

Lore Bible

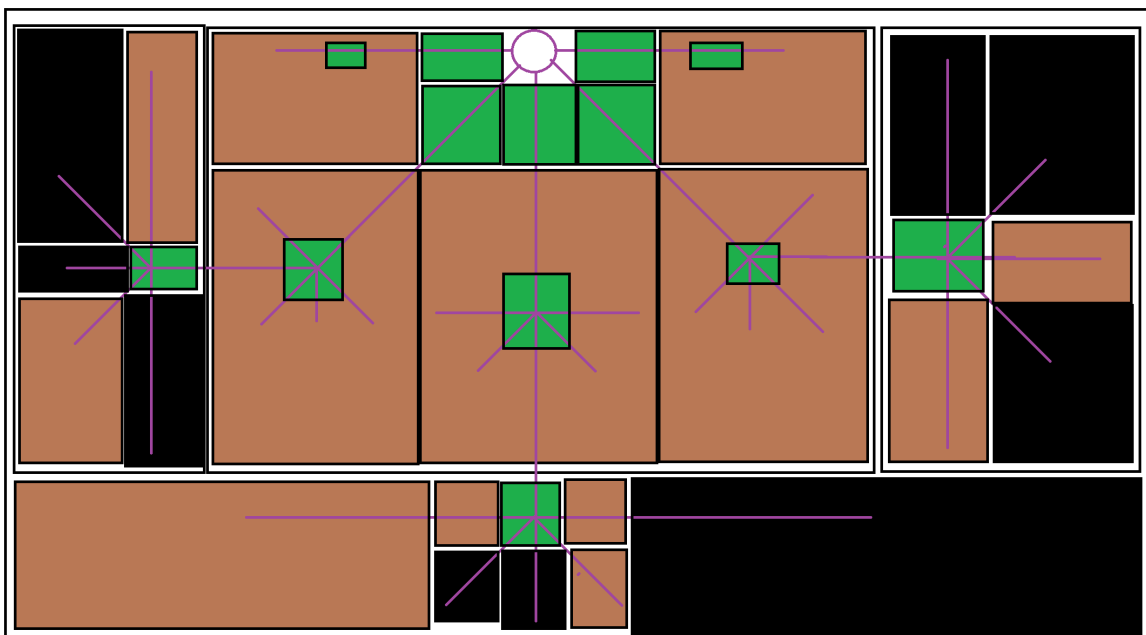
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Lore -

- **Deep Underground City - Amaravat**
 - Amaravat is a city deep beneath the surface, isolated from the world above, where people live.
 - It is divided into multiple levels, where each level has dedicated number of cells.
 - A population of approx. 100,000 people calls it their home.
- **Amrit**
 - The city and its people are dependent on a centrally important source of energy called Amrit.
 - Amrit is the lifeblood of the city, powering everything from the machines to sustaining the people who live there.
 - Most machines in the city are powered by Amrit.

- **Conduits -**

- A massive and ancient central conduit runs horizontally through all the levels. At each level, smaller conduits branch out to distribute power to cells within the levels.
- This is how energy spreads across the city.
- The conduit is ancient and irreplaceable, a relic of lost knowledge. No one knows how to build new ones, making it one of the city's forgotten technologies.
- Only a select few skilled workers, that are highly revered in society, and of whom some are Pandits, are able to maintain these conduits.



- **Black Cells**

- When a conduit breaks down or gets damaged, the affected cell has to be abandoned. Without power, it becomes uninhabitable. These dead zones are called Black Cells.
- Some people choose to stay behind, but most leave.
- Skilled workers are rare and costly, so they are only assigned where their expertise is deemed most necessary.
- The lower levels, neglected and abandoned, bear the brunt of this. Black Cells are more common down there. (Politics, however, are more complex than this, but we'll explore that later.)

