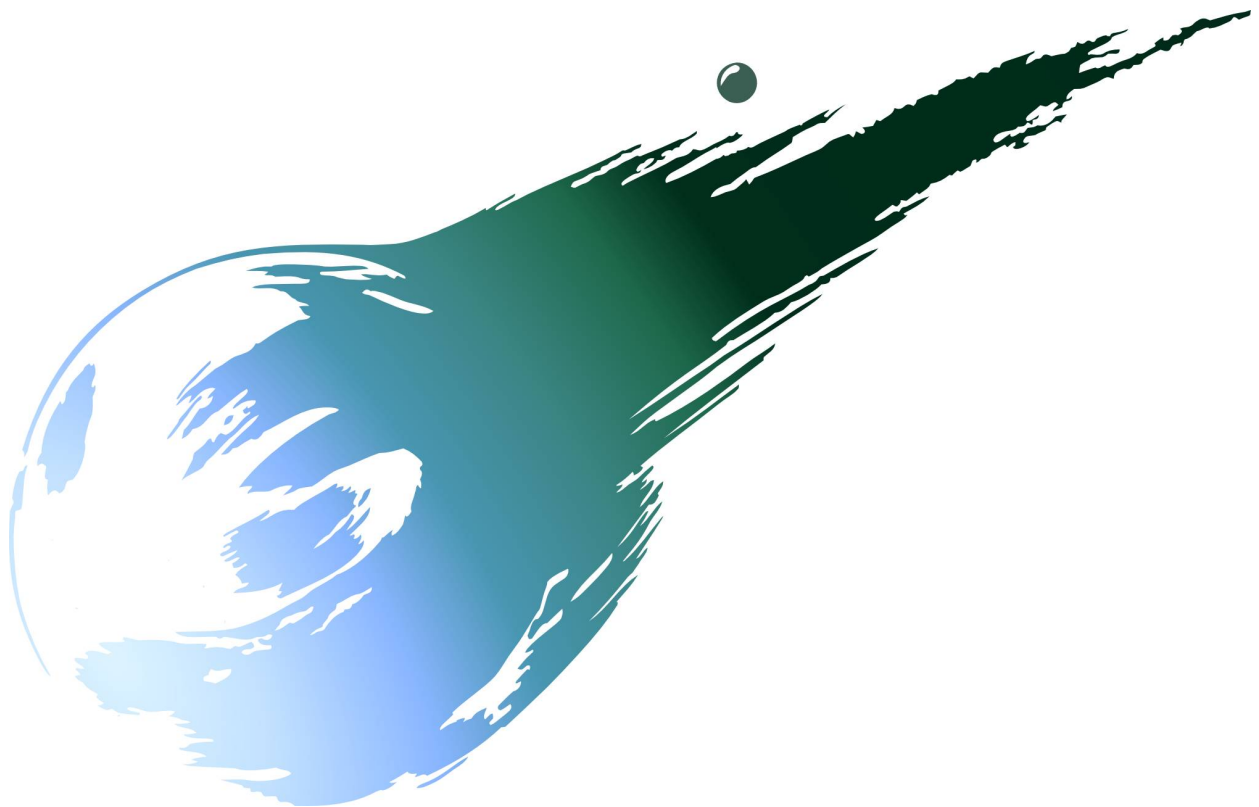


# FINAL FANTASY VII

## WORLDBOOK



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# Introduction



This worldbook was originally written by Matt Bateman, Wes Smith and Jeff Taft, presumably shortly after the release of the Final Fantasy VII video game. All credit for this work goes to them and I apologize if I have failed to credit any other person who was involved in its creation. This release is merely an attempt to make their work more available for future generations. Apart from some minor restructuring and fixing obvious mistakes, I have left the original content largely unaltered. Please note that the authors of this book did not have access to releases after Final Fantasy VII and therefore some of their ideas are inconsistent with other released titles. Nevertheless, I would like to sincerely thank the original authors for their hard work and I solemnly believe that this is a great resource for all fans of tabletop gaming and Final Fantasy. All following content is agnostic of any tabletop system and can be used to be create various stories in the world of Final Fantasy VII.

Through its monopoly over the energy source known as "Mako", the Shinra Corporation gained control over the world. With it, the megalopolis known as Midgar sprung up, a monument to its status. It seemed no one could stop them. But that power came at a price. The people trampled by the Shinra began to revolt. One such rebel group, known as Avalanche, threw into motion a chain of events that would forever change the world. What began with the destruction of a Mako Reactor led to a raid on the Shinra HQ, a voyage around the world, and a climatic battle against the monstrous forces of Jenova and her 'son' Sephiroth. With the legendary Black Materia, Sephiroth was able summon Meteor, the ultimate black magic. While the meteor destroyed much of Midgar, the stray asteroid was mostly absorbed by the power of Holy, a power which could only be fueled by the death of an innocent soul. The legacy of the Shinra Corporation was gone. President Rufus Shinra and all the executives (with the exceptions of Reeve) were dead. As a year passed, a new government emerged with its eye on uniting the world under its benevolent rule. But there's more than meets the eye. Is there more than the new government's promises of a better tomorrow? And what is it in the ruins of Midgar are they so interested in?

Welcome to the Final Fantasy VII worldbook, here you'll find some background material for the latest of the Final Fantasy series. Most of the material, specifically the locations, are directed for the aftermath of the events in the video game.

# History



## The First Age – And so it came to pass

### Pre-History

Where there are now 3 continents and a very large island there was once once huge land mass, a single giant continent. The climate of the land was very different then it is now, the warm trade winds which skip off the north continent and down towards Costa Del Sol had yet to be created, thus most of the world was encased in a think sheet of icebergs and glaciers. The world was a barren and cold place, lifeless except for the most basic of organisms. Yet somehow, in this harsh environment, things managed to survive, and even evolve. In a matter of millennia warm winds from the west had thawed a small portion of what is now the southern part of the northern continent, this is where life as we know it was to begin. The creatures to first evolve the ability to live on oxygen for a significant amount of time, and thus live almost exclusively on land, were a race of small lizard like creatures. These early dragons, having lived on land for a longer amount of time, had a serious advantage over the other races that began to crawl out of the briny deep. Every living thing on this planet was the prey of these small dragons, and as such, they grew.

## The Rise of the Dragons

Somewhere along the line of history, these primitive dragons split into two separate evolutionary paths: one went towards a smaller, more humanoid form, more adept at hiding and attacking in number, basically survival in general. The other went towards a much larger, more majestic race that are more familiar in the legends. These Dragons became sentient, thinking creatures, and the culture they created has yet to be exceeded. Relying on nature and ingrained magic instead of technology these dragons created a civilization in the small fertile area of the world. Huge dragon cities spanned the continent, spreading even into the cold wastes as the dragons discovered ways to passively keep their bodies warm. New magical techniques were discovered and one dragon scholar even theorized that knowledge could be formed into a visible sort of energy through a certain type of focus, the exact theory that would explain materia thousands of years later. Adding to this outward expansion was the changing climate of the world, the harsh cold waste lands that had originally enveloped the entire world, except for the small oasis in the north, were gradually receding. Dragon society expanded outward, enjoying a new age of peace and prosperity that has been rivaled only once since then, and only for 20 short years. Somewhere in this period of time the dragons discovered what was to become their downfall, human race. The first humans were discovered on a still unknown island, primitive and brutish they demonstrated none of the civilization and sophistication of the dragons. But the elder race was intrigued by one thing the humans did possess, sentience. Primitive though they may have been the humans had developed a spoken language and had managed to survive the arid weather of their homeland. Dragon and human society began to merge, the humans viewing the dragons almost as gods, and they in turn treated them like curious pets. Humans loved dragon society and began, with the aid of the dragons knowledge, to learn and grow intellectually. This created a split between the dragons, some felt it was their race's sacred duty to help the humans grow into their own civilization while others felt humans would overthrow the dragons if they were allowed to learn too much. For the first time in many thousands of years dragon fought dragon in small skirmishes, this was the beginning of the end for dragon society.

## The Arrival of the Cetra

The Cetra were a race of travelers who were seemingly old as time. From some unknown planet or dimension they issued forth, looking for a certain type of planet, in hopes of colonization. What the Cetra searched for was called Lifestream, a liquid formed from souls who have yet to be reincarnated. Lifestream flowed under the homeland of the Cetra, making it a vibrant and beautiful world. For reasons no one knows what seems to be a good portion of the Cetra had to leave this homeland in search of another, not an easy task considering the Cetra needed the presence of Lifestream to live and they had yet to find another planet which possessed it. For years Cetra scout parties roamed the vast empty reaches of space, until they finally found it. Within weeks of finding the planet they had made contact with the ruling civilization of the planet, the dragons. Though the battles over the fate of the humans had been slowly escalating, dragon society was still strong. The Cetra were impressed, the spirituality and magical ability of the dragons equaled and, in a select few places, even exceeded that of the Cetra. A month after finding the planet the Cetra began the move to colonization.



## The Fall of the Dragons & the Rise of the Cetra

Dragons who had felt threatened by the humans were now faced with a double threat, the Cetra were remarkably human like in appearance and not only had a civilization equal to that of the dragons but were even starting to colonize on their planet. The dragons who felt protective of humans viewed the Cetra as friends who could help dragon and human society reach it's peak, within a few years of the Cetra's arrival full scale civil war had broken out. The level of magic and violence unleashed upon the world by the dragons battles was unprecedented and many humans and Cetra were killed by collateral damage. Within a year more dragons had been killed in these pointless battles then had died of natural causes since the rise of dragon society. As the battles escalated the dragons began to use more and more of their awesome magical power, soon the planet itself was being injured. The Great Dragon War raged on for years until finally the Cetra decided it must be stopped before the planet was destroyed, they had searched to long to let that happen. Many of the good dragons, those who believed human kind was to be cultivated, and most of the humans, were told in advance by the Cetra to take hiding, for a apocalypse unlike any the world had ever known was about to be released unleashed. Using the power of an ancient artifact called the Black Materia the Cetra summoned Meteor. 7 days later, in the middle of one of the single largest battles of the war, a huge meteor slammed into the dragon's capital, instantly the work of millennia was undone in seconds as the huge continent was dashed into four large pieces and many smaller ones. All dragons on the surface of the planet were killed instantly, never knowing what had hit them. Only a few dragons, those who had been warned by the Cetra, remained alive, the last remnants of their once great society. The Cetra were stunned, they had no idea that the Black Materia could cause such destruction. Guilt ridden they hid the Black Mateira in one of their temples, surrounding it with magical security measures that guaranteed no one would have an easy time getting it. But what if it was needed again? The Cetra required a guardian for the Black Materia, one who could test the moral fiber of any who tried to possess it, and decide whether it was for good or ill they wanted it. A single red dragon, the last of his race, volunteered for this task. They locked him in the temple with the Black Materia, hoping it would never have to be used again. Now the society of the Cetra began to flourish, taking up residence in the abandoned cities of the dragons they began to rebuild, modifying the places for their own needs and sense of beauty. They founded their capital close to the crater that marked where the center of dragon society had once been, to remind them constantly of what they had unleashed upon the Planet they loved so much.

