



# LANDS OF EVERSHADE

PLAYER'S HANDBOOK

SAMPLE PAGES





LANDS OF  
EVERSHADE

PLAYER'S HANDBOOK PROTOTYPE



# INTRODUCTION

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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.



# 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.



## GLOWJUICE PATTERNS

While the rich cling to ancient cities and remnants of former glory, simple folk try to adapt as well as they can to their new life in Evershade. Folk designs rendered in the glowing juice of new fluorescent plants are considered tacky by the nobility but loved by the simple folk.



## CREFD'S SYMBOL

A builder of civilization, Crefd is a favored deity among humans. His followers always try to find a way to improve something around them, 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 is turned into a lumbermill or a river is spoiled with the sewage of countless workshops.

## ARTIFACTS OF THE PAST

Many powerful human empires fell outside of the disc of Luada and faded out of existence. Yet, the products of their advanced craft still inspire human smiths.





## DIVINUM STIGMATA

Unlike other races, the human body is most susceptible to changes caused by Divinum. Golden scales on the skin and glowing golden veins are the most common, but not only, result.

## 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
CHA	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, dwarfs 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 "hoppers" 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 cave-ins threatening some towns and populated areas, which people often attribute to dwarfs 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.



## CHEEK POUCHES

Dwarfs are well suited to dry and mountainous regions of the world. The enlarged pouches in their cheeks and necks allow them to store enough water (or other liquids), to sustain themselves for weeks.

## ALWAYS PREPARED

Dwergs are religious about their “pocket kit” – an assortment of small tools and survival items most carry everywhere they go.





## 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
CHA	1
- 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.



# 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 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 reverberated 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.





# COMING SOON...

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This Handbook is only a work-in-progress demonstration used in the prototype copies of Lands of Evershade.

The full, final version of this book will contain:

- 200+ pages,
- Many more Origins, Races, and Professions,
- Tons of extra high quality artwork,
- Additional Chapters,
- Vastly expanded details of the Evershade setting!

**We invite you to see more during  
the Lands of Evershade Crowdfunding Campaign,  
coming this November!**