

Ok, this is an RP for a project I worked on for a while. It may eventually get finished and published, but I kind of doubt it. The world is all ready to play in though!

Geography

Siren is a smaller, oceanic planet close to the edge of the Goldilocks zone, keeping it hotter than Earth on average. The only place that gets snow are the Northern islands of Myria and the odd exception that I'll get into.

The world is generally divided into five nations, which control groups of islands or the few continents, and plenty of small islands that don't belong to any nationality.

The most striking aspect of Siren, though, is its ring system. 7 rings surround the planet and can be seen from almost anywhere. These rings are made of a special substance unique to this planet called Qhoral, which brings me to the best part, the magic system.

Magic System

Most Syrenians wouldn't refer to their native abilities and unique technology as magic. To them, these are as natural as breathing, a science to be refined. But hey, it still counts as fantasy.

Qhoral is a crystalline substance that permeates the planet. It's in the water, in the ground, in the air. This has interesting effects on the people, animal, and plant life of the planet and even on the geography.

Qhoral is raw power, attuned to one of 12 elements, which are usually displayed in a circle that shows the elements across from their opposite like so

Ignite (fire) === Arctic (Ice)

Voltaic (electricity)= Immerse (water)

Vortex (air)=== Seismic (earth)

Animate (life) === Annihilate (death)

Illuminate (light)== Umbral (dark)

Intellect (repulsion)== Instinct (attraction)

Raw crystals and veins of Qhoral will cause the geography of the world to alter and change. Siren is covered in floating islands held aloft by Intellect Qhoral, wastes surround veins of Annihilate Qhoral, and the coldest places on the planet are held in ice by Arctic Qhoral.

The 7 rings around the planet are also made of Qhoral, and interact oddly with the planet. For some reason, the rings do not appear to be fixed to one element, but instead change between the 12 at different intervals. The rings have various meanings ascribed to them, some of which are obvious enough to be scientifically documented.

Phaestros: Affects the phenomena of Siren. For example, when it is Immerse, the oceans are more turbulent and there is more rainfall. When it is Intellect, gravity increases slightly. When it is Umbral, the

planet is darker, perpetually as if it was a cloudy day. Stuff like that. Normally these shifts are minor enough that they don't interfere that much, although during Immerse periods shipping will decrease. This ring changes erratically. No one has found a pattern for it

Aeos: The most regular of the rings, it shifts every 30 days, forming the Sirenian calendar system.

Kraeos: This ring seems to affect the behavior of Yevon. It's unknown exactly how it works, but different elements will induce Yevon to act differently. For example, when Kraeos is Ignite, Yevon will attack smaller settlements and focus more on destroying buildings and walls rather than people. When Kraeos is Umbral, Yevon will use stealth and ambushes to fight. Voltaic Kraeos makes Yevon go berserk and destroy anything around them. The different effects of Kraeos are much less documented, and the ring is very erratic.

The last four rings are the most mysterious. They only flash at moments when a child is being born. While this makes it much harder to document their effects, tradition and some amount of study hold that the rings have these effects.

Dianos: Affects the Aspect attunement of the child. It's not as obvious as you might think. Ignite is linked to all elemental aspects, Illuminate is linked to creation and conversion Aspects, and Impulse is linked to Strength or amplification based Aspects, just as examples.

Estros: Estros is believed to influence the talents of the child. Animate is linked to social charisma talents, Intellect is linked to Insight, and Vortex is linked to Innovation talents.

Illios: Seems to be linked to the personality as a whole, or perhaps to one's relationship to others. Immerse children are tranquil and forgiving, Impulse are introverted, etc.

Nius is unique among the rings because it only lights up infrequently, for perhaps one in a thousand children. This makes it very hard to study the effects of this ring. Tradition holds that children born under a Nius ring are destined for greatness and are supernaturally gifted with some kind of gift linked to the element.

The effects of qhoral vary widely. Life that comes into contact exclusively with one element will become corrupted by it. An Ignited tree might burst into flames at a touch, fling burning leaves at intruders, or even just feel hotter to the touch as it transforms into crystal. An Umbral animal might emit darkness, turn invisible, or have a lair within a dark cave where only they can see. The rare documented human cases show similar traits and explain why corrupted life behaves oddly. Before losing the power of speech, humans told of a presence in their mind urging them to violence. Creatures corrupted this way are called Yevon. Some Yevon are ancient, and have grown, either in size or in intellect. Intelligent Yevon are called Fey.

The native Qhoral in the air and water, though, has enough of a mix to not corrupt life. Instead the effects show up in more minor ways: the Veils.

Veils

Every person has a Veil, a representation of your soul. For the average person, a Veil isn't that strong. It might save you from a broken bone but not anything more than that. There are, of course, warriors who train themselves to the highest level to have the strongest Veils. The strongest Veil recorded withstood nuclear blast levels of devastation, and lesser Veils routinely block gunshots, explosives, and acid. Veils are usually invisible, but show up when taking damage as a translucent weave pattern in the color of a person's elemental attunement.

The elemental attunement of a person also influences their offensive capabilities, their Aspect. An Aspect is a special ability unique to each person. They come in all sorts of different forms, but always draw on the world around them. For example, a pyromantic ability could draw on heat around the user and amplify it through their Veil, but could also use other fuels. Many Aspects instead augment natural

abilities or allow for manipulation of surroundings. These can be trained to become stronger and have more skill.

Each Aspect also has an Overload mode, where the user no longer needs to use fuel for their Aspect and it becomes much more powerful. Well, no outside fuel. Overloads instead use the person's body as fuel. A light-based Aspect user could go blind, a water-based one could drown in their own lungs, you know, fun stuff like that. Many people go their whole lives without Overloading, it's just seen as too risky. During an Overload, the user's eyes glow and their Veil becomes all the way visible.

Dusters

"Duster" is a generic term for anyone who has trained in fighting Yevon. Dusters tend to be divided into three groups: Paladins, who join a Nation's military; Guardians, who are an independent organization that guard smaller settlements; and Independents, who aren't beholden to anyone. Independents sometimes form new, smaller organizations.

In general, Dusters act in teams of up to four, guarding each other's backs and making up for each other's weaknesses. A team is usually made for life, teammates treating each other like family. Paladin teams are required to have a name, and other Dusters usually follow suit.

Dusters are a somewhat flamboyant lot, and will decorate their weapons and armor, forge unique weapons suited to their abilities, and create almost a public persona. While not every Duster is a celebrity or wishes to be one, the culture demands a certain level of putting on a show.

Technology

The technology level of Siren is highly advanced. The governments of the Nations have access to rudimentary Artificial Intelligence, drones and robots, and are beginning to research air travel. The presence of Qhoral allows for powerful technological progress.

Qhoral can be refined into two different substances. Altheym is the generic term for any metal made with Qhoralic power. Different alloys have different effects ranging from minor things we could achieve on Earth to downright magical. Altheymic steel is the standard by which everything is judged. It is almost always lighter and stronger, and can be alloyed to have different effects.

The other form of refined Qhoral is Nectar. Nectar is a powerful drug that exponentially increases the power of one's Veil. The effect puts the User into a state of Overload for its duration and has other additional effects depending on the element. After the high is over, the user undergoes all the drawbacks that their Overload typically has, as well as further negative effects from the Nectar such as exhaustion, wild mood swings, and the element of the Nectar corrupting the body. Frequent users of Nectar can become corrupted similar to the natural processes, but often die before the process is complete due to the Overload drawbacks.

History, Culture, and the Four Nations

Sirenian history is divided into two eras: the Ancient times and the Modern times. The Ancient race was a technologically advanced society that, as far as modern scholars can tell, destroyed itself in a massive war not long before the beginning of the Modern age. Archaeologists have found building sized

machines with unknown functions, gigantic ruins made out of steel, advanced laboratories filled with cryptic substances, and strange depictions of cultures, peoples, creatures, and the night sky.

All of the Ancient Race culture was destroyed before Modern history began, when the first settler ships landed on Siren. While there are tales of native Sirenians helping the first settlers navigate their new planet, most likely this is just fantasies derived from the ruins they found. (Wink wink). It's unknown where the settlers originally came from. Only vague tales and legends remain, most of which can be found in the Surrecsian religion.

