



Seeking the Fractured Prism

Area of Enlightenment <AOE> • Story, Lore, Play Style, and Sanctuary Guide



AOE AT A GLANCE AOE is a 21+ social Free Company on Diabolos with optional, lore-driven roleplay. We use the real locations, systems, and lore of FINAL FANTASY XIV as the stage for a long-form research mystery, but social membership never requires RP.



SPOILER GUIDE Everything through Part IV is safe to read for someone who wants to understand AOE without learning major FFXIV story revelations. The final lore-reference section is behind a clear spoiler gate.



Elena Phos and Drakkon Phoenix. In-game screenshot from the AOE project archive.

1. Light, Shadow, and the First Contact

Area of Enlightenment was founded by the married Sharlayan researchers Elena Phos and Drakkon Phoenix. Their work focuses on ancient advanced civilizations, surviving relics, and the choices that allowed great societies to flourish or fail. AOE is interested less in power for its own sake than in what knowledge can teach when it is studied carefully, challenged, and kept in context.

The Fractured Prism



FIELD NOTE The prism and its visions are AOE-original campaign canon. The FFXIV history used to interpret those visions remains grounded in official game lore.

During an investigation in the Dravanian Hinterlands, Elena and Drakkon discovered an aetherically unstable fractured prism whose origin and complete function remain unresolved. Elena's balanced white-and-black magic interacted with it, but she was not the only person affected. Drakkon also made contact with the prism and received fragmented impressions of his own.

The first activation left Elena briefly incapacitated and both founders with incomplete impressions rather than a clean historical record. Drakkon moved Elena and the active prism to a nearby cave, and the pair began establishing the safeguards that would later become the foundation of AOE's research method.



THE SEEKER PRINCIPLE A vision is evidence of an experience, not automatic proof of history. AOE records what was perceived, separates observation from interpretation, compares accounts, and looks for corroboration in the real game world and established FFXIV lore.



The Dravanian Hinterlands, where AOE's fractured-prism mystery began. In-game screenshot.

What AOE Studies



RESEARCH LENS What worked? What failed? What survived? What should never be repeated? Those questions guide expeditions and relic study.

- ◆ Ancient and advanced civilizations: what they built, what problems they solved, and which assumptions eventually failed them.
- ◆ Relics and technologies: what they were designed to do, what they still do now, and what dangers emerge when context is lost.
- ◆ Institutions and choices: how knowledge, power, duty, grief, ideology, and fear changed the way societies used their discoveries.
- ◆ Surviving lessons: which methods, safeguards, tools, or ideas deserve preservation, and which should remain contained.

Temporary Relic Containment

Until AOE has a Free Company house with a dedicated secured vault, dangerous relics are held temporarily on the founders' island under controlled conditions. The island is a stopgap, not the final sanctuary. The long-term

goal is a protected vault inside the FC estate where dangerous objects can be logged, isolated, studied, and secured away from casual traffic.



DANGER IS PART OF THE STORY Studying unstable relics, entering contested ruins, following incomplete visions, and carrying dangerous knowledge repeatedly puts the founders, members, and sanctuary at risk. AOE therefore uses actual game systems and gameplay as part of protecting people and research.

PART II • HOW WE PLAY



AOE is built around people first. Elena and Drakkon in a clean in-game project screenshot.

2. Lore-Friendly, Not Lore-Heavy



NO LORE EXAM AOE respects FFXIV canon without expecting every member to memorize it. You do not need encyclopedic knowledge to join a scene, investigate a clue, protect a team, heal someone, scout, craft, gather, or simply socialize.

“Lore-driven” means the game’s world matters. It does not mean members are expected to know every dynasty, calamity, Ascian title, aetherological theory, or raid-era footnote. When complicated history matters, the story should provide enough context for people to participate comfortably.

AOE follows established FINAL FANTASY XIV lore as its foundation. The fractured prism, its specific visions, and AOE’s interpretation of those visions are original campaign material. When a vision is understood, it connects back into real FFXIV places, civilizations, events, and lore rather than replacing them.

From Vision to Canon

- ◆ 1. Experience — Elena, Drakkon, or another character sees, hears, senses, or remembers something through the prism or a related phenomenon.
- ◆ 2. Record — The group documents what actually appeared before deciding what it means.
- ◆ 3. Research — Members compare the clue with canonical places, records, cultures, people, technologies, and events.
- ◆ 4. Fieldwork — The FC travels to the relevant region, dungeon, ruin, settlement, or research site and uses game content as the investigation.
- ◆ 5. Interpretation — The group decides whether the vision was accurate, symbolic, incomplete, manipulated, or misunderstood.

