







Next

one.pdf

### The Long History of Harmony

- Built on fire at 100' tall

The man was easier to manipulate like  
some sort of toy in the old world  
from

initially very competing and accelerated  
to adolescent type young leaders  
driven by small wins (overworking them)  
around them

The man during my implementation,  
try building this one way  
but it's not working  
but he still has the great beauty  
of the world keep the great beauty  
from spreading the pair of Harmony  
it could prove - cause & his reality  
a little bit with the crowd  
but the fire starts big but it's also  
of course to consider something that  
of course after often modeled after  
of the great beasts (elephants, leopards, etc.)

### The Lack of Hints

created on energy and  
luck that has been reflected  
to the goals and barriers  
of living

• Where now stress and wealth  
is needed to get motivation  
to Harmony? What output?  
you create from action

• There are still risks & there  
are many more - but for  
any one specific circumstance  
put their, running big plan  
10 choices?

for now the unpredictable  
big a lot risk, should be  
big a lot things called  
cognitively smart (big enough)  
big enough point (big enough)  
big (in to bold)

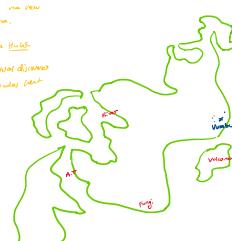
### The Lowest Major Node

- Discovered a collapsed node in  
the great cycle - all brought  
the power back to Harmony
- the force of nature they wanted  
to end everything. So find them  
how to fix the node & survive the  
conditions long enough for me to fix!
- Plus there are ice bears and polar bears  
sea creatures which destroyed anything  
that came its way

### The Vale

- Bears are naturally attracted  
to powerful nodes of power  
so powerful the nodes you  
have greatest the best!

\* Try to Vale find & their rule  
+ defend strong from whatever  
threat to its cities and forces.



### The Plot



#### - Arrival

• via Survey

#### - Trials

- 100,000 candidates → 10,000 grads
- How do we find the best explorers

## - Trials

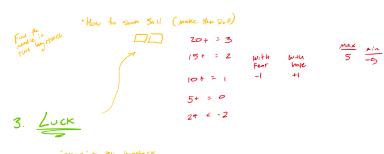
- 100,000 candidates → 10,000 grads
- How do we find the best explorers

1. Discipline - to explore, to truly tell the unknown and move it forward requires a person who does not seek pleasure in exploration, but glory & experience

Note: Emotional Potential



## 2. Skill & Competence



## 3. Luck

Seeing into the backstack

## 4. Instinct



## Notes

- Strength
- Assassination
- Rogue

This list includes the core Daggerheart classes plus the newer "Void" playtest additions (like the Blood Hunter, Witch, and Assassin), bringing the total to 14. Here is a breakdown of these classes grouped by Player Personality—basically, the "vibe" of the person who usually picks them.

### 1. The "Main Character" Energy

For players who want to be the face of the party, talk to NPCs, and look cool doing it.

- Bard: "The Influencer." You want to talk your way out of trouble (or into it). You act as the social glue and buff your friends, but you mostly want to make sure the story is dramatic.
- Sorcerer: "The Natural." You don't want to manage a complex spellbook; you just want to blast things because you were born awesome. You likely want high damage numbers without the homework of a Wizard.
- Seraph: "The Anime Protagonist." You have the power of gods and heavy armor. You want to be the beacon of hope that keeps the team alive while still looking heroic on the front lines.

### 2. The "Edgelord" Collection

For players who love dark backstories, high risks, and morally grey themes.

- Blood Hunter: "The Goth." You are willing to hurt yourself (literally take damage) to thin the herd. You like high-risk, high-reward gameplay and probably have a tragic backstory about a curse.
- Assassin: "The Sniper." You don't want a fair fight; you want to delete one enemy before combat even starts. You are here for big, single-target damage numbers.
- Warlock: "The Deal Maker." You like the idea of having a spooky "super daddy" (patron). You want strong, weird powers that come with narrative strings attached.
- Rogue: "The Kleptomaniac." You want to be skilled at everything—picking locks, hiding, and stabbing. You are the utility knife that also deals sneak attack damage.

### 3. The "Smash" Button

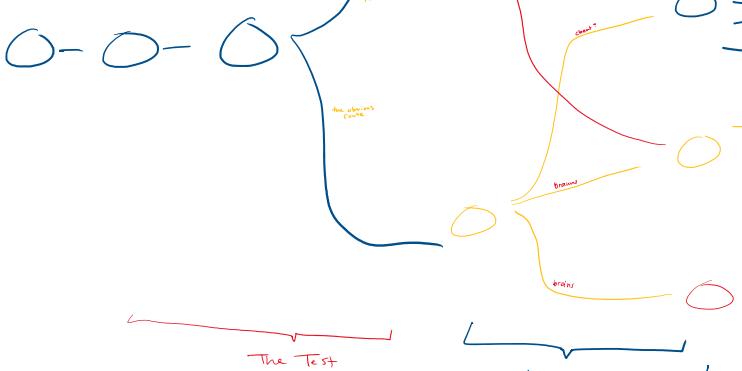
For players who want to solve problems with blunt force and minimal hesitation.

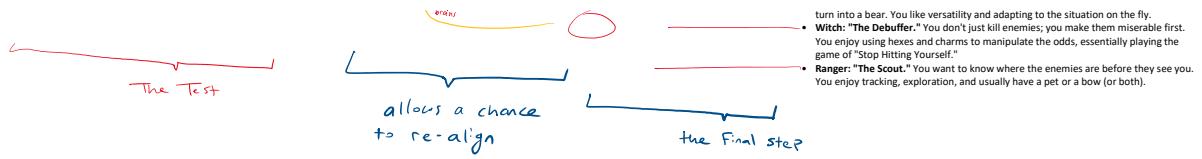
- Warrior: "The Classic." You want to run in and hit things with a weapon. It's reliable, sturdy, and tactical without being overcomplicated.
- Brawler: "The Bar Fighter." Why use a sword when you have hands? You want to grapple, shove, and punch enemies. You likely enjoy chaos and describing exactly how you smash a goblin.
- Guardian: "The Dad/Mom Friend." You are here to protect the squishy wizards. You enjoy tanking hits and being the wall that enemies can't get past.