Similarly unknown is the origin of the Sylven. Sylven are humanoids with animal attributes, such as tails, ears, or stranger ones such as scales, eyes, fins, or wings. It's postulated that Sylven originated from the original planet, coming over on the ships and continuing to repopulate. A counter theory is that the Qhoralic power in nature resulted in animal genes being recombined with human ones. Sylven enjoy benefits from their animalistic attributes, and also have faster reflexes and stronger muscles than normal humans. However, Sylven have also shown themselves to be much more susceptible to the negative effects of Qhoralic corruption. Most Sylven would die from a dose less than a third of what would give a human permanent negative effects. This has led to problems and calls for human rights problems in the city of Myrtenia, which suffers from Qhoralic fallout from nearby factories.

The settlers divided into four Nations, radiating out from their landing areas. At this time, the settlers landed almost 600 years ago. In the modern day, the nations are called Raodea, Myria, Amaria, Sabir, and Roanoke.

[Here's a link to the full timeline, but most events are summarized below](#)

The colonists land and begin setting up civilization.

The new nations begin trading and connecting with each other after about 50 years

Roanoke is destroyed by massive Yevon attacks

World transportation and the Skrynet develop

First treaty is formed and Paladin Academies are formed to create superpowered soldiers.

Sabinese rebellion takes over Sabir with Paladin help

The four nations war over Halcyon island

New World Treaty is signed that stops the period of expansion

Manufacturing and Industry allow non-military usage of Altheym and Qhoral

Sylven rights groups begin protesting Myrian and Raodean discrimination

The radical Sylven terrorist group known as the Talon springs up

Roanoke is rediscovered and the descendants of the survivors rejoin the world

A moderate Sylven equality group goes global and gets worldwide support, in response the Myrian government deports (and purportedly murders) the leader.

Worldwide outrage begins a pattern of the Myrian shipping and economic targets being attacked by the Talon and by other radical protestors.

The Talon joins forces with the previously moderate equality group.

Myria continues to crack down on labor uprisings and confines all Sylven within their borders to one island, Saere.

Raodea and other nations pass anti-discrimination laws, with varying success

The Talon becomes much more aggressive, carrying out high level assassinations against prominent officials in every country.

Myrian shipping is further slowed by pirates along their shipping lines

An earthquake under Raodea causes widespread fear and panic.

Outlying settlements in Sabir and Amaria report mysterious figures destroying defenses and letting Yevon in.

Raodea

Raodea is an archipelago loosely held together by a confederacy. Each island has a noble family who is supposed to provide for the well being of all the citizens of their island. Most of the nobles look at their duty as an important one, and many islands have provisions for replacing their noble family if they fail to provide. The nation as a whole is governed by a council of all the nobles, who get more votes for having more citizens. Each island has unique cultural elements, but tend to be similar enough that citizens of one island could live comfortably on any other island. The most common religion on Raodea is the Priesthood of Hitlera

The Priesthood believes in two major Gods: a brother and sister. The Gods were born when Siren was created, and Qhoral first coalesced. The God, Hiylera, became the God of Life, Water, Air, and all things light. The Goddess, Pandora, became the Goddess of Death, Fire, Earth, and all things dark. The Priests say that Hiylera died defending the Ancient Sirians from Pandora's assault, severely wounding her power. Hiylera lost his power, becoming merely immortal, and Pandora lost much of her original power, retreating to the Underworld

Believers believe they have to avenge Hiylera, by destroying the Yevon. Devout believers, while not expected to become Dusters, are expected to combat the Yevon in some way. At the very least, this means supporting the Academies, serving the Paladins in any way they need, and providing for the support of the Nations.

This religion does not have a dedicated clergy. However, Hiylera is said to appear to worthy individuals. Those he does can declare themselves Prophets of Hiylera, and will normally lead the religion to some cause, such as supporting a specific academy or defending a specific region. All believers are considered Priests of Hiylera, and can perform traditionally clerical services. For example, a marriage is simply swearing an oath before 3 witnesses.

The most valued attributes for believers are Courage, Selflessness, and Devotion. Opinions of outsiders are always respected, but Priests are expected to defend and spread their beliefs fearlessly.

Paladins, Guardians, and other Dusters are considered to be "holy". One that has killed a Yevon will always be treated with respect.

Since much of Raodea is mountainous islands, Raodea's primary export is non-Qhoralic ore, such as iron, coal, and tin. Raodea also ships granite and other stones out of their islands.

