

MISTFALL HEART OF THE MISTS

QUEST GUIDE

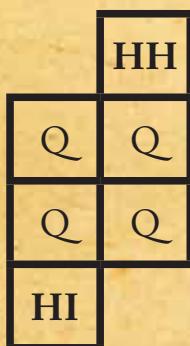
QUEST I: THE GREAT HUNT

During the last few weeks the wildlands have become even more dangerous to cross than ever before. You've seen beasts and beastmen alike strike at travellers with a passion and recklessness rarely seen even amongst their kind. Rumour has it that the time of the Great Hunt is once again upon you, and that the Mists have chosen their champion once again: this time a wild human by the name of Eredai. Determined to stop the ensuing madness and bloodshed, you leave the inn investigate, knowing full well, that you're once again racing against time, and struggling to stop a nefarious plan already in motion.

Reward Setup

Use standard Rewards setup.

Location Setup



Set aside the **Howling Hills** and the **Hammerhome Inn** Location. Place all Locations without the *Wildlands* keyword back into the game box. Shuffle the rest of the Locations and place them face-down in a 2 by 2 grid. Place the **Hammerhome Inn (HI)** Location face-up, adjacent to the bottom left Location, and the **Howling Hills (HH)** face-down, adjacent to the top right Location of the grid. The party starts at the **Hammerhome Inn** Location.

Quest Token Setup

Use the **A**, **B**, **C** and **D** Quest Tokens (Q). Shuffle them face-down, and place 1 on each of the 4 Locations of the 2 by 2 grid.

Special Encounter and Enemy Setup



Place the **Great Hunt** Special Encounter next to the Howling Hills Location. Place **Eredai the Hunter** with the *Commander* side face-up next to the **Great Hunt** Special Encounter.

Time Track Events

Use After the marker cube on the Time Track stops on or passes the Event Space number 3, any Location that is flipped face-up afterwards becomes Overrun instead of Perilous.

Quest Token Rules

Whenever a Location with any Quest Tokens is flipped face-up, any Quest Tokens on that Location are also revealed. After a Location with any Quest Tokens becomes Safe, place all Quest Tokens from that Location in the Quest Area (Q). At any time of the game, as a **Reflex** a player may discard any number of Quest Tokens:

- **A, B** – ignore any Special Abilities of all *Beast* Enemies until the end of the current Phase.
- **C, D** – ignore any Special Abilities of all Beastman Enemies until the end of the current Phase.
- Any **2** Quest Tokens – ignore any Special Abilities of Eredai the Hunter until the end of the current Phase.

Special Encounter and Enemy Rules

Command the Hunters Special Ability – Whenever the Defence Phase starts, and this Enemy is in a Hero Area (H), he is immediately moved to the Quest Area (Q). Then, each player must activate all Hunter Enemies in their Hero Area (H) and resolve their attacks. Those Enemies will be then activated again normally.



Stalk the Prey – All Hunter Enemies deal +2 damage (physical or magical, depending on the type of damage those Enemies normally deal). This bonus also boosts damage dealt by **Eredai** himself.

Special Enemy Life

2Q +7

Quest Victory

The Quest ends with a Victory when the **Great Hunt** Special Encounter is successfully ended.

QUEST II: MOTHER OF NIGHTMARES

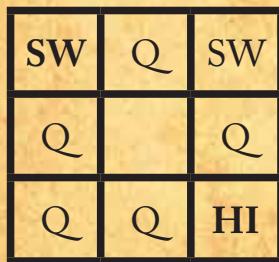
It is not the first time you see the lands around you change, but you've also never seen them change that much. What was once touched by the Mists, has recently become even more corrupted and twisted, and somehow more menacing. Those who have recently travelled through the surrounding lands also speak of strange dreams and omens so disturbing, that resting in the wilds seems almost impossible. Now, more than ever, heroes are needed to put an end to this new threat.

Reward Setup

Use standard Rewards setup.

Location Setup

Set aside the **Hammerhome Inn** Location and the **Sealed Watchtower** Location. Shuffle the remaining Locations and place them face-down in a 3 by 3 grid, without a Location in the centre, placing the **Hammerhome Inn (HI)** Location face-up in the bottom right corner, and the **Sealed Watchtower (SW)** face-down in the top left corner. The party starts at the **Hammerhome Inn** Location.



Quest Token Setup

Use all Quest Tokens. Place 1 Quest Token (Q) on each Location, excluding the **Hammerhome Inn** and the **Sealed Watchtower**.



Special Encounter and Enemy Setup

Place the **Mother of Nightmares** Special Encounter next to the **Sealed Watchtower** Location. Place **Kesrah the Dreaming** with the *Nightmare* side face-up next to the **Mother of Nightmares** Special Encounter.

Time Track Events

After the marker cube on the Time Track stops on or passes a numbered space on the Time Track, resolve the following:

1, 2 – Each player must discard 2 cards from their hand.

3, 4 – Each player must discard 2 cards from their hand or remove an Ally in their Hero Area (H) from play.

5 – Each Hero and Ally is dealt 3 Magical Damage.

