
GEOGRAPHY OF THE STATE

Ordeto

Of Gems and Blood

Ordeto is the newest of all the cities, and only of the three that was not built upon the ruins of an older city. Ordeto was built in the only pass through the Mountains of Amad, where the Sword of Stah once stood. The mighty tower fell in the earthquakes, though, and its wall had long been overrun. Ordeto doesn't boast much of a skyline, as much of its buildings are small brick centers, built for utility rather than aesthetics.

The harbor is wide in Ordeto, and the sea is rich in crystal. The sea had once been an expansive desert—and a heavily mined one, too—before the walls were opened to the ocean in the Sundering. This is why Number One had decided to create Ordeto on that coast. In time, once the city grew and shipments of bronze and steel came from the new Arear, the true value of Ordeto was built: its offshore platforms. Huge networks of interconnected steel platforms dot the sea, acting as bases for drilling and deep crystal collection. The platforms grew to almost act as tiny towns, as sailors often stopped at them to rest and dock their vessels on their netting runs, setting massive nets in the waters in attempts to scrape any loose crystals from the sandy bed. The crystals are loaded on massive cargo-bed ships and sent to any of the many huge refineries set into the mountains of the bowl. These refineries are huge feats of engineering, massive buildings that turn the raw crystal-rock slush into pure crystal. These industries employ many in Ordeto, and the dock wards often find their bars and taverns full of dirty sailors, worn refinery workers, and grease-covered platformers.

The Sword of Stah was rebuilt with brass, and its wall was risen again as too, spanning the entire valley pass, cutting Ordeto off from the wide north. The north is wild and dangerous, the Realm of the Charred King—the organized enemy of the State. This gives Ordeto its second purpose: the military hub of the State. Office 7 has a huge presence in Ordeto, with much of the northern wards of the city dedicated to military offices, barracks, armories, training yards, and the State's single dedicated academy, Hessohold. This strong military influence combined with the culture of sailors and long-hour industrial workers creates a less-than-fitting environment for raising a family, giving Ordeto its reputation as the "Lonely City". Plenty can find love and meet new people in the pubs of Ordeto, but when the soldiers are called into the field and the sailors spend months at sea the love rarely lasts.

North of Ordeto's small wall is dominated by rolling plains of tough scrub, eventually turning into scrappy desert in the east between Lake Luck and the Thin Graves. If you were to continue north, all you would find is barren tundra, bombed beyond recognition with M-class Moross during the war. The area is thought to be uninhabitable. Few travel north of Ordeto unless they are soldiers called to a campaign in the east against the demons of the Charred King. Many that live in Ordeto long enough find that it loses the appeal it had when they were younger—the servicemen don't come back from the north. The sailors don't come back to harbor. The refinery workers lose an arm or a hand, and many of them take the bodies of mechs so they can keep working, keep making a living. Life in Ordeto is an inescapable grind.

General Notes:

- decent magic lighting in the streets, as the city is more modern.
- wide, modern streets to accommodate transports moving goods to the wall.
- packed dirt streets
- no sewers. Sewage is disposed of into street-side drainage ditches that drain into the sea
- no rails or other public transportation. The city isn't big enough for this.
- little city security—the soldiers and sailors take care of themselves.
- mudslides from the mountains can occur in the rainy season.

- northern rains can blow in remnants of M-class Moross. Not in concentrations enough to kill any but the feeble, but uncomfortable, and may cause damage to nails, teeth, and weaken bones if inhaled.
- soldiers and sailors like to gamble and fight—there are fighting pits and rings for animals and people. This is typically on the down-low.
- they eat a lot of fish here, and not much else.

Notable Places:

- Nightrock: one of the seven massive cannons built. Nightrock is in the mountains southeast of Ordeto, and also houses the largest and most infamous state-run prison. Nightrock is the only cannon that has been commissioned again for use.
- Clear Air: also known as “Accalaicalea”, Clear Air is another of the seven cannons. Clear air has not been cleared and commissioned again for use.
- Hessohold: the only military academy in the State. Many, but not all, of those in service to Office 7 train at Hessohold. The base is harsh and hated, but respected nonetheless.
- “The Yard”: the most infamous of the bayside wards of Ordeto, the red-light district where all those with downtime come to mingle and pick fights.
- The Wall and Tower: the rebuilt Sword of Stah, a massive tower in the center of a low wall that spans the valley.

Notable People:

- Chancellor Noble: Noble is the head representative of the State in Ordeto. A high member of Office 8, Noble communicates the wills of the State to the local government.
- Lady Utagia: Utagia heads the local parliament. Essentially, she’s the top dog of the local government.
- General Wacovo-Ma: Wacovo-Ma is the top general of Office 7, and spends much of his time in Ordeto at Hessohold.
- Brigadier General Zay: Zay fought her way through the ranks through her cruelty on the battlefield, now she runs the prison at Nightrock.
- Brigadier General Double: Double is a strange man—crazy some may say. He’s the top military scientist in Ordeto, and spearheaded the project to recommission Nightrock as a working cannon. He still heads the cannon’s military capabilities.

