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# THE STATE

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*Unity and Protection*

## Politics

The State is a federation of three city states: Ordeto, the Grey City, and Arear. Each of these cities has separate power structures internally, but each is governed under a blanket bureaucracy. This bureaucracy is headed by a figure known as Number One, and is seen almost everywhere in life in the State. This blanket bureaucracy trickles down to the most basic levels of society within the three cities, which is aided by the social organization of the State: near ideal communism. Thus, the State describes all as equals—though this is different in practice. There is no private property within the State: everything is owned communally, given and taken based on need and requisition. This is the way of UNITY.

The State was formed, in part, because of the threats posed by the world at large: the bands of ruthless undead issued long ago from Kalma's gate, the Charred King and his demons and savages to the north, and those who have fallen from society to the realm of raw survival. The people that followed the founder of the State wished for the protection offered with numbers, and as the State developed, this protection and unity was found within a bureaucratic polity. The bureaucracy has many departments, offices, and sections, the most major of which are outlined here:

*Major Sectors: Internal Sector, the External Sector, and the Transpolity Sector*

### Internal Sector:

#### Office 1: Office of the Exchequer

This is the largest office of the internal sector. Office 1 works in requisitions, repossessions, and distributions, among other regulatory devices. All businesses and enterprises, prices, and small-scale exchanges are administered under the Office of the Exchequer. Should someone get reported for unfair property possession, Office 1 looks into the matter. Should someone be convicted of a problem dealing with property or requisitions, the Department of Repossessions beneath Office 1 handles the problem. In its essence, Office 1 deals with all collections and distributions of the *State to the people*, and things of the like.

#### Office 2: Office of Placement and Labor

The Office of Placement and Labor tests and distributes jobs and employment positions. Positions are based both on personal want or ability and societal need determined by a regulatory standards abilities test. All State-based education is organized under Office 2. Independence and economic growth in the State is upheld by the placement of an “independent employment,” which allows for the creation of personal businesses or shops (state-regulated, of course). Should one desire to switch employment, one can file a report through Office 2. Essentially, Office 2 controls the distribution of man power.

#### Office 3: Office of Development

All magical and nonmagical research is conducted through Office 3. The office runs a number of laboratories throughout the State which function to further technological development. In addition, all infrastructural expansion is done under this office. Thus, if the State acquires some land, it is passed to Office 3 to determine any construction or distribution.

#### Office 4: Office of Resources

The Office of Resources works closely with both Office 3 and 1, as it handles all large-scale resource distribution between sector offices. In the process of new land acquired by the State, Office 4 would be passed notice of the land, and they would decide which other Office would benefit most from its use. Then, Office 3 is notified of the development needed with the land, and the job is passed on. Office 4 also handles the major distribution of energy crystals and energy sources to all offices.

#### Office 5: Office of the Ecclesiate

This office handles all workings of the Ecclesia. All leaders and policies of the Ecclesia pass through this office, and any issues of heresy, blasphemy, or the divine are brought to the attention of Office 5 for inspection. Office 5 controls within it an inquisition to handle these events. Office 5 handles partial repossession of wealth through regular alms, and service attendance is necessary for good standing within the State.

### **External Sector:**

#### Office 6: Foreign Office

This office handles all that influences the State from outside its boundaries. This includes exploration and decisions regarding discoveries: i.e., should the discovery be acted upon or not? The foreign office handles any diplomatic interactions with sovereignties outside the State. In summary, the Foreign Office acts as the face of the State, its arm in any external dealings, and its center for foreign intelligence.

### **Transpolity Sector:**

-These offices interact both inside and outside the State.

#### Office 7: Office of Authority

This is the main military office. Office 7 controls all aspects of the organized, large-scale military of the State. This does not influence necessarily the local enforcement of towns and cities, though forces of Office 7 can be called in locally. This Office works significantly with the Foreign Office in dealings of foreign powers.

#### Office 8: Office of Communication

This handles all inter- official and unofficial communication through magical and nonmagical means. Thus, tasks sent from one department to another or one person to another would filter through Office 8 to reach the correct receiver in the intended office. Office 8 also deals significantly in the State's internal intelligence collection, as all major communication is filtered and recorded. The Office of Communication also handles the census within the State. All births and deaths are encouraged to be reported, and all citizens of the State are kept known.