Quest Token Rules

A Location with a Quest Token has its Restoration (R) reduced to 0. During Encounter Aftermath, before Dispersing Enemies, players may collectively

discard 2Q +1 cards to discard the Quest Token from the Active Location.

Special Encounter and Enemy Rules

After **Kesrah** is eliminated, remove all tokens from her card, flip her card to the Ally side and place it in any Hero Area (H) (even one that already contains an Ally). From now on, **Kesrah** is considered an Ally for all intents and purposes. Before **Kesrah** is eliminated, no effect may flip her card.



Dream Grasp – Whenever at least 1 Wound (●) is placed on a *Tormented* Enemy, move the marker cube on the Time Track (T) 1 space to the right (T 1 ()), even multiple Wounds (●) were placed on the Enemy, and/or the Enemy was eliminated.

Special Enemy Life

2Q +5

Quest Victory

The Quest ends with a Victory when the **Mother of Nightmares** Special Encounter is successfully ended.

QUEST III: DRAGON ETERNAL

An old legend tells the story of Atherak, a mad wizard who sought the power to become not only immortal, but also truly indestructible. The same legend tells of a group of adventurers who fought and felled him, even though he had managed to strike a deal with an unknown dark power which transformed him into the first, and last, dragon. Now, however, after an earthquake never before witnessed in these lands, a dark silhouette of a dragon's wing has been seen again in the sky. And as many of Atherak's minions rise up once more, you are determined to put an end to his reign once and for all.

Reward Setup

Use standard Rewards setup.

Location Setup

Set aside the **Hammerhome Inn** Location and the **Plains of Sorrow** Location. Shuffle the remaining Locations and place them face-down in a 3 by 3 grid, placing the **Hammerhome Inn (HI)** Location face-up in the bottom right corner, and the **Plains of Sorrow (PS)** face-down in the top left corner. The party starts at the **Hammerhome Inn** Location.

PS		
	Q	
		HI

Quest Token Setup

Place 1 Quest Token (Q) on the centre Location.



Special Encounter and Enemy Setup

Place the **Dragon Eternal** Special Encounter next to the **Plains of Sorrow** Location. Place **Atherak the Undying** with the *Destroyer* side face-up next to the **Dragon Eternal** Special Encounter.

Time Track Events

None.

Quest Token Rules

After the centre Location becomes the Active Location, it also becomes Overrun (instead of Perilous). If this Location ever becomes Safe, place the Quest Token in the Quest Area (U).

After **Dragon Eternal** becomes the Active Encounter, as a **Reflex** a player may discard the Quest Token to prevent **Atherak** from using any of his **Special Abilities** (**Breath of Unlife**, **Breath Weapon** and **Leader of the Dead** are ignored). **Atherak** will also not attack this Defence Phase. This effect lasts until the end of the round.

Special Encounter and Enemy Rules

Breath Weapon – When Atherak deals damage to a single Hero as part of his activation during the Defence Phase, 2 Magical Damage ♦ are also dealt to each other Hero and each Ally. The Hero originally attacked is not dealt this extra damage.



Leader of the Dead – **Atherak** only flips if there is at least 1 *Undead* Enemy, and if all Undead Enemies in play have at least 1 Wound ♦. If there are no *Undead* Enemies in play, this Special Ability is ignored completely, and **Atherak** does not flip.

Breath of Unlife – At the end of the Defence Phase (after Conditions are resolved), discard 3 Wounds ♦ from each *Undead* Enemy. If an Enemy has fewer Wounds ♦, remove as many as possible. If there are no *Undead* Enemies in play, this Special Ability is ignored completely, and **Atherak** does not flip.

Special Enemy Life

2♦ +8

Quest Victory

The Quest ends with a Victory when the **Dragon Eternal** Special Encounter is successfully ended.

QUEST IV: THE BLACK GATE

Exhausted after your last venture into the lands ravaged by the Mists, you are called upon to test your skills and courage once again. A sudden appearance of black stone obelisks in multiple locations in Naar and Valskyrr alike has put the Loremasters of Hammerhome and Frostvalley Keep on high alert. A research into ancient scrolls has revealed that these structures are connected to a being known as The Keeper – a legendary guardian of the Black Gate. While some say that The Keeper is neither good, nor evil, what all Loremasters seem to agree upon, is that what lies beyond the Black Gate may end the conflict between humanity and the nefarious Mists. However, as always, time is of the essence, as this new twist of fate has made all servants of the dark power more ferocious than ever before.

Reward Setup

Use standard Rewards setup.

Location Setup

Set aside the **Hammerhome Inn** Location, shuffle the remaining Locations and place them face-down in a 3 by 3 grid, placing the **Hammerhome Inn (HI)** Location face-up in the bottom-centre position of the grid. The party starts at the **Hammerhome Inn** Location.

Q		Q
Q		Q
Q	HI	Q

Quest Token Setup

Shuffle all Quest Tokens (Q) and place 1 on each Location of the left and right column of the grid. After placement, reveal all Quest Tokens. When the E or F Quest Tokens are revealed on any Location tiles, remove these Quest Tokens from the game. This means that the Location grid will start the game with 4 Quest Tokens.

