

What is Sound Realms?

Sound Realms is a brand new project created by the Swedish games publisher Varghand Publishing AB. United by a passion for old school RPGs, we set out in 2020 to craft a new way of enjoying solo adventures. We have since developed a smartphone application for iOS and Android which enables you to experience captivating solo adventures. What makes Sound Realms stand out from other RPG apps on the market is the fact (as implied by the name Sound Realms) that all our games are audio-based. A professional voice-over actor acts as your Dungeon Master and takes you through dangerous dungeons and mysterious temples, backed by a cinematic musical score and top of the line sound effects. In time, Sound Realms will be expanded to include not only fantasy, but also scifi, horror, and post-apocalyptic games.

All this is presented in a design that makes you instantly remember your old solo adventure books, complete with beautiful original illustrations and artwork. Incorporated in the game is a modified version of an actual classic paper back RPG rule set, Chaosium Inc's "Basic Roleplaying System" (BRP), and all types of digital dice and a character sheet for you to see your inventory and your character's progress.

What is Mace & Magic?

Mace & Magic is Sound Realms' first series of RPG audio solo adventures. The genre is dark fantasy and is set in the "Forsaken Lands of Mihr", a medieval, more or less traditional fantasy world that has been struck by "the Magiklysm". The Magiklysm was an apocalyptic event caused by a war between two guilds of rival sorcerers that has completely transformed the world of Mihr into a treacherous and chaotic realm. The Magiklysm opened gates to other planes and invoked otherworldly beings and monsters, that compete with dragons and more traditional fantasy adversaries. The surviving races and nations of Mihr built a fortified city called Decagonia, and this is the center of the current civilisation. Surrounding it is only peril and the opportunity for adventure! With the Forsaken Lands of Mihr we aim to create a world where more or less anything can happen, where the emphasis lies on mysteries and the unique rather than orthodox fantasy encounters and events.

Why a digital game?

To digitalise solo RPG rules comes with many advantages. A digital application offers far less limitations than a book. We aim to create the adventures so they offer a different experience in as many ways possible every time played so they can be replayed several times. In time the app will also contain numerous side quests, vast lists of treasure and equipment and enormous bestiaries ready to be randomised into the adventures using any number of modifications. The team puts a lot of focus into exploring in what ways we can develop the app and the take advantage of the fact that it is a digital product. The suspense of the voice-overs is unparalleled as they can be carefully planned and designed, we also have the option of retakes until we achieve perfection. The sound effects and music are also introduced with the exact right timing to create the most captivating and dramatic experience possible.

What comes next?

The first full feature campaign that will be produced for Sound Realms – Mace & Magic is *The Mystery of the Silent Islands*. The campaign will be divided into five adventures which in total is expected to have an average of seven hours playing time. Depending on what decisions you make and which path you chose the campaign will span between five and nine hours playing time. In order to finance our ambitious plans for *The Mystery of the Silent Islands* (including voice-overs, music, and tons of detailed illustrations), a [Kickstarter](#) will be launched. Stay tuned!

How can I get involved?

The best thing you can do to support Sound Realms is to spread the word. So tell your colleagues, family, friends and enemies what's it all about! You can also get in touch with us via dm@varghand.com if you have any cool ideas. Maybe you have some feedback or ideas about the game, or an idea for an adventure, or maybe you have some illustrations to contribute. Whatever is on your mind, let's talk!