

Basic World

Planet similar to Earth in climate, a bit smaller in size.

6 continents [*+ simple map*]

- Two smaller island continents in the south-west and south-east.
- One large continent in the east.
- Two continents in the "center". Created when a meteor hit a weak point on a larger continent and divided it in two. Main focus on the top area of the southern continent.

Influenced The Maw - a whirlwind caused by the meteor. Under it is a sleeping Demon. If woken up, he could destroy the whole world. In order to keep him asleep, dark mages have to sacrifice pure maidens to him.

The meteor created a mountain range near the south sea. Beyond these mountains is a vast desert (due to rain shadows). Southward of them is the main focus - the Sleeping Republic.

The capital city is near the Maw itself. From the capital, every month, leaves a ship towards one of the smaller islands inside of the Maw. Below this island is an underwater tunnel leading straight to the Demon's chamber.

Magic System

Millenia ago, the world was occupied by angels and demons. The current magic is drained from their corpses, which are mostly deep underground (and are massive in size).

In order to be able to tap into the magic, one has to have some angel/demon blood in them. Many families are descendants of angels or demons.

If one has the potential to use magic, it is also required to draw energy from one of the corpses. The closer you are, the more energy you can easily draw; however, everyone has their limits, so mages have to be careful to not exceed them.

When using the two types of magic, users have to be aware of their limits. If used in excess, it's easy to lose control of the amount of energy gained/given.

Because of this, many cities have been built on top of the corpses, as this makes it easier for mages to cast their spells. In the modern times, with the current technology, some corpses are being dug up, or settlements are built underground.

Light magic, coming from the angels, uses the energy of the magic-user to buff other humans, animals, or objects. For example, a light magic-user can heal physical wounds, which drains their energy and makes them tired. On the other hand, it can also be used as a sort of energy overload on someone - at which point, either the body or the mind of the person shuts down. Because of this, angelic magic can

be used to both help and harm. This passing of energy also causes things to heat up, so it can be used on objects with a very low flash point to start fires (or in the darker cases, if one is skilled enough in using light magic, overheat someone to hurt them).

There have been some cases of light magic-users being threatened into using their energy up so much they effectively kill themselves.

Dark magic, coming from the demons, uses the energy of other humans, objects, or animals to buff the user. While this gives the impression that demonic magic can be only used for harm and evil purposes (which it definitely can), as with light magic, dark magic can be used for good. For example, a skilled dark magic-user can drain the energy from someone's tumor, ridding them of their disease.

The Demon's Chamber under the Maw is occupied by 8 dark magic-users at all times. From time to time, they need to sacrifice a human in order to gain the energy needed to keep the sleeping demon asleep.

Magic users are trained to better understand how much energy they and other things have.

Following is a short list of what could be done with each type of magic.

Light magic:

- Healing physical wounds, cauterizing wounds by heat
- Disinfecting medicinal tools by heat
- Energy overload to kill/incapacitate someone

- Starting fire through energy passing (which generates heat)
- Overheating someone
- Increasing someone's physical strength
- Improving someone's reflexes
- Improving someone's immune system (however, this is very easy to overdo and is generally discouraged)
- Increasing someone's power in certain parts of the body for both harm and good; for example, suddenly increasing the strength of their legs without warning would bring them out of balance, while slowly increasing the strength of their legs could work as a rehabilitation to cure long-term injuries.
- Increasing the rate of growth of plants, keeping plants alive
- Keeping live tissue alive (for example organs on a black market)
- In the culinary arts: improving someone's sense of taste
- Curing blindness and similar disabilities, if used by a powerful enough user and over a long time

Dark magic:

- Draining someone's energy to tire or hurt them
- Destroying objects by draining their energy
- Disinfecting medicinal tools by killing bacteria
- Curing viruses or tumors
- Cooling objects down, extinguishing fires, creating liquids out of gasses
- Putting someone to sleep by draining their energy
- Increasing one's strength, stamina, reflexes, etc.
- Healing oneself
- Increasing rapid aging with long-term use

- Executions and euthanasia (probably by painlessly severing the spinal cord)
- Breaking up dangerous waste
- Destroying weeds
- Destroying someone's memories (for both good and bad)
- Sculpting, creating coins, blacksmithing, woodworking, etc. by taking a block of a material and draining away everything that's not supposed to be in the final product
- In the culinary arts: blending, making meat softer

Flora

Focusing on the flora of the Sleeping Republic.

