

Sweetwater

Sweetwater is the second planet from Focus after Hearthside. The world was the next planet to be terraformed after Newhome. Early in Focus's history, the planet was bombarded by dozens of large comets, giving it a surface completely covered in ocean. Unlike Newhome, Sweetwater was founded as a sort of planet-sized gated community for the ultra rich. Think Dubai but wetter. The original scheme was to build a massive system of interconnected underwater cities. Impractical? Of course! But this is the 1% we're talking about. Unrealistic utopian nonsense is their bread and butter.

There are a few large islands, but Sweetwater's claim to fame is the massive free-floating rafts of matted vegetation that serve as mobile terrestrial ecosystems. They have no fixed topography, and undulate along with the waves. A hill one moment may be a valley the next. These exist on a much smaller scale on the waters of Yih, but various ecological processes keep them from growing to the massive scale they do on Sweetwater. They're large and firm enough to support entire forests. With such unstable foundations, these mobile islands are completely unsuitable for building most artificial structures, which makes them perfect for Atavists, Primitive Wayfarers, and others seeking to "return to monke fops" as it were. In fact, an entire genre of Robinsonade-esque stories concerns the adventures of hapless travelers washing up on the mossy beaches of these massive plant rafts.

Sweetwater society is shockingly stratified, with the upper class living in the above-mentioned underwater cities. An underclass consisting largely of the descendants of the laborers who built those underwater cities lives a nomadic lifestyle on large ships or submarines. Most make an honest living by fishing and mining, but both shipboard and submarine pirates are also common.

As expected of an ocean planet, tourism is a major source of income. Tourists generally stick to the few fixed landmasses and one or two of the more subdued vegetation rafts that serve as parks, with pleasure cruises confined to plying the safer waters between these population centers. A few of the underwater cities tolerate visitors, but the majority serve as second homes for the ultra wealthy, underwater research labs, and long term (think Yucca Mountain or the Svalbard seed vault) archival storage.

These abyssal vaults are a prime fountain of conspiracy theories in the vein of Area 51, including claims of captive ETs. The explanation changes depending on who's telling the story. More pious conspiracy theorists will say that secular governments hide evidence of other sophonts for fear that it would prove the Bright Way right. More worldly crackpots allege that the Bright Way is in control of the vaults, and that they use them for any number of nefarious purposes, usually involving amassing a secret army to reconquer the system, or keeping massive datacenters that would somehow aid them in doing the same.

Those vaults that have made themselves open to the public reveal a more mundane purpose. While they are in fact data centers, there's nothing conspiratorial about them. They're at the bottom of the ocean because that makes it trivial to cool them, and the secrecy is merely standard

data security. That being said, there are many more vaults that are much more heavily guarded and don't produce the sort of waste heat you'd expect from billions of yottaflops of compute power, so the tin foil hatters have plenty of fodder still.

A beach in the tropics of Sweetwater is the most common simulacrum used by missionaries suspended aboard womb ships, including the *Dewfall*. Stormlight hates it because it's hot and humid, which makes the black-pelted yinrih miserable.

Revision #1

Created 2026-06-05 22:46:55 UTC by Lurker

Updated 2026-06-05 22:46:55 UTC by Lurker