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COMING SOON...





INTRODUCTION

The book you hold in your hands is your gateway to the world of Evershade. It is not a Rulebook. To start the game, or answer any rules-related questions, please refer to the **Lands of Evershade Rulebook instead**.

Instead, the Player's Handbook is used to:

Familiarize yourself with the setting as much as you want. The Chapters of this book contain no spoilers for any of the Lands of Evershade Adventures, and information about the world, its geography, pantheon, essential characters, and problems, are common knowledge in Evershade that most Characters you create already have.

Create fresh Characters. The Character creation process offers many choices and paths and is best enjoyed alone. Only set out on an Adventure when you and all other players have a Character ready.

Advance existing Characters and pursue stories unrelated to your current Adventure. Each Character has many possible paths of advancement – use this book to explore your options and make your decisions when the game calls for it. Stories not part of your current Adventure (like interactions with your followers or personal scenes related to your Secret Origin) are also located in this book.



CHAPTER 1:

THE LANDS OF EVERSHADE

It started the day the god Makrash betrayed us. The day he split open his body in the Higher Realm and released the Seed of Void that corrupted the sun.

The broken light faded away most of our gods, and would destroy us too, if not for the moon goddess, Luada, who ascended into the heavens to protect us from the deadly blaze.

Under Luada's veil, we thrive. On clear days, we still see the crumbling remnants of the Higher Realm, spreading on all sides of the eclipsed sun. Its pieces and ashes continue to fall, though rarer and rarer still. Most come down outside Evershade, in the Fade – a featureless expanse bleached white by the sun. Luada shields us from the light and the rest of the debris.

Some know she won't last forever. The very word "Evershade" is a lie, meant to comfort simple people. One day, the Broken Sun will eat through the body of the goddess. One day, the light will come and wipe us all away.

Some still look for a solution that could heal the sun or help Luada in her grim duty. But most simply accept their fate or are consumed by more immediate problems – for something else came about after the destruction of the Higher Realm.

Something that landed in the mortal world together with its ruins.

Divinum.

A power to reshape reality, once belonging to the gods, found its way to us and bonded with random living beings.

A person bonded with Divinum can practice many forms of magic, and when they die, their Divinum

leaves and attaches itself to the closest mortals, even ones who are already blessed.

Hoarding Divinum required morally dubious or illegal deeds, and yet many could not refuse the allure of more power.

They say today only eight living beings hold more Divinum than all the uncounted millions of souls who inhabit Evershade.

Discontent is brewing. Alliances form and break apart, and wars break out.

And then, there are other problems.

New white spots appear where the protection of Luada fails. The secret society of Levellers plots to bring down all the Divinum-hoarding kings and mages and distribute their power. Clashes erupt at the Sunwreck Expanse, just beyond Luada's shade, where nations and guilds fight for the most precious metal, Brilliance, used to make near-undefeatable suits of battle armor. A dangerous prophet, Father Jorah, prepares to launch an ark beyond the bounds of the world to the decaying corpse of the Higher Realm. Shady individuals hunt Vestigials – items and objects related to Faded and forgotten lands or people that damage the fabric of reality with their presence.

And there are other, even darker rumors: the Forgotten Empire. The Dark Side of Luada. The origin of the Void Seed. Makrash's cultists who want to finish what their god started – until the last living being dissolves into oblivion.

Now more than ever, Evershade needs heroes.

Maybe there's a place for you among them?



CHAPTER 2:

CREATING A CHARACTER

Before you proceed with Character creation, there are some components you have to prepare first.

- 1) Take one empty Character board and one Pouch.
 - Fill the spaces of the **Exp** track with 12 Advancement tokens, with the exception of three bottom slots (0, 1, 2).
 - Fill the slots on the **HP** track with 5 blank tiles, with the exception of the first three slots (numbers 0-6 on the HP track should remain visible).
- 2) Prepare a set of the black-gold Divinum dice, or any other standard RPG dice: **D4**, **D6**, **D8**, **D10**, **D12** and **D20**.

Note: If you're creating your Character without access to the game box, don't worry. You can ponder and write down all your choices. Then, simply restart the process once you have all components at hand – making each choice in advance will make it much faster.





CHAPTER 3:

RACES OF EVERSHADE

The next step is to choose which of the varied Evershade races your Character comes from. Your choice of race will not only determine your starting Attributes and Actions, but it will also impact the way other Characters in the game world react to your presence.

CHOOSE YOUR RACE

Choose any race in this Chapter and follow the steps listed after the race's description. If you wish to have a random race, roll a **D12** in the table below. When playing in a Party, remember that only one Character of each race is supported by the game's components – consult with other players to ensure your choices are different:

D12	RACE
1-2:	Human
3-4:	Dwerg
5-6:	Alf
7-8:	Bolgrim
9-10:	Failing
11-12:	Blank



HUMAN

Humans are the most numerous race in Evershade and the quickest to adapt to life in the shadow of Luada.

Since they control the majority of the territories and trade routes in Evershade, they are often the object of envy and resentment from other races. But to most humans, their privileged position is perfectly natural.

After all, human empires ruled the world before the Breaking of the Sun.

And Immortals of the Sun Court were mainly human in form.

That could also explain why Divinum is said to bond more easily and quickly with humans and why most of the powerful Divinum hoarders are members of this race.







PLAYING A HUMAN

Story outcomes: As a human, you will find like-minded allies in most places you visit, and blend into crowds easily. However, the representatives of some other races and tribes may scorn you at first sight and see you as a threat.

Keywords:

Human – You'll get default results in most race-related interactions.

Attributes: Humans are the most balanced race, starting with equal Attributes. Your starting **HP** will be average.

Character cards: *Humans* have no particular weak points. You will begin with a set of standard Actions & Reactions.

To play a human:

- a) Place the *Human* token in your Character board.
- b) Place the following Attribute tokens in the Attribute slots of the board:

STR 2

AGI 2

INT 2

- c) Set your Movement to 6 and your Divinum to D4.
- d) Add the following Action & Reaction cards to your Pouch: Attack (B00), Endurance (B01), Dodge (B04), Combat Insight (B07), Command (B10)
- e) Place a marker in slot 6 of the HP track.
- f) Proceed to the next Chapter.



DWERG

A short and tough race of craftsmen and builders, dwergs are so preoccupied with preparation for the inevitable fall of Luada they barely have time for anything else. For them, the most important question is: "How deep has your clan dug in your lifetime?" They show active disdain for those who (according to them) waste time – and for "hopers" who still think Luada may prevail.

Though they produce tools, weapons, and armor of unmatched quality, their hoarding instincts cause them to lock away most of their work in underground sepulchers "until the time is right."

The same goes for riches. Stories of dwergen treasuries, overflowing with gold and grain, heat the conversation among the often-starving people of Evershade.

Another point of contention is the cracks and caveins threatening some towns and populated areas, which people often attribute to dwergs expanding their underground lairs.

Still, the members of this race are valued as builders and engineers. They are also the only ones to have learned how to smelt and shape Brilliance, guarding this secret with their lives. The only way to obtain a new Brilliance battleplate is to befriend a dwergen community, and most rulers of Evershade are painfully aware of this fact.







FUNCTION OVER FORM

Dwergen smiths are known to value practicality and usability over aesthetics and usually adorn their items with only some minimalistic patterns.

CANARIES IN THE COALMINE

Various specialized specimens of deep underground fungi are often specially cultivated on pieces of dwergen equipment. Some warn about incoming danger or light their way in the dark, while others serve simply as an emergency snack.

PLAYING A DWERG

Story outcomes: As a dwerg, you will be distrusted by some humans, and hated by the bolgrim. Your crude manners may hinder your contacts with nobility, but the company of simple craftsmen will be easier to find.

Keywords:

Small – You're able to fit in many places others can't. **Subterranean** – You're an expert in navigating underground regions.

Attributes: You will start with higher Strength, but lower Charisma. Your starting HP will be above average. Your Movement will be below average.

Character cards: Most of your Actions & Reactions will be standard. Your Endurance card will be stronger than average but your Command card is going to be weaker.

To play a dwerg:

- a) Place the *Dwerg* Character tile in your Character board.
- b) Place the following Attribute tokens in the Attribute slots of the board:

STR 3

AGI 2

INT 2

- c) Set your Movement to 4 and your Divinum to D4.
- d) Add the following Action & Reaction cards to your Pouch: Attack (B00), Exceptional Endurance (B02), Dodge (B04), Combat Insight (B07), Pitiful Command (B12).
- e) Remove the first blank token from the HP track and place a marker in slot 8 of the HP track.
- f) Proceed to the next Chapter.



ALF

It's hard to be the bearer of ancient knowledge in a world where Fade is a constant danger. Alfs do not shy away from this sad duty. And yet, they are not eager to share their elder lore with anyone.

Few would understand their stories. Among themselves, alfs still recall the glories of the great Yawning Depths where they first came to be – or practice customs that lost their meaning since their mysterious exodus to the surface world.

They whisper of forgotten gods whose names mean little now.

Ningalshar of the Starizon. Laharub of the Stonedew. Anhenlil the Moldfather.

The subterranean origin of this race also explains their long, pointy ears, naturally white skin, and affinity to the moon goddess, Luada. Their hair glows faintly when in darkness, and they wear it with pride, braided in exquisite hairstyles. Their clothes and jewelry have no equal.

Blessed with long lives but few in numbers, alfs fear the Fade more than anyone. They don't mingle well with other races, preferring their own company, and they tend to form small, secluded districts in larger cities.









DESCENDANTS OF LUADA

Unlike most of the pantheon, the goddess who used her own body to protect Evershade was once an alf. Alfs often find a way to remind other races it is one of their own who saved them.

PLAYING AN ALF

Story outcomes: Alfs may always find shelter and help in other alf communities, scattered in secret places around Evershade. They're at the same time admired and envied by lesser beings.

Keywords:

Elder – You're a vessel of lore and customs that have long since disappeared from the face of the realm.

Subterranean – You're an expert in navigating underground regions.

Attributes: You will start with higher Intellect, but lower Strength.

Character cards: Most of your Actions & Reactions will be standard (*Attack*, *Dodge*, *Command*). Your Combat card is stronger than average (*Crucial Combat Insight*) but your Endurance card is weaker (*Limited Endurance*).

To play an alf:

- a) Place the *Alf* Character tile in your Character board.
- b) Place the following Attribute tokens in the Attribute slots of the board:

STR 1

AGI 2

INT 3

- c) Set your Movement to 6 and your Divinum to D4.
- d) Add the following Action & Reaction cards to your Pouch: Attack (B00), Limited Endurance (B03), Dodge (B04), Crucial Combat Insight (B08), Command (B10).
- e) Place a marker in slot 6 of the HP track.
- f) Proceed to the next Chapter.



BOLGRIM

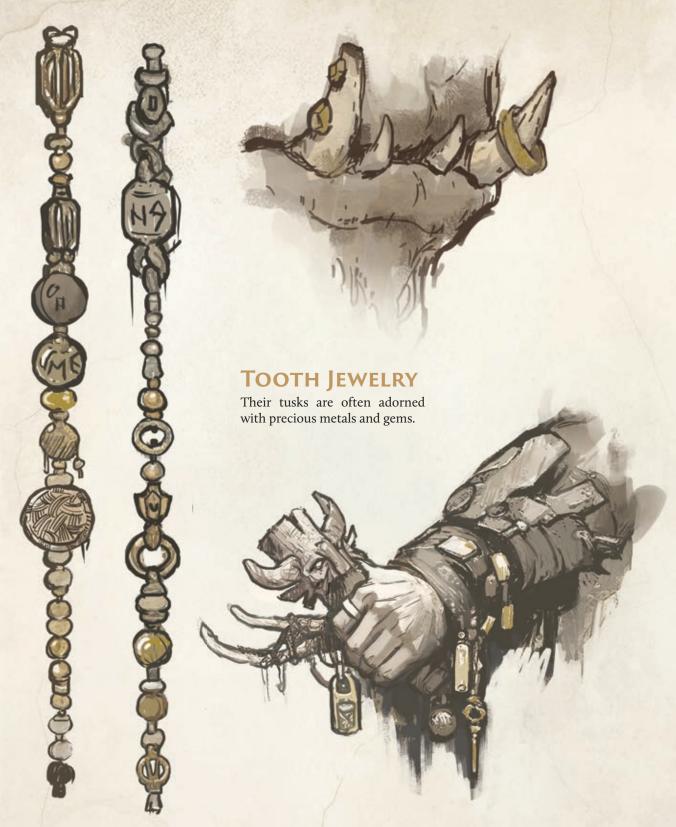
The terror of the Bolgrim Wars still reverberates in the songs and stories of Evershade. Once, before the Breaking of the Sun, their wandering tribes occupied large swathes of fertile plains, moving from place to place according to the rhythms of nature and their elaborate customs.

Human expansion put men on a collision course with the bolgrim, resulting in three centuries of struggle. The human scrolls and bolgrim tales written on long strings of beads present the story of these wars in a completely different manner, but the final result can't be argued. Despite their size and fierce strength, the bolgrim lost and were

pushed out of their most fertile ancestral homelands. Many perished of hunger, and much of their unique culture and craft was lost.

Today, this race of hunched half-giants often travels Evershade in tribes, looking for work. Thanks to their endurance, patience, and strength, a bolgrim worker is worth five humans or three dwergs. They are also known for their unique throat singing and their writing, which relies on strings of tiny beads called kipu. Bolgrim usually weave the stories of their ancestors into their hair or beards. Cutting those off is the direst affront one can make to a member of this race.





BOLGRIMWRITING

A bolgrim carries with them the story of their clan and family, woven into their hair using their bead alphabet.

HEROES OF OLD

The bolgrim revere the heroes of their tales and often use them to convey idioms that are difficult to understand for other races. For example, instead of "I'm afraid to go further," a bolgrim might say, "I'm Gondah on the threshold of Urkash's lair."



UNUSUAL HEIGHT

Eight feet tall, bolgrim dwarf most other races of Evershade.

PLAYING A BOLGRIM

Story outcomes: Your ties to the nature of Evershade and deep spirituality may reveal things that would be invisible to other beings. However, the legacy of the Bolgrim Wars and your threatening stature cause many to distrust you.

Keywords:

Wild – The art of surviving on your own in the sprawling wilderness is no secret to you.

Large – You're heavier and taller than each other known intelligent species. This comes with significant benefits but also some drawbacks.

Attributes: You will start with higher Strength but lower Agility.

Character cards: Most of your Actions and Reactions will be standard (*Attack*, *Combat Insight*, *Command*). However, when it comes to defending yourself in Combat, it is much easier to rely on your *Exceptional Endurance* than your Clumsy Dodge.

To play a bolgrim:

- a) Place the *Bolgrim* Character tile in your Character board.
- b) Place the following Attribute tokens in the Attribute slots of the board:

STR 3

AGI 1

INT 2

- c) Set your Movement to 6 and your Divinum to D4.
- d) Place the following Action & Reaction cards in your Pouch: Attack (B00), Exceptional Endurance (B02), Clumsy Dodge (B06), Combat Insight (B07), Command (B10).
- e) Remove the first blank token from the HP track and place a marker in slot 8 of the HP track.
- f) Proceed to the next Chapter.



FAYLING

Morning dew on flower petals.

A shooting star beyond the rim of Luada.

A rainbow's arc in rain-soaked skies.

Nature loves to create fleeting things. No wonder its beloved children, faylings, are the most fleeting of all races in Evershade.

Thin and barely taller than human children, faylings live only twenty years and reach adulthood at the age of five. In strong light, their bodies seem almost translucent. With sharp, beautiful features, and wonderful voices, they are known to enthrall members of other races, but care little for any long-term commitments.

With so little time in this world, faylings also do not value engineering, cities, or anything built to last. They love to spend their days in the wilds of Evershade, playing, laughing, and creating all kinds of art and mischief.

Due to their short experience, some people mistakenly believe faylings are silly and gullible. This

couldn't be further from the truth, for these creatures also possess keen minds and a sharp sense of humor. You may trick a fayling once, but the fayling will undoubtedly pay you back twofold.

Their unique connection to nature makes them capable of reading signs and spotting things no other traveler would see. They do not fear Fade, as they barely exist even without it. There are known cases of faylings Fading out entirely just to reappear a moment later with but a few missing memories.

Most of them live in their own company, on platforms and in sacred glades, but they also travel Evershade as performers. Some are even known to form long, cordial friendships with members of other races. On their own, a fayling will never strive to become a wizard or a powerful warrior. But there's nothing they wouldn't achieve for good friends, or great company.

Being half-magical creatures, faylings show a strong affinity for Divinum. The power of the Higher Realm binds itself easily to them and will often travel long distances to find a fayling host.



FORAGED EQUIPMENT

Faylings do not waste their short lives crafting objects, items, and structures that have perfectly viable substitutes in the natural world. They may use the chitinous shell of a giant bug as a piece of armor, the mandible of a predator as a weapon, or a cozy tree hollow as their home.

ART WORK IN PROGRESS



SKYBORNE HERITAGE

Having evolved from wild fae, the faylings still retain a pair of insect-like wings. While too small to be of any use, these wings are essential to the members of the race as a sign of their skyborne legacy. Most wear their wings exposed and adorned with small jewelry, as a sign of superiority over the ground-dwellers.

ART WORK IN PROGRESS



TRANSLUCENT SKIN

Physical forms of faylings are very frail. Delicate and light-footed, they seem to barely exist. Their slightly translucent skin only enforces this ethereal look, giving onlookers a glimpse into the veins, tendons, and even internal organs of a fayling.



ASHVIAL

There are no fayling cemeteries or mausoleums. Whenever a fayling dies, their delicate body dries out and turns into dust in a matter of days. Faylings also do not understand the point of funerals, mourning, or elaborate ceremonies. However, it doesn't mean the dead are forgotten. The family and friends each take a pinch of dust left by the deceased and add it to their ashvial: a personal memento flask filled with ashes of ancestors and close friends. A fayling can usually tell a story or a rowdy song about anyone collected in their ashvial.

PLAYING A FAYLING

Story Outcomes: As a fayling, your ties to nature are strong, letting you communicate with plants and animals. Bigger races won't always treat you seriously. However, being seen as fickle and simple-minded sometimes pays off.

Keywords:

Elder – You're a vessel of lore and customs that have long since disappeared from the face of the realm.

Attributes: You will start with very high Agility, but low Intellect. Your starting HP will be average, but you will be capable of fast Movement.

Character Cards: Most of your starting Actions & Reactions will be standard. Your Dodge card will be much stronger, but your Combat Insight card is not going to be very useful.

