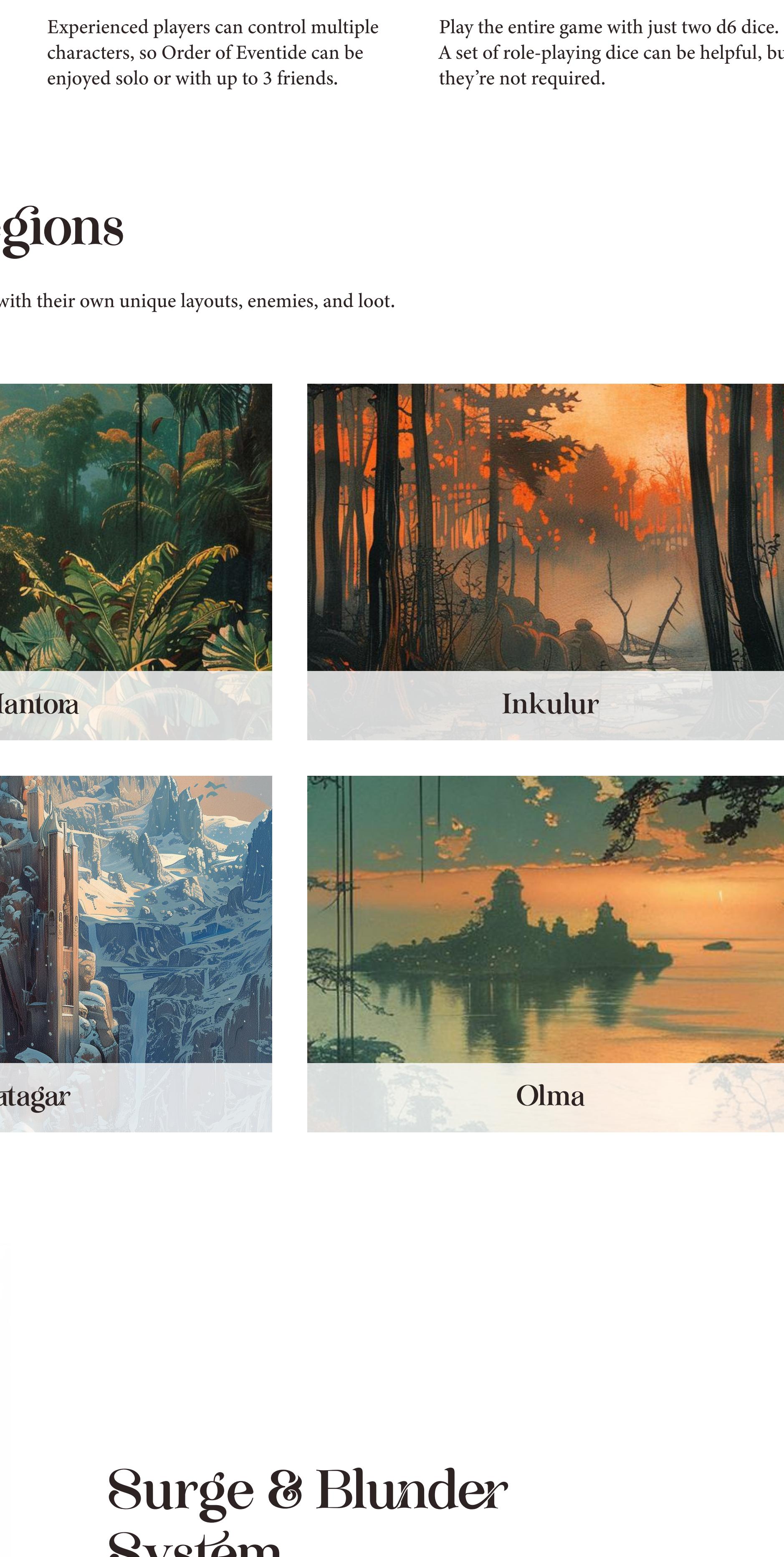


Step into a world of wonder...



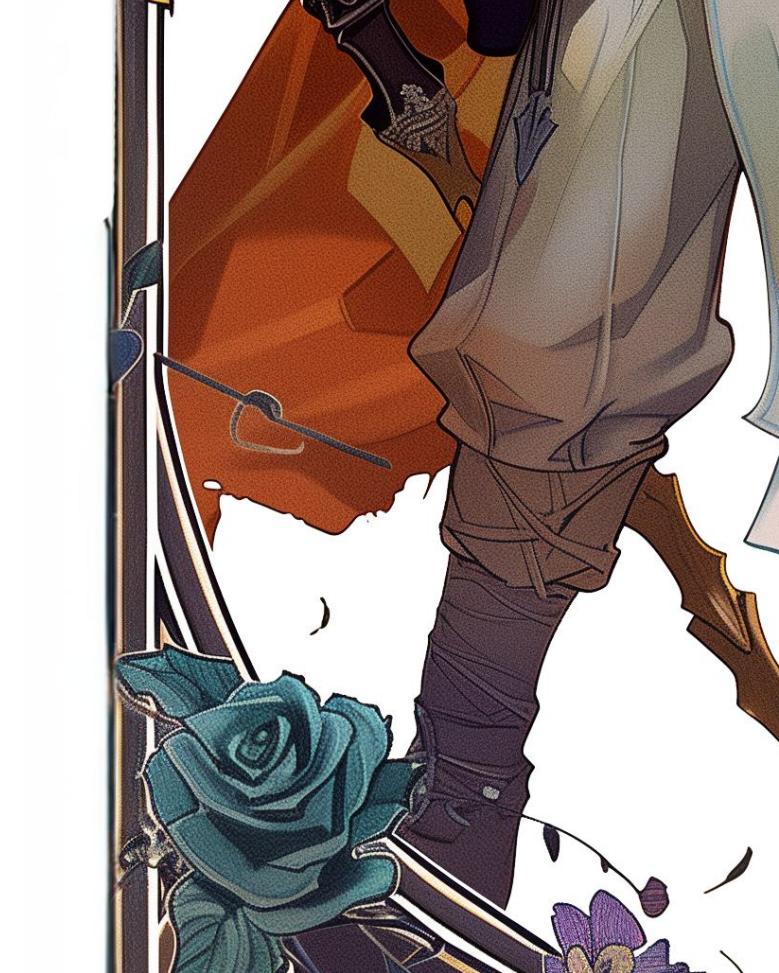
Join the Order of Eventide

Order of Eventide is a pen-and-paper RPG where you create dynamic heroes, fight through dungeons full of unique enemies, find powerful equipment, and rise to vanquish the Source of Evil.

