

["Writing character history is really hard..."-AuroPenumbra]

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(Author's Note: This page will only focus on the general history of Svan. I will hint at some things I feel are still important but nothing too specific.)

I. THE BEGINNING

Svan grew up within an orphanage with no recollection of any family, her only companions being the crows that would visit her often. As a child she was frail and prone to illness so her caretakers quarantined her within her room. Eventually when they felt she was too much of a burden to keep, they abandoned her in the Brume to avoid staining their hands with blood. Living off of the streets as a child was a hard life, but her fate changed when a Sharlayan caravan passed through the city. They sensed the young girl's magical potential and though dormant, these scholars decided to take her in when no one else would. Svan's adolescence was spent within the Sharlayan colony established within the Dravanian Hinterlands before its exodus. She would be educated under Sharlayan teachings, honing her magical abilities, and even making a rival who would eventually become her first friend. Her school life would be disrupted at the age of 17, when the colony was to be abandoned. During the rush, she was separated from her mentors and classmates and forced to travel back to Ishgard. While she did not have fond memories of the city, she had no other choice.

What direction her life may turn was now left to the will of Halone.



II. FRIEND OF THE CROWS

From a frail child to a strong woman, her time spent among Sharlayans had made Svan older and wiser. She learned to follow the Ishgardian laws, but also bent them within her favor, proving that a woman of her age could still earn her weight without relying on societal norms. Ishgard's stern laws were still not kind to those of lower status, so she learned to never linger too long in the open, acquiring a small abode deep in the Foundation alleyways. Much of her time was spent working as a waitress in the Forgotten Knight, where she was able to acquire an assortment of news that was

buzzing about in the city, and utilizing her skills to assist with healing the ill and wounded. Upon returning to Ishgard, she would also reconnect with the crows she conversed with as a child. It's hard to say whether or not she took in the crows or they took her in, but the bonds she shared with them only grew stronger that wherever she went, they were close by. The locals have begun nicknaming her "Friend of the Crows", due to obvious reasons, and for her healing abilities that rivaled a cleric's.



III. THE HEAVEN'S WARD

(Author's Note: Info influenced and based on actual roleplay interactions.)

One does not easily make friends with the Heavens' Ward, but somehow Svan was able to accomplish such a feat.

For the sake of brevity, it began with a letter of appreciation for one of the knights who frequented the cathedral, which eventually spun into a friendship. That friendship sparked a circle of curiosity for the others which caused them to seek out the sender. In a way, Svan established familial relations with these knights, or a form of harmless psychological poking for a certain inquisitor. For specific souls, she was a faint romantic interest that was destined to never blossom. By the time the main events of the war began with the Warrior of Light's arrival, her time spent with her knightly companions lessened. There was no explanation on why they grew cold and distant, outright ignoring her greetings should she ever encounter them in the city. Regardless of the circumstances, their untimely death would painfully resonate within Svan's soul. The only few non-feathered souls she could call friends were gone. When the Dragonsong War ended with Nidhogg's fall, she decided to leave Ishgard to find a better life.

Considering she did not have much to begin with, it was for the best.

She set off to the Black Shroud where she found peace within its greenery and warmer climate. She would find an abandoned cabin deep in a forest clearing, she created her own secret garden where she could live in peace and solitude for several years prior to the events of Stormblood.



IV. SOLITARY

Svan would reunite with Sho during a visit to Gridania. It was here he would extend an invitation to her to join his Free Company, the Windsong Lancers. She did not give him a definite answer, as she was hesitant with making new connections after everything that had happened in Ishgard. She eventually gave into his request to at least meet the members for herself, and while they were chaotic they were also amusing and seemed like good people. It was then Sho revealed to her why he wanted her to join in the first place: He was afflicted with a serious condition and had plans to return to Old Sharlayan to look into it, and thus he had to step down from position as Windsong's healer. He knew that she was the only one fit for the job and could leave knowing that there would be someone to help the others. Svan was angered by the fact he would hide such important information from her and declined the invite to Free Company, arguing that she wasn't here to be his replacement and ultimately deciding that it would clash with her solitary lifestyle. After much discussion they both decided to agree that while she will not join Windsong, she was willing to at least answer their call should they require her assistance in Sho's absence.



