



LORE

Anüne and THE CREATION

Out of a blank world emerged Anüne, its sole living entity. She formed out of a world devoid of anything but dead rock and open, airless sky. It was quiet. Peaceful, in a sense, but Anüne felt she had sprung out of it from some deep need to paint this blank canvas of a rock.

Anüne gazed upon the world and, slowly, steadily, and with great care shaped it to become what she hoped it would: a gem of a world carpeted in a lush blanket of life. First came oceans and rivers, then moss, shrubs, small trees, and little insects. Life's smallest but most important building blocks moved with Anüne's will, and became the foundation upon which everything else would stand. Magnificent animals seen nowhere else in existence; massive creatures that float through the sky and carry dozens of companion organisms upon their backs, kilometers-wide forests of trees all linked together into a semi-sentient mind, and herds of spindly beasts who traverse the steep sides of the mountains with legs like stilts, just to name a few.

For a while, Anüne was satisfied with this world. She tended to it for millenia. Eventually Anüne realized her world had grown so much it no longer needed her help; she had created something truly eternal.

But an eternity is a long time, and Anüne came to believe that limiting her world to one state for all of time might be cruel in a way. She resolved to add to it; to find something that could not just change the world now, but keep changing it for all eternity. Something to ensure that even Anüne could not predict what might happen. What she needed were beings with minds like her own; minds that could better understand their place in the world.

Anüne reached into the universe and pulled four races to her world. She had chosen at random; the four races were from completely different worlds in the universe and totally different backgrounds. Anüne had never had use for language, so her world never possessed a name in the typical sense. Some of the newcomers began calling it "Exothium", however. What that meant to them originally is unknown, but the name stuck.



LORE

THE FOUR RACES

On the day of the Arrival, Anüne drew the four races to Exothium. They all materialized, without warning, in a grassy plateau surrounded by mountains. Mist rolled in off their peaks and spread over shallow pools of crystal-blue water. There was a strange sense about the place; something none of these races had encountered before. This was a pristine land, untouched until now.

The four races are all unique and easily differentiated from each other. There are the Umbili; who come from a land of great technological prowess and knowledge. There are the Hunians, noble monks from a similarly mystical realm. The Kakis, proud and elite warriors who have known little but conflict in their history. The fourth are the Stone Punks, who share quite a lot in common with the Umbili appearance-wise, but not much else.

The four races, whether they wish to cooperate or not, must carve out a space for themselves here. Anüne has given them a world, and wishes to see what they do with it. If they impress her, perhaps she will allow them to remain.





THE UMBILI

The Umbili resemble apes, and can easily switch between walking on all fours limbs or just two; typically they use all four for climbing or traversing difficult terrain. The Umbili come from an advanced realm of wondrous technology, but Anüne did not allow them to take any of their tools and devices with them. Despite this, the Umbili retain knowledge of their creations and have set their sights upon reclaiming that heritage. Umbili constructions and devices are exceptionally powerful, but expensive and time-consuming to create. For example, Umbili mines are as automated as they can be, and very efficient. However, they're expensive and take a lot of time to construct. Thus, the Umbili can only possess a few mines, rather than blanket the mountains in them like the Stone Punks do. Umbili cities are built into forests and highly vertical, requiring the dexterity of an Umbili to navigate.



THE HUNIANS

Hunians look like dogs, though with considerably more dexterous “paws” that can manipulate tools. The Hunians come from a peaceful realm similar to Exothium; a place of great spiritual energy. The Hunians lived a monk-like existence there, spending their days in quiet contemplation of the world's beauty. Because of their spiritual nature, the Hunians have access to spiritual magic of great power, even here in Exothium. They are in tune with the natural world, asking it to give them aid rather than forcing it. Hunians live semi-nomadic packs that travel between regions according to the supply of resources. When one encampment has taken enough from the environment, they move on to somewhere else. Their mobility helps them avoid attack, and ensures they do not harm the environment. The Hunians are committed to gaining a deep spiritual understanding of this land. Through this, they believe they will learn whatever lesson Anüne has brought them here for.

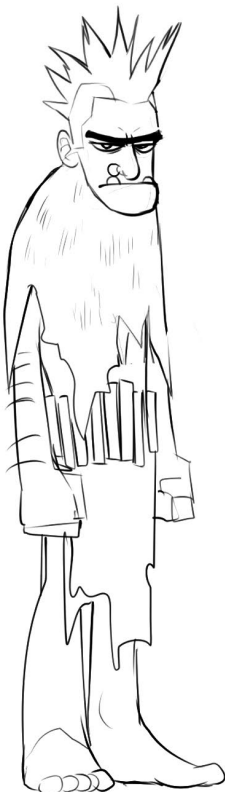




THE KAKIS

Cat-like and fierce, the Kakis come from a war-torn world. They are the biological pinnacle of ferocity; fast, strong, sharp-clawed, and equipped with teeth and jaws that can rend limb from limb. On their world the Kakis were the best fighters around and often hired themselves out as mercenaries and assassins. To the Kakis, prowess in combat is a virtue, something to aspire towards.

Just as they value physical combat, the Kakis are also adept in social combat: manipulation. Accustomed to serving as sellswords, many among the Kakis see their new situation on Exotium as a new opportunity. The Kakis are not opposed to acting as mercenaries for the other races, though they will manipulate all three from the shadows just the same.



STONE PUNKS

Humans, the Stone Punks resemble the Umbili in many ways. However, the two could not be more different. Where the Umbili are knowledgeable, wise, and slow to expand, the Stone Punks are arrogant, disdainful towards those they perceive as different, and expand at a phenomenal rate. Stone Punk “technology” may be the weakest out of all the races, but the rate at which the Stone Punks reproduce means they can spread far faster. An automated Umbili mine is a marvelous thing, but no one can deny the effectiveness of the Stone Punk mining strategy: setting up countless cheap, inefficient mines and brute-forcing their way to superiority. The Stone Punks come from a broken world. In their legends are tales of a glorious past and some cataclysm that reduced them to their current state. The Stone Punks care little about this however; content to remain at their current state. As well, they care little for the other races, or Anüne, or the world. What matters to them is themselves, first and foremost. This has caused concern among the wiser of the Stone Punks. If they make themselves a major threat to the other races, they risk the others all turning against the Stone Punks and wiping them out. Clear heads will be needed to prevent this, though the Stone Punks are notably lacking in such people.

