration:** Effects that last for "one round" officially fade at the very end of this step, after every character has acted and the cycle closes.
- **Defeating a Rival Adversary:** A Rival is a battle-hardened opponent, more resilient than a standard Minion but not as indomitable as a Heroic adversary. The following rules apply if they are defeated or failing:
 - **The Pursuit Penalty:** If a Rival tries to escape during the Ready Step and the players successfully thwart them with a skill check, the Rival is forced to remain in the fight. However, as a mechanical penalty, all of the Rival's actions in the subsequent round are automatically demoted to the Delayed step.
 - **Morale of Subordinates:** Unlike the defeat of a Heroic NPC (which causes all lesser-ranked opponents to lose morale and flee), defeating a Rival does not automatically break the group. However, a Rival will not attempt to flee until one of its core characteristics has been reduced to zero — one short of the two that remove it from play — or until a Heroic adversary on its

side is removed from play, whichever comes first.

Two to Drop a Rival: damage reduces the characteristic it targets, and a characteristic at zero cannot be reduced further. A Rival is removed from play once two of its characteristics stand at zero. A party that can only hurt a Rival one way will not finish it.

If the Rival in your encounter is the Militia Sergeant from the Crimson Campus, his defeat represents a major shift in the "Humanity Now" squad's effectiveness, as the group loses access to his Rallying Cry ability.



4. Aftermath and Looting

Once the last shot is fired or the Sergeant is talked down, the focus shifts to the rewards of survival.

- **TheBreadcrumb:** The most critical "loot" is the **Maintenance Tunnels Keycard** found on the leader. This is the narrative anchor that transitions the party from Act I to Act II.

The Other Thing on the Sergeant: Nerve Tabs. A blister strip in the Sergeant's chest rig, stencilled with a Humanity Now mark. Militia issue. The men who hunt the Awakened do not enjoy the work, and somebody in supply worked out what to hand them before a night shift. Three doses.

Nerve Tabs (mundane consumable, 3 doses). Taking a tab is an action. It removes the Fear condition and up to 2

points of negative Mentality status, and for the rest of that encounter the character cannot gain Fear. The tabs are mundane, so they bring a negative Mentality status back towards zero and never push Mentality above its normal score.

Narrator Advice. Put these in the players' hands. They are the answer to what is waiting in the library, and they are in the same pocket as the keycard so nobody who is still playing the adventure can walk past them. Do not explain what they are for. Let the table work it out when the shelves start bleeding ink.

- **Standard Gear:** Players may search the guards for mundane equipment. Based on the Adversary cards, they can find:
 - An Assault Rifle from the Sergeant (Fast, Ballistic).
 - Compound Bows and Survival Knives (Sniper, and Crippling).
 - Camo Gear (in wild or ruined terrain the wearer starts Hidden).
- **Status Check:** Remind players that any damage taken during this fight is recorded as **Vitality Status** (Physicality damage).

5. Transitioning to Act II

Define the end of the encounter clearly. In *Mistfall*, an encounter is tied to a **Location**. Once the players leave the "Campus Grounds" for the maintenance tunnels, they begin a new encounter, resetting "once per encounter" abilities.

Resolution & Aftermath

Once the combat resolves (either by defeating the thugs or Eliza talking them down using **Influence**), the players find a keycard on the militia leader labeled "**Maintenance Tunnels - Sector 4.**"

This concludes Act I. The players investigated the hook, learned the core dice mechanic, engaged in combat, and found the breadcrumb leading to the Dungeon (Act II).



Act II: The Hidden Sanctum

Scene 2: Professor Finch's Office

Narrator Read Aloud: *"The keycard leads you through the maintenance tunnels and to the Humanities building, where the rain drums against the window of Professor Finch's office. The room is a nervous wreck of papers, spilled coffee, and ancient texts. Finch himself is packing a bag in a panic. He freezes when he sees you, a man caught between the 'Humanity Now' militia he hired for protection and the magical forces he's trying to control."*

Name: Professor Finch						
Type: Rival	Affinity: None			Weakness: None		
	Phy	Dex	Men	Soul	Inf	Aff
Char	3	3	4	3	4	3
Fate	F2	F2	F2	F2	F1	F2
Special Rules:						
Cornered. Finch does not fight. He is packing a bag in a panic, and he defends himself with one hazard a round, declared by the Narrator.						
Fear. Finch begins the encounter afraid. He takes one Mentality damage at the start of each round, before actions are declared, until the fear is removed.						
The Bribe — Affluence, Dmg 1 Aff. Fifty thousand in bearer bonds. Defend with Negotiation.						
The Academic Threat — Influence, Dmg 1 Inf, Fear. He is tenured and he wants you to know it. Defend with Manipulation.						
The Deceptive Panic — Mentality, 1/rd. A lie about what is waiting outside. Defend with Concentration or take Disoriented. No damage.						
He cracks at two characteristics, and his own Fear is taking his Mentality down for you.						
Demo build. These numbers are levelled for five starting characters.						

Narrator Rule: Social Encounters function just like a combat encounter following the Declare then Resolve steps. In a **Social Encounter**, players use **Influence** or **Affluence**

skills to lower an NPC's resolve. When an opposing NPC's required number of characteristics is reduced to zero, whether Mentality, Soul, Influence, or Affluence, they are "defeated".

- **Target:** Professor Finch (Rival).
- **Goal:** Get the password to the library sanctum.
- **Mentality:** Professor Finch has a four in Mentality, but he is under the Fear condition. Fear inflicts one Mentality damage at the start of each round, before actions are declared, and damage to an adversary reduces the characteristic itself — so his Mentality is already falling when play begins.

Suggested Player Actions:

- **Eliza (Influence):** Can use *Charm* or *Intimidation* to coax the truth out of him.
- **Uriel (Soul/Mentality):** Can use *Occult* knowledge to identify the texts on his desk as Nephilim lore, using that leverage to pressure him.
- **Talia (Affluence/Influence):** Can use *Streetwise* or *Intimidation* to point out that his hired goons are already down.
- **Ivar (Soul):** Can use *Intuition* (Soul) to gain insight into the professor's motivations.
- **Seraphina (Mentality):** Can use *Education* to point out the specific dangers of the 'Mnemosyne' drug residue on his desk, proving you know exactly what he's been brewing.

As the players successfully use their skills to damage Finch's characteristics, you can have him incrementally "leak" the narrative hooks before he fully breaks and gives up the password.

Mentality Damage (Breaking his logic): When players use Investigation or Cunning to poke holes in his alibi, his panicked mind slips.

Clue Revealed: He blurts out the occult context. *"You don't understand the geometry! The Nephilim star requires a living conduit! I only gave them the page; I didn't know they would use Mark!"*

Influence Damage (Breaking his authority): When players use Intimidation or point out his hired militia is beaten, his facade of control crumbles.

Clue Revealed: He confesses his faction ties. *"The university was going to deny my tenure! The 'Humanity Now' cell offered me the grant money to test their dampening fields in the tunnels... I just needed the artifact to prove my research!"*

Affluence Damage (Threatening his resources): When players use Negotiation or Streetwise to threaten his career or his stolen goods.

Clue Revealed: He offers physical evidence. *"Look, my ledger is in the desk drawer! It proves everything—the funding, the drug distribution. Take it, just don't tell the Dean!"*

Soul Damage (Breaking his spirit): When players use Occult or Religion to expose the magical danger he has unleashed.

When running this social encounter, pay close attention to Turn Order and Action Speed. In Mistfall: Armageddon, the speed at which players choose to act (such as Fast, Slow, or Delayed) drastically alters the battlefield—even in a conversation. Encourage your players to coordinate their action speeds tactically. If a player uses a Fast action to successfully land a verbal blow, they apply their damage before Finch can trigger his heavier counter-arguments during the Resolve Step.

More importantly, remind your players that social combat is a game of attrition. Every time the party successfully inflicts damage on Finch's Mentality, Influence, or Affluence, that specific characteristic mathematically drops. Because an NPC's characteristic score dictates the Challenge Level of their hazards, wearing Finch down narratively makes his subsequent counter-attacks mechanically weaker. A terrifying academic threat from an Influence 4 professor is dangerous, but once the players damage that stat, it becomes the pathetic stammering of an Influence 1 coward. This makes the players' subsequent defense rolls much easier to pass, rewarding them for aggressive, coordinated roleplay!

Clue Revealed: He reveals the immediate threat. *"The Book of Creation... it isn't just a text. It's awake. They woke the Golem!"*

Finch's Counter-Actions (Player-Facing Defense)

Finch is terrified and packing a bag in a panic. He doesn't want to fight physically, but he will use his turns in the Resolve Step to throw social and environmental hazards at the players using his higher stats (Influence 4, Affluence 3, Mentality 4).

The Narrator declares these actions automatically, forcing the targeted player(s) to roll defense:

- **The Bribe (Affluence Hazard):** Finch attempts to buy his survival, throwing his resources at the party to create a moral hazard.
 - **The Hazard:** Finch leverages his Affluence (3).
 - **The Defense:** The targeted player must roll **Negotiation (Affluence)** to shut down the bribe.
 - **Narrative:** *"I have fifty thousand in bearer bonds from the Humanity Now grant right here. Take it. Walk away and forget you saw me!"*
 - **Effect on Failure:** The player takes **Affluence damage** as the staggering amount of money makes them hesitate or sows discord in the group, potentially losing their narrative momentum for the round.
- **The Academic Threat (Influence Hazard):** Finch tries to use his position of power and the backing of his dangerous allies to cow the players.
 - **The Hazard:** Finch leverages his Influence (4).
 - **The Defense:** The targeted player must roll **Manipulation (Influence)** to stand their ground against his authority.
 - **Narrative:** *"Do you know who I am? I am tenured! If you lay a hand on me, the Heavenly Host will hunt you down as heretics before sunrise!"*
 - **Effect on Failure:** The player suffers the Fear condition, taking Mentality damage as the weight of the city's corrupt authorities suddenly looms over them.
- **The Deceptive Panic (Mentality Hazard):** Finch uses his sharp intellect (Mentality 4) to weave a believable lie, stalling for time so he can escape.
 - **The Hazard:** Finch leverages his Mentality (4) to create a sudden, terrifying distraction.
 - **The Defense:** The targeted player must roll **Concentration (Mentality)** to see through the frantic lie.

- **Narrative:** *"The militia outside? That was just the vanguard. Humanity Now has a second squad already sweeping the building. You have maybe two minutes before a dozen rifles come through that door!"*
- **Effect on Failure:** The player gains the **Disoriented** condition or is forced to waste their next action checking the hallway/securing the door, granting Finch a free opportunity to flee or hide his ledger.

Resolution: When two characteristics are defeated, Finch cracks. He reveals that the dead student was part of "**The Anima Collective**," a secret society meeting in the **Special Collections Library**. He admits he gave them a page from the **Book of Creation** (Uriel's hook) to help them "unlock their potential," but it went wrong. He gives them the password: *"Astra Inclinant."*

Scene 3: The Special Collections Library

Narrator Read Aloud: *"The library is a fortress of silence. Dust motes dance in the light of the streetlamps outside. The 'Special Collections' wing is barred, but the air here tastes like ozone and old paper. Eliza, your contact said the Hex Bag was stored here. Uriel, the shadows seem to lengthen toward a specific bookshelf on the far wall."*

Narrator Rule: Setting the Scene

Before the players start searching, establish the mechanical reality of the room:

- **Declare Rarity:** Rank 2 (Uncommon).
- **Declare Tags:** "Quiet" and "Warded Sanctuary".
- **The Objective:** The players need to find a way past the barred wing or discover the hidden entrance.

Player Actions & The Core Mechanic

Players must declare how they are attempting to bypass the security. The Location Difficulty for this room is 6.

- **The Intellectual Approach:** A player can roll Investigation (Mentality) to search for a hidden switch behind a book on psionics.
- **The Criminal Approach:** A player can roll Thievery (Dexterity) to simply pick the heavy lock on the iron gate if they ignore the puzzle.

Suggestions for Stuck Players

If the party is hesitating, prompt them based on their character's unique worldview:

- **For Seraphina (The Witch):** "You smell sulfur and alchemical reagents coming from behind the bookcase. Do you want to roll Investigation (Mentality) to check for a draft?"
- **For Talia (The Brawler):** "Your street instincts are tingling. Do you want to roll Streetwise (Influence) to look for scuff marks on the floor indicating heavy foot traffic?"
- **For Ivar (The Tank):** "The spirits of the air feel trapped here. Do you want to roll Intuition (Soul) to sense where the warding magic is thickest?"

Spending Clues

The Location Difficulty is 6. This means the players can spend six Clues to auto-solve the puzzle and move on. If they have failed to generate enough Clues for the Location Difficulty they can use their skills to generate more Clues while in the library.

Discovery & Preparation (Looting)

Before they trigger the door, a successful search of the librarian's desk (or perhaps a bag hastily left behind by an Anima Initiate) yields a small cache of supplies. This is a vital moment for the players to recover from Act I and Scene 2.