### 4. The "Big Brain" Tacticians

For players who like control, complexity, and having a tool for every situation.

- Wizard: "The Scholar." You have a spell for everything, provided you prepared it. You enjoy solving puzzles with magic and being the smartest person/players in the room.
- Druid: "The Swiss Army Knife." You can heal, control the battlefield with vines, or turn them into bears.
- Witch: "The Debuffer." You don't just kill enemies; you make them miserable first. You enjoy using hexes and charms to manipulate the odds, essentially playing the game of "Stop Hitting Yourself."
- Ranger: "The Scout." You want to know where the enemies are before they see you. You enjoy tracking, exploration, and usually have a pet or bow (or both).





- turn into a bear. You like versatility and adapting to the situation on the fly.
- Witch: "The Debuffer."** You don't just kill enemies; you make them miserable first. You enjoy using hexes and charms to manipulate the odds, essentially playing the game of "Stop Hitting Yourself."
- Ranger: "The Scout."** You want to know where the enemies are before they see you. You enjoy tracking, exploration, and usually have a pet or a bow (or both).

### The Assignment

Journey begins -- how  $\begin{matrix} \text{old} \\ \text{team} \end{matrix} \times \begin{matrix} \text{new} \\ \text{self} \\ \text{self} \end{matrix}$

— Crashy feel?

— What's next

- Food
- people
- wreckage

— Confrontation w/ rather beast  
that puts the last at risk

— Eat
 

- meat
- fruit
- cat
- vegetables

— dream
 

- going
- friends
- family
- competition

↳ as an animal  
a real whale

↳ a pig in a cage

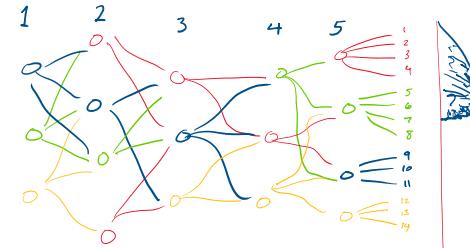
ps  
a whale  
a whale

— draw
 

- the soul
- the ego
- the left ear
- algebraic shapes

— home up to PRO!

→ class intro details!





outer distant nodes, keeping their magic surprisingly potent.

- **The "Bride Exchange" Ritual:**

- Strict orders are given: Do not see the ground, do not speak, do not merge crystals.
- Riders fly Air-Bees into the fog layer where visibility is zero.
- They drop a Clan member into the mist and blindly snatch a rope holding a person from a ground clan (or another island).
- This ensures genetic diversity without breaking their isolationist "flight" vow. The Air-Bees must *never* touch the ground.

**D. The Deep-Root Clan (The Mizizi) [New Natural Concept]**

- **Status:** Unknown / Dormant.
- **Biome:** The "Petrified Forest" or "Fungal Deep."
- **The Node:** Earth/Growth (Corrupted or Wild).
- **Natural Adaptation:** They live inside the hollowed-out fossilized roots of ancient mega-flora. They use fungal spores for communication and defense. They are the "recyclers" of the world.

**V. Map Zones & Geography**

1. **The Vapor Sea:** The cloud layer separating the peaks. Requires airships or Air-Bees to cross.
2. **The Dry Vein:** The desert canyon of the River Clan.
3. **The Petrification Fields:** Where the Mizizi live. A forest turned to stone, now overgrown with massive fungi.
4. **Taratannen:** The mythical "First City" of the old empire, rumored to be somewhere in this sector.

**VI. Player Hooks (The Intake)**

- **The Selection:** You are part of the massive intake. You are being tested not for your grades, but for your "Domain Resonance."
- **The Stakes:** The Instructors are harsh. "Look to your left, look to your right. Both of them will likely be dismissed by noon."
- **The Secret:** The Dean knows the power is failing. If this class doesn't find a strong Node, the lights at the Academy—and back home—will go out forever.

Craftspeople & Workers

Forge-Master Sear

**Relationship:** Head of the volcanic forges

**How You Know Him:** Taught you fire-shaping and metalwork traditions; expects you to return with "new heat" for the clan

The Obsidian Smith (Old Char)

**Relationship:** Master craftsman

**How You Know Him:** Crafted ceremonial obsidian for important clan rituals; gruff but respected by all

Pyrrhus

**Relationship:** Young engineer

**How You Know Them:** Worked together in the home forges before Pyrrhus left for Vumbua to apply thermal expertise to Harmony's systems

Explorers & Travelers

Scout Flare

**Relationship:** Young scout

**How You Know Them:** Traveled with Captain Elara Thorne's first expedition to Harmony; came back with stories that inspired your journey

Scorch

**Relationship:** Older clan member

**How You Know Them:** Left for the Academy before you; sent warning messages back home about not letting Harmony "cool you down"

Important Context

- The **Integration ceremony** happened ~24 months ago when you witnessed the volcano roar to life
- **Lady Ignis and most elders** left for Harmony Prime ~12 months ago
- You're on a "pilgrimage" to **find new heat** for your clan (though the elders see it as banishment)
- The **Resurgence**: Since integration, Ash-Blood youth experience brightening skin instead of fading - proof the partnership works

