



---

## LOREBOOK

---

## Introduction

Opus was sung into existence by an ephemeral voice that if it ever had form to mortal understanding it has long been forgotten. The brush that the voice conjured painted a world from sparkling seas to the twinkling skies in a perfect vision of loveliness. The voice can still be heard, the wordless tuneless song pervades everything in a type of magic that inspires one to create beauty.

## Eternity

The world of Opus is called Eternity. It is a crescent shaped flat world with iridescent oceans flowing endlessly off the edges into the pearlescent sky. Days shine brightly with golden, rosy tints permanently dotted with fluffy pale-yellow clouds that give way to stunning lavender nights with sparkling colors swirling in the far distance. The skies appear to be more like a real-life version of an impressionist painting with no celestial bodies, light is a given, and shadows are more artistic than given by a source of light in the sky.

There is one large continent on Eternity that is currently named for the royal family, Abilla, which is surrounded by many small islands that primarily act as artist retreats when more inspiration is needed. Abilla is vast and contains many environments; sparkling beaches, plains filled with soft sweet grass, rolling hills covered so densely in wild flowers that just grazing your hands through them gives you a bouquet to rival an impressionist painting, and grand mountains standing magnificently at the spine of the Continent. Wildlife is beautiful and perfect for its environment and tends to be more what would add to the beauty of the natural scenery in that area.

## People of Eternity

Opalites initially perceive the Dreaming as if it's an exclusive theatrical preview. However, this perception is shared only among other Dreamwalkers, as no one else believes that such a mysterious performance would occur late at night without any fanfare.

### Emmauri

Emmauri are everyday humans from various social classes and backgrounds. Most reside in bustling cities, leading fast-paced lives infused with the allure of the modern age. A smaller segment appreciates the simpler life offered by rural settings. Regardless, Emmauri share an affinity for flash, decadence, and excitement. Beauty and elegance aren't just aesthetic choices for them but elements of a shared cultural identity. Their attire is influenced by bright, geometric designs, reflecting the Dramatique aesthetic.

### Gaspard

Gaspard are Emmauri afflicted with the Hex, a mysterious curse gained from misuse of magic. Although it's difficult for them to pinpoint the exact misuse that led to their cursed state, the onset of hexagonal scarring prompts them to introspect on their magical shortcomings. These patches, or "Hexes," may initially be concealed by clothing, but they spread as the curse intensifies. Fashion-wise, Gaspard resemble Emmauri, with the added requirement of visible hexagonal scars on arms, neck, or face. These scars can be concealed by clothing if the character chooses.

## Important Places

The Capital of Abilla is Novais. It is a beautiful crystalline city where the Castle and main residence of the Royal Family resides, that lies below the Azure River basin where it empties into the Everflowing Sea. In many ways it is an old-fashioned place, as the Regent of Abillaine creates a Magnum Opus creation as part of their coronation. These grand designs, important buildings, and great works of art are on display in Novais for all to see. This is the seat of sophistication, and has some of the last few serious practitioners of Ambiance that still hold to the old ways. Due to having all of the Regents of the Abillaine Family's Magnum Opus, Novais has an almost museum feel as walking the streets one can see the various artistic periods memorialized in the great works of those who have ascended to rule Abilla.

Roamasse lies in the Rockrior Valley at the spine of the world to the northwest. It is more utilitarian than much of Abilla, but it is still beautiful in its simplicity. Simple geometric designs blend together into dazzling mosaics throughout the city. They are known for their tile work and intricate machines. Roamassen heavily use Crux, since Crux was found in the mountains that crown the city, and they push to make everyone's life better through the use of its Cruxtech.

Anbusea is to the southwest beyond the Gulf of Luseram and above the bluffs of the Veiled Archipelago. The islands of the Archipelago are largely seen as artist retreats and have a wide variety of ecosystems and climates across the scattered chain. This positions Anbusea in the ideal position to be a glittering trade haven with a fast paced, high Avant-Garde scene. Everything is bigger and better in Anbusea. If Novais is the soul of Eternity, Anbusea is the beating heart where the life blood of art flows into the body of Eternity.

The Edge of Eternity past the Everflowing Seas, is the waterfall at the end of the world. It constantly flows into space around the world and there are the incredibly brave, or insane, who will explore the waterfall to attempt to glimpse the bottom of Eternity as the ultimate thrill or last-ditch attempt for inspiration. For those who survive through the waterfall, they glimpse the glittering miasma of the underside of Eternity. It is considered a life changing experience, but most people are unwilling to risk death for it.

