

Xanthian Politics

Exnerism

Exnerism is the state philosophy of the empire. It is named after Exner ov Vicuna who formulated much of it and gathered the philosophical writings of his supporters and students into a coherent whole.



The core idea of Exnerism is Progress. Progress is the goal, the Empire is the tool. A correctly constituted Empire will inevitably develop towards higher and higher levels which in turn will provide the greatest good for all members of the Empire. Hence all rational and good people should support the Empire. Most of the Exnerist writings examine these ideas, analysing what exactly constitutes progress, how it is best achieved, what constitution and rule of Empire this required, and how to practically run the Empire in the best way.

In the system there are four fundamental kinds of people: Creators, Followers, Existers, Destroyers. Creators are the people who create things. They continually invent something new to live. Followers follow something. They have a goal, be it concrete or just a general longing. Existers just are. They are content as they are, regardless of the situation. Destroyers live by destroying. These kinds only live well when they do what they are; a creator will live an unhappy and diseased life if kept from creating, a destroyer will not thrive as a human unless he is destroying. But *what* is created, followed or destroyed can be changed.

Exnerism attempts to aim the creators to create a greater Empire, the followers to follow the vision of the empire, the existers to give the Empire some of their inner peace and stability and aim the destroyers against the enemies of the Empire or flaws inside the Empire. Through sobornicity, the virtue and understanding of how to support society through one's individual contribution, each person can both achieve happiness and serve his land.

The two classic Exnerist works is *Eternal Progress* and *Writings*. The first a fairly short volume, required reading for all administrators and often used to test the knowledge of a person considered for a promotion. Nearly all Exnerists can quote it by heart. The second is an extensive multivolume philosophical work, analysing everything in the excruciating detail possible for a highly educated and intelligent centenarian. It consists of the collected writings of Exner ov Vicuna, together with commentaries and historical examples. New editions are constantly issued by House Vicuna. Another important document is the *Canon of History* by Maolebi Prinethe, an extensive analysis of the history of technology and economics, showing what inventions and economic changes led to other inventions. It is essentially the blueprint of how the Empire will progress, and it is not uncommon to hear administrator lament that "we are still in chapter 5B" or debate how to best reach beyond the tantalizing Footnote 43, "On the spread of electricity in the United States".

The Ten Families

1. **Tyndareus.** Landholder family from northeastern Xanthe, with some biotechnology ties to the Guild of Medicine and control codes for a few solettas. Traditional allies with Orsonwells due to the debt incurred in the Battle of Shalbatana Tholus. Enormously rich, influential and insufferably arrogant.

While outsiders often assume the Tyndareus to be formal and arrogant merely outwards, the internal politics is even more supercilious. The family was first among Xanthian nobility to solely use in vitro fertilization and surrogate mothers for reproduction, and the other nobility followed suit.

2 **Ravi Vallis.** The plastic family, keepers of most of the essential secrets for biological plastics. Large holdings in central Xanthe and controlling interests in many kelp farms around the empire. Recently the family has (due to their friendship with Orsonwells) become antagonistic to the Timbuktu, and it has old rivalries with Rypiné and LeKare.

- 3 **Rypiné.** Ancient technoble family, with resources from the Stargazer era and beyond. While originally from central Xanthe, the family is now fully settled in New Chryse where they dominate municipal politics. They still blame the Ravi Vallis for their move to the city, claiming the 45th addendum to the constitution was sneaked in by that family to sabotage their interests.
- 4 **Timbaktu.** From the Timbaktu region. Naval, banking and mechanical interests. Has a complicated relationship with Tyndareus, a combination of respect, competition and intrigue.
- 5 **Orsonwells.** From western central Xanthe. Powerful trading and engineering family. Old enemies of the Timbaktu; the feud seem to be increasing. Allied with the Ravi Vallis and Rypiné in their overlapping interests.
- 6 **LeKare.** From the Tuskegee bay region in eastern Xanthe. Biotech and naval interests. Old rivals with Ravi Vallis.
- 7 **Ro-Chinju.** Farming and military family. Control one soletta as well as certain orbital instruments. Internal schisms between the farming and military branches of the family. The farmers have allied with Ravi Vallis, the military with Rypiné.
- 8 **Polman.** From Paks and London Creek in southern Xanthe. Old rivals to the Icaros, although the relationship has improved over the last century. Supporters of the biotech development of the LeKare.
- 9 **Icaros** The aerial family, heavily dominant within the Aviation Guild, the Airfleet and in constructing new kinds of flying machines. The name was taken by the founder, the legendary Grahlia Ajnek from Sfax as an ironic response to the general scepticism to her glider adventurers. The family is from southernmost Xanthe, with Dimanship of Sfax, Rincon and Glide. Many famous air admirals have been of the Icaros, especially during the Marineris wars.
- 10 **Tsao.** Mining and chemistry nobility from westernmost Xanthe. Some friction with the Icaros over land issues. Regarded as somewhat odd and maybe even of Maineris blood, but wealthy and powerful within the Mining Guild. A long-standing cooperation with Ro-Chinju in surveying and exploration has brought them together, but also involved the Tsao in the internal politics of the clan.

Who's Who in Xanthe

Some notable personages:

Coordinators

Lusu Hue: A reformer, linked to the Guild of Numbers

Doushizeh Vlieër ov Ro-Chinju: Ancient, conservative and influential

Caramena Sulongkang: Hawk, supports harsher measures towards Arabia

Coordinator Emeritus Hwa: A former coordinator who stepped down after the Century Rule but remains in many ceremonial functions. She is popular and involved in many imperial PR activities. She is also extremely well connected, although she has an extremely low political profile.

Imperial Council Members

Bereling Ka-Rypiné, Guild Representative of the Guild of Numbers: A rising star in Xanthian politics.

Military

Admiral Feredic Timbaktu: Admiral based in the Tiu islands. Member in Order of Seekers.

Vanboro Randoross: Admiral, sent to deal with Bakhuysen.

Admiral Lu Sakiko: Admiral over the second eastern air fleet. .

Guild Executives

Eretan Tagaharue: Executive within Guild of Numbers, member in the History of Computation Committee.

Tariffmaster Kayron Luh-Wei ov Icaros (Air guild): The current leader of the Icaros family in everyday business.

Governors

Governor Elena Ubangui ov Concord: Governor of North Concord.

Governor Mardesei Timbuku: Governor of Tithonus. Mardesei has had a long and distinguished career, but recent political shifts placed her firmly on the wrong side and she was “promoted” to governor of Tithonus in order to give more space to coordinator Sulongkang.

Others

Macroecology Principal Robote Tyndareus: High-ranking executive in the Xanthian Ecology Administration.

Tarata Ravi Vallis “Number Two”: Matriarch of Ravi Vallis.

Resman Mananoe, Lokrast of the Plastic Guild (Daughter of Tarata)

Aunt Karma Yakage, Family Representative pro tem, Daughter of Mananoe.

Ebicycl Ravi Vallis: Daughter of Nana, administrator of family business. Recently killed under very suspicious circumstances.

Duanxu Ravi Vallis: First daughter of Ebicycl

Ecceling Ravi Vallis: Second daughter of Ebicycl.

Chief of New Chryse Cableways: Tan Shuliu. An ancient nanoist, suffering from serious fading. Gives the impression of a tortoise with Parkinson disease.

24 Green Tamkrith the Seafarer and 62 Mist Lofai the Tektorn: Elysian ambassadors to Xanthe.

Haliterses Pindarus and Keveng Pindarus: Isidian ambassadors to Xanthe.