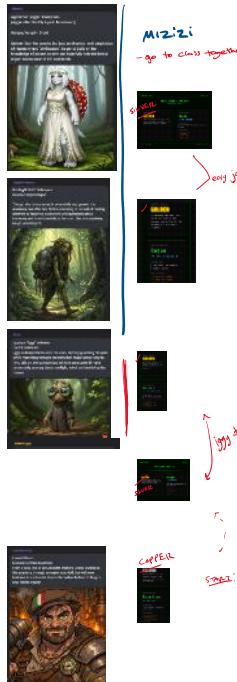
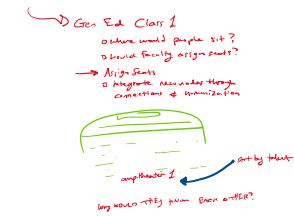
## Session 1

Saturday, January 24, 2026 8:00 PM

### Goal

#### 1. Character intro

#### 2. Path Selection



### Seating Arrangements

- start with Loom

-

- IGG

- Mizi's

### - Exploration Education

- categorizing
- survival
- aesthetics
- 大陸性
- risk-taking

↳ influenced by/  
background



## Session 1: The Venture & The Vances

Theme: Atlantis meets Treasure Planet. High Polish vs. Grimy Reality. Core Conflict: The "Savants" (PCs) vs. The "System" (The Aristocrats).

### **Scene 0: The Intake (The Hangar Pavilion)**

**Atmosphere:** A sea of 100,000 bodies swarming the "Anchorage." The intake takes place within a cavernous, temporary iron-and-canvas vault known as **The Intake Pavilion**.

This structure is massive, designed with high, vaulted ceilings that will eventually serve as the main hangars for the Academy's walkers and airships once the "Venture" begins.

**Visuals:** The air is thick with the smell of lamp oil, ozone, and the nervous sweat of 100,000 hopefuls. Above, worker-conscripts crawl along the iron ratters, readying the fuel lines. The noise is a constant, vibrating thrum—the rhythmic *clank-clank* of the city being assembled outside.

### **The Filtering Mechanic: "The Spire Scan"**

To progress toward the Academy gates, every student must first step into one of the hundreds of **Resonance Booths**.

- **The Process:** You aren't asked your name. You step into the booth, and a

never seen document scans you, hummimg with teal energy...

### **Session 1 Master Plan: "The Venture"**

Theme: Atlantis meets Treasure Planet. High Polish vs. Grimy Reality. Core Conflict: The "Savants" (PCs) vs. The "System" (The Aristocrats).

#### **GM Prep Checklist**

- [] Send Pre-Session Primer: Email the "Ex-Ed 101 Study Materials" (below) to players 24h before game time.
- [] Print Loom Receipts: Cut out the receipt cards for the physical handout in Scene 0.
- [] Prep the Captains Manifest: Have the "Job Board" ready for the finale.
- [] Review Voices: Valerius (Posh), Sarge (Grit), Dean Vane (Tired Idealist).

### **Scene 0: The Intake (The Filter)**

**Location:** The Intake Pavilion. A massive, temporary iron hangar filled with 100,000 students.

**Atmosphere:** Thick ozone, nervous sweat, rhythmic *clank-clank* of construction outside.

#### 1. The Spire Scan (The "Rust" Placement)

- **Read Aloud:** "You step into the Resonance Booth. A brass ring descends, humming with teal energy. You feel a static shock in your teeth—a micro-dissolve. For a second, you aren't sure if you exist."







### **The Loom Receipts (Cut these out)**

CANDIDATE: BRITT RANK: GOLD (Aurum) NOTE: High Variance Detected. Monitor for Dissonance.  
SCORE: 100  
CANDIDATE: IGGY RANK: GOLD (Aurum) NOTE: Unregistered Genotype. Geological Anomaly.  
Proceed with Caution. SCORE: 100  
CANDIDATE: AGGIE RANK: SILVER (Argent) NOTE: Biological Asset. Standard Track. SCORE: 80  
CANDIDATE: IGNATIUS RANK: SILVER (Argent) NOTE: Thermal Anomaly. Stabilizers Required.  
SCORE: 80  
CANDIDATE: LOAMI RANK: COPPER (Aes) NOTE: Mechanical Aptitude. Infrastructure Support.  
SCORE: 50

### **The Pre-Exam Primer (Email this before session)**

SUBJECT: Ex-Ed 101 Study Materials FROM: Office of the Dean SUBJECT: PREPARATION FOR FINAL ASSESSMENT  
Candidates,  
Welcome to Vumbua. The days ahead will test not just your aptitude, but your adaptability. To prepare for your final assessment, review the following "Harmony Protocols." Be warned: The Textbook Answer is not always the *Survival Answer*.

#### **1. Resonance & Tuning**

Standard protocol dictates overwriting dissonance with a "C-Major" pulse. However, **historical field reports** suggest that *matching* the dissonance of a Node (Sympathetic Resonance) often yields better stability, though it is considered unorthodox.

#### **2. Cartography in the Gale**

When landing in a Solar Gale, "Static Intercepts" cause structural damage 90% of the time. The daring pilot uses the wind's momentum ("Dead-Stick Drop") to conserve energy and hull integrity.

#### **3. First Contact Protocols**

Authority invites aggression. **Vulnerability invites trust**. Remember: You are not conquerors; you are guests.

#### **4. Crisis Management**

A dead engine is a dead crew. Food is secondary to power. You can scavenge for rations; you cannot scavenge for speed. **Prioritize the Engine**.

#### **5. Reality Anchors**

Logic is a weak anchor against the Ether. **Emotion—even pain—is denser**. When the world dissolves, hold onto what makes you you.

