



Adventures

The Book of Play

Version: 2.4.1.6 11/6/2025

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Introduction

What are Aicyng Adventures

Aicyng Adventures delivers unlimited one-of-a-kind journeys for role-playing fans, where cutting-edge Artificial Intelligence crafts a richly themed medieval world for you to explore. The AI doesn't just set the stage but also steps into the role of your personal **Game Master**, guiding conversations, evolving the environment over time, and shaping your story based on your choices.

This means you can enjoy a **true solo RPG experience** with a responsive “companion” who’s ready to adventure on your schedule. Like in classic tabletop RPGs, **randomness and chance** keep every session fresh and unpredictable. The Game Master isn’t your enemy but rather a skilled storyteller, dedicated to making your adventure thrilling, immersive, and fun.

The game’s retro-style **32×32-pixel icons** bring your party, monsters, and locations to life. Their simplicity makes it easy for you to design your own creatures and characters while sparking the imagination to fill in the world beyond the screen.

Navigate and interact with your surroundings through **intuitive keyboard controls**: move your party, engage with the environment, and step inside locations to uncover the secrets within.

Built in tools also allow you to edit and export your creations (characters, monsters and adventures) for your friends to play.

The World of Aicyng

Adventures are set in a feudal medieval based fantasy world in which the characters can explore locations, solve quests and battle monsters and adversaries.



The land consists of small Keeps, Villages, Shrines, Ruins and Dungeons. Shrines and Villages are considered safe spaces that do not allow combat. Keeps and Ruins are neutral locations (players can initiate combat with Monsters). Dungeons are Chaotic (Monsters and Players can both initiate combat).

An adventure will have areas to explore, quest items, monsters, interactions with non-player characters and more. Each adventure will also be its own self-contained world where players can choose the direction they want to take as adventures do not need to be linear in nature.

Players can also shape the adventures through prompt mechanics and customizing the game.

Where to Get Aicyng Adventures

Please visit our web site at <https://aicyng.com/> for the latest version of Aicyng Adventure.

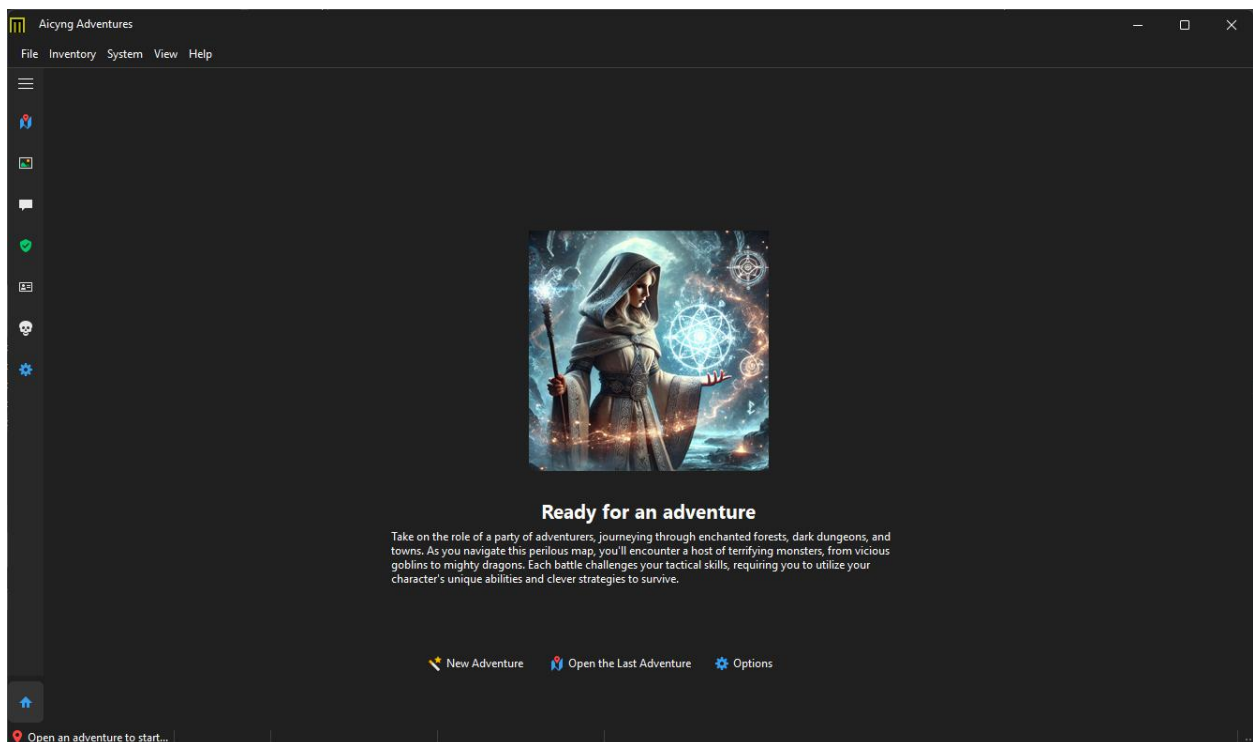
Basic Game Set Up and Requirements

Aicyng Adventures runs on a Windows PC and is a self-contained application, meaning it can run under any folder you place it in.

For support, we recommend you create a folder called “Aicyng Adventures” on your C: drive - and will use that as a reference throughout this guide.

To get started all you need is the AicyngAdventures.exe in the folder along with the PDF files and sound files (Sounds directory) that come with the game. When you run Aicyng Adventures for the first time it will create a Data folder in the same location where you installed Aicyng Adventures, for example C:\Aicyng Adventures\Data.

The data folder saves your party, monsters, non-player characters, weapons and prompts. If you customize the game by creating new NPCs, Weapons or Monsters you should back up this location.



When you start Aicyng Adventures you will see the welcome screen as shown above and the navigation options on the right-hand side.

Register Your A.I

Aicyng Adventures uses A.I APIs to generate the games, images, perform chat capabilities and act as a game master. As a result we support APIs that have the capability to both use LLMs and generate Images. The following APIs are supported:

- Open AI – Tier 1 or greater API access

This gives you full control of the usage of your API and does not require you to pay a month-to-month subscription cost for Aicyng Adventures outside of the API costs you sign up for. You will need to generate an API key for the AI you want to use. Supported APIs have clear instructions on how to signup, please defer to their information. For example <https://openai.com/api/>

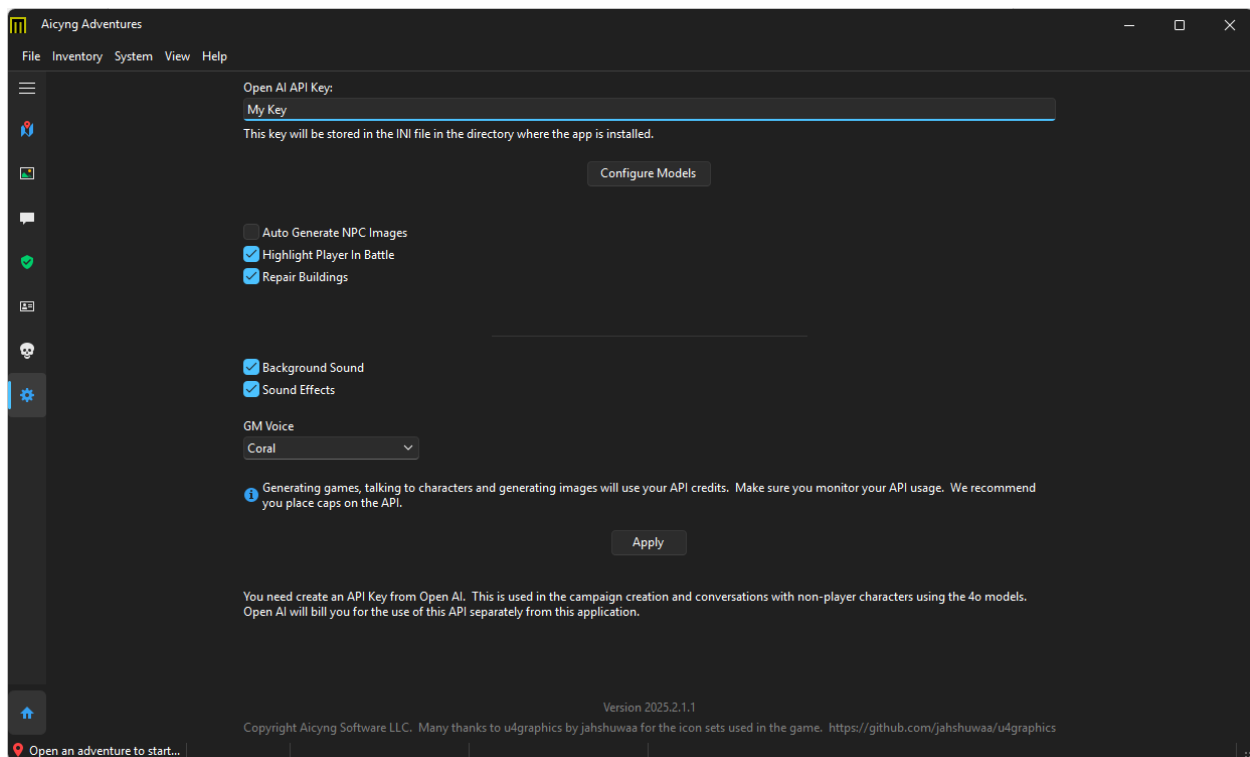
Please contact us at info@aicyng.com for support.

While adventures created are typically under a dollar, we recommend you put limits on your API usage. The AI API is used to:

- Generate images when talking to NPCs or Monsters when the Auto Generate NPC Images option is checked.
- When chatting with NPCs or Monsters
- When Asking the Game Master for Guidance (Help /Game master)
- When Voice Mode is configured.
- Generating Adventures
- Testing Prompts
- During general gameplay when events of importance should shape the game including but not limited to:
 - Quest Completion
 - Clearing Dungeons

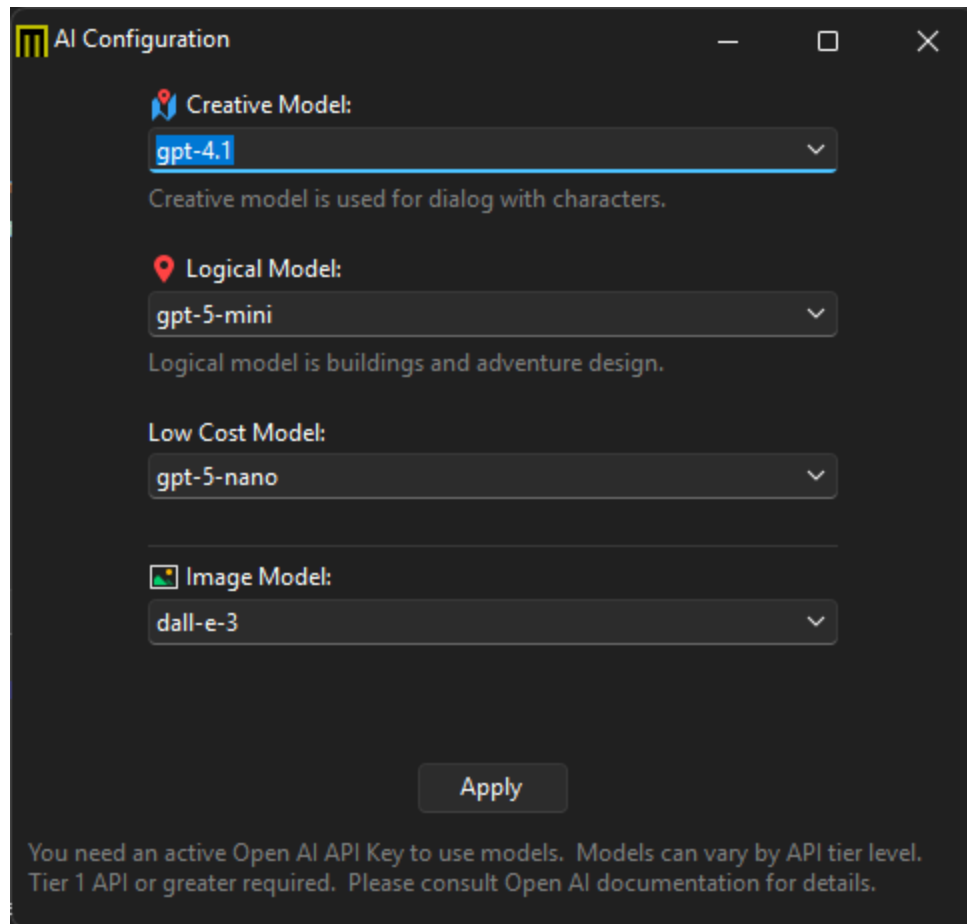
A.I usage rates can vary, please refer to your API provider.

Once you have your API Key, click on the **Configure** Nav Bar link.



Enter your Open AI API Key into the edit box. This key will be stored in your local folder in an Options.Ini file. This version of Aicyng Adventures **does not connect** to a cloud database or internet service other than the services used with the Open AI API key.

Default models are used in the creation of adventures and locations, but you can specify different models using the Configure Models button on the settings page.



As models evolve over time you can enter new models you have access to by typing the model names into the combo box. See your Open AI API documentation for details on models available to you. Here are how models are used in Aicyng Adventures:

Model	Where used
Creative	Chatting with characters and the game master.
Logical	Building location maps and the adventure itself.
Low-Cost Model	Internally used on small prompts to help build the adventure.

Build Your Party

A party of adventures has a much better chance of success versus the lone person trying to make it on their own in the wilderness. Be careful though more party members consume more resources. A well-balanced party is important, playing off the strengths of each member.

Each character member can have unique skill sets that define the role of the character. To help get started certain roles such as Fighter, Paladin, Thief, Ranger and Wizard have been created as NPC templates that can be used to create the party.

A party of 4 is typically recommended. Overly large parties can crowd the battle fields and require more time spent on general logistics and make the game less challenging or fun. The party's maximum size is capped to 5 members, pick wisely.

Skill Sets

Each party member can have two key skills sets: one primary and one secondary. The skill sets are inherited from their template NPC characters when building a party. Primary skills are stronger than secondary skills for the party member.

Skills are based on four key attributes: Hit Points, Strength, Intelligence and Dexterity.

If the party member is at level 0-1 you can change the primary and secondary skills when editing the party. Once a character is past level 1 skill sets are fixed.

Skills have the following advantages and attributes:

Skill Set	Primary	Secondary	Key Attribute
Sorcery	Can cast any sorcery-based spell if they have enough magic points. Magic Points are twice the Intelligence of the character.	Can cast any sorcery-based spell if they have enough magic points. Magic Points equal the intelligence of the character.	Intelligence
Prayer	Can cast any prayer-based spell (after achieving first level) if they have enough magic points. Magic Points are twice the Intelligence of the character.	Can cast any prayer-based spell (after achieving first level) if they have enough magic points. Magic Points	Intelligence



		equal the intelligence of the character.	
Melee Combat	+2 on Melee Attacks. See combat.	+1 on Melee Attacks. See combat.	Strength
Range Combat	+2 on Range Attacks. See combat.	+1 on Range Attacks. See combat.	Dexterity
Defense	+2 to Defense abilities. See combat.	+1 to Defense abilities. See combat.	Dexterity
Tinkering	+30% additional chance of unlocking chests or using explosives.	+15% additional chance of unlocking chests or using explosives.	Intelligence
Ranging	+30% additional chance of successfully foraging for rations and herbs. Can cure poison of a successful foraging.	+15% chance of successfully foraging for rations and herbs. Can cure poison of a successful foraging.	Intelligence

Strength, Intelligence and Dexterity are all capped at a maximum of 14 points unless the character has a primary or secondary skill set in that area where they are capped to 18 or 16 points respectively.

Hit points are capped at 20 points.

A general description of **Level Proficiency** for skill sets are:

Score	Level	Description
0 to 11	0	Average / Novice
12 to 13	1	Skilled
14 to 15	2	Above Average
16 to 17	3	High
18	4	Exceptional
19	5	Master
20	6	Legendary

A character's overall level is calculated as the highest proficiency level for Intelligence, Dexterity and Strength.

Party level is the average level of the characters in the party and is used to determine stocking and other mechanics used to create adventures.

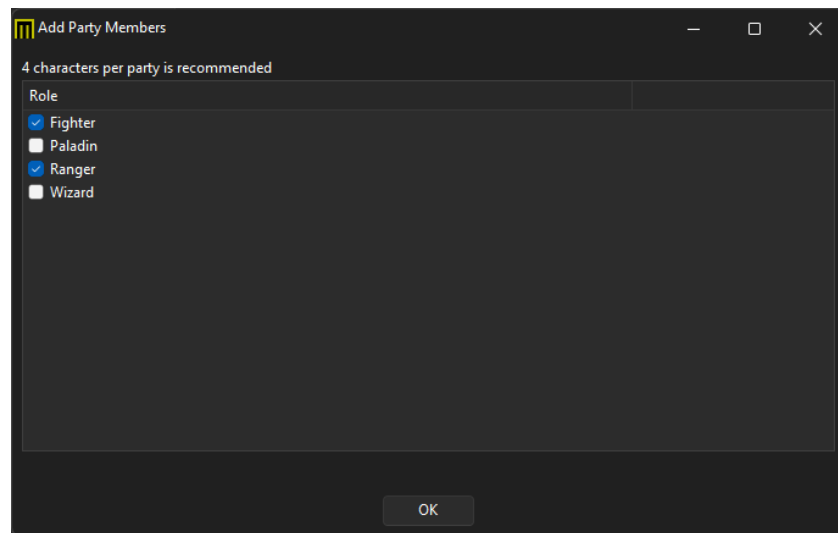
Game Mechanics

In the game you can have a party of several characters that are used primarily for battles against monsters. As part of a quest a party can also be made up of temporary non-Player Characters with the property **Allow in Party** set to True, see the non-Player Characters section for more details. Temporary characters do not transfer from one adventure to another.

To create a party or edit your party select the **File / Edit Party** menu item.

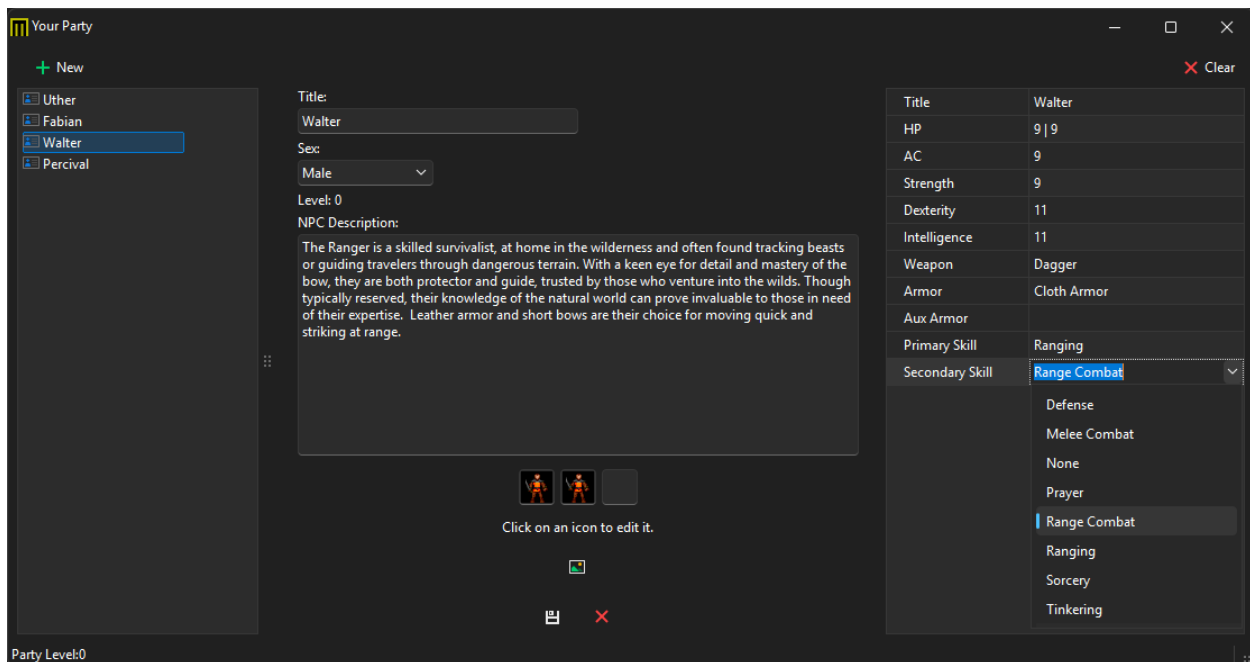
Click the New button to add characters:

Select the non-Player characters you want for your party.



Player choices come the non-Player characters with the checkbox **Allow in Party** set.

When you click OK the non-Player characters will be converted into party members with auto generated names and statistics.



When creating your party, customizing icons, portraits, and descriptions is more than just a cosmetic choice - it's a way to deepen the role play experience. The default options give you a starting point but changing them allows your adventurers to reflect your own creative vision.

A unique icon or portrait can instantly tell a story: perhaps your fighter's armor bears the crest of a fallen kingdom, your ranger wears the colors of a hidden forest clan, or your sorcerer's eyes glow faintly from years of forbidden magic. Small details like these make each party member stand out and give them a distinct place in the world.