The Cache Contains:

- **2x Vials of 'Campus Clinic' Vitality Stims:** A mundane, slightly expired medical stimulant. When consumed as an action, it heals 2 points of negative Vitality status. Remind the players that mundane healing can only raise a negative Vitality status back to zero.
- **1x Stick of Smudging Sage:** A minor magical consumable. When burned, it restores Sanity. It heals up to 2 points of negative Sanity status, bringing a character closer to zero before they face the horrors below.

Narrator Advice: The Calm Before the Storm

Use Scene 3 to manipulate the pacing of your game. Your players have just come from a tense social combat encounter with Professor Finch. Let this scene feel quiet, methodical, and safe. Encourage them to consume the healing items they find here, checking their Character Sheets to ensure their Vitality and Sanity statuses are as close to zero as possible. By establishing a false sense of security in the quiet library, the sudden transition into the trapped, dark, and hostile Dungeon in Scene 4 will feel incredibly jarring and raise the stakes perfectly for the climax.



Scene 4: The Anima Collective Sanctum

Narrator Read Aloud: *"The bookshelf swings open, revealing a spiral staircase plunging into darkness. At the bottom lies the Chamber of Rituals: a hidden basement reeking of incense and fear. In the center, four students in red robes are chanting over a glowing circle. In the middle of the circle floats the artifact, and something else. A hulking shape made of bound leather and paper... a Golem."*

Narrator Rule: Dungeon Locations You are now in a **Dungeon**.

- **Location:** Chamber of Rituals (Uncommon - Rank 2).
- **Tags:** *Hidden, Occult*
- **Effect:** Hidden means nobody enters until they have found the way in. The password did that.

The Trap: Pressure Plate Corridor

Before they reach the students, the hallway is trapped.

- **Mechanic:** A **Pressure Plate Corridor** protects the entrance.
- **The Check:** **Intuition (Soul)** or **Cunning (Mentality)** vs LD 6 to spot it.
- **The Consequences:** If triggered, the door slams shut, and a **Magical Construct** (a minor warding statue) activates, firing bolts of force. Each character in the corridor defends with Dodge (Dexterity) against a Challenge Level of 6 or takes 1 Dexterity damage.
 - **Disable:** **Thievery (Dexterity)** LD 6.
 - **Destroy:** *Melee or Brawling (Physicality)* LD 6.
 - **Clues:** *Spend Clues equal to LD 6.*

The Encounter: The Collective

The four students see the players. They are terrified but desperate, believing the ritual is the only way to save themselves from the Golem they accidentally woke up.

Adversaries:

- **Anima Initiates (4 Minions):** Armed with ritual daggers. Their card is below. They can be talked out of the circle as readily as fought.
- **Gort (The Book Golem):** Currently dormant/trapped in the circle, but feeding on the ritual energy.

Narrator Rule: Minions are weak individually but dangerous in groups.

Name: Anima Initiates						
Type: Minion	Affinity: None			Weakness: None		
	Phy	Dex	Men	Soul	Inf	Aff
Char	3	3	3	3	2	2
Fate	F1	F2	F1	F1	F1	F1
Special Rules:						
Size X. Four students in borrowed robes who woke something they cannot put back.						
Ritual Daggers — Melee, Dmg 1.						
Chanting Circle — Aura, Dmg 1 Soul. While the circle holds it drains everyone in Melee range. Costs the group one Initiate for every Soul spent.						
Breaking the Circle: Leadership (Influence) or Religion (Soul) against a Challenge Level of two removes one Initiate from the group without a blow struck. The whole group can be talked down this way.						

- **Group Attack:** Minions act as a single unit and target everyone in a range band.
- **Strategy:** They will target the range band holding Ivar or Talia.

Player Options:

- **Combat:** Wipe out the students. (Fast, but morally grey).
- **Social Combat:** Eliza or Seraphina can try to break their concentration.
 - **Action:** **Leadership (Influence)** or **Religion (Soul)**.
 - **Success:** The students break the circle and flee, revealing the truth: They didn't summon Gort to attack; they summoned him to *contain* a spirit they accidentally released using the professor's artifact.

Resolution: The students flee or are defeated. The ritual circle breaks and the energy field drops. Gort does not wake at once. The Book Golem is still drinking the last of the ritual energy, the pages of the tome set into his chest turning over by themselves, and the Hex Bag (Eliza's item) and the Star Chart (Uriel's item) are embedded in his chest, feeding him their power. The party has about an hour before he stands up. Run the Downtime below. They will need it.



Downtime: The Hour Before He Wakes

Narrator Read Aloud: "The chanting stops. What is left is a basement full of spilled candles, a thing the size of a wardrobe breathing in the corner, and the first quiet minute you have had all night. Somebody find the first aid kit."

Narrator Rule: Downtime. This is a Downtime Phase, and it is the only one in the adventure. It is played narratively. Nobody declares action speeds and nothing is chasing them. A single stolen hour affords each character one downtime action. Go round the table and have each player declare theirs.

Rest and Recover. Remove 3 points of status from your characteristics, in any combination you choose. Mundane rest brings a negative status back towards zero; it never pushes a characteristic above its normal score.

Tend an Ally. Cast a Restoration manifestation on someone else. A spell that benefits a willing target succeeds automatically and is not rolled. Remove 2 points of status from one ally and pay the Soul cost as normal. Seraphina and Ivar can both do this.

Seek Information. Search the shelves. Roll Research (Mentality) or Occult (Soul) against 4. On a success, bank one Clue.

Trigger an NPC Bond. Eliza calls her Underworld Contact, Talia calls the Street, Uriel calls a contact from the frozen citadels. Ask the player what they get.

Resupply costs no action at all. Every character refills their Inventory Wildcards before Gort stands up.

Narrator Advice. Do not skip this. It is the difference between a party that fights the Book Golem and a party that watches two of its members fall over in the first two rounds. If your table is short of time, run it as one sentence each and move on, but run it.

fueled by forbidden knowledge."

Narrator Rule: Environmental Hazards (Fear) The location has shifted to a **Haunted Dungeon** with the **Unnatural Silence** tag.

- **The Check:** Before the first round of combat, every player must make a **Fear Check**.
- **Dice Pool:** Discipline (Soul) or Concentration (Mentality).
- **Challenge Level:** 6 (Challenging). Leave it at 6. The answer to this check is not a smaller number, it is the strip of Nerve Tabs the party took off the Sergeant in the arboretum. A character who fails can spend their first action of the fight taking one.
- **Consequence:** On a failure, the character gains the Fear condition. Fear inflicts one Mentality damage at the start of each round, before the players declare actions, and it stays until it is removed.

The Counter. A character who takes a Nerve Tab loses the Fear condition and cannot gain it again for the rest of the encounter. Spending the action is worth it. Gort attacks Mentality with the Librarian's Gaze, and a character losing Mentality from two directions at once does not last. Eliza also carries an Alcoholic Beverage. Drinking it is a free action, and for 1d4 rounds she may make a Resilience (Physicality) check against a Challenge Level of 3 to ignore a Fear effect.

The Boss Fight: Gort

Gort is a **Rival** tier adversary. He is slow, but he hits like a truck and attacks the players' minds as well as their bodies.

Act III: The Climax

Scene 5: The Cursed Library

Narrator Read Aloud: *"The broken ritual circle goes dark. The leather-bound monstrosity, Gort, roars: a sound like tearing paper and crumbling stone. The corruption spreads instantly, bleeding ink out of the books on the shelves, turning the library into a shadowy labyrinth. The air goes unnaturally still. You are no longer just in a library; you are in the domain of a construct*



Name: Gort

Type: Rival Affinity: None Weakness: Time

	Phy	Dex	Men	Soul	Inf	Aff
Char	5	3	4	4	3	3
Fate	F2	F1	F1	F2	F1	F1

Special Rules:

Armored 1. Reduce Physicality damage taken by 1, to a minimum of zero.

Crush — Slow, Melee, Dmg 2, Knockback. He slams with both fists.

Librarian's Gaze — Fast, Throwing, Dmg 1 Men. Pages tear loose from the tome in his chest and cut on the way past.

Whispers of Oblivion — Degradation, Aura, 1/enc. 1 Soul. Every opponent in the aura passes Concentration against Gort's Soul or takes Mind-worm 2.

Time is the answer. A Time attack resolves as though his Defense Pool were zero and inflicts double damage. Armored 1 still applies.

Demo build. These numbers are levelled for five starting characters.

Player Strategy & Narrator Tips

This fight is designed to test the specific roles of your pre-gen party.

1. The Tank (Ivar & Talia)

- **The Problem:** Gort is Armored 1, so mundane weapons barely mark him.
- **Narrator Note:** Remind Talia that her punches are Empowered (Magical) because of her Druid thorns. She can hurt him fully. Ivar should use his Stone-skin to draw aggro and tank the Crush attacks. Her handwraps are Crippling, so her Brawling lands as Dexterity damage, and Gort has no armor there.

2. The Blaster (Uriel & Seraphina)

- **The Solution:** Time.
- **Narrator Note:** Uriel is a Wizard, and his affinities are Space and Time. An Evocation he casts with the Time affinity will trigger Gort's weakness (Double Damage). Seraphina can use Investigation to spot the Hex Bag embedded in Gort's chest (the weak point). Talia and Uriel can also cast Evocation with the Dexterity or Mentality tag in place of Empowered. That

is 1 damage to a characteristic his armor does not cover.

3. The Support (Eliza)

- **The Problem:** You can't "Charm" a Golem.
- **Narrator Note:** Eliza is the support. She can hold Gort in place with Degradation and the Root tag, pull an ally out of his reach with Translocation, or try to physically rip the Hex Bag out of Gort if he is stunned/grappled, ending the fight early.

The Climax Resolution

The fight ends in one of two ways:

- **Destruction:** The players destroy Gort. The Hex Bag and Star Chart drop from his remains, intact.
- **Deactivation:** A player (likely Eliza or Seraphina) succeeds on a complex Thievery or Occult check (Difficulty 6) to rip the power source out while the others distract him.

Narrator Read Aloud: "With a final, mournful groan, the golem collapses into a pile of smoldering leather and loose pages. The oppressive silence lifts. The ink recedes into the books. Lying in the wreckage, you find what you came for: The Star Chart and the Hex Bag."

Adventure Conclusion

Narrator Read Aloud: "The rain outside feels different now... cleaner. You leave the Crimson Campus not as a random group of strangers, but as a crew. You've faced the darkness of the Grey Zone and survived."

Rewards & Setup for the Future

Hand out these rewards to the players to show how character progression works:





- **Experience:** Each player gains 3 Acumen (for job/survival) and 1 Essence (for facing the supernatural). Explain that Acumen buys Skills/Talents and Essence advances Magic.
- **Loot (Rarity 1-3):**
 - **Eliza:** Retrieves **Mambo Odette's Hex Bag** (A magical focus for Degradation spells).
 - **Uriel:** The **Star Chart** reveals the location of a Nephilim safehouse (Lead for next game).
 - **Ivar:** Finds a **Seed of the Old Growth** in the library ruins (Can be planted in his Sanctuary).
 - **Talia:** Finds a second set of entries in Finch's ledger. They prove the Fight Club is rigged by demons (Hook for next game).
 - **Seraphina:** Salvages **Gort's Core** (A rare crafting component).

The Final Hook: The Nemesis Cycle

"You take your findings to Captain Lockwright, a weary detective who knows the score. He looks at the ledger, then at you. 'You kids stepped on a lot of toes tonight,' he says, lighting a cigarette. 'The Anima Collective is just a branch. The root goes deeper. If you're going to stay in this city... I'm going to need your help again.' "

If your table wants to keep playing, three threads are still loose. Any one of them is your next session.

- **The Fight Club:** Finch's ledger says the fights in the steam tunnels are rigged by demons. Talia wants into that ring.
- **The Burnished Rose:** The coven is still moving its study drug through the student body. Seraphina can trace it from the residue found on Mark.
- **The Dean's Office:** Finch begged the party not to tell the Dean. Somebody in that office is running all of it.

Continuing the Adventure

You have survived the night, solved the mystery, and perhaps even saved the city from an encroaching darkness. But in *Mistfall: Armageddon*, the end of one story is simply

the prelude to the next.

The characters you played today are just beginning their journey. The **Beginner Game** provides a taste of the mechanics, but the full **Core Rulebook** unlocks the true depth of the *Baku-verse*.

Unlocking the Full Game

In the complete game, you will gain access to:

- **Crafting:** Create your own magical items, potions, and gadgets during Downtime.
- **The World:** Explore beyond the Grey Zone into the **Infernal Realms**, **The Necropolis**, or the shifting realities of the **Dream Realm**.
- **Deep Progression:** Evolve your character through the **Nemesis Cycle**, gaining permanent stat increases and powerful new Traits.