## The Arrival of Jenova

The Cetra wondered if they were to be punished for unleashing Meteor on the Planet, they were, but it was not divine retribution. A sentient virus known now as Jenova came to the Planet attached to Meteor. How it spread is yet to be discovered, but it is known that it did not affect the humans, who the Cetra now lived side by side with. Jenova was a vicious self mutating virus, it affected every victim in a different way but most of it's victims totally mad.

## The Fall of the Cetra

Everytime the Cetra even came close to finding a cure for Jenova the virus simply change itself, it could not be defeated. For almost ten years Jenova ran rampant, eventually infecting a staggering percentage of the Cetra. The few remaining Ancients who were not horribly mutated from Jenova sadly decided they must leave this planet they had come to love so much before they went mad and killed it. These survivors gathered in the Ancient Capital in the northlands and, all at once, became the first Cetra in the Lifestream of the planet Earth. However,. the Ancients could not simply abandon the humans who would quickly die without the Cetra's guidance; though their consciousness went to the Lifestream their knowledge became what is know now as materia. The humans race was now alone on the planet Earth...

## The Second Age – Mankind Ascends

### The Rise of Man

The newly alone human race did not cower from what it now had to do as many feared. Using the knowledge and power contained within the materia they quickly began an extermination of all Cetra who'd been infected with Jenova. Though the monstrosities were ferocious and powerful very few were now anywhere close to intelligent, in the end they were no match for the newly armed humans. Now that the world was at least semi-safe the human race could begin to grow and prosper. Instead of building on the cities of the Ancients mankind spread out around the world and began to found it's own towns and cities. Humankind had begun it's rise to power.

### The First Nations

Human cities began to rise almost immediately, and nations were quickly formed from tribes. Technology was extremely slow to be discovered, because it was widely believed that materia was more efficient than any machine ever would be. By this time in history, all of the continents and landmasses were exactly the same as they are now, for all practical purposes. There were six nations existing. Two were on the eastern continent, divided by the large mountain range. The north went by the name of Midgaard, the south was called Koriām. Each of these nations were vastly more powerful than any of the other four, but had much more unstable political structures. Midgaard was built on a shaky monarchy. The ruling family almost always had a strong leader in power, but he was not always a good leader, and thus the government was prejudiced against by the people. Koriām had the opposite problem. They were blessed with kings with strong moral standards, but that lacked the willpower to lead. But for a few centuries at least, both nations enjoyed the benefits that their strong economies got them. On the southern continent lay a nation that gave itself no name, and was the most distinctly different from any of the other nations at the time. Due to religious and cultural belief, materia was used very rarely and its use restricted to healers, priests, and the like. To make up for this, they had incredible technology comparatively. Their capital, Mideel, was built high within the trees of a dense forest. Complex elevator systems using primitive hydraulics transported people from place to place. The government consisted only of a council of elders that managed to keep the populous happy and prosperous. Exact details of this area are still quite sketchy. No records exist of it in any of the other nations' libraries, but it has been proven that it existed during the same time period. In the far west by today's standard latitude and longitude but east by our distant ancestors', a small kingdom of extremely spiritual people existed. They kept to themselves, for the most part, but kept detailed records of their history unlike the southern nation. Their religion was based upon the acknowledgment that all things in nature had their use, specifically the four elements, and how to live a productive life while maintaining this oneness. Due to social and religious evolution, water became accepted as the most powerful and important of elements, and thus the Leviathan was revered as their highest god. There was a complex cast system in Wutai as well. The warrior cast was made up of dedicated soldiers who practiced spiritual perfection as well as physical. They were a social step above the worker cast who sought to perfect his work, and a step below the religious cast, who sought only knowledge and the perfection of the mind. This religious cast produced the only recorded incident of simple magical effects without the aid of materia or some other focus. The unity in this nation was strong, and the religious class, which acted as a government, made sure everything was always in place and running smoothly. Poverty in Wutai was unheard of, but so was climbing the social ladder. On the western continent there were also two nations, split east and west using the mountains and rivers as natural boundaries. Corel lay to the east, and Thone Villa to the west. These nations had a lot in common. They were both started by cruel, manipulative, yet charismatic dictators who saw opportunity in the rise of mankind. Although neither of them ever officially declared war, they both had massive militaries and frequently skirmished along the border. One border city, Nibelheim, was taken and retaken by nations dozens of times. The mountains, passes and terrain surrounding the area made it a vital location in controlling the west, and would cause it to become a battlefield many times in the future.

## Man Discovers War

War between Corel and Thone Villa seemed inevitable. A combination of a particularly ruthless pair of rulers and the discovery of a vast gold mine at Corel was all the excuse anyone needed. A steady battle was fought between thousands of troops all across the borders, especially in the mountains. Near the rivers, barracks were built all up and down the coastlines. No ships could move in or out without being instantly destroyed. It was a dead standstill. The war lasted over a decade, and not much seemed to happen other than the loss of a couple million lives and severe economic repercussions. No land was taken that was not retaken within days. The economies of Koriām and Midgaard collapsed as a side effect of this fighting. The industry for importing and exporting goods died with the first battle. Koriām, basing its capital at a large port city known as Junon, suffered the most of the two. The ruler of Thone Villa saw opportunity, and signed a treaty with the king of Midgaard. Within days, Midgaard invaded Koriām. The fronts of the war in the east were concentrated at two places: the waters of Junon and the rocky canyons outside of the mithril mines. Midgaard won the war within a few years, and assumed control of the east. Thone Villa reaped the benefits of their treaty, and soon took over Corel and the gold mines within. Wutai was invaded shortly afterwards by troops from Thone Villa. They were repelled. There is no records of the detail of the attack in any ancient libraries; the defense was so quick and effective that no one knew what became of the invading army.

## The Third Age – Man's Punishment

### Nations Rise and Empires Crumble

Thone Villa and Midgaard were practically run under the same oppressive government due to the tenancies of their rulers and the details of the treaty. The people were looking for a way to rebel, but found none. The military was well trained and exceptionally loyal. However, a small band of mismatched veterans did form in an abandoned fort, Fort Condor, near the mithril mines, and declared independence. The strategic positioning of the fort was ingenious for its time. It repelled countless invasions during the first war. It was so good, that Thone Villa was unable to take it back. Less than a year after Fort Condor declared independence, the overworked, underpaid miners of Corel decided to rebel, cutting off one of the main sources of capital to the two nations. They managed to fend off the military for a while, but defeat was inevitable. It was not a wasted effort, though. The faith of the people in their government was severely shaken. The effects of the rebellion could be seen throughout every city and town. The ruler of Thone Villa was assassinated sometime shortly after the rebellion at Corel, and from there, the nation crumbled under its own weight. Midgaard was preparing a massive naval force of some kind to go south. It is undocumented as exactly what they were planning. It is widely believed by historians that they had received rumors of the southern kingdom and were going to explore and conquer. The entire fleet was burned to the ground by some radical spies in the military and a few that were trained in the usage of magic. Midgaard's capital fell soon after. The details of the small and large squabbling nations that arose and fell for the next fifty years are very sketchy. There are at least one hundred seven documented countries, none of them lasted for more than a year. There is evidence that the southern nation engaged in warfare against one or more forces during this time, for this is when they seem to have fallen from their great state into a rather crude tribe again. Exactly fifty one years after the fall of Midgaard, three nations united to invade the only kingdom that had sustained itself since the Age of Dragons: Wutai. Their forces were repelled, but at great cost to Wutai for sheer number of soldiers involved. The attrition was devastating. The elders of Wutai immediately decided that the chaotic world must be brought to order in order for the human race to advance. They believed that they could do this diplomatically and tactfully. They were mostly right. This was the beginning of the Era of Peace.



## Wutai Reigns (The Era of peace)

The ships of Wutai which until now had only transported a small amount of trading goods were now loaded with Wutai's premiere scholars and priests. The learned men and women of Wutai spread to all corners of the world, bringing enlightenment and peace with them. Two countries benefited most from these changes, the remains of Midgaard used advanced metallurgy techniques to realize their full potential as the world's leading source of mithril while Junon adopted Wutai sailing techniques to secure a foothold as the leading sea and trade power. The influence of Wutai was everywhere with the exception of a few small fiefs the elders had judged as mature enough to govern themselves. Within five years the world was once again at peace. This peace was to last for twenty more years...

## The Last World War

Thirty years to the day after the elders of Wutai had started their campaign to bring order to the world they went back to isolation. Feeling the nations were now enlightened enough to manage their own affairs without repeating the mistakes of the past Wutai retracted itself from all outside politics. Almost instantly old rivalries began to flair up, though outright war was still a long forgotten mistake. The nations of the world began to expand geographically again, fleshing out their borders. The isolated fiefs whom paid no homage to any nation felt particularly threatened by this but lacked the power to complain. Matters came to a head when a group of Junon settlers unwittingly trespassed on the land of the kingdom of Sethanon, the entire group was slaughtered without question by the well trained and emotionally dead warriors of Sethanon. Junon immediately declared war on Sethanon, the other small fiefs and kingdoms viewed this as a sort of bullying action and banded behind Sethanon. A hoard of other countries, whose names are now long in the mists of time, saw this as their chance to uproot Junon as the world's leading sea power and instantly attacked, Junon's allies came to the defense of the merchant nation and within less than a year of the slaughter of the Junon settlers the world was once again engulfed in the flames of war. Records from this time are sketchy at best, the last world war lasted for at least twenty years, maybe longer, allies and enemies changed as often as the direction of the wind, the world was utter chaos and it took the sacrifice of one man to save it.

## Crying Spire

Of the major nations only Wutai managed to stay, for the most part, uninvolved in the war, only fighting in defense of their own land when some other nation tried to take it from them. Only one of the various warrior societies and fiefs of the world managed to stay out of the war, the Knights of the Crying Spire, so named for unknown reasons, unsuccessfully tried to make the people of the world realize the futility and pointlessness of the war, but to no avail. The leader of the Knights of the Crying Spire, his name now lost to history, finally came to a somber realization, mankind was a virus which needed to be purged in order to save the planet. Reports tell of the Knights being sent forth into the world and gathering everything they could on the Cetra and the Dragons, searching for some sort of knowledge. Just as suddenly they were gone, not to be seen in history ever again. Piecing together of fragmentary reports from the time period indicate that the leader of the Knights released some powerful spell upon the planet which practically tore the cities of mankind asunder, or something to that effect. The only proven effect of it is that there are almost no records surrounding over a century of this event, and none for another two centuries even bring it up.

# The Fourth Age – The Rise of Shinra

## 200 Years of Isolation

As was stated above, there were almost no records of this period in history, and what does exist is written in unknown or extinct languages. According to archaeologists and linguists, there was no contact between the dozens of loosely banded nations and tribes, and no notable advancements were made. It should be noted, however, that mankind did not regress at all. Even Wutai's records have a gaping hole around this period of time, although their culture still agrees with that written before this period, for some reason.