NPC Description is used in conversations to present what this character looks like to the NPC you are conversing with. While it defaults to the description of the template used to create the character, you can customize to provide visual clues to the NPCs for example "Big and Burley", "Gruff" or "Well groomed". Descriptions can add even more depth. Instead of "a young thief," you might describe "a streetwise cutpurse from the docks of Blackwater, quick with a blade and quicker with a smile." These touches not only make the party more memorable, but they also help guide how you role play their decisions and conversations in the game.

You can also change the title, sex, description, skills, party order and images of the character. Other stats are advanced by completing quest items. There is not bonus or penalty for character sex.

Option	Description	Comments
✗	Delete Character	Deletes the character from your Party. Not to be confused with the clear button. The clear button in the upper right deletes the entire party.
	Clear Party	



Edit Personal Image

Allows you to load an image to represent the character. This image will be used in the player properties during game play.

Icon

Icon Editor

Clicking an existing icon or blank icon brings up the Icon Editor allowing you to import, modify or create a new Icon. Up to three Icons can be used. See the section Icon Editor for more details.

It is recommended that a party have one or more spell casting characters to use the Unseal or Teleport spells to provide access to locations other party members might not be able to reach.

Your First Adventure



Quests are central to the gameplay experience in *Aicyng Adventures*. Each adventure is crafted by the Game Master (GM), who designs the storyline, objectives, and challenges the players will face. An adventure may center around a single **primary quest**, the completion of which marks the end of that adventure—or may include several **sub-quests** that offer additional rewards and narrative depth.

Completing any quest—whether primary or secondary—earns each participating player an **Adventure Point (AP)**. These points serve as a form of progression and can be spent to enhance a character's core attributes: **Hit Points (HP)**, **Intelligence, Dexterity, or Strength**. This system rewards both exploration and cooperation, encouraging players to engage with the narrative and the world around them.

The Game Master plays a vital role in shaping each adventure. Using the game's diverse set of **Monsters** and **non-Player Characters (NPCs)**, the GM builds unique encounters, interactive dialogues, and objective-based challenges. Quests may involve retrieving legendary items, negotiating with powerful NPCs, solving mysteries, or defeating dangerous foes.

Each adventure concludes when the party fulfills a main quest objective or clears all the dungeons when in a dungeon crawl adventure. This structure supports replayability and creativity, ensuring that no two adventures are ever quite the same.

The Game Master Voice

You can select a voice for the Game Master to make your adventures more immersive. With voice mode enabled, the Game Master will not only narrate events, but also add dynamic commentary on locations, battles, and conversations with characters. This transforms the experience from reading text on a screen into something that feels closer to sitting at a live tabletop session.

Keep in mind that voice mode uses additional AI tokens, as both the spoken narration and its supporting text are generated for each interaction. Select the voice of 'None' to not use the Game Master voice.

Quest Types

Adventures typically have the following end game themes:

Quest Type

Comments

Defeat an Adversary

You must defeat an adversary in battle to complete the quest.

Return a quest item

You must retrieve a quest item and return it to an NPC character.

Transfer an NPC

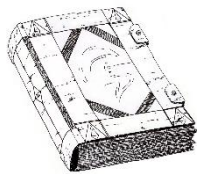
Have an NPC join your party so you can deliver them to an NPC at another location. If the NPC dies the adventure ends in defeat.

Dungeon Crawl

All the dungeons must be cleared of monsters. Dungeon levels can be random and above or below your party's level.

This is an independent option that can be selected in the Options Drop Down with options allowing you to configure the number of locations with leveling options.

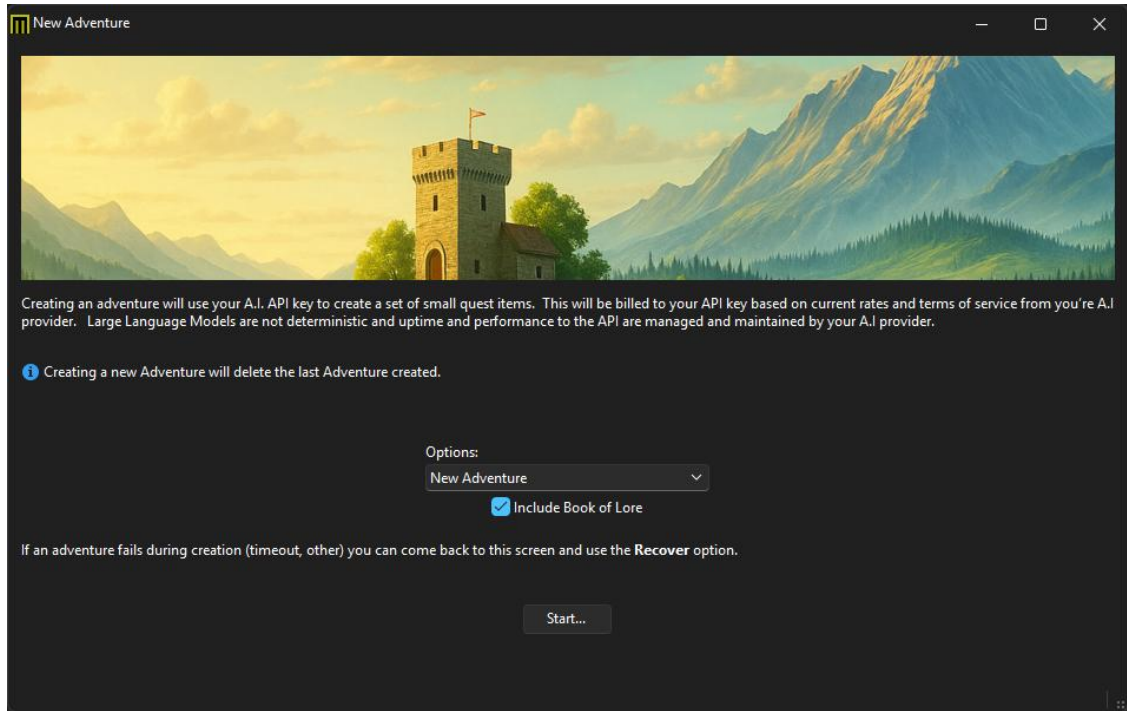
This campaign type can have one or more independent sub-adventures mentioned above.



The **Book of Lore** PDF that comes with the game can be used to influence adventure creation and can be used or not used when creating an adventure. You can also edit and use your own Book of Lore for the game making the game personalized to your taste. This document helps seed the adventures being created. Since the document feeds into the AI system avoid formatting, images and bullets and keep to plain text. See the customization section for more details.

Game Mechanics

To build a new adventure click the New Adventure button on the welcome screen. This brings up the New Adventure wizard shown below:



Creating a new adventure will delete the last adventure and use your API key to generate a new adventure with quest items. The adventure uses your party's level (except in Dungeon Crawls) to influence the design.

Options include generating a **New Adventure**, **Dungeon Crawl** or **Recover** from a new adventure that started but was not complete. The recover option is used in the case where the generation of an adventure times out (or fails) and will use the last completed step to continue.

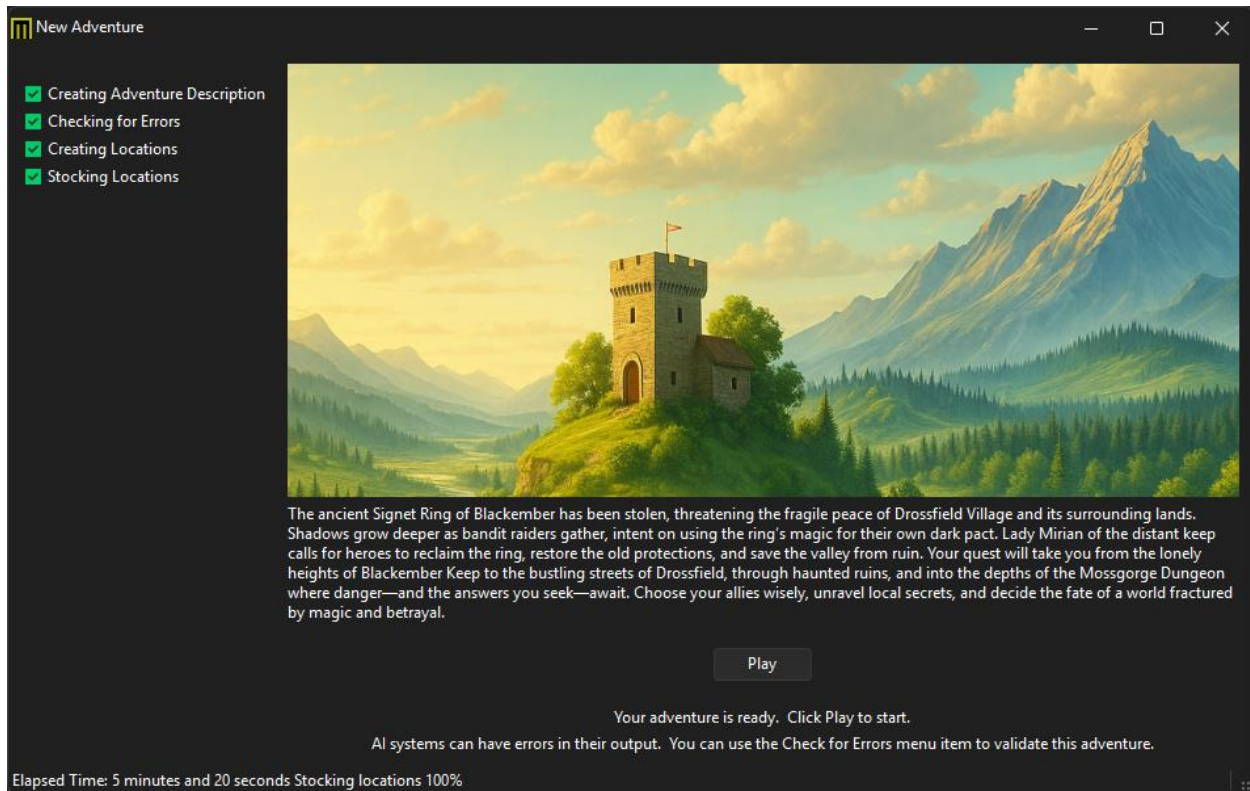
When an adventure is created your Game Master is:

1. Creating and mapping out adventure
2. Checking for errors
3. Creating locations
4. Stocking locations and treasure

It can take up to 20 to 40 minutes to create an adventure.

Adventures take can take some time to create especially when stocking locations which build the maps. A timer is shown in the status bar providing progress. If the time to create a step in the adventure takes more than 15 minutes close the program and use the **Recover** option to start again. If a step fails, you can also come back to the New Adventure dialog and recover from the last successful step. Importing the book of Lore can cause a timeout condition to occur, in that case try to rebuild the adventure.

When the Adventure is ready you will see the Play button appear and you can start the new Adventure:



Most A.I systems today create campaigns without errors. While errors are rare you can validate the campaign using the **System \ Check for Error** menu item to validate.

Influencing Adventures

You have the power to shape your adventure by giving the AI specific prompts—everything from the type of dungeons you want to explore to the challenges that await inside. For more ideas and examples, see **Customizing the Game / Prompts**.

Importing and Exporting Adventures

Instead of creating a new adventure you can import one from another source using the File / Import Adventure. When importing an adventure the system will validate you have the Weapons, Monsters and NPC-Characters in your configuration. To import an adventure you cannot have an active adventure open. Opening an adventure creates a new adventure (erasing any prior adventure) just as if the New Adventure dialog created it.

To export an adventure you must have an open adventure and use the File \ Edit Adventure to bring us the adventure editor. In the editor you can save the adventures maps, locations, characters and quest items into a JSON format or an Adventure format (.ADV). The JSON format is a plain text format. The adventure format is a **simple encrypted, and password protected** file that you can use to share with friends. The encrypted Adventure format allows players to import and play adventure but not allow editing without the password.

Before exporting your adventure to an Adventure format, iterate on it first using the JSON format. If you forget the password to the Adventure format there is no way to recover it.

Exporting does not save the images generated in the adventure or status as the primary goal is to save as a new adventure to give to others.

You can also use the map editor to fix any “bugs” the Game Master creates such as shops that cannot be accessed if they are surrounded by walls. For quick edits in this case you can do a <CTRL>+<Double Click> on a wall to convert it to a path when in a village or keep.

Playing the Game

Adventures in **Aicyng Adventures** unfold in a **round-based** format, where your keyboard commands guide every action. The 32×32 icons serve as **abstract symbols** for monsters, landscapes, and characters—leaving room for your imagination to fill in the details.

Your view is limited by what your party could realistically see—whether it’s the expanse of a day’s travel in the wilderness or the confines of a location shaped by **line-of-sight** and available **light sources**.

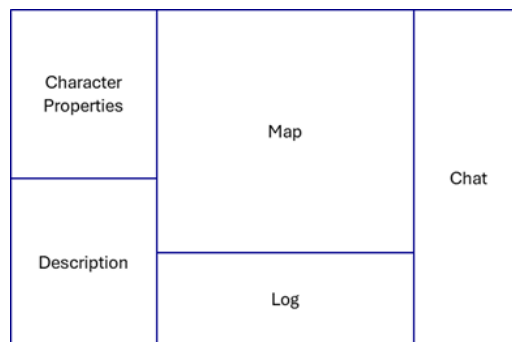
There’s no pressure from a ticking game clock—you can take your time planning your next move, even in the middle of battle.

As you explore the maps, certain areas hold **extra descriptive elements**. Examining these will reveal additional details.

To jump back into your journey, simply click **Open the Last Adventure** on the welcome screen. The game will load your saved progress and drop you right back into the adventure.

Game Layout

The game uses docking windows for the layout allowing you to customize where key screen sections go.



You can drag and drop locations of the windows and use the **System \ Save Layout** menu item to save the layout to customize for your preferences.

Docking windows include:

Window	Description
Map	This is the main window for game play and provides a visual map view. The map view size is limited on purpose to view what could typically be seen by the party.
Character Properties	You can select a party character and see their properties. Spell casters can also use this window to select a spell to cast.
Description	Provides a text or visual description for locations or monsters when in battle mode.
Quests / Log	Lists the quest items that are part of this adventure.
Chat	Used to dialogue with non-Player Characters or Monsters.

Map Navigation

The Map is the main area of focus in the game. The map is a tile-based representation of the wilderness, a location or battle in the game. Each tile on the map is 32x32 pixels, including the Party icon.



When you start an adventure, you always start on the wilderness map near a village but can navigate to other locations. In the wilderness your party is represented by the party icon:



Many icons representing NPCs and Monsters use a party icon, only when in battle the individual characters that make up the party appear.

Wilderness Map

The **Wilderness Map** is the top-level view of your adventure, depicting forests, grasslands, mountains, and waterways. Its size is limited to what your party could realistically see in a single day's travel—a **10×10 area**.

As you journey through the wilderness, your party consumes **rations** as they move. Along the way, you may discover **Keeps, Villages, Shrines, Ruins, and Dungeons**, depending on the adventure's design. But be warned—the wilds are never truly empty. Monsters may be lying in wait to **ambush** you or even track your movements for a later attack.

Mountains, swamps, hills and shallow water can be crossed but require **multiple moves** to travel across. **Deep water** and **Walls** are completely impassable. Dense forests and towering mountains can also block your line of sight, hiding what lies ahead until you push deeper into the thickets or scale the high passes.

The following keys can be used in the wilderness map:

Key	Description
Up, Down, Left, Right Arrow	Move the party up by one tile in that location if there is a clear path (no mountains or water). You may come across scenario where you want to get to a location blocked by Deep Water or a Wall. Use the Teleport spell to get around that case.
ENTER	Enters a location. Your party must be on the location tile. In some cases a location can be sealed and you will need to find the seal in the game or use the Unseal spell if no seal is available in the adventure.
C	Use this key followed by an arrow key or spacebar to cast the selected spell for the selected party character (see character properties). Use the spacebar to cast the spell on the current location of the party icon.
T	Use this key followed by an arrow key to start a conversation with a non-player character or monster. Not all monsters will engage in conversations.
A	Use this key followed by an arrow key to attack a monster or adversary and move into the battle map.
G	Use this key followed by an arrow key to get a chest and open its contents.
P	Use this key followed by an arrow key to try and pick open a locked. See Picking Locks section for details.
L	Use this key followed by an arrow key to look at an object. The object description appears in the log.
S	Use this key followed by an arrow key to search for a buried chest or forage for rations.
M	Use this key followed by an arrow key to move a character (swap spaces) when they are blocking a path.
J	Use this key followed by an arrow key to see if a non-Player character will join your party as part of a quest.
R	Rests the party. The arrow key is also used to forage at the same time.
F	Forage for rations. The arrow key specified the location to forage.
D	Drop the selected character off in the Wilderness.

NPCs can also be encountered in the wilderness or in locations, ready to share information, sale goods, or offer guests. **Talking with these non-player characters is essential**—they may hold the keys to vital quest items or clues to your next objective.

Each Wilderness Map is **dynamically generated by the Game Master** when your adventure begins, ensuring every journey feels fresh and unpredictable.

Rations

Every **15 moves**, your party must consume **rations** to keep going. The number of rations each member uses depends on the **weight they are carrying**, the heavier the load, the more they eat.

Failing to keep enough rations can have serious consequences: from penalties in battle to **starvation**, where party members begin losing hit points after every 10 moves without food.

Carried weight to ration usage is:

Weight Category	Rations Used per Party Member
Overburdened	4
Heavily Encumbered	3
Lightly Encumbered	2
Unencumbered	1

See the section **Inventory Weight** for additional details on weight categories.

The lighter your party travels, the fewer rations you'll burn through meaning you can explore farther without running out of food. Delete inventory items you no longer need after an adventure. A lean pack can be the difference between returning as a hero... or not returning at all.

If your party runs out of rations, their **food status** will drop over time, impacting both health and combat ability.

Food Status	Next Status	Health Impact	Battle Impact
Well Fed	Sustained	None	None
Sustained	Hungry	None	None
Hungry	Malnourished	-1 HP Damage per 10 moves.	-1 on Attacks and Defense
Malnourished	Starving	-2 HP Damage per 10 moves.	-3 on Attacks and Defense

You can restore or maintain your food status in several ways:

- **Buying rations** from provisioners prevents the next downward state transition and will start the transition up to well fed.
- **Eating or staying at a tavern**, which immediately puts the party in a **Well-Fed** state but does not replenish rations.

While traveling, the ideal goal is to remain **Sustained**—balancing ration usage with available supplies. Rations are **used automatically** when available, so keep your inventory stocked before long journeys.

Resting

Every **21 moves**, the party can **rest outdoors**—provided they have enough rations.

Automatically performs a **forage** in the current location.

Resting consumes 2 additional rations per party member and resets the ration move counter. If the party does not have rations they cannot rest.

Rest restores **1–3 hit points** and **1–3 magic points** per character.

If the party has not rested voluntarily, a **forced rest** will occur after **29 moves**.

Resting at an Inn is considered a safer and deeper rest and restores 10 HP per character and 10 MP per character.

Foraging

When you **search** an area, your entire party will also attempt to **forage** for food and herbs. Success depends on the terrain:

Terrain	Base Success Chance
Forest	15%
Grassland	10%
Water	5%
Hills	4%
Shrublands	3%
Mountains	2%
Swamp	1%
Desert	0%
Snow	0%
Roads	0%

Additional modifiers:

- **Diversity Bonus:** Each surrounding tile of a different type adds **+2%** to the chance if not a swamp, desert, snow or roadway.
- **If any party member has Ranging Skills:**
 - **Primary Skill:** +30% success chance.
 - **Secondary Skill:** +15% success chance.

A successful forage has a chance of curing a party member impacted by poison if a party member has ranging skills. A successful forage with a primary ranging skill has a 55% chance of curing poison per character. A secondary skill set has a 35% chance.

You may forage **once every 10 moves**.

Dropping a Character Off

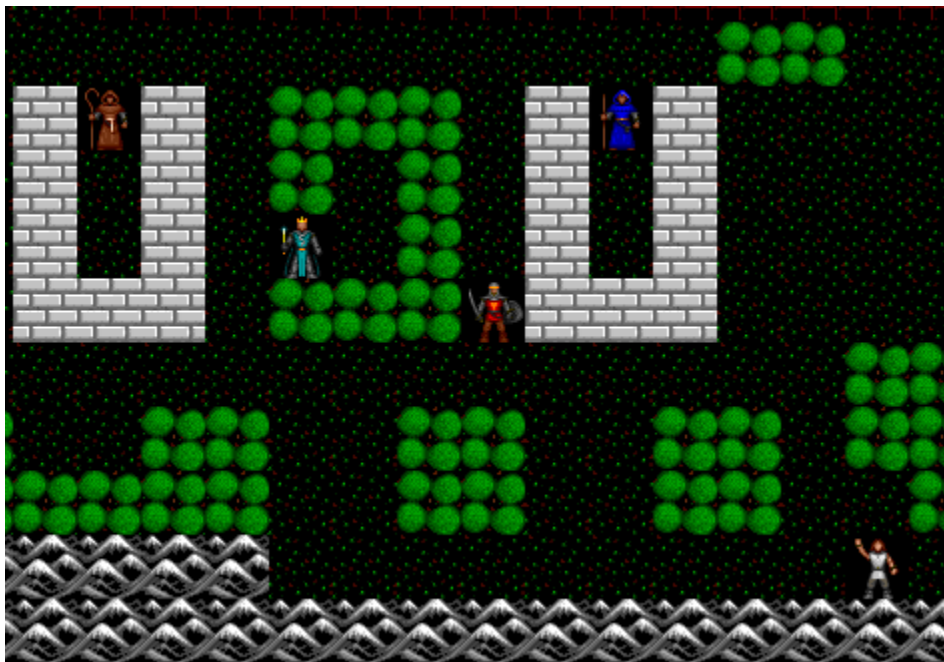
You can drop a character off in the wilderness and have them join the party later. This comes in handy where:

- Since the characters are resting when they are dropped off, they are not impacted by the effects of poison.
- If they are too weak to go into a dungeon, you can pick them up after the dungeons encounter.

Dropped off party members still consume rations.

Indoor Map

When your party enters a location, the **Wilderness Map** transitions to an **Indoor Map**, revealing the layout of the area. Indoor locations can include **Villages, Keeps, Dungeons, Ruins**, or **Shrines**, each with its own unique design, encounters, and opportunities.



Indoor maps may contain **walls** that block your party's movement, forcing you to find alternate paths or clever solutions. **Walls and mountains** can also obstruct visibility, hiding what lies beyond corners until you move into view.

For stubborn obstacles - especially in **dungeon** - you can use **Guild Powder** to attempt to **blast through a wall**. While not always guaranteed, a well-placed charge can open shortcuts, reveal hidden rooms, or create a much-needed escape route.

Indoor maps have the same key options as the outdoor map but also have:

Key	Description
U	Use this key followed by an arrow key to use a shrine for prayer, or to go up or down a ladder for dungeon floors.
X	Use this key followed by an arrow key to attempt to blow up an obstacle with Powder.

Rest, Forage, Drop Off do not work in indoor locations.

Indoor maps are **generated by the Game Master** at the start of each adventure. Villages and Keeps can use a smoothing algorithm (Repair Buildings Option) to create a more natural, structured layout, while other locations retain a wilder, more unpredictable design. As A.I models evolve this feature should not be needed. In the case where a village or keep has “errors” in it such as closed off stores you can use the <CTRL>+<Double Click> mouse action to repair these issues without revealing adventure details when in a village or keep.

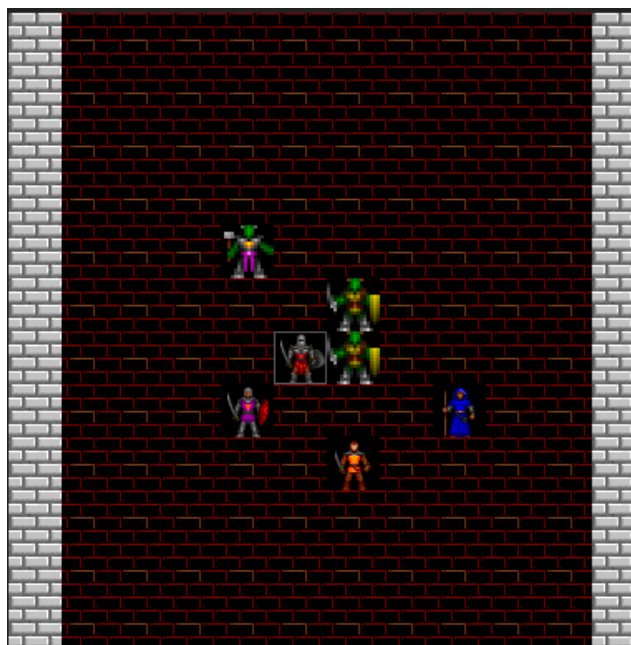
Villages are centers of commerce, safe from monster attacks and almost always free of adversaries. They serve as prime spots for interacting with NPCs, gathering information, and receiving most quests. Keeps are more neutral in nature. While monsters will not directly invade, you may encounter individuals who must be bargained with—or fought. Ruins share this neutrality but often hide secrets, treasures, and occasional adversaries who challenge your presence.

Dungeons are the most dangerous of the indoor locations, often crawling with monsters and hostile adversaries. While some monsters talk, many attack on sight. Dungeons are cloaked in darkness, limiting visibility unless your party carries a torch or uses a light spell. Torches are automatically used if you have inventory when exploring these areas and last 100 moves.

Shrines are the opposite of dungeons—peaceful sanctuaries that host only your party. Using Altar Shrines can grant magical powers to characters skilled in Prayer. Altars also fully heal your party but can be used only once.

Battle Map

If you attack a monster—or a monster attacks you, the **Battle Map** appears. Here, your party is no longer shown as a single icon. Instead, each member is represented by their **own individual icon**, allowing you to see their exact position and plan your tactics accordingly.



Unlike the outdoor and indoor maps, the keys used in the battle map are more limited and focused on combat. Keys include:

Key	Description
Up, Down, Left, Right Arrow	Move the party up by one tile in that location. Use the space bar to pass. After a move the turn goes to the next party member or monster.
C	Use this key followed by an arrow key to cast the selected spell for the selected party character (see character properties).
A	Use this key followed by an arrow key to attack a monster next to you with a weapon.
R	Use this key followed by an arrow key to attack a monster in your direct sight with a range weapon.

See the section Battles for more details on combat.

Picking Locks

When picking locks for chests, the selected character in the **Character Properties** window will be the one attempting the lock picking. Picking a lock has the following chance of success:

- Base chance of 5%
- +35% if using a lock pick
- +30% if tinkering is a primary skill
- +15% if tinkering is a secondary skill
- Up to additional +4% based on character dexterity

So on average a character with a primary skill of tinkering and a lock pick has a minimum of 70% chance of picking a lock.

If a lock pick fails, the party member who attempted to pick the lock will have a 0% chance for future turns on this chest.

Blowing Up Obstacles

In indoor locations, especially dungeons, you may come across obstacles such as walls that prevent you from progressing. You can use the teleport spell to try to get around the obstacle, or if you purchase powder you can try to blow up the obstacle, permanently removing it when successful. Just like picking a lock the selected character will attempt to blow up the obstacle.

Blowing up an obstacle has the following chance of success if the party has powder:

- Base chance of 45%
- +30% if tinkering is a primary skill
- +15% if tinkering is a secondary skill
- Up to additional +4% based on character dexterity

Using powder can be dangerous. **Failed attempts** will result in **0-8 HP damage** to the person who attempted the action.

Poison

Poison in the swamps is not a single danger, but a tapestry of threats woven into every step and every breath. Monsters can carry it in their fangs, stingers, and claws. When a party member is poisoned, quick attention is needed to stop its spread before it's too late.

Characters can become poisoned in two primary ways:

- **Monster Attacks** – Certain monsters wield venom-laced fangs, claws, or weapons. When struck in close combat, a character may find the poison seeping into their veins. If a monster has a poison melee attack, there is a **50%** of poison damage on a **successful** hit.
- **Hazardous Terrain** – Swamps are breeding grounds for venomous plants, insects, and miasmas. Simply crossing such terrain can be enough to afflict the unwary. Each step of a swamp tile has a **20%** chance of causing poison to one or more members of the party.

When poisoned every **4 moves** in the outdoor map will **cause 0 to 4 HP of damage** to each character that is poisoned in the party.

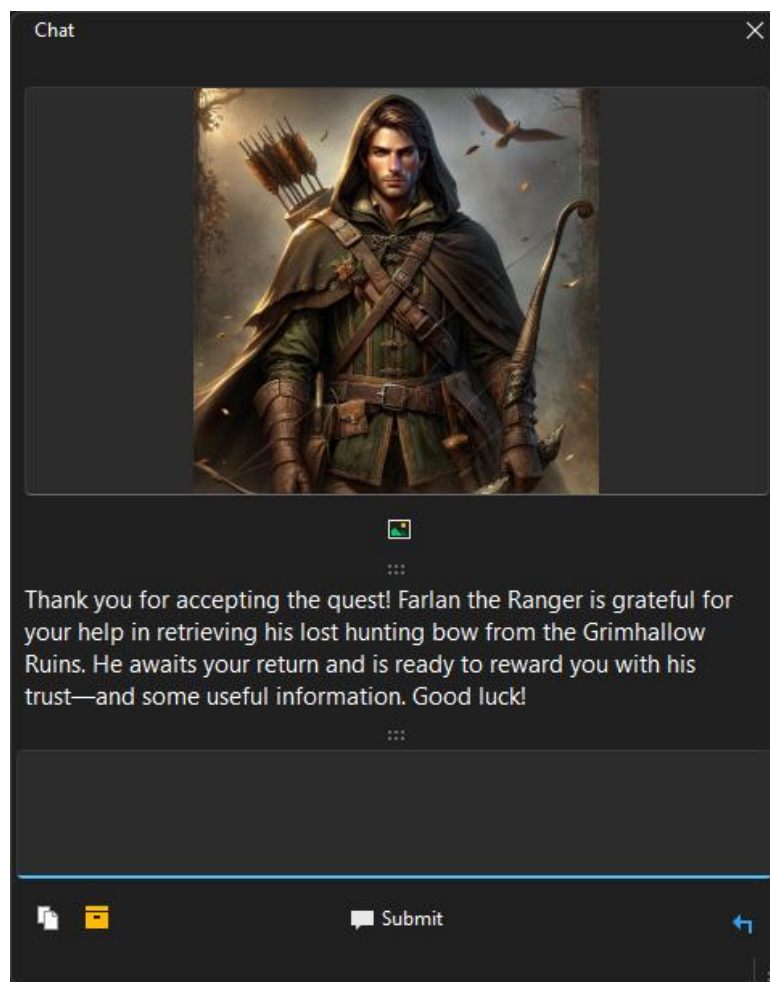
To **cure poison**:

- Ingest a **healing potion**: **100%** chance of success.
- Purchase a **great healing**: **100%** chance.
- If a **successful forage** occurs with a party that has **ranging skills**: **55%** if primary, **35%** if secondary.
- **Resting** at an **Inn**: **50%** chance.
- **Resting** in the **Wilderness**: **20%** chance.

Chat Window

Conversations with **non-player characters (NPCs)** are a core part of the game. To begin a conversation, press the **T** key followed by an arrow key in the direction of the character you wish to speak to. Conversations appear as **Chats**, with the NPC's dialogue provided by the **Game Master**. These interactions can take place at **any map location**.

When a conversation begins, the chat form is displayed. If **Auto Generate NPC Images** is enabled, the system will create an image¹ of the character you're speaking to using the image model—unless the NPC is a monster with its own dedicated artwork.



To ask a question, type your message in the edit window, then click **Submit** or press **Return**. It may take a few seconds for the **Game Master** to respond, as it crafts its reply.

¹ Based on the model and image description some images may not be displayed based on content moderation.

The following options are available in the Chat Window:

Option	Description	Comments
	Copy	Copies the current chat text into the clipboard.
	Generate Image	Create a new image of the character you are talking to.
	Give	Allow you to give the character an item from your inventory. This is typically used when retrieving a quest item. If not part of a quest the NPC will reject the item.
	Accept Quests	Most quests are given by chatting with the NPC. There can be cases where this gets stuck. If visible forces the NPC to give you quests if normal dialogue does not work. Note this button requires some work chatting with the NPC to become visible or not.
	Purchase	If the character has items for sale, you can use this button to purchase items such as weapons.
	Transfer Character	Some quests require you to have a non-Player character join your party for transfer to another non-Player character. This button allows you to try and transfer the character. Just like giving inventory the NPC may reject this if not part of a quest.
	Leave Conversation	Exits the conversation.

When having a conversation look for clues the character may provide. Digging a little deeper provides the backdrop of the story and sometimes reveals quest items. Some buttons do not appear until you have engaged in conversation. If a quest item is presented to you can say “**I accept the quest**” to have the quest item created in your adventures list.

If voice mode is enabled the Game Master will vocalize the response in addition to providing their response in words.

Conversations pull in a NPC's Title, Sex, Traits and Description in addition to any background knowledge for the adventure. See non-Player Characters for details.

Village Locations and the Gold Economy

Villages serve as vital hubs of commerce and preparation in *Aicyng Adventures*. These locations provide players with access to essential goods and services that support their survival and success during expeditions. Within a village, adventurers can visit specialized shops to purchase **weapons, armor, rations, tools**, and other **key items** necessary for enduring the dangers of the wilderness, dungeons, and ruins beyond.

Each village typically features a unique selection of stores—such as a **blacksmith, general goods shop, healer**, or **tavern**—each offering different items depending on the village's size, location, and the events shaping the region. Players are encouraged to explore and revisit different villages, as needs change over time vary and certain services may only be available in specific settlements.



The economy of *Aicyng Adventures* is based on a **gold coin system**, providing a simple yet strategic currency for trade and resource management. **Gold coins** are primarily acquired through successful adventuring—commonly found as **treasure within dungeons**, hidden caches, or rewards for defeating monsters. Players must decide how to best allocate their limited gold, weighing the benefits of better equipment against the need for food, healing supplies, or magical trinkets. All of the parties gold is combined into the partys chest.

Proper preparation in village locations often makes the difference between success and failure in the harsh and chaotic world of Aicyng—and a wise adventurer always returns to town with both caution and coin.

When chatting with an NPC clicking the Purchase button, \$, in the chat window will bring up the purchase item form:

You can select multiple items to purchase and the party member you want to purchase form. Gold is shared amongst the whole party.

Different non-Player characters can have store types which can be one of:

Store Type	Comments
None	The NPC does not sell anything.
Healer	The NPC sells healings.
Smith	The NPC sells weapons and armor.

Tavern	The NPC sells food, drink and lodging.
Magic	The NPC sells sorcery spells.
Provisions	The NPC sells rations and torches.
Tinkerer	The NPC sells torches, keys and powder.

Healings and food and beverage items restore hit points first, followed by magic points. The amount of gold it costs for a provision is the amount of healing it does. Great healings restore all hit points and magic points.

Magic spells can only be purchased for party members that have proficiency in **Sorcery**. They can only receive spells if they also have the right intelligence levels for that spell.

A party member can use any type of armor or weapon and are not prohibited even if they are spell casters. Armor that is too heavy for a party member has the opposite effect making them clumsy and easier to hit and harder for them to hit others. See the **Weapons and Armor** section for details.

Each party member can have one armor type and one weapon and an auxiliary item shield unless the weapon is a two-handed weapon.

An NPC that sells Tinkering equipment that includes keys to try and unlock chests or powder that can be used to remove obstacles such as walls. The skill set **Tinkering** has an advantage when unlocking chests or using power.

Transferring Inventory

You can transfer inventory to different party members or to the party chest. Use the **Inventory \ Transfer Inventory** menu item which displays the inventory form:

Transfer Inventory

From:

Derrick

Item	Quantity
☒ Dagger	1
☐ Cloth Armor	1

Item Description:

A lightweight, quick-striking weapon ideal for close combat. Its low weight makes it easy to carry without affecting encumbrance, and it's favored by thieves and sorcerers who need agility or a backup blade.

To:

Piers

Apply

Cancel

Piers

A Piers

HP:10 | 10, AC: 10, STR:12, INT:7, DEX:12

Armor

Cloth Armor

Weapons

Dagger

If you transfer weapons or armor from one player to another the old armor and weapons being replaced will go to the party chest.

Potions are consumed right away when transferred from the party chest to a party member.

Gold, quest items and dungeon seals always stay in the party chest.

In battles you can still transfer inventory items to players with no penalty.

Inventory Weight

Each inventory item has a weight associated with it. Rations being light and some Armor being heavy. A weight unit is used as a general measurement of how heavy a item is.

Item	Weight Unit	Item Min Strength
Heavy Armor	20	14 >
Medium Armor	15	11-13
Light Armor	10	10 or less
Heavy Auxiliary Armor	10	13 >
Medium Auxiliary Armor	5	9-12
Light Auxiliary Armor	1	8 or less
Other Auxiliary Armor	0.2	
Heavy Weapon	10	13 >
Medium Weapon	5	10-12
Light Weapon	2	9 or less
Gold Piece	0.5	
Ration	1	
Torch	1	
Key (Lock Pick)	0.5	
Powder	5	

The total weight of all the equipment is the parties carry weight. The total strength of team x 10 is the party carry strength. Load Percent is the carry weight / party carry weight and equates to:

Load or Slot Percent	Status
	Unencumbered
50%	Lightly Encumbered
75%	Heavily Encumbered
100%	Overburdened

The party is also limited to inventory slots of 6 medium to large armor or weapon items per character in the party, further limiting how much you can carry before being Overburdened.

Combat

Combat in **Aicyng Adventures** occurs whenever your party attacks a monster or is attacked. When battle begins, the **Battle Map** replaces the wilderness or indoor view, and each party member is displayed with their own icon instead of a single group icon.

Combat is **round based**, meaning each participant takes turns moving and acting. On your turn, you can attack with weapons, cast spells, use items, or move to a different position on the battlefield. Positioning matters—placing ranged attackers behind melee fighters, flanking enemies, or keeping injured characters out of harm's way can shift the battle in your favor.

Weapons and armor play a large role in your effectiveness during combat, as do skills such as Sorcery or Melee Combat. Adverse conditions like hunger, poisoning, or encumbrance can weaken your performance, lowering attack and defense ratings.

Like interacting with non-Player characters, battles are a key part of Aicyng Adventures. Battles with monsters are to the death, one party will be defeated. The only exception to this rule is a spell caster using the *Escape* spell in an indoor location.

When a battle begins both monsters and players are put into random positions. Players have the advantage of going first followed by monsters. Monsters have the advantage in that they can attack the diagonal.

Using the Attack key (A) followed by the direction will use the readied weapon the player has – see character properties. To use a weapon you must be next to the monster icon where the attack will occur.

The range attack key (R) followed by direction can be used with range weapons such as a bow and arrow. You must have a clear path to the monster and the monster in range cannot be next to you. In that case you need to use a non-range weapon to attack. The cast key (C) is similar except it uses the characters readied spell. Range fails if the weapon has no rounds. Cast fails if the character does not have enough magic points.

Each party character will have a turn. The party character whose turn it will be highlighted in the battle map and their properties shown on the character properties window. A character or monster that has half of its hit points (or fewer) will be shown as **Bloodied** with a red rectangle, even when it's not their turn.

Whether an attack is successful or not will be logged. After each party member has had a turn, the monsters have a chance to move or attack. The results of the monster's attack will also be logged.

The chance of an attack landing is:

Attack Value >= Defense Value where

Attack Value = (A Random Value (1-30) + Attack Modifier) – (Stun Modifier) – (Armor Burden) – (Health Modifier)

Attack Modifier = (Strength or Dexterity Value-10)/2 rounded up plus a weapon hit modifier if it has one. If the attacker has a primary skill of melee combat +2, secondary +1 on melee

attacks. If the attacker has a primary skill of range combat +2, secondary +1 on range attacks. If a weapon has a hit modifier it is also added to the attack modified.

Armor Burden = If the Armor minimum strength is greater than the characters strength -2 otherwise 0.

Stun Modifier = 0 or a Random Value Between 5 and 10 if stunned from the last attack.

Strength or Dexterity modifier values depend on the weapon being used – some weapons favor dexterity while others favor strength.

Health modifier = 1 if malnourished, 2 if starving.

Defense Value = (A Random Value (1-10) + Armor Class) + (Defense Modifier) – (Stun Modifier) – (Health Modifier)

Armor Class = Armor Class of Armor + Auxiliary Armor Class + Dexterity Modifier + Weapon
Armor Class – Armor Burden.

Armor Burden = If the Armor minimum strength is greater than the characters strength -2 otherwise 0.

Defense Modifier = If the defender has a primary skill of defense +2, secondary +1.

Stun Modifier = 0 or a Random Value Between 5 and 10 if stunned from the last attack.

Health modifier = 1 if malnourished, 2 if starving.

Damage on a successful melee or range hit is a random value between the weapons minimum damage or maximum damage plus a strength or dexterity modifier. If the opponent is malnourished +1. If the opponent is starving +2.

Some weapons cause a **Stun** effect which results in the victim's armor class being temporarily lowered when *defending* a blow and reducing the chance of a *strike* on their next attack.

If a character is wearing Armor and does not have the minimum strength for that armor, then their chances of hitting an opponent are also reduced.

The chance of a spell landing is:

Attack Value >= **Defense Value** where:

Attack Value = (A Random Value (1-20) + Attack Modifier) – (Armor Burden)– (Health Modifier)

Attack Modifier = (Intelligence Value-10)/2 rounded up plus a weapon hit modifier if it has one.

Armor Burden = If the Armor minimum strength is greater than the characters strength -2 otherwise 0.

Health modifier = 1 if malnourished, 2 if starving.

Defense Value = (A Random Value (1-20)) + (Defense Modifier) - (Health Modified)

Defense Modifier = (Dexterity Value-10)/2 rounded up.

Health modifier = 1 if malnourished, 2 if starving.

Damage on a successful spell cast is a random value between the spells minimum damage or maximum damage.