[BUY NOW](#)


No game master required

Everyone involved can enjoy playing the game, rather than keeping track of stats.



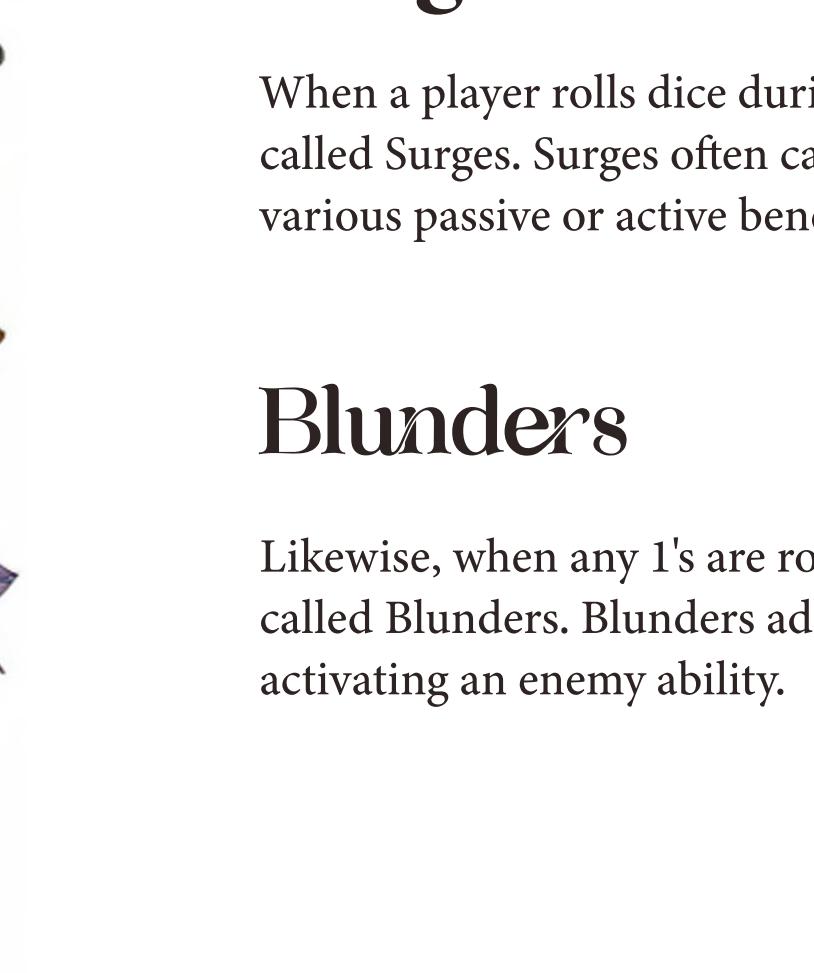
45-90min play sessions

While each dungeon is unique, you won't need to block off an entire day to play.



1-4 players

Experienced players can control multiple characters, so Order of Eventide can be enjoyed solo or with up to 3 friends.