*Study well. The Loom sees all.*



The Academy Core

Deep Hull  
- holds center core - 3000 meters

Sky Space  
- 1 year - 1000 m<sup>2</sup>  
- 2000 m<sup>2</sup>

Belvemot  
- public transit area  
- 8000 m<sup>2</sup>

Block 099 - geriatric care  
- 1000 m<sup>2</sup> each of four apartment units

Plan 98 - Plan 9 base  
- 1000 square meters  
- 1000 square meters

The Curriculum

- Sarge

- Dean Isoldie

- Seraphina "Serra" Vox

- Val

- Professor Ink

- Rill

- Lucky

- Nighttime Activities
- Build Harmony Lore through the NPCs, build the sandbox, establish rivalries & scars of University (cont.)
  - Give the players a chance at a few answers to General
  - Setup a few Captains and future hooks

**The Deep** - Cassid Knows the formidables, hypothesizes that a third clan would have to be on, under or above the coast to be on, under or above the coast but highest peak due to tidal patterns causing only fish, rock (lava) are unstable & stable

**Actual Beasts** - Sarge tells his story about how they were destroyed by a beast where he was a right mechanic. The reckless explainer wanted glory so bad he got everyone killed including the young crew like Sarge had looking after.

- he wants to do hi Venture with iron-side because he's the only one watching for the beasts

**Volumina** - Vox - an very pretty spoiled elite has a completely cut off from vision has no idea what of the captains, has no idea what makes a good Explorant but is the sponsor of several because they have "pretty shirts" - now that there is something worth seeing need to something worth investing if it's a better investment.

\* Need a Random Number Gen.  
↳ Establish Harmony Lore



**Sister to Serra Vox**

- A shy blonde she's at her family not interested in many or long, just wants to travel and be a great Explorant?
- Really influenced by what she sees at the freedom of the crew.

OFFICIAL WELCOME

**The Rescue**  
↓  
Given Back?

- Val is snobby this come out of the block looking for too Party ask opinion from the group who their favorite Captain is & do they prefer Vane or Thorne.

- Hear Vane is going back to look at something that showed him off at the last site & needed gear

- Hear Thorne is retro-fitting her cruiser with med gear!

**Miziki Hook** - Rill comes out to the fire having found also from the Miziki came all the buzz, clan culture still has time to influence fashion yet

- Hook → professor links Dean Isoldie all working together, creating a venture to go into the Deep of the forest

### WEEK OF CLASS MONTAGE

**Fast Pace, Long Days** - leaving no room for leisure until time is made for it.

\* 20200 candidates will be cut at the end of the week, only a very few feel confident enough they will be able to make it through

- What do our NPCs do?
- What will our players do?

**The Exam** - take A, get the rank  
- get assigned a crew  
- C train

### Prepping for the Venture

**Interviews** - 1 week to get a cap in in the full crew.

### ARC PLANNING

#### Intake Exam

#### Nighttime Activities

1 [ 1. General Exam - need an exam question about how to fly an isolated battery can best!

2 [ 2. Interview Captains

3+4 [ 3+4. Venture - know the founders of Harmony by this point?

#### Focus studies

5 [ 5. First year graduation

- how long is the Venture curve? 1 year?
- what is next? member of a crew?
- buy own crew?
- for most, that's sufficient to get hired onto a crew, they don't need the Explorant title
- 3-year education where 10% get the title

## Prepping for the Venture

- Interviews** - 1 week to get a grip  
to take on the full crew.
- What are the NPC's &
  - Captain's (what spot would our party have to take?)

## Session 2

Monday, February 9, 2026 4:54 PM

### The Bonfire

- thousands of kids out & about, classic college experience first day
- there's this small group creating a fire

\* Cassius: ready father  
heart in fire  
Scorpius guild

→ also a campfire  
that is where 3 Ashbloods are

\* Serra: silver rank  
bit of a family  
let down

→ Valerius Sterling  
< Sterling Vance

\* Lucky: won't take  
about where he's from

→ Val. Vance  
too many Vaults?

→ Need a random  
NPC generator!

Lasidion ↗ more primal  
hotter

Ember is more into the new tech

### Session 2 wrap-up

NPCs & reveals

- Cassius crush on Serra
- Serra crush on Aggie? ↗ ashamed? of father
- Percy crush on Serra ↗ NOT ashamed just OF wealthy just not enamored by it.

Tooo:  
pull on their threads  
what?

→ family is very wealthy traders  
... part?

House Vane - the shield

- Dean Iselle Vane

- Lord Lamellar Titus Vane

- Celia Vane - Proctor

cassius

House Vox - the spark // batteries

- Arch-duke Cygnus Vox - patriarch  
kinda ruthless

- Serra Vox → Seraphim Vox  
runaway daughter

House Sterling → Fleet & Trading

- Valerius Sterling ss (Val)

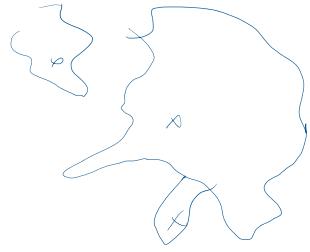
- Valerius Sterling → Nici

House Gilded → Banking

- Cassius

Percy

- Sera crush on Aggie's father
- Percy crush on Sera → NOT ashamed of wealthy just not harmonized by it.
- not with a group but does know Seraphine Box (who wouldn't)
- in fact most don't, but Percy isn't an idiot
- family is very wealthy traders traders?
- bought the exam answers from Lucky. Why not? If gold can get it...
- Brandon -- not much going on except being a plant-person
- Zephie -- ride the storm, Rill came & found her flying borne. Came across wreckage in the Mountains, traced it back?
- Lucky -- selling booze & cheats *then why is he so good at it? What's his story?*
- Sarge -- watching over Lucky, drinking.
- happened to walk up to Harmony via Prof. Ink was coming back from Mizu forest.
- took her straight to Dean Valde



## Session 3

- have to tie them together  
→ Loom needs to add ≥ 1 NPC
- Need a Rival group → Enders?
- Need to Montage & take test
- Need to meet with R.I. → will intros thru to Isolde & Ink at a later time

- Learn about the minotaur
- Meet a Captain --> fight another beast?
- Learn one answer from tests?

