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; beautifully crafted but otherwise mundane devices that become ~~deadly~~ 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.

Vessels crafted by artisans called Something Cool.

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.