

The Dragon's Paladin

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Story Premise

Theran Aldshire, a Paladin who wields storm magic, finds himself in the middle of a quest he never even knew existed. He, as well as his friends, must discover the secrets of Drakna, a continent of Exantris ruled by creatures thought extinct for millennia: Dragons. With an unknown timeline, and very few people offering to help him, he makes it his duty to unify the people of Exantris, so they can be ready for the impending attack from an unknown enemy.

Historical Information

A cataclysmic event near the beginning of Exantris' life merged every continent into one single mass. This single continent, keeping the world's name of Exantris, was thought for thousands of years to be the only remaining land mass in a world otherwise covered by the sea. However, that opinion started to change when the Storm Sorcerers began feeling disturbances coming from the mists beyond the continent's borders.

Ships containing the world's bravest adventurers are often sent out, however very few tend to return. Those that do speak of intense, magically fueled storms that start exactly three days into their journeys, which not even the Storm Sorcerers on the ships could quell.

Word of these magical storms beyond the mists drove the masses into disarray, and the leaders of Exantris' four countries started to hold out supplies. In their minds, the only way to survive whatever may be coming is to be the strongest of the countries. All sense of unity was lost to the world, and wars began to break out over the coming decades.

In order to quell the distrust between the world's nations, a new government was founded. The heads of each religion of Exantris, claiming to have been chosen directly by their respective gods, formed a council to unify the different races and cultures of the world they cared for.

Since the forming of the Council, things have been peaceful, albeit still tense. The countries began trading with each other once more, however the fear still has a lasting effect, in the form of certain people hoarding their own supplies. Seers tell the council of the day where the storms finally reach the shores of Exantris, and that more must be done to prepare. However, the religious heads are skeptical of this threat ever truly coming to their shores.

Main Character

Theran Aldshire is an elf, with grey skin and pure white eyes. He has long, grey hair, which he always has back in a ponytail. He is in his eighties when the story begins, however that's rather young for his kind, and he mostly resembles a man in his late twenties. He has a rather athletic build, although he does walk with a slight limp on his left side.

He was born in the small fishing village of Maelstrom, to a very simple life. For the first few years, things were rather peaceful, with the biggest troubles being slow fishing days, or the occasional . It wasn't until he was in his teens that war came to his village, brought by a group of High Elves that wanted the land for themselves. Though the village was guarded well by a small sect of Paladins stationed within the town, and Maelstrom ended up saved, it didn't stop the enemies from taking the lives that they could, including Theran's mother.

It was this experience which pushed Theran towards becoming a Paladin. He knew he had a connection to Storm Magic, but never really used it past small tricks to mess with the weather whenever needed. However, when he watched the Paladins defend his home, he knew that he wanted to protect people, and that's what he did.

After almost a decade of work at the Temple of Seaboard, he was able to set off on his own and defend people across the land of Exantris. For the first few months, it went rather well, until he met his match in the form of a man called Keranas. A Paladin of Shadows, who bested Theran in battle for the first time in his short career. Keranas got inside Theran's head, and convinced him to forego his training, and join him in his fight against the good of the world.

It wasn't until he and Keranas came across the duo of Atticus Reval and Calaine Jaice, that the duo were finally stopped. Theran recognized these two as his friends from back in the Temple, and they convinced him to leave Keranas behind. The things he did still haunt the hero, but he is working towards atonement with the help of his old friends to keep his head on.

Years later, Theran returned to Maelstrom when he heard from a messenger that his father had fallen ill. In his last moments, a story was told about the sacred duty of the Aldshire family, to protect a land beyond the mists that encompass Exantris. He sends Theran to an old family home inside Exantris' capital of The Arc, telling him that the only way to reach this land safely is from there.



(Petritis, M. *Theran Aldshire*. Hero Forge. https://www.heroforge.com/load_config%3D7225149/)

Supporting Characters

Atticus Reval is a human man in his early thirties. He has long, rather unkempt black hair. His eyes are a deep purple. He went to the same Paladin Temple as Theran, and trained to be a Shadow Paladin.

His training had to be much more vigorous than the others, as his particular magic has the tendency to corrupt the user. In fact, he never had a mentor in this domain. Instead focusing his studies on things to avoid, as to not have the same fate as most other Shadow Paladins. While he has moments where he loses control, he never allows his powers to consume him. His most prominent personality trait is his discipline.