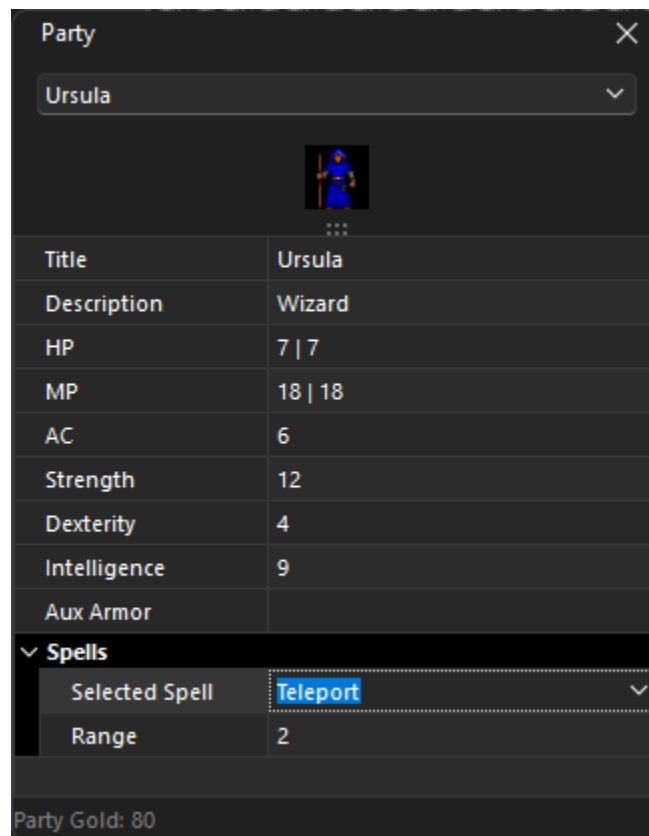
If a party member dies (Hit Points<= 0) the party data is saved. If every party member is killed in a battle the adventure ends, and a new party will have to be created.

If the party defeats the members they will claim and treasure or quest items from the monster's party chest.

Combat is more than simply exchanging blows. The right tactics can allow a smaller or weaker party to overcome stronger foes. Understanding weapon ranges, using stun effects, exploiting terrain, and combining magic with physical attacks can turn a desperate fight into a decisive victory. A player who master's both the raw mechanics and the art of battlefield positioning will find themselves far better prepared for the most dangerous encounters in Aicyng Adventures.

Character Properties

The character properties window shows key statistics for a party member. The window is typically docked and always visible. In battles when a party member has their turn the windows will display that character and their properties.



The screenshot shows a 'Party' window with a dropdown menu set to 'Ursula'. Below the dropdown is a character icon of a wizard. A table displays the following properties:

Title	Ursula
Description	Wizard
HP	7 7
MP	18 18
AC	6
Strength	12
Dexterity	4
Intelligence	9
Aux Armor	

Below the table is a 'Spells' section with a dropdown menu set to 'Teleport' and a 'Range' of 2. At the bottom, it shows 'Party Gold: 80'.

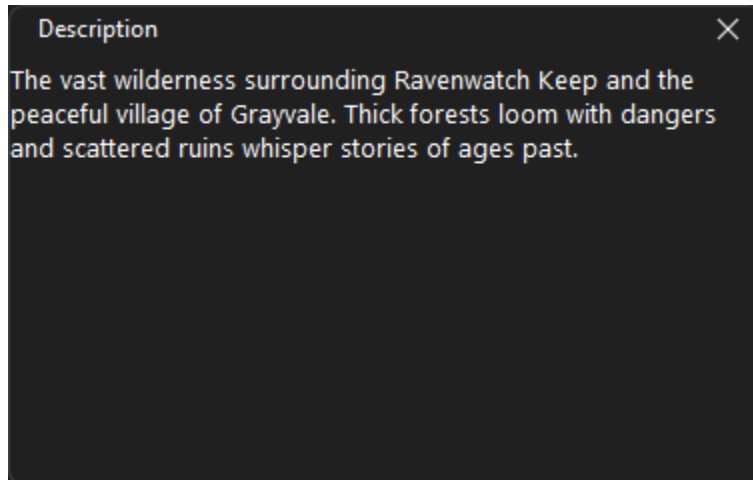
The following properties are visible:

Property	Comments
Title	Character's name.
Description	Role from NPC Template used to create the character.
HP	Current Hit Points Max Hit points. Hit points are used in battle and get reduced when a successful attack by a monster occurs to the party member. When Hit Points go below 50% you will see this box turn red. When at 0 your party member dies.
MP	Magic Points if a spell caster. Current Max. Max MP is 2*Intelligence. As you cast spells magic points are reduced. You will see a warning when MP goes below 50% of the max.
AC	Your calculated armor class is based on the armor the party member is wearing. Dexterity also adds to the armor class. The max armor class is 25.
Strength	The strength of the character. Some weapons are strength based, and the larger values the better chance of hitting when using a strength-based weapon. Strength also can add to damage points when striking a monster in battle.
Dexterity	The dexterity of the character. Some weapons are dexterity based and the larger the value the better the chance of hitting a target when using a dexterity-based weapon. Dexterity also adds to the armor class to avoid being hit in combat by a monster.
Weapon	The readied weapon for battle. Use the Transfer Inventory form to change the readied weapon.
Armor	The armor being worn. Use the Transfer Inventory form to change armor.
Aux Armor	Any main auxiliary armor such as a shield being used. Use the Transfer Inventory form to change auxiliary armor.
Selected Spell	The ready spell that will be cast in battle or at a location. Can be changed inline. Only visible if the party member has spell casting ability.
Range	Some spells like Teleport have a range that can be set here. Can be changed inline. Only visible if the party member has spell casting ability.

Any spell cast in the game will come from the active party member in the properties window.

Description Window

The description provides a text-based description of the location when outdoors or indoors.



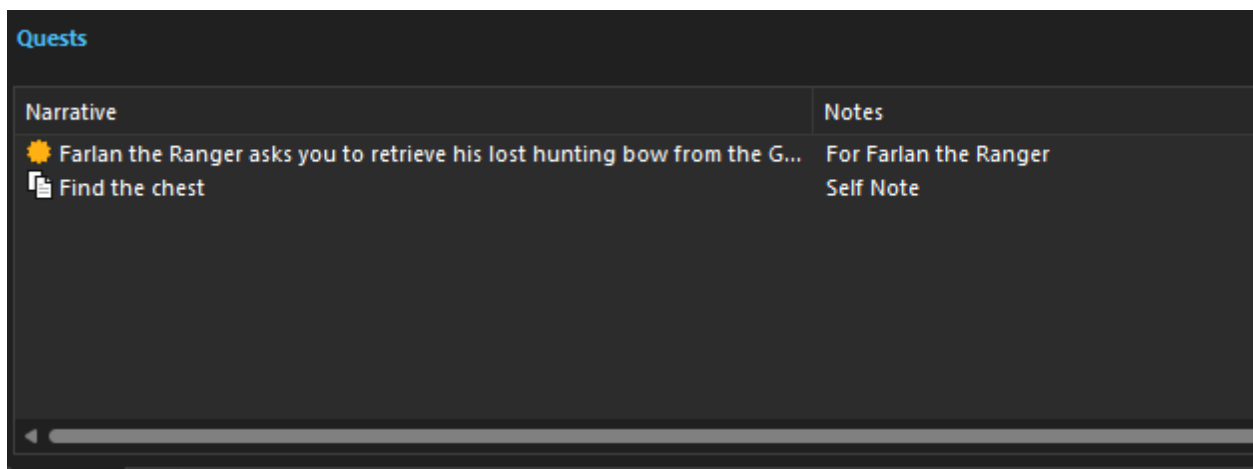
When in battle it will display an image of the main party monster if one exists for the monster template, otherwise it will provide a description of the main party monster.

If you have selected the option to use the Game Master voice, the Game Master will read the description to you as you enter new locations.

If voice mode is turned on the Game Master will provide a voice description in addition to the text.

Quests Window

The quests window is typically docked at the bottom of the screen and lists the quest items the party should complete.

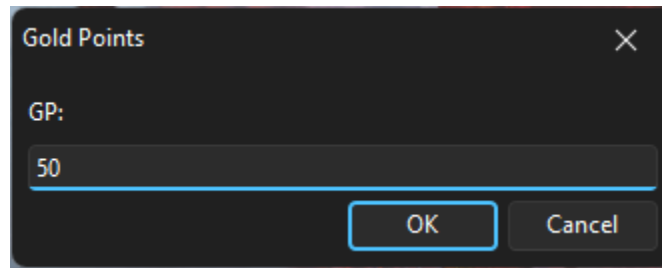


As you get quest items they will appear in this window. A quest item with the Trophy icon 🏆 means it will **end the game** when completed.

Quest items are typically solved by giving the item to the non-Player character in the game. For example, in the above image, giving the Moonstone amulet to Lady Elenora solves that quest and ends the game.

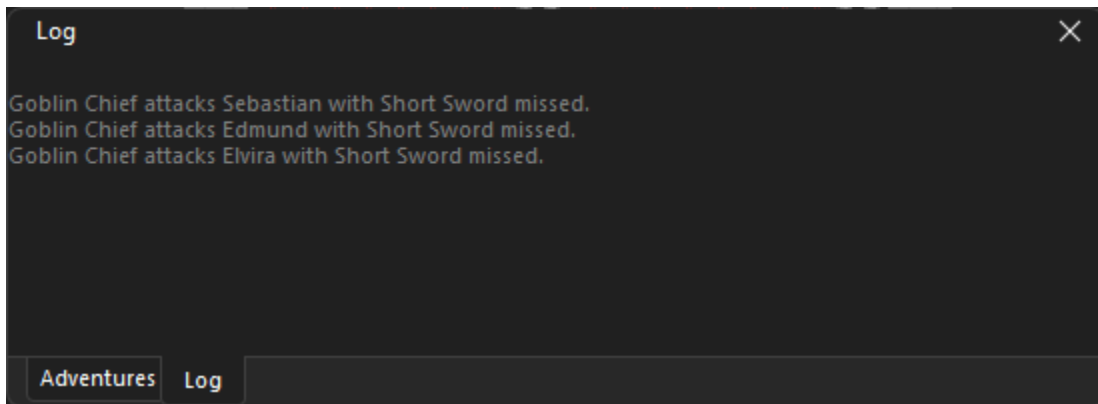
You can add your own notes to the adventures window or edit / delete items by right clicking.

There may be cases where NPCs “give” you gold to help on an adventure in the chat. You can use the **Inventory\ Give or Remove Gold** menu to give the party additional gold coins for this case.



Log Window

The log window logs various system messages but also logs the battle if a hit or miss occurs and how much damage.



Looking at items, battle items, unsealing and other actions produce log items.

Weapons and Armor

In *Aicyng Adventures*, survival depends as much on your equipment as it does on your skill. Weapons determine how you deal damage—whether through swift strikes, crushing blows, or precise ranged attacks. Shields and auxiliary defenses help you deflect or absorb incoming strikes, while armor protects you from the worst of your enemy's blows. Choosing the right combination isn't just about raw power—it's about matching your gear to your role.

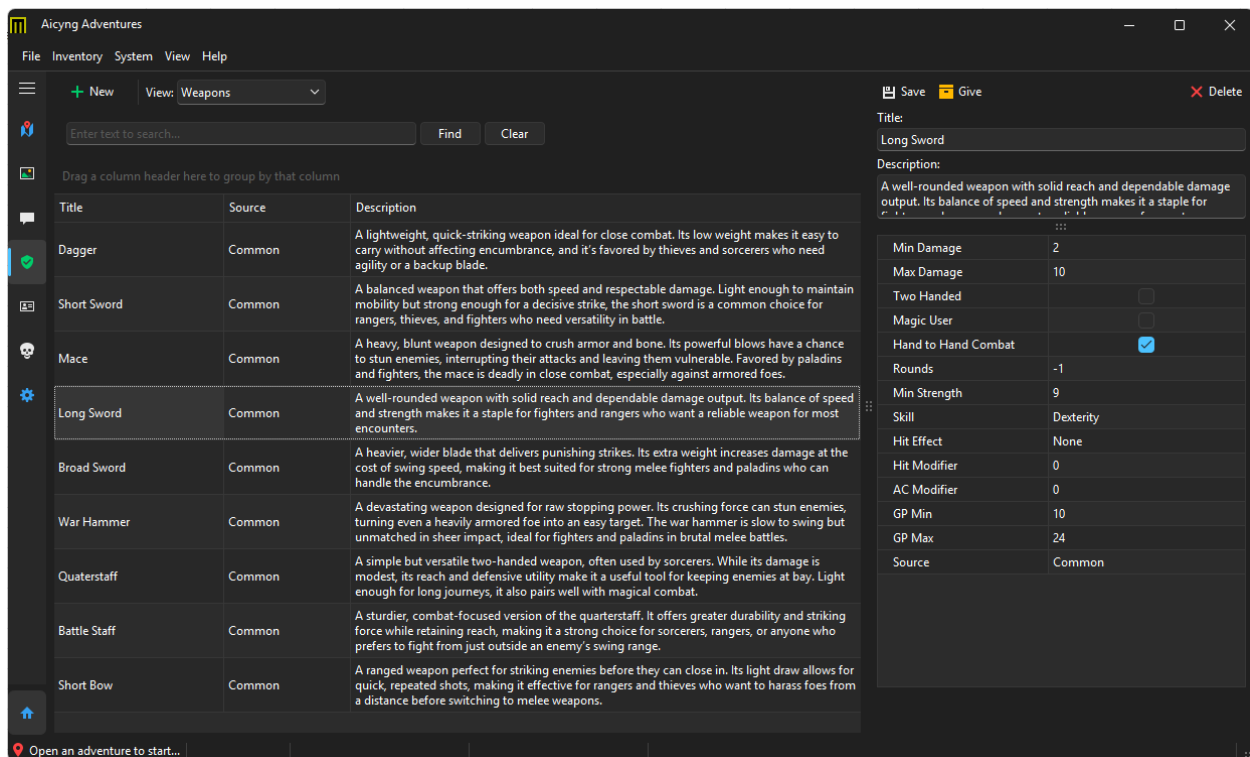


A heavily armored fighter can wade into the fray, while a lightly armored ranger or mage stays nimble and keeps their distance. The right setup can mean the difference between victory and defeat, especially in battles where every point of defense and every strike matters.

The game comes with a preset number of weapons and Armor items that are used in battle; however you can also customize weapons using the Weapons Editor.

Common weapons and armor can be purchased in villages. Armor and Weapons that are Treasure are randomly found (10% chance) in dungeon chests for parties at level 1 or greater.

To get to the weapons editor click on the Weapons Nav Bar item.



The combo box at the top switches between Armor, Auxiliary Armor and Weapons.

Armor

Armor isn't just about protection—it's about how well it matches your character's role and playstyle.

Sorcerers depend on mobility and spellcasting, so **cloth armor** is ideal—it keeps encumbrance low, rations last longer, and spell focus unhindered.

Thieves need stealth and speed, making **leather armor** the sweet spot between protection and agility.

Rangers benefit from **leather** or **ring mail**, balancing ranged combat mobility with enough defense to survive melee if needed.

Fighters thrive in **ring mail** or **chain mail**, where defense outweighs the mobility loss in most battles.

Paladins excel in **splint** or **plate armor**, leveraging their strength and healing abilities to withstand long, brutal fights.

Choosing armor that complements your role ensures you stay effective in combat without running out of rations—or breath—too soon.

Armor is worn by the party members and has the following properties:

Property	Comments
Title	Armor Title
Description	Describes the Armor
AC	The Armor Class points out the armor provided. This is subtracted from the Hit roll for a weapon in a battle. The higher the better.
GP Min	Minimum gold price to buy the Armor.
GP Max	Maximum gold price to buy the Armor.
Min Strength	The minimum strength points to effectively wear the armor. Below this and the armor causes the player to be clumsy with a greater chance of being hit in an attack and less of a chance of hitting a target in an attack. Min Strength is also used to calculate carrying weight.
Allow Range Attacks	If checked the armor is considered flexible enough (typically light to medium Armor weight) to allow spell casting or range weapons to be used in combat.
Source	Common or Treasure. If common, then the Armor can be purchased from an NPC with the store type of Smith. If treasure, then the armor may randomly appear in a treasure chest for parties that are level 1 or greater.

Auxiliary Armor

Auxiliary Armor provides **additional protection** on top of your main armor. Common examples include a **shield** or a **Ring of Protection**.

Auxiliary Armor follows the same rules as standard armor, but the **Minimum Strength** requirement also determines how many pieces you can equip at once. If an item has a Minimum Strength of **5 or greater**, it is considered **medium to heavy duty**, and you can only equip **one** piece of medium to heavy Auxiliary Armor.

For example, a **Shield** with a Minimum Strength of 5 would count as your only auxiliary piece, while a **Ring of Protection** with a Minimum Strength of 1 could be worn alongside a shield.

Auxiliary Armor can be the difference between holding the line and falling in battle. A well-timed block from a shield or the passive defense of a magical ring can dramatically reduce incoming damage, giving your party a vital edge in difficult encounters. Choosing the right combination of auxiliary pieces allows for more tailored protection without fully sacrificing mobility or increasing encumbrance.

Weapons

The best weapon for your character depends on more than raw damage, it's about reach, speed, special effects, and how it complements your role in the party.

Sorcerers aren't known for melee combat, but a **dagger** offers quick strikes and minimal encumbrance, while a **quarterstaff** or **battle staff** provides reach and pairs well with spellcasting.

Thieves excel with **daggers** or **short swords**—fast, light weapons that keep them mobile and lethal in close quarters.

Rangers benefit from a **short bow** for ranged attacks, switching to a **short sword** or **long sword** when the fight gets close.

Fighters can wield almost anything, but shine with **long swords**, **broad swords**, or **war hammers** for raw damage and versatility; the hammer's stun effect can turn the tide of battle.

Paladins favor **broad swords**, **war hammers**, and **maces**, using their strength to deal heavy blows and occasionally stun enemies, giving allies a chance to recover or reposition.

Remember—stun-capable weapons like **maces** and **war hammers** aren't just for damage; they can disrupt an enemy's attack pattern, giving your party a critical advantage.

Weapons are used to strike enemies in battle through a close by attack or range attack. Weapons have the following properties:

Property	Comments
Title	Weapon Title
Description	Describes the Weapon
GP Min	Minimum gold price to buy the Armor.
GP Max	Maximum gold price to buy the Armor.
Min Strength	The minimum strength is to effectively use the weapon in battle. Min Strength is also used to calculate carrying weight.
Source	Common or Treasure. If common, then the Weapon can be purchased from an NPC with the store type of Smith. If treasure, then the weapon may appear in a treasure chest for parties that are level 2 or greater.
Two Handed	If checked, then medium or heavy weight auxiliary armor cannot be used.
Magic User	If checked only party members with spell casting (sorcery or prayer) can use this weapon.
Hand to Hand Combat	If checked the weapon is used for Hand-to-Hand melee combat otherwise this is a range weapon.
Rounds	If this is a range weapon, how many rounds does the weapon have. For example the number of arrows in a bow. When out of rounds the weapons become useless.

Skill	Strength, Dexterity or Intelligence.
	Determines which skill set leads to more success when attacking with the weapon.
Hit Effect	None or Stun. Stun hits reduce the opponent AC for the next attack and makes their counterattack less effective for one round. Stun weapons also get a +1 on their attack role but typically are less precise and do less damage. Hammers, Maces and other blunt weapons typically have stunning capability. Hit effect does not apply to range-based weapons.
AC Modifier	An opponent is stunned if a direct hit occurs (damage dealt is greater than half the weapons max damage). A weapon can help or hinder an Armor Class. For example a staff could be used defensively and offensively. The default value for this is zero but it can be positive to help Armor Class or Negative to hinder Armor Class. Typically found in weapons that are magical, and treasure based.
Hit Modifier	Additional chance of successfully hitting a target. Typically found in weapons that are magical, and treasure based.

Armor and Weapon Weight Scales

The following weight scales are used for armor and weapons:

Min Strength	Description
15 or higher	Heavy
11-13	Medium
7-10	Light
1-6	Small / Trinket

See inventory weight for details.

Spells

Magic in **Aicyng Adventures** is powered by one of two skillsets: **Sorcery** or **Prayer**.



Sorcery spells are purchased from NPCs who operate a **Magic Shop**, while Prayer-based spells are gained by using **Altars** found in Shrines, starting at **level 1**. Shrines can be used once per party level.

Magic Points are required to cast a spell. A character's **maximum Magic Points (MP)** are equal to **twice their Intelligence score**. Magic Points are restored only **after Hit Points** when healing or eating a meal at a tavern.

Casting a spell consumes Magic Points. If the caster does not have enough MP, the spell cannot be cast. In addition, every spell has a **minimum Intelligence requirement**—if the caster's Intelligence is below that threshold, they cannot use the spell at all.

Magic can be one of the most valuable tools in the game, offering solutions that weapons and armor alone cannot provide. From devastating offensive spells that turn the tide of battle, to defensive and healing magic that keeps the party alive, and utility spells that bypass obstacles or reveal hidden secrets, a skilled magic user can dramatically alter the course of an adventure. Building and managing a strong magic repertoire can be the difference between survival and defeat in the most dangerous encounters.