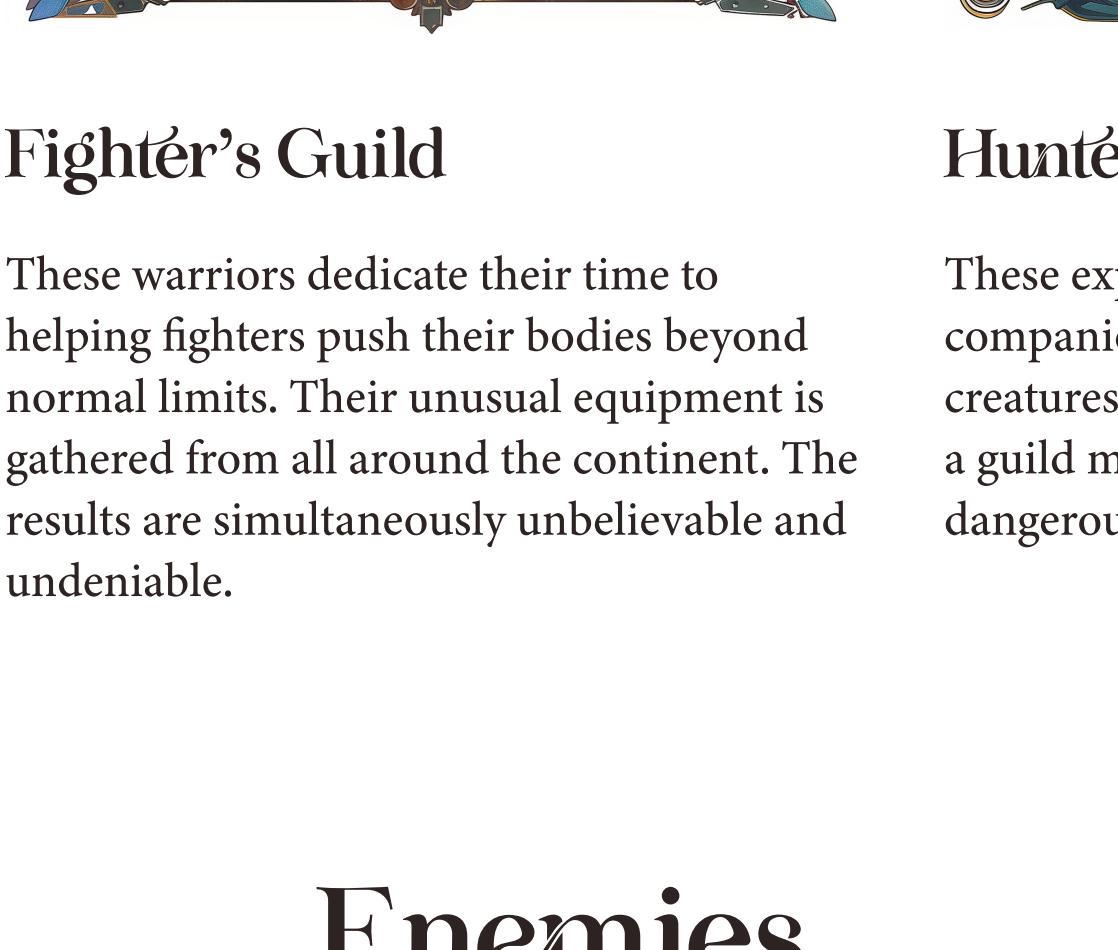


Two 6-sided dice

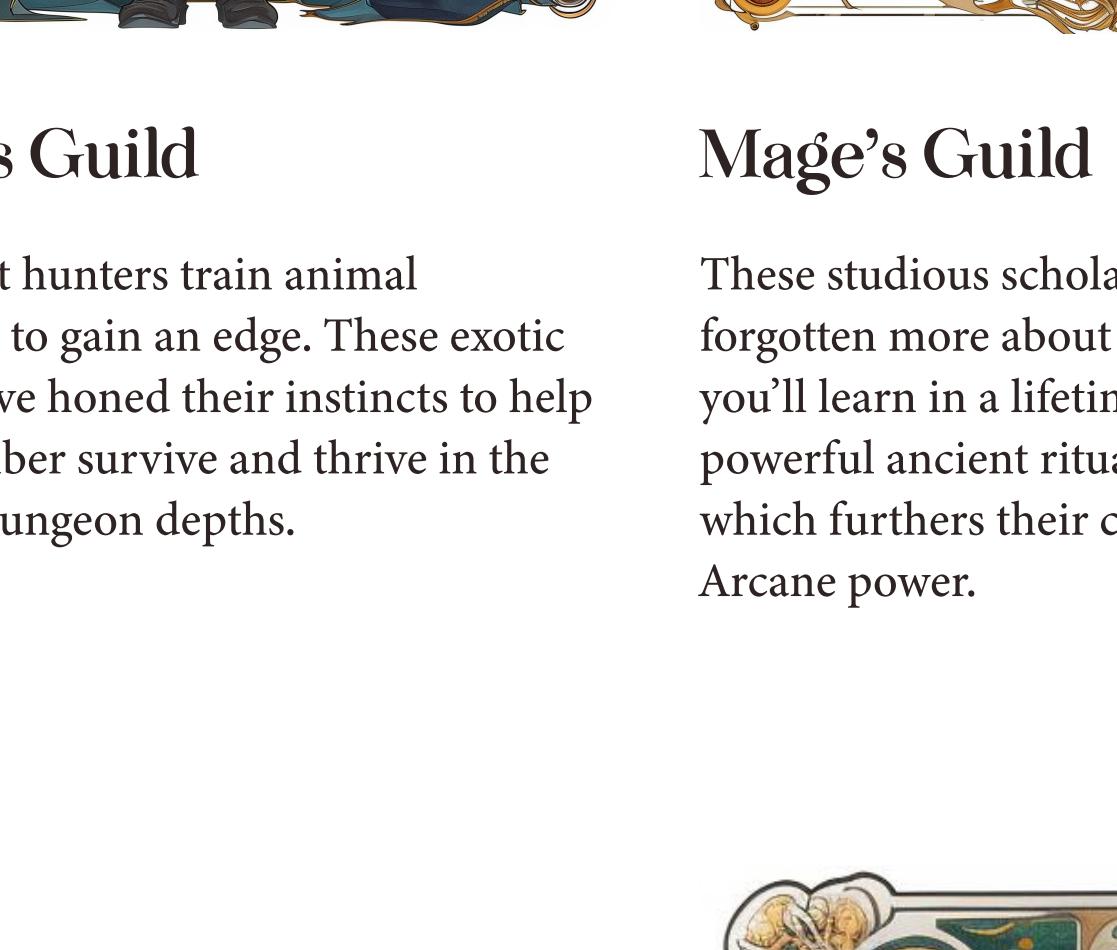
Play the entire game with just two d6 dice. A set of role-playing dice can be helpful, but they're not required.

Regions

Heroes will travel through 6 regions, each with their own unique layouts, enemies, and loot.



