

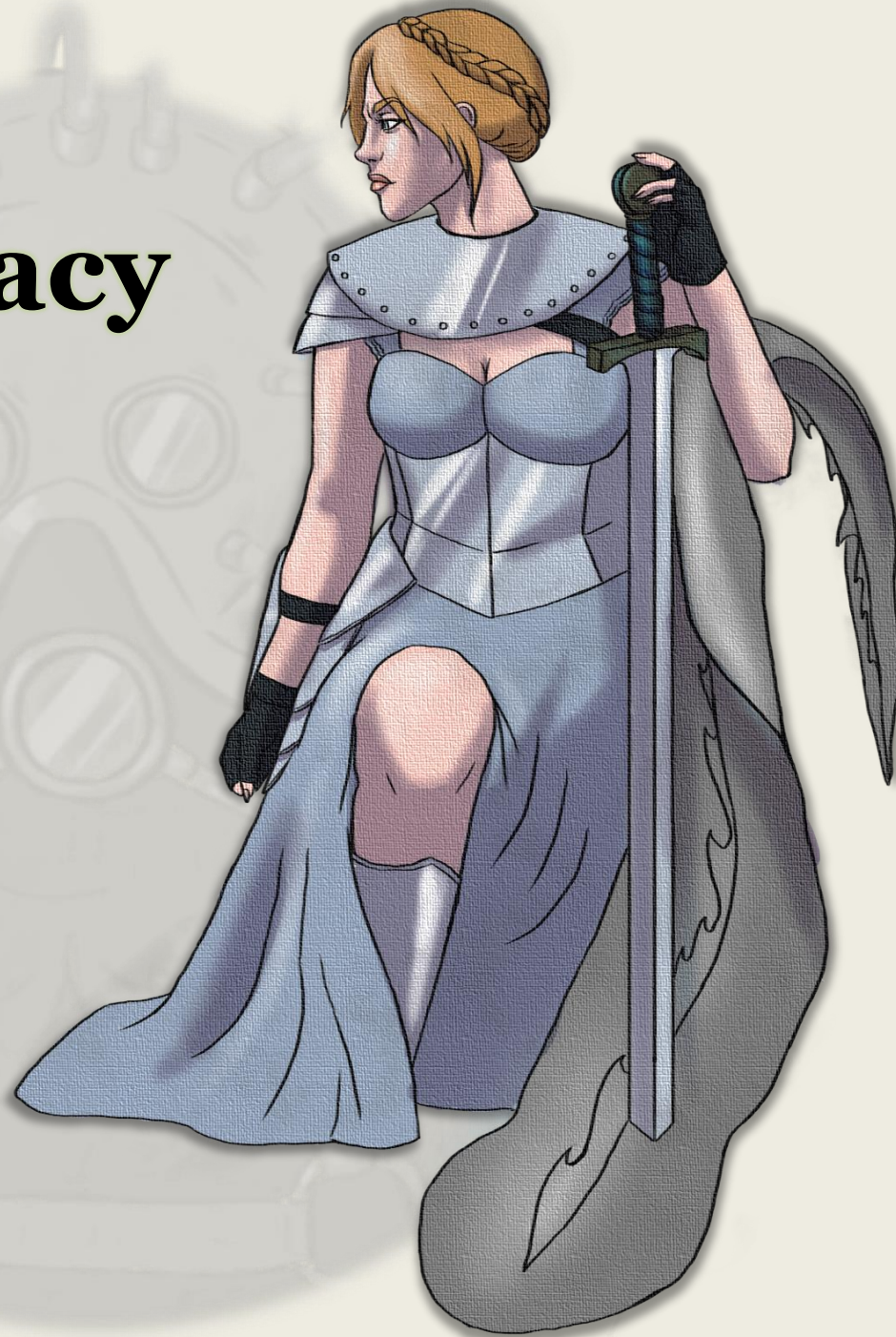


Book of Legacy

Version 22/03

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1. Prologue

Everwood is a magnificent and enchanting world with infinite green forests, mountains which are so high that clouds cover their white snowy peaks, crystal clear lakes, warm sun and a clear star sky. When you lay eyes upon this beautiful untouched place you will instantly fall in love with it forever. This world became a home for many different creatures and species that live in peace and harmony. It is dominated by more evolved races among which the most numerous one is the human race.