- **Tech - OLD and NEW**

- Key Distinction:

- Amrit is inherently unstable even in its refined form and hence needs to be handled with care.
- Newer developed tech can only handle smaller amounts of Amrit safely.
- Whereas older tech can handle Amrit safely due to strong composite materials they use.
- However, due to the rarity of the spare parts, it is difficult to make repairs for either kind.
- A higher priority is assigned to Conduit repairs, leaving much else in various state of disrepairs.
- In times of desperation, people are sent into older abandoned black cells to scavenge for spare parts and metals.
- However, with state the city as it is in, prospectors venturing into black cells has become quite common (through government approval is still needed).
- Government mandated regulations on the distribution of spare parts has led to the proliferation of black markets all over the city.

- **Sustenance**

- Amrit sustains the people of Amaravat.
- They ingest a refined version (the ingestible form) of Amrit, which allows them to survive underground, where there is no natural light, food, or water.
- The reliance on Amrit comes with its own benefits and drawbacks:
 - Advantages: No need to grow food or find water.
 - Disadvantages:
 - The people are entirely dependent on this one resource, meaning they must stay close to where it is available.
 - If the Amrit is not refined correctly, it can harm the body, leading to sickness and eventual degradation.

- The refining process is tricky. There is only so much purity that can be achieved in the ingestible form.
- Those who live in areas with poor refinement facilities suffer from the more damaging effects of improperly refined Amrit.
- It is possible to make smaller batteries capable of storing Amrit as a fuel. But they are unsafe and are prone to explosions.

- **Health Monitoring Device**

- To track the degradation of the body over time, the government issues every citizen a health monitoring device. This module doesn't just track metrics, but it also regulates the flow of Amrit into the body.
- It prevents overdoses and ensures a steady, safe supply.
- Most people follow the recommended dosage, but some try to hack their devices to increase their intake, using riskier methods that can cause death or debilitating effects.

- **Currency**

- (Still working on this) The currency in the city is based on credits, which can be exchanged 1:1 for either type of Amrit (fuel or ingestible form).
- The value of the currency is tied directly to Amrit reserves.
- Every able bodied citizen must earn their keep, the only other option is to be exiled to the black cells. Those that become sick or disabled, are relegated to dedicated housing where they can recover. (But the reality is that there aren't enough places for everyone and majority of those who cannot earn a living end up on the streets.)(Private industries have been setup to tackle the problem)
- Service can be performed in the form of conscription for labor within the mining industry, refining industry, administration, clergy, enforcement, engineering, prospecting, surveying, logistics, IT, clergy, Enforcement, logistics, factory work and more.

- A citizen can apply to work for private industries instead. (consumer products, industry contracts)
- Some citizens can apply to run their own private ventures under the act of Individual good and services.
- There is a nominal universal basic income that's provided to most, but it isn't enough to survive on.
- **Amrit Mining and Economics**
 - Amrit is mined from remote caves and brought to the city for refinement into both fuel and ingestible forms.
 - The refineries, are usually located in the upper levels, were placed there by chance, not design.
 - This geographic coincidence has caused a class divide between the rich upper levels and the poorer lower ones.
 - The economic structure flows in a way that benefits the wealthy. People living in the top levels typically have access to purer and more abundant Amrit than those in the lower levels.
 - As a result, the central government administration is based at the top.
 - While there are no formal classes, the amount of Amrit available to each level dictates the quality of life. The poor in the lower levels earn just enough to survive, while those at the top can live comfortably for a lifetime and beyond.
- **Social Environment**
 - The city is divided into multiple levels, each functioning like its own province. Each level sends a representative to the central government at the topmost level.
 - Police enforcers fall under the control of the central government, not individual levels.
- **Religion**
 - The conduit is the beating heart of the city. Over time, it has taken on a sacred role, with people believing in the {One}, the god who provided the conduit and all life through Amrit.