The Grey City

For Law and Love

The Grey City was built hundreds of years ago by people that no one remembers, or at least no one cares to remember. The city was once the most populous in the whole continent, with buildings sweeping for miles in each of the rings of the three rings of the city, each separated by a thick wall. The city was situated perfectly on a broad port, and its central location made it the prime trade bridge between the southern kingdoms and those sovereignties of the north. The refugees returned to the infrastructure of the Grey City and began to rebuild, taking the old houses, temples, and city centers and repurposing them. The city had begun the process of industrialization before the end of the war, many of the houses and plaza stripped to create massive mining projects after crystal deposits were discovered directly under the city.

When the survivors returned to the city they picked up the tools that were left and started mining once again. Much of the outskirts of the city have been turned to sweeping strip mines torn up by huge clawed machines larger than any house. When the land is torn up it was up to the workers to “strip” the remnants, picking through the rock and dirt to find crystal shards. Through this process it was also discovered that the hills that the city was built on were also rich in metals in minerals, making the Grey City the largest producer of bronze, tin, and iron in the State. The Grey City lacks the refineries of the Bay of Brund, so the raw materials mined in the city are shipped on cargo freighters or by massive combined networks of airships to the refineries

along the Mountains of Amad and the Suth Peaks. The refined metals are then shipped back to the Grey City for shaping. The inner city is filled with factories to take the raw metal and export it as any of the many components needed in the State. Underneath the city is a vast network of tunnels and mineshafts delving deep into the crystal vein of the Grey City. These mines have long been proven inefficient compared to the strip mines of the outer city, and thus have been abandoned to the darker inhabitants of the State.

While the inner city is shared between factories and many non-industrial wards, one stands out: Wishborne, the center of the bureaucracy. It is a massive building complex centered around the castle that once housed the high king of the former kingdom of Jatón, the Solemn Keep. Wishborne holds the main offices for all the bureau departments and sectors, including the offices of the top in the State, known by their office numbers: Number One through Number Nine. Wishborne is the heart of the State, and its bells toll over the city every sunrise and sunset. The people of the city have conflicting views of the State and of Wishborne, but none can deny the ominous tone that rings out from the fortress.

Across the city from Wishborne is People's Hill, the name of the massive temple and center of the Ecclesia. People's Hill, often called the Hill, was once a temple of the many divines of the time before, now repurposed towards the religion of the State. While the bells of Wishborne ring only at sunrise and sunset, the lighter bells of the Hill ring often, reminding the city of holy days, congregations, and the judgment of heretics.

Most of the city is empty, abandoned buildings and empty streets. Those that inhabit the low parts of the city are those that have fallen from the State, those for which the paradise of unity and protection does not extend to, or those it failed for. Oftentimes the Ecclesiast will roam these streets and bring to judgment those poor and decrepit beings that no longer contribute to society: if you do not contribute to society, then you are a heretic.

The city thins eventually to the countryside of the island. The island is covered in wide moors and hills. The low lands of the moors are thick peat bogs, and the peat is harvested when the rains and flooding are low. The highlands are fertile and offer thousands of square miles of farmland. The countryside is isolated from many of the problems of the wilderness of Rusva, but the dark clouds loom always over the Sea of Worms to the south west, a memory of Abraham's presence. Many people farm under these dark clouds to produce the greatest source of food in the State. This food is brought into the city and shipped to Ordeto and Arear.

Throughout the city is a network of railway trams to move goods and people from place to place. The trams were created during the war, and they were repaired and run once again as the city was rebuilt. The trams were expanded to reach across the island as well, connecting the city and the countryside and creating an efficient way to move the huge amounts of produce from collection centers where farmers cart their produce locally.

General notes:

- many old buildings, strong hazard of collapse if roaming through abandoned buildings
- cobble streets
- sewers, but some of the sewers intersect with mineshafts and fill them with sewage
- lighting is poor in the underdeveloped parts of the city, very good towards Wishborne
- narrow, winding streets with many alleyways
- rail transportation throughout city
- many local guards in the city, very little authority in the countryside
- people tend to keep to themselves, as this avoids trouble
- trouble tends to bring in the State, and people don't want this.
- very rainy and windy most of the year
- dark clouds always swirl in the south west, from the part of the continent where Kalma opened his gate, where everything started: across the Sea of Worms.
- much of the countryside is in a rift from the blast of Clara that hit the outskirts of the city and created Reiner Bay. Thus, crystal tech is rendered effectively useless.

