

MAJI WALEZI 2.0

- Strict hierarchy/caste system with checks and balances

THE ROYAL HOUSE: Members of the Songcat family, and the highest in the hierarchy.

KING & QUEEN: The highest ranked members of Maji Walezi charged with its protection and organization. the monarchs have the final authority in any group matters. The king and queen must be mates, and there can only be a single king or queen.

- Approves the laws the Barons/Lords/Dukes make, etc
- Can make or break alliances
- Gets to appoint the Guild Masters
- Can host group events

HEIR: Arguably, the second most important rank after that of the monarch, the heir usually inherits the monarch's position if anything was to happen to the King/Queen. The heir is typically a close relative of the monarch and is selected through vote by the caste of nobility. If not of adult age, the heir has no official duties or authority.

- Cannot become a Guild Master
- Can host group events

PRINCE/SS: The sons and daughters of the King and Queen, they tend to make good diplomats and peacekeepers but cannot make alliances without the approval of the King/Queen. If not of adult age, the princes and princesses have no official duties or authority

- Can host group events
- ..?

THE GUILD MASTERS: The monarch's closest advisors and commanders of their respective guilds, they help Gems who haven't joined a guild yet decide what they want to do and once a Gem has completed his/her trial, the guild master is tasked with giving the new recruit a baubled object signifying their choice in guild. They hold sway in trials and also offer suggestions to the law makers, maybe when a law is being passed like, the guild leaders go to the king and discuss said law. The guild masters can be like, hey king, this law is good/bad for my guild stuff because of these reasons

MASTER OF WAR: The master of war is a commander of the Rangers guild in his/her own right, making him/her usually take on a militaristic role on behalf of the monarch

- Commands during times of war
- In charge of the prison
- In charge of border patrol
-

MASTER OF GAMES: Being the commander of the Arts Guild, the master of games deals with domestic duties and also happens to be the King or Queen's cultural leader, a very trusted individual.

- This guild is very involved in the Religion, light magic users making stuff representing the constellations
- ...?

MASTER OF LABOR: The master of labor is the commander of the Builders guild in his/her own right, making him/her in charge of the worker tier

- Very much involved in the architecture going on in Pisces
- ..?

THE NOBLES

LORD/LADY: lawmaker with the most influence

- Makes the laws (obviously)
- Usually a member of prominent families within MW
- There is only one Lord
- Voted into position by the Dukes and Duchesses, position lasts only for four cycles

lord/lady DUKES/DUCHESES: lawmakers with influence second only to the

- There are D
- Usually members of prominent families within MW
- They also make the laws
- Get to vote for who should be Lord within themselves

BARONS/BARONESES:

Law enforcers

- Hold trials, enforce punishments, keep the laws in place
- Also probably run most smaller ceremonies the king doesn't (weddings, etc?)

- **DAYCARE!!**

- Gembounds are considered "children" until they are 4 cycles old.
- Gembounds should not "date" OR be encouraged to "date" until they are at least 3 cycles old
- Gembounds may get married as early as 4 cycles old, however, it's recommended they take at least 2 cycles to adjust to their place in the group before having babies (6 Cycles)
- Similarly, Gembounds may switch guilds during the 4-6 cycles old, until they settle

- Everyone is taught certain things as long as they're capable/interested in doing them?

- FISHING especially (maybe herb gathering/plant identification for herbivores?)
- Also singing
- Minor education in the legal/justice system

- **Guilds**

- Helps gems decide what they want to do
- When gem become of age, they get a baubled object signifying their choice in guild

GUILD OF

- **EVENTS:**

- Weddings
- Foobaw
- Coming of age Guild trials
- Smaller monthly things every month

- **GOALS:**

- Protect (and isolate) Pisces
- Develop Pisces, make a house a home

- IMPORTANT PHILOSOPHIES:
 - No killing
 - Strict punishments
 - Seek development (magic, area of expertise, learn new things etc)
 - Everybody who is not us is usually an enemy
 - Caution over Instinct ? (not letting emotions get the better of you, avoiding irrational quick decisions, etc)
- RELIGION!
 - Quin and Bart believed that the God of the caves is just called Him, and that the golems were his bastard/flaws children while the Gembounds were the perfect ones which is why the Golems go around chasing them for their precious gems
 - Him is kinda like the Faceless God in GOT
 - The constellations are also a big part of the religion, there is dontacael, utzotl and rrevalk (who is believed to be Him)