Spells include:

Spell	MP	Int	Type	Description
Teleport	1 x Range x Party Size	10	Sorcery, Prayer	Moves the character the number of spaces defined in the range. Magic points are used after the spell has been cast.
Unseal	12	10	Sorcery, Prayer	Attempts to Unseal a Dungeon. If the spell fails a hint where the Seal can be found is logged.
Magic Missile	6	11	Sorcery	Used in battle. Causes 2-10 points of damage .
Light	6	11	Sorcery, Prayer	Illuminate a dungeon for 40 rounds. It can only be used once in the dungeon without recovering outside.
Reveal	6	11	Sorcery, Prayer	Reveals general locations of key items including towns, keeps, dungeons and chests within a 2 day radius. When used outdoors the surrounding landscape becomes clearer for one move.
Heal	15	12	Prayer	Fully heals the health of the entire party, however the caster still loses the Magic Points.

Dispel Undead	9	13	Prayer	Used in battle. Any undead creature suffers 4-12 points of damage . Can only be used once per battle per party.
Lightning Bolt	9	17	Sorcery	Used in battle. Causes 8-25 points of damage .
Fireball	12	17	Sorcery	Used in battle. Causes 10-40 points of damage .
Chaos	10	14	Sorcery, Prayer	Rearranges everyone randomly in the battle map.
Hide	10	14	Sorcery, Prayer	Make one invisible for 8 rounds.
Shield	15	14	Prayer	Shield the party from magic spells when in battle. Each party member can deflect three cast attacks.
Escape	10	14	Sorcery, Prayer	When in battle in a dungeon, this spell will stop the battle and teleport the party to the wilderness.
Charm	15	14	Sorcery, Prayer	When used in battle the Monster of the same level as the caster or less will “join” sides and attack each other. Note the monsters get two attack rounds. The first is to attack each other. The second is to attack the party.
Smite	9	17	Prayer	Used in battle. Causes 10-25 points of damage .

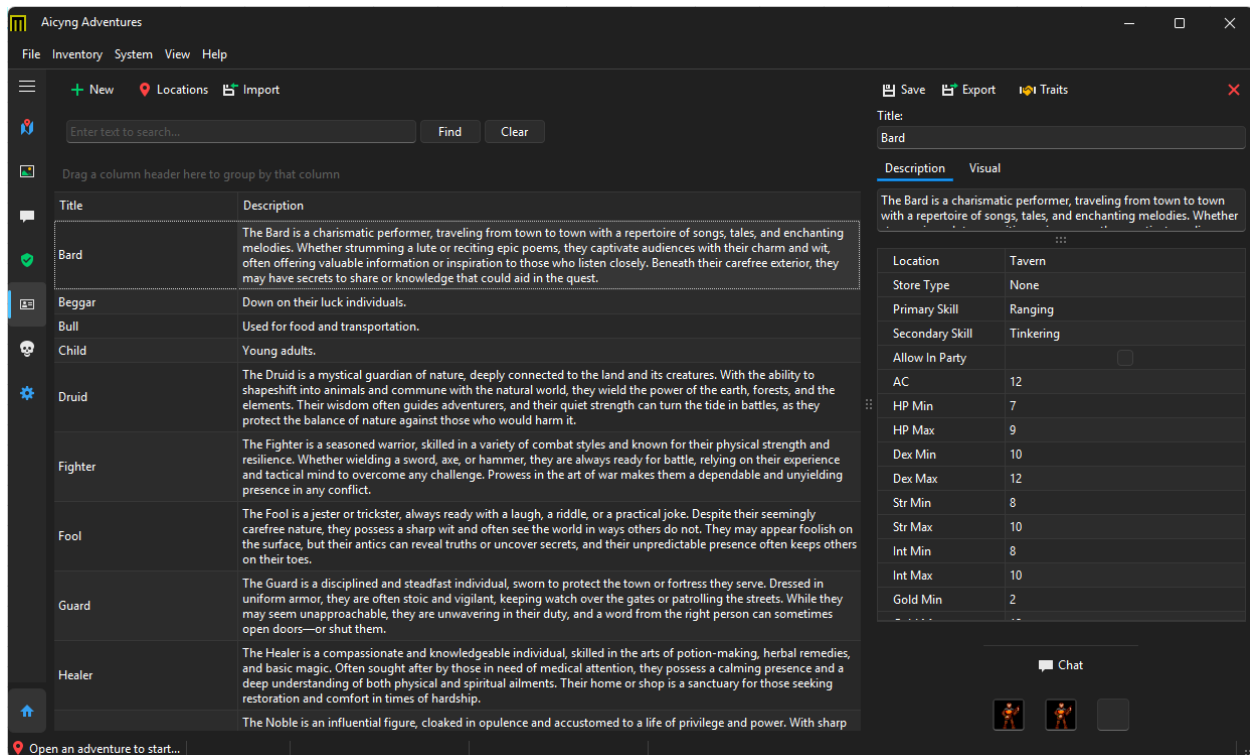
Non-Player Characters

Non-player characters, or **NPCs**, can be found in the wilderness and in nearly every location in **Aicyng Adventures**. NPCs will not attack the party or initiate combat, but they will engage in conversation when approached.

NPCs play a **key role** in your adventure by providing valuable information, selling items, and assigning important quest items. Some NPCs may also react differently depending on your past actions or the current state of the world, making it worthwhile to revisit them over time.

NPCs are the lifeblood of the game’s story and world-building. They can guide you toward hidden locations, unlock critical paths, or provide the tools you need to survive. Building relationships and paying attention to what they say can mean the difference between wandering aimlessly and uncovering the adventure’s most rewarding secrets.

To view the NPCs in the game select the Character nav bar link.



Think of this as a list of NPC templates. When each adventure is created the game uses the template to build actual characters found during game play.

NPCs have the following properties:

Property	Comments
Title	The title of the NPC. For example Wizard.
Description	Description of the NPC and their role.
Visual Description	Used to generate an image of the NPC when conversing with them.
Location	The type of map location does this character appear at See Locations section below and the Prompts section for details. Think of a location like a room on a map. For example a Lord might occupy a Hall. This is a drop-down list. The list can be edited using the Location button.
Store Type	The type of store (if any) this NPC represents. Options include: - None - Smith - Magic - Healer - Tavern - Provisions - Tinkerer
Primary Skill	Determines if the primary skill of the character. Options include: - None - Sorcery - Prayer

	• Melee Combat • Range Combat • Defense • Tinkering • Ranging
Secondary Skill	Determines the secondary skill of the character. Options are the same as the primary skill.
Allow in Party	If checked, when creating a new party or adding a party member this NPC can be used as a template.
AC	Armor Class
HP Min	Minimum Hit Points.
HP Max	Maximum Hit Points. When the character is created it will have a random HP value between HP Min and HP Max.
Dex Min	Minimum dexterity.
Dex Max	Maximum dexterity. When the character is created it will have a random Dexterity value between Dex Min and Dex Max.
Str Min	Minimum strength.
Str Max	Maximum strength. When the character is created it will have a random Strength value between Str Min and Str Max.
Int Min	Minimum Intelligence
Int Max	Maximum intelligence. When the character is created it will have a random Intelligence value between Int Min and Int Max.
Gold Min	Minimum gold coins the character has.
Gold Max	Maximum gold coins the character has. When the character is created it will have a random number of gold coins between Gold Min and Gold Max in its inventory.
Melee Weapon	The attack method is used in hand-to-hand combat.
Melee Min Damage	Minimum successful damage the Melee Weapon does
Melee Max Damage	Maximum successful damage the Melee Weapon does.
Range Weapon	The attack method is used in range attacks or casting. Leave blank if none.
Range Damage Min	Minimum successful range attack damage.
Range Damage Max	Maximum successful range attack damage.
Range Count	Number of rounds for range attacks.

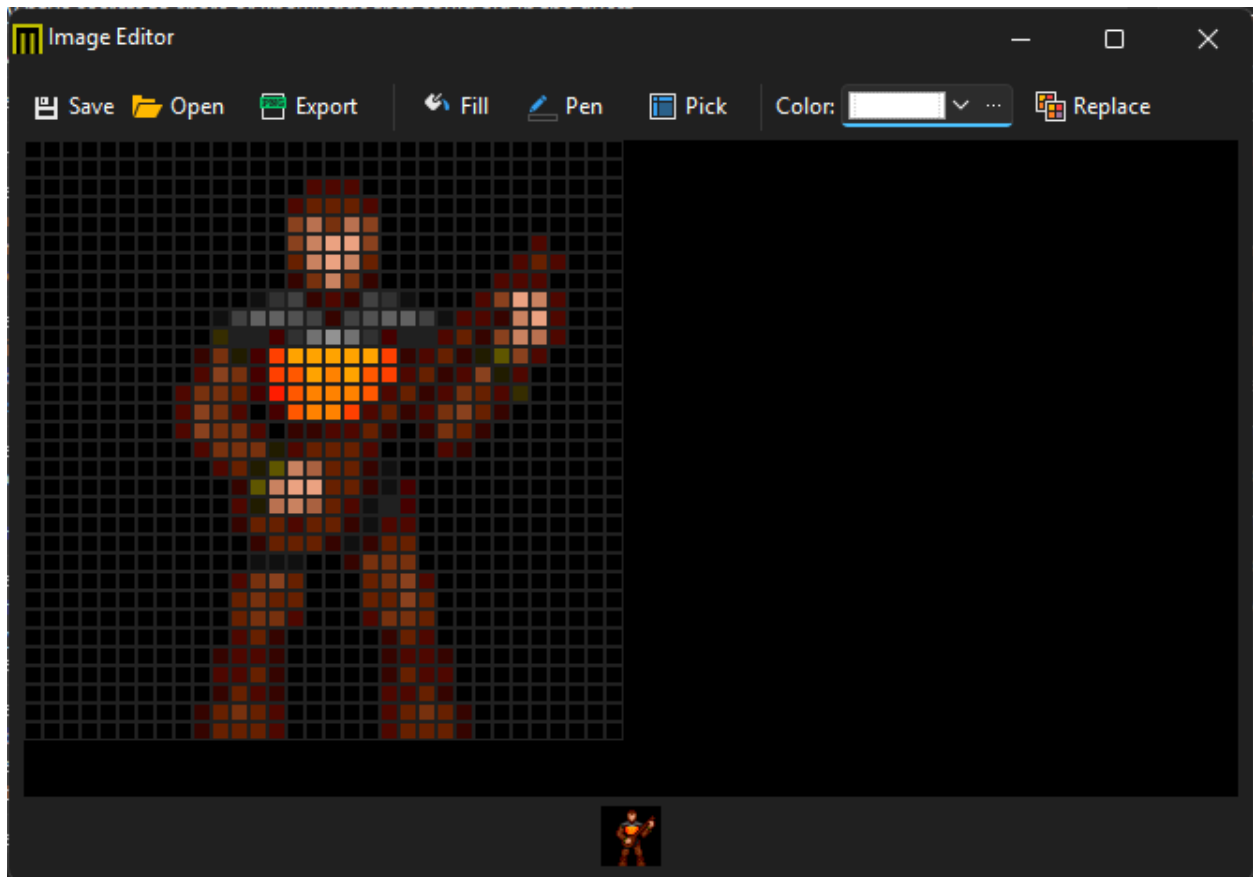
The sex (Male or Female) is randomly assigned when the adventure is created.

Note NPCs can join parties to complete a quest items. Make sure they have reasonable properties (HP, AC, etc.) in case they are part of the party and in battle.

Icons

You can change or replace an NPC's icons by **double-clicking** one of the three icons at the bottom of the **NPC Properties** window. This will open the **Icon Editor**, where you can select a new icon or edit an existing one to better match the NPC's appearance.

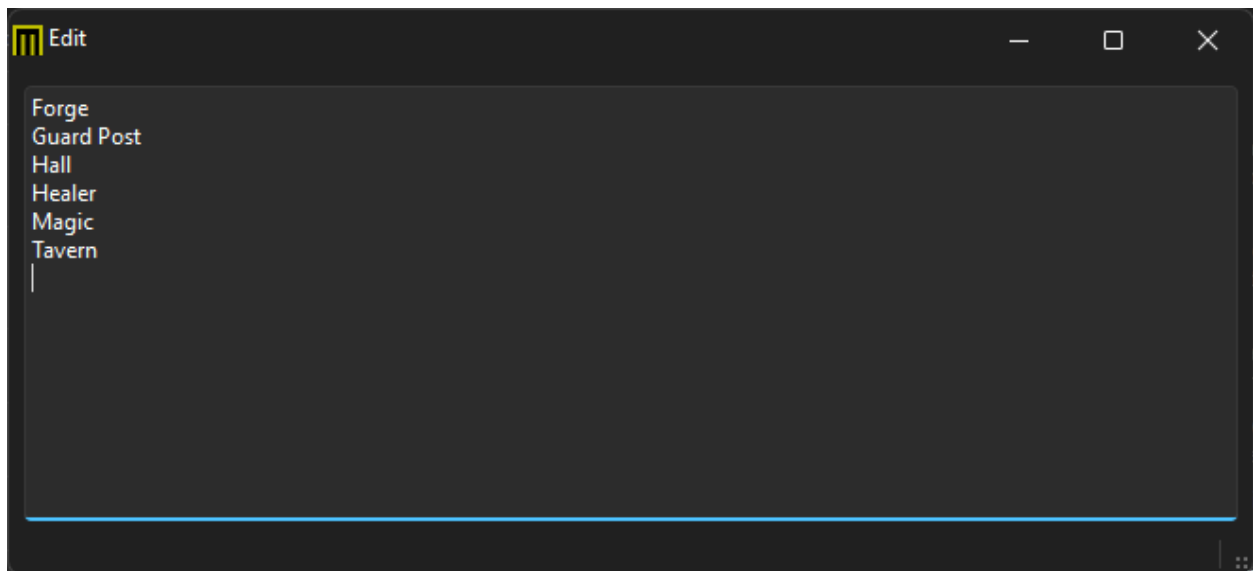
Customizing NPC icons can make the world feel more personal and easier to navigate. A distinctive icon helps you quickly recognize important characters, remember quest givers, and visually distinguish allies from background townsfolk or wandering travelers.



A maximum of three icons can be used with each icon being rotated to provide animation in the game.

Locations

Locations are used to determine which NPCs appear in villages or keep areas. Clicking the Locations button  allows you to edit the location types and their associated NPCs:



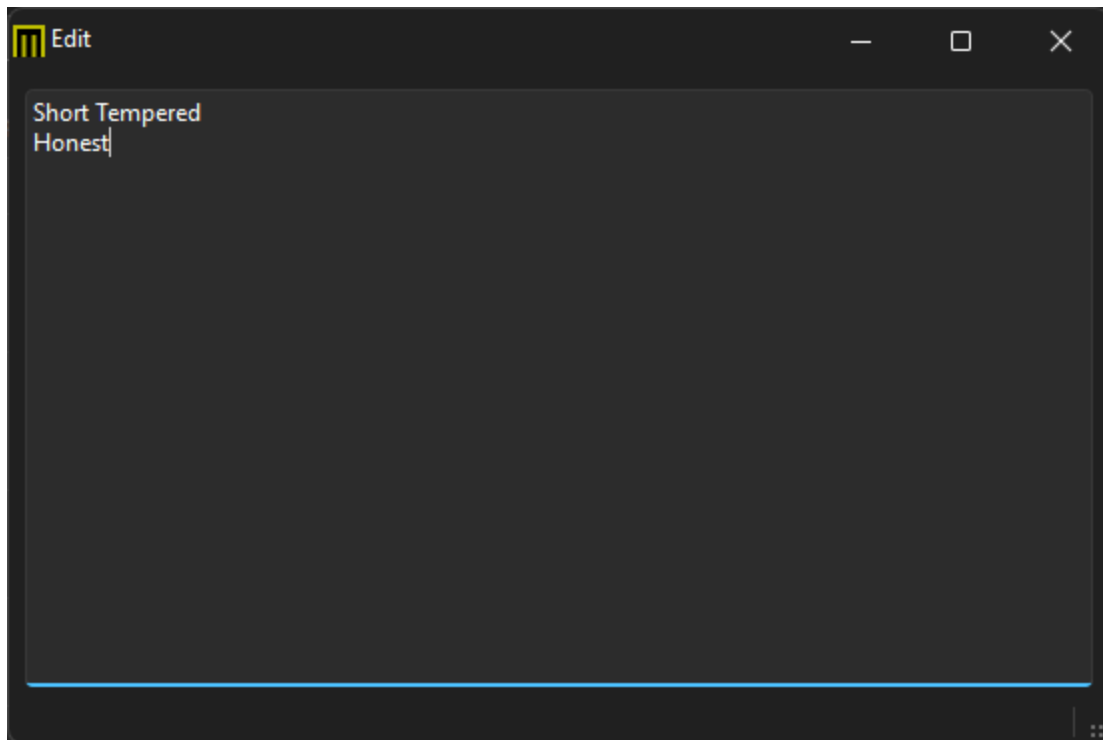
Locations also play a role when generating **custom prompts** to build villages and keeps. For example, if you wanted a village to include a new NPC type called **Peasant**, you could create a new location called **Farm** and set the Peasant's **Location** property to *Farm*. You would then create a custom prompt to ensure the farm is included when generating that village type.

See the **Prompts** section for more details on how to integrate new locations into custom-generated settlements.

Customizing locations allows you to shape the personality and layout of your villages and keeps. By adding unique NPCs and locations, you can create settlements that feel distinct, memorable, and tailored to the style of adventure you want your players to experience.

Traits

Traits help refine how a character behaves during **Conversations**. Each possible trait is listed as its own line item, and each NPC can have its own unique set of traits. When that NPC is used in an adventure, **one trait will be randomly selected** to influence their personality and responses.



When building an adventure, the game may also **assign or override** a trait based on the theme of the adventure, ensuring the NPC's behavior fits the overall tone of the story.

Customizing traits allows you to give NPCs more depth and variety. Even familiar characters can feel fresh and surprising when their personality shifts between playthroughs, making conversations more engaging and adventures less predictable.

Test Chat

You can test the conversation experience of the NPC using the Chat button. This will pull in title, description and traits to validate how all the items come together.

When an NPC has a conversation with the players the following items are loaded into the NPCs backdrop:

Role	Description	Traits
Location	Store Type	Inventory
Narrative		

All the settings except the Location and Narrative come from the NPC properties. Location and Narrative are filled in through the creation of adventure. For example if the NPC is in a town information about the town will be part of the Location backdrop. If the NPC knows about a quest item, the Narrative will have information about the quest item.

A fake item called *Magic Map* will be given to test the conversation as well.

Monsters

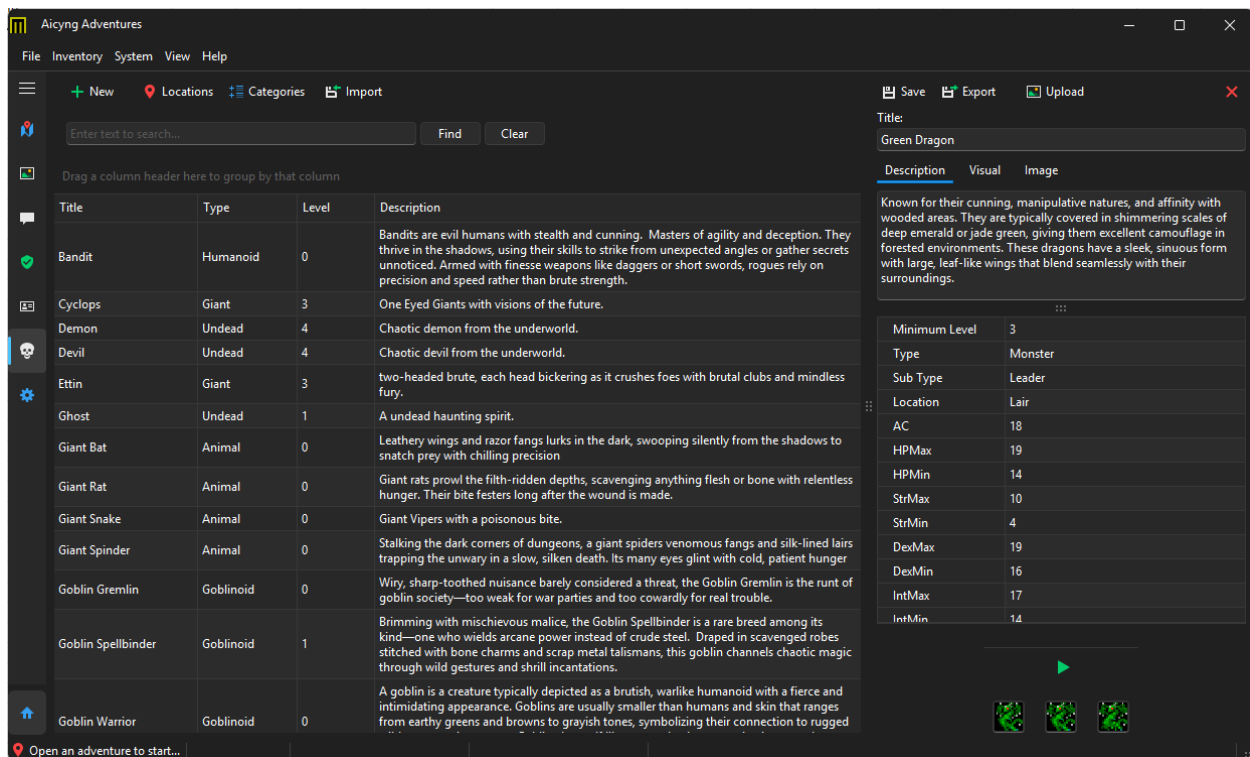
Monsters represent the adversaries you will face in **Aicyng Adventures**. Most will attack when they come into contact with your party, initiating battle. However, you can also attempt to **talk** to a monster by allowing it to move adjacent to you and then starting a conversation. In some cases, diplomacy may succeed, and you can win a monster over rather than fight.