## Weather

The weather patterns are exceptionally predictable; there are five clouds that roam over Eternity in a regular manner. They are named for the colors they are as they bring life and the beauty of rain and gentle storms across the continent. They are referred to as Saffron, Amaranth, Peach, Apricot, and Caramel. The formulaicness of the weather leads to very standardized seasons, each perfect in their own way. Occasionally the Mist will become particularly dense, delaying or hastening the expected weather, but never more than a day or two in either direction.

## Opus Royalty

Eternity is governed under the Abillaine banner, with the Abilla Royal Family holding power over the whole population of the world—keeping Eternity united as a single, unified front for the three centuries since the Great Conflict. Prior to their reign, the continent consisted of a disorderly assortment of city states and small empires that rose and fell like day into night. Eventually this led to all-out war between the explosive nations, and from this chaos rose the Abillaine Empire, whose rule was defined by creativity and progress.

All of humanity grows and prospers under the benevolent rule of Sovereign Clavelina Abilla. Popular and firmly in the good graces of her subjects, she is the eldest of twelve sisters and chosen to rule after her parents died because she was the first of her sisters to perform a Magnum Opus. The Magnum Opus is a tradition of the Royal Family to perform a supreme act of mastery of Ambiance. Her first husband, Wyrran, was a Champion of the Crown and was tragically killed several years ago in an act of bioterrorism, perpetuated by a mysterious organization known as The Apogee. Queen Clavelina remarried to the charismatic Alexandre Elliot, a minor Roamassen noble who had met the Queen by chance while in Novais for schooling. The Queen and her Prime have a crystal perfect marriage, and Clavelina continues to be a guiding force of creativity for her people.

## Crux and Cruxtech

Crux is a crystalized, highly concentrated form of magic capable of producing almost anything its user desires. Containing levels of power leagues above that of naturally ambient magic, Crux and the machines that utilize it have become cornerstones of modern society.

The crystal is mined from naturally occurring veins that appear all throughout the planet. It bears a vibrant orange coloration that pulses a soft glow in low light, and the multi-colored energies contained within can easily be seen shifting beneath the crystal surface. It's warm to the touch, though said warmth tends to die down as the crystal is depleted of its magical energy. While the act of mining the substance is well-known to be an incredibly dangerous job, fully harvested Crux is entirely safe to handle without proper tools or equipment. Mining Crux is a very dangerous job due to the nature of raw Crux can make a stray selfish desire amplify to devastating proportions. Miners are very carefully chosen and are considered a highly important position. Minor nobility often seeks out these positions as a sign of their competence and devotion to the betterment of society.

Crux is generally agreed upon by experts to be the magic of creation in its most concentrated state. As such, it has proven to be incredibly versatile, capable of anything from energy production to the fabrication of nearly any item or object imaginable. Crux is inert until acted upon, drawing upon the creativity and ingenuity of the user to produce its effects, meaning that a strong creative mind is required to use Crux at its utmost potential. It can also be used by those who are less creative, to a lesser effect, but most of these people require instructional diagrams to achieve a comparable effect.

The use of Crux has made magic accessible to the masses, with the effects limited only by their imaginations. To further increase the improvements that Crux brought to civilization, Crux-powered technology was designed and created allowing those who were not as creative to have access to quality-of-life improvements. Many of these less-creative people find work in factories, using Crux by following specific diagrams to make these magical wonders. Which, in turn, makes their own lives better. While designing Cruxtech is an endeavor that usually requires a decent amount of schooling and skill, the use of Crux is easily accessible to everyone.

When used, Crux releases a rainbow Mist that swirls in hypnotic patterns and is used for general aesthetics (as well as simply being a natural byproduct of the magic in the crystal being used). The Mist is a harmless byproduct of the use of Crux that hangs in the air above areas that heavily utilize Crux. With its shifting hues and ever-changing fractal, kaleidoscopic patterns the denser Mists are entrancingly beautiful to behold, although direct exposure, especially long-term exposure, can be awe inspiring. Additionally, reduced visibility partnered with its vivid colors and patterns can make it a nightmare to navigate. Crux powered devices can potentially struggle to operate as well, as the thick cloud of runoff magic may directly interfere with the energies produced by Crux unless used by a particularly skilled user.

## Culture and Society

Imagine a world where art, food, science, and music were limited only by your imagination, and basic needs were all met by the advent of Crux making things accessible to the masses. Cities are full of art districts and opera houses for those who love the Avant Garde. Cafes are easily found crammed between factories selling Crux enhanced drinks and smokes for the workers. Small venues where you can lose yourself to the music and the wine dot every street. Soaring towers in bold colors with bolder designs paint the skylines. Architects—unbound from gravity—build higher and grander. No one is without a home and every home is beautiful. This is a society not limited by money but creativity, have or have-nots. Everyone's creativity benefits everyone else.