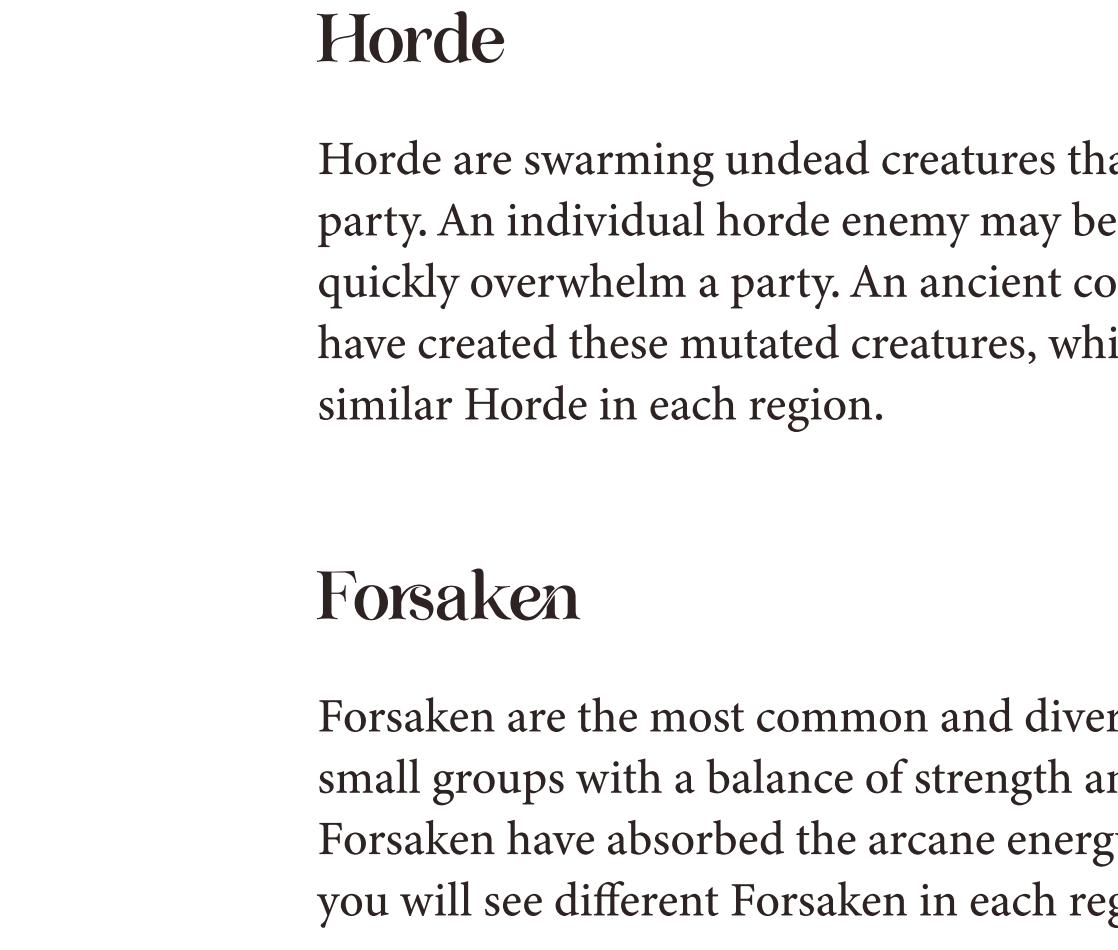
Alzim



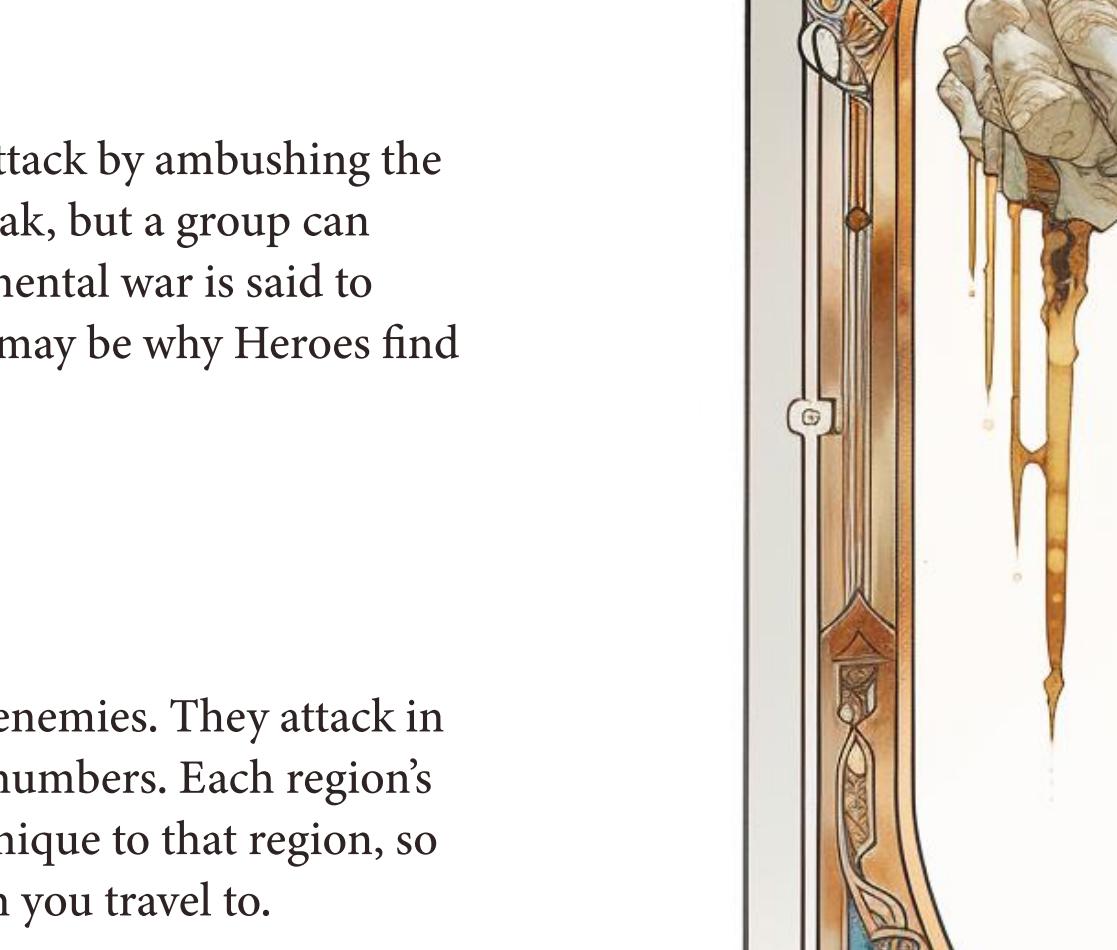
Mantora



Inkular



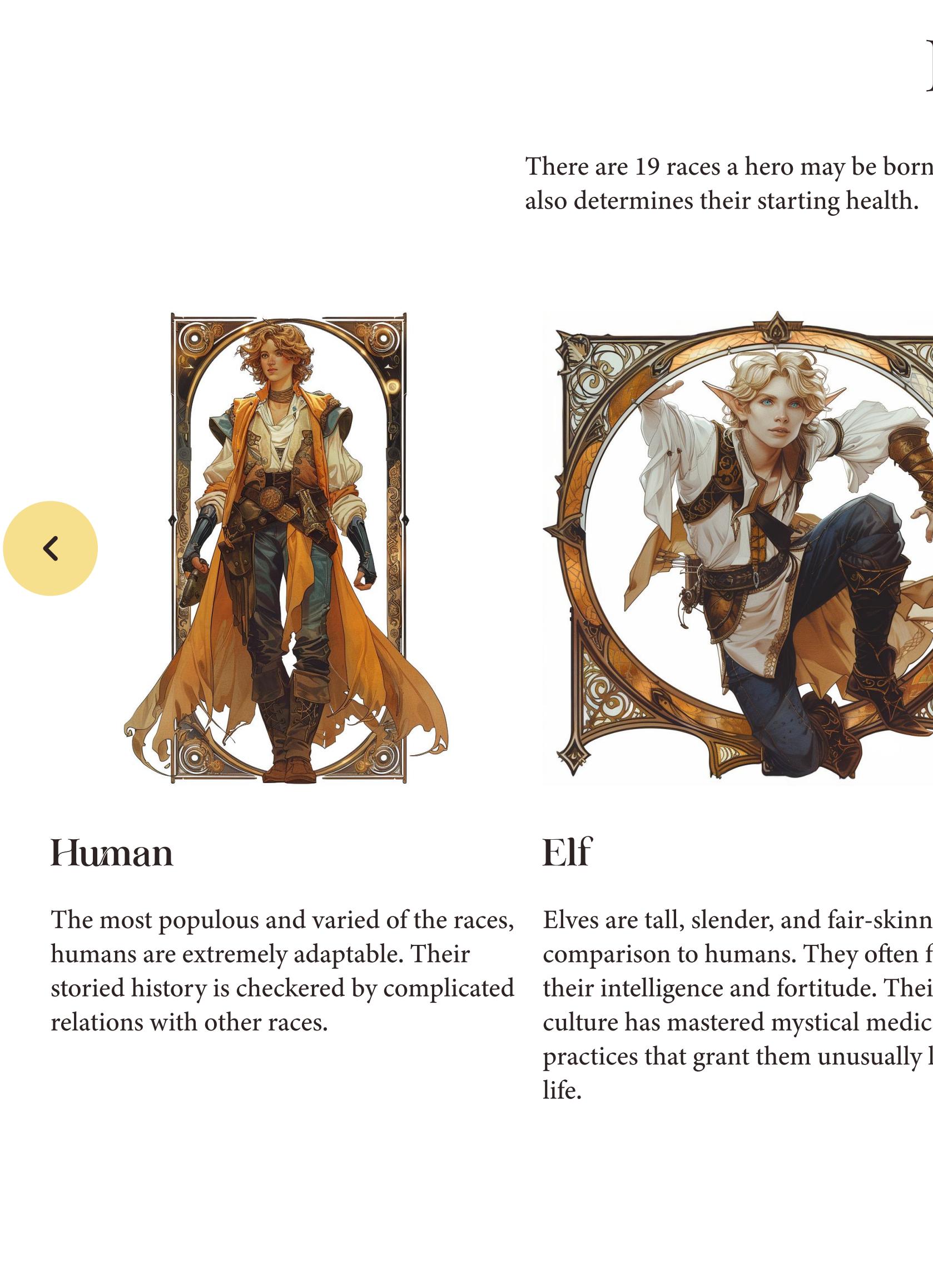
Valeria



Jatagar



Olma



Surge & Blunder System

The Surge & Blunder System is unique to Order of Eventide. Since the game only uses two 6-sided dice, Surges and Blunders add much more depth to what the dice can do by adding additional benefits to rolling a 6, and negative outcomes to rolling a 1.

Surges

When a player rolls dice during a hero's attack, any 6's rolled are called Surges. Surges often cause special abilities to activate, or other various passive or active benefits.

