**Human Velle (God) Theocracy 1482 years old**

Rendos Suclin (Flower Keeper)

Date system based on the day of beginning according to the holy text. One “year” has 8 months and each “month” has exact 50 “days”.

**Season list:**

start around winter Donima bloom last around 84 days

start around spring Safien bloom last around 89

start around summer Samsia bloom last around 93 days

start around between summer and autumn Masen bloom last around 46 days

start around between autumn and winter Avile bloom last around 50 days

**Language**

Velle (God’s gift of co)

**Culture**

West Vellerian

**Festival**

Donima festival start 5 days after first bloom last 2 days

Safien festival start 5 days after first bloom last 2 days

Samsia festival start 5 days after first bloom last 2 days

Masen festival start 5 days after first bloom last 2 days

Avile festival start 5 days after first bloom last 2 days

**Religion**

Velle (God’s gift and order)

**Politic**

Minister council of eleven selected from council of five vassal kingdoms 5 seats each

1 Economy seats (Dilimar Vinac)

2 Might seats (Salesa Vinac)

3 Magic seats (Valmas Vinac)

4 Logistic seats (Yawalen Vinac)

5 Espionage seats (Arstelo Vinac)

6 Faith seats (Kattule Vinac)

7 Alliance seats (Dasnerr Vinac)

8 Wisdom seats (Pavonres Vinac)

9 Civil seats (Fesimom Vinac)

10 Craftwork seats (Ginnore Vinac)

11 Flower seats (Rendos Vinac)

Vassal kingdom council each council 10 people

1 Economy council (Dilimar Terdas)

2 Might council (Salesa Terdas)

3 Magic council (Valmas Terdas)

4 Logistic council (Yawalen Terdas)

5 Espionage council (Arstelo Terdas)

6 Faith council (Kattule Terdas)

7 Alliance council (Dasnerr Terdas)

8 Wisdom council (Pavonres Terdas)

9 Civil council (Fesimom Terdas)

10 Craftwork council (Ginnore Terdas)

11 Flower council (Rendos Terdas)

**Social class**

Emperor (Suclin Dalago or Keeper Ruler) > King (Suclin Wenvana or Keeper Representative) > Royalty (Suclin Sadras or Keeper heir) > Duke (Suclin ) > Count (Suclin) > Noble > Knight > Citizen > Foreigner > Outclass > Slave > Outlaw

**Ruling law**

Monarchy Absolute primogeniture

**Economy**

**Currency**

Ladas coin 1 gold coin = 15 silver coin Ladas gold ingot = 20 gold coin 1 silver coin = 20 copper coin

**Resource**

Stone, iron, copper, marble, wood, silver, apple, grape, wheat, masen flower, donima flower, samsia flower, avile flower, safien flower, broccoli, turnip, hops, radish, cucumber, cabbage, coal

**Military**

20000 in active list 30000 in reserve list

**Independent military order**

Amber orchid Parna leader

Silver rose

**Conscription** human male 18 years older up to 55 years old, mandatory drill every Samsia festival end and Avile festival end once every two days for 15 days each

**Professional army** Knight social class only human grant by commander or grand commander only

**Rank**

Supreme strategist

Grand commander

Commander Ogeros

General Nantar

Sub-general Lagas

Major Rede

Private Hanas

**Law**

**Crime**

Drug **allow** **ban**

Slavery **allow** beastman**,** giant, orc, goblin, minotaur, lizardman, orge, demon and other non-ban races **ban** human, elf, dwarf, halfling, gremlin, centaur, dryad

Banned slavery fine jail

Magic: **allow** elemental control, elemental manipulation and creation, self and manipulation and creation, body creation **ban** body control, mind control

Killing: **allow** **ban** sacrifice,

Sexuality: **allow** prostitution **ban** homosexuality, incest, bestiality, pedophilia, necrophilia

Diplomacy

**Race**

**Human**

View extremely positive equal

Rights citizenship, nobility, officially ban slavery view

Elf

View extremely positive equal

Rights citizenship, nobility, officially ban slavery view

Dwarf

Beastman very negative inferior state and personal slave

Halfling

Gremlin neutral

Goblin absolutely negative

Orc extremely hostile

Centaur neutral

Overall relationship

Total Population

**For empire direct controlled area**

List of ruler

Venvilov year 6 – current scenario 1

Total population 724000

Capital 340000

City 375000

Village 5000

Fortress 4000

Human 95% Elf 2% Dwarf 2.5% Halfling 0.5%

**Capital** Reskon

**Large city**

**Small city**

**Village 12**

**Landmark 2**

**Fortress 6**

In the beginning was the Word, and the Word was with God, and the Word was God.

Language of God

every word start with God I, True word

three base words:

Gift on the left of I Past

Order below of I Present

C on the right of I future

conjunction:

or on the left of I, and on the right of I

Yes: god’s agreement, No: god’s agreement, Maybe: god’s silence