(Petritis, M. *Atticus Reval*. Hero Forge https://www.heroforge.com/load_config%3D10209701/)

Calaine Jaice is an elf with deep purple skin. Her grey hair is cut into a short, shaggy mess. Her eyes are orange. Just as Atticus, she also trained at the temple, although she trained to be a Fire Paladin.

Her training was mostly about control, as fire is the most unpredictable domain for any magic user to wield. Fueled by the passions of the user, emotional control is difficult to come by when it comes to users of the element of fire. Her most prominent personality trait is her passionate emotions, and hotheadedness.

Famre is the leader of Drakna, an ancient red dragon who often uses a human form, a very tall, athletic looking woman with crimson hair, and matching eyes.

As far as the people of Drakna know, she has been their leader for a very long time, but not many know that she is a dragon, and not just blessed by one. The only people who know this are her advisor, and the other leaders of each draconic domain. She's seen as a very noble leader, always very calm, and she always does what she thinks is right for the safety of her people.

Important Locations

Drakna is the main city within the island of the same name. It is led by the Council of Dragons, headed in secret by seven ancient dragons representing each Draconic Domain. The official leader is Famre, but each member of the council has an equal say. It's a large city of a sort of ancient Greek make, populated by followers of each Draconic Domain. Everyone there lives rather prominently. There is no currency, so people simply trade goods and services to each other. Each domain has its own things to exchange, which I will explain in the next section.

The Arc is a city that is magically placed inside the hull of a massive boat. It is the largest city within the main continent of Exantris, as well as the religious capital of the world. This is where Exantris' Religious Council guided the continent through the difficult times leading up to the story. The city is separated into sections, the closer you get to the center, the fancier and more noble the décor. There are temples to each god that splits the city even further, although this only splits chosen cultures, not the many races of the world.

Maelstrom is the small fishing village where Theran was born. It has come under attack quite a few times in its history, mostly by bandits who want the land and easy access to boats to secretly traverse around the continent without any real issue. Due to these attacks, a small guard's post was built, where Storm Paladins sit in wait for impending attacks. None of these attacks have resulted in any major damage to the village itself, however a substantial amount of lost lives.

Additional World Information

Countries

Norvel encompassed the entire coast of the world. Their job became a good amount of farming, as well as the majority of the seafood. It's certainly the most prosperous country of the four, housing a very high percentage of Exantris' nobility.

Akla is known to most as The Endless Peaks, as it's a mountain range that fully encircles itself, creating a nearly inescapable valley at its center. This valley farms the crops that Norvel is unable to, as the other continents do not have much farmable land. At the top of the highest peak is the city of Akirai, housing the largest military outpost in Exantris.

Terrane is a desert, full of ruins from what's left of the continents as they converged. It's rife with treasure hunters, archaeologists, and historians alike.

Da'felor is the most dangerous of the countries. During the time of the Cataclysm, a volcano erupted, and scorched the majority of the Midwest land of the continent. Some races still choose to call it home, however it is mostly seen as a deadland to most of Exantris' inhabitants.

Below is an image of Exantris made by a friend of mine when I first created the world. I have received permission to use this picture for the project.



(Map of Exantris. Made by <https://www.deviantart.com/hsandcoheedtrash/gallery>)

Additional World Information Pt. 2

Cultures of Drakna

There are seven draconic domains, each with a different color:

Red - Fire. Warriors. Bravery, hot-headedness, ferocity. Makes their home in the Noble sector of the city.

Green – Poison-based abilities. Rogues. Assassins. Stealth. Cunning. They supply the agriculture for the island.

Blue - Thunder/Lightning-based abilities. Shaman. Tribal. Serenity. Spirituality. Makes their home in the mountains surrounding the city.

Black - Acid-based abilities. Executioners. Aggressiveness. Anger. Makes their home anywhere they can, the leader living inside the castle as head advisor to the King.

White - Water/Ice-based abilities. Treasure hunters. Primal. Instinctive. Make their home on the shores surrounding the city.

Purple – Purely arcane magic. Sorcerers. Charismatic. Prophetic. Manipulative. Makes their home underneath the city.

