THE WORLD

Myr’Khalis

In Myr’Khalis, reality itself can crack. There are places where nature changes, magic becomes unstable, and the familiar becomes strange.

Order and Chaos

At the heart of this world are two divine brothers: Ætherion, associated with Order, and Geduvyr, associated with Chaos. Together, they once kept Myr’Khalis in balance.

For more than two thousand years, however, the world has lived under Geduvyr’s rule. Chaos runs through its history, manifesting in fractures: anomalies that have grown ever more numerous over time.

Ætherion’s name belongs to that ancient balance. To understand what Myr’Khalis has become, one must also look to its past, to a time when the two forces coexisted. How much of that past survives is one of the questions that accompany the journey.

Living with uncertainty

Fractures make danger difficult to recognise. A forest may still look like a forest, even as something within it has already begun to change. Animals may become aggressive; natural phenomena may take on an unsettling quality.

Broken Oath unfolds in the gap between how things appear and what is really happening. For those travelling through Myr’Khalis, observing, questioning, and deciding whom to trust can matter as much as knowing how to wield a weapon.

THE WOUNDS OF THE WORLD

The Fractures

A fracture can affect an entire area. Within it, the rules that hold the world together become unstable.

Where reality gives way

To think of fractures as mere cracks in the ground is to underestimate them. Their presence can alter the environment, disrupt the behaviour of creatures, and transform a stretch of land into something beyond the experience of those who cross it.

Monsters and entities alien to Myr'Khalis also emerge from these anomalies. Confronting what comes through is only part of the problem: the fracture remains, along with the possibility that danger will return.

Chaos makes every situation less predictable. Circumstances may shift while you are still trying to understand them; an advantage may not last long enough to offer any sense of safety. Those who enter an altered area must learn to react even when their certainties no longer hold.

The bastions

The cult of Geduvyr works to contain the fractures, raising bastions around the affected areas. Locating new anomalies and assessing how they develop is part of this task.

The bastions are a response to a persistent threat. They keep it in check while the wound in the world remains open. Their very purpose tells the story of Myr'Khalis: a world that has had to learn to live with what it cannot heal.

Each new fracture brings the same question: how long can containment alone be enough?

AN ANCIENT LEGEND

The Seven Fragments

Among the stories told across Myr’Khalis, the legend of the Seven Fragments holds the promise of a power capable of changing the fate of the world.

Ancient presences

Legends speak of seven primordial forces, capable of bonding with a living being. These presences are said to possess an ancient power and a will of their own, still difficult to understand.

In these tales, the bond with a Fragment touches its bearer deeply. Its influence grows alongside them, becoming entwined with their story and their decisions. How much can it change a person? And how much can that person change the power at their side?

For many, the Fragments belong to myth. What might awaken them, and how they might influence the world, remain open questions.

The weight of an oath

In Broken Oath, power is entwined with choice. Fear, trust, and commitments to others can take on a different weight when the world itself loses its stability.

An oath gives you a direction: to protect someone, keep your word, or remain true to your beliefs. The difficulty comes when that promise meets danger, and keeping it carries a cost.

The saga follows these bonds as they strengthen or fracture. Every decision helps shape who the characters become. The legend of the Fragments accompanies the journey, leaving the story to reveal its meaning.

THE JOURNEY BEGINS

The First Crack

A quiet back road. A cart with a broken wheel. Two strangers in trouble, not far from a forest.

An encounter on the road

Your characters meet for the first time. They have no shared history yet, and no reason to trust one another. An unexpected stop along the road brings them together.

Then something at the forest's edge begins to cast that encounter in an unsettling light. Nature shows signs of change, and what seemed a simple setback raises questions that grow harder to ignore.

The First Crack brings you to the threshold of this mystery. You will need to observe, face danger, and decide whom to trust. Chaos can also take absurd forms: bizarre encounters and unexpected events may make you laugh when you least expect it.

The Broken Oath saga

This adventure is a prequel and an entry point into the saga: a story with an arc of its own, offering a glimpse of a wider world and greater conflicts.

Broken Oath tells of intertwined destinies in an unstable reality. Characters grow, relationships change, and choices have consequences. The First Crack offers a first taste, with alternative paths that reveal different sides of the adventure.

In The First Crack, you share the journey without a Game Master. The group's decisions and the interventions of Chaos drive the story forward; everyone contributes through their character's voice and actions.

Your first choice awaits beside that cart.