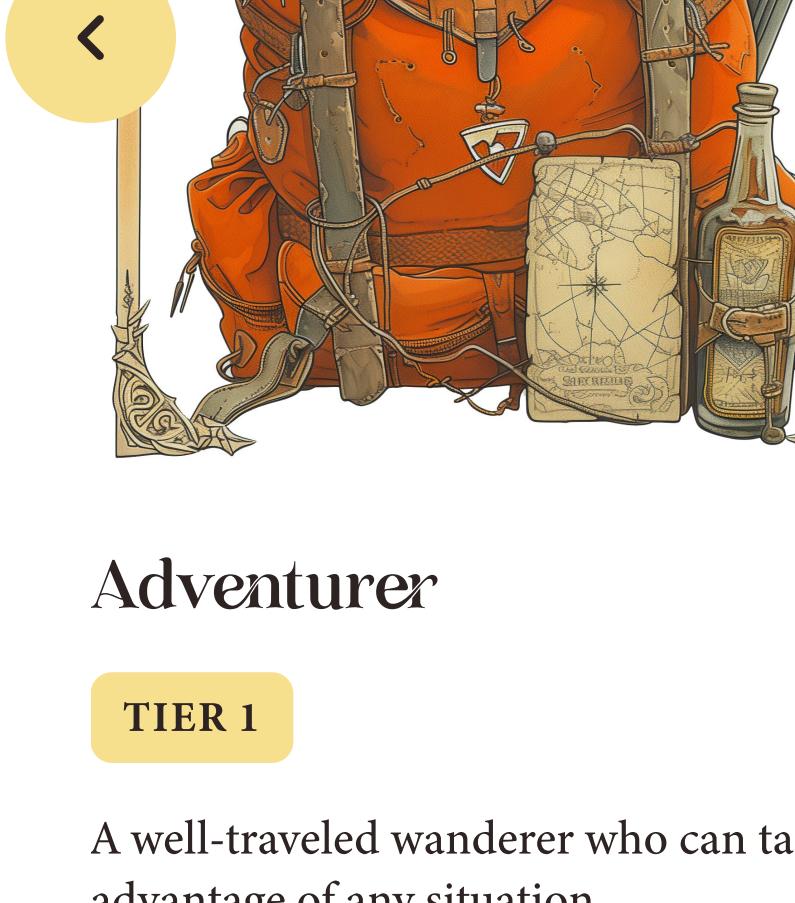
Blunders

Likewise, when any 1's are rolled during a Hero's attack, these are called Blunders. Blunders add extra negative effects, such as activating an enemy ability.

Guilds

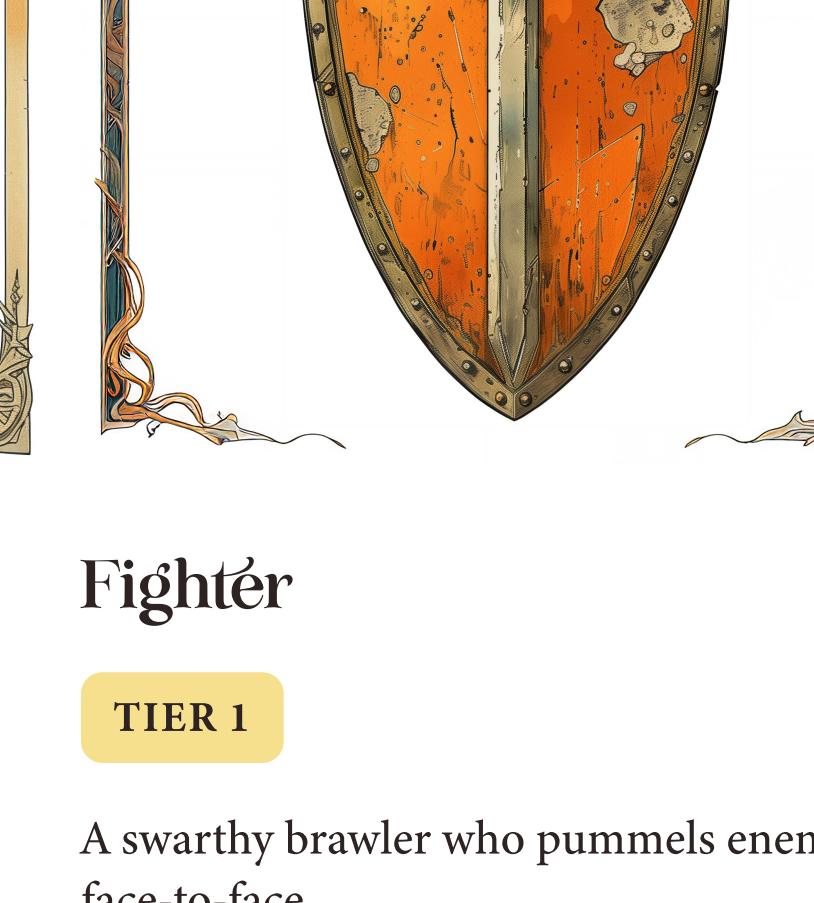
There are 4 guilds that offer unique benefits with Guild Perks, and will recognize incredible feats with Guild Titles.

Each guild has their own set of values and operating methods. Guild Titles are bestowed on guildmembers who have achieved outstanding feats throughout their adventures. You don't need to be a part of the guild when you perform the feat, but you can only use the title while you're a member of that guild.



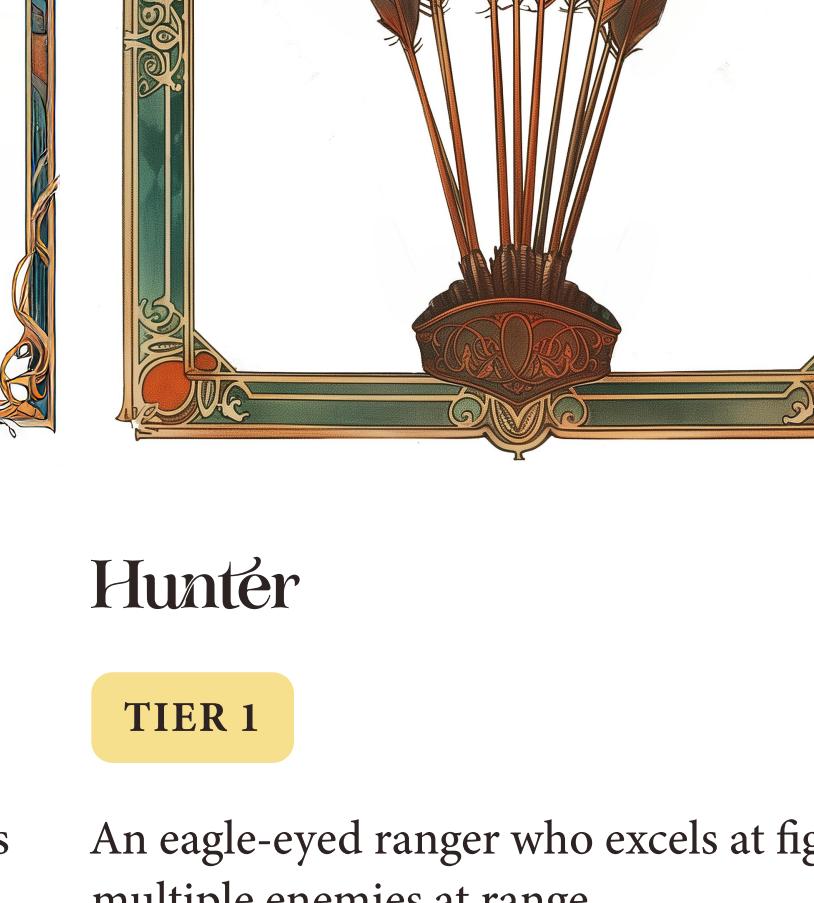
Fightér's Guild

These warriors dedicate their time to helping fighters push their bodies beyond normal limits. Their unusual equipment is gathered from all around the continent. The results are simultaneously unbelievable and undeniable.