The main philosophical school of thought in Opus is living in the moment, experiencing life for what it is. Creativity is king so plagiarism is considered one of the high crimes. 'You had to be there' is a common phrase as shows are never the same twice with minor variations depending on the actors' moods.

Recordings, while they exist, are generally considered second rate and are mostly used for marketing purposes. Newness and innovation drive the core of Opus society.

Professions in Opus mirror those in reality in that they are necessary to form a functioning society. However, they all have a creative bend to them. So, doctors who make beautiful artificial limbs and delicious medicines, lawyers who flowery languages bring those who hear their arguments to tears, and scientists who create new materials for artists to make beautiful works from. Farmers exist and use Crux to influence crops, though some still farm the old-fashioned way. Besides food, the largest crops tend to be of the variety of bioluminescent plants native to Eternity. Artists are held in the highest esteem but what makes an artist is up to interpretation. Most people work in factories that create the machines for Cruxtech, and these people tend to use the creations they make the most, so they feel the fruits of their labor.

Factories tend to have their own rhythm and music to them as they employ various Cruxtech that is in gloves and boots of the workers. Some factories hire live bands to increase production by making the beat easier to keep and implement words to go with the rhythm and some factories record the music made by the factory floors to sell to the growing appetite for this industrial folk music.

The world is connected through many means, trains connect the entire continent in a fast and efficient manner. Inside the cities, areas are connected through a series of conduit tubes powered by Crux. Operators direct the flow of traffic and load messages and packages for outside the city limits onto the trains to their destinations. Messages can be recorded on Cruxtech so the receiver is able to see and hear the message from the sender.

## Not All is Perfect

In a world where the only limitation of magic is your imagination, there is a drawback. If you are selfish and use Crux not for the benefit of society and the sake of creativity, but for your own personal advancement and gain, you are likely to become afflicted by a horrible curse called the Hex. This curse first manifests through harmless, albeit sudden, patches of hexagonal scarring on the skin. These start small, but will spread at an exponential rate, eventually dominating the entirety of the body. As this progresses, victims of the Hex will experience mental haziness and an abnormal sensitivity to Crux, claiming that close proximity to it causes physical pain and mental distress. In its final stages the victim will gradually begin to lose motor function, eventually reaching a near comatose state before the body wastes away.

Due to the difficulties presented by this, late-stage sufferers of the Hex nearly universally live out their final days under intensive medical care and observation. The Monarchy has been kind enough to provide these services free of charge to any and all afflicted with this condition, no questions asked. In order to ensure that proper study and observation can take place, however, the families, friends, and loved ones of those under the Monarchy's care are not allowed visitation, though this is generally accepted as a small price to pay for the promise of finding a cure.

Besides the Hex, there has also been a recent rash of acts of terrorism, including seemingly random kidnappings and acts of destruction against some factories and public buildings. There have been sightings of cloaked figures fleeing the scenes of these crimes, and pointedly-placed graffiti of a crescent shrouded in shadows in lieu of a signature (inspiring the customary name for them, the Apogee). It is widely thought that these terrorists are the cause of the late Prime Wyrran's death, and the Queen has taken steps to make the streets safer at night with increased patrols and making sure the streets are well lit. Their main focus seems to be disrupting Crux plants and operations, seemingly in an attempt to halt the rapid and amazing progress society has made with the use of this wondrous material.

## Ambiance and the Old Ways

Ambiance is the blanket term for the naturally occurring ambient magics of the world. The practice of utilizing Ambiance is almost universally considered outdated and obsolete by modern humanity, though some still pursue its use out of curiosity, tradition, or hobbyist. Unlike Crux, Ambiance is ever present (though intangible), meaning it can be drawn upon without technological reliance. Due to its unconcentrated state, however, the effects produced by Ambiance pale in comparison to Crux in all known categories. That—partnered with the level of training required to use Ambiance in the first place—has rendered it a relic of the past to most, and as such is largely ignored in favor of exclusive Crux usage for the vast majority of the population. Ambiance requires years of intense study and is notoriously difficult to control, taking years to even get the subtlest of effect, while using the Cruxtech means one can cause impressively dramatic changes with the barest reading of the instructions.

It is used through various techniques of meditation and putting oneself into a state that is more in tune with the world around them. Some Ambiance users claim to hear music that urges their actions, others feel they move by the whims of an unseen muse, it is a very individual experience. Some sing to produce its effects, some seem to enter a dissociative state and emerge several hours later having created marvels.