Converting Your Demo Character

To bring your pre-generated hero into a full campaign, you and your Narrator need to complete their "Foundation." In the demo, we simplified these aspects to get you into the action faster. To make them a full character, follow these four steps from **Chapter Three** of the *Core Rulebook*:

1. Establish NPC Bonds

In the demo, you had simple contacts. In the full game, relationships provide mechanical power.

- **The Rule:** Select **NPC Bonds** based on your character's Background (e.g., a *Street Urchin* gets a Fence, Informant, and Underworld contact).
- **The Benefit:** These bonds provide specific buffs during Downtime, such as a **Friend** restoring Mentality or a **Fence** turning stolen goods into Affluence status.

2. Forge Player Bonds

A party is more than strangers fighting together. You must define how you know each other.

- **The Rule:** Each character should establish a bond with at least two other party members.



• **Examples:**

- **Rival:** You compete to be the best. When one ranks up a skill, the other does too for free.
- **Bound by Fate:** You share a destiny. You can swap the effects of Boons and Banes with each other.
- **Shared Secret:** You share dangerous knowledge. Once per session, you can re-roll a failed check to protect that secret for your ally.

3. Build Your Foundation (Locations)

Every hero needs a place to rest and a turf to defend.

- **Home Location:** Choose one location to be your **Home**. While resting here, you roll **no Fate dice** on downtime checks, making it your ultimate sanctuary.
- **Local Locations:** Choose two other locations your character frequents (e.g., a favorite bar, a trusted mechanic, a hidden library). These become friendly resources where you are known and welcomed.

4. Create Your Nemesis

This is the most vital step. In *Mistfall*, you don't just fight random monsters; you fight a rival designed specifically to challenge you.

- **The Choice:** Choose one **Characteristic** (Physicality, Soul, etc.) you want to improve. Your Nemesis will be superior in this stat.
- **The Goal:** Defeating this Nemesis is the *only* way to permanently increase your characteristics.
- **The Cycle:** Work with your Narrator to define who this enemy is. Are they a demon who holds your contract? A rival mage from your academy? A corporate CEO destroying your neighborhood? This starts your personal **Nemesis Cycle**.

Your destiny is waiting. The Mist has fallen. What will you do now?

Get the full game. The Mistfall: Armageddon Core Rulebook, the five Play Folios and everything else for the Baku-verse are at <https://www.mistfall-armageddon.com>.





Chapter Two

Playing the Game

What you will need

Each game requires one player to take the role of Narrator. The Narrator establishes scenes, pits the players against their adversaries, and drives the overall story. In the event of a rule disagreement, the Narrator interprets the core rules. The most important job of the Narrator is to keep the game moving in a way that ensures that the players are treated fairly and everyone at the table is having fun.

Mistfall: Armageddon requires players to have a complete dice set, which includes a D4, D6, D8, D10, D12, and D20. It is encouraged for players to bring their own set and many players will choose colors and designs befitting their characters. However, you may share one die pool among the players as needed. The Narrator is also required to have a complete set of dice, which should be visually distinct from the players' dice.

Each player will need a character sheet to record their characters' spells, inventory, and talents, which can be found online at <https://www.mistfall-armageddon.com>.

The Narrator is encouraged to use whatever handouts, props, or materials needed to bring the narrative to life. While such items add to the tactile nature of a tabletop game and are recommended, they are not required for standard play. Mistfall: Armageddon is designed with online and virtual play in mind, but the Narrator is welcome to use traditional items like maps and miniatures if they choose.



The core mechanic...

Mistfall: Armageddon is designed around a core mechanic based on player action. All dice are rolled by the player, and all actions happen from the player's point of view. Thus, all play begins with a player choosing to take an action and declaring their matching characteristic stat and skill combinations accordingly. Each action performed requires one primary characteristic that the player uses for the test. Generally, the characteristic can often be determined by the nature of the action. Climbing and jumping obstacles are Physicality actions, while studying a lost tome is a Mentality action.

Building the dice pool...

After a player has declared their action and agreed with the Narrator on the core characteristic for the test, they announce a skill relating to the task at hand and select their Skill dice.

Depending on the skill's rank, the player may add the designated number of tags they have earned through traits and talents to the skill check. Tags allow for special rules that may alter the skill check. For instance, a character with one rank in Brawling could attach the Skilled tag, which would allow them to re-roll the D6 once.

When a player declares an action, the Narrator assigns a Challenge Level based on the difficulty scale below. The scale runs from 1 to 30, with 1 being simple and 30 representing reality-altering events. The tiers align with the rarity ladder, so a check against a location or an item of a given rarity falls in its matching tier.

Table 2-2: Challenge Level, Difficulty

Challenge Level	Difficulty
1–2 Trivial	Succeeds without a roll unless the stakes demand one.
3–5 Simple	The reach of a Common location or item (LD 3).
6–8 Challenging	The reach of an Uncommon location or item (LD 6).
9–11 Extraordinary	The reach of a Rare location or item (LD 9).
12–14 Heroic	The reach of an Epic location or item (LD 12).
15–17 Artifact	The reach of an Artifact-rarity location or item (LD 15).
18–20 Legendary	The reach of a Legendary location or item (LD 18).

Challenge Level	Difficulty
21–24 Mythical	The reach of a Mythical location or item (LD 21).
25–30 Reality-Altering	Reserved for gods, Beings of Chaos, and the breaking of seals.

In addition to the Challenge Level, the Narrator declares any additional elements in the narrative which may hinder the player's success. This is called Rending Fate. Each narrative element that increases the difficulty adds a rank of Fate. The Narrator determines the total ranks of Fate and adds one of their dice to the player's dice pool, as shown in



Table 2-3: Ranks in Fate, Fate dice.

Table 2-3: Ranks in Fate

Ranks in Fate	Fate Dice
One	D4
Two	D6
Three	D8
Four	D10
Five	D12
Six	Two D8
Seven	D20

Once a player has their skill and Fate dice, they check for any other modifiers or special rules and then make a roll. Where a rank grants more than one die — skill rank five's two D12, skill rank seven's D20 and D4, or a Fate of rank six

— roll every die shown and add the results together; that total is the Skill die or the Fate die for the check. If the chosen characteristic plus the Skill die minus the Fate die is greater than or equal to the Challenge Level, then they succeed in their action.

A result exactly equal to the Challenge Level is a success. There is no partial or tied result in Mistfall: Armageddon.

If the combined dice pool results are less than the Challenge Level, the character fails at their declared action. When a character fails at an action, the Narrator may add a complication to the narrative, which could increase the Fate of future checks, add new elements to the scene, or introduce new adversaries.

Critical Success and Failure

The narrative dice in Mistfall: Armageddon are meant to encourage both the player and the Narrator to tell a collaborative story about the character's adventures in Otherworld. No story is complete without moments of heroic triumph or devastating despair. If the final result of the dice pool drops below 1, the character suffers a critical failure known as a **Bane**. Not only does the intended action fail, but the Narrator adds a Major Complication to the story from the Banes lists later in this chapter. This can be in the form of new status effects, injuries, and possibly even a new nemesis.

On the other hand, if the total score after all modifiers is double the Challenge Level or higher, then the player succeeds in a heroic triumph, and the player may add a major **Boon** to the narrative as the fates deem the mortal worthy of notice.

Automatic success and failure

Due to the nature of the narrative dice in Mistfall: Armageddon, the Narrator may, at their discretion, decide that a test is an automatic success or failure. If the Challenge Level would ensure a critical success or failure, then the Narrator may declare an automatic pass or fail instead of the dice roll. In this event, the task is completed with no

As you gain ranks in skills and acquire talents you will unlock multiple modifiers to the basic roll. This could be adding to the total roll, increasing or decreasing dice, or using alternative stats. Keep this in mind when building your dice pools.

additional narrative events.

Examples of Play:

Xlina is being chased by a pack of Cu Sith hounds. She turns down an alley only to find herself at a dead end, facing a solid brick wall of an apartment building. Xlina's player declares her intent to climb the wall and enter the building through a window.

The Narrator determines this will be a **challenging** Physicality test with a Challenge Level of 8. Xlina has a Physicality characteristic of 5 and one rank in Athletics, allowing her to roll a D6. The Narrator notes the lack of handholds and the approaching hounds, imposing a Minor Fate (D4).

Xlina's player rolls a 2 on the D6 and a 4 on the D4. Her total score is 5 (Physicality) + 2 (Skill die) - 4 (Fate die) = 3. Since 3 is less than the Challenge Level of 8, Xlina fails the action.

The Narrator then narrates the failure and adds a complication: Xlina managed to find purchase on the windowsill, but the window was locked, causing her to fall back to the ground. On her next turn, Xlina can attempt to scale the wall again, but the Fate will be increased to Focused due to the complication.

Oxivius is in a tomb, poring over an obscure tome he unearthed, hoping to find information on the weaknesses and vulnerabilities of Wendigos. The Narrator determines this requires an Extraordinary Mentality check, setting the Challenge Level at 11. Oxivius's base Mentality characteristic is 8, and he has 3 ranks in Lore: Scholar, allowing him to add a D10 to his dice pool.

The Narrator introduces several hindering narrative elements: the book is old and decaying with faded ink, its pages crumble easily, and it's written in an ancient, forgotten language. These complications impose a High-Risk Fate (D8), which is added to Oxivius's dice pool.

Oxivius rolls his dice, getting a 9 on the D10 and a 4 on the D8. His total score is 8 (Mentality) + 9 (Skill die) - 4 (Fate die) = 13. Since 13 handily beats the challenge difficulty of 11, Oxivius succeeds in his action. He successfully extracts a valuable piece of information from the tome.

Boons

Boons represent favorable advantages for the players and are an opportunity for the characters to take control of the story. A Boon that is not spent immediately is held until the end of the session, and a talent or item that requires a Boon consumes one held Boon. When spending a Boon, the player may always choose one of the following actions:

- Remove a rank of Fate from the next check. The player decides narratively how the Boon helps on their next check. It could be anything from a favorable stroke of luck to a change in the weather or environmental conditions.
- Add a story element. The character can choose to spend a Boon to add a story element to the game. Whether it be a conveniently parked vehicle with the engine running or a hidden door.
- Experience is King. A player may use a Boon to hold a bit of experience in reserve. At any time later in the session, the player may elect to add their Edge to the result of any one check.
- Trigger an effect from a talent or item that requires a Boon.

Banes

Complications arise when things do not go as planned. The most common way to incur a complication is by failing a skill check; a Bane is simply the most severe complication, and always produces a Major Complication. Minor complications come at low-stakes moments. This can be fighting minions, performing basic tests, or any roll where the stakes are moderate to low. Major complications arise when battling rivals and heroes, conquering nemeses, or making tests that determine the fate of the session. When a complication arises, the Narrator can always do one of the following actions.

Minor Complications:

- Increase a rank of Fate on the next check. The Narrator introduces an element to the narrative that further increases the difficulty of the next check. This could be adding an alarm system to a locked door or having part of a ledge crumble away.
- Add a story element. The Narrator can choose to add a story element to the game. This could be adding a trap, bolstering an encounter, or changing the environmental conditions.
- More goons. The Narrator can choose to add minions to a group as a minor complication. This represents the minions pouring out of the woodwork to reinforce their allies.

Major Complications

- Inflict status damage. When a major complication arises, the Narrator can inflict direct damage to a character's characteristics.
- Add an injury. If a player's action causes direct harm, the Narrator can choose to inflict an additional injury. Roll on the appropriate injury table.



- New nemesis. Sometimes things just go poorly. The Narrator can make an NPC in the immediate area turn hostile or betray the party. This can be a new nemesis threat for a player character or the group.
- Merely a beginner. The Narrator can force the player to use their Edge characteristic rather than the normal characteristic for any test.
- Trigger an effect from the Adversary Card. This can be inflicting a condition or triggering a reaction ability.

Opposed Checks & Combat

When in combat, casting a spell against an opponent, or otherwise competing against another entity, the Challenge Level is determined by the appropriate opposing characteristic.

Some adversaries have skills and talents of their own, which provide additional ranks of Fate to the dice pool. This is indicated on the Adversary Card by the F, followed by the number of increases. For example, a creature with an F2 under its Physicality adds two ranks of Fate to opposed checks.

Sometimes success may not be possible. A character who is unskilled in melee combat with low Physicality simply may not be strong enough to inflict damage on a Duke of Hell. In such cases, just like normal skill checks, no dice roll is made. The attack simply fails. Defensive checks are the exception. A player may always roll a defensive check if they wish to, even where success is impossible, because talents and abilities may trigger on a failed defense.

Alternatively, an adversary may be weakened to the point



that a dice roll is a guaranteed hit or critical, as when damage has already reduced the targeted characteristic to zero. In cases like this hitting becomes automatic and does not trigger a dice roll.

Defense

Whereas all action occurs from the player's perspective, the success and failure of adversary actions against the player depend on the player's defensive abilities.

When an adversary triggers an action against a character, the player selects a defensive skill to attempt to prevent, negate, absorb, or dodge the action. Some examples of this include Withstand for Physicality, Dodge for Dexterity, or Concentration for Mentality.