Start at the crane

- Ignatius & crew get distracted.
- Iggy also distracted
  - the bumping & kissing at the power plant
  - the buildings and the city area
    - library
    - classrooms
      - cartography
      - zoobiology
      - ??
  - other bonfires

### The Power Plant

- a clerk at the front - Tommy - gnome - chipper & looking to explore next yr
- a couple of maintenance workers doing routine work
  - Lucina - dwarf - why go through the effort to travel, when you can get it for free
  - Marla - human - failed out years ago in a small class, burned she can't try again - feels a bit robbed - unfair only one exploranot [Elara Thorne!] out of the 100 who she tried 2 decades ago.

• Global Amplitude < Surge-line = Evaporation

- looking at the setup, you got the feeling that there is a high degree of surge protection - More engineering in that than seems necessary
- pull out a crystal & take that apart and find a similar pattern on an atomic scale. Positive you can't replicate it, but do feel like it is similar - that the structure is designed for consistent flow and managing surges.
- And in both cases you feel like that is extremely over-engineered, viewing the pressure gages & printed chart you see that the energy man is just barely above the level it outputs, only a small amount of energy is being reported  
hard to find: if dig into historical records can see the decline has been small, but consistent & gradual over time!



Caught! After doing the examination, Professor Kante arrives. The will most likely find Iggy

### PROFESSOR KANTE

- sponsored by House Glid to go to school and became an Explorer a century ago.
- Indian accent? Slave speaking English because one of the key references in grammar because he had a long lifespan & had released many versions of the grammar line

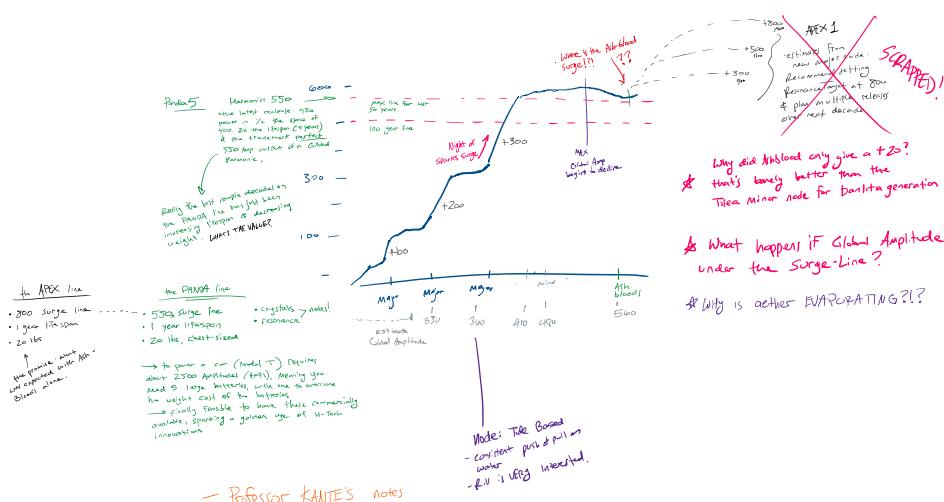
*Caught!* After doing the examination, Professor Kante arrives. The will most likely find Iggy

- Indian accent? She speaking Tintalle
- One of the key researchers in harmonics because he had a long career & has released many versions of the harmonic law

- Someone at Harmonia doing measurements every night
- They have a theory they have been working on & want to try to solve:
  1. Why has the [resonance-max] slowly been decreasing over time
  2. Old records from the early days show when a major node is integrated - it is a statistically significant increase from the previous max  $\rightarrow$  why has the max only had a very small effect

→ someone from Vox  
their business model is broken!

- They spent lots of money building the next line of [harmonics] but now they are irrelevant!



• How will I tell the Vox  
the Gao is not high  
enough to capture a  
surge-line bump for  
surge-line bump?  
The Vox ARX 1a?  
... will the Global AR  
start decreasing again?

- Big Harmonics Innovation
- Story - Resonance Max  $\sim 600$   
 - Harmonic Line  $\sim 550$   
 - Comparable to combining in power/size ratios  
 - last  $\sim 10$  years before surge protection begins to fail
- 20 years - Resonance  $\sim 600$   
 - Harmonic Line  $= 550$   
 - about 4x the size to get the same output  
 - failed only  $\sim 5$  years before surge protection failed
- 400 years - Resonance  $\sim 350$   
 - Harmonic Line  $= 200$   
 - large engine block sized  
 - the first Global release, used to power houses & building lights  
 - failed only  $\sim 1$  month but consistent always on clean energy  $\Rightarrow$  huge advance for mobile tech & exploration

Energy is a bond. The crisis is that the bond is breaking.

1. The Mechanic: The Resonant Anchor

The Concept: A "Battery" (Resonator) stores a Sympathetic Connection to the Land.

The "Charge": This is a measure of Bond Integrity.

100% Charge: The crystal is singing in perfect harmony with the Global Amplitude.

0% Charge: The crystal has gone "Grey." It has lost the hum.

Measuring this is an art, not a science but it takes about 3 days with the latest Vox tech battery before the connection is lost

Harmony scientists think that the power just runs out after 3 days cum 17 reality it is the special umbra crystals finally losing their connection to Harmony

The Evaporation (The Threat): "Evaporation" is the gradual taper or the Global Amplitude average has always slowly increased over time but over the last 80 it was stalled & began to decrease this is a huge threat to vox delayed their batteries not be able to provide the pour that consumers are expecting

2. The Great Hope: "The Surge"

The Theory: Integrating a new Clan (Node) creates a massive spike in Global Amplitude.

The History: When the "Fire-Stitch" happened 150 years ago, the Surge was so powerful it melted the old grid (The Night of Sparks).

The Prediction: The Ash-Blood Integration (24 months ago) was calculated to produce a Class-5 Surge, filling the global reserves and stopping the Evaporation for centuries. In reality it barely hit the aveza as a statistical impact and the Global Amplitude is still below it all time high

III. The Real Crisis: The Flatline

Why Professor Kante is terrified.

1. The Data: The Surge That Never Came

Expected Result: Ash-Blood Integration -> Amplitude rises to 750+.

Actual Result: Amplitude rose to 565 (barely above the Minimum) and stopped.

The Implication: We plugged in a massive source, but the car didn't speed up.

2. The Acceleration: Evaporation

Status: Since the integration, the "Evaporation Rate" has increased.

The Scientist's Fallacy: Kante thinks the Ash-Bloods are "duds" (low energy) or that the crystals are defective.

The GM Truth (Shattered Circuit): The Ash-Bloods are powerful, but the Circuit is Grounded. The energy from the new Node isn't filling the system; it is bleeding out through the "missing limbs" of the other clans. The system is hemorrhaging power faster than the Ash-Bloods can generate it.

In reality once all clans are integrated there will be a 2000 surge which will blow past the grids of the current gen batteries which are at 1200 Harmony expected to need to release the APEX line with a new surge line and limits to maximize use of new global Amplitude and make sure they don't have a

III. History of Tech: The Evolution of Stability

Era 1: The Gilded Volatility (200 Years Ago)

Tech: Aether-Vanes.

Reality: High Amplitude, High Risk. The world was awash in power, but it was inconsistent, power fluctuated up and down daily. It was a period of little to no new nodes for a decade so 17 worked... until

a new nude was found which spiked the grid

Era 2: The Vox Stabilization (150 Years Ago)

Tech: Umbra-Quartz Batteries.

Reality: Stable, portable power. Vox promised "Eternal Consistency."

Kante doesn't care about fancy but much just wants to solve the Global issue problem because he sees himself as a Harmonic Patriot.  
History & decay of the Gilded.  
Now next to Vox

# Harmony

Tuesday, February 10, 2026 5:58 PM

Vumbua Campaign: Lore & Physics Master Document

Version: 3.0 (The Historical Timeline Update)

Focus: Energy Physics, House Tech History, and The Minimum

## I. The Physics of Harmony

Defining the mechanics of the world's magic system.

### 1. The Global Amplitude ("The Wave")

Definition: The background radiation of reality generated by Nodes.

The Proximity Gradient:

The Hub (Harmony Seat): Energy is dense. Batteries charge instantly.

The Frontier (The Ash-Blood Isles): Energy dissipates over distance ("Transmission Loss").

The Crisis: Vumbua Academy is at the edge of the map. The "Air Pressure" (Amplitude) is naturally lower.

### 2. Battery Ratings: Intake vs. Tolerance

#### A. The Surge Line (The Gate): 550 - 600

The minimum Amplitude required to open the battery for charging.

Current Crisis: The world is hovering at 565. If it dips to 549, the gates close.

#### B. The Tolerance Rating (The Shield): 1500

The maximum surge the hardware can take before exploding.

Corporate Hubris: House Vox lowered modern "Apex" gear Tolerance to 1000 to save costs.

The Threat: "The Great Surge" (All Clans Integrated) will hit 2000+.

## II. History of Energy: The 200-Year Timeline

How a lighting company became the masters of the world.

Era 1: The Gilded Age (200 Years Ago)

Global Amplitude: ~300 (Stable).

The Tech: House Gilded built the "Aether-Vanes."

The Method: Direct transmission. No storage. If the wind blew, the lights flickered. It was beautiful, musical, and fragile.

The Surge Protection: None. They assumed the Amplitude would grow slowly forever.

Era 2: The Fire-Stitch Event (150 Years Ago)

The Catalyst: Harmony located the "Pyre Node" (The last major clan integration before the stagnation).

The Spike: The Amplitude didn't creep up; it exploded from 300 to 550 overnight.

The Catastrophe: "The Night of Sparks." The Gilded grid couldn't handle the voltage. Vanes melted.

Cities burned. House Gilded was ruined.

Era 3: The Vox Pivot (The Discovery)

Pre-War Vox: They were minor jewelers and lighting designers. They worked with "Umbra-Quartz" (Dark Crystals)—a rare volcanic glass used to create "Cold Light" (luminescence without heat) for rich estates.

The Accident: During the Night of Sparks, Vox workshops didn't burn. Their Umbra-Quartz didn't just survive the surge; it drank it.

The Breakthrough: They realized the crystals possessed a property called "Void-Lock." The crystal structure was a "cage" that could trap the raw, volatile Amplitude and hold it in a static state.

Era 4: The Steady State (100 Years Ago - Present)

Phase 1 (Exploration): Vox released the first "Resonator Bricks." For the first time, energy was portable. Ships could sail beyond the Vanes.

Phase 2 (Regulation): Vox engineers invented "The Surge Gate." They capped the output. Even if the world spiked, the battery only released a steady stream.

The Result: The "Golden Century" of consistent, safe power.

## III. The Real Crisis (GM Only)

What is actually happening to the physics.

*was true before integration, not after*

## 1. The "Partial Stitch" Paradox

The Reality: The clans were once a single "Shattered Circuit."

The Effect: Integrating just the Ash-Bloods (Power) created a Grounding Fault.

The Result: The Amplitude stabilized at 565, but the drag is increasing.

## 2. The Endgame: "The Great Surge"

The Trigger: When ALL SIX clans are integrated.

The Consequence: Amplitude spikes to 2,000+.

The Catastrophe: Vox "Void-Lock" crystals will shatter under that pressure. The world needs the old Gilded "Flow" tech combined with Trench-Kin grounding to survive it.

## IV. Professor Kante's Struggle

### 1. The Data

## The Harmony Nodes

Gilded - resonators

Vane - Magnetism // iron

Vox - Umbra crystal // connection storage

Sterling -

Iron Union

Scriveners

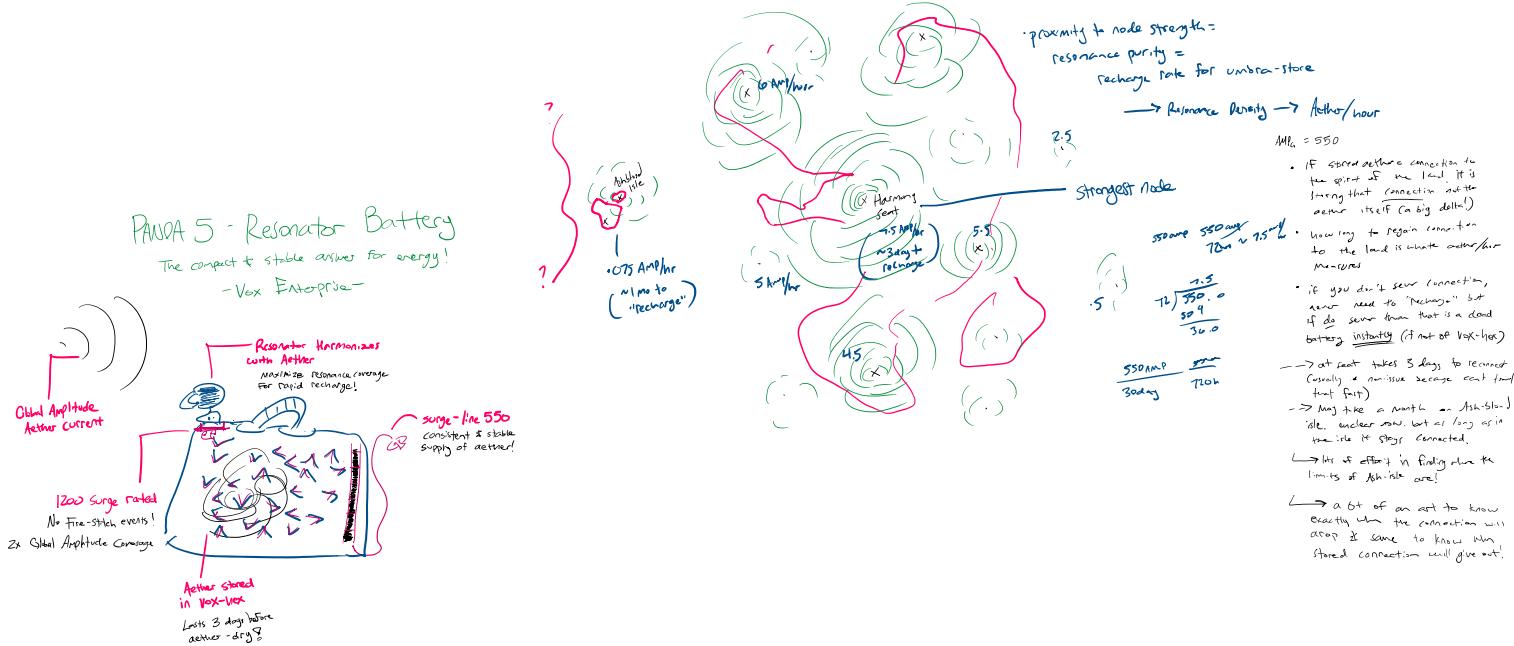
Verdant Trust

High-Justiciars

syndicate of Soals

# Resonator battery

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# Rill and Zephyr

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Zephyr - fulgar -- storm chaser