## Timeline

Because of the aesthetic and art-driven nature of Opus, you will see Out-Of-Game notes in the following section that clarify the real-world counterparts for different art movements that can be used to draw inspiration from.

**The distant past.** Ancients of Opus learned to use Ambiance. They created beautiful wonders that are still being unearthed today.

**Time of legends.** When Emmauri started to master Ambiance and formed clans based on practices, one clan disagreed with the growing tensions between the different styles. The Ruatations grew wings and stole the sun and stars from the sky to keep them for themselves.

**Year minus-150.** The different schools of use of Ambiance lead to creation of cities with very different art styles and can still be seen in the major cities still standing today. These cities rose to great power in their rivalry, which soon became beyond academic and aesthetic.

**Before minus-9.** Warring city states begin fighting for dominance as rivalries escalate beyond repair.

**Year 0.** Calendars are written to mark the end of the Great Conflict, Uniting of Eternity under the rule of Regent Fabienne Abilla. This marked the changeover between the **Clinquante** (OOG: Baroque) period to the **Utopique** (OOG: Rococo) period in the wake of sudden prosperity.

**Year 15.** Regent Thibaud establishes the first University for the formalized study of Ambiance in Novais as their Magnum Opus

**Year 63.** Regent Yseult ushers in the **Honorine** (OOG: Romanticism) period inspired by her over the top wedding to her Prime, Laetitia.

**Year 121.** The **Capricieuse** (OOG: Impressionist) period begins to slowly come into vogue as the Twin Regents Leopold and Abeau's friendly competition causes new inspiration in the citizenry.

**Year 190.** Prince Sylvaine was far more interested in creating beautiful gardens and accidentally created a Magnum Opus when expanding the Royal Gardens becoming Regent and kickstarting the **Elementaire Movement** (OOG: Art Nouveau) with her influence for natural shapes and flowing movement creating a boom of inspiration that lasted her entire long reign.

**Year 257.** Crux was discovered while mining in Rockrior Valley, several more veins were found in the following years.

**Year 261.** Crux is found to be raw creation magic and the Cruxtech revolution is started, this began the **Dramatique period** (OOG: Art Deco) as the geometric patterns of the devices became the prevailing artistic style to match the new technology that was suddenly accessible.

**Year 275.** Regent Aubin opens the first hospital to give palliative care to victims of the Hex.

**Year 304.** Death of Regent Gilles and his wife Myriam in an accident leaving the heir in question as none of their daughters had performed a Magnum Opus yet.

**Year 305.** Princess Clavelina, eldest of Gilles and Myriam, ascends to the throne after creating an Opera House and performing a moving tribute to her parents when it was finished, she asked the audience to exit the theatre and transforming the theatre into a monument to her parent's peaceful rule as her Magnum Opus.

**Year 319.** Prime Wyrran is murdered by the Apogee trying to disrupt an attack.

**Year 322.** Queen Clavelina remarries a young nobleman, Alexandre Elliot.

**Year 323.** Present Day, Queen Clavelina rules Eternity.

## Backgrounds and Unique Societal Roles

When creating a character, consider these backgrounds for inspiration. Some non-playable roles are included as well.

### Apogee

**Note:** Characters may not be members of the Apogee.

Known for their elusive tactics and shadowy agenda, the Apogee has gained infamy for acts of terrorism, including the suspected assassination of Prime Wyrran. Targeting Crux facilities and leaving their signature crescent-shaped graffiti, they pose a looming question mark over Eternity's future, prompting increased security measures across the realm.

### Apothecaries

Eschewing both the traditional trappings of Ambiance and the modern wonders of Crux, Apothecaries are seen as eccentric by the Healers of the more rural regions and as backwards by the Doctors of the urban centers. Preferring to leave magic out of the equation entirely, the repertoire of the Apothecary centers around chemistry and the intrinsic characteristics of the flora, fauna, and mineralia of Eternity.

### Beaumancer

Also called "Glamorists," this is an elevated form of mage that specializes in aesthetic enhancements, their talents lie in weaving spellwork seamlessly into makeup and fashion. Their studios are grand salons, filled with shimmering palettes and Crux-imbued fabrics that seem to have a life of their own.

### Cloud-Painter

Cloud-painters, whether they actually paint or not, are perhaps one of the strangest countercultures of Eternity. The overwhelming consensus when discussing artistic thought is that "new is better." Why do what's already been done? Why create what you can see every day? "Because we want to," say the Cloud-Painters, as they create miniatures of buildings that everyone's seen, sculptures of natural wonders that everyone's been to, and paintings of skylscapes that everyone knows.



