

THE RIVENING: LOREBOOK

Overview

The **Universe** is a physical manifestation of **Essence**, the sentient material of creation. It exists in its own plane, but seeps into the physical, creating all that we know. Whether it creates consciously or unconsciously is unknown, as is whether or not it has any overarching plan. It creates **Sources** amid its storm: bubbles of serenity where its creations can exist and grow without interference from the **Maelstrom**. These existed in isolation for many ages. Then the **Rivening** began. Somewhere, a powerful force began to drain Essence from the outer Universe, pooling it in the center and slowly unraveling what had been created. The Sources began to break apart, the bubbles of protection shattered, spilling the Sources' inhabitants into the raw Maelstrom. Harnessing crystals of altered Essence called **Cores**, these creatures now sail through the Maelstrom- seeking hope, prey, and an end to the Rivening. Their Sources lie shattered, only some parts still surviving. And the Essence is drawn ever faster into the chaotic center of the Universe...

General

Cores

Each Core is a contained ball of **Master Essence**; a particular type of Essence that seems to direct the other types, keeping them at bay. This ball is kept together by various magical/technological mechanisms. The Master Essence seems to obey whoever keeps it contained- protecting the 'islands' each Source pilots through the Maelstrom. If its containing mechanism is destroyed, the Master Essence quickly escapes.

Towers

In the Maelstrom, some Essence crystallizes into **Towers**; powerful pillars of energy, capable of hurling destructive bolts. These always form in pairs, a field (**Gate**) keeping them tethered together. If the field is shattered, both Towers collapse and fade. The Towers seem to obey the directions of the nearest Master Essence; they can be seized and manipulated by anyone with a Core.

Spawners

Each Source quickly discovered that they could create strange structures called **Spawners** through exercising their will amid the Essence. Spawners are Essence-born representations of an individual's power. They drawn in Essence from the Maelstrom, forming an Essence-clone of

their subject when enough Essence is pooled. These clones show no free will or thought. They can be directed by whoever controls the nearest Master Essence. Some excess Essence is put off by these Spawners, augmenting a Core's base Essence income.

Tinkers

The race known as the **Tinkers** name their Source **Autom**. Autom was a world of sand, stone, ore, and oceans; covered in towering peaks, scorching deserts, and pale-amber seas. After the Rivening, little of it is left. Only the three great cities and some limited topography remain.

History

The Tinkers began with **Odyssian**, an ancient automaton born from the world's early Essence, in the **Universal Year** 200. He began to construct brethren from the metals surrounding him, giving them life. He journeyed with his early creations to the Western Sea, where they built the city of **Cytos**.

The metropolis prospered for twelve years before the first dissention began, regarding whether or not new Tinkers (as the automatons had begun to call themselves) should have weaponry. None had it from the older generations, but a Tinker named **Relos** believed weaponry was a significant evolution in Tinker design. They would no longer have to fear the world's fauna. They'd also have a safeguard against any 'malfunctioning' Tinkers in the future, who might seek to sow chaos or overthrow Odyssian. Odyssian vehemently denied the necessity of weapons-seeing them as a perversion of his utopian vision. Relos soon realized the other Tinkers were too beholden to Odyssian to listen; he left, crossing the **Grakk desert** with the aid of his self-modifications. He founded a new city, **Vorpulse**, creating his own disciples; all armed. He does not hate Odyssian; he pities his naivety.

The second schism occurred twenty years later; the **Great Mine** beneath Cytos had nearly exhausted. A loyal Tinker named **Syrie** led her creations to the **Cryssian Peaks**, with Odyssian's blessing; there they founded **Maugrun**, a great mining city and center of innovation. They still ship minerals back to Cytos, acknowledging it as the heart of Tinker society.

The Rivening occurs in the 50th year of Tinker existence, consuming much of their world. Cytos, Maugrun, and Vorpulse all survive by virtue of their concentrated Essence. Cytos puts together an expeditionary team, nicknamed the Autonauts, to commandeer a carefully sculpted Guardian Core into the Essence. Their mission: discover where the Essence is going, discover why, and (hopefully) save Autom.

Notable Individuals

Odyssian - First of the Tinkers, born from raw Essence. He wields a powerful mechanical staff, the Rivet, which holds an Essence crystal in its copper clutches. Odyssian speaks slowly and carefully, promoting unity among his creations. He currently resides in Cytos, advising the Tinkers who run the city. His home is the First Workshop, although it's been many years since he created life. He's patient and kind, to a fault. Very distraught at the weapon modification made on the Autonots- he hopes they won't be necessary.