- All life is considered a product of Amrit, and one day, all will return to it.
- Both Amrit and the conduit are revered as sacred.
- Each level has its own group of Pandits who form part of a larger clergy, overseeing religious rituals and events.
- However, not everyone follows this belief. There are groups who reject the religious dogma, critiquing the obsessive worship of Amrit and the conduit.
- The old pantheon of gods has faded into obscurity, leaving only the {One} in focus. But there are whispers of darker deities.
- **Black Cells (Continued)**
 - Black Cells are abandoned areas in Amaravat where the conduits no longer supply power.
 - These places are considered dangerous and inhospitable, but some still venture there, either scavenging for technology or seeking refuge from the law.
 - There are rebels and outcasts who make the Black Cells their home.
 - These cells are said to have a strange, hostile energy to them, something that others speculate could be malevolent, even supernatural.
 - Some claim that beastly creatures roam the Black Cells, seeking to claim souls.
 - It is also rumored that demonlike deities preside over these forsaken areas, offering gifts to those who make offerings.
 - Desperate souls, disillusioned by life in Amaravat, sometimes make pacts with these dark deities, hoping for something that will truly care for them.
- **Creatures of the Caves -**
 - Along with the inhabitants of the city there are also other creatures that reside beneath the ground, that have evolved over millenia to adapt to living in the subterranean ecosystem.

- They usually stay away from the city, and reside among the naturally formed cavernous areas. (Miners mining Amrit can sometimes come across them.)
- Since the people of Amaravat don't have a need to directly consume food to survive, instead relying on Amrit, they don't need to hunt these creatures for food. However, with that said, there are those that have the means to indulge in eating these creatures just because they can. (it is seen as a sign of wealth.)
- However, there are a people, who live within the black cells and far caves, that have found a way to not entirely depend upon Amrit to survive. They have figured out that if you cook the meat of creatures in a certain special way, it can become nutritious. But, they still have to ingest small of Amrit as they haven't completely gotten rid of their dependence on it.

- **Lore for Front Camera**

- In the game, the camera and fitness system will be represented by a Body-Health monitoring & Amrit ingestion system that will be then replaced by the ORB/Machine(subject to change).
- What is a Body-Health Monitoring & Amrit Ingestion Device?
 - The people of Amaravat consume large amount of refined Ingestible Amrit. However, prolonged exposure to Amrit causes degenerative degradation in the body, which eventually leads to organ failure and eventually death. If enough of it is ingested in the wrong amounts, that can also cause death. In order to avoid such a scenario, the government hands out this device to help the citizens safely ingest Amrit, while also keeping an eye on the body by analyzing the vitals and measuring the metrics.
- What is the ORB/machine?
 - This is sentient and ancient artificial intelligence developed by the creators of the Massive Temple cave complexes to

help them generate Amrit directly from the environment by focusing on certain points within the body.

- It also acts as a companion and a replacement for the monitoring tool used by the inhabitants of Amaravat.
- Creation myth for the ORB?
 - There is a myth behind how the ORB was developed. It goes as such: Long ago in the distant past, a man was working hard to till his land; he was at the verge of collapse from exhaustion. But he and his family had little to go by, and anymore carelessness would have resulted in diminished yields. Lost, exhausted and anxious; the man did the last thing he could, call a prayer to his patron deity. He received no reply. But the gods had noticed, they took pity on his condition and sent him a messenger. It spoke to the man and laid out the Edict of the gods - to construct a technology that would help not only him, but also others of his society.
 - And that's how they created the ORB - a machine that according to the messenger could help people harness energy from the environment and strengthen them. The messenger told them of the unfathomable godly aura that resided in everything and of how when it was harnessed it would turn into Amrit. The humans began to use it to enhance themselves at first, but with quick ingenuity they were able to build devices that could themselves be powered by Amrit.
 - They were quick to notice that performing the rituals to harness Amrit also presented them with unseen boons, a hint of the appeasement of the gods. This meant that if they were to use the machine while concentrating/focusing on the aspects of a particular god they would appease them. (In essence, if a person worked out their Upper body they would be appeasing Amara (the gods of strength)).

- And hence, Amrit had not only become a source of energy for them but also helped them to train their bodies and appease their gods.
- It could be in ways such as - for enhancement of body strength, mind, medicinally, to power devices and more. And each of these aspects corresponded to a patron god.
- Why isn't the Amrit generated with the help from the ORB harmful?
 - The energy generated through the help of the ORB like so isn't harmful because it is harnessed directly from the aura that's present all around in the environment.
 - Sometimes Amrit begins to concentrate by itself and forms into it's crystalline form. This is what is extracted for use in Amaravat. Which is a lot more concentrated form of the Amrit and often contains impurities which makes it more dangerous to consume.
- **Logistics of Power supply**
 - As within real life, there is a large crisscrossing network of conduits passing through city. To manage and maintain this grid, there is an army of Engineers hard at work.

