Note for book

# World:

## Generic setup

The World for the story is a functionally a giant city. The city is sprawling with life and lifestyles. I imagine the age of the World to approximate the year 1850-1900 in relation to the real world in relation to technology/innovations. The World has limited access to guns (Basic pistols and rifles), cars and trucks are rare/not present, and the main transport is by ship or train for long distance, (horse-) wagon for shorter distance. The citizens are humans (The planet is not Earth), and it will not contain any magic elements. Gun powder / dynamite and other simple explosive are used.

## City location & resources

The city (Name: Langiar) is localised on the coast of a large intercontinental lake that is placed on the continent. The lake is to the east of the city. The lake is about 700 km across (West to East) and 400 km up down (South to North) and has a shape like a claw (pinchers on the east coast), where the Southern ‘fjord’ is larger than the Northern. The lakebed near the city consists of clay and sand.

The city has a big, industrial harbour, where trade is made between the other cities on the lake. As the country has 3 regions, with each ‘capital’ placed on the lake connected with both train and harbour routes/trade. The travels per water are 6 days to the capital (Kalibary) in the North and 8 days to the South (Cobian) – the travels can be slowed by the water currents and weather. The travels per trains are similar.

In the South of the city, a small mountain range is located, where coal and iron are the main minerals mined, while nickel, manganese, and marble also can be found. All are frequently mined and processed in the city. Steel productions is a huge industry in the city and is sold and traded to the capital and exported to other countries due to the high alloy quality.

To the Southwest, a forest is found although heavily reduced in size, as wood has been used as the main building material for the smaller house and shacks. Over the last 50 years bricks and steel has been included and substituting wood more and more, as both building material become more and more available, however the poorer districts still contain plenty of wooden structures. Concrete is used for larger building for the foundations but is expensive to use and therefore uncommon. Logs are still converted into planks but are exported to the other cities around the country.

In the West and North larger areas of land is used for agriculture to sustain the city. This is corn (wheat, rye, barley), potatoes, carrots, and onions. The land is not used for exotic fruits or cash crops, as it lacks the conditions for it. However, it is ideal for the other crops and can therefore provide a large livelihood for the large population of Langiar and the smaller cities within the region of Jusi. Chickens and pigs are kept, but to a lesser extent. Some sheep are kept to a basic cloth industry, but nothing fine.

In the far West of the region, the land has a good enough quality to be used for herbs and plants used in medicinal situations, although no (large) industry for extractions is currently official present.

In brief, the city and region have a strong base for sustaining a healthy livelihood, while the major export opportunity is building material, steel, and medical remedies (if sat up).

## Country Information

Langiar is the largest city in the country (Name: Gattitano), but it is not the capital. It is the main trade hub between the Western part of the country to link up with both the South and North. The far East of the lake is outside of the borders of the country.

The city has been a republic for about 150 years. The noble families hold a lot of power, as they arranged the removal of the power of the king and clergy. In return, the families hold respect, and their investments stimulated the economic rise for the country.

The South is mostly mountain ranges, which also marks the border of the country. It is here a lot of the minerals and ores are mined. Some of the ores are processed, but due to the limited amount of area for agricultural, most of the cities are small and poor in the regions.

North to the lake, the capital (Name: Kalibary) is located. The region around the capital has more wealth than the rest of the country and has more political capital due to its history. The land is well, and harvest outputs are plentiful, including exotic fruit and cloth/silk/cotton fields. The top universities are here, and most of the technology innovation are developed in the region. The number of different textiles also brings an industry for fashion to the capital and is often exported out of the country.

## City information.

By ‘official’ records about 2.000.000-2.300.000 people live in and near the city, but there is about 200.000-400.000 not included due to inefficient administration. The city is divided into 10 districts. The city is officially counselled by the major and 10 counsellors (one elected from each district), where the elections happen every 5 years. The city has a long history of poverty, but has over recent years begun to prosper more and more, especially as metals and building material has been excavated, processed, and sold. A large part of benefits is caused by an increased infrastructure which providing better trade /export options while the nearby harvest has provided reasonable food to sustain even the poorer people.

## Politics:

Officially there is a municipality and a police force in the city, however, 6 clans are in control of most of the underground and to some extent the politician. To become a politician, you must own property, but due to the large cost for campaigns it is usually the middle-/high-income (or one of the noble families in the city). Nevertheless, the profits and trade of the middle-income businesses often rely on the collusion of the clans. The noble families are detached from the clans, but as the clans holds larger power than the nobles, the clans can often manipulate and trade with beneficial outcomes to them. The clans are known by reputations/rumours, but major details are still hidden to a larger extent to the public administration. Through the years, different majors have colluded and fought the clans. The public view is often negative (enforced by the current state), as periods with large number of fights among them as been aligned with poor prosperity periods, famines, and other catastrophes. The region XXX, where Langiar is located, is a conservative region with a light focus on capitalism. After the removal of the clergy, the politics have a smaller focus on religion (dependent on party/candidate), as the grip has slowly loosen.