Academy: Claymore

Claymore is an academy that chooses to stay prepared. While anyone can sign up for the academy, it has the strictest entrance exam, involving days of survival in the mountainous regions of Raodea, closely monitored Yevon encounters, and a written portion. Many people have said the written portion is the hardest. The Raodean government does not officially sponsor the Academy, unlike the other Nations, but it does receive generous tuitions from noble families, almost all of which send their children there for at least a few years, whether or not they are pursuing a career in Dusting. This allows tuition for other students to be affordable for almost anyone.

Claymore's headmaster, Alverin Cyndae, chooses to focus on brutal and utilitarian aspects of the Dusting tradition rather than the "spurious" methods of dueling and interpersonal combat the other academies teach. As such, Claymore has only won the Vytal Festival cup twice in its 80 year history. They still put up quite a show, however, normally ranking high into the finals and putting a few of their competitors in the hospital. Claymore graduates tend to be recruited by the Guardians, a group based in Amaria and Raodea that focuses on defending smaller settlements that don't have military forces from Yevon attacks.

Despite their Spartan approach to teaching, students at Claymore throw wild parties often, and the teachers and staff encourage the behavior. Like much of Raodea, Claymore chooses to experience life to the fullest. The academy structure reflects that; it is instantly recognizable on the skyline as a massive tower, tall and imposing, but it is often covered with luminescent spray paint designs reflecting whatever mood the campus is in.

Myria

Myria is the one of the smallest nations, but it holds a large place on the world stage. Presumably, Myria's technological dominance stems from the site of the spaceship that brought them there, rich in Qhoral and metal. Myria wasn't a nation to let an advantage like that go to waste, and they have kept the tradition of being the most advanced nation since the colonists landed. Myria is ruled by a council of noble families that all live on the capital island of Myrtenia. The only requirement to being a noble is holding a House Ring. Traditionally, a wealthy Paladin or merchant would buy a Ring from a destitute noble house and ascend to their position.

There are seven other major islands in the Myrian archipelago, ranging from a tourist destination (one of the few places on the planet to reliably get snow), to one of the few academic colleges in the world (as opposed to a Paladin academy), to an industrial island covered in factories and sweatshops (run by Sylven from the next island over).

Upper-class Myrian culture judges itself on success and profit. A noble who does not look the part will be shamed into selling their House Ring, a merchant who cannot manage a vast fleet of goods will be bought out, and researchers or innovators that do not produce results are swiftly defunded. Social events in Myrtenia are not occasions for pleasure, but to show off wealth and humiliate one's rivals.

In contrast to the cutthroat nature of the upper-class, the Sylven and poorer workers in Myria band together as much as they can with the anti-union laws preventing any official meetings. While statistics say that Saere is the most crime-ridden area in the world, much of that crime is going outside, stealing from the industrial machine that surrounds them to bring some amount of wealth inside. Saerens try hard to act as one big family, caring for children on each other's factory shifts, offering services for free or very cheap prices, and staging social events with lots of music and cheap wine, all as if in defiance of the cold and stark life of the nobles.

The two sides of Myria aren't even unified by religion. Many of the poor workers in Saere are second or third generation immigrants from Roanoke or Amaria who still practice those nation's religions. The Myrian upper class practices Surrecsianism, which is thought to be the only remnant of the old world's culture left on Siren.

Surrecsianism is a pantheonic religion, which continually expands as the church chooses to deify people after death. The church is strongly hierarchical. A person would enter the church as a clergyman as a teenager and would work their way up through multiple ranks. The Speakers of the Gods are a council of seven who choose the Voice of the Gods from among them, and these eight control the religion as a whole. They are also the ones who choose the Gods that will enter the pantheon. There are seven major gods and thousands of minor ones. The seven major gods are thought to be from the old planet, and their names are lost to time.

1. The Cloaked Hunter: Protector of innocence and bestower of kindness.
2. The Silver Queen: Protector of authority and bestower of emotion and passion.
3. The Black Rhetor: Protector of all Sylven, and bestower of knowledge
4. The Fire Maiden: Protector of the daring and bestower of courage.
5. The Golden King: Protector of all that will, in turn, protect, and bestower of leadership.
6. The First Martyr: Receiver of martyrs, and bestower of victory.

7. The Wizard: Leader of the Gods, protector of all humanity, and bestower of Aspects. Believed to directly influence the Rings.