Like your own party, a monster can be accompanied by a **group of supporting monsters** that join the battle, making encounters more challenging and unpredictable.

Monsters are more than simple obstacles—they are central to both combat and story. Choosing whether to fight, negotiate, or avoid them can have lasting effects on your adventure. Even the most dangerous enemy might hold valuable information, and the most harmless-looking creature could be part of a much larger threat.

To view the monster select the Monster navbar link.



Think of this as a list of monster templates. When each adventure is created the game uses the template to build actual monsters found during game play.

Monsters are created as part of the adventure as an adversary or randomly stocked in the wilderness and dungeons.

Monsters have the following properties:

Property	Comments
Title	The title of the monster. For example Dragon.
Description	Description of the monster and their role.
Visual Description	Used to generate an image of the NPC when conversing with them.
Image	If a image is applied the monster will use this in chat and in the description window vs trying to auto-generate an image.
Adversary	When checked this monster type can be a main part of the adventure story line as a primary adversary. The Game Master gets a list of adversary monsters to build the adventure around. Not used in stocking dungeons or random wilderness monsters.
Engages in Conversation	If checked, you can attempt to have a conversation with the monster.
Minimum Level	The minimum level the party needs to be to encounter this monster when dungeons are stocked.
Location	The map location does this monster will occupy. See Locations section below and the Prompts section for details. Think of a location like a room on a map. For example a Dragon might occupy a

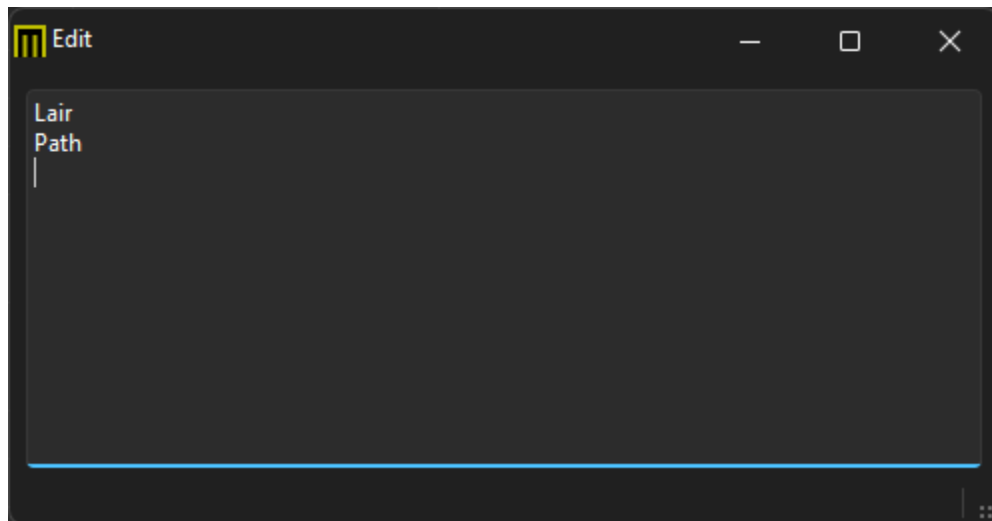
	Lair. This is a drop-down list. The list can be edited using the Location button.
Type	The primary category of this monster. Used to generate parties and can be configured with the categories primary button.
Sub Type	The secondary type of category for this monster. Used to generate parties and can be configured with the categories secondary button.
AC	Armor Class
HP Min	Minimum Hit Points.
HP Max	Maximum Hit Points. When the monster is created it will have a random HP value between HP Min and HP Max.
Dex Min	Minimum dexterity.
Dex Max	Maximum dexterity. When the monster is created it will have a random Dexterity value between Dex Min and Dex Max.
Str Min	Minimum strength.
Str Max	Maximum strength. When the monster is created it will have a random Strength value between Str Min and Str Max.
Int Min	Minimum Intelligence
Int Max	Maximum intelligence. When the monster is created it will have a random Intelligence value between Int Min and Int Max.
Gold Min	Minimum gold coins the monster has.
Gold Max	Maximum gold coins the monster has. When the monster is created it will have a random number of gold coins between Gold Min and Gold Max in its inventory.
Melee Attack	The attack method is used in hand-to-hand combat.
Melee Min Damage	Minimum successful damage the Melee Weapon does
Melee Max Damage	Maximum successful damage the Melee Weapon does.
Poisonous	When checked this monster can inflict poison on a successful melee attack.
Range Attack	The attack method is used in range attacks or casting. Leave blank if none.
Range Damage Min	Minimum successful range attack damage.
Range Damage Max	Maximum successful range attack damage.
Range Count	Number of rounds for range attacks.
Found in Wilderness	If checked, this monster can appear in the wilderness as part of the stocking process.
Found in Dungeons	If checked, this monster can appear in the wilderness as part of the stocking process.
Wilderness Preference	This will guide placement in the wilderness.
Ambushes	If in the wilderness and checked, the monster will appear invisible but not move to pursue the party. If the party runs into the monster in the wilderness a battle will start.
Pursuit Mode	Determines how the monster pursues the party. Options include: • Pursues – The monster will chase the party • Lair – The monster stays by their location only pursuing the party if they get close.

- In place – the monster stays in place.

Party	If the Party Min count is > 0 then when in battle the Party type will be used to generate part members.
Secondary Party	Used to refine the party members created based on Sub Type.
Party Max Count	The maximum party members that can appear. A value of Party Level – 1 is added. Leave 0 if the monster does not have party members.
Party Min Count	Minimum party size. Leave 0 if the monster does not have party members.
Rarity	How rare is this monster. In addition to the level, rarity is used in the stocking process. Common = 65% chance of selection Rare = 27% chance of selection Legendary = 8% chance of selection and can have treasure weapons and armor as rewards.

Monster Locations

Clicking the Locations  button allows you to define the typical locations where a monster might appear. Each line represents a **location type**.



When dungeons are created, they will specify one or more location types. By default, the location **Lair** is assigned to dungeons unless a prompt specifies otherwise. During stocking, the adventure will try to match random monsters to the designated location type. If no monsters match, the location type is ignored.

Monster locations are often used to **override default prompts** when creating a dungeon. For example, if you want a dungeon to always contain a dragon, you could create a location type called **Dragon** and then make a custom dungeon prompt that uses that location type. (See the **Prompts** section for more details.)

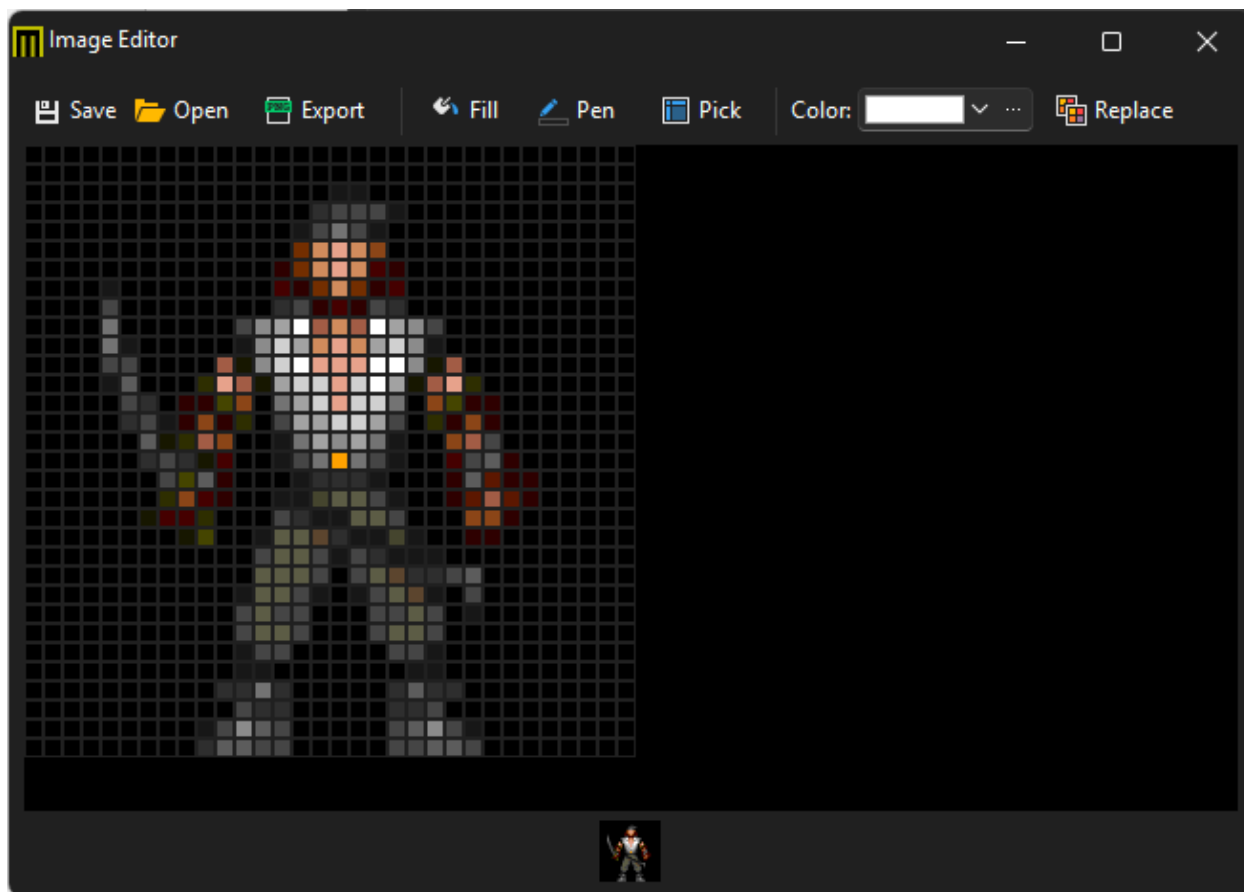
Defining monster locations allows for greater control over your world's flavor and difficulty. By assigning certain monsters to specific location types, you can create themed dungeons, reinforce story elements, or surprise players with unique and memorable encounters.

Monster Image and Icons

You can upload a **custom image** for a monster by clicking the **Upload** button in the Monster Properties window. The selected image will appear not only in the monster's properties but also in the **chat** and **description** windows whenever the monster is engaged in conversation or battle.

Adding unique monster images helps bring your world to life, making each encounter more visually memorable. Distinct visuals can signal danger, highlight special story significance, or simply give your creatures more personality during gameplay.

Double clicking on the icons at the bottom of the monster properties allows you to edit or replace the icons representing it in the game.



Each monster has up to three icons. Each icon is rotated to give some simple animation in the game.

Monster Size

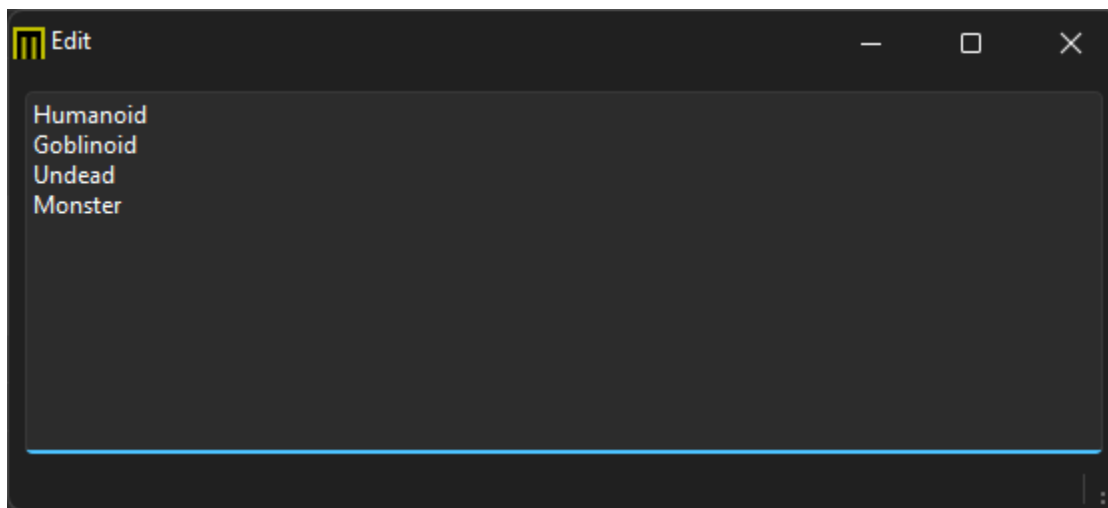
Monsters in **Aicyng Adventures** are typically humanoid in shape. Giants and other large creatures reach what would be considered **very large human size** or roughly the size of a **large bull**. There

are no monsters of gargantuan scale in the game, ensuring that even the largest adversaries fit naturally into the environments and maps.

While there are no towering, city-crushing beasts, large monsters still present formidable threats, often combining greater strength, reach, and durability with challenging battlefield positioning. Facing one unprepared can turn a routine encounter into a desperate fight for survival.

Monster Categories

Each monster has a **primary category** and a **secondary category**. These can be edited by clicking the **Categories** button .



Each line in the categories list represents one category type.

Categories are primarily used when **generating a monster's party members**. For example, a **dragon** might prefer to have humanoids defend it. Among those humanoids, the dragon might value **Leaders** over minions. In this case, the dragon's **Primary Party** category would be set to *Humanoid* and the **Secondary Party** category to *Leader*.

Using categories allows you to create more thematic and believable monster parties. By controlling the types of allies that appear with a given monster, you can make encounters feel more cohesive, strategic, and story driven.

Customizing the Game

While you can start creating adventures right from the start using the new adventure wizard, the game has been designed to be customized, and you are encouraged to customize it to make it your own. Customization can include:

- Creating or modifying Weapons
- Creating or modifying Characters
- Creating or modifying Monsters
- Adding Artwork
- Adding Prompts
- Editing Adventures and Quests
- Editing Locations

See the sections on Weapons, Characters and Monsters for details on how to add or modify each of those category types.

Customization allows you to shape the world to your vision—whether it’s building unique weapons, populating your lands with distinctive monsters, or creating quests that reflect your own storytelling style. The more you make the game your own, the more rewarding each adventure becomes.

Make sure to back up your Data directory if you customize the game

Remember to Role Play and Cheating

Since you can customize nearly every aspect of the game, you’ll want to decide how much you want role-playing and balance to guide your choices. For example, you could create a **super weapon** like a “Plasma Gun” with 500 rounds that deals a minimum of 100 damage—but would that really make the game fun and engaging?

Ultimately, it’s up to you how you shape your game, but keep these points in mind:

Defeat isn’t the end. Even if your party or party members are defeated, there are infinite adventures you can create.

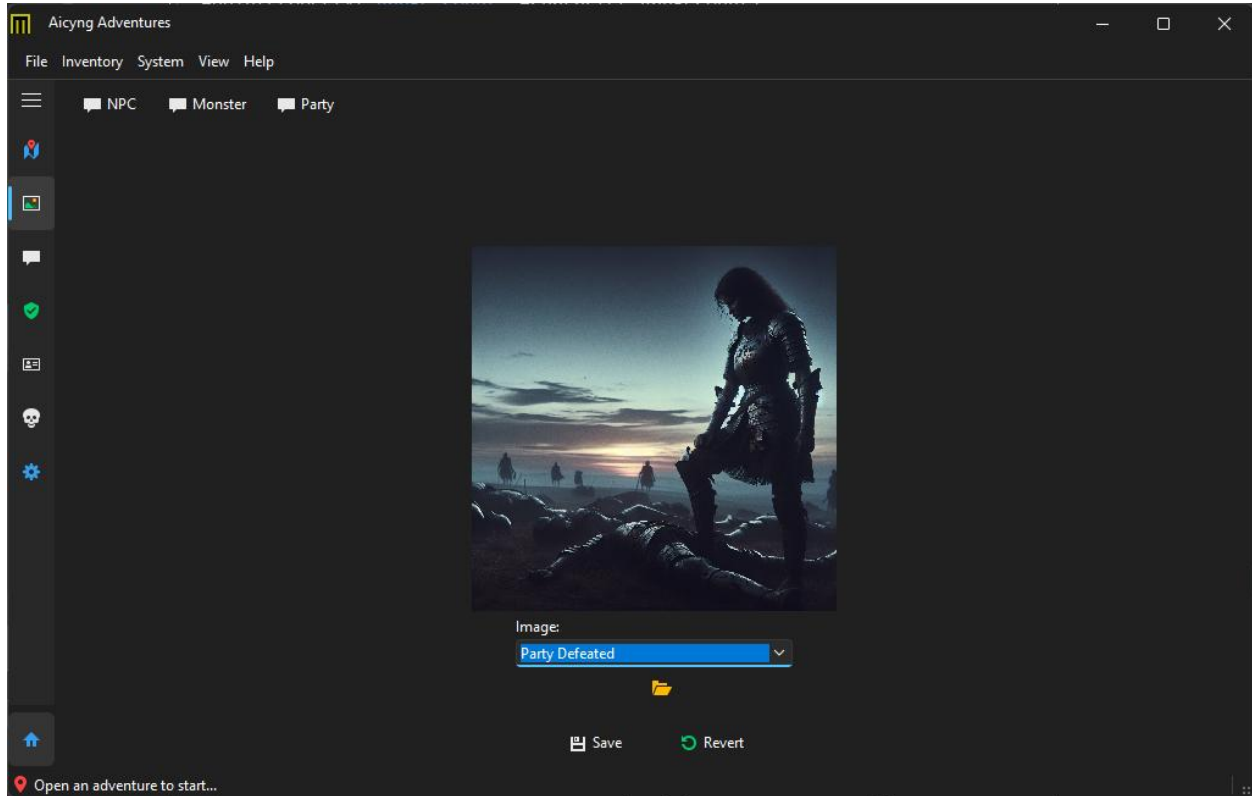
Aim for balanced encounters. Battles should ideally have about **50/50 chance** of victory or defeat when starting out.

Avoid extremes in difficulty. It’s rarely fun to spend time building up a party only to have them wiped out by the very first level 3 encounter.

There is an art to configuring the game so it’s both challenging and enjoyable. Exploring this nuance can be one of the most rewarding parts of customization, allowing you to create adventures that are fair, exciting, and memorable.

Artwork and Image Prompts

Aicyng Adventures includes built-in images for the **Welcome Screen**, **Create Adventure** screen, **Dungeon Cleared** screen, **Adventure Completed** screen, and **Party Defeated** screen. You can replace any of these with your own artwork by clicking the **Artwork** link in the navigation bar.



In addition, you can define **NPC**, **Monster**, and **Party** prompts to influence the look and feel of generated images. *Party* refers to any NPC with the **Allow in Party** flag enabled, signifying an adventurer.

This system allows you to guide the image generation style, making it possible, for example, to ensure a peasant and a paladin are depicted in distinct artistic styles that reflect their roles.

Customizing artwork and prompts lets you give the game a consistent visual identity. Whether you want gritty realism, vibrant comic-book energy, or classic pixel art charm, the imagery will reinforce the atmosphere you want your adventures to have.

NPC characters and Monsters also have Visual **property** that can be used to refine image generation even more, overriding the default NPC and Monster image prompts.

Prompt Writing Examples

The way you phrase a prompt can dramatically affect the generated image. Here are some examples:

Character	Prompt Example	Effect
Peasant	<i>"A weathered medieval peasant, rough linen clothing, dirt on hands, muted earthy tones, realistic style"</i>	Produces a grounded, realistic depiction of a commoner.
Paladin	<i>"A noble armored paladin, polished plate armor, shining sword, ornate tabard, warm golden light, heroic fantasy art"</i>	Emphasizes grandeur, heroism, and detailed armor.
Monster	<i>"A hulking forest troll, moss-covered skin, glowing yellow eyes, moody lighting, cinematic realism"</i>	Creates a more menacing, immersive monster design.

Experiment with descriptive adjectives, clothing details, lighting, and art style references to get the results you want.

You can create effective, detailed prompts by following this simple template:

[Subject], [Appearance & Clothing Details], [Pose or Action], [Lighting], [Art Style or Medium]

Example:

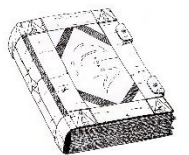
"A human ranger, green leather armor with silver trim, crouched with a bow drawn, sunlight filtering through forest leaves, hand-painted fantasy illustration"

This formula ensures you include enough detail for consistent and visually appealing results while leaving room for creative variation.

The Book of Lore

The **Book of Lore** can be found in the game's root directory under the name **Book of Lore.pdf**. This PDF file can be used as an input to the **Adventure Builder** to inspire creativity and guide the tone, style, and content of generated adventures.

The Book of Lore is fully customizable, but because it is ingested by the **Game Master**, it's best to keep it **concise and focused**.



The Book should describe **why the world is the way it is**—explaining the origins of monsters, the nature of magic, and what magic means to the people and lands of **Aicyng Adventures**. It can provide historical context, lore, and cultural details, helping to create a cohesive and believable world.

