

Land of Decay and Bloom (LoDAB) is a valid land name.

Response 1

From the surface, the Land of Decay and Bloom looks almost decadently beautiful.

From the planet's solitary mountain, someone could look down and see what looked like an infinite horizon of waving plants. Not only green grass, but red, yellow, turquoise, black and blue would be visible in every direction. Dotting these fields are what seems to be softly glowing flowers of every conceivable color. For miles and miles, this floral landscape stretches, and at night everything is awash in a thousand colors, light from below making the world almost brighter than it is during the day.

This is only part of the story though.

Beneath the mountain is not a field of infinite grass and flowers, but an ocean whose surface is covered in blooms of algae and jellyfish. The Jellyfish are so large and so thickly packed together that a careful person could walk atop them. One missed step, however, and they would end up in the sea below. And the sea below is not somewhere they would want to be.

Supposing this person survived the stinging tendrils of a thousand jellyfish at least...supposing they broke through the layers of algae...and supposing that they could find a way to breathe, they would find themselves in a land with no light. In this place salamanders barely survive, eating everything that dies and sinks to the seafloor, and occasionally poking above for air. Though disgusting, down beneath the bloom, the only source of life is decay.

Response 2

Where the Denizen Persephone walks, flowers bloom. Rains fall, the land is filled with life, flora and fauna alike flourishing.

Where the Denizen Hades follows, those same flowers wilt, the skies dry up, and decay consumes the land. Such is the cycle of the land, of death and rebirth.

It serves the land, and those who inhabit it, well.

This last cycle, though. The termites of the land waited for the seasons to change, like they always do. At first, it was chalked up to variance, and then unluckiness. Now, many months later, it is clear that something is very wrong.

The rivers on the northern plains have flooded, the wildlife growing out of control and consuming the cities. The forests of the south have decayed into mush, those there afflicted by a terrible sickness.

The Denizens have stopped walking, for whatever unknown reason, their auras growing out of control. What's worse, nobody can find them.

. . .

The power over life and death cannot be understated.

That's why the Archbishop made it their duty to control it, so he can bring prosperity to those who follow him, while raining devastation upon those who refuse to.

That's why he stole the twin Denizens away from the land, so that he may rule as a god.

. . .

The Sylph of Space must overcome their indecision, Fix the Cycle, and bring harmony back to the land. Or, embrace their

indecision, hand the reins over to someone else to judge this land.

Such is their Choice.

Response 3

The Land of Decay and Bloom is a living being in a way that few ever truly comprehend, breathing in time with the heartbeat of Skaia. With each breath in, plants bloom and life flourishes, and on the exhale, it all falls away, the decay taking on a life all of its own, all happening within the timespan of a single day. The cycle is steady and eternal, not to be disrupted.

Until it was.

The consorts have forsaken the natural way of things, forcible extending their part of the cycle with each turn of the wheel. Denizens of the Bloom, they whisper in the player's ear, telling them that isn't this good? Isn't life so much better than death?

But one cannot exist without the other, and the land suffers without its natural state of decay. Long-dead trees spring back to life, crops that had been harvested twist back to life in the stomachs of the consorts, and underlings long-defeated claw their way out of their graves. Death stills, and it is *horrifying*.

The breathing hitches, and the land grows. But how can something grow without anything to feed it? Bloom is not life, just as Decay is not death. They are one and the same, the inhale and exhale of planet-wide lungs.

And you can only hold your breath so long before you start to suffocate.

Response 4

The Land of Decay and Bloom is a planet dominated mainly by gargantuan monoliths consisting of metal that swirls with a plethora of colors that shift and morph, similar to a rainbow oil slick. These monoliths protrude from the ground and shorten at an increasing rate, eventually sinking below the ground, causing powerful tremors. This causes significant damage to the ground around the monoliths and the infrastructure of the civilizations of geese consorts atop them. The cause is the land's denizen, Geb who's fallen ill and is using the monoliths as sustenance to prevent his death before meeting the hero.

There're a few ways to cure Geb, as his life is tied to that of the planet. The most obvious method is ridding the planet of mushrooms that feed off of Geb's life force. Geb would be able to regain power and manipulate both the planet itself as well as manipulate the monoliths to form the Final Weapon necessary to kill the Black King in this session. However, the consorts would ask that the hero doesn't clear all the mushrooms, as the soil is prone to being fertile to the point that flowers and foliage grow at a rate that makes it impossible to live in. This forced their communities to the top of the monoliths with their farms. In this, the player is given a version of The Choice; form the Final Weapon or create an ecosystem that is beneficial for the consorts who just want to live peacefully.