Special Encounter and Enemy Setup

Place **The Black Gate** Special Encounter on the centre Location of the grid. Place **The Keeper** with the *Sentinel* side face-up next to **The Black Gate** Special Encounter.



Time Track Events

After the marker cube on the Time Track stops on or passes any Event Space remove Wound tokens \blacklozenge equal to the Event number from the active Quest Token.

Quest Token Rules

After setting up a new active Encounter, place the Quest Token from the active Location in the Quest Area Q . That token becomes the active Quest Token. A Quest Token may be attacked by any Hero or Ally at Range I . Each Quest Token has life = $2\text{Q} + 1$. If eliminated, remove the Quest Token from play. If players Retreat (or leave the Location for any other reason), return the Quest Token to its original Location. Successfully ending an Encounter has no influence on Quest Token status.

Special Encounter and Enemy Rules

Revealing the Black Gate - Heroes may only enter the centre Location if there is no more than 1 Quest Token on the Location grid.

Trial by Combat - When **The Keeper** activates to attack, damage is dealt to all Heroes (but not Allies), regardless of the position of this Enemy. If at least 1 Buries no cards as a result of this attack, place 1 Objective Token O on the active Encounter. Even if more players Buried no cards as a result of this attack, only 1 Objective Token O is placed on the active Encounter.



Trial - At the start of each Defence Phase, remove 1 Wound token \blacklozenge from each *Undead* Enemy in every Hero Area H . Do not remove Wound tokens from Enemies in the Quest Area Q . Enemies with no Wound tokens \blacklozenge are unaffected by this Special Ability. If an Enemy has fewer Wounds \blacklozenge , remove as many as possible.

Preparation - When activated to attack during the Defence Phase, **The Keeper** does not deal damage to any Heroes or Allies. Instead, if **The Keeper** is in any Hero Area H , move him to the Quest Area Q . Then discard 3 Wounds \blacklozenge from **The Keeper** (even if he did not move), and flip his card.

Special Enemy Life

$3\text{Q} + 8$

Quest Victory

The Quest ends with a Victory when **The Black Gate** Special Encounter is successfully ended.

QUEST V: HOPE'S END

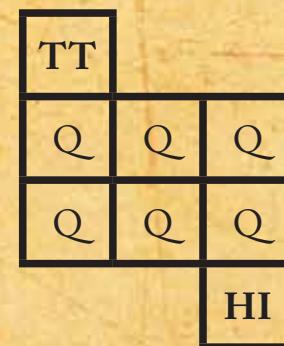
After breaching the Black Gate a vision revealed the true nature of the ravenous Mists: as the Nightfather's rage destroyed the Firstborn, their ashes remained, and their souls melded into one entity, now filled with their final suffering, pain of violent demise, and a lust for vengeance and destruction. The madness brought on by shards of memories forged a malignant power with a single purpose: to destroy all that Dawn and Dusk created, to annihilate all creation and end the eternal torment bestowed upon the once proud children of the gods. As the lands around you are devoured by the Mists, you are certain that the time of the final battle has come. On the brink of total annihilation, Velkar the Devourer - the herald of the Mists - awaits whispering to your minds, and setting the final part of the great plan in motion. It seems like there is no more hope, but maybe you can still change the fate of the world once ravaged by the fury of a scorned god.

Reward Setup

Use standard Rewards setup.

Location Setup

Set aside the **Tower of Treachery** Location. Create a 2 by 3 grid using 6 random Locations. Place the **Hammerhome Inn (HI)** adjacent to the bottom-right Location, and the **Tower of Treachery (TT)** adjacent to the top-left Location.



Quest Token Setup

Use all Quest Tokens. Place 1 Quest Token on each Location excluding **Hammerhome Inn** and the **Tower of Treachery**.

Special Encounter and Enemy Setup

Place the **Hope's End** Special Encounter on the **Tower of Treachery** Location. Place **Velkar the Devourer** with the *Deceiver* side up next to the Special Encounter card.



Time Track Events

Whenever the marker cube stops on or passes a numbered space on the Time Track (excluding Event space number 1), remove the rightmost Location tile from the board (starting with the bottom Location). If you must remove the active Location, all players lose the game.

Quest Token Rules

Immediately after an Encounter Aftermath, players may collectively discard 2 Quest cards to place the Quest Token from the active Location in the Quest Area 4.

After **Hope's End** becomes the active Encounter, players may discard 2 Quest Tokens from the Quest Area 4 to cancel any Special Ability of any Enemy (including the **Velkar the Devourer**), or the ability of the active Location until the end of the round.

Special Encounter and Enemy Rules

Deadly Illusion – Whenever **Velkar the Devourer** is dealt any damage (and before any damage is canceled by his defence), the same amount and type of damage is dealt to a Hero or an Ally. The chosen Hero or Ally will resolve the damage after damage dealt to **Velkar** is fully resolved.