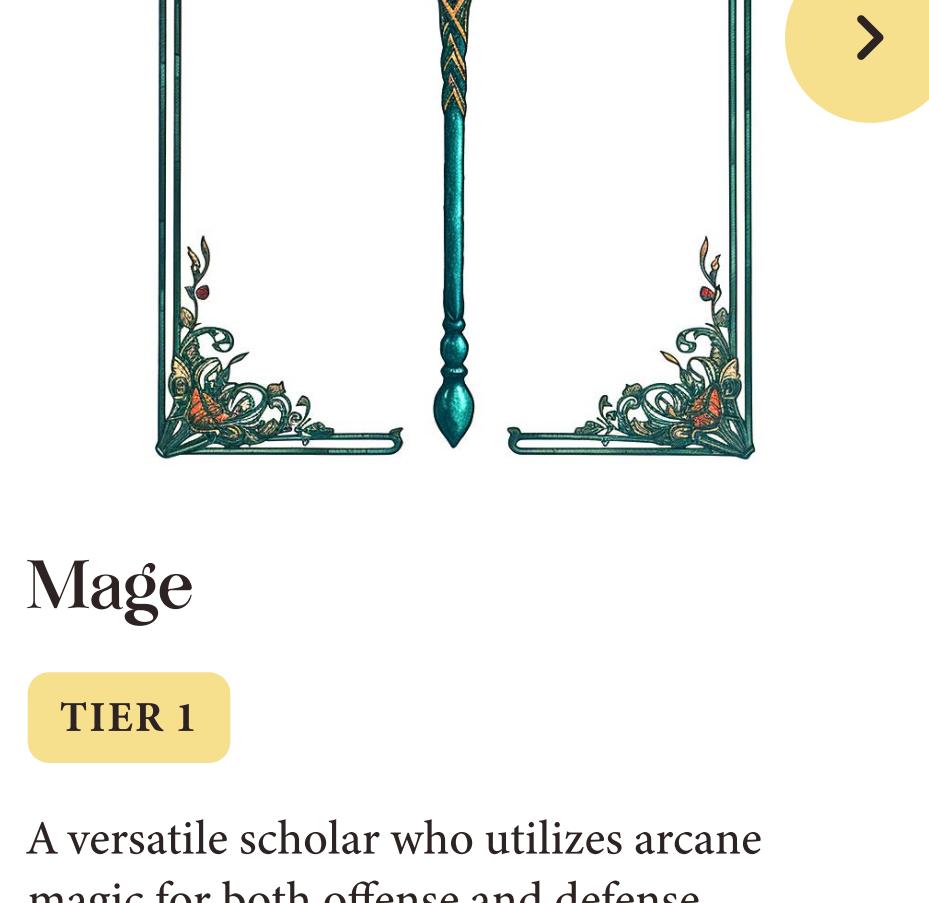
Hunter's Guild

These expert hunters train animal companions to gain an edge. These exotic creatures have honed their instincts to help a guild member survive and thrive in the dangerous dungeon depths.



Mage's Guild

These studious scholars have likely forgotten more about the Arcane Arts than you'll learn in a lifetime. They perform powerful ancient rituals on Guildmembers, which furthers their connection to the Arcane power.



Merchant's Guild

Travelers and purveyors of fine wares, the Merchant's Guild is always on the lookout for strange and powerful artifacts. They will loan guild members equipment to help in various ways throughout their journey into the unknown.

Enemies

There are 3 types of enemies that roam the dungeons in Order of Eventide: Horde, Forsaken, and Behemoths. Each are dangerous in their own way.

