

Slayers of Rings & Crowns (SorC)

By Ogre Adventurer (OA)

Prologue n Game Setting



Explore Essentia

Slayers of Rings & Crowns takes place in the universe Essentia. Essentia hosts thirteen planets, some with many moons, a main sun and a dying star. Players' journeys begin on the fourth planet, Zailister (Zail), which is Essentia's most balanced planet between sorcery and technology, and is most rich in life-dependent resources.

Players can explore the other planets and uncharted territories via rifts, trade post portals, dragon flights, space flight travel, summons, unwillful abduction and even hell gates found in labyrinths.

Each planet has its own time period, distinct seasons, biomes and landscapes. Featuring two suns, the main magic emitting sun, Adoria, and the dying star, Tawdry Dwarf. Tawdry Dwarf lies between the ninth and tenth planets and barely gives life to planets eight through thirteen. Technology progresses from planet to planet in an outward order from Adoria's magic emitting radiance on through the seventh planet that faintly captures the magic of Adoria.

The first planet, Ignis, although is close to the orbital path of Zail, is too hot for most to bear, features prehistoric themes with dinosaurs, cro magnon, neanderthal, hominids, and many giant species of critters and flora and fauna. Ignis is host to the sources of ancient magic and medieval steel, while sci-fi futuristic warfare has developed in the last four planets, holding onto Tawdry's last bits of light and warmth.

The year is 10,023 EA (Eons of Adoria or years). The Omnè, natives of the tenth planet Omnè), aware of Tawdry Dwarf's dwindling energies, have accelerated their technological advancements. Reminded daily by the flickering star of the red dying star, the Omnè have innovated by constructing atmospheric vessels and developing a new planet using organic technology in hopes of surviving Tawdry's death.

Utilizing their advancements, the Omnè have targeted other planets, notably Zail, aiming to secure its abundant resources as their new settlement.

Zail is already war-torn, and is vulnerable to attacks, although the poorly led Noble and Purge Forces and Feral Races are now under a truce to hold the invading Omnè back.

Dating back 9,044 EA, The Age of Prophecy, Zail hosted an ancient and practiced prophecy where nineteen crowns were formed in a cataclysmic event involving magic particles and debris of its surrounding Rings forming enormous crowns that resemble stars to those on the surface of other planets. These crowns began to fall and shrunk in size as they fell through the atmosphere and became mystical crowns that hold unique magical properties.

One by one, 19 in total, the crowns struck the earth and seas of Zail and were scattered about the planet. Upon finding a crown, only one true bearer of 19 races could wear their respective crown. Any usurper that attempted to wear the crown could not bear its weight or harness its power.

Desperate for their true leaders after losing them to war and coups, Zailians of all nineteen races knew the general areas of the crowns because of their atomic impacts and destruction left behind. Regardless of the impact, finding the crowns still took several hundred grueling years before each territory had crowned a true leader, many lineages past the unknown rulers at the time.

Some races, such as the Arch Elves, still honor the same crown bearer, 979 EA later. Before donning the crown, to no Fae's surprise, this leader Elendriel Dropleaf also held the Noble Forces together as a high ranking general.

Diplomatic actions of greed, chaotic events between believers and non-believers of the prophecy, and war, six crowns have been either lost or destroyed, bringing these regions' populations back to chaos, strife and peril.

To be continued...

Game Setting

Slayers of Rings & Crowns © is a sci-fantasy ttrpg that takes players through 13 diverse realms. SorC features exciting combat featuring limb specific targeting, killing sprees and burning streaks. Traverse planets where technology advances furthest away from the main sun Adoria,

and ancient magic is strongest near the sun, harnessing its magical properties. Come to Essentia now, and play as one of many choices of classes and races, empower your character through advancing in combat, vocational talents, professions, survival traits or a bit of all. Establish associations and affiliations and develop prestige during, and maybe even long after your life's journey. Roll the dice now, and define your character's legacy. Will you be a 'frog skinner' or a 'dragon slayer'?

The choice is yours...

The story back of the book:

Pinklings and Hobblings and Brutes... What the...?

Awaken to Essentia, a vibrant universe of 13 unique planets featuring two suns and many moons. Begin your journey on planet Zailister, the most life-sustaining planet in a harsh, yet diverse, solar system where war, greed and tyranny welcome heroism.

Chaos reigned on Zail as nineteen radiant crowns formed by its magical rings crashed into its lands, revealing the true heirs of as many crowns to fulfill an ancient prophecy, yet denialists bearing witness of the event still oppose believers.

The prophecy claims only the true heirs of the nineteen respective races can don their respective crown, causing chaos between those sworn in by their own accord and inheritance and those in search of the prophecies' rightful leaders.

One by one the crowns were found after impact, but opposition and confusion have sent some lost and others destroyed for eternity.

The Game back of book:

This exhilarating TTRPG blends futuristic science fiction with the rich tapestry of ancient fantasy. Choose from a myriad of races and classes, professions | hobbies, talents and more.

Define your identity through chosen paths as your character ventures through journeys Essence will unfold, revealing; reputation, affiliations and standings that hold your character accountable.