Alternatively, it can serve as a **direct guide** to the Game Master, offering succinct instructions on how to build adventures that match your desired themes, difficulty, and style.

A well-crafted Book of Lore ensures the Game Master has a strong foundation to draw from, resulting in adventures that feel richer, more consistent, and deeply tied to the world you've envisioned.

Sample Book of Lore Outline

1. Introduction to the World

- Name of the world and its major regions.
- Overall tone or style (dark fantasy, high adventure, whimsical, etc.).

2. History & Origins

- How the world came into being.
- Key historical events that shaped the current age.
- Major wars, alliances, or catastrophes.

3. Cultures & Peoples

- Primary races or factions that inhabit the world.
- Their customs, beliefs, and ways of life.
- How they interact with one another (alliances, rivalries, trade).

4. Magic & Supernatural

- How magic works and where it comes from.
- Role of magic in society (rare and feared, or common and accepted).
- Notable magical artifacts or locations.

5. Monsters & Threats

- Why do monsters exist and where they come from.
- The types of dangers adventurers may face.
- Legendary beasts or infamous adversaries.

6. Geography & Landmarks

- Major regions, terrain types, and notable landmarks.
- Key settlements, keeps, dungeons, or ruins.

7. Adventure Themes & GM Guidance *(Optional)*

- Suggested tone for adventures (lighthearted, grim, mysterious).

- Common quest types (rescue, exploration, artifact hunting).
- Any special rules or themes for generating encounters or NPCs.

Prompts

Prompts are used to customize adventures by providing specific **guidance to the Game Master** during game generation. Prompts are **human-readable, plain text** inputs, and when processed, they are “wrapped” before and after with internal rules to ensure the AI generates a **playable** game world.



In the diagram above your prompt will be “wrapped” before and after with internal rules to make sure the AI Generates a playable game.

When creating a new adventure, the game will generally select an **active prompt** at random. You do not need to create prompts yourself—if none exists, a default prompt will be used. However, once you override a prompt type, the default prompt will no longer be used. This means that if you create at least one active prompt for a type, one of your custom prompts is guaranteed to be selected.

You can create prompts for the following types:

- **Adventure**
- **Wilderness**
- **Dungeon**
- **Town**
- **Keep**
- **Shrine**
- **Ruin**

Some prompts can also include a **logical** or **creative** trait. Logical prompts use a more structured, predictable model, while creative prompts allow for more randomness and unexpected ideas during generation.

Prompts are one of the most powerful customization tools in **Aicyng Adventures**. By writing them carefully, you can set the tone, theme, and style of an adventure—whether you want a gritty survival trek through monster-infested marshes or a whimsical quest in a bustling trade city.

Adventure Prompt

Adventure prompts provide the **overall narrative** for the adventure the Game Master will create. This is your opportunity to set the theme and tone of the story while still leaving room for surprises and discovery—you control the direction without knowing all the details in advance.

For example, consider this simple adventure seed:

A local merchant has been held up on the road to a nearby village by bandits.

This is a good example of a **small, focused theme** that will guide the Game Master to incorporate the event into the game, while leaving you to uncover the specifics through play.

Now, consider expanding on the same theme:

A local merchant has been held up on the road to a nearby village by bandits. The village temperament is one of fear. This adventure consists of one village and one dungeon.

Two changes have been made in this expanded version:

1. The **overall temperament** of NPCs has been set to *fearful*.
2. The **scope** of the adventure has been narrowed to a single village and one dungeon—ideal for low-level characters who need to gain experience without facing an overwhelming challenge.

By controlling scope, tone, and world conditions in your prompts, you can create adventures that fit your party's level, your preferred storytelling style, and the pacing you want for your game.

Here are the common properties of an adventure theme:

Property	Description
Title	Title of the adventure. Not used in generating adventure, for your reference only.
Category	The category of the prompt. Adventure in this case.
Prompt	Theme guidance to generate the adventure.
Active	Determines if the prompt has a chance of being selected when Active is true. You can use Active to disable prompts from being selected and force a single Active prompt to be selected.
Wilderness	The Title of Wilderness prompts to use for generating the landscape. Leave blank for a randomly selected wilderness prompt.
Adversary	The main adversary for this adventure. This will help select the dungeon type when a matching Monster type is in the dungeon prompt properties. Make sure the monster selected has its Adversary flag set. If the adversary is central to the theme, you should supplement this with the monster mentioned in the prompt. Leave blank for a random adversary to be selected.
Party Level	The minimal party level needed to use this adventure. Default value is 0.

When you create an **Adventure Prompt**, the game automatically applies **prompt wrapping**—additional internal guidance that ensures continuity in adventure creation. This wrapping includes references to **Character IDs** and **Monster IDs**, which are internal to the game and help the Game Master maintain consistency across the generated world.

Only monsters marked as **Adversary Monsters** are included in the Monster ID list for adventure generation. If you want specific character types or monster types to play a central role in your adventure theme, be sure to **explicitly mention them in your prompt**. This ensures that the Game Master will include them as part of the core narrative and encounter design. For example:

*A local merchant has been robbed by a **goblin gremlin** on the road to Oakwood Village. The village is tense, and rumors speak of a hidden bandit camp in the nearby hills.*

Prompt wrapping allows the system to merge your creative direction with the game’s internal logic, giving you a coherent, playable adventure while still honoring your narrative goals.

Sample Adventure Prompts

1. Simple Seed

A young shepherd has gone missing near the edge of the forest. Wolves have been seen in the area.

- **Purpose:** Creates a small-scale rescue mission with wilderness exploration and minor combat.

2. Expanded Scope

A young shepherd has gone missing near the edge of the forest. Wolves have been seen in the area. The nearby village has become tense, with villagers avoiding the woods. The adventure consists of the village and one small forest dungeon.

- **Purpose:** Adds NPC temperament and defines adventure size, allowing a controlled, low-level challenge.

3. Political Intrigue

A local lord has accused a rival noble of sending assassins into his lands. The truth may be far more complicated.

- **Purpose:** Introduces mystery, multiple factions, and diplomacy or deception as possible solutions.

4. High Stakes

A shrine dedicated to the god of healing has been overrun by a plague cult. If not reclaimed, the region will suffer famine and disease.

- **Purpose:** Builds urgency and ties the quest to a larger moral choice for the party.
-

5. Travel & Exploration

An ancient map has been discovered, showing the location of a hidden valley untouched for centuries. Rumors speak of both treasure and danger within.

- **Purpose:** Encourages exploration, discovery, and multiple branching encounters.

Wilderness Prompt

Wilderness prompts guide how the **outdoor map** should be generated, allowing you to shape the overall terrain instead of relying entirely on a random landscape. This is useful when you want a specific environmental theme or layout for your adventure.

For example, consider this wilderness prompt:

A land filled with forest. In the middle there runs a river branching in multiple directions. A dungeon and village exist on the river. Make sure the dungeon and village are separated by at least 7 tiles.

This prompt accomplishes several key objectives:

1. **Terrain Definition** – It tells the Game Master to generate a heavily forested landscape.
2. **Key Landmarks** – It specifies that a river should be present with both a dungeon and a village along its banks.
3. **Spatial Rules** – It enforces a minimum separation of **7 tiles** between the dungeon and the village.

Wilderness prompts give you the ability to set the stage for your adventure before the party takes its first step. By defining major landmarks, terrain features, and spacing rules, you can ensure the outdoor map supports both the narrative and the gameplay you have in mind.

Here are the common properties of a wilderness theme:

Property	Description
Title	Title of the wilderness. Not used in generating wilderness, for your reference only.
Category	The category of the prompt. Wilderness in this case.
Prompt	Theme guidance to generate the adventure.
Active	Determines if the prompt has a chance of being selected when Active is true. You can use Active to disable prompts from being selected and force a single Active prompt to be selected
Width	Sets with width of the map. Default value is 25. Min value is 10.

	The larger the size the higher the chance of map decoherence when the AI is generating it.
Height	Sets with height of the map. Default value is 25. Min value is 10.
	The larger the size the higher the chance of map decoherence when the AI is generating it.
Tile Types	You can select the tiles used to generate the map. For example if you only wanted forest and water, you could limit the tiles to just forest and water. The default is all tiles.
Links	A list of locations to pull in for town, dungeon, keep and ruin prompts.

When you create **Wilderness Prompt**, the game automatically applies **prompt wrapping**—extra internal instructions that ensure the outdoor map is generated in a way that fits the adventure’s theme and structure.

This wrapping includes:

- The **names of locations** created after the **Adventure Prompt** have already defined the overall story.
- **Guidance on map generation mechanics**, such as how terrain is placed, how rivers or mountains flow, and how forests or deserts are distributed.
- Rules for the **number of locations** to include, based on the output from the Adventure Prompt.

By combining your Wilderness Prompt with internal wrapping, the Game Master can generate an outdoor map that is both **narratively consistent** and **mechanically sound**.

A wilderness prompt can also require specific locations to appear within the wilderness by using the **Link Locations** button. This allows you to connect one or more location prompts—such as Villages, Dungeons, or Keeps—directly to the wilderness prompt. When linked, these locations will be guaranteed to appear as part of both the wilderness and the overall adventure, ensuring your desired structures or settlements are integrated into the map.

This prompt type defaults to a creative model.

Sample Adventure Prompts

1. Mountainous Region

A rugged land of steep mountains and narrow passes. Snow-capped peaks surround a valley with a single keep. Place two shrines high in the mountains, each at least 10 tiles apart.

- **Purpose:** Creates a challenging terrain with natural choke points, encouraging strategic travel and controlled access to key locations.

2. Coastal Adventure

A windswept coastline with rocky cliffs and sandy beaches. A fishing village lies near a small harbor. Place a dungeon entrance in a sea cave, reachable only from the beach.

- **Purpose:** Combines ocean access with a hidden location, giving the adventure a mix of settlement and exploration.

3. Desert Expedition

A vast desert with rolling dunes and scattered oases. A ruined city lies partially buried in the sand. Place a shrine near one oasis and a dungeon at the edge of the ruins.

- **Purpose:** Offers survival challenges, limited resource points, and a strong sense of isolation.

Including different wilderness prompt templates gives you a quick way to change the feel of an adventure without rewriting the entire world—whether you want treacherous mountains, open desert, or a bustling coast.

Village, Keep, Ruin and Shrine Prompts

You can set the **general design** of villages, keeps, ruins, and shrines by using prompts. These prompts give the Game Master specific guidance on how to arrange features, landmarks, and terrain within these locations.

For example:

A town with cobblestone roads leading to locations for a tavern, guard station, and healer. The tavern is in the center of the town. The town has pockets of forest.

This prompt tells the Game Master to:

1. Use cobblestone roads as the main connecting paths.
2. Include a tavern, guard station, and healer as key buildings.
3. Place the tavern in the town center.
4. Add patches of forest to give the area a unique look and feel.

Location prompts allow you to create settlements and landmarks that match your desired atmosphere—whether it's a bustling fortress town, a crumbling ruin reclaimed by nature, or a peaceful shrine tucked away in a meadow.

Here are the common properties for these locations:

Property	Description
Title	Title of the location. Not used in generating the location, for your reference only.
Category	The category of the prompt. Town, Shrine, Ruin or Keep in this case.
Prompt	Theme guidance to generate the location. Locations (see below) can be specified.
Active	Determines if the prompt has a chance of being selected when Active is true. You can use Active to disable prompts from being selected and force a single Active prompt to be selected
Width	Sets with width of the map. Default value is 25. Min value is 10.
	The larger the size the higher the change of map decoherence when the AI is generating it.
Height	Sets with height of the map. Default value is 25. Min value is 10.
	The larger the size the higher the change of map decoherence when the AI is generating it.
Tile Types	You can select the tiles used to generate the map. For example if you only wanted forest and water, you could limit the tiles to just forest and water. The default is all tiles. Villages and Keeps always have the wall tile used.
Preferred Tile	The preferred tile reduces randomness when one of these prompts is selected. For example take a town on the outdoor map surrounded by the following tiles: Grass, Water, Water, Forest. The system will look for Town prompts with a preferred tile of Water since it is the most common of the surrounding tiles. Since grass is the default tile of the system it has no weight in selecting a preferred location based on tiles.

When you create prompts for **towns, keeps, ruins, or shrines**, the game applies **prompt wrapping** that includes internal guidance on the **mechanics of map creation** for these locations.

Prompts can also **specify locations directly**. You can click the **Locations** button to see which location types are supported for the selected prompt type. The **location type** influences which NPCs appear there.

For example, taking the earlier town prompt and modifying it to:

A town with cobblestone roads leading to the following key LOCATIONS Tavern, Guard Station, and Forge. The tavern is in the center of the town. The town has pockets of forest.

...will generate a map containing these **location types**:

Tavern

Guard Station

Forge

When stocking the town, the engine will look for NPCs whose **Location** property matches these values and brings them into the adventure.

Trait Defaults:

Towns and Keeps default to a Logical trait.

Ruins and Shrines default to a Creative trait.

Map Smoothing:

Towns and keeps also use a **smoothing function** to ensure buildings are squared out and laid out in a more natural, structured arrangement.

Prompt wrapping for these locations ensures that maps are both **mechanically consistent** and **narratively aligned** with your prompt, making settlements and landmarks feel purposeful rather than random.

Sample Prompts

Village Prompt Example

A coastal trading village with cobblestone streets connecting the following key LOCATIONS: Tavern, Marketplace, Dockmaster's Office, Guard Station, and Healer's Hut. The tavern is near the docks, the guard station is close to the main gate, and the town is surrounded by wooden palisade walls.

Keep Prompt Example

A stone keep with the following key LOCATIONS: Throne Room, Armory, Barracks, Chapel, and Treasury. The throne room is central, the barracks are located near the outer walls, and the treasury is in the most secure section of the keep. The entire keep is surrounded by a deep moat with a single drawbridge.

Ruin Prompt Example

An overgrown ancient ruin site with the following key LOCATIONS: Altar of the Moon, Standing Stones, Hidden Chamber, and Obsidian Obelisk. Vines cover the stones, strange glowing symbols pulse faintly at night, and the altar is slightly sunken into the earth.

Shrine Prompt Example

A sacred forest shrine with the following key LOCATIONS: Prayer Altar, Guardian's Hut, Meditation Garden, and Healing Pool. Sunlight streams through gaps in the trees, the garden is full of fragrant herbs, and the healing pool shimmers with faint magical light.

Dungeons Prompts

You can set the **general design** of dungeons by using prompts. These prompts tell the Game Master how to shape the dungeon layout, what special features to include, and where specific location types should appear.

For example:

A cavern built into the mountains. The south has a narrow opening that flows into a larger chamber. To the east is a LOCATION of type LAIR.

This prompt does several things:

1. **Defines the theme** – The dungeon is a cavern inside a mountain.
2. **Specifies entry conditions** – The southern entrance is narrow, leading into a larger chamber.
3. **Sets a location type** – A LAIR location is placed in the eastern section of the dungeon.

By describing the dungeon's physical structure, terrain type, and key location placements, you can create a setting that matches the tone and gameplay experience you want.

Here are the common properties for these locations:

Property	Description
Title	Title of the location. Not used in generating the location, for your reference only.
Category	The category of the prompt. Dungeon in this case.
Prompt	Theme guidance to generate the location. Locations (see below) can be specified.
Active	Determines if the prompt has a chance of being selected when Active is true. You can use Active to disable prompts from being selected and force a single Active prompt to be selected
Width	Sets with width of the map. Default value is 25. Min value is 10. The larger the size the higher the change of map decoherence when the AI is generating it.
Height	Sets with height of the map. Default value is 25. Min value is 10. The larger the size the higher the change of map decoherence when the AI is generating it.
Tile Types	You can select the tiles used to generate the map. For example if you only wanted forest and water, you could limit the tiles to just forest and water. The default is all tiles.
Preferred Tile	The preferred tile reduces randomness when one of these prompts is selected. For example take a town on the outdoor map surrounded by the following tiles: Grass, Water, Water, Forest. The system will look for Town prompts with a preferred tile of Water since it is the most common of the surrounding tiles. Since grass is the default tile of the system it has no weight in selecting a preferred location based on tiles.

Party Level	The minimum party level needed to use this prompt.
Monster	The monster you want added (forced) into the dungeon. If left blank the system will select monsters based on party level and randomness. Monster type will also impact the other monster party types found in the dungeon. This property is typically used in combination with the Monster property in the Adventure prompt.

When you create a **Dungeon Prompt**, the game applies **prompt wrapping** that includes internal guidance on the **mechanics of dungeon map creation**.

Prompts can also **specify locations directly**. You can click the **Locations** button to see the list of supported locations for dungeon prompts. The **location type** directly influences the **monsters** that appear in that dungeon.

For example, if your prompt specifies certain location types—such as **Lair**, **Armory**, or **Treasure Room**—the stocking process will look for monsters whose **Location** property matches those values.

The **number of monsters** is generally determined by the number of locations. However, if the total number of locations would create an encounter balance beyond the party’s current level, the **party level** will instead be used to determine the monster count.

This wrapping ensures that dungeon maps are both **structurally sound** and **balanced**, while still honoring your creative layout and monster placement choices from the prompt.

A dungeon prompt can also require specific floors or sub-levels to appear within the dungeon by using the **Link Locations** button. This allows you to connect one or more dungeon floor prompts—such as a Lair, Treasure Vault, or Prison—directly to the dungeon prompt. When linked, these floors will be guaranteed to appear as part of the dungeon layout, ensuring key encounters, challenges, or rewards are placed exactly where you want them in the adventure. Dungeon floor prompts are similar to dungeon prompts, but when used will create a ladder entrance to the floor so no entrance specification is needed.

Dungeons default to a creative trait.

Sample Dungeon Prompts

Mountain Cavern Lair

A cavern built into the side of a snow-capped mountain. The south has a narrow opening that flows into a larger central chamber. To the east is a LOCATION of type LAIR, and to the west is a LOCATION of type TREASURE ROOM.

2. Abandoned Fortress

An underground fortress carved into basalt rock. The entrance is in the north and leads to a LOCATION of type ARMORY. The central hall connects to a LOCATION of type BARRACKS and a LOCATION of type THRONE ROOM. Moss and fungus cover the walls, and faint torchlight flickers in the distance.

3. Sunken Ruin

A partially collapsed ruin beneath a swamp. The northernmost chamber is a LOCATION of type SHRINE, with an altar still intact. To the east is a LOCATION of type PRISON, and in the southwest corner is a LOCATION of type LAIR. Shallow water covers much of the floor.

4. Arcane Tower Basement

The magically warded basement of a wizard's tower. The central stairwell descends into a LOCATION of type LIBRARY, with bookshelves lining every wall. To the west is a LOCATION of type LABORATORY, and to the east is a LOCATION of type SUMMONING CHAMBER glowing faintly with runes.

Sound Items

Aicyng Adventures uses .WAV files for both music and sound effects. All of these audio files can be replaced or customized, allowing you to give the game your own unique soundscape.

You can find the game's audio assets in the .\Sounds folder. Simply replace the existing .WAV files with your own, keeping the file names the same so the game knows which sound to play.

There are countless free and paid sound effects available online that you can use to customize the game. By swapping in your own music and effects, you can change the atmosphere—whether you want an eerie dungeon crawl with echoing footsteps or a lively village with market chatter and cheerful background music.

The following sound loop and sound effects can be modified:

Sound Loops

The following sound loops can be used in the game:

Effect	File
Wilderness	Outdoor.wav
Town	Town.wav
Keep	Castle.wav
Dungeon	Dungeon.wav
Ruin	Ruin.wav

Shrine	Shrine.wav
Battle	Battle.wav
Battle with Adversary	BattleAdversary.wav

Sound Effects

The following sound effects can be used in the game:

Effect	File
Unseal	Unseal.wav
Teleport	Teleport.wav
Heal	Heal.wav
Fireball	Firemagic.wav
Magic Attack	MagicAttack.wav
Range Weapon Strike	Rangehit.wav
Range Weapon Miss	Rangemiss.wav
Hand to Hand Combat Hit	Meleehit.wav
Hand to Hand Combat Miss	Meleemiss.wav
Stun	Stun.wav

Appendix

The Role of the Game Master

In **Aicyng Adventures**, the Game Master is represented by the **AI systems** and serves as the narrative and world-building engine for your adventures. Its responsibilities are divided into **primary**, **secondary**, and **out-of-scope** roles.

Primary Roles

- **Building Adventures** – Creating the overall structure, plot, and scope of each adventure.
- **Building Locations** – Designing wilderness areas, keeps, villages, ruin, shrines, and dungeons.
- **Representing NPCs and Monsters in Conversations** – Giving each character a unique voice and personality during interactions.
- **Broadcasting Events** – Announcing major occurrences that may impact the world or conversations (e.g., clearing a dungeon).

Secondary Roles

- Engaging the party in **battle mode** based on conversation dynamics.
- Generating **new items** or **quests** on the fly.
- Special stocking of a wilderness or dungeon monster based on new information or events.
- Changing adversary **positions** and **properties** in response to events.
- Adjusting NPC **opinions** of the party based on interactions or choices.
- Creating **rumors**—which may be true or false.
- Summarizing battle results, offering guidance, and encouraging players.
- Providing **detailed descriptions** of areas for immersive storytelling.