Practitioners of Surrecsianism believe they are protected by one god, and will choose a second god to bestow them a boon when they come of age. For example, all children are protected by the Hunter, whether or not they choose to be, but when one comes of age, they will now be protected by a different god who is more specific to their role. The minor gods follow the same idea, protecting a specific group and bestowing a boon that is chosen.

Minor gods are real people on Siren that have been deified after their death. Many are Paladins or other heroes designated by the church. It's believed that those who are not defied go into the afterlife to serve the gods.

Academy: Rapier

Rapier is an academy that blends tradition and innovation. The Myrian government sponsors Rapier, but while Rapier's is technically open to any and all students, the tuition is steep that only very wealthy Myrians can get in on their own devices. It's tradition that the oldest child of each noble house enters Rapier and fights as a Paladin for a few years. Rapier does offer scholarships to students that prove themselves in an annual competition, but in return, the student is legally obligated to join the military after their graduation. Rapier is all about the military; more than 80% of Rapier students become Paladins for Myria after their graduation. Most don't notice much of a difference between the two. Rapier works its students hard and focuses most on battlefield strategy and teamwork, which it does by beating a respect for authority into every student's head. Rapier has historically been very successful in the Halcyon festival, winning around 30 of the 80 years. Its students work together well in teams and can recognize and adapt to enemy tactics very well.

Students at Rapier also have the advantage of the newest possible technology. Raodea pioneered Altheymic weapons, Nectar injections, infrared-controlled weapons, exo-suits, Altheym-scale armor, and many other innovations that are now cornerstones of Dusters all over the world, and they continue to come out with new inventions. There's considerable pressure to create the next big thing on both the researchers and the students.

The students of Rapier are, in general, happy to stay in line. Most see it as a stepping stone to their future as the head of a noble house or as a route to better life. It's encouraged in Rapier to find interests outside of school, to allow for creative freedom and imagination to be expressed *somewhere else*. The school is built on its own floating island, overlooking the Lyvierian market island. Rapier is essentially a concrete bunker that has been spruced up to make noble children comfortable when they first arrive.

Amaria

Amaria is a nation that for the most part stays out of the world's politics. Unlike the other nations, much of Amaria is covered in forest, making it difficult to defend against Yevon attacks. Accordingly, Amaria focuses inward more than outward, building up its own settlements. Amaria is spread over three sub-continentals that meet in the center. The three continents are unified by Katana Academy, built over the cliffs between them, and the harbor located on the northernmost island. Farhaven is the largest trade point in the world, since it's easily accessible by every nation. Amaria exports lumber and many farming products.

Amarians are fiercely independent and exploratory. There is no one capital city, just a fort on each island that serves as a hub for the smaller towns spread out across the island. These towns will often share

a Guardian team with three or four other towns close by to defend them from Yevon attacks, and will train their citizens to fight as well. These towns will usually send shipments of grain, animals, and lumber up to the main fort once per year, which will then ship them to Farhaven to sell. Even these towns are too much civilization for some people, who will roam the forests surviving on their own, stopping in the forts to buy commodities and sell pelts, Ancient Race relics, or information only on rare occasions.

There is no most prevalent religion or government in Amaria, instead each settlement will govern themselves and will have a unique religious atmosphere. Many of these, however, are variations on a religion only called the Nius Religion.

The Nius Religion is practiced at least in part all over Siren, and parts of it are blended into everyday customs or traditions of every Nation. It's thought this is the oldest religion native to Siren. The religion does not have a defined structure or belief system, but in general it can be defined by a few points.

Siren was created by an Unknowable God, who expresses itself in nature through the power found in Qhoral and the rings. The God created the world in perfect balance, no one element overpowering another. Different groups have wildly different interpretations of the origin of man and Sylven, but agree that when sentient life was formed, the universe became out of balance. When a person is born, they bring some amount of an element into their soul, putting both the universe and their soul out of balance. This is represented in life as passions and sins. In order to be put at balance and put the world closer to balance, a person must strive to obtain the attributes of the elements opposite their birth rings. For example, if a person was born under an Ignite Illios, which makes them fiery tempered, they should strive to be calm and collected to balance it out.