Sharlayan Access and a Traveling Research Company

Within AOE canon, Elena and Drakkon remain part-time tenured researchers with continuing academic ties to Sharlayan. This gives them a reason to consult archives, correspond with colleagues, pursue field research, and bring FC members into scholarly work across the realms.

AOE is therefore mobile by design. The FC can travel across the realms to make contacts, compare local knowledge, follow relic trails, investigate visions, and learn directly from the places where history happened.



Research does not stay in one room. AOE travels, investigates, and learns together.

3. The Sanctuary Has a Security Branch

AOE is not “militant” about game lore. Members are not expected to know every detail of FFXIV history, speak in military jargon, or build combat-focused characters. At the same time, the Sanctuary deliberately handles dangerous objects and enters dangerous places, so it can develop an organized security branch through the Sanctuary Disciplines.



SECURITY WITHOUT FORCING A COMBAT CULTURE Members who enjoy protection, patrols, tactical response, rescue, scouting, healing, or containment have a real place in the story. Members who do not want combat-focused RP are equally valid.

- ◆ The Shield — containment, defense, rescue, perimeter protection, and taking immediate risk when someone must hold the line.
- ◆ The Compass — scouting, navigation, tracking, route safety, reconnaissance, and finding a safer way in or out.
- ◆ The Lantern — healing, stabilization, morale, recovery, triage, and preserving life or testimony after an incident.
- ◆ The Forge — wards, devices, repairs, magitek, alchemy, tools, barriers, and practical containment solutions.
- ◆ The Equinox — aetheric stabilization, mediation, de-escalation, and balancing opposing forces before they become a crisis.
- ◆ The Veil — recognizing corruption, forbidden influence, destructive magic, manipulation, or threats that are not obvious at first glance.
- ◆ The Chronicle — historical context, translation, records, pattern recognition, and knowing when the “old solution” caused the original disaster.

We Use the Game to Protect the Sanctuary

- ◆ Dungeons & Trials — hazardous facilities, containment failures, ruins that must be made safe, or major field operations.
- ◆ FATEs & Hunts — patrols, road clearing, emergent threats, rescue work, or regional danger around a research site.
- ◆ Crafting & Gathering — wards, repairs, alchemical supplies, research instruments, food, field kits, samples, and replacement parts.
- ◆ Maps & Expeditions — lost caches, fragment trails, hidden ruins, recovery missions, and clues that require travel instead of a meeting-room answer.
- ◆ Housing & Social Play — debriefs, recovery, planning, guard rotations, research meetings, meals, friendship, disagreements, and the ordinary life worth protecting.



LINKPEARLS AOE uses linkpearls as an in-character communication method. Separated members can report danger, request support, relay discoveries, check on teams, or contact the Sanctuary without inventing a modern communications system.

PART III • THE CAMPAIGN ENGINE

4. A Long Story Without a Railroad

The AOE campaign is designed as a multi-year, slow-burn narrative. Chapters and seasonal arcs give the story shape, but they do not prescribe a single correct solution. Members can disagree with Elena and Drakkon, investigate different leads, change priorities, and influence what happens next.



Gradual Lore Complicated history arrives in pieces, with context when it matters. Nobody is expected to arrive knowing everything.



Entry Windows Recaps, social scenes, one-shots, field reports, and seasonal breaks make it possible to join late or return after time away.



Multiple Participation Styles Live RP, voice, text, typed-to-voice, async writing, gameplay, crafting, gathering, housing, and ordinary social time can all matter.



Living Outcomes The campaign has prepared mysteries and pressures, but player choices determine what is trusted, contained, pursued, revealed, or abandoned.



YOU ARE NEVER “BEHIND” AOE is a hobby, not remedial coursework. Missed weeks or months do not disqualify a character from the story. The latest recap is your doorway back in.



The social side is not filler around the RP. It is the home the RP is built inside.

5. A Social Home With Optional Story

Some members come for the people. Some come for the story. Some enjoy both. AOE is a social home first, with optional lore-driven roleplay through the Sanctuary for anyone who wants more.

Two Doors, One Home



SOCIAL SIDE Join us for conversation, roulettes, maps, crafting, gathering, housing, screenshots, casual PvE, events, and relaxed hangouts. Social participation is complete participation. You do not have to enter the Sanctuary story at all.



SANCTUARY SIDE If you want story, the Sanctuary adds optional character-driven RP, investigations, lore, journals, field reports, one-shots, expeditions, and seasonal arcs. You can move between social and story play at your own pace.



COME FOR THE COMMUNITY Conversation, dungeons, maps, crafting, gathering, housing, screenshots, casual PvE, relaxed hangouts, and simply spending time together are all real participation. You never have to roleplay to belong here.