Unholy Resistance – Whenever any damage is dealt to **Velkar the Devourer**, after defence is applied, the number of Wound tokens 4 placed is reduced to 3.

Tentacle Strike – When **Velkar the Devourer** activates to attack in a Hero Area 4, damage is dealt to all Heroes (but not Allies). Like any other Enemies, this Special Enemy does not activate to attack when in the Quest Area 4. If any player Buries any cards as a result of this attack, flip **Velkar the Devourer**.

Special Enemy Life

2 4 +9

Quest Victory

The Quest ends with a Victory when the **Hope's End** Special Encounter is successfully ended.

THE LORE OF THE MISTS

Rage of the Nightfather

The oldest legends of the world tell the story of its creation, of the fall of Dusk, one of two divine beings that forged lifeless matter into land, sea, sky, and all the beings that exist upon this earth. They also tell of how Dusk became disgruntled with the Firstborn, the children that turned away from him, wanting to forever bask in the warm glow of the goddess Dawn.

Disappointed and enraged, Dusk struck the earth with all of his destructive power, annihilating his children in hellish flames, and leaving part of the lands an ever burning desert. A desert now known as Naar.

The History of Naar

After the cataclysm, Dusk and Dawn met only once more, to labour together for the last time. Together they created men, and gave them free will to choose between the Shadows and the Light, and an unquenchable need to make the world their own.

Neither the cold nor the scorching heat would stop men from exploring and settling, and so, from the coldest parts of Valskyrr to the hottest regions of Naar, humans would claim the land as their own. And even though they would have to stand against threats forged by Dusk himself, who once again turned his back on his children, they would make the world their own.

The harsh conditions of Naar spawned in time a tribe of men both strong and resolute, able to not only adapt to the scorching sun and the burning sands of vast deserts, but to even tap into the strength of earth itself. Now the Kerathi, the first people to settle the hot wastelands, are known as fighters and craftsmen, able to wield the sword and arcane powers in the battle that is to decide the fate of this world.

Naar Today

After a great battle, in which men stood against the monsters and abominations of the Mists, for a while it seemed that humanity has finally gained the upper hand. But the devious power was only lying in wait, as only months after what felt like a victory, the Mists have struck again, changing the face of the world forever.

Twisting the paths and almost ripping the world apart, the Mists have done what seemed impossible. Now the burning deserts and the lands of frost and snow, once thousands of miles apart, can be traversed within a day. And it seems that only those with the strongest will can find their way to the same place more than once.

This new world immediately created new alliances. Humanity, now fully aware of the destructive and corrupting power of the Mists united, and heroes from every corner of the world are ready to stand together, to face the new threats spawned by the Mists.

The Mistflame

Once a promising student of the Dathnafar Loreforged, Sigaed was drawn into machinations of a powerful noble Steadholme family, who felt spited by Thaela, Sigaed's teacher and headmistress of the Flamecaster Academy. The intrigue resulted in Thaela's violent death in a trap that was supposed to destroy Sigaed herself.

Driven to the brink of madness by despair, Sigaed first left Dathnafar and

travelled north to seek a noble death, destroying servants of the Mists, but was instead corrupted by their power, and turned against both those who tried to destroy her, as well as those who were once on her side. She returned to Dathnafar, incited a rebellion in the ranks of young Flamecasters, and set most of the city ablaze in a rampage that killed all but one member of the Steadholme house.

Barely driven away, Sigaed moved to the north again, where she continued to sow destruction, until Frostvalley dispatched a group seasoned adventurers to deal with her. After a dramatic race against time, Sigaed was finally cornered by three of them: Celenthia, a Wizard of Dathnafar; Hareag a Ravencrag Frost Mage; and Crow, a Frostvalley Seeker.

The three managed to overpower Sigaed, and as the two mages held the destructive power at bay, Crow moved in for the kill. But as the Flamecaster saw his face, her fury exploded with an even greater strength, and then turned into a violent maelstrom, which swallowed both her and the Seeker.

The Battle of Ravencrag

Over a year later, after Frostvalley Keep had already accepted the bitter price of victory over the Mistflame, Crow returned, bringing with him a mysterious figure clad in dark cloak. Refusing to talk about his absence, he only said that he is bringing a warning, and that both Frostvalley and Ravencrag must mobilize immediately, as a great force is amassing in northern Valskyrr.

The grim news checked out, as returning scouts were reporting next to no activity in the closer regions of lands formerly corrupted by the Mists. The forces of Frostvalley moved with desperate speed, and managed to reach Ravencrag just as a grand battle was about to begin. The Ravencrag Furies and Shieldbearers stood together with all who would answer the call, but it became quickly apparent that their chances were slim, as the forces of the Mists were led by Rahlfors, the betrayer of Frostvalley and Sigaed.

Just as it seemed all would be lost, Sigaed suddenly turned on Rahlfors, laying fiery waste to the ranks of the servants of the Mists. Her betrayal tipped the scales of battle, and despite huge losses suffered by the defenders, Ravencrag did not fall, and a decisive blow was dealt to the Mists. Rahlfors however, once again eluded Frostvalley's grasp, and even managed to do what he once failed to do: kill the Lord Commander of the Keep, before taking flight and vanishing in the Mists once more.



The Dawnfire

Those who saw the moment Sigaed switched sides, tell stories of a shadowy spirit being torn out from the body of Sigaed by a sudden surge of energy, originating from the ranks of Shieldbearers. Only few know, that the phenomenon was a carefully prepared ritual, based on knowledge Crow brought back with him, and performed by Celenthia, protected from Sigaed's view by her magic and the shadowy art of Melekai, a new ally that had come to Frostvalley with Crow.

After the battle Sigaed returned under guard to Frostvalley Keep, where she spent months with priests and

Loremasters, all astonished by the change she had undergone. Seemingly chosen by Dawn herself, she is now the bearer and guardian of Dawnfire, a mystical force that has been granted by the goddess to only few mortals.

Now, as Sigaed joins the ranks of protectors of Valskyrr and Naar, she has already let herself be known to the forces of the Mists, and even as the dark power strikes at humanity once again, its minions flinch or outright flee, as the fiery gaze of the Dawnfire falls upon them.

The Myrmidon

The deserts of Naar are a harsh environment to live in, and an even harsher for those who want to wage war under the scorching sun. Since the *Mistfall*, the rocky planes and labyrinths of red stone have seen their fair share of strife, so the Kerathi, a brave and stout nation that inhabits Naar, are no strangers to conflict. And wherever there is conflict, Myrmidons are always the first to clash with the enemy.

Both armoured and mobile, able to traverse the sea of dunes with an almost unnatural speed, Myrmidons are to Naar and Hammerhome what Shieldbearers are to Valskyrr and Frostvalley Keep. Not quite as resilient, but more mobile and equally as disciplined as the warriors of the frozen north, Myrmidons are known around the world as the tip of the spear that strikes the abominations and horrors spawned in the deserts and caverns of Naar.

Now, after the world has almost shattered and the Mists have made the lands of frost neighbours to the realm of fire, Myrmidons are once again ready to stand firm against the tide of darkness. Able to adapt to new environments and ready to lock shields with their new allies, the Myrmidons fight to push the Mists back once again, and restore the world to what it once was.

Valkea the Spear of Hammerhome



Some say in jest that Valkea was born with shield and spear in hand, and that she killed her first Ravenok when she was nine. And while the latter claim is only a joke, the second one is most certainly true, as the story of a young, fierce girl driving a spear through a bird-like warrior's gut while defending her infant brother, spread like wildfire in Hammerhome.

Drafted into the ranks of Myrmidons at the age of 12, Valkea became the youngest captain to lead her own squad, and before she was twenty, she had already locked shields with the legendary wielders of the Myrmidon spear. She had also found her one true love: Terhu, a Myrmidon just like her, both a lover and a companion always at her side both in battle, and in times of rest. But

Valkea's happiness was not meant to last, as it was in battle that the two were torn apart.

Short after the cataclysm that reshaped the world, Valkea and Terhu stood against a mysterious winged sorcerer, whose corrupting power made short work of their battle gear. Deprived of her shield, Terhu was struck down with a mighty blow and overwhelmed by the Mists. Valkea, wounded and

surrounded by enemies, could only hear the screams of Terhu and the laughter of their demonic adversary, as they both faded away in the swirling Mists.

Now, with a determination and discipline unparalleled even by the greatest Myrmidons, Valkea pushes onward through corrupted lands, travels between Valskyrr and Naar, and seeks to find and free Terhu. Aided in her quest by those who have seen her in battle, as well as by new allies ready to stand by her side against any odds, Valkea knows that she will not rest until Terhu is once again by her side.

Kerathi Weaponsmith

Although discipline, great skill and an indomitable will are what defines a Myrmidon, it's the round shield and a shining spear that make the fierce Kerathi warriors most easily recognizable wherever they go. Few outside Naar know however, that the battle gear of each and every Myrmidon is forged in one place only: deep within the bowels of Mount Kerath, under the city of Hammerhome.

The skilled craftsmen that raise their hammers to bring Myrmidon weapons and armour into existence believe themselves to be merely craftsmen, although to the world outside of their craft hall they are much more.

Called Kerathi Weaponsmiths outside of their homeland (even though the name is somewhat imprecise), they are known as unparalleled artisans, and wielders of powerful magic, able to twist fire and earth to their will. But the Weaponsmiths are also skilled in the art of combat, as each craftsman must learn to use and wear what he or she is to make for others. As part of their training, they often fight alongside Myrmidons or accompany military missions as warriors, protectors and master of the arcane.

Durgen Ironfist



Born and raised in the shadow of Mount Kerath, Durgen has led a life considered standard for a Kerathi Weaponsmith. He forged his first real weapon by the age of fifteen. A few years later he stood with the Myrmidons against a horde of horrors led by a malformed abomination he personally felled with his blade. Then, after another few years, he returned to Hammerhome and started spending his days labouring over weapons and shields for the Myrmidons.