V. STORMBLOOD

Svan did not have a huge role during Stormblood. She was stationed in Othard as a hired adventurer, working as a medic. She provided support during the attack on Doma, and the final siege of Ala Mhigo. Despite how it sounds, her job was to only assist with healing the wounded, or tending to those who passed. Despite the simplicity of her job, comforting the dying, and those who were mourning was difficult in itself, as it reminded her of the losses in Ishgard.



VI. NIGHTBLOOM

Through a series of absurd, but real methods, and someone's spell going awry, Svan was somehow whisked away to The First along with a few others. Until they were able to figure out how to return home, Svan decided that she might as well make use of her time in this new world. While the permanent daylight was a serious threat, there were times when she felt off. It was hard to describe, she felt more invigorated and her magic

became so potent that she almost had difficulty controlling it. She found a method by using her magic to cull the dangers in Lakeland, as she was unsure about remaining in towns for too long.

In a burst of confidence, she decided to brave the regions beyond Lakeland. Despite the warnings, Svan felt more gravitated to Il Mheg more than anywhere else, and she had little trouble interacting with the fae, her own magic protecting her from their mischievous magicks. Svan would meet a peculiar lilac flower fae who referred to her as Cyanthine. Puzzled by this encounter, Svan pressed for answers and learned that the creature's name was Vaasu and they were an old friend of Cyanthine before her disappearance.

Despite the mix-up, Vaasu developed an instant liking to Svan, saying that the elezen resembled their friend so much. Svan remained in Il Mheg and became more acquainted with the lilac fae. Vaasu would speak of Cyanthine frequently, from her interests to her magical gifts. And the more Svan learned about this elf, the more curious she became of her. It seemed that she and Cyanthine had many similarities, especially with their innate gift in magic and the one attribute that stood out was the elf's ability to communicate with creatures, especially birds. Svan would ask if Cyanthine had a place she once lived in, to which Vaasu happily obliged, leading her to a mountain cottage where they explained that they were tending to this place for their friend's return. As Svan explored the cottage, she still felt some sort of nostalgic feeling she couldn't explain.

Her overall time spent in Il Mheg has caused her skills to improve and enhance, gaining magical abilities and effects in the likeness of the Fae. The more reasonable fair folk, such as the Pixies, gained a liking to Svan's devotion to their art and games, referring to her as "Nightbloom" for her love of flowers and her dark-colored magic.

Vaasu would also give Svan a journal that belonged to Cyanthine. It was used to fill with notes of various flora and creatures of Il Mheg and other nearby regions. While hesitant to accept such an item, the fae insisted that she take it as they trust that Svan would take good care of it. Perhaps one day, if Svan met Cyanthine back in The Source she could return it to her, and maybe even Vaasu would be able to visit and see them both again as well!



VII. HOMEWARD

(Patch 5.3 and onward)

Once she was able to return to Eorzea, she would learn the hard way that it was anything but peaceful. With Garlemald's threat still at large, all capable adventurers were answering to the call for help, herself included. With her newfound abilities from the First and strengthened resolve, she decided it was time to return to Ishgard to help with its Restoration. If not for her own, then for those who lived and lost during the Dragonsong War.

To her surprise, Vaasu had established connections with her despite the worldly distance, though their form was visible to only her. Further explanations were halted when Vassu exclaimed that they could sense Cyanthine nearby. Svan followed the fae throughout the Ishgardian Firmament to find the remains of a large estate. Vaasu insisted that his old friend was here and urged Svan to search the ruined grounds. Reluctantly, Svan agreed to their requests and rummaged through the remains of the estate until a tattered journal was recovered. The contents of the journal had the exact same handwriting as the journal Vaasu gifted her: It was Cyanthine's.

The journal entries were as followed:

Cyanthine would be sent into Ishgard due to a spell gone awry, and here she would make a life for herself in Ishgard, eventually elevating herself into a minor noble. She would marry a capable merchant and conceive two children. The most recent was a daughter that she named, "*Svanielle de Descorchet*."

This small entry put Svan in a state of shock. Everything made sense. All her life she had lived without any memories of a family, and while she was content on never knowing the thoughts would gnaw into her mind now and then. It was now clear: Cyanthine was her mother, above all else she had a family, and now she was the last living member of the Descorchet line.

Svan ultimately decided that it was best to keep this knowledge to herself, but with the assistance of Sho and a few others, they gained ownership of the fallen Desorchet estate and rebuilt it anew.



VIII. (ENDWALKER CONTENT FOREVER WIP)

