

Ethens

OVERVIEW

Ethens is a prosperous maritime thalassocratic city that flourished thanks to its success in mastering the arcane arts. The city defines itself a *magic democratic republic* founded on knowledge, especially magical knowledge. Complex social and political structures are enshrined in its Constitution, designed to tap and exploit magic for the benefit of the entire community. The citizenry of Ethens is wealthy and well-educated, versed in magic, and proud of the heights achieved by their city. Selective and intensive institutions breed some of the best spellcasters in the world, while the political machinery in place ensures that the magical resources are used to the benefit of the entire collectivity. The civil society of Ethens is very lively and it is criss-crossed by a variety of currents and movements, from guilds promoting the magical education of every citizen through art, to groups fighting against uses of magic that they deem immoral or irresponsible.

LAW OF THE LAND

Nowadays Ethens has a complex set of laws and rules. Its legislation is the result of centuries of debates, changes and, at times, revolution. Legal historiographers enumerates at least eleven major *constitutions*, each one defining a different political and legal setup for the city. Some of these constitutions would not even be considered forms of magical democratic republic by contemporaries.

The body of laws is roughly tripartite, comprising a civil code, a penal code, and a magical code. Although the first two codes are interesting in themselves, most legal scholar of Ethens devote their time to the study and the development of the magical code. This code of law is unique for its breadth and comprehensiveness, and the delicate balance of guarantees, limitations and affordances is what has allowed the flourishing of Ethens. After all, the use of magic is very common in city: from the magical tricks cast by individual citizens to the powerful spell bought from magical service companies. A thorough legislation is needed so that the rights of everyone are respected. For this reason, the city has developed specific laws regulating the use of magic within the limits of the city.

The actual magical code is very intricate, full of exceptions and precedents accumulated in time. It is said that a wizard or a scholar must grow to be very old before he or she can hope to master the code. To simplify the study of magical law, scholars compares the structure of the

legislation to a tree:

- *Constitution*: at the root of the magical legal system lies the Constitution, which enshrines the few basic principles on which the entire magical legislation is grounded.
- *Laws of Magic*: from the roots sprouts the trunk of the Laws of Magic, a collection of regulations that broadly apply to all forms of magic.
- *Codes of School Law*: from the trunk, comes a set of branches in the form of the collection of the Codes of School Law, each one defining more precise rules for the practice of specific magic schools.

THE CONSTITUTION OF ETHENS

The current constitution of Ethens is normally enumerated as the Twelfth Constitution of the city. This document, now more than a century old, is the bedrock of the civil society and it defines the political and legal ordering of the city.

The first section of the document defines the rights of the citizens, including their voting rights (see Section *Political Rights*). The second part enshrines the ways in which magic can be used by outlining the principles of Magical Law (see Section *Principles of Magical Law*). The third part details the governing structure of the city: the two legislative bodies of the Council and the Magic Senate (see Section *Legislative Bodies*); the judiciary arm of state (see Section *Judiciary Bodies*); and the members of the executive (see Section *Executive Bodies*).

The Constitution of Ethens is the founding document of the political and civil life of the city. While arguments around it and proposal for reform may often arise, the document itself is hold in high regard. Changes to its articles or even to its wording are hard to enact, requiring a wide agreement between different administrative organs of the state. Such a protective attitude follows by the historic experience of the city, as times of unrest and revolt have often been connected to a crisis and a breakdown of the norms stated by the Constitution.

THE CONSTITUTIONS AND THE NUMBERING OF YEARS

The number of the constitution is important for tracking time. Historians mark the years by reference to the current constitution: for instance, II.14, that is the fourteenth year since the adoption of the Second Constitution, is usually taken to be the year of the foundation of the College of Arcane Magic. Negative years, or *before the Constitution* are used to refer to the time preceding the first Constitution; the era before the Constitution is normally regarded as a dark age of barbarism and tyranny.

PRINCIPLES OF MAGICAL LAW

Properly regulating the use of magic is a hard problem: magic confers power, and deciding how this power should be limited and administered is not simple. The citizens learn in the School of History of several approaches that have caused severe troubles in the past of Ethens or of other cities. Unchecked practice of magic has frequently lead to negative outcomes such as instability bordering anarchy, exploitation of magical energies for the sake to enforce oppression, or magical curfews that have suppressed or limited the initiative and the opportunities of individuals.

Although debates on how magic should be regulated is still very lively, most of the inhabitants agree with a set of principles that are nowadays enshrined in the constitution of Ethens.

The first principle is the *Principle of Responsibility*. It states that *magic should not be used where its effects can not be fully controlled and predicted*. This is probably the most obvious of the principles: a caster, be it an individual or a state office, is in charge of the all and every magical effect generated. Therefore, if there were to be side effects that can not be controlled or predicted, magic should not be used. This principle puts the whole responsibility of a spell on the caster, who is going to be liable for any damage or harm that can ensue from the use of magic. Clearly, the principle leaves some gray areas that are left to the judgment of specific judiciary bodies. It is well known that, despite the efforts of magician studying *exact magic*, the effects of a spell always have some random component; to what degree a caster should be able to predict the consequences of its action is often a matter of dispute in the chambers of law. Similarly, how far the responsibility or the chain of effects of a spell should go, is another topic of debate; if a spell sets off a chain of events leading to an accident, when should the original caster be taken into account for the accident?