Many Weaponsmiths find their time too scarce to found families, and Durgen was no exception. He did, however, manage to forge a few friendships, including one with a Myrmidon captain called Naertha, and her young daughter Terhu. Widowed only a year

after childbirth, Naertha was happy to find a friend more than willing to stand in for Terhu's father.

When Naertha fell in battle, Durgen mourned her at Terhu's side, and when the girl was accepted into the ranks of Myrmidons, he forged every single piece of her battle gear, and he would always be the one to await her return from a raid against the Mists. Until the time she did not come back.

Hearing news of her abduction by a winged Mist sorcerer, Durgen left the craft hall to find Naertha's child. Determined to tear her out of the clutches of the Mists and shamed by how easily the winged abomination dealt with her armour and shield, Durgen is now travelling between Valskyrr and Naar, hoping to re-join Valkea and aid her in the search for her companion and his beloved child.

The Misthuntress

Known as versatile warriors and trackers, the Misthunts can be found around the known world, always ready to find and eliminate monstrous threats spawned by the Mists. Not as specialized as archers of the Arcaneweave, not as heavily armoured as the Shieldbearers, the Misthunts are still able to often succeed where none other could, making up for the lack of arcane abilities with the skill to adapt and work effectively in varied environments and conditions.

Unlike the Shieldbearers of Frostvalley Keep, Misthunts are not as much a formal military organization with a single seat of power, as they are a fellowship with a network of companions spread around the known world. This made adapting to the world changed by the Mists easier for the Misthunts than for anyone else.

Elatha the Misthuntress



Although born on the southern border of Valskyrr, Elatha would never stay in one place for longer than a few weeks. Being the eldest daughter of merchant-explorer parents, she'd seen more of the world before she was eight, than most people see within a lifetime. Always self-reliant and headstrong, always taking care of her younger siblings, Elatha nonetheless could not see herself following in her parents' footsteps; especially that she was drawn more to the sword, than to the map and coin.

With a family background such as this, and a natural skill for the bow and blade, becoming who Elatha is today seemed like almost a formality. After being apprenticed by an elderly Misthun by the name of Sandrel for merely a few months, she was ready to

face the enemies of mankind on her own, and merely a few months more made her name recognizable both in Naar and Valskyrr.

After the cataclysmic events that followed the Battle of Ravencrag, Elatha suddenly found herself far from where she had initially started one of her hunts. The Mists took her from the edges of a frozen forest right back to Red Sands. However, as it turned out quickly, the same happened to her prey: a young Kerathi noblewoman, and a suspected ringleader of a wyrmlorshipping cult. Elatha is determined to take down. Now, having met some allies, she is more than ready to continue her pursuit.

The Duskbearer Priest

Just as Dawn has her priestly orders, so does Dusk, albeit smaller in number and much less known. Since the time the Nightfather decided to withdraw

from the world, revoking the power he would bestow upon his beastly creations, many thought that his grasp on the world was reduced to nothing. However, there were still some, who would retain the link to their god.

While the old legends tell mainly of those, who would invoke the name of Dusk hoping only to grow in power, there has always been some that were not scared of the shadows, and ready to walk a road less travelled. This order, known as the Duskbearers, while very far from the selfless ideals of Dawn's priestly orders, would nonetheless often oppose the Mists, knowing that corruption and perversion of all creation was not what their god had intended.

More flexible and more adapted to the world today, Duskbearers seem to possess the skill to manipulate the Mists themselves. Tapping into their corrupting reservoir of eldritch power, they remain immune to madness and mutation, at least on the surface. And now, in a time of a great tide of darkness, they decided to step out of the shadows and aid those who oppose the Mists, knowing full well that if they don't, soon there might not be anything to fight for even for them.

Melekai the Duskbearer



Reputedly born in Blackwood, eldest son of a brigand lord of great stature, Melekai speaks little of his past, but his sharp mind and the ruthless way he often deals with his enemies speak volumes of where he is coming from. Still, nobody seems to know much of him beyond this – and few seem to care.

Walking into a skirmish about to turn ugly for four Misthunters, Melekai managed to help them win the day, instantly securing the trust of those he saved. Some later said that this trust went a little too far, but none of those who would fight by his side have ever doubted him again, trying to ignore the fact that the powers he wields can alter or outright bend the will of others.

Nonetheless, after making the acquaintance, Melekai decided to accompany Elatha from Naar to Valskyrr, and then back again, to join the informal brotherhood of Hammerhome, sworn to rid the wounded lands of the Mists' influence. Whatever his real motives are, he has not given anyone reasons to doubt him since, and in a time as dire as this, picking allies is a luxury none can really afford.

The Namekeeper

They are called differently around the world, although "bard" seems to be the most common name. Singers, storytellers and performers, travelling alone or in troupes, they are usually welcomed wherever they go, as especially for those living in smaller settlements, they are a source of information on the outside world. And since the world has become much more volatile of late, the news they carry can be more precious than riches these days.