To play a Fayling:

- a) Place the *Fayling* Character tile in your Character board.
- b) Place the following Attribute tokens in the Attribute slots of the board:

STR 2

AGI 3

INT 1

- c) Set your Movement to 8 and your Divinum to D4.
- d) Add the following Action & Reaction cards to your Pouch: Attack (B00), Endurance (B01), Nimble Dodge (B05), Minor Combat Insight (B09), Command (B10).
- e) Remove the first blank token from the HP track and place a marker in slot 4 of the HP track.
- f) Proceed to the next Chapter.



BLANK

Since the arrival of blanks is so recent, many continue to believe they are products of strange magic, set loose in Evershade as part of some devious plan.

It's not hard to see why one would say that.

The faces of blanks are entirely smooth: pale surfaces devoid of features other than a small mouth. Their way of hearing and seeing is little understood. Yet, they possess free will and can communicate with other races, while their light-repelling skin makes them unusually resistant to Fade.

Seemingly incapable of reproduction, all known blanks came from the Fadelands, alone or in small groups, with no memories of their journey.

Once in Evershade, they do not build their own societies but instead try to fit into all the racial and social groups of the realm. A blank who first sees human fishermen may decide to live with them and learn their trade and customs. A blank who meets a bolgrim may join a wandering tribe of warriors. They are quick to learn and find mimicking others disturbingly easy.

These abilities only compound the distrust simple folk have for the blanks. However, those less prejudiced found them to be just as capable of good or evil as any other dweller of Evershade.



ART WORK IN PROGRESS

WHITE DOMES

No blank who ever came to the Fadelands had any clear memories of their ancestral realm. However, most seem to faintly remember white dome-like structures. Left to their own devices, blanks tend to use the motif of a pure white dome in their artwork and crafts. Even civilized blanks who found a new home and culture often carry one or two white round objects that stir the memories of their forgotten homeland.

ART WORK IN PROGRESS

BIOLUMINESCENT PATTERNS

Most of the time, a blank's skin appears uniformly light gray. But the blanks can also manifest faintly glowing colored patterns on their bodies. Unable to convey complex emotions with their featureless face, they rely on these markings and colors to convey their feelings.

ART WORK IN PROGRESS

EXCEPTIONAL REACH

Not only are blanks the tallest common race of Evershade, their arms are also proportionally longer than in other humanoids. As a result, a blank has an exceptionally long reach – a trait some of them skillfully employ in combat, or labor.

PLAYING A BLANK

Story Outcomes: As a blank, you'll always see a hint of suspicion in those you interact with. On the other hand, you will find your compatriots among all races, cultures, and professions of Evershade!

Keywords:

Outlandish – You're from very far away, and it shows. This will make some people nervous around you, but can also become an asset.

Attributes: Your starting Attributes will be average, with the exception of your low Agility. But coming from the Fadelands has its benefits: you will start with a higher Divinum die than any other race.

Character Cards: Most of your starting Actions & Reactions will be standard, but your Dodge card will be fairly weak.

To play a Fayling:

- a) Place the Blank Character tile in your Character board.
- b) Place the following Attribute tokens in the Attribute slots of the board:

STR 1

AGI 2

INT 2

- c) Set your Movement to 6 and your Divinum to D6.
- d) Add the following Action & Reaction cards to your Pouch: Attack (B00), Endurance (B01), Clumsy Dodge (B06), Combat Insight (B07), Command (B10).
- e) Remove the first blank token from the HP track and place a marker in slot 6 of the HP track.
- f) Proceed to the next Chapter.





CHAPTER 4:

EARLY YEARS

Each Evershade Character has an Origin: a place they spent most of their younger days in, or a circumstance that helped them become who they are. Choosing an Origin not only impacts your available story choices, it also determines some of your starting equipment and the array of your additional keywords.

CHOOSE YOUR ORIGIN

Choose from the following or roll a D12 in the table below – your Origin must be different from the Origins of other Characters. Discuss with other players to create a well-rounded team.

D12	ORIGIN
1-2:	Vagabond
3-4:	Convent of the Moon Lady
5-6:	Midlands Citizen
7-8:	Midlands Aristocrat
9-10:	Arcane Academy
11:	Street Urchin
12:	Blackridge Lookout



VAGABOND

Your younger years were spent drifting from place to place along the roads of Evershade.

Keywords:

Rural – You know much about everyday life and activities in the small villages of the land.

Wild – The art of surviving on your own in the sprawling wilderness is no secret to you.

Stealth - You've learned to become quiet and invisible, if needs be.

Equipment: You will start with just your Lucky Charm and one last coin.

To play a Vagabond:

- a) Place the Vagabond Origin tile in your Character board.
- b) Add the Lucky Charm Item token to your Pouch.
- c) Add 1 Gold to your Pouch.
- d) Proceed to the next Chapter.



CONVENT OF THE MOON LADY

An orphan of war or famine, you were taken in by Luada's nuns and given a rudimentary – if stern – education. Once grown, you were launched into adult life with little wealth or support.

Keywords:

Rural – You know much about everyday life and activities in the small villages of the land.

Luada – You remember the prayers, incantations and customs related to the moon goddess by heart.

Lore – You pored over thick volumes on ancient history, legends, and mythical creatures.

Equipment: The small necklace of the convent is your only childhood memento, and you have next to no money.

To play an orphan from the Convent of the Moon Lady:

- a) Place the Convent of the Moon Lady Origin tile in your Character board.
- b) Add the Luada's Necklace Item token to your Pouch.
- c) Add 1 Gold to your Pouch.
- d) Proceed to the next Chapter.



MIDLANDS CITIZEN

Raised and grown in one of the largest remaining cities of Evershade, clustered in the Midlands, your parents were honest tradespeople. They taught you their craft from an early age.

Keywords:

Cityborn – Confident and streetwise, you navigate sprawling cities without attracting undue attention.

Whitewell – You have visited the regional capital of Whitewell many times, and you know its streets and alleys by heart.

Artistry - Your hands are used to hard work and skilled in many crafts.

Equipment: You will start with a good amount of money, but no other important Items.

To play a Midlands Citizen:

- a) Place the *Midlands Citizen* Origin tile in your Character board.
- b) Add 3 Gold to your Pouch.
- c) Proceed to the next Chapter.

MIDLANDS ARISTOCRAT

Your family home was rich in history, but not much else. Still, compared to most people of the land, you lead a life of abundance and safety.

Keywords:

Noble - You're well versed in the life and customs of higher spheres.

Whitewell – The dealings your family had with the nobility of Whitewell brought you to the largest city of the Midlands on multiple occasions.

Diplomacy - Difficult negotiations are your bread and butter.

Equipment: You will start with a decent amount of money, and an old family signet that already saved your life once.

To play a Midlands Aristocrat:

- a) Place the *Midlands Aristocrat* Origin tile in your Character board.
- b) Add the Heirloom Signet Item token to your Pouch.
- c) Add 3 Gold to your Pouch.
- d) Proceed to the next Chapter.

ARCANE ACADEMY

To ensure you have a good command over the modest amount of Divinum in your veins, your parents enrolled you in one of the reputable academies of arcane arts. You mostly spent your young years making mischief with fellow students of your house – but you also learned a thing or two from ancient books.

Keywords:

Cityborn – Confident and streetwise, you navigate sprawling cities without attracting undue attention.

Arcana – You are well-versed in theoretical knowledge about Divinum and various forms of magic.

Investigation – Few details escape your keen eyes, and even keener senses

Equipment: You start with a tome borrowed from the academy's library, and very little money.

To play as an Arcane Academy adept:

- a) Place the Arcane Academy Origin tile in your Character board.
- b) Add the Mystical Grimoire Item token to your Pouch.
- c) Add 1 Gold to your Pouch.
- d) Proceed to the next Chapter.







STREET URCHIN

You lost your family at an age so young their faces remain a hazy childhood dream. Since then, the streets of your city have taken you in and taught you many painful lessons. Together with other urchins, you relied on your agile hands, fast feet, and keen survival instincts to make a living. Those less proficient in any of the three already rot in cells – or worse. You, somehow, managed to reach your adult years unscathed.

Keywords:

Cityborn – Confident and streetwise, you navigate sprawling cities without attracting undue attention.

Sleight of Hand – Locks, guards, and even magical wards won't stop you from reaching the objects you desire.

Survival – Finding food and shelter where there's neither in plain sight comes easy to you.

Equipment: Your only possessions are a well-balanced dagger and a fistful of coppers.

To play as a Street Urchin:

- a) Place the Street Urchin Origin tile in your Character board.
- b) Add the Throwing Dagger Item token to your Pouch.
- c) Add 1 Gold to your Pouch.
- d) Proceed to the next Chapter.



BLACKRIDGE LOOKOUT

You hail from the dangerous frontier of Blackridge – a broad belt of dead mountains and steep hills that separate the populated Midlands from the wild realms beyond. To many people of more civilized regions, you're just a step above savage. To you, these people are ignorant and can't even imagine what would befall them if not for the efforts of frontiersmen such as your family.

Keywords:

Pathfinding – Even in the darkest, most inhospitable parts of Evershade, you can always find a safe route ahead.

Vigilance – Whether wild animals or bandits, most of those who tried to ambush you instead found out you never let your guard down.

Wild – The art of surviving on your own in the sprawling wilderness is no secret to you.

Equipment: Your trusty lantern saved your life many times in dark ravines, and you have some money saved up for a rainy day.

To play as a Blackridge Lookout:

- a) Place the *Blackridge Lookout* Origin tile in your Character board.
- b) Add the Lantern Item token to your Pouch.
- c) Add 2 Gold to your Pouch.
- d) Proceed to the next Chapter.

OTHER ORIGINS

The final version of the Player's Handbook will also include at least 8 additional Origins!



CHAPTER 5:

PROFESSION & PATH

Eventually, you learned your own dangerous trade. Its choice will greatly impact the game – giving you access to three different Advancement trees, finishing the pool of your Actions and Reactions, as well as giving you some basic tools to do your job.

CHOOSE YOUR PROFESSION

Choose from the following or roll a **D12** in the table below – your Profession must be different from the Professions of other Characters. Discuss with other players to create a well-rounded team.

D12	PROFESSION
1-2:	Paladin
3-4:	Bard
5-6:	Hunter
7-8:	Druid
9-10:	Fighter
11-12:	Mage



PALADIN

A young member of the Moonshield order, you swore to protect the people and the law of Evershade just like Luada does, at any cost.

With the strict knights' code binding your hands, you're not well suited to treacherous or dishonorable acts. But the same code makes people more likely to trust you and causes simple folks to see you as their savior.

Keywords:

Leadership – People tend to naturally follow your lead.

Advancement Trees: As a Paladin, you will be able to pick Advancements from your own (*Paladin*) tree as well as the *Warfare* and *Battle Magic* trees.



THE BOOK OF THE CODE

For the Paladins of the Moonshield Order, the Code is the highest authority on all matters. A book containing it, apart from their titular Moonshield, is something a Paladin must always carry. It is said the Code was passed from Luada herself and represents her perfect, intended way for the people of Evershade to live. However, many people of Evershade beg to differ.

If you wish to choose a Paladin, pick one of two initial paths below:

PALADIN PATH: PROTECTOR

You went through rigorous martial training and swore to become a shield that defends the simple people of the realm.

Attributes: Becoming a Paladin Protector will raise your Strength.

Starting Equipment: A mighty hammer and a strong shield are your favorite tools of the trade.

To play a Protector:

- a) Increase your Strength Attribute by 1.
- b) Place the *Paladin* Profession token in your Character board.
- c) Add the *Hammer* and *Shield* Item tokens to your Pouch.
- d) Proceed to the next Chapter.

PALADIN PATH: ARBITER

You are the voice of Luada, trying to bring reason and law to the conflicted parts of Evershade. People look toward you as a judge and peacekeeper.

Attributes: Becoming a Paladin Arbiter will raise your Charisma.

Starting Equipment: With a plain sword by your side, and Luada's amulet you pray to, you're ready to face any danger.

To play an Arbiter:

- a) Increase your Charisma Attribute by 1.
- b) Place the *Paladin* Profession token in your Character board.
- c) Add the *Sword* and *Amulet of Protection* Item tokens to your Pouch.
- d) Proceed to the next Chapter.









BARD

In a world where so much was lost and erased, the keepers of old lore were always important. But now, with the arrival of Divinum, some great bards and storytellers can shape reality itself with their art.

Keywords:

Performer – From popular songs and acrobatic tricks to sorrowful tales, you know how to entertain a crowd or draw attention.

Advancement Trees: As a Bard, you will be able to pick advancements from your own (*Bard*) tree as well as the *Support Magic* and *Thiefcraft* trees.

If you choose to play a Bard, pick one of two initial paths below:

BARD PATH: ENTERTAINER

The trail is your home, as you travel from settlement to settlement, delighting and surprising people of Evershade with your art.

Attributes: Becoming a Bard Entertainer will raise your Charisma.

Starting Equipment: Apart from your trusty musical instrument, you also have your sturdy set of travel clothes.

To play the Entertainer:

- a) Increase your Charisma Attribute by 1.
- b) Place the Bard Profession token in your Character board.
- c) Add the Lute and Traveller's Cloak Item tokens to your Pouch.
- d) Proceed to the next Chapter.

BARD PATH: TRICKSTER

A master of trickery and disguise, you lean on your inborn magical talents to create impossible tricks and dumbfound other people with realistic illusions.

Attributes: Becoming a Trickster Bard will raise your Divinum.

Starting Equipment: Your favorite tool is a set of pouches with magical dusts of various properties you use to craft your illusions.

To play the Trickster

- a) Upgrade your Divinum die.
- b) Place the Bard Profession token in your Character board.
- c) Add the Illusion Dusts Item token to your Pouch.
- d) Proceed to the next Chapter

If you choose to play a Bard, pick one of two initial paths below:

BARD PATH: ENTERTAINER

The trail is your home, as you travel from settlement to settlement, delighting and surprising people of Evershade with your art.

Attributes: Becoming a Bard Entertainer will raise your Charisma.

Starting Equipment: Apart from your trusty musical instrument, you also have your sturdy set of travel clothes.

To play the Entertainer:

- a) Increase your Charisma Attribute by 1.
- b) Place the *Bard* Profession token in your Character board.
- c) Add the *Lute* and *Traveller's Cloak* Item tokens to your Pouch.
- d) Proceed to the next Chapter.

BARD PATH: TRICKSTER

A master of trickery and disguise, you lean on your inborn magical talents to create impossible tricks and dumbfound other people with realistic illusions.

Attributes: Becoming a Trickster Bard will raise your Divinum.

Starting Equipment: Your favorite tool is a set of pouches with magical dusts of various properties you use to craft your illusions.

To play the Trickster

- a) Upgrade your Divinum die.
- b) Place the *Bard* Profession token in your Character board.
- c) Add the *Illusion Dusts* Item token to your Pouch.
- d) Proceed to the next Chapter







HUNTER

The whole of Evershade is your home – from desolate wildlands to the dark alleys of forgotten towns. You're trained in tracking or avoiding the many strange creatures that inhabit the world since the Breaking of the Sun.

Keywords:

Vigilance – Whether wild animals or bandits, most of those who tried to ambush you instead found out you never let your guard down.

Advancement Trees: As a Hunter, you will be able to pick Advancements from your own (Hunter) tree as well as the *Marksmanship* and *Nature* trees.

BRILLIANCE ARROWHEAD

It takes a lot of courage to venture alone into the dim, dark wilds of the Evershade. And yet, the risk is worth it. Far from civilization, one can still find treasures such as fallen pieces of the Higher Realm and the precious metal they were built from: Brilliance. When charged with sunlight, it becomes incredibly strong and light, a favorite combination of those who have to travel long distances on foot.

If you wish to choose a Hunter, pick one of two initial paths below:

HUNTER PATH: ARCHER

You're a proficient shooter, blessed with keen sight and a steady hand.

Attributes: Becoming a Hunter Archer will raise your Agility.

Starting Equipment: A battle-tested longbow is your primary weapon, while a sharp dagger serves as its backup.

To play an Archer:

- a) Increase your Agility Attribute by 1.
- b) Place the *Hunter* Profession token in your Character board.
- c) Add the *Bow* and *Dagger* Item tokens to your Pouch.
- d) Proceed to the next Chapter.

HUNTER PATH: TRACKER

No clues or details escape your keen senses, and you're used to long, exhausting marches and runs. You're capable of stalking any prey for as long as it takes – be it a human or a beast.

Attributes: Becoming a Hunter Tracker will raise your Intellect.

Starting Equipment: A sharp spear and good, strong boots are your most prized possessions.

To play a Tracker:

- a) Increase your Intellect Attribute by 1.
- b) Place the *Hunter* Profession token in your Character board.
- c) Add the *Spear* and *Reliable Boots* Item tokens to your Pouch.
- d) Proceed to the next Chapter.







DRUID

Long spiritual training attuned you to the animals and plants of Evershade and gave you considerable power over the magic that lingers in them.

Your powers are most useful when surrounded by untamed nature and elements. There's little of interest to you in the dead, stone cities of the world.

Keywords:

Survival – Finding food and shelter where there's neither in plain sight comes easy to you.

Advancement Trees: As a Druid, you will be able to pick Advancements from your own (*Druid*) tree as well as the *Nature* and *Battle Magic* trees.



SHADESPEAKER'S RUNES

The same act of Luada that saved countless lives from the Broken Sun was also an an egregious violation of the natural order. As the stone disc covered most of the sky, countless species withered and died off. The entire cycle of nature had to be reshaped by the Moon Lady to give the survivors any chance of thriving in this new environment. The results of this intervention reverberat-

ed for many centuries and drove insane many of those who were attuned to the old natural order. Today, though, the land reached a new equilibrium. A new generation of druids appeared: those who know how to talk to the strange plants and wildlife of the Evershade.

If you choose to play a Druid, pick one of two initial paths below:

DRUID PATH: WARDEN

Maintaining and studying the wilds is your life's mission. Over the years, you've learned everything about various wild areas of Evershade, their plants, animals – and monsters.

Attributes: Becoming a Warden Druid will raise your Intellect.

Starting Equipment: A strong quarterstaff helps you traverse the wilds and defend yourself, while a magical wolfskin hood protects you from enemies and elements.

To play a Warden:

- a) Increase your Intellect Attribute by 1.
- b) Place the *Druid* Profession token in your Character board.
- c) Add the Quarterstaff and Wolfskin Hood Item tokens to your Pouch.
- d) Proceed to the next Chapter.

DRUID PATH: SOOTHSAYER

There is no secret you can't glean from your bone runes. A gift of Divinum flows through your veins, and you're well-versed in channeling this primal magic.

