# Currents

The world is driven by the Currents, but only some can detect them. The Currents drive movement and perception, and the Listeners are able to feel theirs ebb and flow. This allows them the unique opportunity to manipulate its energy through the use of Vessels; seemingly mundane instruments that become potent in the hands of a Listener. Vessels are constructed in such a way that they can interface with The Currents. When someone who cannot feel The Currents tries to use a Vessel, they frequently create havoc and damage as they try marching to a tempo they cannot hear.

Some non-Listeners try to harness they power of a Vessel, using other calculations to try and ascertain the movement of The Currents. Listeners do not have special skills that enable them to use Vessels, they simply have the senses necessary. A Non-Listener using a Vessel is similar to a blind man firing a gun. They are mechanically capable, but lack the senses needed to perform effectively.

The presence of a Vessel is often a symbol of power. Skilled Listeners in possession of a Vessel often come to rule villages, strongholds, baronies, and even kingdoms

Due to how a Vessel interfaces with The Currents, it is difficult for two to be used in the same place. Using a Vessel causes ripples in The Currents, and when two are used near one another those ripples create an interference that can obliterate a Vessel. In this environment, each Vessel must be played very carefully to avoid being destroyed in the process. Due to this, the presence of two armed Listeners typically results in conflict. Both Listeners may wish to use their powers as they deem best, but without the cooperation of the other, they risk the loss of their Vessel. And so when driven into conflict, two armed Listeners often duel until one disarms the other.

Some Listeners have no interest in The Currents, while others dedicate their lives to it. For example, some become Architects who construct Vessels, while others study to be Weavers, who use Vessels to manipulate the world around them.

# Cadence

Scattered throughout the world are canyons, through which The Cadence spills. A rhythmic pulse that cascades over the land, filling it with energy. This energy is the driving force of many natural laws. The further these waves travel from The Heart, the more The Cadence slows, and the more its power dims. As a result life grows aggressively near The Heart, fighting tooth and nail in an unnaturally fast paced war; while the lands distant from The Heart are often sparse deserts, ruthlessly void of spirit. Life struggles to eek by on its slow drip-feed of energy from The Heart’s dwindling Cadence.

The Cadence is a constant of everyday life, serving as a critical energy source much like the sun. Most people live in the Middling Region, a circular belt surrounding The Heart where the Cadence pulses at a comfortable tempo. Some are more accustomed to the fast paced spirit of Upbeat, others to the desert-like wastelands of Slog, but most find these extreme regions uncomfortable. Living in them requires a significant mental adjustment to the unique local pacing; a close physically analogy is trying to live at very high altitudes after spending most of your life at sea level.

People are capable of harnessing the Cadence, but only so long as they meet it on its own terms. Its power is leveraged by working with it, not against. Simply put, the Cadence is tapped into by playing along with it. This is done with a musical instrument infused with Cadence. Individuals who are skilled enough to play such an instrument are highly respected, and are often either wielders of power, or sought out by those with power (for good or for ill).

The Cadence likely goes through cycles? Day/Night, time of year? Faster pace during the day, slower pace during the night?