Relos - A creation of Odyssian, one of his last; this Tinker holds the second greatest capacity for creation, behind only Odyssian himself. Relos remodeled himself at an early age, transforming one of his arms into the first canon. Berated by Odyssian for constructing a means of destruction, Relos pleaded his case- but the Council of Cytos would not allow creations with weapons to be crafted. Relos left Cytos, fighting the Grakks of the Grakk Desert and establishing the city of Vorpulse amid the wasteland. The city looms as one massive citadel, where he and his weaponized creations continue to experiment with destruction. He's clever, charismatic, and calculating.

Syrie - A creation of Ordel, Syrie was the first 'sleek' Tinker; her design more aerodynamic than her brethren. She went on to create her own branch of the Tinkers, the Swiftgear, each design increasingly experimental. When Cytos began to run low on ore, she and her disciples volunteered to go to the Cryssian Peaks and establish a new city. Odyssian sent her off with his blessing. She's brilliant and daring, if a little enigmatic.

Ordel - Present head of the Council of Cytos. Extremely protective of the city and a loyal disciple of Odyssian (who created him). He leads the Council with idealism- believing the Tinkers can achieve a perfect society, against much of the evidence. The Rivening hit him especially hard; jarring the paradise he believed he lived in. He's now shaken and indecisive.

Mortimer [Snipper] - Head Scout of Cytos, chosen to lead the Autonots. Eternal optimist; not the brightest, but very dedicated to the cause. He comes from the upper echelon of Cytosian society. A Spiderbot, modified for the combat that may occur in the Maelstrom. Extremely close to Syrie.

Grup [Kabruiser] - Head of Cytos Peacekeeping, chosen to accompany Mortimer. Very intelligent; unfortunately, his speech circuits often fail to reflect this intellect. A loyal friend, he's fairly pessimistic- the Rivening seems to have confirmed his apocalyptic fears. A Tarantubot, modified for combat.

Weavely [Ripochet] - Refugee from Vorpulse, this little bugger came to Cytos nearly destroyed. Repaired by Syrie, before she left to found Maugrun, he's extremely energetic (with a bloodthirsty streak). He refused to reveal why he had to leave Vorpulse, getting nervous whenever the city is mentioned. A Vambot with a minigun, he became good friends with Grup while under his watch; the two often roam the city together. He volunteered to accompany Grup and the Autonots, lending his minigun to their efforts.

Zipski [Gnommel] - Head of a repair-station (Fixin' Fools), Zipski is an elderly Surbot. He volunteers for the Autonots, figuring he can help keep the younger members rational and functioning. The only Autonot created by Odysian.

Ergel [Stalbat] - Extremely introverted worker at the Cytos Vault; showed up at the Autonots' launch, seeming to want to go with them. He rarely speaks, but is extremely valiant when it comes to protecting his fellow Tinkers.

Pierre [Toaster] - Master Builder for the Cytosian Construction Company; he volunteers for the Autonots to try and save the city he loves. Very interested in the outer worlds. He's a Flarebot, with his torches modified into flame-spitters.

Harmony

Harmony was born in the Source now known as **Muse**, beginning with a single Composer. They're a race based on inter-dependency, buffing one another, and forming an unstoppable death-ball. They seek to spread the one true Harmony to all of the Universe. Their world consists of rolling meadows, babbling brooks, and small trees; a peaceful realm. The Harmonious have no cities or forts, living in synchrony amid nature.

History

They arose on Muse in the Universal Year 180, the first Composer naming itself **Cadef**. It began to weave its visionary tune, a complex and near endless melody- stringing together the first Conductors to help it organize its vision. More and more creatures were born to help sustain the song: Meeps form the primary notes, sustained by Chimes and joined by Chords. But Muse seemed ripe for music; another two Composers, **Dae** and **Gabef**, arose into Cadef's symphony. They each had their own visions, as well, summoning to themselves many Meeps, Chimes, and Chords. They spun their own Conductors. There was great strife for many years, later named the **Dark Cacophony**, where the Composers bitterly battled one another. The Dischords were born in this time, and still haunt the darker corners of Muse. At long last, Dae proposed a truce; realizing that if they joined together, they could create an even greater song. Together they wrote **Destiny**, their greatest work, and set to making it a reality. They named all who follow Destiny '**the Harmonious**'.

The Rivening struck them in 269 UY, splitting open their world and disrupting Destiny. The Composers held onto what remained of their world, writing a new (and greater) Destiny- than Gabef embarked into the vile Maelstrom, hoping to make all of the Universe obey Destiny's tune. Any who would not be Harmonious would have to perish.

Fury

The faction now known as **Fury** arose on the Source **Ryve**. The faction consists of several separate races, arranged in a hierarchical power structure. The **Daemons** rule over the **Scuttlers** and **Knucklers**. The faction is all about measured aggression and savage all-ins, trying to beat down the opponent with raw power. Ryve, their world, is appropriately savage; an apocalyptic wasteland of red rock and lava, with great obsidian temples decorating the slopes of volcanoes.

History

The Scuttlers were the first intelligent race to appear on Ryve, crawling from the briny seas to begin a life on the ashen shores in 56 UY. The first two Scuttlers were **Grekko** and **Retta**, who began the first Clan near **Pyremont (The Ashsingers)**. They had a daughter, **Jakkie**, who became the first Scuttler Warlord; leading her people inland, fighting off the powerful creatures dotting the landscape. Her son, **Trekke**, betrayed her- forming a rival Clan (**The Burrowborn**). From here, a cycle of fragmentation, unification, and violence began- many clans forming, battling, and dissipating over the years. The **Age of Clans** went from 81-156 UY. During this time, the Knucklers arose; semi-sentient beasts who formed tribes in the hills. Though they occasionally harassed the Scuttlers, they feared their numbers, and kept to themselves.

When the Daemons arose from the heart of Pyremont, Ryve's world-order changed. These powerful beings could control fire and bend essence to their will. They descended upon the Scuttler clans and took control of them, the Scuttlers willingly worshipping them as gods. Soon, however, the worship became involuntary- the Daemons forcing them to build temples, mausoleums, and monuments. The first Daemon, **Morvosa**, had his temple built on the peak of Pyremont. His nation, **Morvo**, remains the largest and most powerful on Ryve. The other two most influential Daemons, **Gorgosa** and **Yvosa**, live near the coast of the **Sundered Sea**. The Knucklers hid from the Daemons for many years; upon being found, they were quickly enslaved, made to do much grunt-work.

In 240 UY, the first true rebellion occurred. A Scuttler, named **Evka**, killed one of her Daemon overseers; she took up his enchanted blade, and led her fellow Scuttlers on a mad dash into the caves beneath **Septor**. In those caves, it was rumored that the great Knuckler Warboss, **Omo**, still lived free. It's rumored that a new Clan, **the Undaunted**, grows in those caves. No Daemon has yet had the freedom to delve below the earth, fearing that their kingdom would be in danger if they attempted to find Evka and Omo.

The Rivening tore open Ryve in 245 UY. Only Pyremont, the Sundered Sea, Septor, and the **Abysal Waste** remain. The Daemons held their first unified council in a century; spying far-off

Sources with their magic, they thirsted for conquest. Morvosa's son (**Cyosa**) volunteered to spearhead the war-party. Their armada gathers.

Primal

The **Primals** were born in the first Source, **Zorzum**. Universal time began with their awakening. Zorzum is a rich world, full of towering trees, flowing streams, and flowering vales. The Primals are a race of powerful, independent sentients, each uniquely born from the Essence that thrums in Zorzum's air.

History

Zorzum is the center of the Universe; it contains the **Font**, a pool of Essence that flows out into the Maelstrom and expands the Universe we know. The first Primal, **Aen**, awoke when most of the world had already formed. This colossus wandered the lands, watching as his brethren awoke; teaching them of the world he had explored. Most Primals chose to remain solitary, though a few gathered around the Font and built the temple **Oasis**. This temple became a massive spire, reaching far above the Font- channeling it. The Primals tended their world in serenity for 200 years; then, a new Primal arose. Naming himself **Waen**, he lusted after Essence; incorporating more into his form. He became a master of working it how he desired. He eventually grew to hate how it flowed out of Zorzum; not knowing that it fed the creation of the Universe. He slowly worked the **Spire of Oasis** into the **Xenith Conduit**, a conduit that began to pull all of the Universe's essence back into the Font. Though the other Primals were initially hesitant, he corrupted them with the promise of surplus Essence; infusing them. The Primals had no idea about the Rivening, which began to affect Sources across the Universe.