



[The Library](#) [The Map](#) [YaraWhitlock.com](#) [Join our Facebook](#)

The world is breaking. Yara is the fracture.



Dispatch SR-001

The Glass Forge, Rites & Puzzles, & Little Eyes

The tide is retreating, leaving behind a slurry of grey foam and things that shouldn't have been in the water to begin with. The air is thick with the scent of ozone and brine—a perfect atmosphere for writing an execution. Or a resurrection.

MISSION STATUS

We are currently in the "Admin Siege." I am finalizing the marketing logistics and backend maneuvers for the launch of **A Game of Gods**. Once the dust settles and the perimeter is secure, the real work begins: I will be returning to the trenches in March to begin drafting **Book 3: Bad Moon** (Working Title).



THE BESTIARY: The Nosvartus (Little Eyes)

"They were the Nosvartus. Little Eyes. They didn't just watch; they weighed. They measured the gaps in your courage and waited for the moment your spirit frayed."

The Shadow Seekers The Nosvartus are diseased or corrupted humanoid entities that dwell in a state of perpetual twilight. Once rational beings who participated in the Great Pact, they have largely succumbed to a vampiric hunger for living flesh and sanity. They are distinguished by their **mottled, oily black and sickly gray skin** stretched over streamlined bones and possess rows of needle-sharp teeth. They are notorious mimics, capable of reproducing the cries of human infants or wounded allies to lure victims into the dark. Their greatest weakness is **Sunlight Hypersensitivity**; they are physically burned by true sunlight and forced to retreat to deep caves and shadowed valleys.

Downloads:

NOsvARTUS ALPHA	ACTIONS
Armor Class: 13 (natural armor)	Multiattack: The Nosvartus Alpha makes three attacks one with its bite and two with its claws.
Hit Points: 20 (2d10 + 2)	Bite: Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6) piercing damage.
Speed: 30 ft., climb 45 ft.	Claw: Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 6 (1d4) slashing damage.
STR 10 CON 14 DEX 11 INT 8 WIS 10 CHA 16	Drop the Shadow: The Nosvartus Alpha has a Medium or larger creature within 300 feet of it in shadow. The Nosvartus Alpha can move at full speed, provided it is dropping the creature inside the path of one light or darkness spell.
Skill: Stealth +5	Shedding Skin: Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6) slashing damage. The target must succeed on a DC 12 Constitution saving throw or become afflicted with Blood Rot. Creatures afflicted with Blood Rot suffer a 10% increase in damage taken from all sources, and it cannot regain hit points by spending Hit Dice. If a creature dies while afflicted with Blood Rot, it leaves behind a toxic non-intelligent ooze under the DM's discretion.
Saving Throws: DEX +5, CON +4	
Damage Resistances: Bludgeoning, Slashing, and Piercing (magical weapons)	
Senses: Darkvision 60 ft., passive Perception 11	
Language(s): Common	
Challenge Rating: 1/2	
Spider Climb: The Nosvartus Alpha can climb difficult surfaces, including smooth ones, as well as ceilings, without needing to make an ability check.	
Dark Hide: The Nosvartus Alpha has advantage on ability checks made to hide in shadows.	
Damage Vulnerability: The Nosvartus Alpha takes 5 radiant damage when it starts to sunrise, unless it is in shadow. This damage is not added to any other damage it takes.	



SURVIVE THE TRIALS! RETURN TO THE ZALEESHEE.

THE ARCHIVE: Heritage & Inspiration

Shadow of Tatoosh Island
"The scent of salt air fills her senses. Each breath fills her lungs with the heavy, damp air, tasting of brine and unknown flora. The wind moans, carrying the distant cries of seabirds. It is a desolate sound, a song of isolation."
Look at the jagged isolation of **Tatoosh Island, Washington**. Sharp rocks, crashing surf, and a lighthouse that looks like a tomb. This location, sitting at the edge of the world, inspired the desolate, salt-crusted atmosphere of the **Zaleeshee**. The loneliness of Tatoosh is the DNA of Yara's solitude.

Leona's Legacy: The Real "Little Eyes"
The monsters in my books didn't start with a cursor; they started with my mother, **Leona**. She would tell me stories of a figure that haunted her childhood—a local character who lived in the periphery, watching the children from a distance.
The kids called him "**Little Eyes**." That chill stayed with her, and she passed that name to me. When you read about the Nosvartus, you aren't just reading fantasy; you're reading about real things that watch from the dark.



THE GLASS FORGE



I was recently asked, with a certain edge of accusation, if I use AI in my process. In the spirit of the Scarred Realm—where secrets usually get you killed—I believe in full transparency.
I hide nothing about my process.

I leveraged AI image processors to conceptualize and finalize the book's cover art, and I utilized tools like Sudowrite to organize my extensive world bible and refine early outlines. I recognize that the integration of AI is a complex and often controversial topic, and I respect those varying ethical perspectives.

My focus remains on forging the most compelling story possible, using the best technology available. My invitation to you is simple: Enjoy the story if you find it moving and engaging. If you feel this use of technology challenges your personal creative ethic, I respect that too. I write for the story; the tools are just the hammers I use to shape the iron. In future dispatches, I will detail specific tools I've used and how I used them.

THE SEEKER'S HUNT: THE BLOOD-LINE KEY

I have hidden three "Shadow-Words" within this transmission. Find them, combine them into a single string (no spaces), and enter them into the Vault to unlock a secret record from the archives of Athenaeum Zero.



The Clues

- The Childhood Chill:** In the Archive section, find the name my mother, Leona, used for the figure that haunted her childhood. It is two words. **(Part 1)**
- The Predator's Bane:** In the Nosvartus Stat Block, look for the specific force that causes these creatures to take **Radiant Damage**. **(Part 2)**
- The Forge's Hammer:** In the "Glass Forge," find the material I am shaping with my tools. I don't shape souls; I shape... **(Part 3)**

ENTER THE VAULT

YOUR NEXT MISSION

A Game of Gods looms. If you haven't yet survived the trials of the Zaleeshee, return to Book 1 now. The realm does not wait for the unprepared.

SURVIVE THE TRIALS! RETURN TO THE ZALEESHEE.

JG Backus
The Scarred Realm

You received this email because you signed up on our website or made a purchase from us.



[Unsubscribe](#)