GROUP ENTRY SO FAR: forgive me --

[div align="justify"]--[div][div][font][blockquote][blockquote]

OOC Name: Toppa

Character Name: Quintus

Group Name: Maji Walezi

Territory: Pisces

Primary & Secondary Color: Steel Grey and ???

Details: <center><div style="width:400px;"><div style="background-color:#cfcfcf; color:#151759; border:5px solid #151759; text-align:center; padding-top:15px; font-weight:bold;">MAJI WALEZI

<i>" BLAHBLAHBLAH

- OUR PRIMARY MOTTO. "</i>

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name="tab-group-1"><label for="tab-1">CULTURE</label><div class="content">
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► ...

► ...

► ...

►

► ...

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<i>→ dudeeeee</i>
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</div></div><div class="tab"><input type="radio" id="tab-2" name="tab-group-1"><label
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With Quintus now in power
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<b>KING</b> ► ???
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<b>QUEEN</b> ► ???
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<b>PRINCE</b> ► ???
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<b>PRINCESS</b> ► ???
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<center><b>NOBILITY</b></center>
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<b>LORDS</b> ► ???
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<b>LADIES</b> ► ???
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color:#151759; font-size:10px; padding: 5px; position: relative; left: 0px; z-index:2; } .tab
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28px; left: 0; background: white; border:3px solid #151759; right: 0; bottom: 0; padding: 20px;
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Group-specific spell:

Matt's code pls dont mess with thank u ilu:

<center><div align="justify" style="width:420px; font-size:11px"><blockquote>

<center>TUTUS INTRO SUUS MOENIS, CONPACTUS SUB SUUS ASTRUM
MAJI WALEZI RISES FROM THE ASHES

<center>✧</center>

◇ THE CASTE SYSTEM

◇</center>

<details><summary>The [b]ROYAL HOUSE[/b] consists of members of the Songcat family, adoptive and blood, and are the highest in the hierarchy. This caste consists of...</summary>
I. The [b]KING AND QUEEN[/b], the highest ranked members of Maji Walezi, charged with its protection and organization. These monarchs have the final authority in all group matters. The king and queen must be mates, and there can only be a single king or queen. This caste [i]approves the laws that other high Caste members (Barons, Lords, Dukes) propose, make or break alliances between MW and others, appoint the Guild Masters, and host group events.[/i]

II. The [b]HEIR[/b] is the second most important rank after that of the monarchs, usually inheriting their position if anything happens to the acting King and Queen. The heir is typically a close relative of the monarchs and is selected through vote by the caste of nobility. If not of adult age, the heir has no official duties or authority. Heirs [i]cannot become a Guild Master, but can host group events.[/i]

◇ The current Heir is [character=Quintus].

III. The [b]PRINCES AND PRINCESSES[/b] are the children of the King and Queen. They tend to make good diplomats and peacekeepers, but cannot make alliances without the approval of the acting ruler(s). If not of adult age, the princes and princesses have no official duties or authority. This caste can [i]host group events.[/i]

</details>

<details><summary>The [b]GUILD MASTERS[/b] are the closest advisors of the monarchy, and the commanders of their respective guilds, helping members of Maji Walezi who have not yet decided on their guild towards fitting them to a suitable career. Once a prospective guild member has completed their trial, the guild master is tasked with giving the new recruit a

baubled object signifying their choice in guild. Guild Masters also hold sway in trials, making suggestions to lawmakers concerning both laws and rulings. This caste consists of...