Attributes: Becoming a Soothsayer Druid will raise your Divinum.

Starting Equipment: A strong quarterstaff to lean on and a sack full of herbs with various healing properties are your basic tools.

To play a Soothsayer:

- a) Upgrade your Divinum die to D6.
- b) Place the *Druid* Profession token in your Character board.
- c) Add the *Quarterstaff* and *Herbs* Item tokens to your Pouch.
- d) Proceed to the next Chapter.









FIGHTER

They say it doesn't take much training to stick your enemies with the pointy end of a spear. And yet, in your experience, a skilled fighter can be worth ten armed amateurs.

Your talents are best served on the frontline of any armed confrontation, where you can either protect other party members or dish out massive damage.

Keywords:

Intimidation – The scars you've earned in your career tell a story—and the story is "don't get me angry."

Advancement Trees: As a Fighter, you will be able to pick Advancements from your own (*Fighter*) tree as well as the *Close Combat* and *Warfare* trees.



THE HORN OF THE SENTINEL

There's never been true peace in Evershade. Lords of overpopulated Midlands fight each other tooth and nail for resources and raid the Grain Ring. The Rimlanders build long walls and forts to defend from hungry hordes. The dwellers of the Weeping Heart fight new dangerous beasts and wildlife adapted to perpetual gloom. Professional warriors and soldiers are at the forefront of all these battles, forming a thin steel line separating struggling civilizations from pure chaos.

If you choose to play a Fighter, pick one of two initial paths below:

FIGHTER PATH: VANGUARD

Your great strength, dangerous weapon, and good armor make you the perfect choice for leading a charge or holding a vital point against waves of enemies.

Attributes: Becoming a Vanguard will raise your Strength.

Starting Equipment: Wielding a heavy weapon and clad in a well-fitted set of armor, you're like a steel plow that digs deep into the ranks of your enemies.

To play a Vanguard:

- a) Increase your Strength Attribute by 1.
- b) Place the *Fighter* Profession token in your Character board.
- c) Add the *War Axe* and *Studded Armor* Item tokens to your Pouch.
- d) Proceed to the next Chapter.

FIGHTER PATH: SENTINEL

As a born leader with a skilled and steady sword hand, you have experience in commanding groups of other armed men. However, you're also no stranger to long, lone patrols through some of the many dangerous parts of Evershade.

Attributes: Becoming a Sentinel will raise your Agility.

Starting Equipment: Your trusty, well-balanced sword is your favorite tool for dealing with danger. And if that's not enough, your mighty war horn is always at your side, to inspire allies and rally them around you.

To play a Sentinel:

- a) Increase your Agility Attribute by 1.
- b) Place the *Fighter* Profession token in your Character board.
- c) Add the Sword and War Horn Item tokens to your Pouch.
- d) Proceed to the next Chapter.









MAGE

For years, you carefully studied the invisible laws of nature, the properties of matter, and the elemental powers. Now, using your divinum, you can bend them to your will, and use them as your weapon.

Well-educated and dangerous, you are an asset both in combat and when interfacing with various mystical objects and powers. However, you are not very used to the hardships of the trail, and feel most at home in studies and libraries.

Keywords:

Arcana – You are well-versed in theoretical knowledge about Divinum and various forms of magic.

Advancement Trees: As a Mage, you will be able to pick advancements from your own (*Mage*) tree as well as the *Battle Magic* and *Support Magic* trees.

If you choose to play a Mage, pick one of two initial paths below:

MAGE PATH: CONJURER

In all your pursuits, you never lost sight of what is most important: raw, unbridled power. You carefully honed your skills at controlling elements and conjuring various forces, making you a deadly threat as long as there's someone between you and your enemies.

Attributes: Becoming a [placeholder] will raise your Divinum.

Starting Equipment: *Sorcerous Grimoire* Item, 2 gold.

To play the Placeholder path 2:

- a) Upgrade your Divinum die to D6.
- b) Place the Mage Profession tile in your Character board.
- c) Place the Quarterstaff and Sorcerous Grimoire Item tokens in your Pouch.
- d) Add new Action and Reaction cards, listed on the backs of these tokens, to your Pouch.
- e) Proceed to the next Chapter.

MAGE PATH: ADVISOR

Educated, diplomatic, and dangerously smart, you specialize in advising nobles and merchants. Palace corridors and dangerous conspiracies are your second nature.

Attributes: Becoming an Advisor Mage will raise your Intellect.

Starting Equipment: The Orb you use when you ponder difficult questions is your most prized possession. You also have a fair amount of gold you've earned while advising nobility.

To play the Placeholder path 1:

- a) Increase your Intellect Attribute by 1.
- b) Place the Mage Profession tile in your Character board.
- c) Place the *Quarterstaff* and *Mystical Orb* Item tokens in your Pouch.
- d) Add new Action and Reaction cards, listed on the backs of these tokens, to your Pouch.
- e) Proceed to the next Chapter.





CHAPTER 6:

DEPARTURE

Just a couple more steps before you start on your trail!

- 1) Pick the model that you think best represents your Character and put a colored ring that matches your Pouch on its base.
- 2) Pick a Portrait tile that best represents your Character and place it in your Character board.
- 3) Take out all Item tokens you've gathered in your Pouch. According to the information on the back of these tokens, add the appropriate Action and Reaction cards to your Pouch.
- 4) Return the Items to your Pouch.
- 5) Once all other players have created their Characters, gather the rest of your Party and ensure only your completed Characters, their models, and Help cards remain on the table.
- 6) Finally, pick any starting Lands of Evershade Adventure, find its Cover Sheet and use the information there to start your Adventure.

The following Chapters of this Handbook (Character Advancement, Secret Origins) will be used later in the game. You don't have to read them now!





CHAPTER 7:

CHARACTER ADVANCEMENT

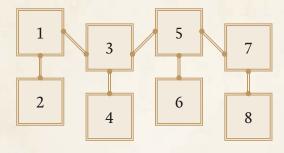
Character Advancement is a crucial aspect of your journeys through Evershade. In this Chapter, we will discuss the mechanisms behind gaining experience (Exp) and levelling up your Character so that you are better equipped to embark on ever-greater challenges.

ADVANCEMENT TREES

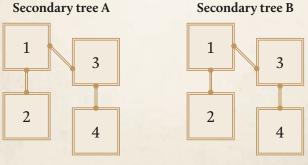
Each Character has three separate trees to Advance in. The shortened versions of these trees, used to mark which Advancement you have, are on your Character board. The full trees that show details of each Advancement can be found on the following pages of this Handbook.

The name of your **Primary tree** is the same as your Profession. The names of your Secondary trees are listed on your Advancement Help Card and the same as the first two Keywords of your Profession token.

Primary tree



Secondary tree A



Primary trees are unique for each Profession. Secondary trees have some overlap between the Professions.

Example: Only a Hunter has a Hunter Primary tree, but both Druid and Hunter have a Nature Secondary tree.

GAINING AN ADVANCEMENT

Whenever you gain an Experience point (Exp), put a universal marker in the first free slot of the Experience bar of your Character board. Then, if all empty slots of the Experience bar become filled, you gain an Advancement! If that happens:

- Take out the first available Advancement token from the EXP bar.
- Move the token to any slot in your Primary or Secondary Advancement trees that:
 - a) Is the first (numbered '1') slot of the tree.
 - b) Is connected to a filled slot of the tree.
- To check the specific rules of each Advancement, check its number in your specific Primary / Secondary tree on the following pages of this book.
 - Your Profession token lists all three trees your Character uses.
- Remove all Exp markers from your bar.
 - Note that you will now need to gather one Exp more to gain the next available Advancement.

UPGRADING BASIC CARDS

While most Advancements grant new cards, raise your Attributes or HP, some ask you to Upgrade one of your Basic cards instead (Endurance, Dodge, Command, Combat Insight).

To perform this Upgrade, find your current Basic card on the list below, and note the card to the right. Then, return your current card to the box, and replace it with the card to the right. If you already have the best (rightmost) card on the list, you can Upgrade any other Basic card instead.

Dodge cards:

Clumsy Dodge (B06) ► *Dodge* (B04) ► *Nimble Dodge* (B05)

Endurance cards:

Limited Endurance (B03) ► *Endurance* (B01) ► *Exceptional Endurance* (B02)

Command cards:

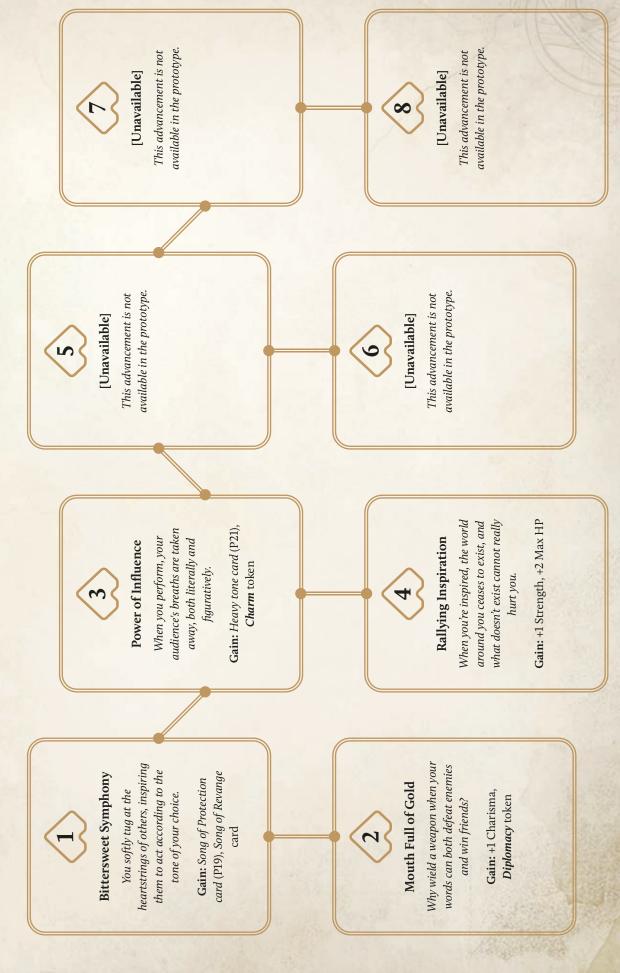
Pitiful Command (B12) ► Command (B10) ► Inspiring Command (B11)

Combat Insight cards:

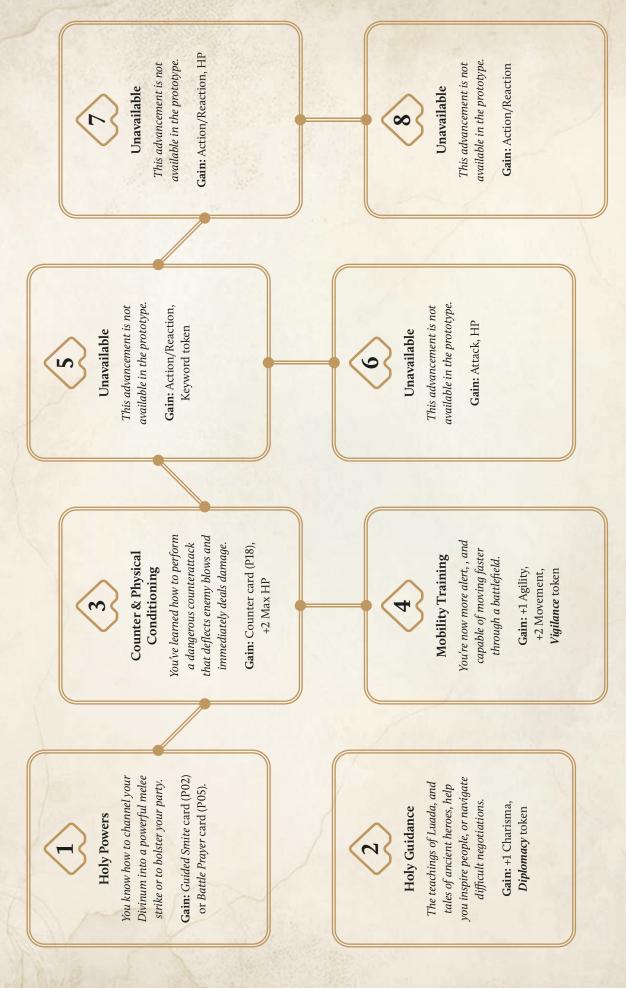
Minor Combat Insight (B09) ► Combat Insight (B07) ► Crucial Combat Insight (B08)

Example: You are asked to Upgrade a Dodge card. You currently have a Nimble Dodge. According to the list above, there's no better Dodge card. Instead, you decide to Upgrade your Command card to Inspiring Command.