## A Cruel Monopoly

Around two hundred twenty years after the rift in literature and records began, it reappeared as suddenly as it left. The first thing they speak of is the discovery of a fountain of energy of some sort in the fertile fields in the northwest of the eastern continent. A rather large town was sustained off of energy produced from this fountain. Scholars from Wutai called it Mako, a powerful and holy liquid whose origin was shrouded in mystery. The people living in the town saw it as a very effective, efficient, and cheap way of producing energy. They also, quite by accident, discovered how to manufacture crude forms of materia from the Mako. A man with at least some Wutaian blood by the name of Musoshi Shinra quickly saw opportunity in this, and did not hesitate in taking it. By spending what was left of his small fortune on shops and factories capable of producing materia, he quickly became the richest man on earth through exporting what used to be the rarest gems in the world. Shinra was also a student of history, and saw flaws in almost all of the governments and countries created in the past. Instead, he decided to create a business under his name. With clever marketing strategies and sheer amount of money he bought out every other business and shop in the world that was capable of producing anything using Mako, and also purchased large sections of land that his research and development team thought might be able to be cultivated for Mako. In his lifetime, Shinra managed to establish an enormous network of the most talented people on earth and control the most valuable resource on earth. His son took over when he died. Where his father was a skilled businessman, the new Shinra was absolutely ruthless. He expanded Shinra's market, still keeping Mako products but also making everything else under the sun. In a matter of years, if one wanted to buy a product, chances are one would have to buy it from Shinra.

# The Fifth Age – The Reign of Shinra

## The Fall of Nations

Over a period of one or two decades, materia became much more common. Almost everyone was extensively trained in the usage of materia starting in grade school, with Shinra's influences. Through this, they further insured their rule of the market through the loyalty of the next generation. As more time passed, Shinra establishments in cities and towns became significantly larger than the existing governments themselves. Since the established governments were inefficient compared to the Shinra Corporation, the population came to rely on Shinra more and more for things that they usually turned to the government for (schools, roads, law enforcement, etc). Any nations that existed just faded away within a few years. The cities still retained their government technically, but everyone knew that Shinra owned everything.

## Midgar

The original farming village that Mako was discovered at had grown into about seven or eight major cities that surrounded the area in one, giant metropolitan area. Since this was Shinra's base, they decided to put forth a great amount of resources to make it their own, custom built city. And thus the greatest city in the history of the world arose in about four years, wrought in two levels from mithril and steel.

## The Shinra-Wutai War

Although it hasn't been proven through records, it is generally thought that a vast field of Mako was discovered on the south of the far eastern continent. Fearing that Wutai would defend their land and their culture, they sent a large military force to accompany the scientists that were doing the preliminary studies. In Wutai, there was conflict among the elders on whether or not to declare open war on Shinra and Midgar. What exactly was decided before the invasion is unknown, but it is around this time that people first started thinking about the side effects of using Mako in terms of the long term and large scale. Needless to say, war was immediately declared when Shinra arrived on the island. Through superior naval forces, Wutai managed to defend their land against the initial attacks fairly well. Shinra, however, managed to create a blockade effective enough to force all future battles on Wutai's land, making them unable to go on the offensive. This blockade was very costly to Shinra and shook the people's faith in the strength of their "government". Shinra decided to further plans that were already going at a relatively slow pace: Mako experimentation on humans. The enhancing effects of this infusion were immediately obvious, and thus Shinra had created the super soldier: an inherently superior soldier without an excessive amount of training. No side effects of this were visible, so they decided to put their new weapon to a battlefield test. The exact casualty statistics of a battle that occurred between the ground forces of Wutai and Shinra on the southern tip of continent have been kept secret. No one knows exactly what happened other than hundreds of thousands of lives were lost on each side. The treaty that was signed between Shinra and Wutai only weeks later was one of almost equal conditions. Shinra would not get the land they wanted, but heavy export restrictions were imposed on Wutai, quickly turning it into little more than a tourist spot for Shinra employees' vacations.

## Appendix – The Discovery of Jenova

Several thousand years ago, as is detailed above, a large meteor smashed into the planet, forming the northern crater. The reasons for this are detailed above. The side effects were the release of a virus that was extremely deadly for all Cetra. It had some form of sentience, so it took control of one's body until it exhausted its resources, and then spread on to others almost undetected. For one reason or another, this disease could not be transferred to humans very easily. When all was said and done, there were virtually no Cetra left alive. Several thousand years later, a scientist by the name of Gast discovered the frozen body of an ancient on the northern continent. The project immediately received funding from Shinra, and the body was code named Jenova. Inside the body, cells of a still living organism were found. This organism, or virus, could affect humans, but only through direct injection, not through any other exposure. Even then, its effects were almost unnoticeable. For one reason or another, Gast disappeared, and a scientist by the name of Hojo took over. Hojo had already practiced many experiments using Mako on humans, not all of them humane. He was determined to find some use for this virus. According to his tests, it would not harm its victim, but only enhanced his or her potential. All of his proposed experiments, however, were so inhumane that no SOLDIER would volunteer. At some point during this time, Hojo fell in love with a scientist named Lucrecia. Lucrecia was already engaged, or at least seriously involved, with a man named Vincent Valentine. Although she did not want to break her relationship with him, she was very intrigued by Hojo's reports, and so gave her body to science and bore Hojo's child, whom was subjected to doses of both Mako and Jenova in the womb. When the baby was born, he was given the name Sephiroth, and immediately subjected to more tests. When Lucrecia and Vincent protested, Vincent was shot, and Lucrecia went into self-imposed isolation. The experiments that were performed on Vincent's almost lifeless body are another story entirely. But the effects of Jenova on Sephiroth are obvious during the middle and end of the game when Sephiroth is going off on his ramblings. Ever wonder why so much of it conflicted with the plot in general? That's because its false that Jenova is feeding him to serve its own purpose (reuniting with all of its now-spread strains). Sephiroth's quest for godhood is his own endeavor.

# The New Government



Here it is folks, the New Government Sourcebook. Almost everything you did (and didn't) want to know about the men who stepped up to take control over the world after the fall of the Shinra corporation. Read on, and you may discover that they are not as all as evil as you may have imagined. Like any governing body, it has its good intentioned people and its ill-intentioned people. In this case, the ill-intentioned are more numerous and hold substantially more influential positions then the good-intentioned, though that does not mean that you can entirely overlook the good-intentioned. As you may notice, a few sections are left deliberately ambiguous (The number of Praetors, the President's identity). These are totally up to the individual GM's discretion, seeing as they make excellent adventure hooks.

## Origins

The foundation for the New Government was first laid shortly after the conclusion of the War of the Planet and the subsequent destruction of the world's unofficial capital, Midgar. At the heart of the movement for a new, more efficient governing system was four men. Silas Travers, political scientist and three time mayor of Midgar, Simon Leroux, a decorated veteran of the war against Wutai and strategic genius, who by the end of the war had reached the esteemed rank of General, James Reeve, Shinra's former Chairman of Public Safety for the City of Midgar, and lastly, Noah Gibson, a young Nibelheiman with a vision for the future and the intelligence and charisma to make that vision a reality. These four men were the cornerstones on which the new political system was built. For several weeks following its inception, the 'New



Government' existed only on paper. At first glance, the haphazardly constructed booklet that contained the preliminary outline for the new system seemed little more than a piecemeal jumble of elements from the previous government before the ascent of Shinra, the few worthwhile policies created during the reign of the same now defunct mega-corporation, and longshot ideas drawn from the minds of its creators. But to the four men, this booklet embodied the hopes and dreams of the generation. After nearly two months of maneuvering, a meeting between the four and the remaining world leaders was scheduled. Representatives from all corners of the world, from the hot, sandy beaches of Costa Del Sol, to the cold, windswept peaks of Icicle Inn, were in attendance. Three days of fierce debate followed. At the stroke of midnight on the third day, the New World Government Coalition Pact was signed by all cities save Wutai, who chose to opt for a limited form of representation, and therefore, much more autonomy. These were the first steps to forming a unitary, democratic worldwide system of government

## Structure

Their first task completed, the Founders (as they came to be called) moved swiftly onward to their second. Using the old government as a basis, the Founders constructed a two house legislature, an executive arm, and a judicial arm. The legislative houses were the Senate, comprised of forty members and thought to be the more 'powerful' as well as the more prestigious of the two, and the Representatives, which number four hundred and play a larger role in local politics than the worldwide politics that the Senators dabble in. The judicial arm is headed by a Seneschal (who also serves as the President's Minister of Law and Order), who holds jurisdiction over national matters of justice and law by presiding over the "High Court". Furthermore, the Enforcers, the New Government's law enforcement division, report directly to the Seneschal, and he or she may at any time alter their orders as he sees fits. Below the Seneschal are Magistrates, who work with regional affairs in the "Middle Court". Generally, Enforcers in a given region may be commanded by that region's Magistrate, but as mentioned earlier, a single order from the Seneschal may override any a Magistrate has given to the Enforcer Corps in his or her region. Seven magistrates also serve alongside the Seneschal in the High Court, and because of this, are aptly named High Magistrates. In reality, the High Magistrates have little power in comparison to their "lower" brethren, but have access to a substantially greater amount of information. Lastly come the Arbitrators, who retain city-specific posts and thus only intervene in matters directly involving or isolated to their city. As their name suggests, Arbitrators are mainly regulated to settling meager disputes, and thus their particular office is seen more as a chore than anything else. A handful of Arbitrators are actually capable combatants, and are not adverse to leading a squad or three of Enforcers in fieldwork. At the top rung of the Executive arm, which was once referred to as the heart and soul of the New Government by Founder Noah Gibson, is two men. One, the current President, and his right hand, the man alternately referred to as the First Senator or the First Senator of Mideel, Vice President Castor Dioscuri. Together, these men oversee the operation of the New Government, and do their best to uphold the lofty ideals of the Founders. The military arm of the New Government is perhaps the most well known, though all in all, is it not incredibly large in comparison to the armies that marched during the war with Wutai years ago. It consists mainly of the 50,000 members of the Enforcer Corps, the law enforcement agents of the Government, who report directly to the current Seneschal. The Enforcers are incredibly effective in preventing crime and apprehending perpetrators of the crime, though they do have a slight tendency to administer a little on the spot justice through use of the machine rifles that are standard issue throughout the Corps. These incidents, along with many other ones brought about by the Enforcers in the service of justice (or however that wording is twisted at the time) tended to be overlooked by the New Government, which tends to inflate the Enforcers ego accordingly. Because of this, it is mainly through a reputation of brutality and their willingness to prove that reputation true that the Enforcers solve problems, and not their strong sense of justice. As for actual military personnel, the New Government goes for quality and not quantity. The majority of these forces are various special ops groups, a category in which the New Government Marines are included. Each of these groups tends to be tailored to a specific purpose, so the Government will only have need to deploy its agents most talented in the necessary field in



order to resolve a situation. The most well known of the New Government's special forces groups are the Praetors, the group which resolved the Glenshadow incident with such swiftness. Since then, the Praetors have become seen as a premiere black ops team under the New Government's command, a story which, unlike many others about the New Government, is very true. All members of the Praetors own battle armor uniquely crafted to fit their individual tastes, and many of them are skilled enough to perform their own modifications to the armor's designs. The unofficial emblem of the Praetors are their helmets, which are styled to represent the particular "personality" they have chosen as a member. Noted members of the Praetors include:

**Abishai:** The "leader" of the Praetors and the man responsible for the death of the ex-SOLDIER calling himself Acheron, Abishai is, simply put, the most efficient killing machine the New Government has to offer. Master of over a dozen styles of armed and unarmed combat, as well as demolitions and infiltration, there are few tasks Abishai cannot accomplish. Abishai's helmet is black and crimson and is shaped to resemble a scowling demon's face beneath a kabuto helmet. Massive black horns protrude from the helmet design, branching out and curling in foreboding patterns.