Not in Scope

- **Battle Moves** – Handled by the game’s combat algorithms.
- **General Monster Stocking** – Randomized algorithms handle initial stocking of dungeons and wilderness areas.

The Game Master functions as the connective tissue of the game—linking story, world, and gameplay into a cohesive experience. It shapes the adventure in real time, reacting to player actions, world events, and narrative prompts to keep each session dynamic and engaging.

Default Prompts

The following default prompts are provided for use in case you want to design (override) the built-in prompts. You can use these to continue to add randomness to the game if you decide to override prompts.

Title	Prompt
Adventure	Generate a description for an adventure game that is based on medieval times. The adventure should have Keeps, towns, ruins and dungeons.

The adventure can have story lines to for quest items in the game. Quest items can include retrieving and returning quest items or slaying adversarial (boss) monsters such as (<AdvesaryMonsters>).

Dungeons and towns will get stocked by the game for general non-Player Characters (NPCs). Focus on creating the NPCs that are part of the adventure theme.

NPCs can be: <Characters>.

Adventures are won by slaying an adversary, retrieving a quest item and returning it to an NPC, or rescuing or transferring an NPC from one location to another. This will be one adventure of many, don't feel like you need to use every character, adversary or plot.

Wilderness	Use deep forests to hide towns and the Keep. Do not place dungeons surrounded by mountains since mountains cannot be crossed by adventurers. Dungeons should be close to mountains. Make the map creative, utilizing different terrains to create interesting landscapes but do not go beyond the number of towns, Keeps and dungeons specified. Spread locations across the map.
Keep	Create a Keep that includes several key Locations Titled: Guard Station, Hall, Library.
Town	Create a village that includes several key Locations Titled as: Forge, Guard Post, Tavern, Healer and Magic. Make sure each location has a clear path leading to its entrance.
Shrine	Create peaceful wilderness setting with a Location titled Shrine
Ruin	Create a deserted ruin.
Dungeon	Create a dungeon with pathways forming a maze-like structure. Use Cobblestone for the pathways with surrounding walls. Create 3 or 4 Locations each Titled as LAIR.

See Appendix Material for specific tile types and their integer mapping.

Adventure JSON Format

Aicyng Adventures are stored in **JSON format**. This format holds not only the core adventure structure but also images, saved settings, and other properties as they are created during gameplay.

You can override certain JSON instructions by creating an AdventureRules.txt file. However, be aware that adding this file can have unintended consequences on the game's balance, functionality, or overall design. Changes should be made cautiously and ideally tested in a copy of your adventure before applying them to your main game. Please contact Aicyng software for the default AdventureRules.txt file.

Storing adventures in JSON allows flexibility in customization and easy portability between systems. But because the format can include both narrative and technical instructions, it's important to treat edits as part of **advanced customization** rather than routine gameplay changes.

The Game Master will attempt to create some of missing elements of a JSON file when imported, for example maps if missing or imagery.

The following JSON format can be used to manually create adventures:

Adventure JSON Object

The adventure object is the root of the JSON object for an adventure. Unless specified all items are string values.

Property	Description
Title	Title of the adventure
Description	Description of the adventure
Ending	Description of the ending of the adventure when successfully completed.
Ending for Defeat	Optional description if the party is defeated in the adventure. Can be blank.
Locations	Array of Locations. See the Location JSON object below.
Quests	Array of Quest objects in the adventure. See the Quest JSON object for details.
StartX	Integer location in the wilderness map of the X position where the party starts at. Default is -1 which will pick a random village.
StartY	Integer location in the wilderness map of the Y position where the party starts at. Default is -1 which will pick a random village.

Location JSON Object

Locations in the JSON file represent Keeps, Villages, Shrines, Ruins and Dungeons. Each location object has the following properties.

Property	Description
Title	Title of the location. NPCs in the location have knowledge of this. Title is also used for unsealing a location.
Description	Description of the location. NPCs in the location have knowledge of this.
ID	Unique integer ID for the location
Locked	Boolean. Used for dungeons to “seal” them.
Location Type	Integer. Represents the location type. Values can be: • 0 = Unknown • 1 = Wilderness • 2 = Town • 3 = Keep • 4 = Dungeon • 5 = Ruin • 6 = Shrine • 7 = Dungeon Floor

Any adventure should have one Wilderness location, which is required to play the game.

Towns, Keeps, Dungeons, Ruins and Shrines are accessible from the Wilderness location.

	A Dungeon Floor can only be accessed from a dungeon. See Up Stairs Location ID and Downstairs Location ID for additional details.
Upstairs ID	Integer value of another Location ID used to link the current location and the upstairs location represented by the is ID.
Downstairs ID	Integer value of another Location ID used to link the current location and the other downstairs location represented by this ID.
Monster Preference	Title of the preferred monster for this location. Used in dungeons.
Map Width	Integer value of the number of tiles making up the width of the location. Each tile is 32x32 pixels.
Map Height	Integer value of the number of tiles making up the height of the location. Each tile is 32x32 pixels.
Map Tiles	Space separated strings of integers representing the map. At runtime the strings are separated into rows based on Map Width and columns based on Map Height. Values equal the tile type. For example "0 0 7 7". See tile types for details.
X	Integer value of the X coordinate where this location is on the wilderness map. The upper left corner is (0,0)
Y	Integer value of the X coordinate where this location is on the wilderness map. The upper left corner is (0,0)
Chests	Array of Chest objects in this location. See Chest objects for details.
Visual Markers	Markers that can provide a description of the location. See visual markers objects below.
NPCs	Array of NPC Characters in this location. See character objects for details.
Adversaries	Array of monsters in this location. See Monster object below for details.
Icon	For dungeons this can be used to change the outdoor icon to: 0 = Dungeon Icon (Default) 1 = Keep Icon 2 = Village Icon 3 = Ruin Icon
Lighting	For dungeons this can be used to change the lighting. Values can be: 0 = Dark (Default) where torches are used 1 = Torch lite where the dungeon has torches already lit. 2 = Daylight where normal light occurs.

Chests JSON Object

Chests can be used to store treasure, quest items, potions or magic treasure. Each chest object has the following properties.

Property	Description
Locked	Boolean value. If true, the chest is locked, and a lock pick or key is required to open.
Inventory	Array of inventory objects. See inventory objects for details.
Visible	Boolean to determine if the chest is visible. False means the chest is "buried" and the players need to look at the X, Y coordinates to make the chest visible.

	When using invisible chests make sure an NPC or story line can reveal the location.
X	Integer value of the X coordinate where this chest is on the location map. The upper left corner is (0,0)
Y	Integer value of the X coordinate where this location is on the location map. The upper left corner is (0,0)
Weapons	An array of Weapon titles in the chest. For example [Short Sword', Mace']. Each weapon title must have a matching weapon item with the same title in the game. Only applies to treasure chests that are not part of a party.
Armor	String an array of Armor in the chest. Each armor title must have a matching armor item with the same title in the game. Only applies to treasure chests that are not part of a party.
Aux Armor	String array of Aux Armor in the chest. Each aux armor title must have a matching aux armor item with the same title in the game. Only applies to treasure chests that are not part of a party.
Treasure Chest	Boolean. True of this chest contains Armor, Aux Armor or Weapons.

Visual Marker JSON Object

Visual Markers can be used to provide **additional descriptive text** for a location. These markers act as points of interest, adding narrative flavor or specific details beyond the default location description.

You can use Visual Markers to highlight unique terrain features, note environmental hazards, or describe special visual elements that make a location stand out. For example, a dungeon hallway might have a marker describing *"deep claw marks gouged into the stone walls,"* or a forest clearing could feature *"an ancient oak with strange runes carved into its bark."*

Visual Markers enhance immersion by giving players more than just a map—they create mental images that bring the world to life. When used effectively, they can guide exploration, foreshadow danger, or hint at hidden rewards.

Property	Description
Description	Description describing a location.
X	Integer value of the X coordinate where this marker is on the location map. The upper left corner is (0,0)
Y	Integer value of the X coordinate where this marker is on the location map. The upper left corner is (0,0)

Character JSON Object

Characters are in locations as part of the NPCs array. The terms party and character will be used synonymously below. Each Party object has the following properties:

Property	Description
----------	-------------

ID	Unique integer ID for the character. If the character is part of a quest this ID will link the quest to the character.
Title	The title of the NPC or Monster. Used in descriptions in the game.
Description	Description of the NPC or Monster. Used in the descriptions in the game.
Visual Description	Used to direct image generation in the game.
Temperament	The temperament of the character used to set the conversation theme. For example "Bored".
Default Conversation	The default response a NPC will give versus going into Chat Mode. Default is blank where a conversation starts. If not blank the log will display the default conversation. This comes in handy when an NPC is just "decorative" and conversing provides no real value to the game, saving time. If the character has a store, campaign knowledge or will join the party this value is ignored.
X	Integer value of the X coordinate where this party is on the location map. The upper left corner is (0,0)
Y	Integer value of the Y coordinate where this party is on the location map. The upper left corner is (0,0)
Female	Boolean value to distinguish male from female party leaders.
Campaign Knowledge	Any additional campaign knowledge that can be revealed in dialog with this party leader.
Location Type	Location types that this character can be located in.
Store Type	Integer value of the store type. Options include: • 0 = None • 1 = Smith • 2 = Healer • 3 = Tavern • 4 = Magic • 5 = Provisions • 6 = Tinkerer
Room Title	If the character is in a special room this is the title.
Room Description	If the character is in a special room, this is the description.
Inventory	Array of inventory objects. See inventory objects for details. This inventory acts like personal possessions so can not include weapons, armor or auxiliary armor. See those categories below for details.
Weapons	An array of string of weapon titles in the possession of the character.
Armor	An array of string of armor titles in the possession of the character.
Aux Armor	An array of string of auxiliary armor titles in the possession of the character.
Template Title	Title of the NPC Character template. Used to draw icons and inherit base attributes (HP, AC, etc.).
Alignment	Integer value represents the characters' alignment. Options include: • 0 = Neutral • 1 = Good • 2 = Evil

Many of these properties, such as Description and Visual Description, should be copied from the templates, but you can also customize these areas.

Monster JSON Object

The Monster object is like the character object but uses the Template Title to look up monster specific properties.

Property	Description
ID	Unique integer ID for the character. If the character is part of a quest this ID will link the quest to the character.
Title	The title of the NPC or Monster. Used in descriptions in the game.
Description	Description of the NPC or Monster. Used in the descriptions in the game.
Visual Description	Used to direct image generation in the game.
X	Integer value of the X coordinate where this party is on the location map. The upper left corner is (0,0)
Y	Integer value of the Y coordinate where this party is on the location map. The upper left corner is (0,0)
Location Type	Location types that this character can be located in.
Inventory	Array of inventory objects. See inventory objects for details. This inventory acts like personal possessions so cannot include weapons, armor or auxiliary armor. See those categories below for details.
Weapons	An array of string of weapon titles in the possession of the character.
Armor	An array of string of armor titles in the possession of the character.
Aux Armor	An array of string of auxiliary armor titles in the possession of the character.
Movement Type	Integer value of how the character moves. Typically used for monsters. Values can be: • 0 = Normal • 1 = Fixed • 2 = Lair
Template Title	Title of Monster template. In battle this is used to link to additional monster properties (HP, AC, etc.). Used to draw icons and other attributes.
Alignment	Integer value represents the characters' alignment. Options include: • 0 = Neutral • 1 = Good • 2 = Evil

Inventory JSON Object

Inventory items are represented by the following object properties:

Property	Description
ID	Unique integer ID for the inventory item
Title	The title of the inventory item.
Description	Description of the inventory item.

Type	Integer value that represents the inventory type. Values can be: • 0 = Gold • 1 = Provisions • 2 = Quest Item • 3 = Ration • 4 = Torch • 5 = Lock Pick • 6 = Powder Provisions represent items like potions, meals or healings that are consumed immediately when they are given to a player. Some provisions can go into the party chest for later use, for example a Invisibility Potion or Healing Potion. Gold, Rations, Torches, Lock Picks and Powder go to the party chest when claimed.
HP	When a provision, this determines the hit points restored to the character using the provision.
Max Damage, Min Damage	Integer values represent the maximum and minimum damage the object has if used in battle.
AC	Armor class points the object can give to the holder.
Value	The value of the inventory item in Gold Coins.
Rounds	The number of rounds this item has if it can be used in battle.
Modifier Type	The modifier type. Options can include: • None = 0 • Dexterity = 1 • Strength = 2 • Intelligence = 3

Quest JSON Object

Quests are used during the conversation between the player and an NPC Character in the game. The following quest types are available:

Retrieve a quest object	You must retrieve a quest item and return it to an NPC character.
Transfer an NPC	Have an NPC join your party so you can deliver them to an NPC at another location. If the NPC dies the quest ends in defeat.

Quest items are represented by the following object properties:

Property	Description
ID	Unique integer ID for the quest.
Quest Type	Integer value represents the quest type. Values can be: • 0 = Retrieve a quest object • 1 = Transfer an NPC • 2 = Slay NPC

	3 = Unlock New Information to another NPC
Narrative	The backdrop of the quest. This is a description of the quest, typically a few sentences. This will be used in the dialogue between the player and the Character giving the quest.
ID of the NPC Giving the Quest	Integer representing the NPC Character that will receive the quest item or receive the transfer of another character. This Character also gives the player the quest as part of their conversation with the player.
ID of the Quest Item to Get	Unique integer ID for the quest item. Default to -1. Only used if the Quest Type is set to 0 (Retrieve Quest Object). The item must have an inventory item somewhere in the game (Chest or NPC Inventory) where Inventory Type = 2 (Quest Item).
ID of the NPC to Transfer	Integer representing the Character to transfer. Default to -1. Only used if the Quest Type is set to 1 (Transfer an NPC). An NPC Character must exist in adventure with an ID equal to this value.
ID of the Monster to Defeat	Integer representing the Monster Character to defeat in battle. Default to -1. Only used if the Quest Type is set to 2 (Slay an NPC). An NPC Monster Character must exist in adventure with an ID equal to this value. The monster with the ID will be “invisible” to the party until the quest is accepted.
ID of the NPC To Give New Information	Integer representing the Character to provide new knowledge too. Default to -1. Only used if the Quest Type is set to 3 (New NPC Knowledge). An NPC Character must exist in adventure with an ID equal to this value. When the NPC with the ID of the NPC Giving the Quest is talked to, New Knowledge will be revealed to the Character with the ID of the NPC To Give New Information to.
New Knowledge	Knowledge revealed to the NPC when the quest is completed. This knowledge is provided by the dialogue with the character receiving the quest item once the quest item has been delivered.
ID of an Inventory Item to Give as a Reward	Integer representing an inventory item to give the Party when the quest is completed. The item must be in the inventory of the NPC giving the quest.
Ends Game When Completed	Boolean. The game ends when this quest has been completed. Ignored if the adventure is a dungeon crawl.

Tile Types

The following integer values represent the tile types in locations:

(Grass=0, Forest=1, Mountain=2, Water=3, Keep=4, Town=5, Dungeon=6, Wall=7, Path=8, Ruin=9, Shrine=10, Alter=11, Swamp=15, Desert=16, Snow=17, Hil=18, Shrub=19)

Default Characters for Error Correction

While rare, there are times when error correcting will occur. The following NPC should always be in your configuration: Tavern Owner. The following Monsters should always be in your configuration: Goblin, Ghost.

Attribution

We would like to thank the sources of inspiration and the talented artists whose creativity helped bring **Aicyng Adventures** to life.

Inspiration

Aicyng Adventures draws its spirit from some of the most beloved role-playing games of all time. Influences include the imaginative storytelling and collaborative world-building of **Dungeons & Dragons**, the text-based exploration of **Zork**, the open-world adventuring and tile-based maps of **Ultima**, and many other classic RPGs.

These inspirations shaped the game's blend of exploration, strategy, and narrative freedom, paying homage to the classics while bringing them into a new, AI-driven era of adventure.

Wizard of the Coast

This work includes material from the System Reference Document 5.2.1 ("SRD 5.2.1") by Wizards of the Coast LLC, available at <https://www.dndbeyond.com/srd>. The SRD 5.2.1 is licensed under the Creative Commons Attribution 4.0 International License, available at <https://creativecommons.org/licenses/by/4.0/legalcode>

Sound and Music

Music is from the web site freesound.org. The following sound and artist can be found in the game:

FIREBALL:

FIRE SPELL BY QUBODUP -- [HTTPS://FREESOUND.ORG/S/442871/](https://freesound.org/s/442871/) -- LICENSE: CREATIVE COMMONS 0

MATCHES BURNING_01.WAV BY LEANDRI140029 -- [HTTPS://FREESOUND.ORG/S/437547/](https://freesound.org/s/437547/) -- LICENSE: CREATIVE COMMONS 0

STONE ON FROZEN LAKE BY HELLONYOU -- [HTTPS://FREESOUND.ORG/S/426852/](https://freesound.org/s/426852/) -- LICENSE: CREATIVE COMMONS 0

FIRE FLAME BURNER BY QUBODUP -- [HTTPS://FREESOUND.ORG/S/176724/](https://freesound.org/s/176724/) -- LICENSE: CREATIVE COMMONS 0

STONE FALLS AND BREAKS LOW PITCH.AIFF BY SOUNDCOLLECTAH -- [HTTPS://FREESOUND.ORG/S/109360/](https://freesound.org/s/109360/) -- LICENSE: CREATIVE COMMONS 0

TELEPORT:

TELEPORT - RPG BY COLORSCRIMSONTEARS -- [HTTPS://FREESOUND.ORG/S/563542/](https://freesound.org/s/563542/) -- LICENSE: CREATIVE COMMONS 0

UNSEAL:

LOCK - STRONG DOOR BY VRYMAA -- [HTTPS://FREESOUND.ORG/S/734641/](https://freesound.org/s/734641/) -- LICENSE: CREATIVE COMMONS 0

HEAL:

HEAL - RPG BY COLORSCRIMSONTEARS -- [HTTPS://FREESOUND.ORG/S/562292/](https://freesound.org/s/562292/) -- LICENSE: CREATIVE COMMONS 0

MAGIC ATTACK:

MAGIC SPELL 01.WAV BY MATRIXXX_ -- [HTTPS://FREESOUND.ORG/S/455206/](https://freesound.org/s/455206/) -- LICENSE: CREATIVE COMMONS 0

MELEE MISS:

ATTACK BLOCKED.WAV BY MATRIXXX_ -- [HTTPS://FREESOUND.ORG/S/523760/](https://freesound.org/s/523760/) -- LICENSE: CREATIVE COMMONS 0

MELEE HIT:

SLASH - RPG BY COLORSCRIMSONTEARS -- [HTTPS://FREESOUND.ORG/S/580307/](https://freesound.org/s/580307/) -- LICENSE: CREATIVE COMMONS 0

STUN:

CARTOON, STUNNED 02.WAV BY MATRIXXX_ -- [HTTPS://FREESOUND.ORG/S/455215/](https://freesound.org/s/455215/) -- LICENSE: CREATIVE COMMONS 0

RANGE MISS:

ARROW FLYING 1 BY ALI_6868 -- [HTTPS://FREESOUND.ORG/S/384907/](https://freesound.org/s/384907/) -- LICENSE: CREATIVE COMMONS 0

RANGE HIT:

ARROW IMPACT BY TWISTED_EUPHORIA -- [HTTPS://FREESOUND.ORG/S/205938/](https://freesound.org/s/205938/) -- LICENSE: CREATIVE COMMONS 0

DUNGEON:

CREEPY DUNGEON AMBIENCE BY DRMINKY -- [HTTPS://FREESOUND.ORG/S/166187/](https://freesound.org/s/166187/) -- LICENSE: ATTRIBUTION 4.0

VILLAGE:

VILLAGE THEME 1 BY BEETLEMUSE -- [HTTPS://FREESOUND.ORG/S/531454/](https://freesound.org/s/531454/) -- LICENSE: ATTRIBUTION 4.0

KEEP:

RPG SHOP VILLAGE THEME BY M-MURRAY -- [HTTPS://FREESOUND.ORG/S/706052/](https://freesound.org/s/706052/) -- LICENSE: ATTRIBUTION 4.0

OUTDOOR:

ADVENTURE THEME #2 BY BLOODPIXELHERO -- [HTTPS://FREESOUND.ORG/S/611603/](https://freesound.org/s/611603/) -- LICENSE: ATTRIBUTION 4.0

BATTLE:

ADVERSARY:

CASTLE MUSIC LOOP #1 BY SIRKOTO51 -- [HTTPS://FREESOUND.ORG/S/416632/](https://freesound.org/s/416632/) -- LICENSE: ATTRIBUTION 4.0

GENERAL:

BATTLE.WAV BY LEVELCLEARER -- [HTTPS://FREESOUND.ORG/S/346200/](https://freesound.org/s/346200/) -- LICENSE: ATTRIBUTION 4.0

Game Tiles

We would like to thank Joshua Steel for the tile art used in the game.

[HTTPS://GITHUB.COM/JAHSHUWAA](https://github.com/JAHSHUWAA)

[HTTPS://GITHUB.COM/JAHSHUWAA/U4GRAPHICS](https://github.com/JAHSHUWAA/U4GRAPHICS)

USER GUIDE ARTWORK

Black and White Images by Jeff Koch (<https://www.drivethrurpg.com/>)

Cover Art OpenAI