A player may always propose an alternative skill that makes sense for the situation. This is more common with Affluence and Influence. For instance, a player's typical defense against Influence actions is the Manipulation skill, which allows the player to bend the Influence action to their favor; however, the player may suggest a narrative reason to use Charm instead if the Narrator agrees.

The Challenge Level for a defense action is determined by the adversary's applicable core stat plus any statuses and modifiers.

Inflicting Status Damage

When an action against a target succeeds, it inflicts status damage. Against a player character, the damage type determines which tracker is marked: Physicality damage marks Vitality, Dexterity damage marks Reflex, Mentality damage marks Sanity, Soul damage marks Corruption, Influence damage marks Social, and Affluence damage marks Affect. Adversaries do not track Status. Damage inflicted on an adversary reduces the targeted characteristic directly, a characteristic at zero cannot be reduced further, and adversaries never roll injuries. An adversary is removed from play once enough of its characteristics stand at zero for its tier — one for a minion, two for a rival, three for a heroic. A minion group is the exception: its characteristics are never reduced, damage kills minions out of the group instead, and the group leaves play when the last of them falls (see Chapter Thirteen).

The amount inflicted is the Damage rating of the weapon, spell, or ability used, plus any modifiers from tags, talents, and traits. Mundane weapons have a Damage rating of 1. An unarmed Brawling attack has a Damage rating of 1. A spell's Damage rating is given in its profile. If a successful action names no Damage rating, it inflicts 1 point of status damage of the appropriate type. A Defense Pool does not

reduce this total; it was already counted in the Challenge Level of the check. Any ward the target carries absorbs the damage point for point until its ranks are spent, and only then does armor for that characteristic reduce what remains, to a minimum of zero.

Damage is marked as negative status on the matching tracker. Positive status is removed first, and only then does the tracker move into negative numbers. Because a character's total characteristic is their base score plus their current status, every point of damage lowers the target's characteristic — and with it the Challenge Level of every action taken against that target for the rest of the encounter. This is why a weak attacker may deliberately declare a Slow action and let allies soften the target first.

If damage would carry a player character's tracker past the point where the matching characteristic reaches zero, the excess is not marked. The characteristic reaches zero and the character immediately suffers a Critical Injury, rolled on the matching injury table (see Healing, Injuries, and Death). An adversary has no tracker to overflow: the targeted characteristic simply stands at zero, and the adversary leaves play when its tier's number of zeroed characteristics is reached.

Magic

The art of harnessing magic is what elevates your character from the ranks of the mundane roaming the earth. From enchanting weapons to hurling fireballs, the players can expect magic to be part of their character's everyday lives. This section explains the basic concepts governing magic within the Baku-verse. For detailed information on all things magical, refer to Chapter Four: Origins of Magic.

All magic actions begin with a basic cost of one Soul, with the single exception of cantrips (see Chapter Four, Alternative Magic), which are free. Whether hurling Fire magic, healing a friend, or divining Clues and Leads, the basic cost of a magical action is one Soul point. **A spell with one or two tags costs one Soul. A spell with three to five tags costs two Soul. A spell with six or seven tags costs three Soul.** Casting a spell begins with building the spell profile. The player begins by announcing the desired spell manifestation, which will determine how the spell is built. There are ten magical manifestations in the core rule book. Each is ranked and rolled exactly like a skill. These manifestations are:

- Evocation — primarily the offensive manifestation of magic.
- Enchantment — buffs for players and equipment. Enchantment places magical tags into an item's magical

slots; mundane crafting is the Crafting skill.

- Translocation – movement and teleportation manifestations.
- Bastion – defensive manifestations.
- Divination – glimpses into the present, past, and future.
- Transformation – changing of the physical form.
- Summoning – Drawing entities to perform thy bidding.
- Restoration – primarily used for healing manifestations.
- Degradation – weakening, damage over time, rotting, and decay manifestations.
- Conjuration – creating objects, equipment, and even locations from nothing.

After declaring the manifestation of the spell, the player will select which of their available affinity tags will be added to the spell. **By default, each spell may only have a single affinity attached; however, there are some meta-magic talents which allow for multiple affinities that are available to more accomplished characters.**

The affinity determines the source of the spell's power and, more importantly, determines any weaknesses or resistances which may alter the spell's effectiveness.

After the affinity is chosen, the player may add a magical talent tag to the spell for each rank of skill in the chosen manifestation. The more ranks the player has in Evocation, the more magical talent tags they can add to their spell, allowing them to shape their offensive magic. A character with one rank in Evocation will choose the affinity of the spell and attach a single magical talent tag. A character with seven ranks in Evocation can combine up to seven magical talent tags to create a truly devastating spell. The affinity is not counted against this limit and does not count toward the spell's Soul cost.

The player then rolls the appropriate Skill dice, along with the Fate dice, to determine the success or failure of the spell, similar to any other skill check. **After determining the success or failure and resolving the spell effects, the player pays the cost of the spell by marking that many points of Soul status on their Corruption tracker; a caster who cannot pay the full cost cannot cast the spell.**

Only opposed spells and spells targeting an unwilling target require a Challenge Level. A spell that benefits a willing target, such as healing magic and buffs, succeeds automatically and is not rolled. Some adversaries possess counter magic, and some diseases, curses and injuries carry a Challenge Level of their own; in those cases even a friendly spell must be rolled against a Challenge Level.

A player may spend the last of their soul, resulting in reducing their characteristic to a zero and incurring a corruption after the spell is cast. In such cases the player must have the soul to expend.

Phases

The game takes place using two phases of gameplay in this demo. The narrator is responsible for clearly telling the players when gameplay changes phase. The full game adds a third, the Away Phase, which covers what the characters do between sessions.

Action Phase

The action phase is played from the character's point of view at the table. Whenever there is a scene where the characters are taking actions and rolling dice, you are in the action phase. This involves investigating scenes, performing combat, casting spells, and conversing with NPCs. The bulk of the game is played during the Action Phase.

Downtime Phase

The action does not run unbroken. A downtime phase is a lull, a stretch of time where nobody is being shot at and the characters can see to themselves. It is played narratively rather than in rounds.

The Narrator sets how many downtime actions the lull affords. Two or three is usual. A single stolen hour affords one. Each character declares one action from the list below.

Rest and Recover. Remove 3 points of status from your characteristics, in any combination. Mundane rest brings a negative status back towards zero and never above your normal score.

Tend an Ally. Cast a Restoration manifestation on a willing ally. It succeeds automatically and is not rolled. Remove 2 points of status from that ally and pay the Soul cost.

Seek Information: Gather or spend Clues and Leads, or work a contact for what they know.

Trigger an NPC Bond: Call on one bond for the aid it offers.

Resupply costs no action: all Inventory Wildcards are replenished during downtime.



Setting

Beyond individual locations, the world of Mistfall: Armageddon is composed of vast and varied Settings. A Setting represents a broad geographical, planar, or conceptual area that encompasses many individual Locations. While a Location describes a specific building, street, or natural feature, a Setting defines the overarching environment and its inherent properties.

Think of a Setting as the fundamental canvas upon which your adventures are painted. When players explore the world, they are always within a specific Setting, and every Location they encounter will exist within the parameters of that Setting.

Examples of Settings

City of Portland: A bustling, fractured metropolis clinging to the coast.

City of Chicago: A desolate, war-torn ruin, plagued by unnatural phenomena.

Infernal Realms: The scorching, chaotic planes of demon-kind.

Otherworld: A nebulous, shifting dimension beyond mortal comprehension.

Dream Realm: The ephemeral landscape of collective consciousness and nightmares.

Wilderness: Untamed, monster-haunted stretches of nature.

Astral Plane: The shimmering realm of thought and spirit.

Setting Rarity and Tags

Settings and Locations possess a rarity rank (Common, Uncommon, Rare, Epic, Artifact, Legendary, and Mythical). This rarity influences the specific Location Tags that can be inherently applied to that Setting. These tags represent the constant, pervasive qualities of the environment.

When a test is required against the difficulty of the Location or Setting, the difficulty is determined by multiplying the rarity rank by three. This value is referred to as the Location's Difficulty or the LD.

Applying Tags

When a Setting is active, any Location Tags inherent to that Setting apply to all Locations played underneath it. For example, if the "Infernal Realms" Setting has the "Burning" and "Demonic Influence" tags, then every specific Location within the Infernal Realms (e.g., "The Obsidian Citadel," "Stygian Riverbank") will automatically inherit those "Burning" and "Demonic Influence" tags.

A few places stand on the border between two Settings. A threshold Location sits beneath both and carries the inherent tags of each, and is the only kind of Location that does. Where the two sets of tags would contradict one another, the Narrator applies the tags of the Setting the characters arrived from; the other Setting's tags take hold only once they have crossed. A Location is a threshold only when it is named as one — no Location becomes a threshold by sitting near a border.

Tags are cumulative. This means that a specific Location can have its own inherent tags, plus any tags granted by the active Setting. The effects of these tags stack or combine as appropriate, creating a rich and nuanced environment for every scene.

Narrator's Use of Settings

As the Narrator, you will declare the active Setting when the player characters enter a new overarching area. This establishes the baseline environmental conditions and thematic elements that will define their experience there.



Changing Settings usually represents a significant journey or a planar shift, marking a distinct change in the campaign's tone and challenges.

Locations

While Settings define the broad canvas of the Mistfall: Armageddon world, Locations represent the specific, tangible places where scenes unfold. A Location can be anything from a bustling city street to a hidden magical library, a character's apartment, or a desolate graveyard. They provide the immediate environment for player actions and interactions.

Each Location possesses its own rarity rank (Common, Uncommon, Rare, Epic, Artifact, Legendary, and Mythical), just like Settings. This rarity determines the number of inherent qualities and tag slots the Location has: a Location has quality slots and magical slots equal to its rarity, exactly as an item does, and they are filled on the same ladder. The rarer a Location, the more complex, unique, and potentially powerful its inherent properties can be.

Location Difficulty. A Location's Difficulty is its rarity rank multiplied by three: Common 3, Uncommon 6, Rare 9, Epic 12, Artifact 15, Legendary 18, Mythical 21. It is the Challenge Level for any check made against the place itself rather than against a creature — forcing a door, crossing its rubble, searching its rooms, reading its history. It is also the

Narrator's default Challenge Level: where a situation calls for a test and no other value is given, use the Location Difficulty of the place the scene is in.

For example, a "Common" alleyway might only have the "Dimly Lit" inherent tag, while a "Legendary" ancient vault might possess "Hidden," "Warded Sanctuary," and "Time-Warped" inherent tags. These inherent tags are always present and define the Location's fundamental nature. They consume none of the Location's quality or magical slots, exactly as an item's inherent properties consume none of its own: the slots a Location's rarity grants remain free for whatever play adds to it. The tags printed in a Location's entry in Chapter Twelve are inherent in this sense.

Connecting Locations:

Locations are rarely isolated; they connect to other places, forming a network that players can explore.

These connections can be:

Adjoining: A direct, immediately accessible connection (e.g., a door leading to another room, an alley opening onto a street).

Distant: A connection that requires travel or a scene transition (e.g., a road leading to another town, a portal to another realm).

Hidden: A connection that is not immediately obvious and requires investigation or specific abilities to discover (e.g., a secret passage, a magically concealed gateway).

The Narrator describes these connections as players move through the world, and players can sometimes use Leads to establish or discover new connections, as detailed in the "Setting the Scene" section.

Setting the Scene

Once the Setting has been declared, the scene needs to be set for the game to begin. Scenes may be established by the Narrator or players as the story dictates. If the players are traveling to a friendly location the players own, they should set the scene. If traveling anywhere else, the Narrator sets the scene.

Setting the scene begins with a description of what the players at the table see. This is a narrative allowing everyone to visualize what is before them. Following the narrative description, the person setting the scene should declare the location and any associated tags on said location for narrative effect.

The players may interject at this point by spending a Lead. For each Lead spent, the players may add an NPC Bond to



the scene, fill an empty Location Tag, or place an adjoining location. This allows the players to use Leads to shape the locations that are in play, giving them greater control over the scene and narrative.

Example One: The Narrator describes the players gathering on the busy "city streets." The Narrator gives a description of what the players see, smell, and hear, doing their best to describe the scene. Once they have finished, they declare the scene as the Common "city streets" location, with the "innocent bystanders" tag in effect, limiting the players' ability to use an area of effect attack without repercussions.

The players are still fuzzy about where to go next, so they spend a Lead to place "Johnny Ringo," an NPC Bond informant, on the busy streets. By doing so, they have added a helpful resource to the scene, which may give them further clues for their adventure.

Example Two: The players, in need of some downtime, declare they are returning to Xlina's apartment. This is a location owned by the players. Xlina describes the scene to the best of her ability and places the Uncommon "apartment" location into play with the "home" tag from her character sheet as well as the "fully stocked pantry" tag which allows all player characters to refresh their Soul upon entry.

Time

In the world of *Mistfall: Armageddon*, time can feel fluid. A tense negotiation with a Voodoo Kourt might take an hour in the narrative but only a few minutes at the table, while a frantic firefight in the streets of the Confederate Union might take an hour to play out but only seconds in the game world.

To keep gameplay structured and ensure everyone knows exactly how long mechanical effects (like spells, conditions, or abilities) last, *Mistfall* divides time into seven distinct mechanical units:

The Turn

A **Turn** is the smallest unit of individual time, representing a single character's moment to act.

- **Duration:** A turn lasts from the moment a character takes their action until their next action in the following Resolve Step.
- **Effect Expiration:** Effects that last "until your next turn" remain active through the enemy's actions and expire the moment you are called upon to act in the next Resolve Step.

The Round

A **Round** is a macro-unit of combat time representing a few chaotic seconds in the narrative.

- **Duration:** A round consists of a complete **Declare, Resolve and Ready cycle**, encompassing the turns of all players, allies, and enemies involved in the conflict.
- **Effect Expiration:** Effects that last for "one round" fade at the very end of the Ready Step, after all characters have acted, all collateral damage has resolved, and the current cycle closes.

The Encounter

An **Encounter** represents a continuous sequence of events happening in a specific area.

- **Duration:** An encounter begins when a conflict or challenge is joined and lasts as long as the players are actively engaged in that primary objective. Even if an area is massive or complex—such as a sprawling corporate facility or an underground dungeon—it is considered one whole encounter. An encounter always sits inside a single scene, but a scene may continue after the encounter ends: once the last adversary falls or the challenge is resolved the encounter is over, even though the scene is not.
- **Effect Expiration:** Effects that last for an encounter fade the moment the players officially change locations, completely leave the encounter or its danger, or transition to a new narrative beat.

The Scene

A Scene is a continuous stretch of play in one location with one cast of characters.

Duration: A scene ends when the group changes location or the Narrator declares a break in the action. An encounter is always one scene; a scene need not be an encounter — a negotiation, an interrogation, or a quiet hour in a safehouse is a scene without being one.

Effect Expiration: Abilities limited to once per scene refresh when a new scene begins.



The Action Phase

The **Action Phase** represents the "boots on the ground" portion of the characters' lives, where they are actively investigating, fighting, or exploring.

- **Duration:** This phase encompasses the entire period of active gameplay between your designated Downtimes and Away Phases. It may span several encounters and locations.
- **Effect Expiration:** Effects, buffs, or severe conditions that last an Action Phase will expire at the exact start of a Downtime or Away Phase, as the characters finally get a moment to breathe and reset.

The Session

A **Session** is exactly what it sounds like: a unified block of overarching narrative time.

- **Duration:** Mechanically, a Session lasts until the start of a new Away Phase. Depending on how your table plays, a Session in game terms might span across one or two actual real-world meetups, but it acts as the primary resetting point for many major character abilities.
- **Effect Expiration:** "Once per Session" abilities or Session-long effects reset or expire the moment the Narrator initiates a new Away Phase.

Narrator Advice: Managing the Clock

When a player casts a spell or uses a Tag that has a time limit, always establish the expiration point out loud. For example, if a player uses an ability that lasts an **Encounter**, remind the table: *"This will fade as soon as you leave the warehouse."*

Notice that **Turn** and **Round** expirations happen at slightly different micro-moments. A Round effect drops at the end of the Ready Step, meaning it protects or hinders everyone equally until the top of the order. A *Turn* effect drops specifically when that individual player acts again. Keeping

this distinction clear will save you from mechanical headaches during high-stakes boss fights!

Distance

As you enter the world of mystical creatures and powerful magic, it's crucial to understand the intricate range bands that will dictate the flow of battles.

Melee Range

At Melee range, where swords clash and spells are cast at point-blank range, the air crackles with raw energy. Players can feel the heat of their opponents' breath and see the determination in their eyes as they engage in close combat. This range band is for those who thrive on the intensity of physical confrontation, where every move can determine victory or defeat.

Throwing Range

Moving beyond Melee range, we venture into short-range combat where knives fly swiftly and spells are cast with precision. Here, players must gauge their distance carefully to ensure their attacks hit their mark. The terrain plays a crucial role in short-range combat, with cover and obstacles providing strategic advantages to those who can use them to their benefit.

Ballistic Range

Entering the Ballistic range, players are faced with a new level of combat. With open terrain and greater distance between foes, strategic thinking and heightened senses are crucial for survival. This range band becomes a canvas of shifting shadows and whispered secrets as spells hum and metal clashes in the distance.

Pistols, shotguns, and fireballs become the weapons of choice in this range, each with its own unique advantages. But players must also remain vigilant, as enemies can strike from unexpected angles and disappear into the darkness with startling speed. Only those who can adapt quickly and utilize all the tools at their disposal will come out on top in the Ballistic range.

Sniper Range

Stepping into long-range combat, the world seems to stretch into infinity, with distant figures appearing like phantoms on the horizon. This range band is where marksmen excel, their eyes keen and their aim true. Spells launched from afar crackle through the air like shooting stars, leaving trails of magic in their wake.



In this vast expanse of distance, players must rely on accuracy and patience, knowing that a single well-placed shot or precisely cast spell can turn the tide of battle in their favor. The wind whispers ancient incantations, and the earth trembles with the power of unleashed magic. Long-range combat is a test of skill and focus, where every movement must be deliberate and every decision calculated.

Beyond Visual

Beyond visual range lies the realm of legends and myths, where only the bravest dare to tread. Here, battles are fought with whispered words and unseen forces, the clash of wills echoing through the vast expanse of the unknown. Players must rely on their intuition and foresight to navigate this range band.

At this extreme distance, the very fabric of reality seems to warp and shift, revealing glimpses of otherworldly landscapes and unfathomable creatures. Magic crackles in the air like lightning, casting eerie shadows across the battlefield. Only those who have mastered their craft and honed their skills to perfection can hope to survive the challenge of beyond visual range combat.

Navigating this distant expanse requires not only skill and strategy but also a profound connection to the mystic energies that swirl around us. Players must attune themselves to the subtle shifts in the fabric of reality, listening for the whispers of hidden dangers and unseen foes. Every movement, every action taken at this extreme distance, carries weight and consequence, shaping the very outcome of the conflict.

Astral Range

The Astral Plane lies beyond the boundaries of physical perception. Beyond visual range, the rules of engagement change, requiring a different kind of prowess and intuition to outwit foes that are no longer bound by the limitations of the physical world.

Here, battles are won or lost on the edge of thought and imagination, where spells can be cast without the need for incantations and arrows find their mark, guided by unseen hands. The air is heavy with the weight of ancient power, and every movement reverberates through the very essence of existence itself.

Players who dare to venture into this ethereal expanse must be prepared to call upon all their knowledge and experience, for the challenges they face transcend mere physical prowess. It is a realm where perception is reality, and reality is but a fleeting concept in the face of overwhelming magic and mysticism.

In this distant domain, time seems to stretch into infinity, each moment pregnant with possibility and peril. The landscape shifts and morphs like a living thing, revealing hidden pathways and secret chambers that defy all logic and reason. The very air shimmers with ethereal energy, casting a surreal glow upon everything it touches. Beings of pure light and shadow dance on the edges of perception, their forms twisting and contorting in ways that challenge the very fabric of reality.

At this Astral range, players must rely not on their physical senses, but on their innermost instincts and deepest connections to the arcane forces that bind the universe together. Spells are woven from threads of raw magic, their potency limited only by the imagination and willpower of the caster. Weapons become extensions of the self, moving with unerring precision and striking true without the need for physical contact.

Changing range bands

Players must adapt quickly as they transition between the range bands, each step forward or backward requiring careful consideration and swift decision-making. Moving from one range band to another normally consumes one full action. As characters grow in experience, they will unlock powerful talents that reposition them after spending their action in combat or allow them to move and attack.

Difficult terrain. Rubble, mud, wreckage, flame and the like make a band difficult terrain. Moving into or out of difficult terrain still costs one action, but the character must pass an Athletics check at a Challenge Level equal to the Location Difficulty; on a failure the action is spent and the character does not move. A talent, tag or trait that ignores difficult terrain waives the check.

Supernatural speed, traits, and talents play a crucial role in altering one's movement through these range bands. A character with enhanced agility may seem to blur as they shift between bands, their movements fluid and effortless. In contrast, a spellcaster with a deep connection to the Astral Realm may simply vanish from one band and reappear in another, their form flickering like a ghost in the wind.

Turn Order

The action phase is governed by the turn order of play. The round is split into steps. A character's actions resolve in the bracket their speed dictates, and a player may not choose a different bracket for an action unless a skill, talent, tag or magical effect moves it. At any time before their bracket resolves, a player may instead forfeit their action for the





round entirely and act in no bracket at all; forfeiting is not a way to act later, only a way to hold back.

The Action Economy. On your turn you take one action. Changing range bands consumes that action. Moving freely within your current range band is a free move and costs nothing. Abilities and equipment may grant an additional band change as a free move; however you may make at most one free band change per turn, no matter how many effects would grant one. A free action is any effect explicitly labelled “free action”; free actions do not consume your action and may be taken at any point on your turn. A movement action is an action spent to reposition — changing range bands, standing from Prone, mounting, or entering a vehicle — and consumes your action for the turn unless an effect makes it free.

Declare

Each round begins with the declaration step. The players begin by declaring their actions, followed by the Narrator, who declares the actions of all NPCs.

Resolve

After all actions are declared, the characters and NPCs resolve their actions in order of their speed. **By default, all physical actions happen at Normal speed;** however, certain tags and abilities allow actions to happen at different speeds. All actions that occur within a speed bracket are resolved at the same time. In the event of a contested or opposed action between players, the player with the highest skill rank of the declared action decides whether to go first or second.

Superhuman

There are creatures and magical enhancements that move beyond the speed normal humans consider possible. Such things can only be described as superhuman speeds and are beyond normal human comprehension. Superhuman actions are resolved first.

Fast

After Superhuman, all Fast actions are resolved. This category covers the upper limit of human speed. Most mundane sources top out at Fast.

Normal

This is the default speed bracket and will most often have multiple actions that are resolved simultaneously.

Slow

All spells are resolved during the Slow step by default; magical talents and tags can raise a spell's speed. Weapons that require precision aiming or targeting systems also normally fall into this speed category.

Delayed

Delayed actions trigger at the end of the Resolve Step. These are normally contingent actions that have been triggered by gameplay. Collateral damage typically occurs in this step, such as buildings collapsing, spreading fire, or a bomb exploding.

Reactions

A reaction is an action taken out of turn, in answer to a trigger named by the talent, tag, manifestation or Special Rule that grants it. A reaction resolves the moment its trigger occurs, interrupting the speed bracket in which the trigger happened, and it does not consume the character's declared action for the round.

A character may take a number of reactions each round equal to their Edge, counted as it stands at the moment the reaction is taken. No effect inflicts damage on Edge and it has no injury table; it falls only when a character spends it, so a character who has spent Edge has correspondingly fewer reactions until it is earned back. Reactions refresh at the start of each round.

A defensive check is not a reaction. As stated under Opposed Checks & Combat, a player may always roll a defensive check against an action aimed at their character, however many times they are attacked in a round, and doing so never spends a reaction.

Adversaries do not use this rule. An adversary takes only the reactions printed on its card, each no more than once per round.

Ready

After the Declare and Resolve Step comes the Ready Step. At this point, every action has been resolved, as well as the subsequent events and collateral damage. Any participants who are prone to fleeing attempt to do so at this step.

NPCs are divided into three challenge groups. Minions are low-level thugs and goons, not known for their bravery and loyalty. As such, a minion group will attempt to flee at the Ready Step of any round in which it lost half or more of its remaining Size. Rivals are the more seasoned and battle-hardened opponents. A rival will not attempt to flee from an encounter until one of its core characteristics has been reduced to zero — one short of the two that remove it from

play — or until a heroic adversary on its side is removed from play, whichever comes first. Heroics are the highest ranks in opponents, often fighting until the very end.

Multiple game effects could cause a player to test Leader-

In any round of combat that a heroic NPC is defeated all lesser ranked opponents will lose their morale and attempt to flee. NPCs who are unbreakable are immune to this effect.

ship to avoid fleeing. Certain monsters and minions can be broken and scared away. Alternatively, the players may have decided the Arch-Demon they picked a fight with is beyond their abilities and may elect to retreat.

At this step, characters and NPCs alike make the decision to ready for another round or try to escape. If the escape is unopposed, then the character or NPC may freely get away to lick their wounds and return another day.

If it is opposed, then a chase roll is made using an appropriate skill. All rolls are made from the character's point of view, so if the character is fleeing, they roll a skill check against their pursuer. If they pass, they escape free and clear. This may be a result of magic, like disappearing into the shadows, teleporting away, or simply turning invisible. It may also be the old-fashioned run, drive, or hide.

