



# SHROUDFALL

## The World of Shroudfall

Never faltering, never showing the slightest weakness, the Shroud has stood as unwavering protector against the horrors of the Beyond for untold time. This arcane shield, which has surrounded the entire kingdom of Astira for longer than any mortal man can remember, is revered by the people of Astira as a physical manifestation of their guardian deity and a bringer of life with its warm light.

Until one day, when the heavenly voice of the Shroud vanished from the minds of her priests. For millenia its wisdom had guided the people of Astira and the sudden silence left the people in panic. From one moment to another, the very fabric of the Shroud quivered. It was as if a tremor of ancient power surged through the mystical barrier that encased their world. In a mesmerizing display of power and vulnerability, a tear appeared. A jagged rift etched itself upon the Shroud's surface, its edges shimmering with an otherworldly glow. It was the day of the first rupture – the barrier, thought eternal, had failed.

## The Shroud must prevail

Although the first tear sealed itself in only mere moments, the people of Astira remained immutably changed. The once distant horrors of the Beyond, only known from holy scriptures, suddenly felt far more real and threatening. The Shroud had been an unyielding shield for as long as anyone could remember, and the people of Astira had grown complacent in their reliance on its protection. To this day, the Shroud continues to falter and the only thing seemingly able to support its waning defenses is a steady supply of Essence. The people, once united by the protection of the Shroud, are now divided by the increasingly escalating demand for this precious resource, for the Shroud's appetite for Essence seems insatiable.



***“I AM THE THREAD THAT BINDS ASTIRA’S DESTINY, ITS UNWAVERING GUARDIAN. I SHALL DEFEND IT WITH EVERY OUNCE OF MY BEING!”***

***LADY ISADORA ALADICE, SWORD SAINT OF ASTIRA***

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## The game of Shroudfall

Shroudfall is a tabletop wargame that is focused on providing an exciting skirmish level battle experience. Players will field warbands, led by powerful leaders called Essence Weavers, to compete with their opponents but also battle the Essence beasts of Astira.

## Alternating Activations

To create an engaging and challenging tabletop experience Shroudfall employs the core concept of alternating activations. This means players have to carefully evaluate which unit to activate next, while also creating constant action for both players. Gameplay therefore is all about adaptability and players will need to carefully balance their strategy with their opponents actions on the table.

## Essence

This experience is enhanced by the resource system of Shroudfall - Essence. Essence is the primary source of magic within Shroudfall and throughout the game you will have to manage this precious resource. Every unit creates Essence for your entire army which then enables you to use powerful abilities that can turn the tide of battle in your favour. You have to carefully balance which abilities to use when and where to rather save Essence for when you really need it the most. Every decision on the tabletop has consequences in Shroudfall.

## Factions of Shroudfall

In the aftermath of the first rupture, the **Silver Line**, once the honorary guard and holy protectors of the Shroud, saw itself confronted with an escalating demand for Essence across the entire nation. Now tasked with not only maintaining peace within the human kingdom of Astira but also with gathering more essence crystals to sustain the weakening Shroud, the Silver Line shoulders a heavy burden.

Meanwhile the **Umbral Veil** rises in the Shadows. Believing that the weakening of the Shroud is a sign from the divine and a consequence of the world's imbalance caused by the excesses and corruption of the wealthy elite. As the divide between the rich and poor widens, more and more people turn to the Umbral Veil for guidance and hope.

In the giant forests of Astira, the Ailur, a race of strong and stoic giant pandas, and the Aiyani, nimble and fiery red pandas, received a divine mission from their guardian deity the Spirit Tree. These **Chosen of the Spirit Tree** were tasked with restoring the imbalance in nature and to save the Spirit Tree itself, which has fallen silent since then. The disruption of the natural Essence flow in the world has to be corrected and the Chosen of the Spirit Tree won't let anyone stop them from fulfilling their divine mission.

Lastly a mysterious threat has suddenly appeared, that the people of Astira only call the **Cursebound**, which are believed to be mortal beings who fell victim to powerful and dark curses, so potent that they transformed them into dark monstrosities. Some even believe that the Cursebound are sent by the Shroud to punish them for their sins. Whatever the goal of the Cursebound, their power seems to be growing every day, as they consume more and more Essence, threatening the lives of everyone in Astira.

