



Book of Lore

Introduction

The world of Aicyng Adventures is a realm of shifting lands and fragile connections, where permanence is impossible, but heroism endures. Once whole, now fragmented, its lands exist as isolated shards stitched together by fate and forgotten magic. No grand empires remain - only lonely keeps, small villages, and the tenuous routes between them.

History and Origins

Long ago, the wizard Aicyng, obsessed with unlocking the deepest powers of magic, forged pacts with demons and other dark entities. His ambition was nothing less than to command creation itself, binding mortal and infernal realms into one. But the gods, seeing his growing influence and fearing the breach of their divine order, struck back.

Whether it was the gods' wrath or the treachery of the demons he commanded, the ritual collapsed in catastrophe known as the Sundering. Instead of uniting the realms, it shattered the World-That-

Was into scattered shards of isolated lands adrift in the void, linked only by unstable routes and flickering portals of old magic.

From these broken conduits came the first Teleport spells - fragments of Aicyng's gateway magic. Powerful but unstable, each casting risks touching the same chaotic forces that tore the world apart.

The world today is a patchwork of small, isolated domains, each shaped by its own politics. There are no grand empires—only lonely keeps, small villages, and dangerous wilderness paths.

Monsters roam freely: goblins in cursed forests, bandits along crumbling roads, mercenaries guarding their own fiefdoms, and dragons in the farthest reaches, drawn to the scent of fear and ambition.

Aicyng himself has vanished or perhaps he still walks through the shards in secret. His influence lingers in certain places, bending reality and shaping adventures.

Cultures and Peoples

Civilization has dwindled into small, scattered settlements, each shaped by the fragment of the world it inhabits. Some cling to trade and fellowship; others are ruled by fear and isolation. Travel is dangerous, and each keep, village, or shrine feels like a small world unto itself.

Magic and Supernatural

Magic in the shards is a fractured remnant of the forces that once shaped the World-That-Was. All spells, whether born of disciplined sorcery or devoted prayer, are echoes of powers touched during Aicyng's great and terrible ritual.

Sorcery draws directly from the raw arcane currents still bleeding between realms. Mages purchase their spells from NPCs with a magic storefront, learning to shape fire, ice, and other destructive forces.

Prayer-based magic calls upon the gods who intervened in Aicyng's work, granting Paladins and clerics the ability to heal, bless, or smite in exchange for faith and service.

One spell stands apart from all others: Teleport.

Born from the shattered portals Aicyng created to bind the mortal and infernal realms, Teleport magic lets a caster not only move within a shard but also slip between shards. But the magic can be unstable its routes unpredictable, its destinations sometimes perilous. Each casting brushes against the same volatile forces that tore the world apart.

Monsters and Threats

Chaos seeps through the cracks between realms. In the wilds, monsters prowl:

Goblins breed in cursed wood.

Mercenaries carve out their own fiefdoms among the fractured lands, enforcing their rule at sword point and claiming whatever law the strongest can keep.

Bandits prey on the weak.

Rogue sorcerers twist shard-magic to their own ends, bending lesser minds or tearing holes in the fabric between realms.

The restless dead shamble under the will of darker masters—lich-lords, demon princes, and other powers who see the shards as ripe for conquest.

In the farthest reaches, dragons and demons stir, drawn by the scent of despair. Whispers speak of ancient beasts and shadowed things that can slip between shards, crossing the void as if the Sundering had never bound them.

No shard is truly safe, and threats often arise without warning.

Geography and Landmarks

The world is fractured into shards self-contained lands with their own climates, geography, and politics. They are linked, if at all, by perilous roads, hidden mountain passes, or unstable portals of old magic. Each shard typically harbors one or two key settlements, surrounded by a scattering of ruins, dungeons, and untamed wilderness.

Adventure Themes and GM Guidance

This is the age of Aicyng—a wizard whose name defies time. Some say he was the last great Evoker of the World-That-Was; others whisper he is a god in exile. His influence lingers in certain places, bending reality and shaping stories.

No two adventures are alike. Some seek gold, others vengeance or redemption, but all are drawn to where Aicyng's presence can be felt. The Game Master can use this lore to tie adventures to specific shards, allowing each to feel unique while still connected by the underlying history of the Sundering Oath.

Building an exciting adventure is a mixture of understanding the history and culture of the land the adventure resides in, but also about understanding the high-level game mechanics.

Adventures are typically small one-shot settings in a shard where the party must either kill an adversary, retrieve and return a quest item or transfer a non-player character (NPC) from one location to another NPC. Some Tips:

Keep villains memorable. Give them a good backdrop.

Spread campaign knowledge across locations and NPCs. Different locations can build upon the main theme of the adventure. To get the full information about a villain, quest or adventure spread the information across multiple NPCs.

Chest typically includes quest items or dungeon seals spread across locations to hide them.

Don't just use Chests. Place key items in the inventory of NPCs.

Don't overdo it. You don't need to include every adventure, every landscape type, scenario or have multiple quest items. Players will generate lots of new adventures over time.