Mystical / magical intrigue -

- Where do the citizens of Amaravat come from? why are they down here in the city?
 - The inhabitants of Amaravat are the descendants of a long dead civilization of humans who originated from the lands above the ground.
 - While searching for more resources they ended up finding the Amrit vein nodes where now the city of Amaravat lies.
- What are the Conduits? Why is the technology to repair them and make new ones lost?
 - The Conduits are large channels that run through the entire city, carrying with them the refined form of Amrit from the refineries on

the top of the city to the rest of the levels. They were built by the original inhabitants of the city.

- Over eons, as the inhabitants of Amaravat became more and more dependent on Amrit for sustenance, the city became more prone to catastrophes.
- And one by one, technology to create new conduit and create new designs was lost to time.
- What is the government hiding? Is the Amrit actually running out?
 - The amount of Amrit that can be mined has drastically reduced. Each day surveyors and prospectors find fewer and fewer Amrit nodes to mine. To compound upon that, the government hasn't informed anyone about the problem.
 - This has led to a lack of austerity measures that could greatly extend the viability of the city. Instead, the government have chosen to placate the elite class by allowing them to waste the precious remaining Amrit on extravagant affairs.
- Who are the Ancients? What is the Cave that you discover? what is the Orb?
 - Another group of people, culturally distinct to the ancestors of the Amaravatis, who in the past had mastered the use of Amrit for all applications in life - from powering machines and partially sustaining or even enhancing life, to incorporating it into their religious zeitgeist.
 - They lived above the surface, unlike the Amravati's, but often ventured deep underground, sometimes even building massive cave-temple-complexes that spanned leagues and leagues, in an ode to their gods.
 - They were lucky enough to realize the troubles of solely depending upon Amrit as a resource, but also partly because they didn't need to.
 - The cave that is discovered by the player character is one such temple-complex.

- Orb is a sentient AI built by these people to help them navigate through the complexities of handling Amrit and making use of it in their daily life for different purposes.
- Who is the strange creature that helps you now and then?
 - The religion of both the Amaravatis and the others revolves around a pantheon of different gods. In their unified belief, they all think of the core as the location of their god.
 - Currently in lore, the thing garbed in the golden-red cloak that also wears a gilded mask is an apparition of one of the gods.
 - They help the Player character from time to time.

Themes -

Main Theme -

- Our story revolves around the idea that convenience, though appealing, can be a double-edged sword. While it makes life easier in the short term, relying solely on it can lead to stagnation and a neglect of other essential aspects of living. The key is to harness convenience as a means to propel ourselves forward, rather than being defined by it. In other words, don't let convenience shape you; instead, use it to enhance your life.
 - If the Amrit is an analogue for technology in real life, then the idea behind the story is to tell the player that we shouldn't be dependent on technology holistically to sustain ourselves.
 - The conveniences of the modern life have afforded us the luxury to forgo the need to be hunter-gatherers. Now, for most of us, we mostly just sit in a single place all day and do office work. This isn't necessarily a bad thing, It's even for the better that people can live in more luxury, but that's not what we were designed for. Millions of years of evolution guided our physiology to adapt to a very different environment than the one we currently enjoy. The consequences of this reflect in the higher amount stress we experience, despite all the conveniences and luxury.

- It's simply a matter of fact: our bodies weren't meant for this new environment and haven't had the time to adapt to it! We are endurance hunters, meant to run kilometers everyday to hunt down prey. But a car that's not regularly used and maintained will fall into disrepair and eventually breakdown. The same is true with our bodies, they deteriorate and are for worse if not put to use. It is an eventuality for anything and especially so for our bodies - "Death through Disuse".
- So, to avoid such we need to regularly make use of our body in the way we were meant to. But as circumstances and social contracts limit us, we need to rely on other methods to maintain our bodies and hence health. That's why we exercise. That would be message to deliver through the story.
- So in our story, it could be that the inhabitants of Amaravat are just too comfortable with the miserable lives they live because of the convenience and for the fact of not knowing any better. So, the main goal of the Story might be to reveal there is a better way.