Horde

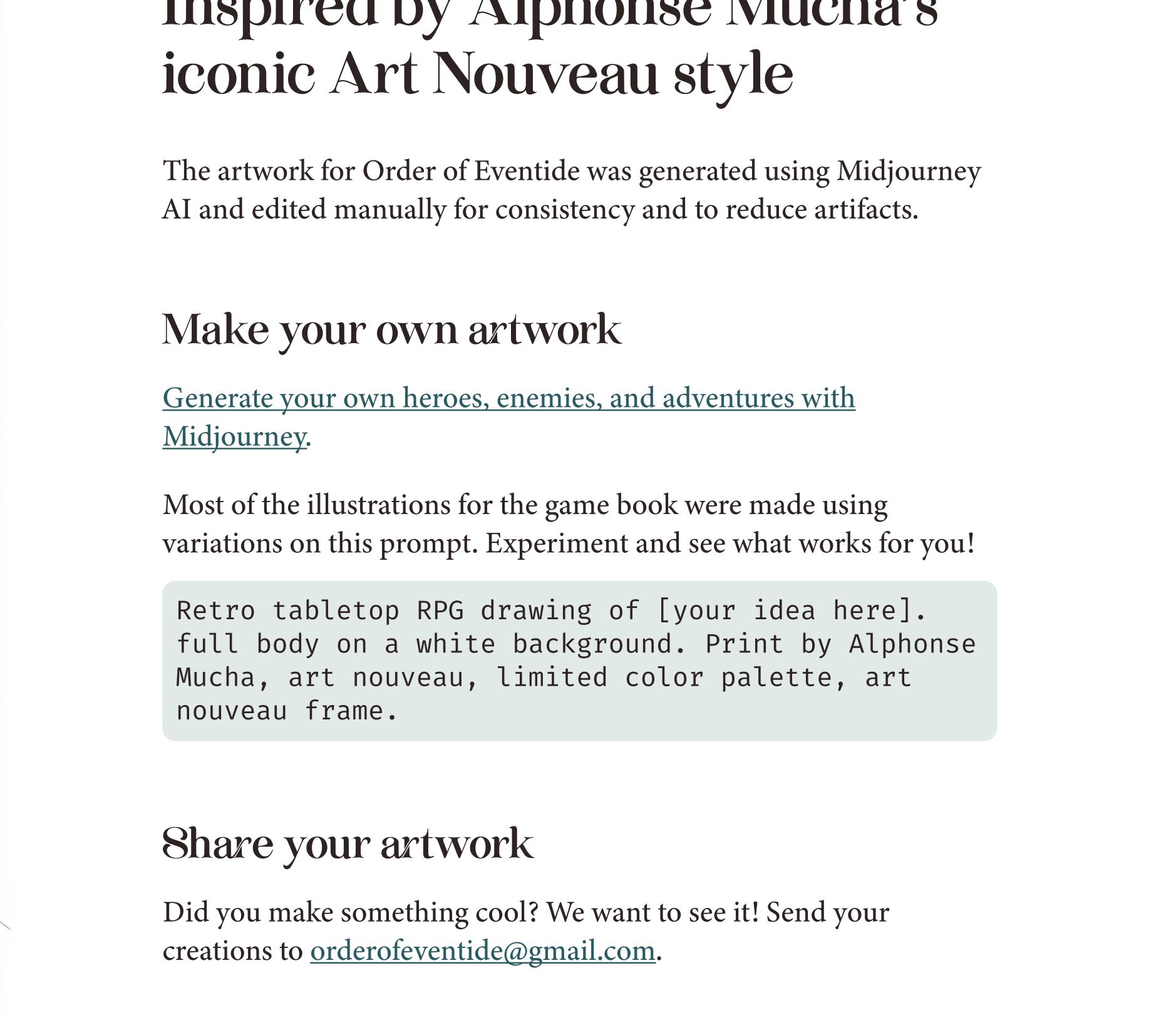
Horde are swarming undead creatures that attack by ambushing the party. An individual horde enemy may be weak, but a group can quickly overwhelm a party. An ancient continental war is said to have created these mutated creatures, which may be why Heroes find similar Horde in each region.

Forsaken

Forsaken are the most common and diverse enemies. They attack in small groups with a balance of strength and numbers. Each region's Forsaken have absorbed the arcane energy unique to that region, so you will see different Forsaken in each region you travel to.

Behemoths

Behemoths are huge monstrosities that have absorbed massive amounts of arcane energy to become tougher and stronger than a normal Forsaken. Behemoths travel alone, but can be extremely challenging if your party is unprepared. More about fighting Behemoths on [pg 98]



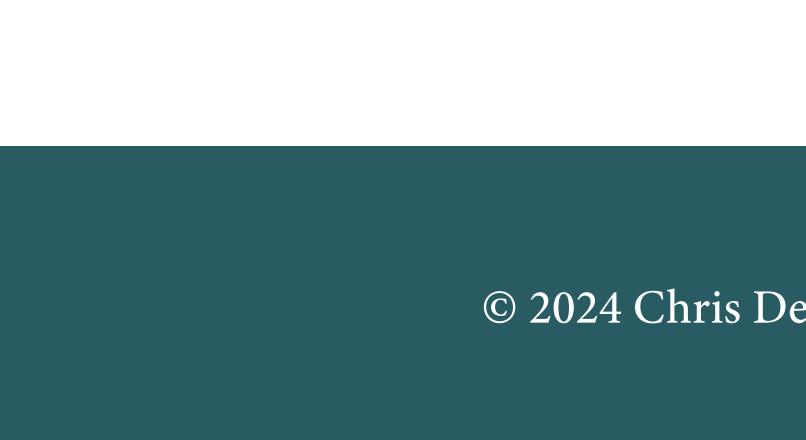
Races

There are 19 races a hero may be born into, each with their own Racial Ability. A hero's race also determines their starting health.



Human

The most populous and varied of the races, humans are extremely adaptable. Their storied history is checked by complicated relations with other races.



Elf

Elves are tall, slender, and fair-skinned in comparison to humans. They often flaunt their intelligence and fortitude. Their culture has mastered mystical medical practices that grant them unusually long life.



Dwarf

These short and sturdy cave-dwellers have fantastic facial hair. Spending long hours in dank caverns have given them a hardy constitution. Their knowledge of gemstones is unparalleled.



Halfling

Curious humanoids that have a fondness for small valuables, pleasant conversations, and food. Standing at about half the height of a typical human, Halflings love helping others.

Classes

A hero's class determines their fighting style and role in the party. Each class has an active Class Ability as well as a Class Passive. Heroes start with a Tier 1 class, and can unlock more advanced classes over time.

Adventurer

A well-traveled wanderer who can take advantage of any situation.

Fightér

A swarthy brawler who pummels enemies face-to-face.

Hunter

TIER 1

An eagle-eyed ranger who excels at fighting multiple enemies at range.

Mage

TIER 1

A versatile scholar who utilizes arcane magic for both offense and defense.

Inspired by Alphonse Mucha's iconic Art Nouveau style

The artwork for Order of Eventide was generated using Midjourney AI and edited manually for consistency and to reduce artifacts.

Make your own artwork

Generate your own heroes, enemies, and adventures with Midjourney.

Most of the illustrations for the game book were made using variations on this prompt. Experiment and see what works for you!

Retro tabletop RPG drawing of [your idea here]. Full body on a white background. Print by Alphonse Mucha, art nouveau, limited color palette, art nouveau frame.

Share your artwork

Did you make something cool? We want to see it! Send your creations to orderofeventide@gmail.com.