Brown - Sand/Earth-based abilities. Tomb Raiders. Simple. Intelligent. "Enamored with eating well". Makes their home in the desert.

Story Synopsis

Taking place right after the death of Theran's father, as he enters The Arc. Outside, it's simply a large ship, but the inside is enhanced with magic to be a fantastical city, filled with every race imaginable for a fantasy setting. He goes to the center of the city, to a large mansion owned by the Aldshire family. Alongside him are Atticus and Calaine, his traveling companions that he met while he was training to become a Paladin.

Upon entering the home, he finds it decorated with objects related to dragons, a species thought extinct by most people in Exantris. On top of the fireplace, there's a letter addressed to the Aldshire family, explaining that the family is a part of a long line of Draconic Paladins, with their magic coming from the God of Dragons, Manja, as opposed to the God of Storms, whom Theran had thought as his benefactor his whole life.

Through the letter, Theran finds a way to get himself and his friends safely to Drakna, only to find out that just like Exantris, this continent is also preparing for a war. However, the leaders of Drakna at least know who they're fighting against. Tales of creatures from the Elemental Planes, causing the elements of the world to fight against them, just like what happened in the cataclysmic event that forced the continents together thousands of years ago.

Theran needs to rally not only the people of Drakna, but also the people of Exantris, and help them settle their differences. The people of Drakna, who felt as though the mainland didn't care about them after letting them sit without unification for thousands of years, and those of Exantris, some of whom are convinced that the inhabitants of Drakna are causing the coming apocalypse to begin with.

The story climaxes when the volcano sitting in the center of Da'felor erupts, spawning the leader of this attack: An elemental lord, the cause of the original cataclysm, who wants nothing but the final destruction of Exantris, so the elemental planes never have a place to converge.

Story Exerpt

Theran takes his friends' hands, and guides them onto a large sigil burnt into the floor of his family's home. The second each of them settled their feet across the edges of the circle, a blinding flash overtook them, and it felt as though the world was shifting around them.

When everything settled, Theran opened his eyes, and glanced around a new room, lit only with a single torch a few yards in front of them. The walls were a thick cobblestone, worn over time with thick moss covering them from floor to ceiling.

Theran let go of the hands of his companions, and started forward. He could have sworn he heard his father's voice, telling him that this was the way. Once he got to the first torch, another instantly lit further down into the cold hall.

"That's not freaky at all," Atticus mumbled.

"I always assumed 'freaky' was your entire deal," Calaine returned with a sly chuckle, dragging the human down the hall.

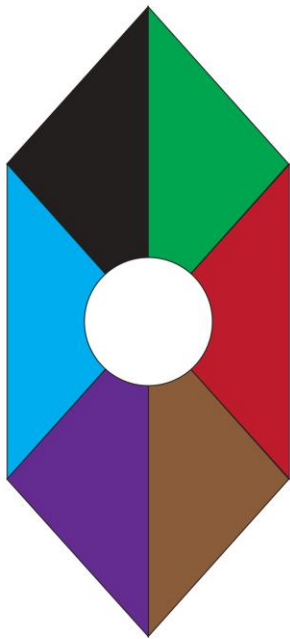
Theran tried to hush his friends, but when he entered a chamber at the end of the hall, his thoughts were entirely consumed by something very large in the center of it. At first, he couldn't make it out, but it soon came together as sleeping body of a red dragon.

Once Atticus and Calaine caught up, Theran held out his arms to stop them from going any further.

"I think we found what we were looking for," he remarked, his gruff voice seeping with amazement.

Adobe Visual Element

Admittedly, my Adobe Illustrator skills are not as sharp as I would like them to be. The evenness of the design isn't perfect, and the design isn't anything amazing, but I wanted to give an idea of what it would be. The colors each represent each culture of the dragons, with the white being the center because of the way they are revered for being the primal treasure hunters, giving them the role of preserving the culture of Drakna as a whole.



Petritis, M. *Symbol of Drakna*. Made in Adobe Illustrator.

References

hsandcoheedtrash. *Map of Exantris*. <https://www.deviantart.com/hsandcoheedtrash/gallery>

Petritis, M. *Atticus Reval*. Hero Forge https://www.heroforge.com/load_config%3D10209701/

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