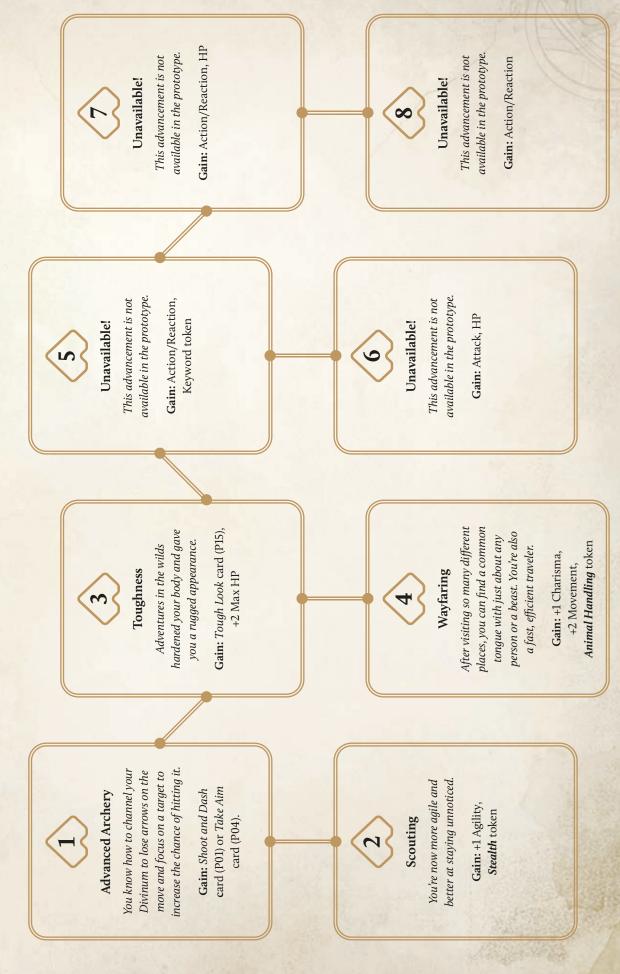
BARD TREE ADVANCEMENTS



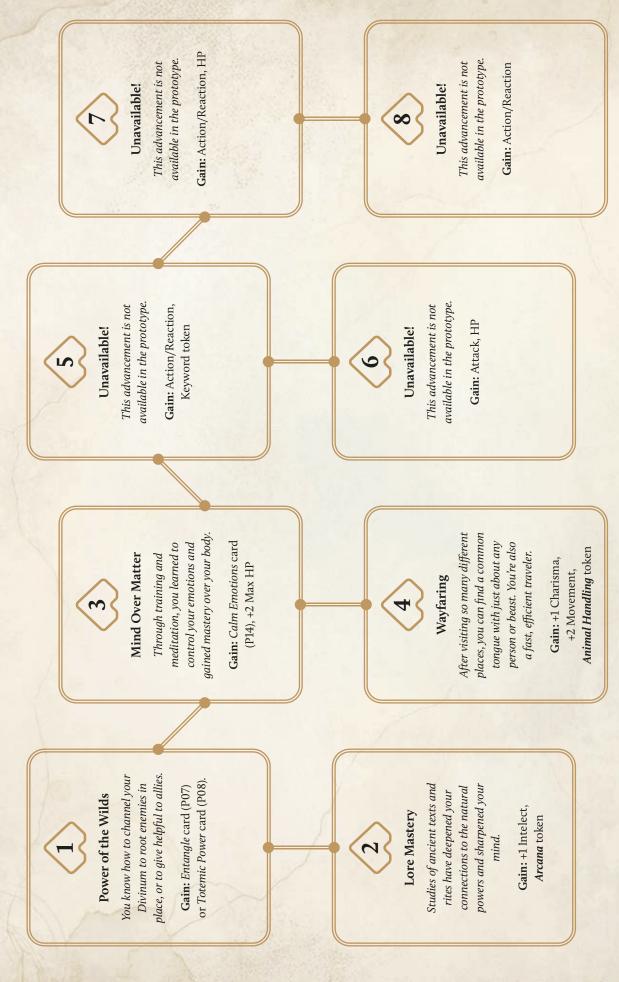
PALADIN TREE ADVANCEMENTS



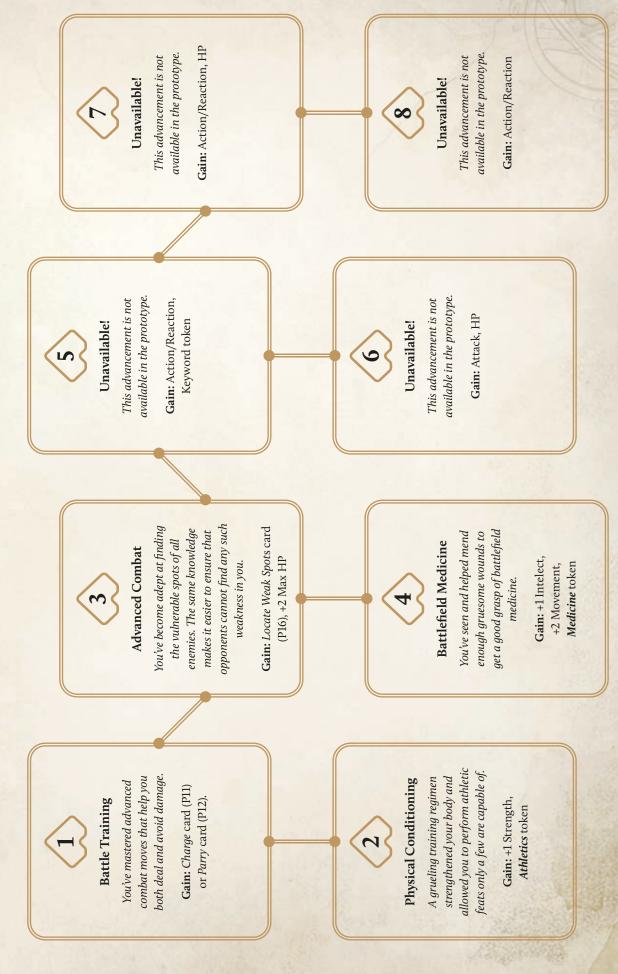
HUNTER TREE ADVANCEMENTS



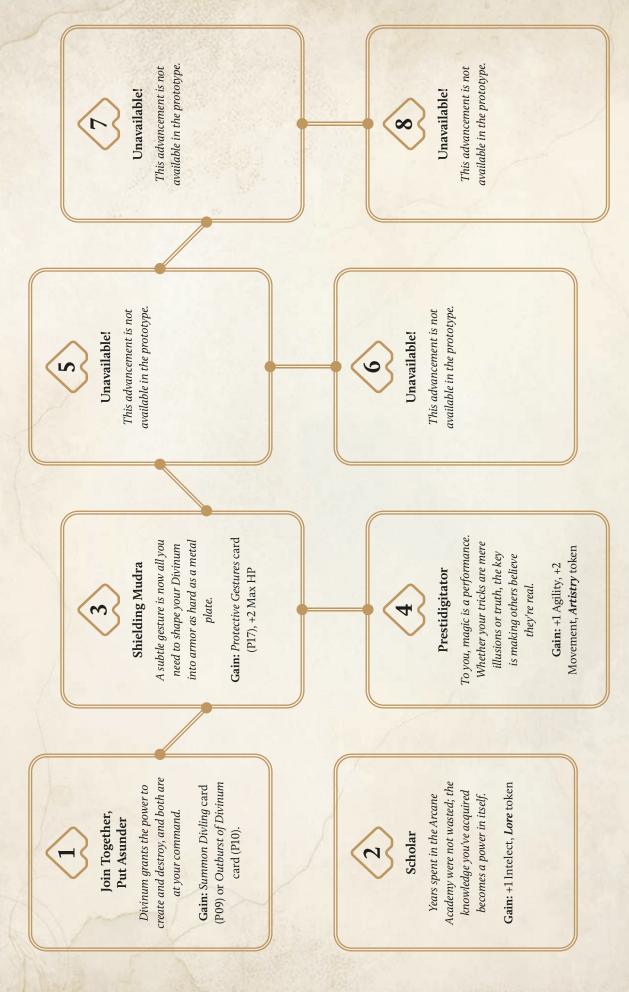
DRUID TREE ADVANCEMENTS



FIGHTER TREE ADVANCEMENTS



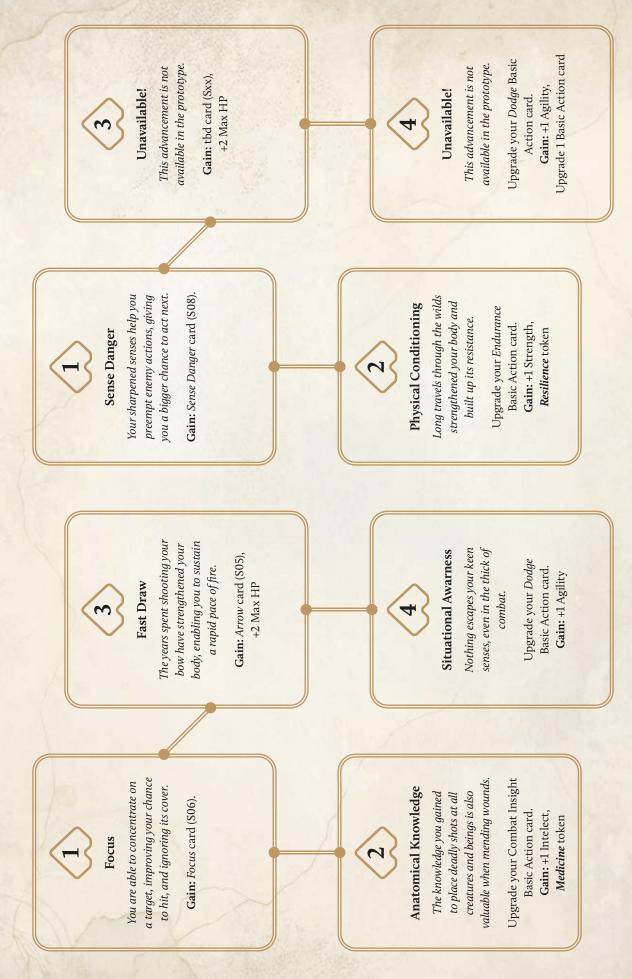
MAGE TREE ADVANCEMENTS



CLOSE COMBAT TREE ADVANCEMENTS

WARFARE TREE ADVANCEMENTS

The experience of many battles allows you to position yourself and to avoid the worst of enemy Gain: Flank Attack card (S03), Upgrade your Endurance card. fortified your body and taught better in the thick of combat, A rigorous training regimen Improved Endurance you to endure pain and Tactical Mastery Gain: +1 Strength +2 Max HP hardships. attacks. you, and a number of allies that Gain: +1 Charisma, Leadership Your tactical experience allows Upgrade your Command card. position yourself better on the competence makes people fall depend on your Divinum, to Gain: Coordinated Advance Your aura of experience and Coordinated Advance Improved Command behind you instinctively. card (S04). battlefield. your blows, and shrug off strikes Upgrade your Endurance card. You can now use more force in fortified your body and taught A rigorous training regimen Physical Conditioning that would put less trained Improved Endurance warriors out of combat. you to endure pain and card (S01), +2 Max HP Gain: Powerful Strike Gain: +1 Strength hardships. without giving an enemy any aware of your surroundings, Upgrade your Dodge card. opening to strike you back. You're now more alert and making you harder to hit. You know how to attack Defensive Posture Gain: Careful Attack Improved Dodge Gain: +1 Agility, Vigilance token card (S02).



BATTLE MAGIC TREE ADVANCEMENTS

SUPPORT MAGIC TREE ADVANCEMENTS

Battle Training

You can channel your Divinum

Energy Shield Energy Bolt,

to deflect strikes, preventing

damage.

to attack a single target or

Gain: Energy Bolt card (S09)

or Energy Shield card (S10)

The ability to conjure weapons out of thin air and rigorous martial training enable you to safely take place on the frontlines.

Gain: Conjured Weapon card (S11), +2 Max HP

Mind over Matter

into the immediate future and energies, allowing you to peer make split-second dodges or You are one with mystical deflections.

with your body, making yourself

stronger and more resilient.

Upgrade your Endurance

Gain: +1 Strength, Basic Action card.

Resilience token

allowed you to bond it deeper

The knowledge of Divinum

Unnatural Vitality

Upgrade your Dodge Basic Action card. Gain: +1 Intelect.

Expansive Aura

Divinum over distances allows The ability to project your you to boost nearby allies.

(S12), Healing Aura card (S13) Gain: Ritual of Haste card

from harm, deflecting ill intents veins shields you and your allies

and actions away.

The Divinum flowing in your

Mystical Guard!

Gain: Ritual of Deflection card

(S14), +2 Max HP



Arcane Guile

to affect the way others see you You can focus your Divinum - or make them not see you at all. Gain: +1 Charisma, Deception



Divination!

You have seen what is yet to come, enabling you to safely guide others through the unknown. Upgrade your Combat Insight Basic Action card.

Gain: +1 Intelect.

THIEFCRAFT TREE ADVANCEMENTS



Unseen Predator

You can follow your victim like a second shadow, ready to prey on them or their belongings.

Gain: *Pickpocket* card (S15), *Sucker Punch* card (S16)

3

Survival of the Slickest

You have attained a different kind of endurance, one derived from the elusiveness of thought and movement rather than physical fortitude.

Gain: *Feint* card (S17), +2 Max HP



Nimble Hands

Years of practice and training have granted you total control over every muscle in your body.

> **Gain:** +1 Agility, **Sleight of Hand** token



Smooth Talker

You deftly juggle meanings and contexts, leading others to obey your will while believing they are pursuing their own agendas.

Upgrade your Command Basic Action card.

Gain: +1 Charisma

ACHIEVEMENT TOKENS

Remember, not all Advancements are measured in Attribute numbers and new cards. As you play the game, the way the world reacts to you will change, based on your choices and the reputation you build around yourself. These are represented with additional tokens for the Story Tracker you use in your campaign.

You may never have more than four Achievement tokens there.

If you have four and are asked to gain one, discard one of the Achievement tokens. Your recent exploits made people forget some of your past deeds – for better or for worse!







CHAPTER 8:

PRE-GENERATED CHARACTERS

Pre-generated Characters are a perfect solution if you want to get your campaign off the ground quickly or if you just want to play a single Adventure or scenario without going through complete Character creation.

To play a pre-generated Character, pick any Character from the following pages. Configure their board and Pouch according to the details listed on their page – and you're ready to go!



CHARACTER BOARD

Tokens: Alf, Paladin, Arcane Academy

Attributes:

STR 1

AGI 2

INT 3

CHA3

Movement: 6

Divinum: D4

HP: 6

POUCH

Cards:

Attack (B00)

Limited Endurance (B03)

Dodge (B04)

Crucial Combat Insight (B08)

Command (B10)

Slash (101)

Holy Protection (119)

Enhance Spellpower (115)

Tokens: Sword, Amulet of Protection, Mystical Grimoire

1 Gold

YERAEL, THE ARBITER PALADIN

From her earliest years, Yerael showed a penchant for learning, quickly mastering all the alf songs and stories the teachers of her small commune could offer. Since she also had a drop of inherited Divinum, her parents decided to send her to one of the famed arcane academies. All of her commune pitched in to cover the exorbitant tuition.

It was a mistake. Despite clear talent, Yerael immediately felt alienated from the other students, who were primarily fueled by a quest for personal power. She deemed the gift of Divinum too sacred to be used for private purposes and maintained that its purpose is helping those in need. What is more, she was not afraid to stand up to the teachers and older pupils to uphold these ideals. One day, she caught wind of particularly troubling experiments at the academy. After a nasty confrontation with the headmaster, she was expelled from the school.

Due to her long, bright braids and her striking fall from grace, she is still known among the academy's adepts as "The Fallen Star," and the details of the discovery that led to her expulsion remain a topic of dark rumors.

Left to her own, Yerael joined the Moonshield order. There, her keen memory and strong mind allowed her to become an Arbiter, a keeper of Luada's peace and a paragon of the laws that the order tries to instill in Evershade. From her academy days, she kept an old, tattered book of forgotten magic. Her greatest hope is that one day, she will bring justice even to the halls of the academy that exiled her and to the towers and palaces of those who believe they are beyond law.

Pick this Character if you:

- Value team play over brutal force.
- Like to use synergies between many different cards and support your allies.
- Like to take the diplomatic approach in conflicts.
- Wish to influence the non-player Characters you meet on your Adventure.

Tips for playing: Despite being a Paladin, Yerael is not a great fit to slog it out in melee, at least at the start of her path. Instead, try to use her high Charisma coupled with the *Command* card to vastly improve the Initiative bag of the Party at the start of an encounter, and then use her excellent *Crucial Combat Insight* on every possible occasion to significantly boost the clutch Rolls of other players.

Due to *Limited Endurance*, and reliance on *Dodge*, wearing heavy armor is not recommended, at least at the start.

Your *Mystical Grimoire* will come in handy after your first Advancement grants you access to either Battle Magic or Paladin tree spells. Try to pick a path that unlocks a useful spell that will synergize well with this Item.

BORVIK, THE VANGUARD FIGHTER

A volatile character has been Borvik's curse and his blessing as well. His violent streak was noticed early into his childhood when Borvik tended to pick fights with others, sometimes much older kids. What initially seemed to be a minor problem soon escalated and slipped out of control when Borvik mauled a teenage dwerg who had dared to mock him.

The moment of clarity came a bit too late, and Borvik, terrified of what he had done, fled the dwergen town. Luck was not on his side, though. Inexperienced and lonely, he was captured by slave traders who appreciated his brutal strength and sold him to a salt mine.

The never-ending, soul-crushing toil made Borvik understand where his true values lay and made him regret his anger. After a few years, he participated in a rebellion that resulted in him and his fellow workers breaking free. Unfortunately, upon returning home, Borvik learned the hard way that dwergs do not easily forget. Although by now a changed man, his reputation still lingered, and he was not welcome.

This is how Borvik's soul was finally forged. Bitter and grim, he travels from one dangerous place to another, looking for a way to employ his talents. He doesn't mind the physical pain, as he believes it also cleanses his tormented mind. His greatest hope is that someday he will do something famous enough to change the stubborn minds of his fellow dwergs.

Pick this Character if you:

- Enjoy combat and want to be good at it.
- Prefer Characters with high survivability.
- Want a fairly straightforward starting experience.
- Love to solve problems with the use of overwhelming Strength.

Tips for playing: Of all Characters, you are the most capable of standing toe-to-toe with even the most fearsome opponents. Your extremely high Strength, when coupled with *Exceptional Endurance*, allows you to shrug off brutal blows, while your armor does a decent job of mitigating smaller strikes.

Beware, though. Even a skilled fighter like yourself may struggle to answer all threats if too many enemies swarm around you before you can refresh your cards! Your limited Movement also means you have to think carefully about positioning yourself on the battlefield.

Remember that the *Heavy Strike* of your axe throws Enemies off-balance and breaks their poise, allowing other Party members to strike them with an Advantage until your next Activation. Coordinate with other Party members to make best use of this ability!



CHARACTER BOARD

Tokens: Dwerg, Fighter, Midlands Citizen

Attributes:

STR 4

AGI 2

INT 2

CHA1

Movement: 4

Divinum: D4

HP: 8

POUCH

Cards:

Attack (B00)

Exceptional Endurance (B02)

Dodge (B04)

Combat Insight (B07)

Pitiful Command (B12)

Heavy Strike (116)

Tokens: War Axe, Studded Armor

3 Gold



CHARACTER BOARD

Tokens: *Human*, *Hunter*, *Vagabond*

Attributes:

STR 2

AGI 3

INT 2

CHA₂

Movement: 6

Divinum: D4

HP: 6

POUCH

Cards:

Attack (B00)

Endurance (B01)

Dodge (B04)

Combat Insight (B07)

Command (B10)

Shoot (105)

Stab (120)

Luck (109)

Tokens: Bow, Dagger, Lucky Charm

1 Gold

KAIDA, THE ARCHER HUNTER

After all those years in the wild, there is little Kaida hasn't seen or even heard of. It would make her a worthy companion with experience to share, if it weren't for her trust issues.

Few know that Kaida is a child of the wild. She is sure she had a mother at some point but has only a few vague memories to back it up with. Something terrible must have happened to the woman when Kaida was little because, for the great majority of her life, she was alone or traveled with a pack of feral children like herself. Nobody helped her find food, learn valuable skills, or heal her wounds. Other people she met would most often chase her away anytime she came too close to a caravan or a village.

With time, she managed to suppress her mistrust and hide her homelessness. She learned to socialize and discovered her skills are worth a lot to less traveled people and that her skill at shooting a bow is hard to match.

Working with others doesn't come easy, though. Kaida conceals her mistrust, but it is still there, forming a bizarre mixture of jealousy. She wishes she had a family life to remember or the ability to create one. Not today, though. One day, hopefully.

Pick this Character if you:

- Enjoy well-rounded Characters with no weak stats or cards.
- Prefer a ranged style of fighting.
- Want a fairly straightforward starting experience.
- Love to solve problems with the use of overwhelming Strength.

Tips for playing: You will be your Party's most capable ranged Character for at least the first couple of Advancements. But don't let that limit you! All your starting cards and Attributes are decent. You can also defend pretty well or support your party with *Command* and *Combat Insight*. Your versatile *Lucky Charm* will improve your odds whatever you do!

As you Advance, you can either pursue a deeper path into Archery or continue your role as a jack-of-all-trades.

ORUHN, THE SOOTHSAYER DRUID

There have always been two opposing feelings fighting in Oruhn's great heart. One urges him to spread peace and explain to all the warring factions of Evershade why the conflict is not the best way to spend the time this world has left. The other would surface only sometimes, when Oruhn would feel the overwhelming urge to grab his quarter-staff and unleash their bolgrim fury on those who wouldn't listen.

A child from a small village razed during the Bolgrim Wars, Oruhn spent years in an orphanage led by the Convent of the Moon Lady. There, the sisters tried to mold him into a model citizen of the Midlands. He learned to control his emotions and studied human history and sciences. However, he also never forgot the earlier teachings he received from his tribe's shaman.

Finally, when he was old enough, he left the Convent and spent years wandering the wilds of Evershade, meeting other bolgrim tribes and rediscovering his heritage. These travels instilled in him a deep conviction that this world needs healing, and so do its inhabitants.

And this is what Oruhn does. With iron patience, he helps the helpless and restores balance. He makes friendships and alliances and infuses them with his rock-solid faith that Evershade can become a better place.

And if someone insists on harming others, Oruhn is ready to use his might to give them a more direct lesson.

Pick this Character if you:

- Want to focus on healing and defending your allies.
- Plan to evolve your Character into a proficient caster.
- Enjoy tough Characters with big survivability.
- Like Characters with wide and diverse knowledge that can unlock new options or paths in your Adventure.

Tips for playing: Despite being a healer with heightened *Divinum*, you don't have to stick to the second line! Your natural bolgrim Strength, *Exceptional Endurance*, and high HP allow you to take some heavy hits, while *Luada's Protection* gives you a 100% sure way to negate smaller hits.

In your first Advancements, remember to focus on cards that would use your higher Divinum die to make the best use of it.



CHARACTER BOARD

Tokens: Bolgrim, Druid, Convent of the Moon Lady

Attributes:

STR 3

AGI 1

INT 2

CHA 2

Movement: 6

Divinum: D6

HP: 8

POUCH

Cards:

Attack (B00)

Exceptional Endurance (B02)

Clumsy Dodge (B06)

Combat Insight (B07)

Command (B10)

Bash (134)

Luada's Protection (107)

Make Herbal Dressing (113)

Tokens: Quarterstaff, Herbs Luada's Necklace

1 Gold



CHAPTER 9:

PERSONAL SECRETS

In Lands of Evershade, each Character has a secret. A story left unfinished. A personal quest. It's up to you whether to share this information with anyone else in your Party – but you can be certain that as you progress through the modules and scenarios, you'll have more than one opportunity to pursue this story.

GAINING A PERSONAL SECRET

Each module for starting Characters introduces Personal Secret tiles at the right moment. Until then, do not read any content in this Chapter!

PERSONAL SECRET INTRODUCTIONS

1) TOUCHED BY ERID

Keyword: Death

You have a hazy memory from early childhood. A memory of your own death. It all started with a strange woman approaching you while you played outside. A moment later, you found yourself in endless, dark corridors that extended in all directions.