Although well liked almost everywhere, bards are held in especially high esteem in Valskyrr, as they are perceived as not only entertainers, but also keepers of knowledge and messengers of hope. Their accounts of heroic deeds

often allow the common people of the cold north to reinvigorate their efforts in facing the horrors of the Mists.

Also, because of a belief (almost universal in Valskyrr, but also quite common in the rest of the known world) that one is not truly dead, as long as their name and deeds are not forgotten, bards are called Namekeepers in Valskyrr. Indeed, their connection with heroes of old often allow them to tap into a fraction of their power, and inspire their companions to real greatness.

Aseke of the Dale



Aseke was born and raised on the road in a travelling troupe of performers. Although she is Valskyrian by blood, she has spent most of her life moving from place to place, and performing for people everywhere between the Free Cities in the south, Valskyrr in the north and Naar in the east. She has also faced the threat of the Mists on more than one occasion.

Always cheerful and helpful, Aseke has found many friends around the world. She has on more than one occasion travelled into the wilds with the Shieldbearers of Frostvalley, or help the Myrmidons of Naar hold their ground with a war song. Her voice seems to possess the ability to calm ravenous beasts, instill strength in her allies, and pierce the darkness brought on by the Mists. The power she wields made her earn the status of a true Namekeeper time and time again, and she is always welcomed in Frostvalley and Hammerhome alike.

It has also been said that she had been more than friends with the previous Lord Commander of Frostvalley keep. And while she has mourned his loss like many others, his passing did little perceivable damage to her character and demeanour. However, those who travel with Aseke have already seen that she exhibits even greater resolve when facing the horrors of the Mists, and that the name of Frostvalley's fallen hero unlocks a power not seen in Aseke by anyone before.



Eredai the Hunter

Some villains are born when a champion falls, or when a misguided individual finds nobody able to point him in the right direction, before it gets too late to counter the consequences of their actions. Some are born weak, and they seek strength among those, who are most eager to show off their power. None of this was ever true for Eredai.

Even as a boy, always taller and stronger than his peers, Eredai would exploit every opportunity to bend others to his will. Over the years of his

childhood he perfected the art of bullying, and revelled in the hatred and fear other children would feel towards him. And since Valskyrrian parents usually believe that their offspring should fight their own battles, he had never been stopped, until it was too late.

Although hard to believe, all that changed for even worse, when Eredai accompanied his father into the woods, to hunt with him for the first time. Exhilarated and filled with bloodlust, he could not stop thinking about taking another life. And soon he would.

The hunt became everything for Eredai. The fear of his victims would make Eredai's blood boil with pleasure, and he soon started to spend more time in the wilds, than in his home village. He hunted for the thrill, often flaying prey and leaving it otherwise untouched, for an entity that appeared in his thoughts, as sacrifice. And after his final and bloodiest sacrifice had been accepted, he became what he is today.

Tall as a giant but gaunt and grim, Eredai still bends the will of the creatures of the wilds. Wielding a gift bestowed by the Mists, he makes even beastmen and ravenok bow to him, as he leads them into a bloody hunt. His petrifying cry, one that Eredai unleashes only moments before making the kill haunts the wilderness from Naar to Valskyrr.

Atherak the Undying



Once a powerful master of the arcane arts, Atherak feared nothing but the passage of time. Drawing his fill from the wells of both light and dark energies, he would seek the key to unlock the secret of immortality, until his obsessive research bore grim fruit.

For decades known as a somewhat puzzling figure, sometimes ready to lend a hand to the inhabitants of Naar (but never without naming a price for his aid), Atherak became an almost forgotten recluse in his old age. Many even thought that he died, before he made a return back into the lands of the living.

Calling forth power never before seen in the world, Atherak caused a magical cataclysm that blotted out the sun and

made the dead rise up from the ground. Having struck a deal with a dark power that touched his mind, now ravaged by insanity, Atherak performed a ritual that would transform his body, as well as the lands surrounding his dwelling. Hence, the first true dragon was born.

Seemingly immortal and drunk with power, Atherak raised an undead army, ready to forge an eternal kingdom of his own. Before he marched on Hammerhome, however, he was found by a Myrmidon captain by the name of Alekar, and struck down after a long and exhausting battle. And though it seemed like his reign of terror had ended before it even started, the dark power did not release its grip on the dragon. Revealing itself for the first time as the Mists, it raised Atherak, fusing his will with a skeletal body of the creature he had become. Believed to be a legend for hundreds of years, Atherak has now returned in his terrifying form, leading a massive army of undead ready to deal a crushing blow to the lands of the living.

Kesrah the Dreaming



Many new threats have emerged from the Mists since the battle of Ravencrag, and the cataclysm that tore the world apart. Some of them are merely a tale spawned by terrified minds of those, who came into contact with the Mists. Others turn out to be painfully true.

Nobody really knows who she is, but they call her "Kesrah" which means "Mother of Nightmares" in the language of the Kerathi. Wherever she appears, eyes always closed and hands dripping with blood, the land seems to freeze, as if suspended in a perpetual dream, with no day coming after the night. Those who stay there, lose the ability to sleep. Tired and tormented, they fall prey to demonic creatures that seem to walk in Kesrah's path.

