COURT DEAD

## SHADOWS OF THE UNDERWORLD



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he great promise of a benevolent celestial kingdom has long been dashed against the rocks of greed and corruption. Heaven and Hell are equally unscrupulous in their motives to acquire power, and their warmongering has torn asunder what was once a united realm. Both Heaven and Hell have been mired in the destructive fires of ceaseless conflict for eons.

The war engines of Heaven and Hell are fueled by etherea, the rare and precious energy of creation. Etherea is scarce in the Celestial Realms, but it congregates in abundance in the Mortal Realm, where it is carried within human souls.

The Mortal Realm is beyond the reach of the ravenous angels and demons, but there is one who can pass there freely: Death. The overlords of Heaven and Hell have enslaved Death to the singular task of harvesting the human souls that bear the etherea that fuels their war.

Heaven and Hell have burdened Death with this task of reaping souls, and for centuries he has obediently served. But Death is not a being of pure destruction. A spark of sympathy for the creative, finite mortal beings incited a flame within Death's heart. Armed with this noble purpose, Death began to plan a rebellion.

Death took a new name—Alltaker—and set about his ambition: to end the celestial war and restore balance to the universe.

He built the Underworld, one gravestone at a time. As fast as his scythe reaped the celestial harvest, his secret, subversive efforts kept pace. The Alltaker created the Court of the Dead, a council of unlikely champions, as his means to end the destructive task to which the Underworld was enslaved.

Unnoticed by the dismissive gaze of the celestials, the Land of the Dead flourished. Souls who slipped by the oppressors found refuge in the Underworld. These citizens of the Underworld call themselves mourners.

But the Alltaker was born of conflict. Although he sought to be a guardian, he could not deny his innate destructive nature. This dark nature that clutched at his heart, this dreadsgrip, sought at every opportunity to turn the Underworld, like the Celestial Realms, into a place of wanton ruin.

To fall to the dreadsgrip's choking grasp is to be forever removed from one's own identity and turned to monstrous purpose.

The dark shadow of the dreadsgrip haunts every mourner in the Underworld.

Through great effort, the Underworld has fought off the dreadsgrip and united around three factions—Bone, Flesh, and Spirit. While the factions' strengths complement one another, their differences threaten to divide them. And where there is division, the dreadsgrip seeks the opportunity to strike. . . .