Dynamic Combat Awaits

Engage in violent battles with our Limb Specific Targeting (LST) system. Experience fastBackdropspaced combat where normal attacks can turn into Counters and/or narrated Gruesome Kills. Achieve Burning Streaks (hit counts) and Slayer Sprees (kill counts) for bonus XP and loot.

Explore the Wilderness

Venture into the wilderness and uncharted areas with BoardBackdropsplay, revealing unique paths and structures that manifest in realBackdropstime based on your choices.

Unlock Your Greatness

Conquer Casual events to unlock Heroic, Legendary, and Fabled challenges, each offering rewards like Trophies, Trophy Mounts, and other Achievements to personalize your Avatar's Home.

Your Legacy Awaits

As you embark on your journeys through the worlds of Essentia, what legacy will you carve into its realms, re-shaping its timeline, forever?

About

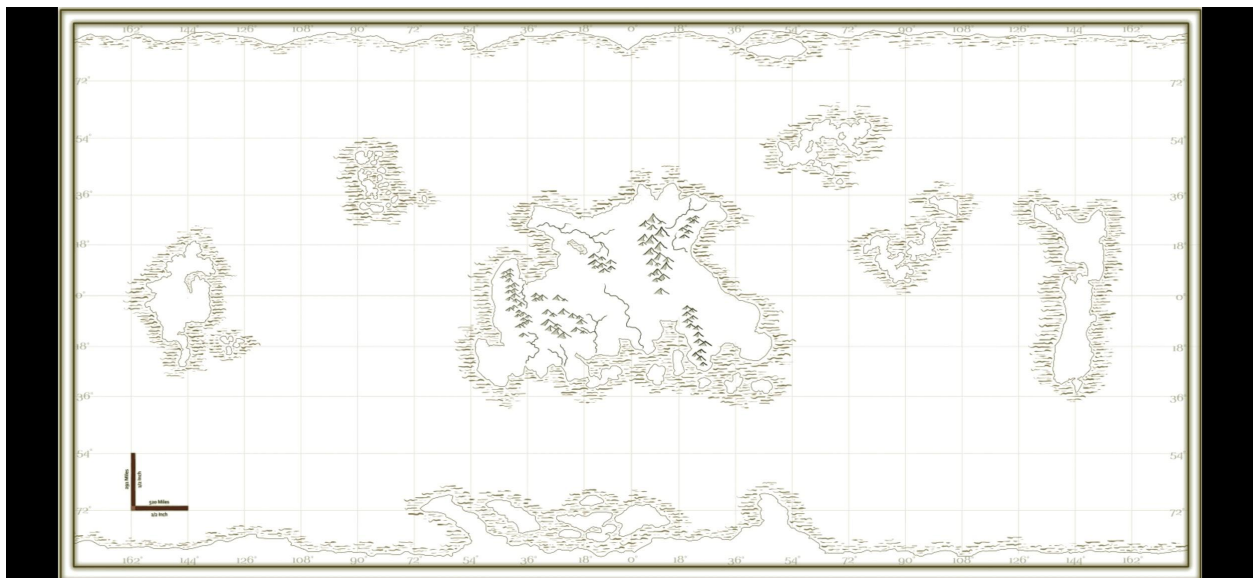
Slayers of Rings § Crowns is a sci-fantasy tabletop RPG targeting adults due to violence, illicit activity, politics, war and a wide range of lawful, evil and everything in between mindsets.

SorC is set in the vibrant universe of Essentia, where ancient magic and advanced technology collide across thirteen diverse planets.

Designed for 3-6 players and a Game Master, it offers deep character customization, visceral limb-targeting combat, and rich world-building. Explore uncharted worlds, forge alliances, and shape your reputation reflecting your legacy in a universe filled with mystery, political intrigue, and epic adventure.

Great for fans of strategic storytelling and intense battles, SorC invites you to carve your place among the stars and legends.

Zailister Scaled (equirectangular projection)