Sub-theme 1 - Authority and co-opting rebellion

- There is a central authority is an unelected governing body that oversees the functioning of the city. Every few years or so another group of individuals take over the governing entirely, entirely composed of the upper level elite. The takeover is in name only, no policy changes are ever enacted.
- Eons ago, people rose up against the elite of the city and instated a new government. Then it happened again, when the people got rid of the new government as well. This cycle would repeat periodically, and over time it became a ritual, for a new government to come into power but nothing to come out of it. Every 20 years or so, someone new is elected but they don't change anything and the status quo remains. The rebellion has been co-opted into system and ritualized.

Sub-theme 2 - Media & Religion

- The distribution of media and some institutions of religion are controlled by the government. They are used to divert and keep the attention of the masses from assessing the reality of their being. They use directed propaganda to spread a fatalist philosophy: "Their way of life is the only way," "There is no better alternative to the life," "All suffering is a god given gift" "Leaving the city is blasphemy".
- Religion often plays a large part in setting most people's expectations about what life is supposed to be about, especially so for those who live in the lower cells. With spiritual awakening seen as the only salvation, most lower level inhabitants become devout followers.

Sub-theme 2 - Divide between the people

- Classes -
 - The existence of invisible class differences. In theory, most people have equal opportunities to succeed within the bounds of the rules of the society, but it is often set by and for those in power, with only an illusory nod to equality for all. In Amaravat, a closer look details the differences in those on the top floors-who control the refineries-living in decadence, versus those who on the lower floors who have to subsist with the bare minimum.
- Culture -
 - More often than not culture in Amaravat is reserved for those who can afford it. (rare movies, rare books, literature, plays, music, exquisite food (from the black cells))
 - Getting just by from week to week on government rations of Amrit leaves little room for people on the lower floors to contribute to and consume culture.

Sub-theme 3 - Environmental Degradation

- Usage of fossil fuels leads to death and real life harm to the environment we occupy. Yet, The lives we have built depend upon their continuous usage. Amrit has similar connotations in this world.

Broader Atmospheric Abstract Themes -

- Forlorn, Isolation, Darkness, Fatalism
- Resource Limitation, Crowded spaces, No natural light and bad ventilation, fires cause a lot of destruction down under where people live so close to each other, diseases can run rampant in close quarters. Mental health is badly affected for those that live underground.

Miscellaneous Lore -

Milestones and Medals Lore

- Milestones -
 - Impressing a god was no simple task, they may have been uninvolved in the real world, but they had always kept an eye out for those looking to please them.
 - To impress a patron god and attain a boon from them, one had to reach a milestone while working on a specific kriya(workout) for a specific part of the body.
- Medals -
 - Upon reaching a specific milestone one was granted a boon by one of the gods that then helped improve the overall stats of the person(player).
 - Let's say they worked out their full body; that would give them the boon from the god of health, while also becoming healthier themselves. This would also give them sustainability to damage (It could even improve the virtual avatar's image).
 - Strength - Boon from the god Amara - Shoulders of Amara
 - Cardio - Boon from the god Vayusht - Heart of Vayusht
 - Full Body - Boon from the god Hawani - Gives you a stronger body (higher HP)
 - Whichever part of your body you happen to work the most you become the Champion of that god.

Random Interesting Ideas and themes for the World-

- In the metaphor of the upside down society which direction are they in? Are you really going up? as you climb up you realize why there are lesser number of black cells up, it's because the upper parts are only up because of the gravitational phenomenon.
- The Amrit is directly ingested through their noses. Plugged directly into their sinuses? (Like in freelancer and Dune)
- Purposeful sabotage could lead to the creation of many Black Cells

References/Inspiration -

- Hive City from Warhammer 40K
- Pale Cocoon
- Blame!
- Hindu Mythology
- Conduits - Indian distribution of electricity through the city.