Academy: Katana

Katana is an academy that focuses on bonds. Each of the three forts sponsor Katana, allowing tuition to be free to all who choose to go there. Similar to Claymore, Katana has an entrance exam, but in this case it's normally more practical. Initiates to Katana will be given a task and let loose in a section of forest. The tasks are often closely related to what Dusters are needed to do, clearing out the lower level Yevon in the area, defending a certain point, or retrieving an object. The initiates are closely monitored, but some have died in the past. It doesn't seem to deter new students from applying, though, and Amaria's wildernesses do forge capable students. Katana's regimen is usually less focused on teaching the skills needed in Dusting and more about creating the people that will be the most successful Dusters. Katana students are formed into teams within their first week and remain in those teams all four years they remain there. Students learn history, diplomacy, persuasive writing, and negotiation, allowing them to function as more than just fighters.

One would think that an academy like this would produce poor warriors, but that doesn't seem to be true. Katana has won the Halcyon festival 36 times over its 80 year history. Katana students excel at negotiating environmental hazards and defeating high powered Yevon, and the teamwork they show is often enough to propel them to high levels in the tournament. Teachers at Katana are sometimes accused of being mavericks who teach their students in nontraditional ways, but it evidently works. Unconventional tactics are just another tool, alongside diplomacy, for Katana students to use.

Katana itself shows its uniqueness at first glance. There are three main buildings in Katana, which have foundations on each of the three islands and extend out into open air over the crashing ocean waves below. The support beams holding them up are a favorite spot for thrill seeking students.

Sabir

Sabir is a proud nation that is not ashamed of its history. After the revolution, Sabir set up a democratic society, and unlike other nations, the democracy set up here has lasted since then. Because Sabir is a pure democracy, it's often slow to enact policies or react to world events. However, Sabir is transitioning to a representational democracy, as Paladins often end up acting as local authorities and reporting "their" people's needs to the larger government. The few officials in the Sabine government find it much easier to send a team of Paladins to fulfill a need than to try and get enough votes from the people to do it instead. While many purists protest this transition, the people who are saved from starvation or destruction by Yevon certainly don't.

Much of Sabir lives in the capital city, New Liberty, which is swiftly becoming the most modern city in the world. While Myrtenia has the most inventors and innovators, New Liberty is the place where all the new inventions end up, thanks to the low taxes and hungry market. While city planners try hard to keep all citizens of New Liberty in good housing and employment, some slums are starting to emerge around the city limits, which is primarily where the Paladins' authority from up above begins.

The outlying settlements of Sabir are normally isolated from the city. Many are ethnic or cultural enclaves of immigrants or left untouched for centuries. While Paladins can and do come through these settlements and offer aid, many of these villagers view the capital city with distrust, viewing the pampered city slickers as unable to truly comprehend their troubles.

Sabir is made up of two sub-continents, like Amaria. The main continent, Efferox, is largely desert and mountain, with small settlements dotted around in forest areas. The other continent, Persolux, is the largest deposit of Qhoral outside of the Qhoral Hive (a huge island of Qhoral at the South Pole, home to many myths and legends). Persolux is covered in mining towns and settlements, which make up the primary export of Sabir. Since many different elements are present on Persolux, some towns live in scorching heat over an Ignite deposit, others in snow and ice, some constantly in deep shadow, and some under heavily increased or reduced gravity.

Since Sabir is so diverse, there is no one religion that dominates it.

Academy: Cutlass

Cutlass is widely regarded as the least professional academy. When a student applies for Cutlass, they are not put through an entrance exam, but instead are given an interview with a professor. The professor will quiz them about their talents, strengths, weaknesses, and experiences. If they decide they are worth teaching, the professor will give them a recommendation to another professor in the school to be taken in as a kind of apprentice. There are anywhere between 10 and 20 professors at Cutlass at a time, and each of them have anywhere between just 1 and 30 students under them. The professors have almost no structure or regulation and can choose to teach their students in any way they choose. The only requirement is that each student is put into a four-person team and competes in the Halcyon festival each year. While Cutlass has only won the Halcyon festival 17 times in its 80 year history, that doesn't seem to dampen their enthusiasm.

Cutlass acts less as an academy and more as a base of operations for the teacher's individual schools. As such, Cutlass is a large building that used to be a government building under the old regime and is constantly surrounded by boats, vehicles, and other methods of transport. The statues of the old dictators are defaced or taken down entirely, but the building as a whole is well restored and in good condition.