If you look around, flora here is quite diverse, although at a first glance it seems the difference is only between the type of trees in the forest - deciduous or coniferous, but it is not so. Under the branches of ancient trees, you may find spectacular plants, most of them have various delicious berries and fruits. The variety of wild animals would please any hunter. The crystal lakes look like they were carefully placed on the green landscape of Everwood by the Demiurges. They are filled with various fish and fishermen never come home empty handed. The water of lakes does not just give life to the world around. If you drink it, you will feel true pleasure!

All the creatures who live in Everwood deeply admire their beautiful land and try to live in harmony with it. Of course, most structures are made from the most common materials – wood and stone, but with the help of spell casters the woods regrow very fast. The settlements are spread very far apart from each other while travelling between them may take even months. This geographical situation leaves a big mark on differences of life styles and cultures between the settlements. This situation had its perks, because there were no serious conflicts. Of course, there were some, but they rarely led to bloodshed. Maybe this was because most settlements are leading by the Councils of Three Guilds, which are focused on development and protection of the settlements. The central organizations controlling all councils of every kingdom of Everwood are called High Council of Three Guilds and are located in the capitals of Everwood kingdoms.

Those who are serving to the Guilds are called Masters and they can be of any race. Becoming a master is only determined by the skills and wisdom. Also, some settlements are led by the Elders of higher status families. They don't really make contact with their neighbours; they tend to be a closed society. The biggest difference of this kind of settlements is that they are built mostly on the ruins of an old mysterious civilization. They idolize and prey to the ancient artifacts that can be found in the lands of Everwood. Guilds on the other hand always condemn the people who praise the old artifacts and now they consider it heresy and forbid it.

The Council of Three Guilds is a cooperative organization which consists of three groups - Knights, Clerics and Wizards. The guild masters are willing to teach anyone who seeks knowledge and development. Developing in close collaboration over the centuries, many of the guild training areas have mixed and evolved, achieving incredible success. One example of this collaboration was the emergence of **Alchemy**, a science that allows the use of new methods of treatment with natural elixirs, to create new mineral compounds, and, also, according to rumours, prompted inventors to create mechanisms on a steam basis. Guilds also stepped forward exploring the remains of a civilization that once lived in Everwood. It was the Masters who first noticed the signs of poisonous emanations entering Everwood and noticed that it is somehow connected with ancient artifacts. At the same time, the consequences of contacts with these emanations were so terrible and numerous that they soon started calling it the **Filth**.

At the beginning the Filth made the forest animals aggressive. Entire broods of altered wolves, wild boars, bears and other animals attacked small settlements by killing and devouring their inhabitants. Even hunters were surprised that, for no apparent reason, the animals changed, turning into extremely

bloodthirsty and ferocious monsters. Tracking down their lairs, the trackers constantly stumbled upon ancient ruins which were hiding dangerous artifacts in their depths, attracted, stupefied and distorted the natural appearance of forest animals, directing them with unknown power to attack.

Later, wizards discovered the first **Black lakes**. Any living thing which drank from them were infected with an unknown disease that could not be treated by any of the known methods. No matter how healthy and strong the infected person was, death somehow defeated him, but after some time the body that was buried returned to life. Driven by incomprehensible evil force and animal instincts, it attacked all living things with the sole intention - to kill...

Alas, at that time it was still impossible to assume that the hard times that so suddenly fell upon the lands of Everwood would be only the beginning in a series of extremely difficult trials that would not only change the whole world, but also give a start to a new calendar.

2. The First Episode

5 years since Contamination. Feliz kingdom, Ashmark province

When in my thoughts I return to the events that led us, the First Defenders, to this part of the world, comes the realization that even the most incredible assumptions about the Everwood heritage turned out to be true, which radically changed our perception of the entire universe. It is obvious that at the dawn of time these lands were marked by those who are gifted with great power to penetrate the borders of worlds. This was indicated by the remains of foreign structures that were covered in mysterious symbols. Monuments, sarcophagi and artifacts so ancient that no mortals, for thousands of years could understand and uncover their purpose. So, they would remain as legends, if not the events of the past years, which revealed to us their true nature and marked the beginning of a new era.