Eventually, you woke up on a bier, surrounded by your grieving family and relatives. When you rose, some people fled in terror, and many others fainted. You were dead for two days, they told you. Everyone was sure of that. And even though your mother immediately hugged you, you could sense even she was terrified.

The next days were a blur: you remember your parents arguing, angry people coming and leaving, and your father hiding something that appeared on the wall of your house. Eventually, your family moved to another town. You never learned what happened that day, who the woman was, or even if you were really dead. The memory of the corridors remains vivid, though. And you suspect that's not the end of this story.

2) WANTED DEAD OR ALIVE

Keyword: Past

Many people you know claim to have done foolish things in their youth. Yet, you doubt they did anything as reckless as you.

In your teens, you had three friends, just as reckless and rebellious as you. Together, you decided to rob a local tax collector – some of you for justice, some for money, and some just for the thrill of it.

When you cornered the man in a dark and secluded area, it seemed the heist was going well at first. But your triumph was short-lived. The leather pouch he surrendered contained only a paltry few pieces of silver, and then, in a moment of desperation, he managed to break free from your grip and vanish into the night.

Soon, eerily accurate portraits of your group appeared on wanted posters. The bounty hunters came after you one by one—relentless, faceless shadows that scoured alleys and darkened taverns. After they captured two of your friends, you decided to flee the area.

Time moved on, but the shadow of that ill-fated night never fully lifted. The world changed around you, yet the specter of your past hung ever-present.

Every now and then, you still glance over your shoulder, afraid your past will one day come back to claim you.

3) THE LOST TWIN

Keyword: Sibling

Almost no one knows that you once had a twin.

Even you sometimes begin to doubt it, for the memories have become distant and faded. Vague childhood recollections still linger in your mind—climbing trees together, playing hide and seek. You remember the doorframe where your caretakers marked your height beside that of your sibling's.

Then came the day when your twin began to act strangely, gazing at the horizon with a look that unsettled you. There was something in their eyes—an unsettling mix of longing and fear. It was as if they could see something that beckoned them with a silent, irresistible call.

Not long after, your twin vanished without a trace. As you grew older, your caretakers tried fervently to convince you your twin was merely a figment of childhood imagination. They insisted you were an only child.

Despite that, sometimes, in your dreams, you still hear the voice of your twin calling your name. And you are confident your paths will cross once more.

4) OWNER OF A STRANGE BIRTHMARK

Keyword: Birthmark

Since birth, you have borne a strange, irregular mark on your forearm—perfectly white and smooth, like a piece of alabaster embedded in your skin.

As a child, on lazy afternoons, you would trace the edges of the mark with curious fingers. It seemed slightly different each day, slowly morphing into different fantastical shapes—dragons, ships, faces—much like watching a cloud shift in the sky.

In your parts of Evershade, altered bodies were as common as the cobblestone streets. People wore their scars or the changes caused by Divinum openly. Thus, your peculiar mark never drew much attention, or so you thought. That belief shattered one fateful evening when a grizzled traveler glimpsed your forearm on the street.

His eyes widened, and his face went pale. He bolted before you could utter a word—his footsteps echoing in the distance.

Puzzled, you brushed it off as an isolated incident. Yet, it happened again and again with several different people. Regardless of their age, culture, or profession, they all reacted with the same stark fear upon seeing the mark. You attempted to pursue them each time, desperate to understand this, but their fear lent them wings.

Your curiosity soon twisted into a gnawing obsession. You spent sleepless nights replaying those encounters

in your mind. What could they possibly know that you did not? What secret lay hidden beneath the smooth, white surface? You hope to one day find the answer.

PERSONAL SECRET ENTRIES

Whenever the game directs you to an Entry numbered **Sxx**, find it in the list below:

S1

While camping at the crossroads, surrounded by other weary travelers, you catch sight of a strange half-naked figure wandering from one group to another as if searching for something. The closer they get to you, the more you struggle to believe your eyes. This person looks exactly like you!

They notice you as well. Initially, they seem bewildered. Then, they approach, uttering your name. In an instant, you recognize the voice. It's the doppelgänger from your childhood, your long-missing twin you started to doubt even existed. They stand before you now, hungry and dazed.

Immediately, you take them under your care and try to uncover what has transpired over the years. But the longer you talk, the more unease creeps upon you. The twin is genuinely confused by everything happening around them. They can't even answer the most straightforward questions, like where they came from or where they were heading. Something in their behavior and their convoluted manner of speech unsettles you.

On the other hand, it makes you feel your help is needed all the more.

Choose:

- Chase your twin away Warning: this will terminate your Personal Secret storyline. Go to S7.
- Take your twin into your camp Go to S4.

S2 -

The man thrusts the amulet into your hands, bows again, and then flees. The guards are too preoccupied pursuing him to pay you any mind. You examine the amulet – it looks ancient! The golden front surface depicts two serpents devouring each other. You do not recognize this symbol, but it seems it's somehow related to your birthmark. To understand the latter, you must seek information about the former...

Gain the Mysterious Amulet Small Item token.

If you have Lore, go to S5.

Take an Action from your current Sheet.

S3

You enter the tavern, seeking a moment's respite and a drink to soothe your parched throat. As you carefully make your way through the loud, packed room, you notice a man eyeing you from behind one of the tables. He seems to recognize you, and it takes a while to realize where you have seen his face before.

It's a tax collector you once robbed. He for a while, then rises and attempts to leave the inny. You feel the skin crawling on the back of your neck.

Is he off to alert the guards?

Choose:

- Stop him and talk to him This content is unavailable in the prototype! Continue.
- Follow him and attempt to kill him This content is unavailable in the prototype! Continue.
- Wait This content is unavailable in the prototype! Continue.

Place a marker in your Location.

Take an Action from your current Sheet.

S4

Your twin proves to be a calm, though not particularly helpful, traveling companion. He eats little and barely utters a word. Most of his time is spent in a peculiar stupor. Despite this, you hold hope that in due time, he will open up, and you will learn how you might aid him.

Add The Lost Twin card (CS01) to your Camp Sheet.

Place a marker in your Location.

Take an Action from your current Sheet.

S5

The elder lore seems clear: the symbol on the amulet is most often used by the Remnants, a sect committed to restoring the Forgotten Empire and collecting all relics associated with it. The Remnants also strive to uncover the true heirs of the last ruler of the Forgotten Empire. Legend tells that a distinctive trait of this royal lineage was white and smooth birthmarks.

You feel as if the world around you is sinking. Could this mean that you are one of the last members of a monstrous dynasty that committed crimes so heinous that entire Evershade came together to erase them from history?

Important: This personal story will continue in the full version of the game.

Take a new Action from your current Sheet.

56

Suddenly, it dawns upon you—you recognize this village! You lived here in a house on the outskirts during your early, almost forgotten childhood. After your strange accident, your family moved from here to a place where you spent the rest of your early years.

Now, guided by hazy recollections, you take an old narrow path, and soon stand in front of the house of your past. It is abandoned, ruined, and overgrown with weeds. Yet inside, your childhood room remains, with most of the furniture, as if your family was afraid to touch it after the incident.

You approach your old cradle and, to your astonishment, discover a deep handprint on the solid wall behind the bed. Whatever left it buried its fingers in the stone as if it were soft clay.

As you inspect the print, you hear a scream just behind the window—the old goat herder, who had been tending her flock near the house, spotted you inside. You calm her down and talk to her. She recounts how one day, your parents found you in the yard with a hooded figure possessing an uncanny, inhuman hand. They ran towards you, screaming, and you collapsed to the ground lifeless, and the figure vanished. For three days you lay dead, and the village began preparations for your burial. But on the fourth day, a handprint appeared above the cradle where you lay, and you revived. The woman believes this handprint is the mark of the goddess Erid. Are you somehow connected to her? It might be best to inquire at a grand temple to see if there have been similar cases...

Replace your *Death* Personal Secret token, with *Touch* Personal Secret token.

Take an Action from your current Sheet.

S7

The twin is so confused they barely understand your words, as you turn them away.

Discard the Sibling Personal Secret token. .

Place a marker in your Location.

Take an Action from your current Sheet.

S8

As you pay for a small snack at the market, a hooded man right next to you notices the mark on your forearm. Slowly, he turns toward you his face, marred by old scars. He takes a step back in disbelief. Then, he drops to his knees.

This strange behavior catches the attention of the patrolling Graywatch guards, who seem to have been searching for him. They start to push their way through the crowd in your direction.

With both his hands, the man extends a small object towards you—an amulet of sorts. His head bowed, he says:

"Only you deserve to bear this, Returned One. Please, take it!"

There's no time to lose—the guards are drawing close.

Choose:

- Play along and take the amulet Go to S2.
- Demand to know what is it about Go to S13.
- Seize the man and wait for the guards to claim him Go to S17.

S11 -

As you prepare to rest in the silent, tomb-like darkness, you notice a faint glow that does not come from your small lamp. Instead, it radiates from the direction of your silent twin. To be even more precise, from under their clothes.

The twin does not object as you examine them and discover a dreadful truth. The light comes from a glowing mycelium, spreading throughout their body, just under the skin. The glowing fungus that invaded them looks eerily similar to the Dimrot, though it usually is much less visible.

It appears your sibling has contracted some new plague that originates from the Rotlands. You must find someone well-versed in such matters urgently!

A Character with *Sibling* gains 1 **5**.

Important: This story will continue in the full version of the game.

S13-

"Take it," the man pleads, extending the amulet toward you. "Rebuild what was shattered. You are the one we sought for. Take it! It is your birthright."

There's no time. The guards are almost upon you both.

Choose:

- Play along and take the amulet Go to S2.
- Seize the man and wait for the guards to claim him Go to S17.

S15-

Your twin remains unresponsive. You wonder how much longer it will take before they begin to speak...

Perhaps they need something specific to trigger their memories?

Continue the Camp Phase.

S16-

At first, the priests at the temple of Erid try to get rid of you, like many other lunatics who come to them with their visions, fake relics, and imaginary miracles. But as you talk about your strange childhood experience, you notice an old, plainly dressed woman tending plants in the corner of the temple straightens up and slowly walks toward you and the priests.

They bow before her in reverence, and she sends them away with one gesture of their hand.

"You have to forgive them, child. They've never met someone like you before – for what you've experienced has not happened in decades. I was the last to be touched by the goddess herself. And now, we have you. Follow me. There is much you need to learn, even if some of this might be painful..."

Important: This personal story will continue in the full version of the game.

Discard the Touch Personal Secret token.

Take a new Action from your current Sheet.

S17 -

"You don't understand!" the man shouts. "You cannot abandon a destiny as grand as the one that awaits you!"

The guards arrive swiftly and catch him. One drags him away, while the other thanks you for occupying the fugitive long enough. When you ask what this was all about, he winces.

"These are not public matters. Let's just say he was a member of a very dangerous sect. You'll do yourself a favor if you forget anything he told you."

As the guard departs, you notice the amulet lying on the ground – lost by the man during the struggle.

Choose:

- ◆ Take it Gain the Mysterious Amulet Small Item token. If you have Lore, go to S5. Take an Action from your current Sheet.
- Leave it on the ground Important: This will terminate your personal storyline. Discard the *Birthmark* Personal Secret token. Take an Action from your current Sheet.

OTHER SECRET ORIGINS

The final version of the game will include four more Secret Origins with dozens of story entries!





CHAPTER 10:

TRAVELER'S GUIDE TO EVERSHADE

GEOGRAPHY OF EVERSHADE

Most stories told in Adventures and scenarios of the game take place in Evershade, the sole remnant of the old world, protected by Luada from the light of the Broken Sun.

Though all regions of Evershade share one thing — the cracked and perforated stone disc occupying most of the sky — they offer several distinct settings, gripped by different conflicts, and provide a backdrop for many unique tales.

THE WEEPING HEART

The area right in the center of Luada's disc—some 2,500 miles from the edge—is the darkest and rainiest part of the known lands.

Here, the light of the sun is no longer visible, even during early morning or evening hours. Old species of plants and animals are gone entirely, replaced by those more used to the eternal gloom. The glowing sap of the plants that grow here is a valuable commodity used by people of the Heart to leave elaborate marks on their bodies that represent their caste.

The area is also known for the vast vaults of books and scrolls brought here by those who believe the center of the disc is the safest from the Fade. And for terraced plantations that grow foodstuffs not found in the outer ring.

Everyday Life: Living in the Weeping Heart is not easy: the lack of natural light, pouring rains, and the constant danger of Dimrot make life hard for its people. No access to sunlight also means no possibility to recharge objects made of Brilliance, requiring the city-states of the Weeping Heart to rely on brutal conscription instead of fielding elite forces clad in Brilliance battlesuits.

Conflicts: Due to the way water flows through Evershade, a small change in one of the streams in the Weeping Heart can cause entire giant areas of the Rimlands to become dry. This is a source of common conflicts between the Rimlanders and the city-states of the Heart —just like the ancient knowledge that the Heart is very reluctant to share, or even show to outsiders.



THE MIDLANDS

The largest part of Evershade, which contains most of its population. Here, people live in a precarious balance between darkness and light. The sun is visible at least for a moment each day, slipping under the disc during sunrise and sundown, during the quiet terror of the Witching Hours. To make matters worse, it is here that the disc of Luada seems to be the weakest, causing columns of destructive light to fall from the growing holes and cracks.

Everyday Life: The Midlands are always hungry. With most food grown in the Grain Ring, or in the Weeping Heart, the large population of the Midlands has little to sustain itself. Every year, new cracks appear, displacing more people and adding to the permanent crisis of these realms. Despite all this, Midlanders believe themselves to be the only "true" people of Evershade, living just like Luada intended, unlike the reclusive "gloomdwellers" of the Heart and the mad "light-touched" of the Rimlands.

Conflicts: The lords of the overpopulated Midlands are always scheming to secure new resources from the edge of Evershade — or against each other. In uncertainty and turmoil, cities easily fall, and fortunes turn on a dime.



RIMLANDS AND THE GRAIN RING

The outer edge of Evershade is dangerously exposed to the deadly Broken Sun, with the bright hours longer than in the Midlands. On the other hand, the same sun that the people of the Rimlands must hide from, allows them to cultivate many old-world plants, all but extinct in other areas, like wheat, barley, and rye. What's more, the proximity of the Fadelands beyond the edge of Evershade brings many adventurers to these parts, and expeditions to retrieve Brilliance or look for Divinum in the ruins of the Higher Realm are an important part of the local economy.

Everyday Life: The rare plots of land sheltered from the sun by the mountains, or valleys, are at a premium. The morning and evening hours are a time when most people stay in the safety of their homes. The number of Sunbleached is higher than in any other parts of Evershade.

Conflicts: The abundant food and easy access to a fresh supply of Brilliance could in theory lead the Rimlands to dominate the inner areas of Evershade. However, these wide and dangerous areas are mostly sparsely populated. Many people choose to move to darker regions to escape the Broken Sun and its cruel side effects, such as memory loss and the vast emptiness its light leaves in the hearts of those who are exposed to it for too long. Still, the conflicts between the Midland realms that try to expand into the Grain Ring, and the Rimlanders who try to expand into more populated areas of the Midlands never end.

THE FORLORN SEA

The inner Forlorn Sea is the largest body of water in Evershade. Shrouded in gloom, and extending from the Midlands all the way to the Weeping Heart, it is a dreary, dangerous area where many remnants of old civilization languish. This includes the Sombrian Dominion; a once-powerful naval, colonial empire that fell when the sea trade died, and when the darkness turned their tropical paradise into a rotten, dark hell.

The former slaves of the Dominion now try to claw out independence from the crumbling old power, while wrestling with dangerous new forms of life that are born in the black abyss of the Forlorn Sea thanks to a slow trickle of Divinum.





THE DRYSEA

The place where the ocean once lay. When a part of it ended outside the disc of Luada, the waters slowly slipped away into the Fadelands. What remains is a vast seabed full of muddy pools, with mountains protruding above them, upon which lie ancient islands. Ships still traverse the sea though: atop the backs of gigantic crustaceans. And in its heart lies the isolationist fortress island of Goethland where no outsider has entered in centuries.







THE WORLD BELOW

There is another place safe from light in the Lands of Evershade.

The Yawning Depths, from which Makrash took the Seed of Void and where, supposedly, alfs originated. Traces of a pantheon older than the deities of the Higher Realm also come from there.

Unfortunately, no one currently knows the way to the Depths, and even the deepest shafts of the dwergs failed to reach them.





CREATURES OF EVERSHADE

Nothing is feared more in Evershade than the Broken Sun, the embodiment of doom to which even Luada will eventually succumb. Yet, there is much more than the deadly light to dread.

Many threats lurk in the shadows beneath the disc, and some even dare to wander beyond its bounds. New forms of life thrive, having adapted to environments devoid of light, while remnants of the old world still linger, maddened about its demise. Beasts and people alike fight one another for sustenance and scarce resources. In Evershade, the survival of one rarely comes without the expense of another, and benevolence rarely pays off.

BLORCS

I saw a figure far ahead, hunched over the weight of a heavy backpack he carried. I called to him, hopin' for a chat with a fellow wanderer. But as I got closer, I realized it was not a backpack he carried, but sunburnt folds of his own skin. There were no eyes on his face. He was no man at all.

- Fleeting Jaya, northern outskirts explorer

I've had a dream, sent by Luada herself. It was a vision of our Good Lady's last and greatest sacrifice—a parting gift to life itself. In my dream, I saw beings born to walk under the sun once more, ephemeral creatures of smooth features and slender frames. Their glimmering wings embracing and shielding them from the light. They roamed free. She already bore them, and I was to seek and protect her children. I did what I was told, and I found Luada's children, but they were nothing like what I'd seen in my dream. Primitive and vile abominations they were, with sacks of meat instead of subtle veils of leather... A cruel joke at life's expense. I abandoned the path of the goddess, and now I await her wrath, wishing she still holds enough power to punish me. For if she doesn't, if those creatures herald our future...

— Mensiel the Exiled, former priest of Luada

So, the Rimlands folk claim that this new species—Blorc, they call it—shows remarkable regenerative abilities, is that right? And you've seen, with your own eyes, those creatures striding in direct sunlight, their skin mending almost as swiftly as the sun scorched it? Therefore, naturally, you've brought a specimen all the way to Whitewell. Well done, apprentice. Well done! Now, send for Master Reuben! Tell him to bring all the reagents he possesses.

— Head Arcanist Varria of Whitewell's Arcane Academy

The first Blorcs were discovered in Evershade only recently. Primitive and crude, their unusual body shape and extreme regeneration ability make them well-suited to traversing areas full of deadly light. As nocturnal creatures, they spend most of the day asleep, wrapped in the cocoon of their own skin. Only at night do they come out in search of food.