Notable Places:

- Wishborne: the center of the State. Wishborne houses all the top dogs.
- Solemn Keep: the center of the center of the State, the Solemn Keep also houses the local government.
- The Mines: the abandoned mines that run underneath a significant portion of the eastern island, even outside the walls.
- Clara: northeast of the Grey City, Clara is one of the seven cannons, Clara has only briefly been explored—those who explored did not want to ever return to the cannon.
- Limivorous: west of the Grey City, Limivorous is another of the seven cannons. Limivorous hasn't even been seen; the name was read in documentation found within the ruins of the Solemn Keep. That's all we know.
- Main Line: the name of the main station for the train line that covers the island. The Main Line is next to Wishborne.
- East Line: the name of the massive line of tracks that run south from the Grey City to the Third Fragment of Rusva. From there, the tracks run east to Arear. This single massive construction connects the two cities.
- The Hill: the massive temple and center of the Ecclesia. This is where the Narrow Ecclesia resides.

Notable People:

- Number One → Nine: the heads of the State. Each run a critical office of the State, and most (if not all) reside in Wishborne.
- Deliverance: Queen of the Grey City, Deliverance is the head of the royal family of the Grey City. She sits in the Solemn Keep. While the city respects her, and she holds some power, all know that the true power is held by the State.
- the Narrow Ecclesia: The small group of people in charge of the church of the State
- Silence: The technical genius responsible for the expansion and development of the Main and East Lines. Silence is an old man, but he still works for the expansion of the Lines, of which construction is well underway to connecting the Grey City to the South Peaks.
- Egon: the mastermind behind the communications network of Office 8. Egon is an old elf-blooded veteran of the war and a powerful mage; he created and sustains the complex magical web that is the foundation for the information network of the State.

Arear

In Crystals glow Secrets

Arear was once the forefront of magical technology. The once named “City of Flying Gold” pioneered the first crystal-bound weapons and utilities, the first airships and trams, and the first super cannon. The city was one of bronze and steel and sky, for no limit would hold Arear. The city was shaded by the floating islands of the nobility, powered by massive magical engines at their cores. Ships of brass flew through the sky, circling the spectacular tower at the city's center, rising higher than any other structure built by man.

That was before. The war tore the city apart: the islands crashed down into the city and now sit like mountains midst the buildings. The streets were stained with blood, as Arear was plagued with the Bloody Hunger and the sick were lined up and executed on every street corner. The spire no longer stands, annihilated when Queen Anastasia Blue gave the order to fire the cannon Big Blue on the city itself. The cannon destroyed much of the coastal city, blasting a crater into the peninsula. The immediate heat wave of the blast melted many of the nearby brass buildings, bending them out of shape or collapsing them on those inside. The water of the sea boiled as it surged into the crater and flooded the city proper.

Rebuilding the city was difficult—much of the infrastructure was destroyed or rendered useless, and many of the streets of the inner and middle city were flooded. In addition, after Big Blue fired on the city, the overwhelming magic energy left by the blast sent the city into what the natural philosophers call a “rift”. The rift reacts strangely with any magic used in the area, and causes unpredictable, sometimes harmful effects. The rift

affects the entire main city, weakening and eventually disappearing towards the outskirts. Thus, within the city, all crystal-tech, and magic in general, is rendered practically useless, or at least highly risky to use. This forced the people to rebuild without the tools and inventions of the modern day: much of the city was rebuilt with wood, and wooden boardwalks line the flooded streets.

Arear's distance from the industrial centers of the State and its lack of technology and modernity detaches its people in mind and culture. Arear is a city in the past, and many of the common folk have fallen into the mindset of the past, refusing to rely on the technology and medical practices of the other cities. The city is crowded and leveled, with wooden complexes and even boardwalks rising multiple stories above the water. Winding alleys and tight slums breed crime and disease, the most horrible of which is the Bloody Hunger, a strange disease that besets the infected with muscle spasms and intense evacuation of blood from the mouth, ears, and eyes. The disease is thought by many to be incurable, and progresses to the point at which the infected go mad, lashing out at any they can see with cannibalistic urges. The disease has brought rise to a notable guild of doctors and alchemists within the city working to cure the disease with transfusions of pig blood, leeching, obscure mixtures, restraints, or exorcisms.

General industry is spread along the outskirts of the city, away from the rift effect. These factories refine steel and bronze for use in the weapons and airships of the State. The few open plains outside the city have been cleared and leveled for sweeping airfields that house many of the State's airships, the most significant of these airfields is Bellesea Airfield.