What Social Life Can Look Like

- Queue together for roulettes, dungeons, trials, FATEs, maps, hunts, or whatever people feel like doing that night.
- Craft, gather, decorate, work on glamour, trade screenshots, help with goals, or simply chat while everyone does their own thing.
- Drop into events when you can. There is no attendance score, no inactivity purge, and no expectation that your hobby becomes a schedule obligation.
- Use the Discord and Crystal Cross-world Linkshell to stay connected even when you are not a Diabolos FC member.

You Do Not Have to Be on Diabolos to Meet Us

Players elsewhere on Crystal can join our Cross-world Linkshell, Discord, events, social activities, and RP. There is no reason to transfer Worlds just to get to know AOE. Come spend time with us first. If AOE later feels like home, full Free Company membership is available on Diabolos.

Come Meet Us Before You Decide

Start with the community. Join the Discord, meet people through the Crystal Cross-world Linkshell, and spend time with us. You do not need to transfer to Diabolos just to get to know AOE. If it eventually feels like the place you want to call home, full Free Company membership is available on Diabolos.



You can get to know AOE socially before making any decision about full FC membership.

Sanctuary: Optional Long-Form Story

For members who want more, the Sanctuary offers character-driven RP, investigations, lore, journals, field reports, one-shots, and longer seasonal arcs. You do not need to know every piece of FFXIV lore before joining, and you do not need to catch up on months of RP before participating.

The story is designed so people can step in, step away, and return without feeling left behind. A current recap tells you where everyone is and gives you a clean place to jump back in.

Community Guardrails



BELONGING BEFORE PERFORMANCE Members are not ranked by how often they attend, how much lore they know, or whether they roleplay. The social community and the optional story are designed to support each other.

- Real life always comes first.
- No attendance requirements or inactivity removals.
- 21+ only.
- Roleplay and story are always optional.
- No ERP in AOE spaces, official AOE Discord channels, or official AOE events.
- Social members, roleplayers, and people who enjoy a little of both have equal standing in AOE.
- No application is required just to play with us socially; the application is for people seeking full FC membership.



THE AOE PROMISE Knowledge changes people. Power has a cost. Light and shadow must be understood together. But the Free Company is still a community before it is a campaign. The story should create reasons to connect, not obligations to perform.

The Social Side in One Glance



AOE is meant to feel like a place to spend time together, whether or not a story scene is happening.



COME AS YOU ARE Join for company, conversation, casual PvE, crafting, maps, housing, screenshots, or just a familiar group to log in with. RP is an extra door, never an entrance fee.



LEAVE AND RETURN Real life wins. Step away when you need to. When you come back, there is no penalty and no homework pile waiting for you.



STAY SOCIAL OR STEP INTO STORY You can remain purely social, dip into one-shots, or become deeply involved in the Sanctuary campaign. None of those choices gives a member more worth than another.



⚠ FFXIV STORY SPOILERS AHEAD ⚠

Everything you need to understand AOE's community, play style, and spoiler-free premise is above this line.

The remaining section is optional reference material for readers who are comfortable with major FINAL FANTASY XIV story revelations. It discusses Allag, Amaurot and the Ancients, the Ascians, Garlemald, and Sharlayan, including material from Shadowbringers and Endwalker.



STOP HERE TO AVOID SPOILERS You will not miss any social, membership, participation, or “how AOE works” information by stopping here. Everything after this warning is lore-reference material only.

6. Civilizations, Powers, and Traditions



SPOILER REMINDER This section includes FFXIV MSQ spoilers through Shadowbringers and Endwalker. AOE-original material remains labeled as original campaign canon.

Allag: Capability Without a Guaranteed Moral Compass



Azys Lla, one of the clearest surviving expressions of Allagan technological ambition. In-game screenshot.

The Allagan Empire left technology so advanced that later peoples still excavate, repurpose, fear, and misunderstand it. Crystal Tower, Azys Lla, containment systems, biological experimentation, stored entities, and weapons all show the central AOE question: capability is not the same thing as wisdom.

AOE studies Allag because inherited power is especially dangerous when the instructions, institutions, ethics, and original purpose are gone. Allagan relics can be useful, catastrophic, or both at once depending on how they are handled.

Amaurot and the Ancients: Knowledge, Creation, and Responsibility

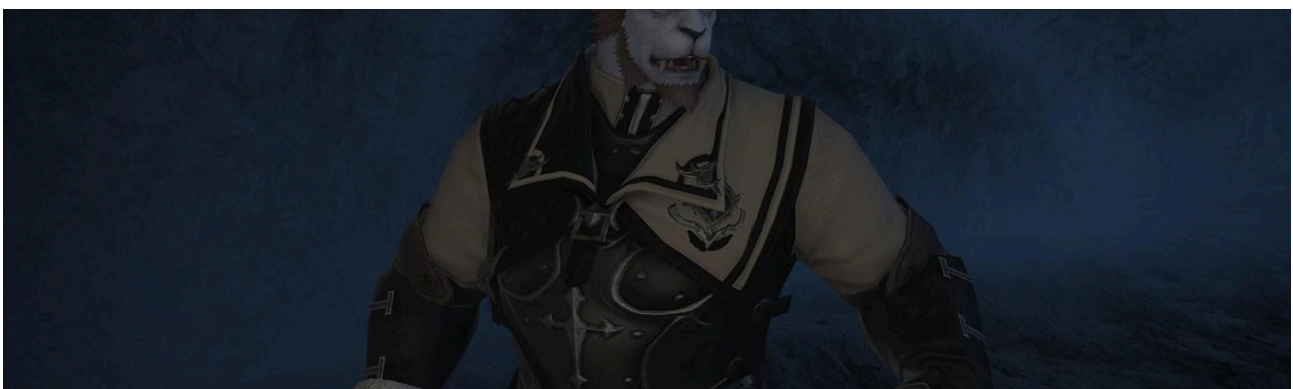


AMAUROT & THE ANCIENTS This section discusses major Shadowbringers revelations about Amaurot and the civilization of the Ancients. No gameplay screenshot is used here so the document does not expose UI or dialogue from the duty.

Official stories present the Ancients as a civilization of extraordinary aetheric power whose creation magicks could give form to concepts. Their scholarly culture included systems for reviewing creations and debating responsibility. Their world also faced catastrophe on a scale that forced terrible choices.

For AOE, Amaurot matters because intelligence and good intentions are not magical immunity from consequence. A society can be learned, organized, and capable while still confronting disagreement, grief, fear, and decisions whose costs echo far beyond the people who made them.

Garlemald: Innovation, Empire, and the Use of Technology



Garlemald after the collapse of the imperial capital. In-game screenshot.

Garlemald transformed rapidly through magitek and used technological superiority, administration, and military power to build an empire across large territories. Its history gives AOE a comparatively recent example of sophisticated technology intertwined with conquest, ideology, and institutional pressure.

AOE can therefore study Garlean machines and records without reducing every Garlean invention to evil or every surviving Garlean to a single motive. Technology can solve a real problem and still be used inside a harmful system.

The Ascians: Influence, Memory, and the Danger of a Complete Answer



The Ocular, a location tied to Shadowbringers-era revelations and manipulation. In-game screenshot.

The Ascians are introduced as masked figures who manipulate conflict while concealing their purposes. Later story revelations give several of them profound historical knowledge, personal grief, and motives rooted in what they lost.

AOE uses Ascian influence sparingly. The useful lesson is not “an Ascian did everything.” It is that real knowledge can be used selectively, grief can harden into certainty, and a person can offer truths while still steering others toward a dangerous conclusion.

Sharlayan: The Methodological Home



Old Sharlayan: scholarship, archives, debate, and the founders' continuing academic ties. In-game screenshot.

Sharlayan is not simply another fallen civilization under study. It is the founders' intellectual home and the tradition against which AOE's methods are constantly tested. Its emphasis on knowledge, restraint, documentation, and debate strongly shapes the Sanctuary, even when AOE believes field intervention is necessary.

AOE adds one campaign-specific element: Elena and Drakkon's continuing part-time tenured research appointments. That is AOE canon, not an official FFXIV claim. It exists to support travel, academic correspondence, archive access, and research hooks.

Other Lines of Inquiry

When the evidence leads there, AOE can also investigate Mhach, Amdapor, Nym, the Echo, primals, regional ruins, lost research traditions, ancient tribes and cultures, post-Calamity reconstruction, or other corners of FFXIV history. The principle stays the same: observe first, research carefully, and keep AOE-original conclusions distinct from official canon.

Official Source Basis

- FINAL FANTASY XIV: A Realm Reborn — The Ascians
- FINAL FANTASY XIV: A Realm Reborn — Garlean Empire
- FINAL FANTASY XIV: Endwalker — Patch 6.0 / Old Sharlayan
- Tales from the Shadows — Through His Eyes
- Tales from the Shadows — Ere Our Curtain Falls
- Eorzea Database — Amaurot
- Eorzea Database — Containment Bay S1T7 (Extreme)
- Eorzea Database — Cinder Drift
- Eorzea Database — /linkpearl



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