#### Office 9: Office of Executions

This office is the executor of the State's authority. Those in Office 9 are the main distributors of justice and rulings in the State, and agents of Office 9 are often sent both internally and externally to handle problems dealing with the rulings of other Offices. Thus, if Office 1 sends a notice of repossession to Office 9, agents may be dispatched to carry out the repossession. If the Foreign Office requires actions regarding an outside state, agents of Office 9 may be sent in response, i.e., the assassination of a foreign sovereign. Members of Office 9 are often considered the dogs of the State, held in contempt and fear by the populous. Many that are taken by Office 9 are not returned.

## Religion

The religion that developed within the State brought elements from old and new societies from around the world. A large part of the belief comes from the ancient elven holding of *Ille*, or The People. Thus, actions of followers of the religion may dedicate all their actions towards the growth of The People, the preservation of The People, or the honoring of The People. “The People” in this sense envelopes all the society. These are the people of the State. Thus, there is no true deity worshiped openly in the State—all are pushed towards a belief in the larger, ambiguous whole. The people’s loyalty to their society’s greater whole and their own daily work towards the strengthening of that group are devotion enough for many of the people of the State. In the end, The People always come first.

Following this idea, the People’s Temples are refuges for all, and the workers view all as equals—be they criminal or saint. The religious order is kept through an organization created by Office 5 known as the Ecclesia. There are two distinct sections of the Ecclesia: the Narrow Ecclesia and the Wide Ecclesia. The Narrow Ecclesia are the heads of the polity’s “Sect of the People”. They are a small council in charge of all changes to the religion, and thus they control all members of the Ecclesia. The Narrow Ecclesia is headed by Number Five. The Wide Ecclesia encompasses all other clergy members, from the lowest temple worker to those that run the People’s Temples. It is tradition that all Ecclesiates are constantly covered from head to toe such that no skin—not even their face—is showing at any time. This is through the belief that the Ecclesiates are no different from any other of The People, and thus they are ambiguous. What is behind the mask is unimportant, for they are a member of The People just as anyone else. Their devotion is a landmark for the devotion of others.

In day-to-day life, the belief in The People is pervading. Temple ceremonies are required by the law of the State—absence from an assigned ceremony is punishable by the will of Office 5—and, by extension, Office 9. Many people hold fast and firmly to the teachings of the Sect’s apostles. What is taught in the temples is fact to many denizens of the State—and those who do not believe do not say so openly. Though apostles are, in idea, supposed to be considered equal in every way to the other peoples of the State, this is not often true in practice. As members of a State office, apostles naturally have more sway over the lives around them, and are thus often regarded with respect, reverence, or begrudging obedience.

## Magic

Magic is rare within the State. Many spellcasters were forced to fight in the war, and thus the majority were slaughtered. Those few that survived grew in stature within the remnants of society, ruling splinter kingdoms or rising in ranks within the cities that would form the State. With the development of the government and the re-ignition of industry, the State found the most use of spellcasters. Spellcasters, once identified, are quickly and forcibly sent to work within the offices of the State. Many are sent to work in the crystal binding factories of Office 3, attaching various magical energies to different crystals to specialize them for civilian or military use. The second largest employer of spellcasters is Office 8, as many are needed to maintain the magical communication network of the State. Others are distributed as needed within the other offices of the State: very few are allowed work in the common jobs, which brings rise to some families daring to hide their magical children, willing them to conceal their magic so the State doesn’t find them.

Because many natural casters find their magic early in life, they are encouraged to reveal it to the investigators of Office 2 as they take their placement tests at adolescence. Those that hide their magic and are discovered later in life are typically imprisoned for their crimes and then forced into State work.

Spellcasters within the State are isolated from the outside world, their powers are regulated, and they are forced into specialized and experimental breeding programs to study the genetic flow of magic from mother to child. The State is sure to not teach the spellcasters more than they need to know to complete their jobs, but if a particularly powerful caster is noticed, they may be sent to work in the more dangerous State programs, such as Office 7 or Office 9.