In the event that the players pursue an opponent attempting to escape, a corresponding skill check against the NPC is enacted. Should their efforts prove successful, the escape will be thwarted. If the NPC is a minion group, it is automatically defeated and removed from play. Rivals who have failed to get away still linger and can act in the next round; however, as a penalty, all of their actions are resolved in the Delayed bracket for that round.

Characteristics

Characteristics are the numeric representation of a character's innate abilities. Your character's characteristics will increase and decrease during normal gameplay throughout each session. Your characteristics will decrease in accordance with the injuries recorded as status. Likewise, many spell effects can create beneficial boosts, allowing your natural characteristics to be temporarily enhanced.

A character may have a positive number in the status box. These are treated like a temporary buffer. When taking damage to a characteristic, a beneficial status is removed first.

For example, Oxivius has just entered a scene from downtime with his Witch companion Elsa. During downtime, Elsa's coven cast a Bastion spell on the party, giving each player a plus-two status to Physicality. Oxivius has no physical damage and enters the scene with a positive two in his status box. This positive status is added to his Physicality characteristic, making Physicality tests easier for him. When he takes Physicality damage, the two points must be reduced first. If he gets punched by a demon for two Physicality, he would subtract from the positive two down to a zero status instead of having a positive and negative.

Physicality:

Physicality represents a character's ability to perform physical actions. This characteristic is used for tests, including running, jumping, swimming, climbing, and fighting. Any situation that is affected by a character's physical prowess falls under this characteristic. Physicality is used not only for active actions but also for passive actions related to the human body. This includes healing injuries, building resistance against poison, and enduring pain and trauma.

Dexterity:

Dexterity represents the character's speed and quickness as well as their fine motor skills. This characteristic is used for ranged attacks, reactions, acrobatics, and dodging. Characters with high Dexterity are often evading attacks versus absorbing them. Dexterity can be altered by incurring reflex statuses.

Mentality:

Mentality represents the culmination of intellect, discipline, and cunning. This characteristic is used for tests requiring learning, knowledge, observation, and mental fortitude. Mentality is used in passive actions like resisting illusions, resisting mind control, and facing fear.

Soul:

Soul represents a character's spiritual and magical prowess. Used primarily for magic and faith checks. Soul determines how strong your character's magical abilities can become. The higher the Soul characteristic, the higher-level spell your character can cast. The Soul stat can be diminished by corruption statuses. Passive actions related to faith and spiritual challenges are tested using the Soul characteristic.

Influence:

Influence represents a character's ability to interact with the world around them. Whether charming a pretty



woman at the local bar or coercing the bad guys for information, Influence skills are the hallmark of all inter-player and non-combat interactions. Typical tests for Influence skills include charming, bluffing, deception, coercion, and negotiation.

Affluence:

Affluence represents a character's wealth and status in the community. Ranging from a vagrant to the wealthy elite, Affluence measures a character's ability to leverage their economic and social resources. This characteristic is used for purchasing items, soliciting bribes, and any other test related to a character's overall resources. Currency is not tracked in Mistfall: Armageddon; rather, all trade is measured against the Affluence of the character.

Affluence or wealth isn't just currency. For demons it could be souls, for monsters it could be food. It is meant to be collective "wealth." Sometimes you'll need the right wealth to bribe a creature. A Cu Sith hound, for instance, cares little about currency.

Edge:

Edge represents the character's lived experience. A grizzled veteran or long-accomplished scholar both may have tricks up their sleeves to bypass a sticky situation. This type of training and talent comes from a lifetime of hard-fought battles and hard-earned lessons. Edge is used to test leveling up requirements and serves as a general characteristic which can take the place of the other characteristics during gameplay.

Defense Pools

Each pool is tied to a characteristic. While the pool stands, add its current value to the Challenge Level of any check an attacker's player rolls against that characteristic, and subtract it from the Challenge Level of any defense check you roll against an action aimed at that characteristic. A physical Defense Pool of two, for instance, makes every attack against your Physicality two harder to land. A Defense Pool never reduces damage — that is what armor does — and an effect that states it ignores Defense Pools is resolved as though the pool were zero.

The amount inflicted is the Damage rating of the weapon, spell, or ability used, plus any modifiers from tags, talents, and traits. Mundane weapons have a Damage rating of 1. An unarmed Brawling attack has a Damage rating of 1. A

spell's Damage rating is given in its profile. If a successful action names no Damage rating, it inflicts 1 point of status damage of the appropriate type. A Defense Pool does not reduce this total; it was already counted in the Challenge Level of the check. Any ward the target carries absorbs the damage point for point until its ranks are spent, and only then does armor for that characteristic reduce what remains, to a minimum of zero.

Status

Rather than a traditional hit point system, your character will incur status effects, which can increase or decrease their characteristics. Status operates on a spectrum with positive status, like an enchantment, which adds Physicality to a character, being a positive value and damage inflicted on a character being a negative value.

If the combined totals of all statuses on a character are enough to reduce a characteristic to zero, that character is injured, and they suffer a corresponding injury on the matching injury table.

Maximum Status Threshold

When setting a status tracker, the maximum status a player can have is equal to the corresponding characteristic. For example, a new character with a Mentality of 4 will have a status spectrum of -4 to 4. Damage that would carry the tracker to -4 sets it to -4, reducing Mentality to zero, and the character immediately suffers an injury. Any damage beyond that point is not marked; the tracker remains at its floor. Where an effect sets a maximum status to half a characteristic, round down. Likewise, even by magical means, a mortal's body can only be pushed so far beyond its limits.

Conflicting Status

Only one status tracker is set per characteristic. This means that as your character receives buffs and healing, the tracker will slide into positive territory. As they take damage and conditions, it will slide negatively. Whether mundane or magical, healing can only ever raise a negative status to zero. To push beyond zero requires buffs or enchantments.

Vitality:

Vitality statuses increase or decrease a character's Physicality. These effects can range from a gunshot wound to a magical enhancement. When a status is earned, mark the type of status under the Vitality tracker on the character



sheet. Your character's total Physicality characteristic is their base stat score plus the cumulative modifiers of all current statuses.

Reflex:

Reflex status increases or decreases a character's Dexterity. These effects can range from lightning-fast to shell-shocked. Your character's total Dexterity characteristic is their base stat score plus the cumulative modifiers of all current statuses.

Sanity:

Sanity status increases or decreases the Mentality characteristic. These effects can range from fear to magical mental barriers. When a status is earned, mark the type of status under the Sanity tracker on the character sheet. Your character's total Mentality characteristic is their base stat score plus the cumulative modifiers of all current statuses.

Corruption:

Corruption increases and decreases your Soul characteristic. These effects can range from demonic corruption to inspiring faith. When a status is earned, mark the type of status under the Corruption tracker on the character sheet. Your character's total Soul characteristic is their base stat score plus the cumulative modifiers of all current statuses.

Social:

Social status increases and decreases your Influence characteristic. These can range from inspiring glamors to filthy appearances, and they serve to modify your ability to interact with the world around you. Your character's total Influence characteristic is their base stat score plus the cumulative modifiers of all current statuses.

Affect:

Affect statuses increase and decrease your Affluence. These can range from finding a duffle bag of money to having your pockets picked.

Examples of Status:

Xlina uses her nightmare magic to enchant herself, adding 4 status to her Vitality tracker. This raises her already impressive 8 Physicality to 12 for checks using the Physicality characteristic. She takes a vicious blow from a troll, inflicting 5 status damage and shifting her Vitality tracker from 4 to -1. After taking the damage, her next Physicality check is now reduced by -1, leaving her total Physicality at 7.

Oxivius has begun a mental duel. At present, his Sanity

tracker is at zero, reflecting a state of full rest, devoid of additional buffs. Given his Mentality characteristic of 12, his Mentality checks remain unaffected by his Sanity. His opponent launches a psychic assault, and he fails to defend, incurring a substantial loss of sanity amounting to seven points, which shifts his tracker to -7. Oxivius now confronts immediate danger, as a reduction of -7 sanity lowers his Mentality from 12 to 5 for all skill checks. Thankfully, Oxivius knows the appropriate spell and casts a restorative healing spell, which grants him 10 sanity points. Since this is a healing spell, his Sanity tracker can only be reset to zero.

Traits

Traits are abilities inherent in your character. The choices you make during character creation influence what traits your character begins the game with. Defeating your nemesis completes a Nemesis Cycle and grants Growth: you immediately select one additional trait, which must belong to a trait class the Narrator judges appropriate to the nemesis defeated. Defeating the nemesis also awards the characteristic increase set when the nemesis was created (see Chapter Three, Step Ten: Starting nemesis). A cycle that ends in the character's defeat grants no Growth and no characteristic increase; the character instead gains one trait of the class set by their heritage, as described in Chapter Ten.

Traits are divided into classes based on their origin. When gaining a trait, you may be limited to the class of a trait by the source of the trait being acquired. The trait classes are **physical**, **elemental**, **otherworldly**, **divine**, **infernal**, **astral**, and **chaotic**.

Conditions

In Mistfall: Armageddon, conditions are temporary states that affect a character, influencing their abilities, actions, or interactions within the game world. Unlike permanent traits, conditions typically last until they are actively cured, narratively resolved, or mechanically removed. A condition written with a number after it — Root 2, Burning 3, Fear 1 — carries that many ranks, and its rank is the number of rounds it lasts, counted from the end of the round in which it was inflicted. Where a condition's own entry sets its duration, that entry wins: Dazed and Disoriented are always removed at the end of the Delayed Step whatever rank they were inflicted at, and Stun always costs exactly one action. They can be inflicted from various sources, such as attacks, spells, environmental effects, or even social encounters.



Conditions often interact directly with a character's characteristics and skill checks, typically imposing penalties or altering the fundamental rules of engagement for the duration of their effect. Some conditions are tied to specific affinities or types of damage, adding thematic depth to their mechanical impact.

Aerial: A being with the Aerial condition can fly. This allows them to move range bands vertically without penalty as well. In addition, while aerial, they cannot be targeted by Brawling or Melee attacks that are not from a target who also has the Aerial condition.

Bleeding: Bleeding causes the character to lose one Physicality and one Dexterity each round at the end of the Delayed Step.

Blind: Blind characters are unable to see. They may not draw a line of sight for ranged attacks. NPCs who are blinded reduce their Fate to zero for any task requiring sight.

Burning: A lingering effect that inflicts one ongoing Physicality and Mentality damage to the target at the end of the Delayed Step.

Compromised: A target afflicted with this condition suffers a -2 penalty to all social checks and must immediately comply with a minor demand made by the source of the condition.

Cover: While in cover, add a plus two modifier to rolls to defend from ranged attacks. Subtract two from skill checks for a ranged attack on NPCs with cover.

Cursed: This condition inflicts ongoing Soul damage, specifically one damage per encounter for each rank of the curse, taken at the end of the first Delayed Step of each encounter. A curse's ranks set its damage, not its duration; a curse lasts until it is lifted, broken, or the pact that imposed it is honored. It can be a consequence of breaking a sacred pact, such as those enforced by a Voodoo Priest's "My Word Is Bond" ability.

Dazed: A mental disorientation that causes the target to be unable to cast spells. Dazed is always removed at the end of the Delayed Step.

Degraded: An item or piece of equipment afflicted with this condition has its rarity reduced by one rank (e.g., Rare becomes Uncommon) until it is repaired or cleaned.

Disarmed: The target immediately drops the weapon they are currently wielding. Retrieving a dropped weapon or readying a new one requires an action.

Diseased: While afflicted with this condition, a character is unable to heal or restore Physicality by any means until the condition is cured.

Disoriented: This condition causes the affected target to downgrade their Skill dice by one rank on their attack rolls and Intuition checks. NPCs lose a rank of Fate. Disoriented is always removed at the end of the Delayed Step.

Envy: A target afflicted with this condition covets another character's possessions and must attempt to acquire them at the start of each of their turns for the duration of the affliction, even if doing so requires attacking them.

Fatigued: A character affected by this condition suffers a -1 penalty to all Physicality and Dexterity checks for the duration.

Fear: A potent psychological condition that inflicts one Mentality damage at the start of each round before the players declare actions, often resulting from intimidation. Certain talents or qualities can grant immunity from Fear.

Flat Tire: An afflicted vehicle cannot move until it is repaired.

Frozen: A character is encased in ice. A frozen character cannot change range bands and downgrades their





Skill dice by one rank on all Physicality and Dexterity checks. Ice also makes items and equipment more vulnerable: while frozen, each sunder crosses out two tags.

Gossip: While afflicted with this condition, a character is unable to heal or restore Influence by any means until the condition is cured.

Grappled: The target is physically held by another combatant. A grappled character cannot change range bands and cannot take actions that require free movement. Brawling attacks made against a grappled target ignore Fate. Escaping requires an action and a successful Athletics or Acrobatics check against the grappler's Physicality.

Hesitant: When a target is affected by this condition, they cannot move closer to the source of the condition, and attacks made against them can be re-rolled.

Hidden: This state makes a character difficult to detect or find. It is frequently achieved through successful Stealth checks and can influence the effectiveness of other actions. While a character is hidden, they cannot be the target of direct attacks, though they can still be affected by blast damage and other non-direct sources. Hidden ends the moment the character attacks, casts a spell that manifests visibly or audibly, speaks above a whisper, or changes range bands in the open, and it ends when an opponent finds them with a successful Observation check against the hider's Stealth. A tag or talent may state that a particular action does not break Hidden.

Hindered: A target affected by Hindered reduces its Influence score by two.

Illusory: The target's senses are being deceived. While illusory, the character subtracts two from all Observation and Intuition checks and from ranged attack rolls.

Impressed: A target afflicted with this condition suffers a -1 penalty to resist social actions from the source of the effect for 1d4 scenes.

Knockback: The target is pushed back one range band from the source of the effect.

Knockdown: The target is struck off their feet and immediately gains the Prone condition.

Lame: An afflicted mount or vehicle cannot benefit from any effect that would make changing range bands free; while the condition lasts, every band change it makes costs its rider's or driver's action. The condition lasts until the mount is healed or the vehicle repaired.

Legally Compromised: A target afflicted with this condition suffers a -2 penalty to resist social actions related to legal threats.

Mind-worm: This condition inflicts ongoing Mentality damage, specifically one damage at the end of the Delayed Step for a number of rounds equal to its ranks.

Mindless: Entities with this condition are immune to Influence and Affluence status effects.

Poison: This condition inflicts ongoing Dexterity damage, specifically one damage at the end of the Delayed Step for a number of rounds equal to its ranks. Physical attacks can apply the Poisoning tag to their effects. Some beings or talents may grant immunity to poison.

Prone: The character is on the ground. Standing up is a movement action and consumes the character's action for the turn unless an effect makes it free. While prone, subtract two from all ranged attack rolls.

Root: This condition prevents the affected character from changing range bands, effectively pinning them in place. It can be negated with certain abilities.

Slowed: A slowed character's actions are resolved one

speed bracket later than declared (Superhuman becomes Fast, Fast becomes Normal, Normal becomes Slow, Slow becomes Delayed). Delayed actions are unaffected.

Stun: Causes the target to lose their next action, rendering them unable to act until the start of their next turn.

Terror: A truly horrifying condition that inflicts one Soul damage at the start of each round. Certain talents or qualities can grant immunity to Terror.

Weakened: While afflicted with this condition, a character is unable to heal or restore Mentality by any means until the condition is cured.

Skills

Skills are the abilities learned that complement your characteristic roll. The default for any untrained skill is a D4. There are seven skills for each characteristic except Edge. Edge is the characteristic used in the place of one of the six primary characteristics and, as such, there are no skills that match with Edge itself. Instead, when using Edge for a die roll, it replaces the target characteristic and is rolled with the appropriate matching skill.

Skills range from untrained to rank seven. Ranks in skill not only determine the type of dice rolled on skill checks but also determine the number of tags obtained from talents you can use on any given check. You may invoke a single tag per rank of your skill. No effect can reduce or downgrade a skill below untrained: a skill pushed below untrained is rolled as a D4 and grants no tags.

Physicality

Brawling: encompasses all forms of hand-to-hand unarmed combat.

Melee: encompasses all weapons under armed combat skills.

Withstand: your character's ability to absorb physical damage and pain. Use Withstand to shrug off attacks through sheer physical dominance. Dream, Psionic, Life, Chaos and Void cannot be resisted by mundane training: no Withstand check reduces an effect of those affinities, and resisting one calls for magic, a trait or a Special Rule that says so.

Athletics: used for skill tests related to running, jumping, climbing, and pretty much all forms of physical activity.

Endurance: used to test exhaustion and fatigue. If you need to test how long you can hold your breath or to weather the effects of hostile terrain, you would test Endurance. In some cases, dark magic that consumes your flesh, such as necromancy, would test against your Endurance.

Resilience: your body's ability to fend off substances and poisons. Resilience is used for alcohol, drugs, and diseases.

Lore: Martial: the knowledge of combat and tactics. Use this to identify fighting styles, to know the origination of a particular weapon or technique, and to recognize battle tactics and strategy.

Dexterity

Stealth: the ability to hide, sneak, or blend in. Stealth is also tested to avoid recognition and identification.

Marksmanship: all projectile and thrown weapon tests fall under Marksmanship.

Thievery: pick-pocketing, sleight of hand, and breaking and entering all fall under Thievery.

Driving: the ability to use an automobile. Certain talents expand Driving to include all forms of vehicles and mounts.

Dodge: the primary defense of most characters, the ancient art of getting out of the way. Whether dodging a punch or evading a fireball, this skill is the one most commonly rolled to defend against an attack.

Acrobatics: advanced movements such as parkour, gymnastics, tumbling, and leaping. With a combination of certain talents, Acrobatics can also be used for defense.

Lore: Survival: the knowledge of wilderness or urban survival. Knowing how to find food, shelter, and drinking water.

Mentality

Tracking: the art of stalking a target by studying the landscape for signs of their passing. Tracking is tested to follow targets or find traces of their passing.

Education: represents your character's higher education and learning. This encompasses a wide breadth of knowledge-based skills.

Research: your character's ability to find information they are looking for in an expedient manner. Whether scouring a computer, scanning the web, or thumbing through the pages of an ancient tome.

Cunning: outthinking your opponent. Whether setting traps, competing in mental challenges, answering riddles,

or playing chess, Cunning allows your character to overcome obstacles with brains over brawn.

Concentration: the primary defense against mental damage, Concentration is the ability to stay focused through fear, terror, or insanity.

Investigation: studying the environment, people, or objects for Clues and Leads. Investigation can be examining a body, looking over a crime scene, or asking questions of a reluctant witness.

Lore: Scholar: the knowledge of knowledge. Scholarly lore includes the study of places, people, and things. Knowing where to find higher education and libraries as well as miscellaneous facts.

Soul

Willpower: the primary defense against external threats to your soul. Willpower is used anytime you are facing external threats to your soul.

Discipline: internal struggles are conquered with discipline. This includes resisting charms and social influences, any type of compelled action whether magical or mundane, wielding sentient items, and resisting possession.

Occult: knowledge of all things magical. This includes rituals, tomes, ancient languages, and legendary monsters.

Religion: knowledge of the different pantheons and religious systems throughout the world.

Intuition: passive awareness. Most commonly used as a defense against Deception, Intuition includes testing for vibes and feelings as much as reading the emotions of an NPC.

Observation: observation is the active watching or studying of a target. This includes spying, watching the behavior of a target, identifying the patterns of a sentry, or looking for an open window in an abandoned building.

Lore: Forbidden: knowledge of heaven and hell, the struggles of good and evil, as well as the Chaos. This isn't the religious teachings on such things but the deeper knowledge of the higher and lower planes of existence.

Influence

Charm: using kindness and sometimes old-fashioned flirting on an NPC. Charm runs the gamut from likeability to solicitations.

Deception: the art of lying. Whether a minor fib or the whopper of the century, Deception is the skill used when the truth simply will not do.

Leadership: used to inspire others, keep from breaking, and handle companions. Leadership is getting others to

follow you without coercion or threats.

Players may propose to use Performance in lieu of Deception when lying to NPCs. This is left to the Narrator's discretion.

Performance: dancing, singing, acting, and playing musical instruments all fall under Performance.

Intimidation: inspiring fear, threatening use of force, bullying, and all forms of coercion fall under Intimidation.

Manipulation: one of the primary defenses against social actions, Manipulation is the art of turning an opponent's words and actions against them. When an enemy is trying to slander your good name, Manipulation turns their words, making their slanderous lies fall flat.

Lore: Social: the knowledge of social etiquette and customs. This includes knowing the underground raves, the posh fundraisers, and the social ins and outs of high school.

Affluence

Negotiation: bargaining with an NPC to produce a desired result. Often used when attempting to sell gear, Negotiation can also be used when trying to talk down a madman, get an NPC to trust you, or spin a favorable outcome.

Crafting: the shaping of raw matter into finished goods. Crafting covers the smith's forge, the tailor's bench, the jeweler's loupe, the gunsmith's vise, the apothecary's still, the coachwright's yard and the builder's site. A character may craft only in the categories their talents have unlocked, and never above their rank in Crafting. Where a trade is plainly physical, a Narrator may permit Physicality or Dexterity in place of Affluence; the skill remains Crafting.

Assessment: the ability to determine the value of something on examination. Used to identify the rarity of an item or a lot of raw materials, to determine the Affluence of another, or to determine the extent of damage to an item.

Streetwise: knowing the ins and outs of the material world. When book smarts fail, street smarts shine. Whether it is finding the right merchant or dealing with less savory actors in the city, Streetwise determines how fluent you are in everyday city life.

Bribe: everyone has a price. Whether greasing the wheels of the hostess at the restaurant or getting the beat cop to



overlook your recent traffic infractions, bribery is the art of using money in lieu of Deception or Intimidation.

Purchase: the primary skill used for buying items and locations with Affluence. Every check to see whether you can afford something is made with Purchase, against a Challenge Level of three times the item's rarity.

Lore: Business: the knowledge of the laws and rules of business. This is everything from how the shipping industry works to the ins and outs of Wall Street.

Talents:

Talents represent skills and abilities that are gained through training or learning. Each talent will provide either an ability or access to a tag. Unlocking a tag through a talent tree only grants access to that tag on the specific skill the tree is for. When using a skill you may add a talent tag for each rank you possess. A tag that has been used in a skill check remains **Active** until your next turn.

Investigating the Shadows: Clues & Leads

In the fractured world of Mistfall, information is just as lethal as a silvered blade. As players navigate the intrigues of the Confederate Union or the secrets of the Otherworld, they will naturally accumulate Clues and Leads. These are abstract resources generated through successful Skill Checks (such as Investigation, Streetwise, or Research) and dedicated downtime actions.

Clues: Piercing the Veil

Clues represent specific pieces of evidence, overheard

whispers, or sudden realizations that help a character understand the "Why" and "How" of a situation.

Solving Mysteries: Clues are the primary currency for progressing through a Narrative Arc. Spending Clues allows the group to piece together a killer's identity or uncover a corporate conspiracy.

Triggering Talents: Many specialized Talents require the expenditure of a Clue to activate, representing a moment of brilliant deduction or the use of a specific piece of lore.

Conquering Death Traps: When trapped in a lethal puzzle or an ancient ruin, spending Clues equal to the Location Difficulty allows a character to bypass mechanical hazards or find the "kill switch" to a magical ward.

Leads: Pathfinding and Entry

Leads represent "Where" and "Who," the physical connections and geographical data needed to move the story to its next theater.

Finding Locations: If the party knows *what* they are looking for but not *where* it is, spending Leads equal to the Location Difficulty reveals the hidden sanctum, the black-market bazaar, or the rebel safehouse.

Altering Location Tags: Leads allow players to manipulate the environment before they arrive. By spending a Lead, you might change a Dimly Lit tag to Bright (by knowing where the fuse box is) or remove a Secure tag (by knowing the guards' shift change).

Bypassing the "Locked Door": Whether it is a literal biometric lock or a social barrier like a high-society gala, Leads provide the "key." This represents stolen passcodes, a

forged invitation, or a secret service entrance.

Health and Status

When a character sustains injuries in battle or through other dangerous encounters, their characteristics are directly affected through status and Critical Injuries. Physicality damage ranges from minor cuts and bruises to life-threatening wounds. These statuses lower a character's Physicality and their ability to withstand further harm. In the most dire situations, where a character's characteristic reaches zero due to status, they face the risk of injury and death.

In a world of magic and demons, there is more than just physical damage to be concerned about. There are creatures so fearsome and terrifying that merely to be in their presence is to suffer mental fatigue. Demons whose foul taint corrupts the very world around them, slowly draining the light from your very soul. Fae, whose cutting words and sharp retorts can do as much damage to your reputation as to your ego. Finally, the movers and shakers of the realm who hoard wealth and affluence, who can destroy your very livelihood and leave you scrounging the dark alleyways for a two-day-old sandwich fresh from the dumpster.

Healing, Injuries, and Death

In a world of magic, death is not always the end. Healing takes many forms, from potions to spells, but some injuries leave lasting scars. Death may bring characters face to face with the afterlife, and they may be granted another chance at life or find themselves caught between worlds.

Injuries and near-death experiences change characters in unexpected ways, leaving lingering memories and a sense of mortality. Some may even seek answers to the mysteries of life and death through forbidden knowledge and ancient rituals.

When a status reduces a characteristic to zero, the character suffers a Critical Injury. They roll a **D10** instead of marking the damage to their status (as the maximum negative status can only be enough to drop your characteristic to zero). Add the D10 result to the number you rolled for your highest existing unhealed injury on that same table; if you have no unhealed injury on that table, add nothing. Where an injury occupies a band of numbers, use the number you actually rolled, not the band's endpoints. Record the new total — it is both your new injury and the number you will add to next time. In this manner injuries are cumulative and will always be worse than the last unhealed injury.

Death's Door is the worst result on every table. A character who reaches it rolls all future injuries on the Corruption Injuries table, carrying their Death's Door total across, and at 41 or more the soul transitions to its next phase of existence and the character is dead.

Vitality Injuries

When either a Physicality or Dexterity characteristic reaches zero, the character suffers an injury and must roll on the **Vitality Injuries** table. Vitality injuries are most commonly incurred from physical causes, like being punched in the face or falling down a flight of stairs.

Insanity Injuries

Ranging from psychic damage to conditions like Fear, Mentality is a precious resource which can be targeted as well. Where most things by default do physical damage, damage to the mind is a potent tactic used by friends and foes alike. When a character suffers enough mental damage to reduce their Mentality to zero, they must roll on the Insanity Injuries table.

Corruption Injuries

Some forms of damage can corrupt your very soul, darken the light of your essence and reduce your ability to cast spells. Soul damage is rare but potent. Standing in the lair of a sloth demon, their filth is more than just dirt and grime; it is unclean on a spiritual level. Staying in the vicinity of such a being for too long can wither the soul until it is but a darkened husk. When a character suffers enough damage to their Soul to reduce it to zero, they must roll on the Corruption Injuries table.

Social Stigma Injuries

Another form of damage comes from social status. Social status alters your character's ability to converse and interact with the world around them. From sharp-tongued insults to vile rumors, social status can turn your extroverted face of the group into a dejected outcast scorned by society. When a character has suffered enough damage to their Influence to reach zero, they roll on the Social Stigma Injuries table.

Affect Injuries

Nothing hurts a mover and shaker like hitting them in the wallet. Whether a political rival or a shrewd business executive, your Affluence is just as easy to target for damage as your physical body. Greed demons, Gnomish banking clans, and rival businesses all stand poised and ready to send your character back to the streets. When a character



takes enough Affluence damage to reach zero, they roll on the Affect Injuries table.

Recovering

Healing comes in many forms, from potent spells and mystical concoctions to local pharmacy prescriptions and emergency rooms. Each characteristic can be healed in a variety of ways, including downtime activities and away from table activities. **The important item to note when healing is that unless a talent says otherwise, the lowest injury is always the first to be removed.** Logically speaking, a sprain will heal before a break. When removing injuries, the result with the lowest number on the injury table is the first to be healed.

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Vitality

D10	Name	Description
1	A small, stinging cut on the forearm.	No Effect
2	Broken finger that throbs with movement.	No Effect
3	A twisted ankle makes walking painful.	No Effect
4	Minor concussion causing blurred vision and dizziness.	No Effect
5	Deep, profusely bleeding gash on the thigh.	No Effect
6	Bruised ribs that ache with each breath.	No Effect
7	Severe lacerations covering their back, causing intense pain.	Declare Action Last
8	A dislocated shoulder makes arm movements excruciating.	Maximum speed of Phy and Dex actions is Fast
9	Fractured collarbone causing agonizing upper body movements.	Maximum speed of Phy and Dex actions is Normal
10	Internal bleeding from a puncture wound to the abdomen.	Phy and Dex maximum status reduced by 2
11	A shattered kneecap renders a leg immobile and painful.	Changing range bands is resolved in the Delayed bracket
12	Severe head trauma leading to temporary memory loss and confusion.	Must pass a Concentration check at Location Difficulty to cast spells
13	Multiple broken ribs causing sharp pain when breathing.	Phy and Dex maximum status reduced to half your base characteristic
14	Severed tendons in the arm causing shooting pain and restricted movement.	Brawling and Melee checks are reduced by 2 ranks
15	Compound fracture of leg causing severe bleeding and pain.	Cannot change range bands without the aid of spells or equipment
16	A severely dislocated jaw making eating and speaking difficult.	Cannot cast spells requiring speech; increase Influence checks Fate by 1 rank
17	Impalement through the shoulder causing intense pain and limited arm movement.	Phy and Dex maximum status reduced to 0
18	Lacerations on the face, neck, and arms making movement painful.	Maximum speed of Phy and Dex actions is Slow
19	Penetrating wounds to the abdomen causing massive blood loss and crippling pain.	Maximum speed of Phy and Dex actions is Delayed
20	Crushed hand with shattered bones, rendering it useless and throbbing with pain.	May change hindrance to Reckless
21-25	Internal organ damage from the brutal blow resulting in internal bleeding and agony	Phy and Dex maximum status reduced to -1
26-30	Spinal injury causing paralysis from the waist down	Physicality is treated as half rounded down.
31-35	Full-body trauma, including lacerations or burns	Phy and Dex maximum status reduced to -2
36-40	The character is miraculously alive but faces imminent death	Phy and Dex maximum status reduced to -3
41+	Death's Door	All Critical Injuries are corruptions until Death's Door is healed

Insanity

D10	Name	Description
1	Abuse of substances or addiction as a coping mechanism	Change hindrance to Addicted until healed
2	Sedentary behavior due to fear or anxiety	No Effect
3	Severe social anxiety that inhibits normal interactions with others	No Effect
4	Agoraphobia, an extreme fear of open spaces or situations that may trigger a panic attack	No Effect
5	Sleep disturbances	No Effect
6	Obsessive-compulsive disorder (OCD)	Change hindrance to Restless until healed
7	Distress related to a specific event or situation	Declare Action Last
8	Stress and anxiety from a high-stress situation	Maximum speed of Mentality actions is Fast
9	Anxiety and fear stemming from a traumatic experience	Maximum speed of Mentality actions is Normal
10	Depression, leading to feelings of hopelessness and despair	Mentality maximum status reduced by 2
11	Post-traumatic stress disorder (PTSD) manifesting as flashbacks and nightmares	Cannot heal Mentality status through rest
12	Paranoia, causing distrust and delusions	Changing range bands is resolved in the Delayed bracket
13	Panic attacks	Mentality maximum status reduced to half your characteristic.
14	Dissociation and disconnection from reality	Mentality tests are reduced by 2 ranks
15	Chronic fatigue	Cannot change range bands without the aid of spells or equipment
16	Emotional numbness and detachment from others	Cannot heal Mentality status through NPC Bonds
17	Intrusive traumatic memories that interfere with daily life and functioning	Mentality maximum status reduced to 0
18	Intrusive thoughts and ruminations	The maximum speed of Mentality actions is Slow
19	Incidence of psychosis	Maximum speed of Mentality actions is Delayed
20	Incidence of severe hallucinations	Must pass a Concentration check at twice the Location Difficulty to cast spells
21-25	Incidence of dissociative identity disorder	Mentality maximum status reduced to -1
26-30	Fragmentation of the self or identity	Mentality maximum status reduced to -2
31-35	Complex post-traumatic stress disorder (C-PTSD), which includes prolonged duration of trauma	Mentality maximum status reduced to -3
36-40	Self-harm and suicidal ideation	Gain affinity Blood, all spells are blood magic until healed
41+	Death's Door	All Critical Injuries are corruptions until Death's Door is healed

Corruptions

D10	Name	Description
1	A constant feeling of unease or anxiety	No Effect
2	Losing the ability to trust others	No Effect
3	Growing paranoia and suspicion towards anyone who is not corrupted	No Effect
4	The inability to form genuine connections and relationships with others.	No Effect
5	Becoming desensitized to violence and heinous acts	No Effect
6	A complete disregard for the consequences of one's actions.	No Effect
7	Becoming addicted to power.	Change hindrance to Addicted until healed
8	A constant sense of inner turmoil and struggle between good and evil impulses.	Always declare action last.
9	Constant nagging thoughts and urges to give in to demonic temptations.	Change hindrance to Overconfident until healed
10	An obsession with darkness and death, leading to destructive behavior.	Gain Death affinity while under the effects of this injury
11	The feeling of being consumed by darkness, losing one's sense of self.	Change hindrance to Phobic
12	A constant sense of guilt and shame for being corrupted	Change hindrance to Guilt-Ridden
13	Losing the ability to see the beauty and joy in the world.	Change hindrance to Troubled
14	An increase in selfish and hedonistic desires.	Change hindrance to Hateful
15	An insatiable thirst for violence and destruction.	Change hindrance to Frenzied until healed
16	Feeling disconnected from everything that once mattered.	May not benefit from Restoration cast by others
17	Developing a sick enjoyment of inflicting pain and suffering on others	May not use bastion on others
18	A loss of empathy and compassion for others.	May not use Restoration on others
19	An insatiable desire for control.	Change hindrance to Manipulator
20	A complete loss of one's sense of self and identity, consumed by the corrupting influence of demons.	Gain Infernal affinity; all spells are cast with Infernal until healed
21-25	A sense of hopelessness and despair.	Change hindrance to Fatally Vulnerable (Dream)
26-30	A constant craving for power and control.	Change hindrance to Triggered Powerless
31-35	Constant violent outbursts	Soul maximum status reduced to -2; you must attack the nearest living creature on any turn in which you take no other action
36-40	The temptation to make deals with demons to gain power or wealth	May change class to Warlock, losing all prior class items
41+	Death	You have died.

Social Stigmas

D10	Name	Description
1	Juicy Gossip makes the rounds in public under whispered breaths	Change hindrance to Naïve until healed
2	Vicious Rumors target you	No Effect
3	Torrid Affair rumors circulate among your social circles	No Effect
4	Evidence of Manipulation of your reputation becomes clear	No Effect
5	Family Scandal is revealed publicly	No Effect
6	Rumors of being a secret lover of an enemy or rival	No Effect
7	Defamation of Character	Declare Action Last
8	Damaged Reputation	Maximum speed of Influence actions is Fast
9	Ostracization from Social Groups or Organizations.	Maximum speed of Influence actions is Normal
10	Ostracization from Elite Social Circles	Influence maximum status reduced by 2
11	Ostracization by Social Circle	Influence maximum status reduced to half your characteristic
12	Betrayal of Family or Clan	Cannot use family NPC Bonds
13	Betrayal of Trust by Contacts	Cannot use contact NPC Bonds
14	Mistrust and Betrayal by Close Allies	Influence tests are reduced by 2 ranks
15	Loss of prestige or rank in a social hierarchy	Influence maximum status reduced to 0
16	Rejection from High Society Clubs or Events	Maximum speed of Influence actions is Slow
17	Social Isolation and Exclusion	Cannot heal Influence status through rest
18	Social Blackmail	Increase Influence checks Fate by 2 ranks
19	Public Disgrace	The maximum speed of Influence actions is Delayed
20	Outed as a Thief or Con Artist	Lose a Colleague NPC bond
21-25	Exposed Lies and Deceit	Influence maximum status reduced to -1
26-30	Exposure of dark secrets	Influence maximum status reduced to -2
31-35	Alienating Friends and Family	Lose an NPC bond
36-40	Social Pariah, you are excluded from most social events and activities and are actively shunned by the community at large.	Cannot use bonds
41+	Death's Door	All Critical Injuries are corruptions until Death's Door is healed

Affluence Affects

D10	Name	Description
1	Bad Press, the local papers have it out for your workplace or business.	Change hindrance to Naïve until healed
2	Ongoing Legal Battle, you are mired in legal proceedings.	Change hindrance to Selfish until healed
3	Loss of Credit Rating, your cash is strapped, and your credit is maxed out.	No Effect
4	Ongoing Feud, a disagreement with a coworker or business contact has grown into a feud.	No Effect
5	Sabotage of Reputation or Work	No Effect
6	Cease and Desist Order, you have been served an order legally preventing you from engaging in your profession	No Effect
7	Loss of Wealth and Property, the economic downturn is hurting your holdings.	Gain no benefit from Location Tags
8	Fired from Job, you have lost your profession or employer.	May not use your chosen profession until healed
9	Reputation for dishonesty or untrustworthiness spreads through the community	Affluence maximum status reduced by 2
10	Accusations of Treason or Disloyalty	Affluence maximum status reduced to half your characteristic
11	Lost Investments	Affluence maximum status reduced to 0
12	Lost Sponsorship Deals	Affluence tests are reduced by 2 ranks
13	Fine for Tax Evasion	Increase Affluence checks Fate by 1 rank
14	Public Humiliation	Lose a Colleague NPC bond
15	Loss of Prestigious Title or Position	Lose your profession, must select a new one
16	Insider Trading Investigation	Increase Affluence checks Fate by 2 ranks
17	Class Action Lawsuit	Cannot heal Affluence status through rest
18	Foreclosure on Luxury Property	Lose a location
19	Exposure of corporate secrets	Maximum speed of Affluence actions is Slow
20	Government Audit	Maximum speed of Affluence actions is Delayed
21-25	Stock Market Crash	Affluence maximum status reduced to -1
26-30	Fraud Charges	Affluence maximum status reduced to -2
31-35	Embezzlement Charges	Lose a Business Partner NPC Bond
36-40	Bankrupt	Cannot use Purchase skill checks
41+	Death's Door	All Critical Injuries are corruptions until Death's Door is healed



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