**Shaman:** Rumored to have been one of the handful of scientists to first experiment with Mako energy, Shaman has since become a formidable member of the Praetors, whose skill with materia of any type is unmatched. Furthermore, due to New Government backing, Shaman has access to just about any piece of materia in existence, and by pairing this with his well rounded skills, has become the most versatile and adaptable member of the Praetors. His armor is done in white and gold, with the helmet shaped into an elaborate ceremonial masks with all sorts of protrusions and markings covering its surface.

**Mane:** A hand to hand combat expert who has specialized in fine tuning his own armor, Mane has adapted a powerful set of claws that function equally well for climbing as well as rending his opponents limb from limb. He has also modified the armor's vocal distorters to be able to produce a variety of punishing sonic "roars" that can stun, maim or even kill a listener who is not properly protected. (As you may have already assumed, other Praetors are immune to the effects of Mane's roars.). His armor is done entirely in shades of gold, with the helmet styled to resemble a snarling lion's head, complete with the metallic red-gold "mane".

**Lilith:** A woman of unknown origin, and the female amongst those known as Praetors, Lilith specializes in operations involving stealth over brute strength. Rumored to be a superb sniper as well as a woman skilled in the uses of poisons and other dangerous chemical compounds, Lilith is the consummate assassin of the Praetors, the one who discreetly eliminates threats to the New Government, usually those that stem from a single person or thing. The fact that she can continue her work with the same rate of success even though she is one of the few identified Praetors is only further testament to her considerable skills. Her armor is black and white, sculpted to resemble the body of a nude woman with a seductive look splayed across her face. Mechanical black bat wings, easily concealed through folding, are attached to the back, though they are more for show than anything else. Lilith's flight capability is actually powered by jet boosters concealed in the feet and back of her armor.

**Discord:** Thought to be the most recent addition to the Praetor's line up, Discord's strength lies in his strong swordsmanship skills as well as equally impressive materia usage. His unpredictable nature and baffling fighting style, which he always manages to use to his benefit, has earned him his "name" amongst his teammates. He rarely, if ever speaks even outside of a mission, another trait which further befuddles those who would try to draw some profile on the Praetors. His armor is arranged in odd patterns of midnight blue and snow white, with the helmet being devoid of all adornment except for a single piece of V shaped tinted blue glass, which allows him to look outwards while still shrouding his eyes from the world.

There is little doubt in the minds of the public that there exist perhaps as many as a dozen more Praetors in the service of the New Government. In terms of vehicular resources, the New Government is in excellent condition. Since their pact with Tetsuken Unlimited, a prestigious robotics and vehicle construction corporation, the New Government has been to purchase a number of craft, including skimmers, land rovers, and various other craft with an exceptional mix of speed and firepower, in order to cater to the small scale tactics which the New Government employs extensively. The New Government has also recovered the plans for the famous Shinra assault tanks, and modified them to fit their own purpose. To this day, the Shotel medium assault tanks are one of the most feared weapons in the New Government's arsenal, capable of dealing amazing amounts of damage without sacrificing speed, maneuverability, or armor. The sight of one (or more) of these tanks is often enough to deter even the most foolhardy of individuals from attempting any sort of resistance whatsoever. The Government also fields a sizable naval fleet of 6 dozen submarines (a number of which were commandeered from various Shinra underwater docking facilities), a half dozen destroyers, one battleship (the Seadrake) and three enormous aircraft carriers, (the Elysium, the Arcadia, and the Asgard) each with enough docking space for one airship and a handful of airplanes of various sizes. The aircraft carriers are most often found wandering the oceans of the world on obscure "patrol" routes, generally accompanied by a detachment of faster skimboats or destroyers, while the Seadrake remains near Mideel and the surrounding islands. Lastly, there is the New Government's airforce, which consists of a smattering of airplanes (fighters, bombers and the like) and three airships. The first, the Windghost, is mainly used to for reconnaissance and observation, though it can be easily used as a lightning quick assault aircraft if the situation demands. The second, the Peregrine, is like many other vehicles found throughout the New Government, a balance between speed and firepower, and is equipped to provide critical fire support to both air, sea and land units in battlefield engagements. The third airship is the Harrow, a monstrous warship and mobile command center as well as the flagship of the New Government. Though its weapon systems have never been used outside of a field test situation, it is suspected that the Harrow possesses enough firepower to bring fair sized cities to their knees, though the casualties incurred in doing so would be quite significant. The New Government also keeps the Highwind and its Captain Cid Highwind on its payroll, though the Highwind does not see nearly as much as air time as the other three.

## Early Efforts

With the framework of the government established, and the necessary positions filled, The New Government had officially been brought into existence. It's first action was to choose a new "capital" from which to operate. Mideel, a quaint island town whose only claim to fame was it's superior medical care, was chosen for this, mainly because of the natural beauty of the island, and the small lake of lifestream that had surfaced in the city during the War of the Planet. An expert construction crew and architect were shipped off to Mideel, with plans to create a city that rivaled the former grandeur of Midgar. Meanwhile, during the construction effort in Mideel, the New Government operated out of the former Junon office of the Shinra corporation. The next act was one that won them much support amongst the people of the world. The Mako Severance Act stated that all persons infused with Mako as part of the SOLDIER and RANGER processes were to be taken to a "Mako Severance Facility" where the Mako infusion would be removed, and the SOLDIER or RANGER member in question would receive a sizeable compensation in Gil. As widely supported as this was by the general public, many former members of SOLDIER and RANGER were reluctant to give up their Mako-enhanced abilities. Especially RANGER, whose infamous distrust of authority has led to almost none of their members taking part in, voluntarily at least, in the treatment. This came as no surprise to the New Government, who had been struggling with RANGER's insolence for some time, as the organization fervently and publicly opposed a great many of the Government's actions. Therefore, the Mako Severance Act was amended within days of its creation to decree that any SOLDIER or RANGER member, past or present, who failed to comply with the Mako Severance Act was branded a criminal, and was to be apprehended on sight. Furthermore, even now that the Mako Severance Act has existed for some

time, rumors continue to circulate about the true purpose of the facilities. Everything from brainwashing to genetic alteration has been implicated by the conspiracy theorists, with the most popular being that the process drives the severed candidate to death or madness within months. After the Mako Severance Act came a deluge of laws, ranging from the practical to the absurd. Luckily, some of the more outrageous, such as a law that outlawed any non-government licensed materia sales, were quickly shot down by either the Senate or the Founders, who used their own considerable political clout in order to stem the onrush of rules and regulations. It soon became apparent that the President, Horatio Grogan, was less than qualified for the position he held. Rumors began to circulate about his past, rumors concerning his lust for power, his willingness to sacrifice the lives of the people to do so, and his willingness to sell out to Shinra when the megacorporation first made its bid for power. Grogan was made to step down quietly, away from the public eye. His Vice President succeeded him, and Castor Dioscuri, a political unknown, took the office of Vice President. With Grogan's former Vice President's ascension to the presidential seat, the rush of inane laws came to a grinding halt. Though the Mako Severance Act remained, a number of the more brutal laws were repealed, replaced by ones that remained firm while still allowing the people of the world significant breathing room. Though the world was largely at peace, the presence of the New Government's law enforcement troops, the Enforcers, remained strong. Furthermore, during this time Shinra's Far Riders, law enforcement agents once responsible for patrolling and defending the wilderness around Midgar had their jobs restored by the New Government, and were soon transferred south, to the forested island region surrounding the new capital of Mideel. Unfortunately for the New Government, though they may have purchased the Far Riders themselves, they were largely unsuccessful in purchasing the Riders' loyalty, and, as they did previously with Shinra, the Far Riders continue to pay only lip service to their employers, to the point where it has been rumored that the Far Riders are known to count Mako-infused RANGERS in their number. It is not a surprise amongst those of the New Government to find Far Rider reports to be sparse or lacking in one or more areas.

## A Split in the Ranks

It would be wrong to say that the swift removal of former President Grogan did not cause tension amongst the ranks of the New Government, and few suffered worse from this than Founder Silas Travers. At seventy-four years old, Silas hardly retained the youthful energy he had shown during his years spent as Midgar's governor. Worse, injuries sustained during the destruction of that same city left Silas largely crippled, and he had come to spend the majority of his years since the city's fall inside a motorized wheelchair. It was these things, coupled with a many others, that led Silas to one conclusion: His time had passed. This was no longer the politics he once threw his heart into. Such behavior was best left to younger minds, younger bodies. With these words, Silas Travers resigned from his position as chief advisor to the President of the New Government on August 4th of that year. Shortly after he turned in his resignation, Silas retired to a home in a quiet section of the Twin Cities, one of the three city-states which did not take part in the signing of the New World Government Coalition Pact. Silas' self-exile brought about murmurs in more than a few circles. Some believed Silas had bailed out of the Government before his reputation was destroyed by scandals. Others took Silas' words as a sign of his displeasure with the current government, and his moving to an independent area like the Twin Cities an action advocating independent government for the cities of world. Styling themselves the Independent Republic Party, the second group began its life with passionate arguments for the devolution of the government to a state similar to that of the Twin Cities and Wutai, much to the chagrin of the rest of the political world. To this day, the Independent Republic Party remains an active thorn in the side of the New Government.