Some see in them a failed attempt by Luada to create a life that could survive her fall. Others – a strange experiment of rogue Lifeshapers.

TYPE: Humanoid

SIZE: Medium

THREAT: High

FOUND IN: Desolate ends of Evershade, uninhabited regions of

harsh climate.

BRILL BATTLESUITS

There goes Lord Dimentahl! Rumor has it he was blessed with a son last year, but he killed the newborn right as it left its mother's womb. Outrageous, indeed! But he already has three sons, you see, and three brill Battlesuits for them to ride. He likes to keep the numbers equal. It sends a stronger message that way, people say. Can't argue, there's some elegance to it... And, let's be practical, it's easier to get another son than enough brill to forge such armor.

— Wealthy citizen to her cousin

I finally learned why the people of Evershade are so obsessed with brill Battlesuits. A certain dwergen smith explained it to me—how kind of him! Here it goes. First, the Battlesuits are, naturally, mighty effective in direct combat, for they're made of brill, the hardest metal around. "Virtually indestructible," the dwerg said. When fully charged in the sunlight, they become light as a feather, too. But there are other kinds of power these armors exhibit, more subtle ones: the power of influence, or fame, for only a few dwergen families know the secret arcana of constructing brill Battlesuits. And they won't make armor for just anyone! Finally, brill is a rare substance, and one hard to obtain, sourced mainly from the Higher Realm ruins; that means it is madly expensive! As a result, the Battlesuits are the tokens of absolute power. You can be rich, famous, or feared—but without a brill Battlesuit, you'll never be truly powerful.

- Notty the Blank

How to fight a brill Knight? You don't, fool! All you can do is try to outlast it. Now, a smart operator wouldn't squander the Battlesuit's power on a mere troop like you or me. But the Grain Lords rarely put their smartest soldiers in those armors. No, they have to put their sons in—boys of parchment-thin characters and fiery pride. See where this is going, rook? Them noble cubs are easy to mock. Easy to taunt. Make them dance and waste all the juice. Then, when the Battlesuit loses all its power and becomes but a piece of junk, go in for the kill.

— Negara, the bolgrim mercenary

Battlesuits made of pure brill are more than just weapons or armor—they're the most powerful and fearsome instruments of warfare under the disc of Luada. Once fully charged in pure sunlight, brill becomes light as a feather while remaining virtually impenetrable. However, it loses charge fairly quickly, gradually becoming a heavy, immobile chunk of dead metal.

Due to brill Battlesuits' power and value, the might of nations and lineages of Evershade is often measured by the number of armors they possess.

TYPE: Weapon, Sunborne

SIZE: Large

THREAT: High

FOUND IN: Treasuries of the most prominent families, fields of great battles, fancy royal parades.

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DIMWALKERS

The terminal stage occurs when a Dimrot sufferer embarks on a "pilgrimage". Quite a perverse name to call it, if you ask me, as it brings doom rather than salvation... Little can be done for the poor fellows once they heed this call. You see, this is a sign of the dark rot penetrating all through one's body, reaching so deep that it infects one's very soul. Takes control over it. See this one? Very late in her affliction. She was once a dwergen girl, hard to recognize it now through all the fungi overgrowth. She's become what we call a Dimwalker. Watch how she just stands there in the corner. It's as far north as she can get. If we didn't lock her up, she would wander farther, follow deep under the disc, all the way to the Rotlands. This is where the Dimrot demands she be. And all the others.

- Healer at the Dimrot Asylum

Heading further north are ya? And what business brings you there, my friend? Hey! Want the bed at my inn? You'd better take off that hood, and look straight at me! And you start talking—each word crisp and clear like a ray of light. Too many damned Dimwalkers roaming about these days... Mindless, infectious buggers, slow but mighty persistent. They'll do whatever it takes to keep on their cursed path. And trust me, I mean anything. Some are cunning, too—looking all fresh, no shrooms on their faces. Normal folks, you'd say. But if you look into their eyes, you'll know. You'll see no one is there anymore.

— Weeping Hearth's innkeeper

H-how long have you had it, Innia? We need to get you in the sunlight, now! We need to burn it away and burn it good! Don't be scared, my love. It's alright if you forget me.

— One lover to another

TYPE: Humanoid, Infected

SIZE: Medium **THREAT:** Low

FOUND IN: Roads and paths leading deep under the disc to the distant kingdom of the Rotlands.

Dimwalkers are individuals in the late stages of Dimrot, a fungal disease that plagues most light-deprived Evershade regions. If left untreated, the fungi eventually overgrow the host body and take control over their mind, causing them to embark on a "pilgrimage" to the mysterious kingdom of the Rotlands, where Dimrot originates from. Mindless and slow, but inhumanly persistent, the Dimwalkers will continue their march at all costs, spreading the plague around.

DIVINUM COLLECTORS

How does it feel to be blessed with Divinum? Oh, let me tell you how it is to be "blessed"! Once it flows in your veins, you're marked. Others will come after you—some mad with thirst, ready to crack you open like a jar of honey. You may fend off one collector, then another, but they'll never stop coming. You might kill them for good, right? Well, but then it is you who absorbs their sweet, sweet Divinum. Intoxicating, maddening. You'll start to crave it... How long would you be able to resist, how long can you run before you see yourself becoming what you are running from?

- Divinum-blessed individual

[...] Beware their golden tongues, for they speak only lies. Shun their golden gaze, for it seeks only prey. Watch for the golden scales on their flesh, for they mark a corrupted soul. Oppose the godhood of one that is the doom of many. [...]

Levellers Organization's leaflet

You can't trick me, child. I know what you are. I know what you hold. I can smell it. I can see it. The fairest fragrance, the greatest delicacy... Shhh... Don't scream. Vessels don't scream.

Divinum Collector to his victim

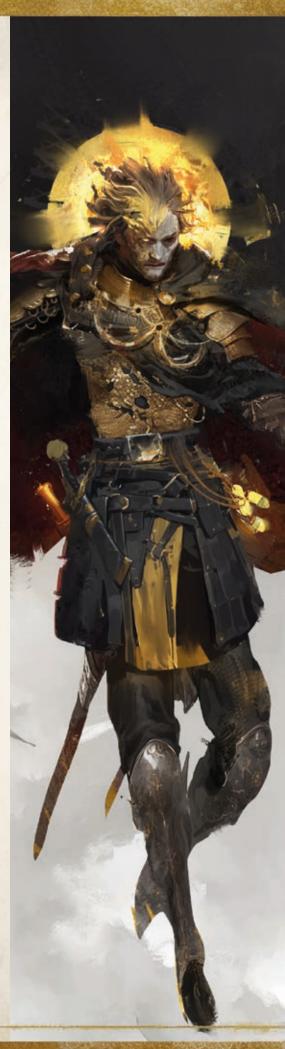
TYPE: Humanoid, Divinumborne

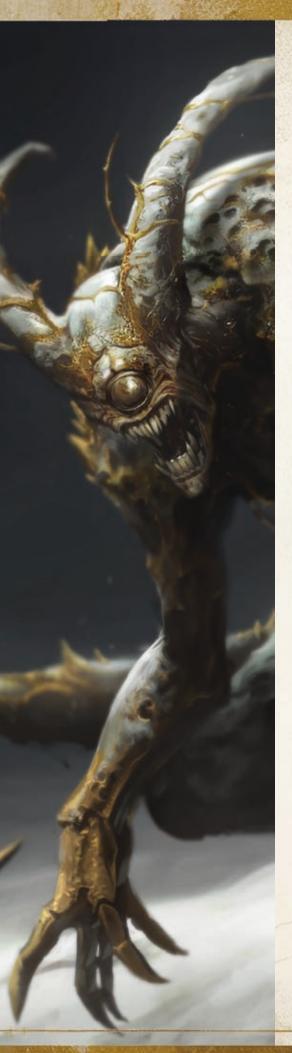
SIZE: Medium **THREAT**: High

FOUND IN: All across Evershade, tracing the scent of Divinum.

Divinum, the source of all magic in Evershade, is also a dangerous temptation. After getting a taste of its raw power, many people get addicted and want more of it. Few pools of unclaimed Divinum are left around—most of the divine element already flows in other people's veins. The only way to claim the Divinum is the death of its host, but a life is a price many are willing to pay. Their corruption deepens with each murder.

The most dangerous Divinum Collectors accumulated such immense amounts that it changed their physique, turning them into something between a mortal and a god.





DIVINUM FIENDS

The Fiend's been trailing us for three nights, Koreh. It's holding back, for now, but you keep bleeding out, your own juice and Divinum alike. What if it finally comes to take a sip straight from the source? Without your fancy spells, all I've got is my steel... What? Let it come? Are you mad?!

— A wounded mage's companion

Demons are universally acknowledged as creatures of insatiable hunger. Since their emergence from the eternal blackness of the Yawning Depths them being abandoned servants of the Old Gods, as per ancient alven scriptures—they have wandered the surface, following their desires and cravings. It's unsurprising, then, that they also succumb to the temptation of Divinum. Once acquiring a taste of the celestial element, a demon morphs into a Divinum Fiend, a specimen of great rarity and even greater contradictions. Because a Divinum Fiend, as a lesser creature, is not the "intended" or, should I say, "natural" vessel for Divinum. It blends the golden threads of Divinum with its flesh by force of its innate magic and at the price of severe damage to its body. Yet, even then, the divine element seeks escape, oozing out as it searches for a more fitting host. I've observed Fiends stepping into lethal light shafts, desperate to seal their wounds and contain the Divinum within. I have seen these creatures, mad with hunger, follow Divinum-blessed individuals, only to lose all the celestial substance and perish upon simply nearing a higher being. Ultimately, I have witnessed the Fiends turning to cannibalism, the safest method to sate their dire thirst. Throughout my journeys, I have encountered no other entity leading such a tragic existence.

Linnaei's Compendium of Creatures

TYPE: Demon, Divinumborne

SIZE: Large

THREAT: Moderate

FOUND IN: Unclaimed Divinum pools and Higher Realm ruins both in Evershade and out in the Fadelands.

As lesser beings, demons are unworthy of Divinum and can't absorb the divine element naturally. Still, they crave its power. Some manage to use demonic powers to force Divinum to bond with their bodies, seriously harming themselves in the process. The Divinum constantly oozes out, opening new wounds, but Divinum Fiends are too obsessed with the desire to notice the pain.

DRACOLICHES

Every child in Evershade knows of the great beasts that once soared the skies of the old world but perished with it. This is no myth, for many ancient graveyards of these winged leviathans have been uncovered—and turned into excavation sites once we learned about the marvelous properties of dragonbone: nearly equal in hardness to brill and so enduring, it still cradles living marrow. Yet sometimes, late into the witching hours, a more haunting tale is shared. A story of draconic remains brought back to life, reanimated like marionettes by the golden threads of Divinum that found their way to their resting place. Whether the feared Dracolich truly dwells somewhere in Evershade or haunts only the dreams of the simple folk, I cannot say. All I know is that bringing such a monstrosity into existence would require either the direst chance or— which is even more sinister—intent.

- Linnaei's Compendium of Creatures

Oh, lights! Look at all this dragonbone... We're rich, fellas! Now shut up and move. We can ponder why those fools left the site once we collect the stuff... What was that rattle?

— Dragonbone site looter

I can feel it [...] When I caress her alabaster cheek, when I stroke the harp of her ribs, when I hold her ever-sharp claws. She has no heart, yet I feel it beating. It yearns for the divine substance [...] my veins [...] She longs to live once more, this celestial creature, fiercest beast[...] Magnificent dragon, my goddess! I shall offer myself at the altar of your cartilage so you may ascend the skies anew.

- Half-burned diary found in the ruins of a mage's tower

TYPE: Dragon, Divinumborne

SIZE: Huge

THREAT: Extreme

FOUND IN: Dragon graveyards, most secluded mountaintops.

The dragons once roamed the skies but perished along with the old world. They were beasts of legendary endurance, and a spark of life still prevails in their skeletons. When a portion of Divinum somehow ends up in a dragon graveyard, a Dracolich may arise. Many still doubt their existence, but recently there are rumors of dragon cults that try to raise the remains by sacrificing Divinum-blessed victims.



ELYSIAN SERVITORS

In the days of yore, when the sun was still benevolent and kind, the gods relished basking in its light so much that they wished it would never set over their realm. So, they hung their golden palaces and lush azure gardens around the radiant sphere, girdling it whole. A thousand celestial havens of the Higher Realm required the utmost care, so the divines created the Servitors—marvelous automatons who knew neither fatigue nor error. Day and night, the Servitors toiled, tending to the gardens, the tables, and the halls of marble. They worked tirelessly until the cursed hour when the Sun was broken, and the Higher Realm shattered. With its pieces, they fell to earth. To this very day, they wander the fractured ruins, still tending to gardens that withered centuries ago and serving gods who are no more.

Book of a Hundred Witching Hours

Make it work? What do you mean, sire? Looks to me someone just did a pretty good job makin' sure this Servitor won't work no more. Why turn it on again? But sire... Those things are divine play toys, they say it takes a god to command 'em, no less. With all due respect, sire...

— Chief Engineer Bolsun to one of Whitewell's patricians

There are three Servitors in the main chamber. No sign of the Taskmaster yet, but it is there, it has to be. The lesser automatons wouldn't be so organized if they were all alone... Maybe it's buried under the rubble. But maybe it's not. The night isn't getting any longer, so we either go in half-blind now and try to retrieve whatever they seem to be guarding, or we leave the ruins now. Your decision, mage.

— Expedition's scout somewhere in Sunwreck Expanse

TYPE: Automaton, Divinumborne

SIZE: Small

THREAT: Moderate

FOUND IN: Higher Realms ruins scattered around the Fadelands, mansions of wealthy eccentrics.

Servitors are a class of Divinum-powered automatons, created by gods to tend the countless palaces of the Higher Realm. When the sun broke, Servitors fell to earth and scattered with the remains of their divine places across the Fadelands. Some are still active and will attack any intruder who dares to step into the remains of the Higher Realm.

FADELANDS BURROWERS

And now, esteemed guests, something not for the faint-hearted! My fair ladies, hold on tight to your companions, and brace yourselves to witness the beast of the palest horrors! With claws so hard it can dig all the way to the Yawning Depths! With skin so thick it can stroll under the Broken Sun unharmed! I present to you... the Fadelands Burrower! Watch and marvel at the improbable speed this behemoth burrows... it burrows... it... GOOD LADY, HAVE MERCY, IT BURROWS! Guards, kill it! Slay it before it escapes!

- Whitewell Circus' announcer

I'll take a Burrower Scalecoat over a Faderay Veil every time. It may not be as resistant to the light, but it won't shatter at the slightest hit like the veil does. It's all about balance, trust me, for the sun won't be your only worry out there. And I can't help but respect these beasts, too. It's tough to survive out in the Fade, yet the Burrowers are smart enough to thrive. They may be blind, but I swear they can detect a single grain of sand moving. They're quick, too. And quiet as a shadow. Oh, if only I could tame one... Imagine the steed it would make!

- Arhim D'Rim, the Fade Warden

White Jon has it all thought out! We don't venture out in the open like those fools do—oh no, we dig down. We diggity dig through dust, sand, and rock until we find ourselves a tunnel. Them Burrowers dig tunnels, see? A great network of underground tracts they've made under the Fade. Oh, they did, they did indeed; their matriarch told me. She wouldn't lie to White Jon!

— White Jon, the better-half-wit adventurer

TYPE: Beast, Burrowing

SIZE: Medium

THREAT: Moderate

FOUND IN: Wandering dunes of the Fadelands, half-buried ruins in Sunwreck Expanse.

Fadelands Burrowers are one of the very few species that have adapted to the unimaginably harsh life beyond Evershade. During the day, they hide in burrows dug in the bedrock or lie in white sand, waiting for prey. Although they prefer to evade direct sunlight, the heavy scales covering their bodies can protect them from Fading for a short while. The scales harden with time, allowing older individuals to travel vast distances in search of new territories to sustain a new family pack.

Their population keeps growing, along with the rising number of expeditions sent to the Fadelands in search of brill or unclaimed Divinum.



FADERAYS

Those fools cheered when the Faderay loomed over us. Welcomed that flat-bodied devil like a godsend when it cast its cursed shade upon us. They had no clue, but I did. One of us wouldn't make it to Evershade, and I had to make sure it wasn't me. Them Faderays are damn patient, shepherding their prey to the very brink of the disc. Ya know why they do that, rookie? It ain't kindness. Faderays savor their meals best when their victims' flesh is softened with strong emotion, see. So just when the sweet relief of seeing Evershade again after weeks in the sun-wretched wastelands fills your soul... that's when they strike. Couldn't trust my foolish heart here, eh? I had to cover up my emotions with something stronger. Like the primordial terror of realizing you're wounded beyond saving... So, I took out my knife and turned to one of my hapless companions.

— Orvik Tesson, brill excavator

[...] This mirror-like, brill-based integument forms a protective layer over the entirety of the creature's dorsal side, making it insensitive to the otherwise lethal daylight. The only exception is its residual visual apparatus, perched atop its broad, flattened head. The Faderay's eyeballs, due to their constant exposure to the sun, have been discovered to possess potent healing properties, capable of treating even the most hopeless cases of Dimrot. Once procured from the specimen's chassis, the eyeball must be carefully dried and then powdered into silvery dust. The powder must then be administered with great caution, as any excess beyond a mere pinch consumed every fortnight may result in shrinkage or even complete dissipation of a patient's innards.

- Master Alchemist Reuben

TYPE: Beast, Flying

SIZE: Huge

THREAT: Moderate

FOUND IN: Empty skies over the great white deserts of the Fad-

elands.

Faderays reign the skies of the Fadelands, gliding gracefully over sandy dunes like giant kites. They are impervious to the Broken Sun shining upon them, for the upper parts of their bodies are covered with a mirror-like, reflective layer veined with pure brill.

A Faderay's appearance often brings relief to inexperienced adventurers, who mistake the shade provided by the creature for benevolence. In truth, it's a cunning hunting strategy, as the Faderay eventually dives down to devour its unsuspecting victims. They particularly enjoy their meals seasoned with strong emotions right before death.

FERAL BLANKS

I'm lucky! I realized that just now as I'm sitting here on this rock half-naked. When I first came out of the Fade, I was welcomed to a bolgrim village right away. They taught me so much and gave me no less! But I hear that not all my kin, I mean other blanks, are so fortunate. Some wander from place to place, finding only closed doors, cruel words and thrown stones. I remember how empty I felt when I first came to be. I howled out of this emptiness! No wonder those... empty blanks go crazy and attack people. But how is their misfortune my fault?! I met one such fellow yesterday. Naked and mute, as if they'd just awoken in the desert. I greeted them, but they pounced at me! Tore my robe apart, and it was a fine robe of alven fashion! I barely escaped. And I pity them, of course I do! But that was my best robe...

- Notty the Blank

They emerge from the Fade, more naked than any of us ever were. Can we, so comfortably born into belonging, blame them for seeking the same? Look at the castaways, outlaws, and ruffians of your own kin! Banished from their communities, deprived of belonging... Don't they become bitter, and hostile, even feral, too? We all need kinship as much as we need air, water, and bread. Don't blame the blanks for succumbing to maddening solitude; instead, wonder if you're not the one who pushed them into it with your coldness and indifference. Embrace the blank, I say. To keep both the Moon Lady's good grace and the roads of Evershade safe.

— Witching Hour sermon of Father Bellany

Hey, blank! Get that creepy hollow mug of yours back to the Fade!

- Some drunk idiot

TYPE: Humanoid, Sunborne

SIZE: Medium

THREAT: Moderate

FOUND IN: Frequently used routes and major roads, outskirts of

large settlements.

All blanks feel an innate need to belong. Upon reaching Evershade, most of them integrate into any racial or social group that is willing to accept them. Unfortunately, some never succeed in finding such camaraderie. Increasing solitude and detachment can make them feral and hostile toward other races, especially those blanks who succeed where they have failed.



FIGMENTS

A sister class of phenomena to Vestigials is known as Figments. They share a similar origin, both arising as twisted byproducts of the Fading of some other entity to which they held a strong connection: an item, a place, or even an ephemeral object, like knowledge. Figments, however, are born from people. Partially, but not entirely uprooted from existence, fractured and unstable both in flesh and mind, such individuals become a warp in the very fabric of reality. Although a Figment may exhibit behaviors associated with intelligence or consciousness, such as speech, they are, in fact, mere hollow mimicries. It should be stressed beyond any doubt that a Figment is but a distorted echo of the person it once was and should not, under any circumstance, be approached or interacted with. Whether entities originating from other living beings ought to be classified as Figments or Vestigials remains an open question.

— Lecture on the origin of the Sunborne entities at the Arcane Academy of Whitewell, part II

We used to spot no more than two blazing cracks from this hill... And now? Count 'em—one, two, three, four—and that's just in the east! The Good Lady is having a hard time, I'm telling you. Hey, was this beam up there yesterday? Nila, isn't that your... Nila? W-what happened to your face? Where's the other half? Nila?!

— Witness to the "birth" of a Figment

Don't be deceived by the flickering lights, the laughing echoes, or the shady silhouettes dancing in the streets. There are no people left in the city of Ereh. Whatever dwells in the ruins now is not a part of this world, and it is not kind.

— Adventurers passing the ancient metropolis of Ereh

TYPE: Humanoid, Sunborne

SIZE: Large

THREAT: Moderate

FOUND IN: Forgotten ruins from before the breaking of the sun; deserted neighborhoods of dwellings devoured by the beams of light.

Similar to Vestigials, Figments come into being when the Broken Sun causes parts of reality—such as places, objects, or knowledge—to fade away from the present and the past. If an individual is deeply connected to whatever has vanished, their own existence becomes unstable and faint, potentially turning them into a Figment. Never really "there" both in body and mind, Figments may still appear almost human, but they are merely flickering shades of what once was. They linger in places they knew, consumed by confusion and rage.

Many speculate about the possibility of reversing this process, but no Figment has been restored to life so far.

GAZEWRAITHS

I can't hide. She's there. She stares. She sees. SHE'S HERE. I can't hi—
— Bloody inscriptions covering the walls of a room of a suicide victim

Among all the creatures of Evershade, there is one that makes my heart tremble at the sheer thought of its existence—a rare beast of the most sublime horror, that preys on flesh and mind alike. Only once have I caught a glimpse of its slender, feline frame, a shadow among shadows. A Gazewraith, or Staremare, does not like to be seen—an instinct much understandable among a species that hunts with nothing but its gaze, and gaze is all it needs to kill. Once a Gazewraith lays its four eyes on its prey, it begins to feed. As long as it holds the victim in sight, it will slowly suck away its vital force. The poor thing may not even realize the ongoing hunt until it's too late. Once the prey is too weak to put up a fight or move at all, the Gazewraith approaches and devours it with ease. It takes a mere three days for an adult, experienced individual to perform a successful hunt, and a week for a cub that still learns its dreadful trade. It's almost impossible to lose a Gazewraith in the wild once it locks its eyes on a target; it's even harder to kill it, for the beast remains hidden. All one can do is seek immediate and tight shelter, for even the tiniest hole is enough for the Gazewraith to fulfill its macabre hunt. Curiously, some folk succumb to madness, believing a Gazewraith has laid its gaze upon them, even though there are none around.

— Linnaei's Compendium of Creatures

The cub learns darn slowly. How many sticks did I break on its back before it got the idea to simply not look at me... But it's all worth it, am I right? Imagine having an obedient Gazewraith by your side. Imagine it vividly and clearly, my friend. Then pray you never get a price on your head.

- Borius Chennay, famous bounty hunter

TYPE: Beast SIZE: Medium THREAT: High

FOUND IN: In the wilderness, the Gazewraith finds you.

Rare, elusive, and almost mythical, a Gazewraith is one of the most terrifying predators in Evershade. The reason lies in its method of hunting—it only needs to turn the piercing stare of its four eyes at the victim. As long as the prey remains within the Gazewraith's sight, the beast gradually drains its life force until it is too weak to move. Then, the Gazewraith approaches to feed on its flesh.

A Gazewraith is hard to notice, let alone banish or kill, as it shies away from direct confrontation.



GOONS & BRIGANDS

In my travels, I have encountered the greatest predators and monstrosities that roam the continent. Yet, no creature has bothered me as persistently and frequently as other people of Evershade. Bandits, goons, and marauders roam the outskirts and dark corners of our civilization, pillaging and robbing. Always in packs—or should I say, gangs—most probably to ensure dominance through numerical superiority over their targets. They exhibit excessive levels of aggression, especially in the Midlands area. The correlation with the alarming overpopulation of the region is indisputable. However, setting aside the scholarly paradigms, one cannot help but discern the subtle signs of fear that underlies all that violence in those individuals.

— Preface to Linnaei's Compendium of Creatures

I know you don't have much to work with, but puff up that chest, kiddo! Look like you've got somewhere to be, something to do, and no patience. You want to be seen as anything but an easy target on these streets. Yeah, I get you actually ARE one; don't say it out loud, for Luada's sake!

— Marvil, a traveling merchant

And why exactly shouldn't I hurt you? Huh, preacher man? The sky may come crashing down this very night. Better have some fun while it's still hanging up there. And guess who will pay for my fun?

- Whitewell goon

TYPE: Humanoid

SIZE: Medium

THREAT: Low

FOUND IN: Squalid city districts, major roads and dark city alleys,

bandit hideouts.

Life in Evershade is harsh. Many regions, especially the mild-weathered Midlands, struggle with overpopulation and shortage of basic resources. Despair causes many to leech off others. Groups of armed goons—for their kind rarely operate alone—roam along popular transport routes and lurk in the dark alleys of big cities, awaiting their prey just as the beasts in the wilds. These outlaws rarely heed reason or pleas, adhering only to the law of sheer violence.

LUADA'S NIGHTMARES

At the witching hour of dawn, the skies thundered. The cry a stone could weep, I thought to myself. Then, a monster came from the hills, but it was not of the hills nor any land of this world. It had a form unlike any human or beast I had ever seen, with a burning sphere for a head—an accursed sun, casting the deepest blackness; a perversion of light. It had no other purpose than annihilation, and the simple folk were powerless against its march. Before the Moonshields arrived, it had already turned the village to dust.

Noblewoman who witnessed a Nightmare's passage through the eastern Rimlands

I suffer our Lady's suffering. I bear what She bears. I dream what She dreams. And when I wake from my slumber, I remember Makrash's betrayal fresh and anew. A single tear I shed—a fiery droplet of tar-black, so heavy it tears the velvet sheets it falls on. And when I shed that tear, I know She weeps, too. But Her tear falls on Evershade, and Evershade it rends apart. Such is the weight of Luada's Nightmare.

— Grand Master Pythial of the Moonshields Order

TYPE: Construct, Sunborne

SIZE: Large

THREAT: Moderate

FOUND IN: Underneath the utmost tormented regions of Luada's disc

People call those apocalyptic beings "Luada's Nightmares", and rightfully so. It seems the Moon Lady, who in her dreams constantly relives Makrash's Betrayal and the torment of her sacrifice, spawns them in Evershade. Each Nightmare bears a cursed burning sphere akin to the Broken Sun, but perfectly black. Its rays deepen the darkness around the creature, instead of dispersing it.

This content is not yet available!

LURELIGHTS

I followed the mesmerizing light deep into the basin and happened upon a creature of fiber, foliage, and root, yet with the gaping maw of a beast. At once, I realized she considered me a source of her sustenance, and the tempting warmth of the light she radiated was her lure. She bent her stem across the route back, trapping me, but she couldn't stretch far enough to seize me. I bore no grudge, though. Instead, I sat and observed. For long hours, I watched the dancing patterns of juice glowing beneath her tissue, and I fished my own glow juice out of my pouch and painted my body to match her markings. In this way, we talked for many hours. I fed the creature half of my rations and gave her a name—Lurelight. Then, we bid farewell to each other in peace.

— Olgor the Mild, Archdruid of the Shadespeakers Circle

A wanderer came by our hamlet just yesterday. Called himself a druid, a sage of the wilds. He fixed up our lame cattle, eased old folks' pains, and fore-told fates for our young. We paid him with fresh fungi and salted meats, but our gratitude he didn't want. He went to the fields and watched the men hackin' away at a Lurelight pest sproutin' near. He said to spare some of them bloodthirsty weeds—let 'em grow and thrive! Even suggested offerin' our dead to them. "Live together in peace and balance," he said. So, the men went and chased the loony druid with sticks and stones. Let him go talk to the Lurelights first, see if they'll be eager to spare our livin'! Poor Alvik was barely five...

Enraged villager

TYPE: Plant

SIZE: Large

THREAT: Moderate

FOUND IN: Unfarmed lands, overgrown wilds, and humid basins.

Not many old, sun-loving plant species remain in the gloom of Evershade. Those that prevailed had to relinquish light and find other sources of sustenance. So did the Lurelights: carnivorous plants found in the damp wilderness of the Weeping Heart. They evolved to produce glow juice, a substance that emanates a mesmerizing glow, which they use to lure prey into their maws full of tooth-like thorns.

The glow juice became the Lurelights' salvation and destruction, as many cultures in Evershade prize its vibrant glow, leading to the plants being harvested for this resin-like fluid.

MUDLINGS & DIVLINGS

By decree of the Head Arcanist, all serving Divlings of festering, untidy, or hazardous compositions are required to be deconstructed before entering the academy, sire. You may reconjure your familiar using a white-sand reservoir in the hall.

— Gatekeeper at the Arcane Academy of Whitewell

Divlings are medleys of random elements of matter forcibly arranged into a humanoid-like frame and brought to life by a small amount of Divinum. Commonly known as Mudlings due to their substance often being dirt, mud, wood, or foliage—essentially any kind of mass that happens to lie nearby during their formation. In towns and settlements, waste and garbage may constitute the majority of their build. Though typically found accompanying Divinum-blessed individuals as servants or weapons, Mudlings can also spontaneously arise near pools of unbound Divinum. Their unbidden emergence is, therefore, a good indicator of unclaimed Divinum in the area. Regardless of their material or purpose, all Mudlings seem to exude a strange aura of unwillingness bordering on agony that only disperses once the Divinum's golden grip on them loosens, allowing the Mudlings to disintegrate back into a blessed state of nonexistence.

— Linnaei's Compendium of Creatures

Maaa'! Rory's making magic again! Tell him to take his icky mud-doll away! It's scary and dirty and very sad!

- Non-gifted sibling

TYPE: Construct, Divinumborne

SIZE: Small
THREAT: Low

FOUND IN: Near unclaimed Divinum pools, accompanying and serving Divinum-blessed individuals.

Conjuring a Divling is one of the most common magic tricks practiced by those who possess significant amounts of Divinum. Created from any matter at hand—most often dirt, mud, and rotting vegetation—and animated by golden threads of Divinum, these lesser constructs serve or fight on behalf of their masters.

A keen observer might notice a startling truth about Mudlings and other Divlings: their forced existence is nothing but agony, and they all long for the moment when they will turn into dust again.



This content is

not yet available!

ROTGIANTS

During my time in the treetop village of the fayling folk, I observed a most fascinating custom. Whenever a Rotgiant happens to pass close to their settlement in its mindless march, they prepare to celebrate what they call a "moving feast". A hunting party follows the Rotgiant, and the hunters start jumping to and away from their prey, as if performing a wild dance. It is not just folly; it is harvest! The faylings aim to seize the fungi from the Rotgiant's body, preferably the ones growing from its ears—considered a delicacy—all while evading being stomped on or struck by its swaying arms. Once the hunters collect enough, they let the Rotgiant go and head back home. Then, they pass the shrooms to the chief of the feast; this is usually the most experienced matriarch, who then prepares a festive soup for the whole village. A task as honorable as it is dangerous, for the slightest error may lead to spreading the Dimrot infection to all feasters. A trick-or-treat meal, but boy, is the soup tasty!

- Notty the Blank

Did you know that not only people fall victim to accursed Dimrot? It infects all sentient creatures. If left untreated, its roots reach deep through one's flesh to the essence of existence. Call it mind, soul, or drive—whatever you think resides within our skulls—for this is where the rot, well... heads to. Once it commandeers this essence, the Dimrot forces its victim on a pilgrimage to the Rotlands, where the fungi overmind resides. Among all the rotting pilgrims, Rotgiants pose an exceptional threat. Originating from infected giants, not only do they take no heed in their march, trampling livestock and harming common folk. Because their bulky frames tower over other humanoids, and their bulging skulls provide lots of space for the fungus to grow its commanding tissue, the Rotgiants somehow "preach" and spread the call to the pilgrimage around, activating and inciting other infected creatures. So, if you happen upon one in your journey... please, end its suffering.

— Inid the Healer

TYPE: Humanoid, Infected

SIZE: Large

THREAT: High

FOUND IN: Damp caves, light-deprived wilderness of the inner Midlands, murky wastelands of Weeping Heart.

Sadly, all sentient beings of Evershade are susceptible to Dimrot infection. Once the disease spreads and penetrates deeply enough to reach their skulls, all face a common fate—embarking on a "pilgrimage" commanded by the fungi's will. When the infected giants, now known as Rotgiants, begin their march, not only do they trample everything on their way. Due to their size, they also serve as "transmitters", beaming the call of the fungi overmind and activating other infected beings to follow.

Some races of Evershade claim the shrooms overgrowing the Rotgiants' bodies are exceptionally tasty.

TASKMASTERS

When you requested the Servitor be repaired, sire, I obliged. I put it back together, oiled its gears well, and fired it up as you wished. If I may refresh your memory, sire—it wrecked half of my workshop and maimed my apprentice before you took control of it. I mean no disrespect to your power, my lord! Bring me another Servitor... lights! Bring me two, and I will get to work as if they were mere clocks. But a Taskmaster? No, sire. I won't do it, no matter the price. I have no apprentices left to spare.

— Chief Engineer Bolsun to one of Whitewell's patricians

The exalted palaces of the Higher Realm had a crew of automated custodians, known as Servitors, overseen by much grander units we call the Taskmasters. Judging by the numerous empty sockets in their frames, Taskmasters were originally richly ornamented. I like to think each Taskmaster was adorned in line with the unique style of its palace... Wouldn't that be heavenly, indeed? However, all those delicate gems and embellishments must have fallen off during the Fall, leaving only the sturdy, dreadful frame we recognize and fear today. Yet, they remain fully operational and continue to fulfill their duty as instruments of divine wrath, guarding the fallen shards of the Higher Realm against unwelcome visitors.

— Riene Oldenbah of the Elysian Studies Society

TYPE: Automaton, Divinumborne

SIZE: Large

THREAT: High

FOUND IN: Higher Realms ruins scattered around the Fadelands.

Taskmasters, along with the lesser Elysian Servitors, were created by the gods to maintain the celestial domain. Heavily armed and advanced, Taskmasters' purpose was to oversee Servitors and defend the Higher Realm against intruders — a mission they continue to this day, in the shattered ruins of their former palaces.



VESTIGIALS

It seemed like an ordinary book. But then, when I really looked at it, it suddenly, um... wasn't there? Like it WAS right there, but at the same time, it wasn't. Do I make sense? It was hard even to look at it; like my eyes didn't know what my mind was trying to focus them on! It made me dizzy... You know how sometimes, in a big, empty room, what you've said comes back to you? An echo, right! So, it was like an echo of a thing, but not that thing. A book, but not a book! This is what attacked me, officer!

— Victim report, Graywatch archives

What we call a Vestigial can assume any form, as it may originate from any item holding a strong connection to a person, place, or other object that has undergone the process of Fading. As far as we know, when the Broken Sun erases something—or someone—from existence, it also abruptly severs all its bonds with other entities. The closest neighboring entities, now with a major part of their own existence left as a loose end, uprooted from reality, become unstable. Thus, Vestigials come into their twisted, incomplete presence. As to why some Vestigials remain dormant, while others seem to be driven by some innate—and malignant—agenda, theories vary. What scholars agree upon is the fact that Vestigials house immense potential for power we don't yet understand.

— Lecture on the origin of the sunborne entities at the Arcane Academy of Whitewell, part I

Running a pawnshop is a dangerous trade these days. Hard to keep a decent register when your merchandise keeps blinking in and out of existence or tries to get at your throat... But let me tell you, is it prosperous!

— Antique dealer in Firstlight

TYPE: Construct, Sunborne

SIZE: Small **THREAT:** Low

FOUND IN: Forgotten ruins from before the breaking of the sun, dwellings of those who perished in the light.

Just like Figments, Vestigials emerge when something or someone they've been bonded with, Fades. This causes an item's nature to shatter and rebuild, but never whole. Its very existence flickers, transforming it into a dangerous error of the material world.

Vestigials are hard to overlook, as they're often rippling and blinking, making the observer nauseous. Some Vestigials remain dormant and unanimated, others appear to acquire a form of life and even vicious will.







RELIGIONS & PANTHEONS OF EVERSHADE

Most races of Evershade worship the Immortals, the gods who lived in the Higher Realm. After all, their Court was clearly visible with the naked eye: a golden structure spreading around the sun in the skies. As such, the Immortals always seemed close and present.

