



CAROLUS XIII

ROYO Y IMPERAD

A.S. 325

\*\*\*\*\*

No. 2 of 2025

An Ordinance Relating to the Culture, Narratives, and Creativity of  
Metternau and its Institutions

*Approved by the Colonial Governor on the #th of November, 2024  
Countersigned by the Colonial Secretary on the #th of November, 2024*

ARPAROSI



aya seo donir plisir eun Seito Majis Imperial y Stefanica, pur Seito Majis y pul y pur tel consei y sazion eui tel Parlarmente Saroviano, comaria tel segeoare:

- 1. Short Title** This Act may be known as The Narratives Ordinance.
- 2. Introduction** The heart of Metternau's community is to be the stories which unfold within her borders. These stories are to be the work and pride of her people which shall make her a jewel both of the Empire and of NationStates, her home. This ordinance shall govern the structures and rules surrounding the ongoing advancement of these stories. The work and government of Metternau should strive to place storytelling as the highest virtue of the people second only to service to Sarovia and His Imperial Majesty.
- 3. Character** Residents in Metternau may only have one main character active at a time. It is permissible to introduce non player characters for the good of the story, but these may not be handled or used persistently as a second character. This character shall bear the name of the individual in Metternau which means that they are to bear a Stefanic name and background. A new character can only be created through ordinary means if an original character dies. It should be noted the effects of death as are defined in the *Life and Death Act*. One may not have different names or characters in Sarholm and Metternau so death in one realm means death in the other as well.
- 4. Setting** Each county shall have its own setting, precedents, narrative, and writing conventions as they develop independently. Narratives may include politicians and politics but may not create fictitious laws or acts which are not actually in force. Each resident may only take up residence in one county at a time unless allowed a second or third residency by the Colonial Governor.  
  
General narrative themes are hereby established for the following counties:
  - Arparosi City and County - Sarovian city life, culture, and urban politics
  - New Sarvium County - Adventure, action, frontier life, colonial development, exploring rugged terrain
  - Memorial County - Suspense, mystery, enigma, unexplained occurrences, unraveling of a plot, exploration of an unknown history, disappearances, cliffhangers
- 5. Rewards** If there is great success in the life of the counties or outstanding contributions by an individual, this may be rewarded with commendations or even the opportunity to unlock a narrative in the Unorganized Territory which may lead to a new county and narrative being established.  
  
Those responsible for county governance may also be allowed to introduce a new motif or enrichment into the storyline.
- 6. Process** The Colonial Governor is responsible for the good of all narratives and storylines in Metternau. He may appoint assistants and advisors in each county such as a County Overseer who has administrative power over the narrative or a county council to make serious decisions about the story or character of the county.

Ongoing storylines should be planned as a community. Each person may post a new chapter which focuses on their character, but these posts must be in cooperation with other residents for the good of the grand narrative. It is the responsibility of county leaders to ensure this. Posting a story piece without feedback or planning from the community will not be acceptable.

Each county will be given a Drawing Room whereby public discourse on the storyline may happen. More spaces may be allowed if needed or warranted.

Each character will be allowed a thread where biography, backstory, and other helpful info may be placed for fellow residents to read. Each county will have a thread for the primary shared storyline, but other storylines may be proposed and allowed a thread alongside the main narrative.

It is the responsibility of the Colonial Governor, the Council of Governors, and the Overseers to plan and manage the narrative so that it remains coherent, professional, and on track with the contributions of each county resident.

#### **7. Orientation**

Arparosi City shall act as a hub for newcomers so that they may be helped in understanding how Metternau functions and how it is they can contribute to the ongoing stories. Once their knowledge is assured, they may request transfer to another county including the rest of Arparosi County. Apprentice narratives may be maintained for newcomers to practice within Arparosi City as well as any needed structure to ensure impactful education.

#### **8. Appeals**

Disputes may be appealed to the Board of Governors which will be the deliberative body of last resort for narrative decisions in Metternau. A dedicated space must be made available where such appeals can be filed.

#### **9. Narrative Rules**

The content and narrative decisions of each county may be developed by the community. There should be guidelines for each county which has been approved by the Colonial Governor.

Excessive violence, vulgarity, graphic imagery, or harmful themes will not be tolerated. However, there is some allowance for the sake of serving the storyline.

#### **10. Time**

It is understood since characters exist both in Sarovia and in Metternau that timelines will not always make sense or be without contradiction. A narrative may be generally placed at some point on the timeline, but it is not important if days or hours are mentioned or even lined up as this is not the focus of storytelling as much as what happens at these times.

Both mention of Stefanic Time and the Gregorian Calendar are acceptable.

English is to be the primary language of each narrative. However, narratives may be proposed in other languages if there are enough participants. The occasional use of High Sarovian for effect is acceptable and encouraged.

## 11. Mentorship

It is the responsibility of Legislative Assembly members to be mentors and helps to the writers of their respective county. As leaders of the community, it is their responsibility to be model participants as writers and advisors who are quickly available to help.

## 12. Accolades

The Colonial Governor alongside the Council of Governors have the power to reward certain posts with accolades. These accolades may include a monetary prize in Saros. There is to be a list of accolades, their criteria, and the prize which is attached to them.