Now we can definitely say that the traces of the civilization that were buried in these lands, as well as the Filth, are only a small part of the dark and alien mind, which is still incomprehensible for us. And not wanting to wait anymore for the outcome, we decided to take the fate into our own hands. By calling all those who were ready to challenge such powerful forces, risking their own lives, unity was undoubtedly more important than ever...

Here, several years ago, on the border with the **Gloomwood**, as in many other parts of Everwood, the Supreme Council was forced to establish another fortified settlement, designed to separate the lands already affected by the Filth and to contain its further spread by learning and fighting its manifestations. In many other parts of Everwood, the result of desecration was the loss of communication with dozens and hundreds of settlements. They went missing or fled, hoping to find shelter and protection somewhere. In this regard, the settlement on the border with the Gloomwood became the centre where refugees and defenders from the nearest provinces have not yet been subjected to contamination.

Defenders – those who have vowed to serve peace and order, putting all their efforts to fight Filth. Arriving here, in a new settlement, the defenders tend to settle down, so the **Guilds** often become their first destination. Here they are met by experienced Masters who are ready to teach recruits the necessary skills for survival during the raids on the Gloomwood. All Masters are harsh, battle-hardened veterans strictly related to their service, especially appreciating discipline and subordination. Address the Masters with respect and you will receive their trust and even special tasks. Also, for a certain fee in the Guilds you can send mail, buy some supplies or even improve your combat equipment.

The second place worth visiting is the **Tavern**. There you can find the latest news, make first acquaintances, find groups going to the Gloomwood for exploration. It is worth being careful in choosing assistants, because not all of them are as brave as they say they are. But do not be shy to approach the local people, communicate and ask questions. They are quite friendly to the new fighters and often give them small assignments. The truth is, here no one will give a serious task until you prove yourself. Also, you should not brazenly ask “Do you have a quest?” Such questions cause only irritation and indignation, since dozens of new recruits come here, and no one wants to wipe everyone's behinds.

And, of course, those who wander through the Gloomy Forest that is full of dangers, climb into its most impassable windbreaks, may encounter the **Forest hermit**. According to some rumours, this mysterious old man was one of the First Defenders, who voluntarily decided to become a hermit and vowed to return to the settlement only when he learned the secret of the Filth. According to others, it was a strange, but promising alchemist who invented the elixir opposing the Filth, but the side effect of the elixir made him insane. Others claim that it is an illusion of those who breathed in the poisonous fumes of the Gloomy Forest and find these stories just a childish blabber. Alas, to find out whether it is true or is it a myth, you just have to find the old man yourself.

3. The Second Episode

9 years since Contamination. Feliz kingdom, Ashmark province

A lot of blood was spilled since the start of the Contamination in Everwood. The world and its inhabitants have changed. Beautiful green forest has become a thin shade of itself covered with ash. Hundreds of lakes that once sparkled and played in the light of the sun and moon with myriads of crystal drops now become dark pits on the surface. Many of the forests habitants either died either disappeared in dark filth woods. All who lived in forest begun shifting in something other. All their nature was transformed by earlier unknown but simple nature of the hosts, which were sleeping gathering power and irresistible hatred to Everwood's magic and life.

I spent years looking on how the Filth was spreading and trying to find the sources of the infestation. I was hoping that, even if I won't succeed, other sages will continue my researches and will find the source of evil. However, as it often is, this discovery was made not where and not by whom it was expected...

A new settlement, which was founded in Woodmark within the border with Dark Wood, first couple of years was controlling the gathering thread from the Filth. Many heroes from defenders died deeply in Dark Wood protecting the Woodmark borders, and these sacrifices wasn't vain.

In 5-th year since Contamination the magic barrier has fallen, made by Kozima Pentacle. The Filth started to spread actively inside Woodmark and genius blacksmith Clavius Smith, with intel from defenders, was able to create a special equipment which interacted with the source of Towers glowing. Later it was called **D.E.A.D.** Also, he made a theory that if the Towers will stop glooming, they might turn of for millennium. Filth, which is around, most likely to disappear. Therefore, the biggest expedition into Dark Wood was organized, in which inquisitors of The One And Only, archers of Ashmark and some people from Orden of Dragon took part.