Prayers and invocations to them were often answered, and their priests and clerics held real, measurable power. As a result, even though different cultures named them differently, the Immortals were worshiped in all corners of Evershade. And while older or regional deities existed, few people wasted time praying to someone with no real power to answer their pleas.

The Immortals, led by Omu, are each characterized by their responsibility and one large flaw. Falling prey to this flaw or trying to overcome it were the basis of countless folk tales, just like conflicts and schemes between the gods.

While popular, the Immortals also have enemies. Some say they are more masters than gods. Others go as far as to suggest they were, in fact, not that different from mortals, save for the enormous amount of Divinum they owned that gave them powers that extended to their worshippers.

However, in ancient ruins and underground caves, there are signs of even older gods the Immortals worked hard to erase. The so-called Elsewhere Gods, whose ill-sounding names are remembered mainly by alfs, and studied by mages, are a topic few delve into – even though scattered pieces of information seem to indicate they are connected to the ruling pantheon in some dark way.



A IMMORTALS: THE GODS OF THE SUN COURT

1) LUADA

Also: Luada the Once-fearful

Unsurprisingly, the current prime deity of Evershade is Luada.

It's hard to argue with her sacrifice – simply looking into the heavens or on the bleached Fadelands makes it obvious all living beings owe their life to the goddess.

Worship: The most influential organization of Evershade – the Moonshield Order – is a monastic order of knights dedicated to protecting the world in the name of Luada, and to help their goddess in her grim, sacred duty. They say the Grand Master of the Moonshields can speak to Luada herself. For some reason, this seemed to take a heavy toll on all Grand Masters.

Mythology: Once, Luada had a flaw just like every god. She was fearful, skittish: a small nocturnal deity that avoided mortals or other gods. However, as the Higher Realm was dying, and the remaining Immortals tried to flee in panic, it was the smallest and most fearful god who found the strength to act.

Therefore, today Luada is not only the symbol of the moon and salvation, she also brings hope that anyone can eventually rise above their flaws. The story of her ascent at the destined hour is the first legend most children of Evershade hear.

Customs and idioms: "May Luada protect you" is a common farewell phrase, and "Children of Luada" is a common way to refer to all intelligent life in Evershade.

2) OMU

Also: Omu the Wise, The Deepest Thought

Flaw: Tardiness

The central god of the pantheon, Omu, was known for his extremely wise judgments and insight. However, he was also famous for his propensity to take his time with every decision and overthink every problem, which often caused him to be late. Due to this flaw, Omu is also the patron of those who are paralyzed with indecision or face a difficult choice.

Worship: Unable to act fast, Omu was the first to die when Makrash split open his body. But while most dead gods lost their cults (after all, why pray to someone who won't help if there are better options), Omu is still a patron of many scholars and lords, and his priests are still around, telling stories of his wisdom, and mediating in many conflicts across Evershade. They also write and copy countless tales of their god and distribute them for free, hoping this will help Omu avoid oblivion.

Mythology: Many famous stories surround Omu, such as when Kadl, the god of artifice, wanted to test his wisdom. Kadl presented Omu with two flowers: one natural, from the mortal world, and the other – a perfect replica crafted by Kadl. Then, Kadl challenged Omu to guess which was real without touching or approaching them. After some thought, Omu brought a bee from the mortal world. Then, he chose the flower the small creature settled on.

3) MOTRAN & NOTRAM

Also: The Warring Twins, The Wolfchildren

Flaws: Stern (Motran) and Vile (Notram)

Motran and Notram are twin brothers. Since child-hood, they fought each other for the title of the only God of War, waging conflicts either directly or with the hands of their champions, countries, and worshippers.

Motran is the embodiment of a warrior's code. He believes in triumph through discipline, strategy, and tactics. The warriors who follow him never leave their friends behind and choose death before dishonor. However, the strict codes of Motran often feel like an anchor, and his commandments seem cruel and cold.

Notram is the complete opposite. For him, there are no rules in war or life. There's no act of savagery or betrayal his followers wouldn't commit to win, regardless of whether they are a barbarian champion or a scheming prince. For Notram, anything is fair game, and rules are made to be broken. At the same

time, unburdened by any code, Notram's followers will never judge you for your actions or beliefs.

Mythology: The legend says that shortly after birth, the mother of Motran and Notram had a vision where she saw just how much war and suffering her twins would bring to the world. As a result, she abandoned them in the wilderness to die. There, the twins were adopted by a female wolf who breastfed them alongside her own three pups. While Motran always took only his fair share of milk, Notram quickly found ways to make the other wolves fight each other, taking their share. Soon, he grew the largest of the litter and choked their mother to death to make sure his brother did not become his competitor. However, due to his sheer discipline and the sacrifice of his three wolf brothers, Motran survived. The twins have been at war ever since.

Worship: Almost every man and woman of the sword prays to either Motran or Notram for strength in war. Their priests hate each other with a burning passion. There are even some who claim that most of the conflicts that erupted in Evershade had Mortan and Notram hiding somewhere in the shadows, forcing the hands of armies and rulers.

Customs and idioms: "Motran's word!" is a common promise. "Notram's sin" is a veiled way to describe patricide, matricide, or acts against one's siblings.

4) CREFD

Also: Crefd the Conniver, Crefd the Shrewd

Flaw: Liar

Crefd is the son of Omu. Both were smart, but where the father was ponderous and overthinking, the son was mercurial, inventive, and practical. The father and son often argued, and two major factions of the Sun Court centered around their conflict

The favorite deity of most humans, Crefd is a patron of settlers, merchants, or smiths and is credited to be a builder of civilization. Those who follow Crefd always try to find a way to improve something around them, to make both items and people more useful, or to turn around a bad situation.

However, Crefd's guidance is often seen as shortsighted and focused on immediate profits. Just like for a growing city, it does not matter to Crefd if a sacred grove will be turned into a lumbermill or a river will be spoiled with sewage from countless workshops.

If something works for now, it works well enough.

Mythology: They say one of the gods of the Higher Realm once paid Crefd to fashion them a garden made entirely of pure copper. Crefd took his payment, but instead made the garden of cheap painted tin. Soon, the hot sun of the Higher Realm began to melt the tin plants and tiles. Faced with an angry customer, Crefd talked them into paying again to fix the situation, but instead only added a big shade over the garden that would block the sun and solve the issue. Crefd was also the god who helped the others escape from the doom of the Higher Realm (see: Peliagos).

5) ERID

Also: First Lady, the Hands of Life & Death

Flaw: Ruthless

Erid is often presented as a hooded middle-aged woman with two naked arms. The right arm, young and beautiful, springs new life wherever it touches. The left arm, old and wrinkled, kills anything it's laid upon.

Just like in nature, where something needs to die for something else to live, Erid gives and takes, both loved and feared by the people of Evershade.

Regardless of how you feel about her, you always meet her twice: on the day of your birth, and on the day of your death.

Mythology: It is said Erid and the god, Nivar, were once madly in love. And yet, their every embrace caused Nivar immeasurable pain, as he was at the same time dying and being restored to life. Eventually, Nivar left Erid, and that's how she became cold, heartless, and distant – impervious to the pleas of mortals.

Worship: Erid is invoked by both expecting mothers and those who wish to pass in peace. The hospitals led by her followers are famous places of healing, but her clerics won't hesitate to coldly end a life that, according to them, has run its course.

Idioms and customs: In Evershade, touching something (or someone) with the left hand first is seen as bad luck. The phrase "Erid's left hand" is often a way to describe someone who leaves a path of death behind them, and "Erid's Embrace" means agony mixed with ecstasy.

6) NIVAR

Also: Nivar the Tranquil, The Deepest Peace

Flaw: Fits of rage

Nivar is the god of tranquility and nature, often depicted in deep meditation or as an eye of a cyclone.

And just like an avalanche may suddenly come down from a serene peak or a volcano may erupt on a peaceful island, Nivar is subject to short bouts of destructive madness.

Worship: His priests shun cities and civilization, instead seeking solitude and tranquility in remote corners of the land. It's not unusual for travelers to find them in the most unexpected places and receive help from them. And yet, many travelers learn that the ire of a cleric of Nivar can be swift and destructive.

Mythology: Despite the law prohibiting the Immortals from spending time in the mortal world, Nivar would sneak out of the Court often. He was on one of his excursions when the Higher Realm was destroyed, and he's not happy about other surviving Immortals invading his personal space in the mortal world.

Customs and idioms: "Do not wake Nivar" is a common phrase of warning for those who are about to draw someone's ire.

7) UTUA

Also: The Deepest Joy, Lady of Luck

Flaw: Careless

Often depicted as a dancer with bleeding feet, beautiful Utua is the patron of those who seize the day and get lost in joy. They say she's the only god who hasn't even noticed the destruction of the Higher Realm – but one day she will, and then the world will become a much darker place.

Worship: Being a carefree spirit who eschews the rules does not translate into a big and organized faith. Instead, Utua is often privately worshiped by artists, bards, performers, lovers, and all those for whom the world after the next sunrise might just as well not exist. She's also invoked by those who believe they need good luck.

Mythology: The myths are full of stories about Utua's blunders and near-impossible ways she came out of them alive. Or about her oddities, such as when she brought a living pelican to the Higher Realm, used her sway as Omu's wife to prevent anyone from hurting it, and even gave him a seat on the council of the gods (see: Peliago).

Customs and idioms: "Utua's grasp" is often used to represent a trance or a state of creative flow, and to "rely on Utua" means to do something so reckless only the Lady of Luck may help bring it to fruition.

8) PELIAGO

Also: The Traveler, The God of Animals

Flaw: Gluttonous

Peliago is a very unusual Immortal, with the head of a pelican and a roughly humanoid body. A god of journeys and travel, and a patron of those consumed by wanderlust or insatiable appetite for the new, Peliago is often who traveling adventurers pray to.

Mythology: Some believe Peliago was first just a pelican brought to the Higher Realm on a whim of Utua. While she protected him from other gods, Peliago spent months soaring through the Higher Realm, gulping down Divinum. At some point, he assimilated enough to grow a higher consciousness and take his place among the gods as the representative of the animal world.

Another important myth relates to the final moments of the Higher Realm. They say as the Court of the Sun was falling in ruins, Peliago told the other gods he could carry them safely to the mortal world. All they needed was to enter his massive throat pouch. Knowing his gluttony, the gods were reluctant. They feared Peliago was simply going to swallow them and take their Divinum. Then, Crefd had an idea. He wrapped a piece of ribbon around Peliago's throat – tight enough so that the god couldn't swallow. Then, Peliago carried the survivors to the mortal world, under the shade of Luada.

They say that piece of ribbon still exists, but whether it saved the lives of the gods or not is debated.

Customs and idioms: "Peliago's stare" is used as a description of a hungry gaze, and ribbons are often worn around the neck during the Night of the White Light, an annual remembrance of the fall of the Sun Court.

9) THE NAMELESS

The Nameless is a brand-new god.

No one knows his face, and many still question his existence. The first records of his worship date to the days after the fall of the Higher Realm, when some smallfolk throughout Evershade were found praying to effigies of a hooded traveler that came to them in their sleep. What was more alarming, the chosen of the Nameless were gaining priestly powers similar to clerics of other Immortals.

According to his worshippers, the Nameless was a human beggar who received an enormous gift of Divinum, enough to make him a god overnight. Shunned and hunted by other Immortals, the Nameless has lived secretly ever since.

Few dare worship him openly, fearing reprisal from the rest of the pantheon.

ELSEWHERE GODS

Ancient ruins and moldy tomes sometimes hold their names.

The alfs speak of them at night when no outsider listens.

Ningalshar of the Starizon.

Laharub of the Stonedew.

Anhenlil the Moldfather.

Utugash the Manygust.

Ereshkigali of the Deepest Depths.

To smallfolk, they are demons. To mages and scholars, they are a mystery. Call Utugash, and you all get is a cold breeze that sends a chill up your spine. Invoke Laharub, and droplets of water begin to cover everything around you. You will feel their presence, waiting – no one knows what for. And yet, few doubt they exist, and are older than Immortals, though also far less human.

One thing is certain: Immortals don't stand any mention of the Elsewhere gods and erase their signs at every opportunity, as if the two pantheons share some painful, secret history.









CHAPTER 11:

THE CODEX

Brill

A metal of the gods, particularly resistant to the Broken Sun, that formed most of the Higher Realm. When charged with solar power, it is incredibly light and immensely durable, though as it becomes dun, it loses its properties.

Brill Battlesuits

Suits of armor made from pure Brill are the most powerful and fearsome weapons in Evershade. The might of nations and lineages is often measured by the number of battlesuits they possess. Unfortunately, in combat, the battlesuit loses its power fairly quickly and gradually becomes a heavy, immobile chunk of dead metal. They can be recharged only in pure sunlight, outside Luada's shadow.

Clay Road

A mighty river once crossed the territories that later became Evershade. On its banks lay the cradle of civilization and science, the city of Ereh, the capital of a merchant empire. When the sun became corrupt and Luada appeared in the sky, a significant portion of both the river and the empire ended up outside of her protection. As a result, the river transformed into a cracked channel of red clay that meanders through many lands of Evershade and serves as a vital roadway. Meanwhile, the abandoned ruins of Ereh are teeming with dangerous Vestigials.

Dimrot

A mold-like lichen that threatens the vegetation in the shadowy regions of Evershade. Sometimes, it infects a person, and the only remedy is to burn it in sunlight. Unfortunately, the poor and weak often cannot travel thousands of miles to the edge of Luada, or one of the light spots in the Midlands.

Divinum Auroras

Divinum still drips from the ruins of the Higher Realm onto the planet. As its droplets fly toward the ground, they catch the light of the Broken Sun, sometimes creating incredible auroras in the sky. To look at them is to risk madness, but many fortune-tellers and prophets try to decipher something significant from their golden flickering surface.

Fadelands

White expanses beyond the realm of Luada, where the Broken Sun erased almost everything, except for rare beings who adapted in strange ways to life in this constant threat. The Fadelands are also full of priceless ruins of the Higher Realm, still falling from the skies.

Fading

If any person or object is exposed to the Broken Sun long enough, the corrosive light will not only cause them to disappear, but it will also wipe them from reality, history, and the memory of all living beings. Sometimes, the Fading is used to remove an object of dispute or as a punishment for a particularly troublesome individual.

Forgotten Empire

Two hundred years after Makrash's revolt, an unknown force, now called the Forgotten Empire, united most of Evershade for a purpose lost to history. All races of the world eventually rose up against this force, defeated it, and cast all traces of the Empire into the light, including emblems, coins, banners, and statues of its rulers. As a result, no one remembers what the Empire was. However, legends circulate about Vestigials that hold this forbidden knowledge and about the Heirs of the Forgotten Empire: a group seeking to rebuild what was erased.

Hopers

A derogatory term for those mages and scholars still studying the Broken Sun and the disc of Luada in the hope of finding a solution to the great Fading. Though they are ridiculed by people, at least some have made promising advancements and discoveries over the last several decades.

Jorah's Folly

The place where the prophet, Jorah, is constructing a Brilliance-covered ark to fly back to the Higher Realm and explore its mysteries before it disintegrates entirely.

Godcrag

A holy stone that absorbs Divinum just like a living being, though no one knows why. A dangerous cult aims to charge it to its full capacity, though no one knows to what end.

Kestrel

The queen of the underworld who allegedly amassed an unbelievable amount of Divinum and is on the cusp of becoming the first new god born in centuries. Unfortunately, in the pursuit of godhood, she has lost her humanity.

Levellers

A secret society that opposes the accumulation of Divinum in the hands of an increasingly small group of people. They were involved in many attacks on the most powerful rulers, mages, and priests of Evershade.

Lightbox

A rare and mysterious device that allows one to capture the light of the Broken Sun and store it in a spatial loop until the Lightbox holder decides to release it. They are used both as a weapon, and as a tool to erase something important from existence.

Moonshields

A colloquial name for the Holy Order of the Moon Lady, a group of paladins who form the armed branch of the Church of Luada. The paladins of the moon goddess vow to protect the world just like her. It is said their masters converse with Luada herself and receive instructions from her, but rival religions claim this to be nonsense. And while simple folk are usually happy to see a Moonshield, many people of power do not appreciate their quest to force everyone to abide by their sacred code.

Rotlands

For some reason, those afflicted with Dimrot eventually begin to wander to a distant region of the world. There, a whole new realm of infected appeared, ruled in a subtle manner by the fungus itself. The Rotlands are a dangerous but natural ally for the races of Evershade, for Dimrot, even more so than they, hates and fears sunlight.

Sepulchers

Allegedly, the wealthiest already know when Luada will cease to protect the world and are creating elaborate underground shelters to extend their lives. Supposedly, valuable reserves of food and incalculable wealth are gathered in these shelters...

Sunbleached

Individuals who, due to depression, pain, or memories they could not bear, ventured beyond Luada's protection for a sufficient time to lose most of their memories and thoughts. Dragged back from the cusp of Fading, they become mindless, hollow automatons who carry out any command with peace and happiness. They often play the role of servants or slaves.

Sunwreck Expanse

The place where the largest fragments of the Higher Realm fell, just beyond the safe border of Evershade. Survival in the Sunwreck Expanse requires cooperation, yet once you find a rich vein of Brilliance, be ready for all your friends and allies to turn on you in an instant.

Witching Hours

The very beginning and the very end of the day when the rays of the rising and setting sun slip under Luada's immovable shield and fall almost parallel to the surface of Evershade. Dispersed and weakened, they do not cause great destruction. Nonetheless, during these hours, parts of the world become noticeably more ethereal, and paranormal phenomena are often observed.

Whitewell

One of the largest cities in the Midlands, White-well lies directly under a hole in Luada's disk. As a result, its central district has long become a deep well with its sides bleached white, carved out by a beam that reaches the surface each midday. The neighborhoods and streets closest to this well are in constant danger of falling into it once the hole above expands. As a result, they're mainly filled with homes of poorer citizens or workshops that use light to charge items made of Brilliance. The wealthy live along the walls of the city.

Yawning Depths

The underground world from which Makrash took the Seed of Void and from where alfs are said to have originated. Traces of a pantheon older than the deities of the Higher Realm also come from there. Unfortunately, no one currently knows the way to the Yawning Depths.





CHAPTER 12:

GAME CREDITS





COMING SOON...

This Handbook is only a **work-in-progress demonstration** that will be expanded and improved in further development.

The full, final version of this book will contain:

- 200+ pages,
- Tons of extra high quality artwork,
- Additional Chapters,
- Vastly expanded details of the Evershade setting!

Stay tuned to the crowdfunding campaign for more exciting reveals and additional content!