Rill - Wadi -- water

Prof. Ink - close to Elara Thine - <sup>southern</sup> accent

Dan Isdale - ... dear

## The books

### 1. Clash of Clan ideals

Mizizi

Wadi

Fulgar

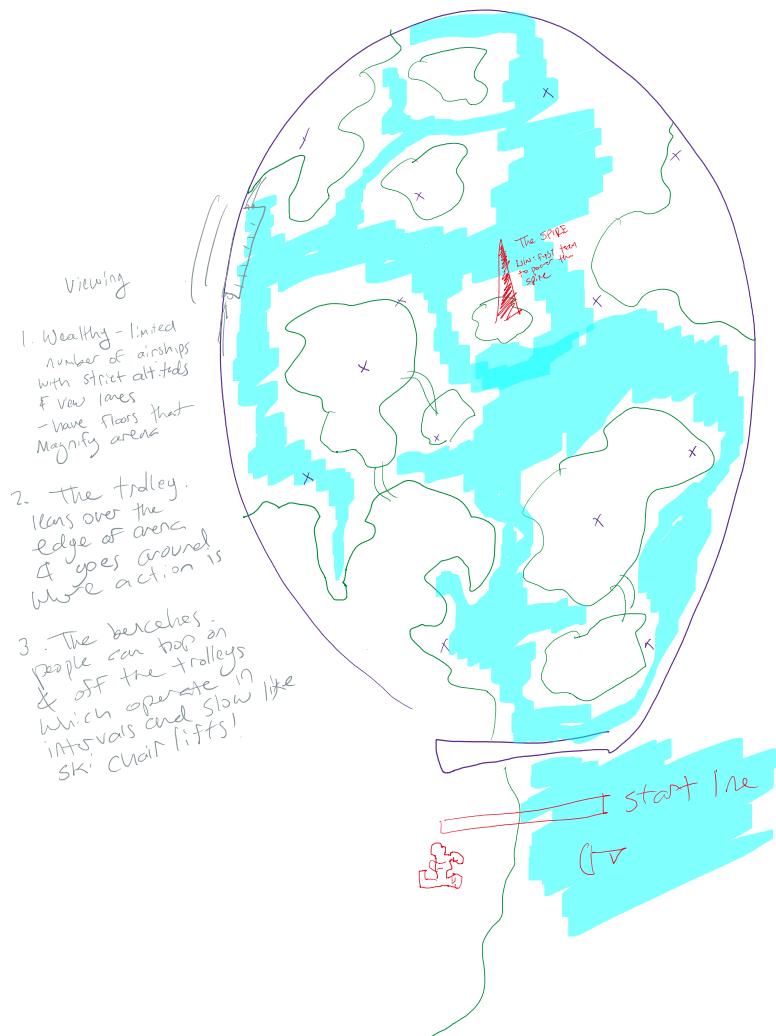
→ Venture to Mizizi

### 2. Challenge from Ink - impress her!

### 3. WHAT DO THE MIZIZI NEED?

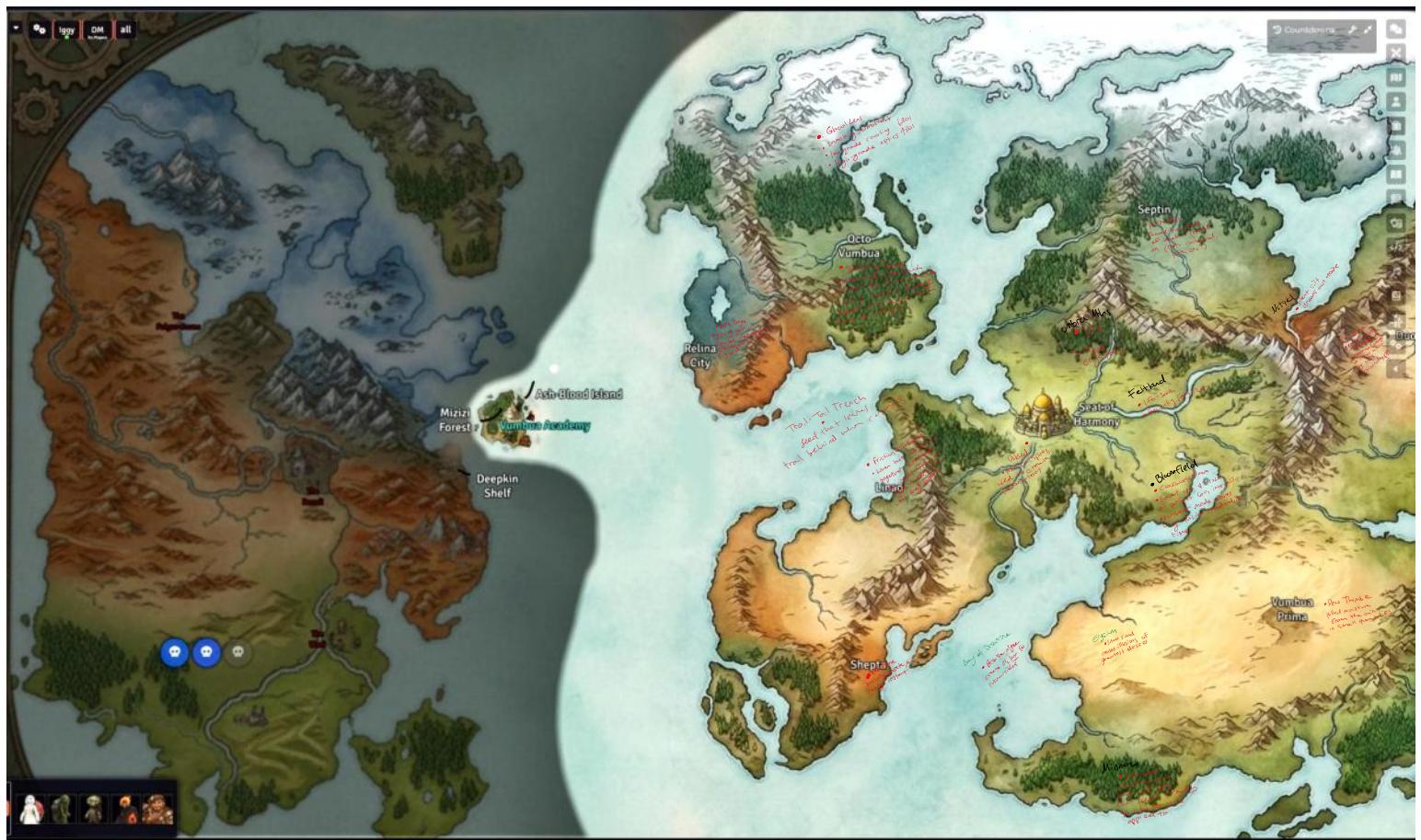
## Circuit race

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### X - The Nodes

- Represent the Major Nodes of Hawg
- Must rejoin with enough of them to power the team's battery, which then needs to be brought to the Spire. Winning team does not have to be original owner "Ahhhhh"
- Nodes give the teams bonuses
  - the Major Nodes are always the first ones sought after
- Nodes appear randomly at start of game, with some new ones as the game goes on.
- Teams often gamble on how to specialize their craft, knowing that some nodes will be far inland or far out sea. Most opt for at sea because can always run on land. Hard to swim faster than you can run.



- 1 Sheeta - Wet Stone
  - 2 Linua - Friction Needles
  - 3 Octo - Speaking Stones
  - 4 Relina - Soft Forge
  - 5 Minnow - Scent Wood
  - 6 Bloomfield - Clockwork Blooms
  - 7 Alced - Chime Spires
  - 8 Umbras Mtn - Umbran Crystal
  - 9 Feltland - Life-soil
  - 10 Prima - Dew Crystals
  - 11 Trai-Tail-Trench - Trai-Tail Seeds
  - 12 Septin - Prism Falls
  - 13 Nstyl - Silent Silt
  - 14 Elysium - Snow Sand.
  - 15 Juxta(Ear)? - Cliff-Stone
  - 16 Bay & Breathe - Breather Algae
- Somethin' Matt  
Want me

...es invent, but  
discover...

What is magic?