## Countryside Healer

Frequently overlooked yet indispensable, Countryside Healers serve the needs of Eternity's rural populace. Eschewing the Crux-based technologies that dominate urban centers, these practitioners are devoted to the harnessing of *Ambiance*—an older, more natural form of magical energy. Specializing in holistic therapies, they employ a diverse array of herbs, rites, and ancestral rituals to heal and nurture. While their methods may seem archaic to the uninitiated, they carry an intrinsic wisdom that transcends the cold logic of Cruxtech healing. Given the nuanced and challenging art of utilizing *Ambiance*, skilled healers are a rare and valuable presence in their communities.

## Crux Maestro

These are the dreamers and innovators, often locked away in their workshops brimming with cruxite gadgets and machinery. They're the ones responsible for the next wave of Crux-based technologies, striving to push the boundaries of what is possible. Their ateliers are a mix of workshop and stage, where every invention is a debutante, ready to make a grand entrance into society.

## Crux Miners

**Note:** Characters may not be Crux Miners.

Composed primarily of minor nobles who have all the right connections, Crux Miners are a sturdy and selfless lot that are screened relentlessly to check for selfish qualities before being issued a mining license. Often seen as a high-risk, high-reward profession, they venture heroically into treacherous areas and go to great lengths to secure this invaluable resource that powers both the mundane and magical aspects of society.

## Custodians of Luminous Order

Dressed in sharp, tailored uniforms imbued with discreet Crux-enhancements for added protection, these individuals can be seen wherever security is a must for protecting societal elegance and order. They don't merely patrol; they curate the public spaces, ensuring that laws are followed as smoothly as a dance at a grand ball.

## Glass Dilettante

A product of opulent culture and extravagant taste, Glass Dilettantes are patrons of the arts and connoisseurs of fine living who employ “glass half-full” thinking and strive for amateur knowledge of many things. With connections that span the gamut from artists to aristocrats, they embody the *Emmauri* ethos of beauty, grandeur, and human connection.

## Crux Factory Workers

In a world where Crux-powered magitech wonders are the norm, Factory Workers are the unsung heroes behind these mechanical marvels. While they may not have the innate artistry that some do, their expertise in following intricate schematics breathes life into machines that define modernity.

## Glimmerhawks

Owning boutiques that specialize in Crux-infused items, these shopkeepers are well-versed in both commerce and magical artifacts. Their shops are often cultural landmarks and regular stops for tourists and locals alike. Each object they sell is a statement piece, and their establishments often host exhibitions, complete with champagne and live orchestra music.

## Hexologist

Scholars and perhaps hopeful healers who study "The Hex," aiming to understand its origin, implications, and perhaps find a cure. These individuals often dwell in esoteric libraries, surrounded by ancient manuscripts, constantly striving to unravel the mystifying nature of the Hex. They sometimes walk a fine line between sanctioned research and frowned-upon magical experimentation.

## Jazz Artiste of the Divine Opus

These are not just musicians; they are composers of the soul. In the smoky elegance of speakeasies or the opulent grandeur of ballrooms, their music could be the score to the realm's continual unfolding, attuned to both magical and earthly frequencies.

## Mars of Murals

More radical than an average graffiti artist, a Mar's art often serves as commentary on social morality. They can be seen as activists, vandals, or visionaries, depending on one's own perspective. They use Crux-infused pigments, turning every piece into a living commentary that may shimmer, move, or even respond to the gazes of onlookers.

## Members of the Royal Family

As revered figures, members of the Royal Family are considered pillars of society and are often looked upon as the embodiment of elegance and culture. They bear the weighty responsibility of maintaining peace and overseeing the ever-intricate progress of magic-infused machines.

## Scrollrunners

Serving under the wing of seasoned Crux engineers or adepts, scrollrunners learn the intricacies of Cruxtech while fulfilling a pivotal role in the spreading of knowledge. Armed with specialized satchels secured by multi-tiered magical locks, they traverse the maze-like streets of every major city while remaining conscious of the vital nature of their cargo. Sometimes put in dangerous situations or exploited, murmurs of forming a Scrollrunner's Union are becoming increasingly hard to ignore. They are the backbone of Eternity's relentless progress.

## Speakeasy Owner

These are the purveyors of rumors and secrets, as much as they are of drinks and proprietors manage their secretive establishments like underground courts. Their establishments are often places where all classes and types mingle, making them excellent locales for information gathering—and certain illicit activities. With a blend of discretion and flair, they host whispered conversations and veiled negotiations, all while serving Crux-infused libations that are nothing short of alchemical wonders.