This is the life of the proletariat of Arear. There are some of the city, though, that find comfortable living in the fallen mansions that once floated above the city. These are the workers of the State and members of the local government. The local government has taken heavy involvement in the Ecclesia, such that, to many, the two are indistinguishable. The family is collectively known as the Apostles, as their names and identities as Ecclesiastes are unknown. The Apostles take an active role in the city by running a harsh inquisition of heretics and advocating for sending those infected with the Bloody Hunger to research laboratories to investigate cures.

Technology is not the only disconnect: Arear also holds the largest dissenting populous in the State, with multiple illicit gangs and groups that consider themselves "separate" from the practices of the State. The largest gang present within the city is "Limbo". Limbo is violent and hated, infamous for kidnapping its victims. The members of Limbo hold a good amount of sway within the city, as it seems the State representatives and the local government often turn a blind eye to their activities. The structure, exact size, and motivation of Limbo is unknown, though many believe that they are slavers that sell their victims to the cannibal tribes or dead hosts outside the city.

The State pays more attention to the Faithful Company, an apparently explicitly terrorist organization bent on directly opposing the State. The Faithful Company operates mostly on the outskirts of the city, attacking outposts, warehouses, and granaries. The Faithful Company is increasing its presence in the area, with some townsfolk and frontiersmen claiming that the Company defended them from raids by the savages and dead hosts of the wilderness. To many, though, the Faithful Company is a mystery, a force that has stayed out of the spotlight in the past. So, they put their thoughts elsewhere.

Many find themselves drawn to the frontier, despite its dangers. The wide land outside the city is forested and hilly, eventually melting into hundreds of miles of golden plains to the west, and an isolated, hot jungle to the south. The immediate country is filled with farms and villages, with some exploring outwards and founding hamlets far from the business of Arear. The wilderness is not for the faint of heart, for often villages are found empty but for dried and broken bones, or merchant caravans will be slaughtered by the hosts of Kalma's dead that still roam the region unhindered from the time of the war. These troubles have brought the presence of Office 7 and the military to the area in attempts to protect the people and expand the State. Forts have been built throughout the hills and forests, and farmers gather to them in times of need.

Arear is a city apart, shared between polarizing groups—the Apostles, the State, Limbo, the Faithful Company, and the military—with the everyday workers mixed in between, trying to find a living in the chaos.

General notes:

- Wooden boardwalk / waterway streets for inner city
- cobblestone streets in outskirts
- many dark alleyways and nooks
- poor lighting throughout the city
- sewers, but most are flooded
- no public transportation inside the city
- city sits in a magical rift, making it hazardous to use any magic or crystal-tech
- many local guards to attempt to crack down on crime
- rampant disease
- generally unhappy populous

Notable places:

- Temple of the Apostles: this is the main and largest People's Temple in Arear, run (supposedly) exclusively by the Apostles.
- Mortham Heights: the palace-like residences of the Apostles and the State workers in Arear
- The Bivast Archives: the massive library of Arear, once the largest in the continent. What remains contains the last remaining records of the time that came before.
- Big Blue: one of the seven cannons. Big Blue is west of the city. The cannon remains decommissioned, and its labs are unexplored.
- Bellesea Airfield: the largest airfield outside Arear, Bellesea exclusively holds the warehouses in which Office 7 stores their military-grade airships.
- Truth's Hospital: often called "Truth", Truth's Hospital is an investigative care facility for those infected with the Bloody Hunger. The facility lies on the outskirts of the city, and is the administrative house for the organization of doctors in Arear.
- Fort Shorty: a notable fort on the frontier outside of Arear. Shorty is the base for the military rangers of Office 6.
- Fort Nimble: a notable fort on the frontier outside of Arear. Nimble is home to an experimental weapons facility.
- Fort Cutie: a notable fort on the frontier outside of Arear. The purpose of Cutie is unknown—the fort is holed deep in the forest hills of the country.

Notable people:

- The Apostles: the royal family of the city and simultaneously the head of the Ecclesia in Arear.
- Lieutenant General Fondi: named "The Fox" by his men, Fondi is the ranking member of Office 7 in Arear. He bases in Fort Cutie.
- Major General Cosimo: Cosimo works both for Office 6 and Office 7, and leads the 1st ranger regiment battalions. She is based in Fort Shorty.
- Major Turi: Turi is the leading military research specialist, and works for Offices 3 and 7. He is based in Fort Nimble.
- Doctor Truth: Truth runs his namesake hospital on the outskirts of Arear, and is often regarded as being insane.
- Air Chief Marshall Enoch: Enoch is the ranking officer of the State Air Force, based in Bellesea Air Field.
- Absolom: head of the Bivast Archives in Arear.
- Bluebird: the mysterious head of the Faithful Company
- “Limbo”: while the leader of Limbo is unknown, the group holds significant influence in Arear, seemingly unhindered by the local guards or the State.