Office 7 takes the majority of the powerful casters. The current existing regiments of mages are the following: The prestigious, feared, and powerful 5<sup>th</sup> Casting Regiment “the Flaming Fifth” infamous for immolating swathes of countryside in their assaults.

The elite infiltration group, the 18<sup>th</sup> Casting Regiment “Fake Company”. They are nicknamed “fake” as the other regiments never see the casters of the 18<sup>th</sup> in the field: they’re notorious for their use of invisibility.

The idolized and heroic 33<sup>rd</sup> Casting Regiment “the Super soldiers”. The 33<sup>rd</sup> casters are trained in spells that improve their abilities in combat and infiltration, making them “super human” on the battlefield.

On the streets of the city or the countryside, magic is often viewed with a certain suspicion or fear: magic users are either criminals hiding their powers or those working for the State, neither of which are good in the eyes of the majority. Soldiers are forbidden to use their magic outside of strict military use, and those of other State offices tend to use magic only for work purposes. If a suspicious act would bring someone to believe another was hiding magic, they could report the person to the authorities. If the suspicion was based in truth, a reward would be given to the reporter and those affiliated with the hiding caster would be brought in for justice from Office 9.

Though natural magic is feared and regulated, magic in general can be seen throughout the daily life of a civilian of the State in another form: crystals. After the decades of use, crystals have begun to be viewed separately from natural magic. Many civilians don’t believe that the crystals are magic at all, perfectly content in their ignorance. These crystals, pulled from the crust of the world or its waters, almost perfect energy sources. Their power has been put to use in a range of inventions: train and ship engines, agricultural and military walkers, hot-burning forges, street lights, music-boxes, mechanical bodies, etc.

## Family

Family is loose within the State, stemming from the belief in The People. Why should there be separation between members of society when all members are ambiguous and unified? Thus, family distinctions (family names, etc.) are discouraged—typically, local family distinctions are recognized as heresy. Heretics reported to Office 5 are often investigated, and if convicted, the justice of Office 9 is called.

Children are typically left to grow in the family until the age of 12 during which they are attending standardized education centers. At the age of 12, all children take the Polity Placement Assessment, or PPA. This assigns them a future profession to begin training under. At age 16, all children are assessed locally for service in Office 7.

Adults in family life are assigned their jobs as per the PPA in early life, and they often find partners in their time off, or from work. Marriage, or “Bonding,” is a common practice through the Ecclesia, for it is a means to further unify The People. Bonding is typically practiced around age 18, though workers in some State offices do not allow for this age; i.e., service in Office 7 can typically last 2-10 years, after which a person may return to their assigned PPA profession or they can continue service in the military.

## Education

Education before the age of 12 is done in standardized schools. These institutions do not focus on literacy, though logic and mathematics is highly pressed. Typically, the first few years (ages 5 – 8) is spent teaching the children about the history, values, and policies of the State and the beliefs of the Ecclesia. The last years are given to allow the children experience in various trade fields before they take on an apprenticeship in their PPA profession. Few professions require literacy, and thus few general workers in the State are literate. Most, if not all, members of State offices are required to be literate.

## Economy

The concept of currency is lose within the State. Close to a purely communist society, trades of capital, credit, or tender are viewed less as a purchase and more as an exchange of value. All things are owned commonly within the State, though not all people have an equal right to all things. The currency of the State is the chip, which is often broken into the half chip. Chips are small pieces of crystal much the size and shape of a poker chip, and half chips take the shape of a half-moon. The dull white crystals glow fervently and colorfully when imbued with magical energy, and are often used in decorative lamps within wealthier communities. The salaries of each profession are decided by Office 1, and are often times no more than what the worker needs to survive. Chips are quite diverse in their use, as they have been generalized as fuel for all mechanical devices as well as acting as currency. Additionally, they serve as ammunition cells for most firearms. Items or services that cannot be obtained locally can be requisitioned through Office 1.

Requisitions are given based on determined need of a local inspector and can be retrieved at a local distribution office. All goods are rationed by the State as need is found. Goods are circulated by government assigned traders and merchants so that need for goods can be found if no need exists locally. Much of the economy, labor, and energy distribution is geared towards defense and the military operations of Office 7.