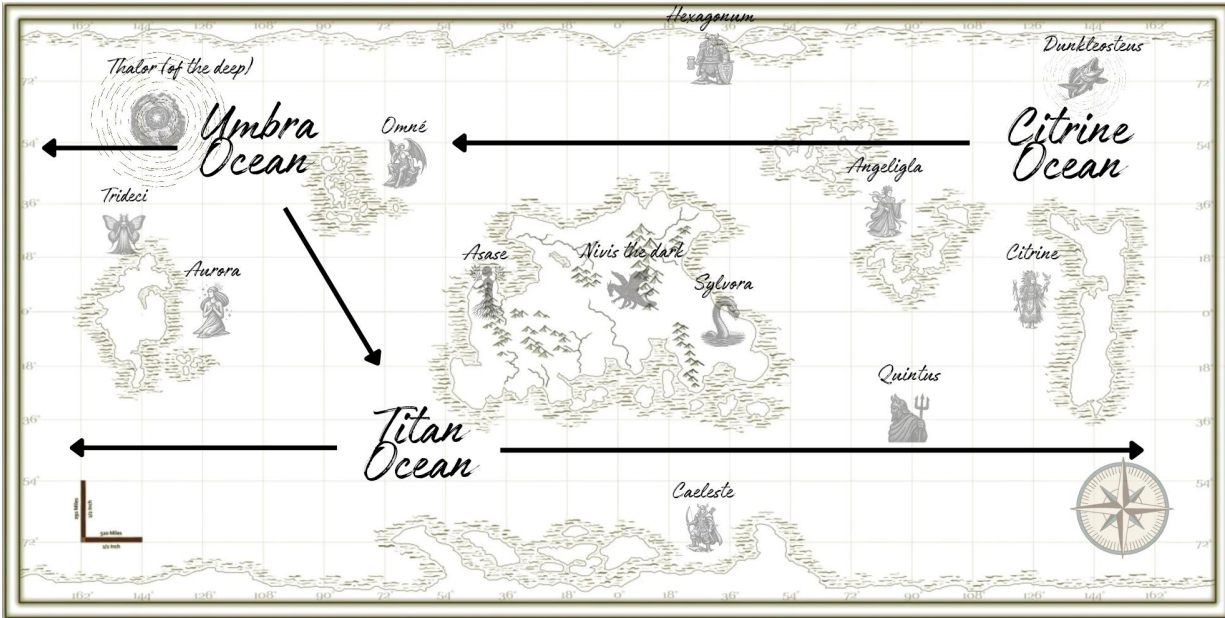
Polar Azimuthal Projection of Zailister, with *North* and *South* cap insets.

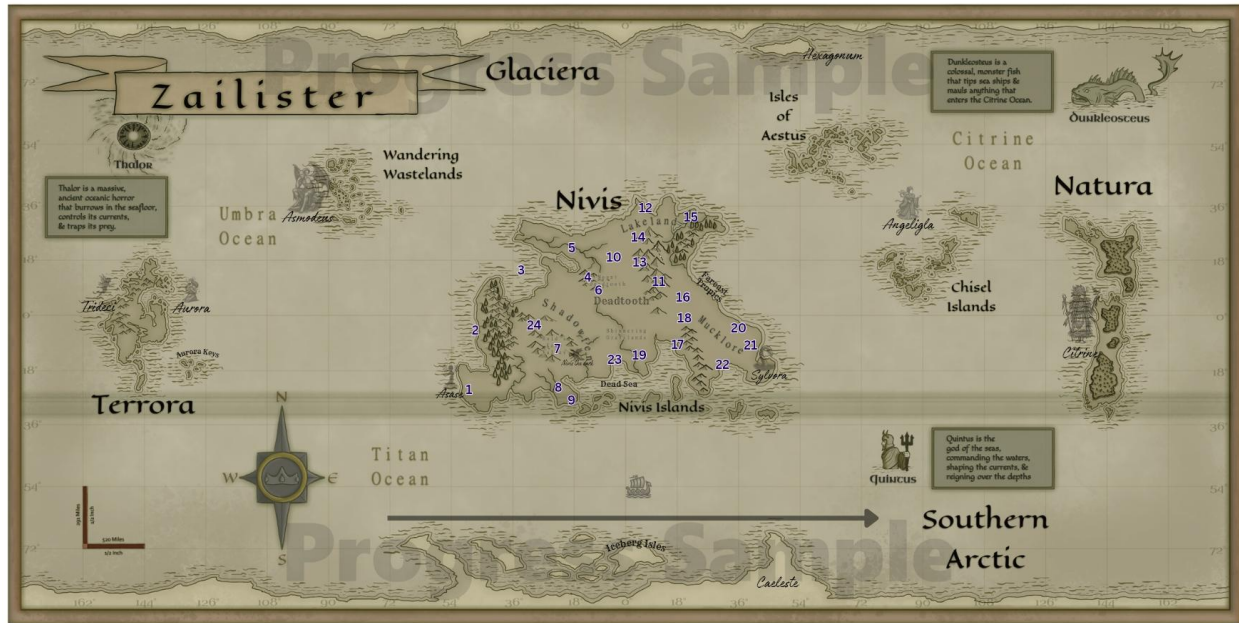
Zailister



Higher Powers and other *Notable Figures* of Zailister

Zailister





Notable Regions & Areas

- | | | | |
|------------------------|---------------------------|-----------------------|----------------------|
| 1. Prismatic Lagoon | 7. Hold's Keep Valley | 14. Spire Crumbling | 20. Fareast Wetlands |
| 2. Pearl Coast | 8. Putrid Sludge of Umbra | 15. Dragon Lagoon | 21. Mystic Marsh of |
| 3. Umbra Sea | 9. The Underhold | 16. Serpent's Ridge | Wraith Water |
| 4. Cascade Heights | 10. Deadtooth Pass | 17. Jungle Boue | 22. Bleeding Bayou |
| 5. Strait of | 11. Firey Spires | 18. Rooted Hollows | 23. Dead Man's Wharf |
| Nivisthunderneathalion | 12. Pirate's Bay | 19. Sloughs of Sorrow | 24. Grinhold |
| 6. Mt. Deadtooth | 13. Heavenly Peaks | | |

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