**Outline**

* Main character: Tevik. An Auramancer in the capital of Nithran.
  1. He is in his late 20s.
  2. A bit tall. Gaunt and skinny. Short, gray hair.
  3. Inquisitive to a fault, extreme curiosity and hunger for knowledge.
  4. Anxious around loud noises, particular strong smells.
     + Certain parts of the capital overwhelm him.
     + Self-soothes by picking at his nails, when extremely stressed will touch his head, shading his eyes or massaging his temples.
  5. A bit of a know-it-all, and has a holier-than-thou vibe. Has a large ego, but also has impressive skills and a track record to back it up. Not many friends. Some acquaintances through work.
  6. Detests war and combat. Sees Aura as a utility or tool to construct larger and better societies.
  7. Specializes in Aura transfer through materials.
     + This relates to Aura ownership and bonding as well.
     + Beginning to study Aura as an energy source.
     + Envisions electrification of the country through Aura transfer that needs to happen anyway.
* Setting
  1. The year is 540.
  2. The Queen has the country focused on infrastructure and internal strengthening, so expansion is not as extreme.
     + Queen is seen as semi-divine, a human with a transcendental and tightly knit Aura that passes from one mortal shell to another.
     + She holds a position similar to a monarch, with a council of Devoted just below her. The Devoted started as just one, but are growing as the Queen picks people to lead different sectors of the nation.
  3. Excavation of the old capitol, which has been in ruins for many years, has yielded scraps of escape pod technology.
     + Queen has directed much focus on the study of these artifacts, and several discoveries have already been made.
  4. Full electrification only exists in the capitol itself, and even then only in the center of the city. A few small settlements and research posts have generators, but mostly just run heating and cooking devices.
  5. The capitol is composed of concentric rings of different levels of industrialization.
     + At the very core, the citadel is under construction. It is planned to be a central hub of energy production and Auramancy.
     + The middle ring of the capitol has a technology level similar to early-1900s London. Mass production is being embraced with new technology, electrification is common, but only well-to-do live here.
     + Outside this, what could be called the middle classes live. Electric infrastructure is slowly being built out, hitting factories first and then spreading to living areas. Things aren’t as pristine, more smog from the factories. People get by paycheck to paycheck.
     + Further out, people live roughly. Coal is used to heat buildings, and people are packed tight. Most in this area commute one layer inward to work the factories. Some do end up moving into the inner rings by occupation mobility. But the vast majority are stuck outside for their whole lives.
     + Great walls form the outside of the slums, and vast tracts of farmland extend far beyond them. Hastily constructed outposts dot the landscape, and guards patrol between them, covering miles each day on the lookout for Elementals.
  6. The church is essentially the government.
     + Society has many things managed by the government.
       - A minimum of food and water is ensured with many meal stations around the middle ring. People often pay a bit to get better food, but if you cannot pay there is a backup.
       - Living quarters are guaranteed to those in the center and middle, but the individual has no choice. You are assigned an apartment to live in. The slums are a free-for-all.
       - No direct payment for utilities like heat and electricity.
     + Jobs are paid, but pay is mostly used for entertainment, hobbies, education, or moving further to the center of the city.
       - These few things are taxed extremely heavily to keep money moving. It is a source of unrest.
* Story arc
  1. Researchers in the capitol are called to look into all artifacts excavated from the old ruins.
  2. Tevik starts by reading over recent discoveries from the excavation site.
     + Story opens with him at work, finishing a night shift as the sun rises.
     + He heads home and continues to review documents, eager to see new findings from the excavation.
  3. He finds interest in one about Aura transfer. Metals can transfer Aura well--This is known. But the description of this artifact seems like it could be even better.
     + First examinations are odd. The artifact absorbs Aura but only seems to contain a barely perceptible amount.
  4. The excavation site is partly within the middle-class section and partly within the slums, and has an interesting mix of cultures around it.
  5. Tevik goes to talk with a specialist in Elemental Aura, Piva.
     + She suspects it might not transfer Aura, but store it. Suggests Tevik try putting a lot of Aura into it.
  6. Tevik tests the artifact again, putting more Aura into it.
     + It seems to display a small fraction of the amount put in.
     + But it outputs the exact amount.
     + It’s a battery!
  7. While working, Tevik is disturbed by loud coworkers. He’s in after he usually is. Some sort of celebration is going on.
     + He reviews what is known about Aura to take his mind off it.
       - The energy source Aura pulls from is unknown. It is assumed to be functionally infinite.
  8. The next night, Tevik works on his research some more. He needs to submit a paper in order to get funding to test further than just his free time. The current findings should be enough to spark interest.