Those who survived these raids, also speak of another strange phenomenon: barely audible sounds of battle carried by the last gusts of wind. And within those sounds, a female voice shouts the Myrmidon battle cry, and calls those fighting beside her not to surrender, just before an ominous silence falls upon the land.

The Keeper



The Keeper is a partly mythical being, and up until his recent reappearance many believed him to be no more than a folk tale. Described as a giant skeletal figure wielding a sword, The Keeper was thought by many to be a godlike being, or a personification of neutrality and judgement. The truth is, however, more complex.

Once a warrior and an explorer, the Keeper's name has been forever lost in the tides of time. What some of the most ancient and ambiguous texts tell of him today, is that he was a man determined to find out the true nature of the Mists, so that their threat could be dealt with forever. Yet, as he explored further and deeper into the lands taken by the malevolent force, both his mind and his body did not remain untouched, as the Mists can find a way to unlock the door barring the way into the mind of even the strongest individuals. All they need is time.

Some believe that The Keeper became what he is now as punishment for his unparalleled hunger for knowledge. Others believe that it was his relentlessness in achieving his goal that brought him too far. Most scholars agree, however, that he did eventually find the knowledge he had been seeking, but that the journey itself consumed him in the process.

Headstrong and unyielding, The Keeper was nonetheless transformed, the Mists twisting allowing him to witness what their greatest secret was, while binding him to it, and making him a guardian of what he so much craved for. However, as he still retains parts of his former self, The Keeper still partly resists the corrupting power, hanging on to what is left in his mind of his original purpose.

Now, having gathered enough energy to breach back into the lands of men, The Keeper awaits the heroes able to best him, so that the secrets that lie beyond the Black Gate can be revealed. And while the power of the Mists holds enough sway over his current form to make him stand against whoever wishes to walk through the door to the Heart of the Mists, his appearance may be humanity's greatest chance of winning back the world half-devoured by what seemed like indomitable and unrelenting darkness.

Velkar the Devourer



The story of Velkar almost mirrors that of The Keeper. Similarly little is known about him, as he was once a man whose hunger for knowledge and power was only matched by his desire to remain unnoticed by those who could foil his plans. Believed to have been a Duskbearer priest once, he has since left the shadowy path of the Nightfather to step into the black madness of the Mists, embracing their gifts willingly, wholeheartedly, and deliberately.

Melded with the darkest energies animating the power of the Mists, Velkar has become one with the Mists, becoming the only living being fully aware of the oldest and darkest chapter of their history. Once proud children of Dawn and Dusk, and struck down by their father's fiery rage, the Firstborn

where not annihilated. Their suffering and anger remaining in the ashes of their violent demise, the Firstborn's souls melded together, giving birth to the corrupting power known as the Mists. Their torment and lust for vengeance fuelled by the divine might that destroyed them became the power able to sow destruction, and corrupt everything in its path.

Reaching the Gorge – a cursed place where Nightfather's hands had struck the world to annihilate his children – Velkar is an unspeakable, malevolent abomination, and the source of the corrupting power of the Mists. The will of the Firstborn is now his will, and as he grows in power, the day the world will die tormented the way the first children of the gods died seems closer than ever before.



Flavi

"Ratface Flavi" others used to call her, back when she was part of a street gang in Dathnafar. She endured silently, seemingly making nothing of the fact that even among the beggars and drifters she was somehow considered of lower social standing. All that changed, however, when the city watch took down Flavi's crew. The gang was miraculously released a few days later, after a flash-fire in the watch's headquarters consumed most of the evidence and paperwork. Most, but not all. In fact, just enough was left to keep one individual behind bars. And as he was the one that liked tormenting Flavi the most, nobody ever called her "Ratface" again.



Aidran

Silent, focused, reliable, and perhaps a bit shy, that is how Aidran would be described by anyone who knew him as a child or a very young man. Even as an initiate, he would still earn a similar description, supplemented only with the word "devoted". Nobody expected him to be welcomed into the prestigious ranks of the Dawnbearers, until an attack on his temple made him unleash his righteous fury, which led to a massive display of divine power, and to many of Aidran's brothers and sisters witnessing for the first time mindless undead retreating as if fearing for their very lives.



Kerdan

A talented young mage, cocky and insolent enough (on at least one occasion) to be punished by his Dathnafar superiors by relocating him “where his unique talents can do most good”. Some also say that his exile had something to do with how he acquired his arcane flame skills, and the fact that the vice-headmistress of the Flamecasters has recently been granted an honorary diplomatic position in one of the independent provinces far, far to the south of Dathnafar.

Tarah the Shieldbearer

Born far away from Frostvalley Keep, Tarah had always exhibited the character traits that made her a natural Shieldbearer recruit. Headstrong, tough and relentless, she spent most of her teens raising her four younger brothers, orphaned by an outburst of a plague that took the population of half a dozen cities in the south, reaching as far as the borders of Valskyrr.



MISTFALL HEART OF THE MISTS

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