Expedition suffered heavy casualties achieved its goal: they found several Towers and even successfully shut down one, what temporally weakened the Filth in this region. Unfortunately, successful sabotages and death of many expeditors stopped the expedition. Only a few survived and escaped into New Settlement, where they sent a note about founded solution. Sadly, the creator of D.E.A.D. disappeared after the exhibition and his equipment was



stolen by filthed. Soon after D.E.A.D. theft all Towers and other monoliths across the Dark Wood started activating. Perhaps, D.E.A.D. was used to empower and spread the Filth.

When news spread, a lot of new defenders arrived. By the Bishops of The One And Only order, near New Settlement an **Order of Saint Rodion camp** was built, and Order of Dragon set up an **Outpost** by another side of the Dark Lake to control the supply lanes.

But Filth was not inactive. Waves of undead, guided by the Filth, one by one showed in Woodmark, trying to encircle the New Settlement yet didn't succeed to defeat united defenders, which was defending the **Supply Caravans** delivering resources and food to the New Settlement. Thus, defenders were able to hold the border and proceed in studying the Filth.

Moreover, in the New Settlement was opened an official royal agency – **Mulandir's Bank & Post**. Here you can not only send or receive the letters but also make a trade, get an information from **Royal Register of Finds**.

Speaking of filthed, some of them died a while ago and lost their initial appearance, flesh and mind. They are guided by foreign alien force, source of which are ancient artifacts. Getting rid of these creatures will be very challenging and is only possible if the certain magical bond will be severed. However, in addition to undead, some filthed are living yet constantly mutating creatures. They are always evolving and training their abilities, which they got when they joined the Filth, to havoc and annihilation. Here are most common types of filthed:

- **cadaver** – undead, reanimated remains of a Defender, kept alive only to serve the Filth. Have basic intelligence yet very good combat reflexes. Moves quickly, sometimes rattle. Capable of concealing itself and creating an ambush. Sometimes use ranged weapons effectively. Recently started using Filth technologies and artifacts.

- **techno-mage** – previously an Everwood's wizard. Was filthed and continued progressing via understanding filthed artifacts. These artifacts, apparently, are empowering magic abilities drawing life essence instead;

- **servetor** – inner-realm being. Secret Archive doesn't have a lot of data about it. Probably, they are servants of an ancient race which, apparently, was living in Everwood many millenniums ago, and now woke up. Servitors were noticed doing something near the Towers. Servetor is dangerous because its weapon penetrate any armor and cannot be parried. But their movement speed isn't great, which in rare cases can save a life.

4. Obituary

Obituary is a book of the New Settlement where all whereabouts of defenders, who died fighting with Filth, missed in action or traitors. Some of them were from local provinces. Some were called for help or appointed from Guild but majority volunteered. Here is information during 1-3 years from Contamination:

- **Tomoe Edge** – also known as Baroness De Vizo. One of the few elves was a part of First Defenders. Was appointed by Supreme Council of Filiz kingdom to organize the defense of this province from increasing threat of the Filth. She was the one who named the “Gloomwood” and created terms like “filthed zone” and “clean lands”, also organized the Secret Archive. Saved more than a dozen of locals from death. Organized and coordinated actions of the local militia who first engaged in devastating fights with the Filth. At 1 year from Contamination died in battle, sacrificing herself to let the militia escape. Legendary flamberge of the Baroness is an honorable relic stored at Knights Guild;

➤ **Bjorn Silverside** – dwarf, one of the First Defenders. Supreme Councilor from mountain kingdom Kruff. Funded first Supply Caravans to help the refugees from Gloomwood. Helped a lot of families to resettle in the mountains. Organized stable post services with all other provinces. At 1 year from Contamination died in heroic fight while an attack on Caravan. Buried at Ashmarks cemetery where the Old route was;

➤ **Skulgur Skramax** - orc, one of the First Defenders. Arrived in Ashmark during 2. year since Contamination from the neighboring province. Was appointed as Knights Guild’s Master. Organized search parties in the Gloomy Forest to find survivors or supplies. In the same year disappeared during one of these expeditions. Most likely dead;

➤ **Emilia Bloody** – drow with a nickname “Black Lynx”. Was a local ranger and a Head of Clerics Guild. Was the first one who noticed the filthening and alerted the Supreme Council. Following Tomoe Edge orders helped in saving locals from the Filth. After Tomoe died was appointed as New Settlement’s Chief of Security. Later joined Skulgur Skramax. Died at 2 year since Contamination when New Settlement was raided. Buried at Ashmarks cemetery where the Old route was;