## The 6 clan:

1. **The Travelling Oxen.** The clan focus their entire business on the trade and delivery of legal and (illegal) goods. Although they also deal in other commodities, they maintain their power by having the large import/export of goods. They have established their business, by bribing people in charge of travelling and import/export, allowing them to modify and charge shipments quickly. Subsequently, their network also reaches far into the other cities in the region and to some extent into the other two regions allowing to control the import of goods as they see fit. Their largest profit stem for the smuggling of luxury goods and illegal contraband – offering them up for a more affordable price (without taxes). Their head quarter is an old paper mill, allowing them to manufacture and print labels and package material easily for all the different trades, while being less obvious for the attention of the public. The Oxen relies on their bargaining and strength to gain the upper hand in stand outs. Due to their extended network, they are the first to hear news and control the news import and exports as well. White
2. **The Diplomatic Peacocks.** The clan focuses its effort on politics, diplomacy, and corrupt negotiations. The peacocks also delve in trade but uses their influence to take a cut of official business in comparison to the Oxen and their smuggling. The peacocks are very attentive of the higher circles and work with the upper class and nobles as part of their way to power and money. They therefore also work in art and drama. The peacocks head quarter is split into 3 locations, as often at least one of them is in use. The have a secret room in theatre hidden in plain sight, a secret room in one of the towers of the biggest art galleries, and lastly a basement room at the city hall including a secret inside and an outside passageway. The peacocks use manipulation and negotiation to establish diplomatic beneficial positions and prefer to solve everything without a fight – and that does not work then blackmail and threatening are used to ‘convince’ the opponent rarely escalating the situation to confrontation. Due to their position in public matters, they often come upon local news and rumours easier. Red
3. **The Fiery Komodo Dragons.** This clan is extremely aggressive in their approach to gaining power. The Komodo Dragons like taking things directly and they do not shy away from conflict if needed. However, it should be emphasised they do not begin violence randomly. Behind the aggressive facade, they are extremely smart, and they work and trade with herbs and medicine. The clan are developing new medicine and drugs, and their work has gotten them a lot of knowledge in chemistry and biology, some never seen in public before. This gives them a big toolbox they can apply in their tactical actions: smokes bombs, sensually distractions, or embed their weapons. Their connections are highly depending on Nature and the outside regions, and they therefore often travel and visit nature outside of the city. Their head quarter is in a new hot house, where they grow vegetables as a front and keep exotic plants in the back. They rarely focus on politics, and more on their own – as long no one step on their territory everything is good. A lot of the newest medicine is also developed here, earning a fair bit for their development initiatives. Green
4. **The Opportunistic Beavers.** The clan defer from using violence in scheming as much as possible, however, they have a great understanding of money, investments, engineering, and constructions. As their main expertise lies within larger infrastructure, they build the industrial building in the cities and often get returns in beneficial buildings. Controlling the material used also have the added benefit of skimming money out of project, while creating strong building that still uphold their reputation. To control the construction and developments, they are very involved in city planning as the primary political channel. As the function as loan sharks for both the public, but also sometimes for the other clans, they are often left alone and rarely involved in any conflict to ensure economic loans if needed. Prior conflict from the different clans has ended either with the Beavers being crushed due to their poor fighting attitude or the initiator had an economic suffocation. Their head quarter is an abandon construction site, in the underground beneath. Yellow
5. **The All-Seeing Hawks.** The Hawks are firmly rooted in both the military and the police force, providing opportunity to ‘forget’ crucial details or change circumstances in crime. Al though most of the police and military is not corrupt, the few positions within give them information of movement from the other clans, in particular their knowledge of different informant are important in this regard. This allows them to hit deliveries and storage of the other clans, but as the members of the clan possess military training they also work as muscle and bodyguards to balance the relationships. The Hawks are mostly low-key players with a very flat structure regarding the organisation, always watching for potential pray for each of its lieutenants. The Hawks work in more in small cells, where only a few of the members meet to avoid their egos or assassination hitting them. They do therefore not have a preferred meeting place to avoid snooping eyes. The Hawks and the Owls are fierce rivals, and they are often fighting each other. Brown
6. **The Silent Owls.** The clan often relies on knowledge and stealth for its operations. The owls prefer to oversee things, staying calm and together. The clan often runs evening and night businesses, such as local taverns, pubs, and hotels, which also gives them able opportunities to pop in and out of busy places as needed. In addition, they also run the university and the libraries in the city, giving them both high and low status knowledge for tactical and strategic planning. The night is the Owl’s best friends as they have learned to move around with silent steps and impressive night vision, which is also the background for their small assassin business and protection operations – being on the wrong side of the Owls could be mean a burn house before the morning. The Owls uses their libraries to meet and plan their business. The Hawks and the Owls are fierce rivals, and they are often fighting each other. Blue

They are all engaging in trade among each other, even outside of their specialities. Over the last 20 years, it has be quiet among the clans, where even the Owls and Hawks have slowed down the antagonistic interaction between each other.

## The nobility

As part of the old society, the nobility had been in a constant power struggle with the priests and the King. In an attempt to earn the power solely by themselves they engaged and enraged the peasant and workers. Complaints had turned into demonstrations, demonstrations to civil unrest, civil into riots and a civil war. The nobility provided weapons and organisation to the civilians allowing them to fight the Kings guard, and to reject the harsh lifestyle predicated by the priests.

For improving the life of the common person, the nobility stayed in good favour, and they were often regarded with respect in commerce and politics. The large houses were often succeeded from woman to woman, as their family lineage was easier to track and in particular as women were contrasted to the strict rules of the priest where men often were favoured. Also, some of the daughters of the nobility married the king, the succession of inheritance would not overlap with one another.

## Main character

The Main character is Marley (actual name to be decided). Marley is a young man, on his way from Kalibary, where he was born and grew up. He is a son of one of the medium noble families, where his mom Luna Janusar has assumed the role as the family matriarch after her mom (Marley’s Grandmom) is getting old and mostly retired from society (somewhat free willingly).

Unfortunately, Marley has gotten in to trouble, upsetting a few of the top reigning noble families in Kalibary. Though studied at a prestigious university and several years at an academic and military high school he neither wants to pursue a role in politics, economics, nor the military. He would rather spend time doing science/engineering in chemistry (his master) or help the common person.

Unfortunately, his dabbling in chemistry had given some interesting results, that could change and improve society. But he turned away the “investors”, which their noble families took as insults. His mom sent him away in response to give him some freedom, see is erroneous way, and mature.