

Demacia



**ASSIGN
BUSTER**

Demacia view suffering and selfishness as a disease which should be expunged from mankind. Those who come to Demacia and choose to settle within the borders of the city-state are expected to share the ideals and virtues of their fellow citizens. Life in Demacia, however, isn't one of perfect utopian dreams. Since the Demacian people pride themselves as the moral vanguards of Valoran, they ensure that their moral code remains the only code by which one may live within the city-state. Crime in any form is harshly punished; there are no misdemeanors within Demacia.

Demacians counter this argument by pointing out that their justice system incorporates goodwill into its verdicts. No one is punished without correct information given to the council. While others may continue to criticize the harshness of Demacian law, the Demacians stand by their convictions. Demacia is the only government in Valoran run by a constitutional monarchy, wherein the King of Demacia serves as the head of state and an elected council serves as the legislative body. While the king is a strong ruler, he is kept in check at least partially by the Demacian Council.

The current King of Demacia, Jarvan III works earnestly with the Demacian Council to ensure that the sanctity of the city-state remains pure and true. Since the rule of Jarvan I, there has never been an attempted coup or rebellion of any kind in Demacia. The king serves not only as the political leader of the city-state, but also as the commander-in-chief of its military. The Demacian military is one of the strongest in all of Valoran, and until recently it was the only force capable of holding back the hunger of the military machine that is Noxus.

Noxus has been the sworn enemy of Demacia since both settlements were founded hundreds of years ago. Noxus is a city that resembles its inhabitants as dark and sinister. The foundation of the city was built into a granite mountain, and a fair portion of the city lies underground. Structures are built on top of and into the mountain itself. A tremendous man-made moat, filled with a witches' brew of foul and putrid liquids, circumnavigates the city; the moat serves as an excellent means of cutting off access to Noxus through but a few key points, all of which are heavily guarded.

At the top of the granite mountain resides the headquarters of the Noxian High Command; the building itself vaguely resembles a human skull from a distance. Beyond the huge city walls lie those Noxian denizens too poor to live inside. It is not hard to see why Demacia views its military requirements as a vital necessity to survival. Every Demacian citizen is required to serve in its military for no fewer than three years. Even after this time, most Demacians remain on active status in the city-state's military reserve.

Demacia is a shining beacon of hope for humanity, and as such the city is the visual representation of this concept. There is a clean and pristine feel and look to the city. Towering spires litter the skyline of Demacia. White stone and marble are the materials of choice in the construction of Demacian buildings. Majestic flags fly high along the parapets of the city. The city walls virtually gleam with power and nobility. The city itself sits next to a natural port, with the majority of the city resting on an even ground.

Not all of this is what you believe it to be however. One cold winter night Jarvan IV awoke from a sound, and heard nothing but the cold wind hitting the window. He sits up in his bed and examines the window. Noxus has been

known to send in assassins to take out high priorities, which Jarvan IV is because he is the son of the king Jarvan III. Jarvan's room sits next to the king's room and is heavily protected. Although there is this window which would be the only access point to anyone. Jarvan shrugs it off and lies back down.

Later that night he was woken by a thud and the crackle of the window opening. He doesn't want to make any sudden movements due to the lack of sight these special ninjas have. He slowly turns his head and looks directly to the window. Only to see Zed, the highly skilled ninja in Valoran from Noxus sent to kill Jarvan. Jarvan quickly dashes for his shield and spear. Zed steps in between Jarvan and the doorway blocking off his only exit. Jarvan is face to face with his assassin. Zed leaps in the air in the direction of Jarvan throwing a shuriken.

Jarvan quickly throws his shield up blocking it and finishes with a spear jab to Zed's mid-section! Zed throws out a shadow clone which mimics Zed which cannot move so Zed swirls his blades he has on his forearms.. Jarvan leaps into the air dodging one slash but getting hit on the opposite side where the clone was. Jarvan goes down with a huge clump. This ruckus wakes up everyone in that vicinity. He yells for help as Zed moves on top of him looking for an easy kill. Jarvan III kicks the door with bodyguards in to find this assassin on his son.

Zed realizing he is heavily outnumbered panics and leaps to the open window for an escape. Jarvan helps his son up only to be interrupted by Zed's low dark voice. "The war is upon us you Demacia scum... Before you know it Noxus will soon rise over the Valoran council and you will all be dead." He

grinned and laughed right before he disappears out the window and into the winter night. The next morning king Jarvan held a meeting on which they talked about the attack and what they believe is a appropriate consequence.