

THE COVEN STATE

A powerful Council of Mystics consolidates control after a series of magical cataclysms. Survivors cling to the safety of enchanted cities where magic enforces law, norms, and memory. Individual expression is tolerated only within the boundaries defined by the Council. Traditional mentorship is replaced with indoctrination, and destiny is no longer questioned—it is divined and assigned. Cohesion comes not from shared will but from enforced purpose.



Authoritarian

The Broken Lineage

A fractured world limps under the shadow of scattered magical tyrants, each asserting divine right over their realms. Knowledge transmission is hoarded or corrupted; sacrifice becomes coerced, not noble. Powered beings are exploited or exiled. Survivors live in fear, governed by the arbitrary will of sorcerer-kings and demon barons. Institutions crumble, replaced by cults of personality. Trust is rare. Loyalty is compelled.



Solidarity

Post-Apocalyptic.

Cohesion

Anarchy

Ember Wards

Communities forged in fire now thrive as networked enclaves built on mutual aid and layered resilience. Magic is decentralized, messy, and often contested—but used for communal good. Knowledge flows via experimental methods. Elders and newcomers alike contribute to emerging rituals that blend tech and spellwork. These societies value shared burden and open discourse, but they are constantly wary of any attempt to concentrate magical power.



Global Governance Model

Shadows of Choice

The collapse brought radical freedom—and chaos. No one rules magic, and no one governs the world. Individuals follow their own codes, sometimes noble, often brutal. Slayer enclaves, technowitch guilds, and cryptic nomad groups trade knowledge like contraband. Fate is irrelevant—only decisions matter. It's a world of consequence without control, responsibility without scaffolding. Innovation flourishes, but so does betrayal.



Self-Directed