Roanoke

Roanoke is widely regarded as a backwards and uncivilized nation. After the destruction of the capital city, the survivors retreated into the deep forests of the other islands. Once settlers from other nations came over, the survivors came out of their hideaways and rejoined civilization. Today, Roanoke is primarily made of four fiefdoms called Crestwake, Whitecap, Riptide, and Keeltack. The fiefdoms are organized similarly to the four larger Nations. Each is presided by a chief and his family, who make many of the decisions for their citizens. The chief is a traditional role handed down by the family, and has even passed hands as different people are adopted into the families. Each of the fiefdoms offers support to Falchion, the academy, and to each other.

Roanoke, being a technologically inferior Nation, stays out of international trade for the most part, selling the occasional technological relic or Qhoral deposit they find. The most common export of Roanoke is actually workers, young people who leave their parochial lives to find work elsewhere.

Through a quirk of nature, some kind of natural selection, or another force, almost all of Roanoke's native population are Sylven. Humans are regarded almost as curiosities on Roanoke, although most people try hard to include them in the activities of the islands.

The most common religion on Roanoke is called Travailism. Travailism centers around the worship of Eldea, the star goddess, and her Path that she draws through the universe. Travailists believe that the first settlers on Siren were directed there by Eldea from the home planet, and that when the time is right she will lead them to the next stage of The Path. In the meantime, humanity is directed to be the keepers of Siren. As such, Travailists respect and revere untamed wilderness, believing it to be the closest place to the stars. Prayer is offered deep in the woods, and all Travailists live simply, taking no more than they need to from the land. Priests live even more simply, subsisting without cultivation or structure, only off of what is given them by their followers or Eldea herself.

Travailists are expected to undergo a Trial of some sort when they come of age. The Trial is chosen by the person, and harder or more dangerous trials are thought to be expressions of higher faith. Common Trials are fasting, taking a vow of silence for a certain number of days, or spending time alone in the wilderness. While someone is undergoing a Trial, they are treated as if they are dead, and their family will go into mourning. A priest will tell stories at their home every night until the Trial is over, and they are celebrated as if they have just been born again. At the end of the celebration (usually proportional to the length of the Trial), the person chooses a Patron God in a special ceremony.

While Eldea directs the path of all humanity, Patrons direct the path of individuals. There are 10 Patrons: the Patron of Mysteries, the Patron of Agriculture, the Patron of Morality, the Patron of Healing, the Patron of Hunting, the Patron of Wisdom, the Patron of Dust, the Patron of Dreams, the Patron of Family, and the Patron of Water. If one takes the path of Morality, they are apprenticed to a Priest and begin that style of life that very night.

Travailism has spread across Siren with the movement of Roanian Sylven, and is practiced to some extent anywhere that Sylven live. Recently, news of the Goddess appearing in Roanoke has rocked the world to its core, although many dismiss it.

Academy: Falchion

Falchion Academy acts less as a full Paladin academy and more as a generic finishing school for the islands. Any student can go to Falchion and be educated in almost any subject. Similar to Katana, the few Paladins will take classes not just focused on fighting, but on science, history, or literature. Other Nations send students who want to study these subjects to Falchion, which is how Falchion makes most of its money. Paladins educated at Falchion normally transfer to different Academies to complete their education.

Falchion is a large, cabin-like, structure built deep in the forests of Crestwake. Because of the population of Roanoke, voluntary Travailist ceremonies are performed in the mornings, and there's a priest who often lives on campus. Students at Falchion are focused on their studies, since most see them as the only way to succeed and get out of Roanoke.

Halcyon

Halcyon is the island that ignited the only world war. After the war, a treaty was signed to leave Halcyon as a neutral area on the world stage. Traditionally, world maps show Halcyon at the center and longitude and latitude are based off of its location. A festival takes place there at the end of every school year for Paladins and Paladin students to compete. It's one of the biggest spectacles in the world, and draws an enormous crowd, both in person, and watching over the Scrynet. Accordingly, surrounding Halcyon Stadium is a shantytown of souvenir stalls and food vendors, migrants who travel to Halcyon to make money off of the tourists.

The Festival requires teams of four, so the schools will organize their students into teams. There are four rounds, a 4v4 round on a normal arena, a 2v2 round with hazards and obstacles on, a 2v1 round, usually against a powerful Fey or a professional Paladin, and a 1v1 final. Any number of teams can enter, but the 4v4 round repeats until there are only 32 teams left.