➤ **Kozimo Pentacle** – one of the cat folk, also known as “Black paw”. One of the First Defenders, Crow Darkword school’s disciple. Decided to sacrifice himself during the creation of the barrier to empower it. This reduced a number of successful barriers breakthroughs by lot. At 2 year from Contamination his remains were buried at Ashmarks cemetery near the Old route. Later with help of all New Settlement citizens a Chapel of Kozimo Pentacle was build on the cemetery, on one of the walls designed with cut out pentacle and his last words - “Feci quod potui, faciant meliora potentes”.

Here are notes about defenders 4-7 year from Contamination.

➤ **Marcus Wright** – human, gained his title from viscount around 2nd year from Contamination. Several times restored New Settlement during 3rd year from Contamination. Former Head of Knights Guild, champion of Feliz and honorable citizen of New Settlement. Was seriously injured when the expedition into Dark Wood was going, therefore left Knights Guild Head’s post. Between 4 and 8 years from Contamination was in charge of New Settlement’s post agency. After Mulandir’s Bank & Post opened, he was transferred to another agency;

➤ **Hermesa Alchemista** – human, perfect alchemist and second Master of the Cleric’s Guild from 4 to 6 years from Contamination. Was killed during New Settlement defense in 6 year form Contamination. Her body was buried in a local cemetery;

➤ **Clavius Smith** – human, blacksmith and second Master of Knights Guild from 3 to 5 years from Contamination. Invented and created D.E.A.D. Wrote “Mechanicus Magicus” and co-writer of Royal Register of Finds. Disappeared in 5 year from Contamination.

Here is some information about defenders between 4-9 years from Contamination:

○ **Conrad Lang** – human, was a knight of Knights Guild from 4 to 5 years from Contamination. Died fiercely defending refugees and letting them escape. Was buried in a local cemetery;

○ **Brother Sae Hurm** – cat-human. Defender from 4 to 5 years from Contamination. Was filthed and become crazy. Then he was put on trial, killed and burnt;

○ **Brother Findoll** – high-elf, one of inquisitors. Formal defender from 4 to 5 years from Contamination. Was filthed, deserted and betrayed New Settlement. Died in battle.

○ **Lord Adrian From Forewoods** – human, knight and champion of Feliz. From 4 to 5 years from Contamination was a defender. In 5 year from Contamination was put in charge of expedition into Dark Wood by Master Slash. Showed his bravery in several intelligence operations. Was filthed but then somehow cured. In the battle near the Red Hill defeated several vendals and fought with servetor, letting the main forces to retreat. Was severely injured and still managed to get people back to the Settlement. Several months later, he disappeared during one of the defenses of New Settlement;

- **Brother Jafar** – one of genie race, was a defender from 4 to 5 years from Contamination. Also was sabotaging both inquisitors and defenders. Was filthed and betrayed his own brothers during the expedition in 5 year from Contamination. Disappeared. Convicted in absentia and sentenced to death by hanging by the Guild Tribunal;
- **Valentine Unknown** – human, was a defender from 4 to 5 years from Contamination. Being filthed, betrayed the defenders during the expedition in 5 year from Contamination. Disappeared. Convicted in absentia and sentenced to death by hanging by the Guild Tribunal;
- **Valkul Dimlite** – human, was a defender from 4 to 5 years from Contamination. Was filthed and betrayed his own brothers during the expedition in 5 year from Contamination. Disappeared. Convicted in absentia and sentenced to death by hanging by Guild Tribunal;
- **Lia Shekelson** – human, from 4 to 5 years was second Master of the Clerics Guild. Disappeared soon after expedition in Dark Wood;
- **Wilhelm Godwison** – human, from 4 year from Contamination was a defender. Being filthed, betrayed the defenders and ran into Dark Wood. During expeditions was found as anker and buried;
- **Fenris Asgard** – human, from 4 to 5 years from contamination was a defender and a commander of Ashmark’s squad of archers. Whole squad was affected by the Filth and betrayed the defenders. Accused in D.E.A.D. theft and suspected murdering Clavius Smith. Disappeared after the expedition. In absentia convicted, sentenced to torture on the rack and the death penalty by hanging by the Guild Tribunal.