## The Glenshadow Incident

Glenshadow Laboratories was ought more than a small time scientific research firm, specializing in the study of Mako Energy and it's effect on human physiology. Glenshadow had been responsible for several research projects centered around the Lifestream Pond that had arisen in Mideel during the War of the Planet. Glenshadow Laboratories might have remained widely unknown to the general population, had not one event seared the name into the minds and hearts of the people. Three years into the New Government regime, Glenshadow's main research facility, a small cluster of buildings found near the Gongaga reactor, was overrun by a group of men and women claiming to be former members of SOLDIER and RANGER who had undergone the Mako Severance Project. Their leader, a man who identified himself as Acheron, related gruesome tales of death and insanity those who underwent Mako Severance, and urged all those who still possessed their Mako-given talents to defy the law and refuse treatment. Acheron also promised to reveal yet another surprise in 48 hours, before relinquishing control of the facility's broadcast antenna. The New Government sprung into action. That night, a team of New Government Enforcers, led by several Praetors (The elite officers of the New Government's law enforcement wing), staged a raid on the facility. This too might have remained unknown, were it not for the work of a particularly intrepid hacker, who managed to tap into the broadcast antenna's system, and feed the events of the raid onto every station on every television set throughout the world. The people watched in horror as Acheron's co-conspirators, a group of some two dozen folk of various ages and heritage, were slaughtered to the last man by the brutal yet efficient tactics of the raiders. Acheron himself perished in a duel with the head of the Praetors, Abishai. Though the New Government was quick to cover up the Glenshadow Incident, as it came to be known, with stories of high treason and terrorist intent, the world had seen a new side of its leaders, and knew now that the ruthlessness suppressed with the destruction of Shinra could resurface at any time.

## A Boom Time

The political situation in the months following the Glenshadow Incident avoided reaching the melting point by a hairsbreadth. More arrests were made during this period of time than any other in recent history, with the most popular charge being of course, treason. The President's Public Relations advisor turned up dead, followed shortly by a High Magistrate, both from a self-inflicted gunshot wound to the head. It seemed if as any moment, the system would collapse, giving way to worldwide anarchy. This was hardly the case as Vice President Castor Dioscuri appeared before the world at large, to announce a union that brought as many sighs of relief as it did howls of anguish. The New Government, Dioscuri said, would now accept aid in its effort to restore the glory of the pre-Shinra days from a number of privately funded business, among them IDC (Information, Data, Communication) and Tetsuken Unlimited, a weaponry and robotics company that was once Shinra's principal rival. With the aid of the corporations, The New Government redoubled its efforts. The economy climbed steadily as the corporations and the Government itself drew hundreds into service. The science team which once worked the Bone Village Excavation, who were abruptly displaced with the construction of the Twin Cities, was sent south, and with the support of the New Government, began work on excavating the Cetra Temple found on another southern island in the vicinity of Mideel. A veritable boom time, ensued, and the world seemed willing to forget the horrors of the Glenshadow Incident, and the War of the Planet

## The Present and Beyond

Currently, the New Government's yoke upon the people of the world appears to have been loosened instead of tightened, as one would expect from a governing body. The wiser folk of the world, such as RANGER's founder, Tomas Reinhold, know this increase of freedom for a subtle craftly illusion it truly is. The New Government, for whatever reason, continues to maintain a veil of secrecy around its operations, and coverage of any legislation or impending rulings is kept to a nonexistent level, so that by the time the public learns of these events, it is powerless to oppose them. Likewise, the perpetrators of these injustices remain invisible to the eyes of the world, their natures known only through suspicion and rumor. Some claim that is the work of a single mastermind, the enigmatic and reclusive President of the New Government himself. Others point their accusing fingers at the Founders, Silas Travers, or some sort of internal struggle. Perhaps some day, in the future, the masquerade will be shattered, and all the cards lain out on the table.

## Players and Pawns

### Silas Travers – Retired

Silas was never a tall man, now standing only five feet and four inches in height. His entire body gives the illusion of frailty, but in actuality, the man is in splendid shape for someone his age, exercising regularly and participating in various other physical activities. His thinning hair, now white, is cropped short and slicked back from his forehead, forming a dramatic widow's peak. He commonly dresses in clothes of higher quality, except when working in his garden which he so loves, where he wears a simple enough pair of jeans and a flannel shirt. After half a century of tireless service to his planet, both in the governments before and after the reign of the Shinra corporation, the seventy-seven year old Silas Travers is now retired from the political scene, having moved into a spacious home in the independent Twin Cities of the north, with his wife, Meriel. Silas rarely entertains guests of any sort, preferring to live out a quiet life tending to his garden and writing his memoirs. His hermit's life has not dulled his wit and intellect one bit, however, and he continues to remain updated via a network of connections as long as a man's arm. A very large man's arm. Much to his chagrin, Silas is also constantly harassed by the Independent Republic party, who view them as their unofficial and spokesman, leading many to believe that they are the reason for his reluctance to meet with guests of any sort. Silas is the epitome of what it means to be a politician. He is shrewd beyond belief, an excellent planner, and possessed of large quantities of charisma and personal charm. Half a century in the political field has forged him into an intelligent and cunning gentleman, whose mental prowess and unwavering patience was instrumental in forging the New Government into what it is today. It is because of this Silas is constantly harassed by the media and those Independent Republics who call them the leader. Ironically enough, those two groups of people are the only ones Silas is known to show even the slightest discourtesy to.

### Simon Leroux – Minister of Defense

Simon is a tall, well-built man in his late fifties, with blonde hair cropped in the traditional military style, save for the thick and bushy beard he keeps, and flinty gray eyes. The stern, unyielding glare of those eyes of gray have only served to augment Simon's reputation as a man of adamant : a strict disciplinarian and strong willed individual like no other in the world. He is almost always found wearing his dress uniform, which he keeps immaculately clean, and his beret, upon which is pinned several of the many medals and awards he has received for extraordinary surface. The only time Simon removes the beret is during the occasions where he trains with his troops, during which he switches over to the traditional field uniform. Perhaps the single most acclaimed hero of the war with Wutai, Simon Leroux worked his way upwards



through the military from grunt to his current position as Minister of Defense, earning exceptional note as a field marshal in the battle of Prism Falls. Since his service in the military began, Simon has managed to accumulate the most impressive total of medals and decorations ever seen amongst his branch, and has earned the reputation as a fearsome force in ground combat himself, as well as a tactical genius. It was this, as well as his intense loyalty and sense of duty that earned him his current position, in which he is mainly concerned with the construction of a worldwide peacekeeping force and the upgrade of the defense systems around the various cities, especially Mideel and the Sky Tower. Those who have met Simon cannot mistake him for anything else then a military man, as it seems to be evident in every word he speaks and every action he takes. Those same people know that he possesses not an ounce of humor within his being, remaining solemn and serious minded under any circumstance. Men who have served under him for over a decade reliably testify to not having seen him laugh once during that entire period. Simon's adherence to the principles of duty and honor go far beyond those that any normal man could hope to attain, making him a figure to be admired by all, military minded or otherwise. On the other hand, Simon's sense of duty, coupled with own judgment, often override his sense of morality and, it is known that he would not hesitate one moment to commit an questionable act if he believed it to be in the best interest of the world.

### **James Reeve – Minister of Finance**

A tall, well dressed men often found wearing the most expensive brand of business suit currently in production, James Reeve's neck-length black hair is perpetually slicked back, exposing his often contemplative face. The beard he once kept during his time in the Shinra Corporation is now shaved off, though light stubble is often found on his face as much because of his own strange sense of personal style as well as laziness. Unlike a number of the other high ranking New Government figures, who devote a portion of their time to remain in top physical condition, Reeve is actually quite out of shape, and ill-suited to any sort of continuous and strenuous physical activity. Formerly Shinra's Director of Public Safety, as well as a hero of the War of the Planet, after the collapse of Shinra's empire, Reeve found himself without work, and without purpose. Thus, upon hearing news of a group of men working to form a new government, one that would benefit the people, he jumped at the chance. Upon signing on, Reeve's knowledge of the workings of Shinra were used extensively in order to reinforce the New Government's hierarchy with a strong backbone similar to that of a corporation. Since then he has accepted the role of Minister of Finance, and oversees the division of New Government wealth throughout its various branches and projects. Secretly, Reeve wages a shadow war against corruption within the New Government, determined to remove from it any possibility of becoming another Shinra. Reeve's personality can best be described as...quixotic. Having disguised himself as the thoroughly absurd toyasaurus known as Cait Sith in order to aid in the overthrow of his former employers and the defense of the world against Sephiroth, many have come to believe Reeve to be little more then an eccentric visionary. This is only partially true. Though Reeve's behavior is obscure at times, his skill at bureaucracy is second to none, and his knowledge of the inner workings of the New Government unmatched. Reeve is also something of a workaholic when it comes to his position as Minister of Finance, and the number of time his personal secretary has found him slumped over his desk, asleep, after countless hours of work is staggering.

### **Noah Gibson – Minister of Trade**

The youngest member of the Founders, Noah retains a youthful appearance that makes him seem younger then his twenty-six years of age. His thick mop of strawberry blonde hair seems to be perpetually tousled, and falls to the nape of his neck in length. His light blue eyes dart about constantly, seemingly struggling to take in as much information as possible with regards to the world around him. He dresses casually, for one of his station at least, in dress shirts and pants, rather then the full suits preferred by most other high ranking New Government employees. Noah has been with the New Government from the beginning, having been recruited by Reeve for his charm and intelligence, as well as his excellent management skills. Noah

was instrumental in repairing and reconstructing the economy of the world, transforming it from several large chunks of trade routes and exchange treaties into one coherent and efficient entity. Having accomplished this, Noah now serves as the Minister of Trade, overseeing the stability of the world economy he helped created. In doing this, he works closely with the Government's Minister of Finance, James Reeve, who allocates funding for the various projects Noah needs to put into effect to insure that very stability. Noah is also the most traveled of the Ministers, and has shown a preference for dropping in unannounced and performing on the spot inspections of various subjects relating to trade and the economy, much to dismay of those who happen to be inspected. Though young, Noah is wise beyond his years, a fact necessary for one in his line of work. Generally cheerful and outgoing, Noah's natural charm keeps him well liked by those who he deals with, which prevents those who fall victim to one of his surprise checkups from conspiring to do him a large amount of bodily harm. His devotion to the New Government is great, and his determination to cut out and remove those aspects of the Government that are less than fair to the people they supposedly serve is greater still.

### **Wyndon Greenleaf – Minister of Agriculture**

At first glance, one would never assume Wyndon Greenleaf to hold any sort of governing position, let alone one as minister. His lean, well-muscled frame and tanned skin seems better built for extended work outdoors than inside the confines of the offices within the Sky Tower, and wisps of his light brown hair always seem to escape to frame his weather-beaten face. He appears much more at home in the dusty clothes of a farmer or wanderer than the formal suits of the officials of the New Government, though this has come to be viewed as part of his nature as the Minister of Agriculture. Born and raised on the outskirts of Kalm, Wyndon Greenleaf seems to most just another farm boy who managed to rise above his sleepy home, and climb the political ladder to its upper rungs. However, not is all as it seems. Though only thirty years of age, Wyndon is a veteran RANGER operative, having been planted in his seemingly unassuming and less powerful position amongst the Ministers in order to monitor government activities. Thus far, Wyndon has managed to successfully deceive all of those he has encountered of his true employer, and presently remains above suspicion, as much due to disregard of him because of his position as well as his mannerisms. Wyndon is quiet and reserved, rarely voicing an opinion at sessions or meetings concerning policy, law making, or implementation. He goes about his business as Minister of Agriculture silently and with little reporting, though this does not bother the other officials of the New Government. Their interest in farming and agriculture is very little if any at all, and they would be slow to react even if it was not. In times of strife and duress, however, Wyndon has proved himself to be an effective and level-headed leader, well versed in the arts of command.

### **Tarquin Walsh – Minister of Law / Seneschal of the New Government**

Neither Tarquin's height or build can be judged impressive at first, though his reputation tends to lend it's own impressiveness to his not so extraordinary size, and his features speak for themselves. Two-thirds of the skin on the left half of Tarquin's body has a sort of reflective quality to it, as the light glances over the synthetic nature of it. His head is shaved completely bald, to accommodate more of the synthetic skin on his face and scalp, as well as the internal headware implants he has received. His eyes are brown, or at least were. The right remains that color, but the left is faceted gold, and obviously a cybernetic implant. Skin, bone and muscle lacing complete the package, making Tarquin a not so obvious poster boy for the best in prosthetic enhancements the New Government has to offer. Tarquin Walsh was originally the Chief of law enforcement for the city of Midgar, before its destruction at the climax of the War of the Planet. During the upheaval that was the mass exodus from Midgar, an explosion went off directly beneath Tarquin, pitching him through the air and shattering most of the left half of his body. Only through the kindness and compassion of other refugees was Tarquin brought forth from the hell that the city was rapidly becoming. After that, the New Government was able to acquire Tarquin's broken body, and return him to

functionality via the use of top line cybernetic enhancement. In return for this, Tarquin accepted position as New Government Seneschal. Tarquin now concerns himself with documenting and enforcing the laws of the Government worldwide, as well as occasionally standing to the judge cases of the highest order. The Enforcers report directly to Tarquin Walsh. To put it simply, Tarquin has the emotional content of a block of ice. The prosthetic enhancements and headware, though bringing him back from death's doorstep, have stripped away most of his humanity, leaving him cold, apathetic and dispassionate. His impartiality and generally uncaring nature, however, as well as his numerous enhancements make him the ultimate judge. No trial ever proceeded over by Tarquin has ended in anything but the truth, thanks to his dogged persistence and the diphthong stress analysis software implanted within him that allows him to detect any lie simply by subtle variations in the speaker's voice. It is this, coupled with his lack of patience with those who would dare conceal the truth from him that inspire such fear in those he does business. For, in having lost his emotions, he has lost all sympathy and compassion, and to anger a man without compassion such as Tarquin is to invite untold pain.

### **Doctor Alexandra Rivera – Minister of Health**

Alexandra is quite beautiful, standing five feet ten inches tall with flawless skin, long, thick jet black hair that falls to the middle of her back in length, and round, dark eyes. Her Costa Del Solian heritage is immediately apparent from her outward appearance, not to mention the accent in her lilting voice. She carries herself with grace and dignity, and an authority you would not immediately expect from one such as hers. She dresses in the traditional clothes of one who deals with high level government figures on a daily basis. Perhaps one of the greatest medical minds of the time, Alexandra was discovered at her private practice in Mideel (a practice which she maintains to this day) by Noah Gibson, who was scouting for a suitable Health minister at the time. Since then, she has worked diligently to continue to improve the medical procedures of the world (one of the few obvious changes that has been put into effect since the New Government took office), and has apparently made great strides in curing a fair number of diseases found throughout the world. She has made little progress in discovering the nature of the blight that infects the humans who venture to close to the ruins of Midgar however, a fact which she finds disconcerting. Alexandra is caring and benevolent, this stemming from her experience as a doctor. She sympathizes and relates to her patients, and almost seems to suffer as they suffer. This has bled over into her dealings outside her profession, making her seem at times to be the New Government's suffering servant, a woman willing to become a martyr for her cause. Most of those who know her personally can validate this. Alexandra is totally selfless, yet another quality which adds to her image. Alexandra is prone to becoming extremely frustrated with her work when things look grim, and nothing brings this about more than the loss of a patient that she was or has treated.

### **The President of the New Government**

There exist as many if not more physical descriptions of the President than names. He has been described as anything from a short, balding middle-aged Wutaian to a tall, powerfully built Nibelheiman mountaineer. Of course, like the numerous names, none of these descriptions can be verified, since the President has never once been in the public. The President's appearance remains to this day a mystery. Almost no history on the current President is available whatsoever. All that is really known about him is that he succeeded Horatio Grogan after his brief period of power at the beginning of the Government's reign. (Though some extreme theories state that Grogan never left office, and remains President to this day). Other wild stories place him as an illegitimate son of the now deceased president of Shinra Inc., or even Cloud Strife, hero of the War of the Planet. (Though anyone to suggest that would quickly be scoffed at and called several offensive names). Figuring out the President's identity has almost become a nationally played game to the citizens of the world, although a great number have given up entirely on finding out their President's identity, and simply see the guessing as another form of recreation. The description of the President's

personality seems to fluctuate with his current standing in the opinion polls. If he is disliked at the time, he is depicted as a harsh, unfeeling man who rules with an iron fist. If his standings are good and his laws beneficial to the public, he is seen as a father figure, a benevolent ruler from on high. Regardless, the mystery of his identity seems to inspire a sense of awe, perhaps even fear in the people of the world, which makes them wary to cross their Government.

### **Castor Dioscuri – Vice President of the New Government**

Castor is of average height, with a lean, muscular build and a thick head of russet hair, which is usually parted to one side to reveal his almost eerily bright emerald green eyes. His face is strikingly handsome and youthful, as is his overall appearance, which leads many to believe he is only in his early twenties, and not forty years of age as he actually is. His walk is one of determination and purpose combined with the graceful, gliding step of a swordmaster, and it makes quite clear the power he wields, physically, mentally and politically. Castor is the son of a formerly prominent sea trader operating out of Junon, who up until his death, commanded a small but respectable fleet of trading vessels, which Castor now owns. His selection as Vice President came as quite a shock, since as far as anyone could tell, he was a relative unknown with no previous political experience. Castor assuaged their doubts within the first few months of his election, transforming an office that might have been otherwise cast aside and overlooked into one that demands considerable respect, thanks to knowledge gained through expensive work with his father's business. It was not only his mental prowess that impressed the skeptics, however, but his peak physical condition as well. Castor is among the greatest swordsman in the world currently, and practices almost daily with the best and brightest practitioners of that art, often battling them all at once and succeeding. Because of this and many other things, Castor is greatly revered the public at large, as well as the other members of the governing body. True to his reputation, Castor is generally very outgoing and considerate toward anyone he meets, willing to lend a sympathetic ear to the troubles of the world around him, as well as offer his advice on how to fix them. He is cultured and brilliant, which only further adds to his popularity. At times he becomes distant, brisk and almost cold, however, though most people tend to attribute this to the fact that his schedule is so full. No one is totally sure of the cause of this sudden mood swings, which thankfully tend to be brief, lasting only a day at best. Wise men and women tend to avoid Castor during this time period, and return with their business, unless it be critically important, the next day.

# Geography



## The Northern Continent

The Northern Continent is 90% arctic wasteland, and 10% tropical forest. The close border of the jungle and the snow are the result of a complicated phenomenon involving the currents and the many chains of mountains that dot the Continent. Once this continent was never visited by more than 10 people a year, literally. Since the destruction of Midgar, two large cities immediately sprouted up right next to each other. They soon grew so large in size that they practically merged. The occupants have claimed independence from the New Government. The other village, Icicle Inn, is far too small for the New Government to care about, so they have basically left this continent alone. The North Mountain is a frequently talked about natural phenomenon. Passage to the Forgotten Capital was lost due to the seismic activity of the lifestream erupting from the Northern Crater. The forest that led to it has once again gone into its slumber, making it even more of a difficulty to explore.



## Twin Cities (formerly Bone Village)

Government: Capitalist Democracy

Mayor: Sarah Loran

Population: 920,000

Military: 10,000 Civilian Police

Crime Rate: Medium (North) / Low (South)

These two huge metropolitan areas are defined as commercialism and capitalism at it's peak. Their low tax requirements make about 75% of all businesses register there under their separate government system. The southern city is, in general, much more sanitary and beautiful then the northern city, which is looks more like New York. Three out of four car companies in the world make their homes here, hence a lot of interesting and new car models can always be seen on the streets here. Another notable business that operates from the Twin Cities is IDC, the company that is the main benefactor of the Rockettown Zodiac/IDC Project. There is a large airport there that has constant outgoing and incoming flights to and from Port Junon and Mideel. These two cities are generally referred to as one now, because they are only about a quarter mile away from each other. And the way they are growing, that quarter mile probably won't last long. Combined, the cities have a population of 900,000; the second largest populous in the world. They are located in a moderate jungle that is surprisingly somehow smack in the middle of a snowy wasteland. Their beaches, however, still are no rival for Costa de Sol's. The most unique thing about this city is it's architectural diversity. Spend five minutes walking down the street and you'll see boring office buildings, Gothic cathedrals, mansions shaped like sea shells, spiraling sky scrapers, a monorail that looks like a dragon, and buildings that are so fantastic and abstract that you'll wonder how they stay up. These cities came about so quickly probably because the refugees from Midgar that took to the seas ended up here first, and decided to establish a separate government so they'd never have the Shinra problem again. It seems to be working so far... The government established here works perfectly for their city, but would probably collapse anywhere else in the world. The laws are about as specific as the Ten Commandments, so the Judges and Courts basically decide whats right and whats wrong. Any citizen at any time is eligible for arrest by any of their officers, though they are expected to use good judgment. However, the city is lacking in the kind of police power that a city like Mideel has, and their crime rate shows it. Officials are elected by citizen vote every two years (no term limits), so there has only been one election. The current Mayor is Sara Loran, a young, charismatic politician. She is very popular with the people and is considered the ideal leader among many.

## Icicle Inn

Government: Monarchy

Mayor: Art Icelo

Population: Under 1,000

Military: 50 Glacial Patrol Officers

Crime Rate: None

This small village is named after the only two story building in town, the Inn. It is still the most popular getaway for skiers and snowboarders alike, and there has been a lot of consideration to forming a global winter sports team there. The residents are all for it, because there is nothing else to do in their 365 day winter wasteland. As a matter of fact, everyone that lives there earns a living either running a shop or doing something involving snow. The government is made up of three people. The mayor (for life), a Judge, and the head of the Glacial Patrol. The Glacial Patrol help stranded skiers and snowboarders, and take responsibility for alerting people of avalanches, white outs, blizzards, and other things like that. It is a lot safer to snowboard down their courses now that they have cleared out all the creatures that decided to make a residence there and keep an eye on the children who liked plopping snow men down in the most inconvenient places. There is also a ski lift to get back to the top. The Glacial Patrol are responsible for supervision from dawn till dusk. They also serve as police when necessary.

## Forgotten Capital

This location was made widely known in an article accidentally released to the public by an Shinra executive. Before any efforts could be made to explore this region, the life stream that erupted from the North Crater caused enough seismic activity for an avalanche to cover the area, making access impossible. Also, about a month after Meteor fell, the forest that granted passage to the city once again fell asleep and became impossible to navigate through, over, or under.

## The North Mountain

The Northern Crater (now called the North Mountain) recently violently erupted into a volcano, which is still actively erupting now, nearly 3 months later. It is one of two active volcanoes on the face of the planet. The other one is very calm and located in the fire caves of Wutai.

## The Southern Continent

The Southern Continent is more of an tropical archipelago, a very long one. About a hundred islands dot it from start to finish. There are three main islands that make up the continent, the West Island, Mideel, and the East Island. In the past, the Southern Continent was probably the least visited continent on Earth except for the snow covered Northern Continent, but since the fall of Shinra, all that has changed. A group of politicians and businessmen established the "Next Government of the People" about three months after Midgar was destroyed. They made their home in the ruins of the city Mideel, formerly known for only it's medical care. Since then Mideel became a large metropolitan area covering about 50% of the island. It is now the busiest place in the world. On the East Island there is nothing of interest except a small village called Edinburrough. Despite being so close to Mideel, very little is known about Edinburrough. The West Island consists of the ruins of the Temple of the Ancients. Other than that there is one small mountain (that barely earns that name) and an little port on the islands south side.

## Mideel

Government: The New Government

Mayor: The President

Population: 1,150,000

Military: 40,000 Government Enforcers

Crime Rate: Next to none

In the past, Mideel has been a small island village known only for the quality of it's medical care, and then not that widely. But since Midgar was destroyed by Meteo, this small island village has become the next Midgar, the capital to the New Government. It was picked mostly because of the natural beauty and ecology of the surrounded island, and the small pond of lifestream that erupted a year or so ago. Of course, with demolitionists and architects, the pond is now more of a perfectly circular lake. The city has branched off from this natural wonder, stopping only at either ocean. The most magnificent thing, however, is the Sky Tower. Its design is done in a way so that it appears to be hovering above the lake of lifestream, but in reality it is supported by eight semi-transparent arcs that stretch from the bank to the base of the tower. The base is about two hundred and fifty feet wide, and the full height of the tower is over a mile and a half. Small helicopters and other hovering vehicles constantly buzz under and around the Sky Tower, and a port at the edge of the lake services any number of ways to get to the tower. The bottom mile of the tower serves as offices and headquarters for many businesses (and high paying residents), but the top half mile is reserved strictly for the New Government, as are the domes. The domes are superstructures in their own sense, each half a sphere seemingly made of glass. The tower continues up in through the middle of the first dome to support the second, smaller dome at the pinnacle of the tower. Very few men have stories to tell about the domes; only the most important people are allowed up, and usually it is obscured by the

clouds. But the city around it is already rivaling what Midgar used to be, and is expanding quite rapidly under the shadow of the Sky Tower. The New Government currently consists of one President who was nominated in by the rest of the "founding fathers" and is almost never seen in public. He has a group of seven advisors for Public Relations, Spending, Military Operations, Medical Welfare, Food and Agriculture, Business/Imports and Exports, and Law and Order. These advisors may command a great deal of respect, but the President's word is final. Each of the advisors runs they're department consisting of anywhere from 100-1500 people. The New Government currently commands 50,000 Enforcers (police), a small air force made of a few planes and three airships, a capable naval force made up of six dozen submarines and three enormous aircraft carriers, each capable of being the landing pad of an airship. There is very little in between. The New Government hasn't done precious little to help anything except for various businesses, crime, and themselves. They do rake in a great deal of money from their taxes, which do not need to be high considering the large population of Mideel. Their law enforcement is top notch, very top notch. There is literally no crime in the city - except what various Enforcers decide they need to do in the name of the law. The Enforcers generally have a very high ego and are provoked to violence at the slightest violation of the law. However, they tend to do whatever they want, themselves, and the things that some of them want can be pretty inhumane. There are currently 1,000 Government Enforcers given the job of hunting down all "Shinra renegades." Their definition of Shinra renegade means anyone who is: A member of SOLDIER that has failed to comply with their Mako Severing Process\*, anyone that claims to be in connection to Shinra, and basically whoever they feel is their way and need a reason to arrest they call a Shinra renegade. One of the first things the New Government did (what got them the support of the people) was pass a law stating that all persons infused with Mako by Shinra as a part of the SOLDIER process was to be immediately taken in to one of their facilities, where they would remove the Mako from their body, and be compensated by a healthy amount of Gil. Now this is all well and good to the public that still fears a second Shinra, but the SOLDIERs are not too keen on losing all of their Mako-enhanced talents. Not to mention the rumors that are flying around about what really happens in the Mako Severing chambers... The New Government has basically gotten a hold into all the cities that they are going to be able to. The Twin Cities, Fort Condor, Wutai, and Edinburrough will probably never change their forms of government, and the higher-ups in Mideel have accepted that.

### Edinburrough

Government: Unknown

Mayor: Unknown

Population: Estimated little above 2,000

Military: Unknown

Exports: Weapons of all kinds

Crime Rate: None

A strange city located on the island north of Mideel. It isn't very large or technologically advanced, it is a simple village. It is a rarely visited place, but among swordsmen and collectors of tales it is supposedly the residents of the worlds best blacksmiths, and the creation of many of the legendary weapons of the world. It has attracted a little more attention since Mideel sprouted up, and this attention has come as unwelcome to the residence. Not much is known other than that, and not even that is known among your average Joes and Janes.

### Cetra Temple Excavation

Government: The New Government

Mayor: None

Population: 20 friendly guys and gals

Military: None

Exports: Information and Artifacts

Crime Rate: None

The new home of the Bone Village Excavation. They were driven out rather rudely by the sprouting up of the Twin Cities and managed to salvage very little. So they decided to try their luck at what's left of the only known structure left behind by the Cetra. Of course, there is actually nothing left of the structure other than a large hole, but there are a lot of artifacts and relics in the surrounding area, and evidence of an ancient civilization. So far all findings have been reported only to the New Government, their main benefactor. A very generous one at that, too. There are 15 buildings on the south side of the island near a small port that serves as a permanent residence for the workers. They also have a lot more equipment now that they are backed by the New Government. The New Government claims that scientific curiosity is what makes them fund the project, which seems a little odd considering that they have done nothing else in the educational/scientific fields (they left the remains of the enormous Diamond WEAPON north of Midgar, not even bothering to study it). But the workers are not complaining.

## The Eastern Continent

The Eastern Continent is divided in two by a near impassable mountain range. The only way from one side to another on foot or in a non-flying vehicle is through the Mithril Mine, which offers employment for many miners. The northern half of the continent is mostly grasslands and plains, but there are a lot of forests and even a rocky coastline on southern side. The importance of the Eastern Continent has diminished greatly since the world's biggest city, Midgar, was destroyed by Meteor. Kalm has remained almost exactly the same, except a small port now lies south of it. Bobs Chocobo Farm has had a surprising amount of business. As a result of this, the main way to get around on the Eastern Continent is your very own Chocobo. Fort Condor has become a popular place for those that are paranoid of all forms of government nowadays, and Junon Harbor boomed due to the amount of increased sea and air trade. Surprisingly, no new cities of note have been built on this continent.

### Kalm

Government: Monarchy

Mayor: Alex Vanders

Population: 4,500

Military: 4 bouncers (those miners get rowdy)

Crime Rate: none

When people fled from Midgar to start new lives, the general consensus was to get as far away as was possible in a short amount of time. So Kalm hasn't really changed much, with a couple exceptions. The first is that there is now some docks south of town, boats occasionally coming in from the Twin Cities. It is nothing spectacular, and the surrounding ocean is quite cold and foreboding. So there isn't exactly a high demand for tourism, but there is an increased demand for fishing. That would be the other change. Kalm has not had much of a population change, but the mithril mines are almost sucked dry of anything valuable, and the fact that the Midgar Zolom counted for a couple miner casualties per year (despite heavy use of the fastest Chocobos) was never considered a good thing. Other than that, Kalm is the same as it always was, which is pretty pathetic.

### Bobs Choco-Mart

Government: Umm...

Mayor: Bob?

Population: 70 employees and over 1000 Chocobos

Military: 10 New Government Enforcers (on payroll)

Crime Rate: Do Chocobos getting loose count as crimes?

"Here at Bob's Choco-Mart, we sell you the absolute best Chocobo that you get for your money. No cheap

imitations, just pure bread Chocobos are sold here. And at Bob's Choco-Mart, we care more about our customers satisfaction then making a sale, so come on down for all of your Chocobo needs, from Chobobo feeding to Chocobo breeding!"

### Fort Condor

Government: None

Mayor: Closest thing to a Mayor: Commander Robert Marsh

Population: 10,000

Military: 5,000 Stock Troops

Crime Rate: Extremely Low

Once the eastern continents only organized resistance force against ShinRa, it has since managed to turn itself into more of a self-supporting community. They reside now not only in the natural fort inside Mount Condor, but more underground to. Their city has actual branched out quite a bit more now, and is well lit and comfortable. It goes four levels deep into the earth, with plenty of room for residents on the last level. It is walled in and insulated quite well. There is also a natural breeze that occasionally blows through. Recently there has been some talk among the troops of organizing resistance against the New Government for some of their policies. At the top of the fort, there is now a well maintained bird sanctuary where some of the worlds more rare species can be seen in a perfect replication of their natural habitat. People flock from all over the world to see this spectacle. The government is non-existent; the people rely on each other without any laws or regulations. If things do get out of hand, which they rarely do, they have an entire militia to straighten things out. The military is headed by the very morally and politically correct Commander Robert Marsh, who keeps a disciplined army, partially because hes obsessed with strategy and tactics, partially because the New Government is a government. He's the one who decide what constitutes the need for military action.

### Port Junon

Government: The New Government

Mayor: Michael Carpenter

Population: 40,000

Military: 250 Gov. Enforcers, 300 man Navy

Crime Rate: Medium

Junon Harbor has evolved from the small fishing village bordering the large Shinra complex into a bustling port city, with constant trade between there, Mideel, and Costa Del Sol. The airport has been somewhat unattended, as people with knowledge of flight technologies and how to fix them are getting fewer and farther between. The water is cold and the weather is generally grey and wet due to certain patterns in the currents, so it has not become a major tourists attraction like its eastern counterpart. It is used almost strictly for shipping and fishing, a growth industry in this time. There is also the abandoned underwater reactor and a plethora of submarines and other submersible vehicles in the ShinRa complex, but there has been litte to no need to even try to use these complicated and dangerous devices. Other than that is the same small harbor it has always been, minus the small. The Shinra military complex is now little more than an office building for the New Government. All the artillery, gas chambers, and anything else that could be considered dangerous were removed. The New Government has also shown no interest in the underwater reactor and all of it's maintenance and military vehicles, and some of the people in Junon want to turn it into something of an underwater aquarium to increase tourism and add some color to their dreary fisherman's lives.