I. The **RANGER'S GUILD**, the defense and warring faction, responsible for the safety of the inhabitants of Pisces. Rangers are sentinels who usually remain on the home front, protecting those within the walls and borders of Pisces from harm and keeping a careful patrol. At times Rangers will be ordered to go on expeditions with the Researcher's Guild, exploring the deep dark of Origin Cave to bring back any treasure, items of interest, or undiscovered beasts for the Monarch to evaluate alongside the Seeker's Guild. Gembounds who choose to be Rangers are usually passionate, with hobbies that make them want to put forth their best effort - but they can also be problematic for the other members of Maji Walezi, with mischievous behaviors or boundless energy. The Ranger's Guild is split into units comprising of five members each, and is headed by a Unit Captain. The entire guild is organized by the Master of War.

II. The **SEEKER'S GUILD** is composed of those who observe nature and the way it works - everyone from doctors and scientists to adventurers. Under the authority of the Master of [NAME], the Seekers are responsible for manning health clinics within Pisces, as well as developing plans to establish hospitals and a daycare with the Builder's Guild. The current orders for Guild members are to perform research on any undiscovered native Gembound to Origin Cave and to develop potential remedies for poisons and disease. Those who choose to become Seekers are responsible and mature to a fault, practicing sincerity and reserved, quiet existences. They prioritize order in their work space and lives, as most of their days are spent identifying and establishing the names and properties of various artifacts, plants, and beasts in the Caves. Seekers are permitted to accompany units from the Ranger's Guild, although their participation in battle is uncommon, unless they happen to have former experience. Their efficiency in the field is more cerebral than that of Rangers, focusing on strategy and healing wounded allies. Seekers are multi-skilled individuals, often a guiding light and natural nurturers, desiring harmonious bonds and following their morals to the dot.

III. The **BUILDER'S GUILD** description here

IV. The **ARTS GUILD** description here

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<center>✧</center>

OOO Name: Toppa

Character Name: Quintus

Group Name: Maji Walezi

Territory: Pisces

Primary & Secondary Color: Steel Gray (#43464B) and Indigo (#4B0082)

Details: See above.

[b]Group-specific spell:[/b]

FLECTO
AQUA AD VOLUNTAS -- Those who protect the walls of Pisces are given the power
(and responsibility) of its water, which can be drawn from the surrounding water sources of the
waterfall and lake to bend into fierce jetstreams. These are usually used to carve messages and
tomes onto stone surfaces, but can also be used to pin down foes or blast them away from
innocent bystanders.

</blockquote></div></center>

RANGERS GUILD: The defense and warring faction of Maji Walezi responsible for safety of the inhabitants of Pisces. They are sentinels that usually remain on the home front, protecting those who can't protect themselves, they're normally given the order to patrol the borders of Pisces and man its walls. At times they are given the order to go on expeditions with the Researcher's Guild to explore the deep dark of Origin Cave, and to bring back any treasure, items of interest, or undiscovered beasts for the Monarch to evaluate alongside the Seekers Guild. Rangers are usually beings of passion, their hobbies make them want to put in their best effort but they can also be somewhat problematic to the rest of the community, exuding mischievous behaviors when not busy doing something. They are split into units comprising of five members and headed by a Unit Captain, all of which is organized by the Master of War.

SEEKERS GUILD: Doctors, Scientists, Adventurers - you name it. Anything that has to do with the observation of life, wildlife, or in any way related to science; they've been stuck in here under the authority of the Master of Progress. They are responsible for manning clinics within Pisces, as well as develop plans to establish hospitals and a daycare with the Builders Guild. Current orders of the guild is to perform research on any undiscovered Gembounds native to Origin Cave, and develop remedies for anything relating to poisons or disease. Responsible and mate to a fault, they practice sincerity and reserved quiet existences. They prioritize order in their work space and lives, considering most of their days are spent identifying and establishing names of various artifacts, plants, and beasts in the Caves. Seekers are permitted to accompany Ranger Units, though their participation in battle uncommon unless they're battle hardened. Then again it wouldn't be wise to ignore their efficiency in the field for they are individuals of many skills making them a guiding light and natural nurturers, desiring harmonious bonds and following their morals to the dot.

BUILDERS GUILD:

ARTS GUILD: