

Utopia

Welcome to the Land-Beyond-the-Wall where the King-Yonder, called Rattleshirt, rules his cold realm from his ivory castle. Eleven cities lay beyond the wall, occupied by the realm's servants. One great city lies in the middle and the rest surrounds this grotesque capital where King-Yonder resides.

Environment

Modern science has taken various breakthroughs and the infrastructure consists of underground high-tech, high-speed magnetic trains. All cities are connected with one another to accomodate all the commuters. Underneath the cities are subways with which citizens can travel further.

System

A small council assists the King with his decision-making and three orders know every little happening in the realm. One called the Order of Whispers led by the eunuch Varys with many little birds. The Priory guards the law and order with police officers spread over the eleven cities. Last but not least is the Shaolin, monks of the higher being who record all and preach the Call of Cthulhu.

Rule

Everyone has to participate in the well-being of the society. Each year the Yonder-Games are held in the capital where two young citizens of each city have to compete. All citizens have to travel to their local Hall to witness the games. These games test the endurance, commitment, agility and compassion for the realm of all the participants and the witnesses. The winner will go from city to city to inspire all youngsters for next year's games.

Every monday are the Trials, where people can have an audience with the small council and ask them for guidance or be put to judgment.

Values

Citizens are free to purchase any goods shopowners sell, but are only limited to a certain number of items, depending on the size of their family. No ethics exist and everyone should behave as a follower of the Shaolin, answering the Call of Cthulhu.