### Midgar Ruins

What was once the magnificent Floating City is now nothing more than hundreds of square miles of rubble supporting an unnatural, twisted ecosystem of genetically mutated creatures. Few people that find a way inside come back out. Even fewer people even find an interest in the place anymore, as it is very danger-



ous and has nothing of known interest or value in it. What rumors are around tell of little red, goblin-like beings, rubble that moves of its own free will, small flying creatures with wings of metal, and any number of equally fishy stories. It has been proven, however, that remaining in the ruins for more than a day or so can result in harmful effects. No one knows why, but it has been described as emissions from some power source similar to radiation. Other than the above it is an uninteresting land fill of metallic junk. A rather large one. Oh, one other thing of interest. The corpse of the Diamond WEAPON is lying a few miles north of the city, in pristine condition, shining like it was brand spankin' new.

## The Western Continent

The Western Continent is made up of many different climates and landscapes, including both deciduous and tropical forests, deserts, mountains, grasslands, and even rocky canyons. It is sprinkled with cities, the most of any continent, and has probably changed the least overall since the fall of Shinra. Costa del Sol, the continent's eastern most city is still the prime vacation spot at any given time. The Gold Saucer remains the prime entertainment spot, although a rather disreputable city has sprung up about it. Cosmo Canyon and Corel are trying to rebuild themselves; but while the Cosmo Candle in everyone's favorite observatory still burns brightly, Corel has nothing to turn it's face to. Nibelheim is now the permanent residence of all the ex-Shinra actors, and Rocket Town has earned the rank of City. The citizens of Gongaga, however, ditched their town made of burnt, twisted metals and decided to move onto new lives. The influence of the New Government is strong in most of these places.

### Costa del Sol

Government: The New Government

Mayor: Arnold Smith

Population: 1,000 permanent residents, 20,000 visitors at any given time

Military: 750 Government Enforcers

Crime Rate: low

While tourists come in and tourists come out, there has been literally no change in the way things run in this beach side town other than government (see below). There is a slight increase in traffic from Junon, but this goes unnoticed by the majority of the population. It serves as a permanent residence for almost no one except the people that work there, it is more of a place for some R&R and through traffic. If there is a change in society or economy, it rarely goes noticed here. Shinra used to provide some form of law and order here in exchange for vacation rights, but that job has shifted to the New Government now. The New Government now reserves the right to refuse admittance to any person or docking to any boat. The New Government now appoints all of the officials who have the right to close any business or confiscate any land. So far they have never felt the need to use any of their authority. Costa del Sol gains what they need most, a little law and order to keep everyone from getting drunk and trashing the beach. The New Government has also proposed that an airport open up south of the town to make it more accessible and thus increasing business. They have offered funding, but so far no effort has been put forth to move the project forward. Some Costa del Sol residents and frequent vacationers are a little worried that the town might be overrun by the New Government, thus losing all sense of freedom and relaxation.

## Cosmo Canyon

Government: None

Mayor: None

Population: 500 permanent residents, +/-100 researchers

Military: None

Crime Rate: None

Some of the greatest mysteries of the universe and answers to the deepest questions about the meaning of life lie somewhere in the libraries of the world's largest source for information pertaining to rhetoric, history, and the stars. Cosmo Canyon's population has seen a little growth, mostly by theologians and archaeologists who want to learn as much as they can about their particular field. Knowledge of hundreds of generations of observers and recorders lie in the books and scrolls that covered the walls of the inner canyon. When Bugenhagen, one of the greatest astronomers/philosophers to ever live, died a week after the War of the Planet, there was no one to take over for him. The entire village was morbid and depressed for quite a while, until the earthquake struck. No one knows what caused it (though it was almost certainly natural causes), but nearly the entire library was crushed beneath several tons of rock. The observatory collapsed, but remained intact, but hundreds of years of wisdom and knowledge were lost. The town held a council around the Cosmo Candle that day, and decided to start anew their quest for truth. So they live in a total anarchy, relying on each other when necessary, rewriting the secrets of the heavens. The legend of Cosmo Canyon continues... A young boy by the name of Andrew is the community's jam right now. He was a prodigy ever since he learned to read, and had already assisted Bugenhagen in many experiments and theories by the time he was 10. He is 15 now, and all of that is well gone, but his greatest gift of all is his photographic memory. He has spent hundreds of hours copying down what he remembered from the books in the library that now lays ruined, and many more devising his own theories from his recollections. He commands greater respect than anyone else in the village, and may very well be the most intelligent human being to walk the planet in the last century. Nanaki was seen around Cosmo Canyon for a short period of time, but has disappeared without a trace. Residents say he is taking a journey of self-discovery. Another resident of note is Barret Wallace and his daughter Marlene, who are living the life they always dreamed about.

## Rocket City

Government: The New Government

Mayor: Sheila Highwind

Population: 30,000

Military: 400 Government Enforcers

Crime Rate: low

Rocket Town has become much more well known since the launching of the Shinra Rocket into the depths of space, but the residents still complain that it's as boring as ever. There has, however, been a developing interest in restarting the space program. Although the New Government hasn't offered any support, various private enterprises are seeing the advantages of the new technologies. The main contributor is a company by the name of IDC (Information, Data, Communication), already known for their PHS system across the world. The project has been dubbed the "Zodiac/IDC" Project. However, no attempt has been started at rebuilding the launch site, so naturally the citizens think it's a load of bull. That hasn't stopped the growth, though, because the city has tripled in size. Rocket City asked the protection of the New Government after the War of the Planet due to a surprisingly high destructive actions caused by excessively bored citizens. The crime rate has improved a lot, but the amount of Enforcers that the New Government sent in isn't enough to handle the problem completely. Sheila Highwind (was secretly engaged to Cid before he vanished) was elected mayor after the old one died of a heart attack shortly before Meteor fell, and remains the Mayor even though the town has to abide by New Government laws and regulations. The New Government can take credit for the increase in population, however. Cid has to keep up a long distance relationship with Shiela from Mideel, for the time being. He is currently teaching a flight school and doing the mechanics on improved airships and other spaceworthy vehicle designs.

## Nibelheim

Government: Monarchy

Mayor: Mark Strife

Population: 50,000

Military: 200 Civilian Police

Crime Rate: medium

If ever there was a city with a story hidden behind its welcoming smiles and open doors it was Nibelheim, and if ever there was a game where you spent a large percent of your time in one city, past and present, then it was FF7. The information gets so entangled that I figure I'd have to end up explaining to you guys the entire of Final Fantasy 7 starting with... oh, the Jenova virus thousands of years ago. So instead of doing that, I'm going to assume that you know the basics and tell you what's happened since the War of the Planet. The Shinra Imposters decided to hell with acting, they were going to make this town their permanent residence and destroy any evidence that they had been there. So the Shinra Mansion's basement was burnt to a crisp and then sealed off, and some people were hired to kill all the monsters that dwelled there. While it is a peaceful community, everyone has a slightly different idea of how things are done. But they compromised and appointed a man named Mark Strife (yes, Strife) mayor for life. A police training program has started, but it is not nearly as good as it should be, and this is reflected in the crime rate of this otherwise calm town. Another notable thing that has been done is the sealing off of the bridge to the Nibelheim mountain caves. It was a dwelling of far too many monsters that were far too close. It is also said that Tifa and Cloud came into Nibelheim for a couple days, but left suddenly one night due to some incident with the mayor.

## Corel

Government: None

Mayor: None

Population: 500

Military: Every man for himself...

Crime Rate: very high

The people of Corel tried to rebuild their town. Tried very hard. But they just didn't have the resources, so the town became more like the Prison Town that used to be around the Gold Saucer. Various gangs and mobs have tried to band up with both intentions that cover all parts of the spectrum, but nothing has really changed. There probably isn't a decent citizen left in Corel. The Golden Saucer train ride even moved to closer to Costa del Sol, at no small cost. Everything that is bad about run down cities can be found here. Prostitution, a few mercenaries, constant robbery, constant brawling, etc. You get the picture.

## The Gold City

Government: Um, sure. We've got government...

Mayor: That guy over there

Population: 5,000

Military: Where?!

Crime Rate: medium

A city that sprung up from the prison town below the Gold Saucer (Which hasn't changed at all. Literally.). It is a town that leaches off the entertainment and gambling involved in the Gold Saucer, and they do it well. It is full of lying, cheating, stealing, and all that good stuff. There are, however, very few acts of actual violence, just a lot of general deceit. It isn't that large, and the climate is unbearable. As far as how it looks like, just think of Vegas, except smaller. Due to petitioning, the elevator to the Gold Saucer was reopened. So basically every cheating backstabbing gambler in the world either lives or spends a great deal of time around the area. Although this has increased the Gold Saucer's business, it has decreased its reputation significantly. It is beginning to be more of a casino and less of a casino / Disneyland.

## The Far Western Continent

The Far West is not a very accessible region. It consists of a continent about the size of the southern archipelago, but is much more geographically diverse. There is a towering, rocky mountain range smack in the middle of the continent. It is dotted with some very long bridges, none of which are very sturdy. It can take weeks to get from the north end to Wutai. Many brave souls have been lost in those mountains. On the extreme north and south, there is mostly grassland, with a little forest. There are no sea ports connecting to the Wutai area, so the only way to get there is find a boat capable of docking at the very shallow beaches on the south, then hiking through several hundred miles of rugged mountain. The only city and location of interest on this continent is Wutai.

### Wutai

Government: Theocracy

Mayor: Godo Kisaragi

Population: 17,000

Military: 1000+ Samurai, Martial artists, etc

Crime Rate: none

The town that lost its faith and religion during the Great War against Shinra seven years ago has regained both prosperity and state of mind. The citizens have restarted their prayers and spiritual rituals at the fire caves. There is once again a small and elite warrior cast, that train very extensively in the ways of the Samurai and various martial arts techniques, and they are the best in the world at it. There are, however, many youths who come to the city to train as warriors or elderly people who come there because of their deep spiritual traditions. They once again live in interesting times. The Wutai religion is based on elevating yourself on a higher plane (and closer to the Gods) by inner focus. Their prayer rituals involve a group focus that elevates them high enough to supposedly converse with the Water God, the principle deity of Wutai. Some exceptionally focused priests can elevate themselves high enough to draw on power directly from the Gods, transforming themselves into half-mortal, half-avatars. Every fifteen years these warrior priests gather and hold combat to see who will rank the highest on the pagoda, consisting of five levels. Godo Kisaragi has been the head of the religion for twenty nine years and is still the most promising candidate during for this years tournament. Their religion is their government for all intensive purposes. Zangan currently resides here, and is the head instructor of his own martial arts school that teaches a completely different style than the Wutai technique. The Wutai teachers actually encourage this technique, and many of them learn it themselves. They say the more diverse they can be in combat and the more they can focus, the better. Zangan is also currently training in the Wutaian technique. There is only one center for samurais-in-training, but it is very large and of exceptional quality. It is also the only one in the world. There are many rumors flying around about Godo's daughter Yuffie. Some say she still resides in an unknown secret hideout in Wutai, always keeping a sharp eye out for materia. Others say that she hasn't even come back to Wutai, and she currently has in her possession all the materia possessed by Cloud and Co. Who can say?