Here are a few plants growing (not exclusively) in the area of the Sleeping Republic.

Demonsbane

This plant is often used to find demon corpses, as it grows near centers of dark magic energy. The plant is very tall, reaching heights up to 2 meters. It has one dark red flower at the top.

The Demonsbane draws demonic energy from the corpses, and drains its surroundings for nutrients. Because of this, every Demonsbane flower has a circle of around 1 meter of dead flora around it.

If prepared correctly into tea, Demonsbane can be used by dark mages to increase their demonic energy reservoirs (meaning after drinking the tea, they can absorb more demonic energy and thus cast more spells). This tea has to be brewed with non-boiling water, otherwise its value is destroyed.

Despite the name, the plant isn't actually the cause of demons dying. It was simply associated with dead demons back when it was named (and when people didn't know it didn't kill demons), and the name stuck with it.

The Light's Blood

Often seen as the opposite of Demonsbane, this plant grows over the locations of an angel's corpse. They grow in clusters of 3 - 15, with the

middle plant being the largest one (sometimes called the "mother"). This largest plant has giant roots, often covering an area of over 10 meters, and gathers nutrients. It then spreads energy through the angelic power to the whole cluster.

Once the mother dies (around 6 months after the cluster starts growing), all the other plants start flowering, in order to reproduce. A while after that, they die, because they don't have the capacity to gather enough nutrients without their mother.

The Light's Blood has small leaves, and white flowers with tiny red spots (that grow fairly rapidly after the mother's death).

It can be used to identify locations of an angel's corpse, heal minor injuries and cuts (via an ointment created using the leaves and the flowers), or as a decorative plant. There's a tradition of creating crowns of Light's Blood for the maidens about to be sacrificed to keep the demon under the Maw asleep.

Fauna

Focusing on the fauna of the Sleeping Republic.

These are some animals/creatures native or imported to the Sleeping Republic.

Scarlet Ram

A species native to the mountains on the border of the Sleeping Republic. They are often farmed for their fur and milk. Eyes of these goats were also used in potions/medicines to cure short-sightedness (as the goats can see fairly far), although this has been since proven to not work.

There have been a few injuries, as the rams can be quite aggressive and their horns are sharp. They can easily puncture a human's skin, if they're mad. Because of this, farmers sometimes wear protective armor made out of a bear's leather, which is strong enough to stop most of the horns.

The name comes from the red color of their skin near their hooves and horns.

They eat grass and fruit, although some subspecies are able to survive on meat (but they don't specifically search for it).

There is a folklore legend tied to them; the very first of the goats wandered into a forest, where it was attacked by a bear. It tried to kill the bear, but its horns got stuck in the bear's skin. The bear almost mauled it, but in the last moment, a human hunter saved the goat. Since then, the species has been farmed - the goats let themselves be milked and later skinned as a thanks for saving their "mother".

Culture

Race: Human

System of Government: Republic, democracy. The politicians in power are heavily influenced by the mages keeping the Demon asleep.

Currency: 5 main coins - values of 1, 5, 10, 20, and 0.1. Named after types of demons and angels from their legends (vaguely based on the truth). Collectively called Cherubs, because of the Value 1 coin.

Value 0.1 - Imp, Imps. Front side has a picture of a small imp-ish demon, back side has a picture of the Maw.

Value 1 - Cherub. Cherubs. Front side has a picture of an angel wielding a spear made out of light, back side has a picture of the Maw.

Value 5 - Hellion. Hellions. Front side has a picture of a demon with two swords. Back side has a picture of the Maw.

Value 10 - Seraphim. Seraphims. Shortened to Seraphs. Front side has a picture of an angel holding a baby. Back side has a picture of the Maw.

Value 20 - Sleeper. Sleepers. Front side has a picture of the Sleeping Demon, back side has a picture of the Maw.

Holidays: Day of the Light - on Summer Solstice. They mass-light candles at twilight in order to keep the day's light for a while longer. Families with newborn children celebrate by eating fruit for the whole day (as a gift to the animals of the world), and donating to the church. This is supposed to bless the child to have a good, bountiful life.

The Gloom - at the start of winter. For one hour in the night, everyone turns off their lights, blows out candles, and keeps absolute silence. This symbolizes not disturbing the sleeping demon. While breaking the silence or keeping lights on isn't illegal, it's generally frowned upon.

Religion: Two main unopposed groups - one holding the angels as gods and demons as lesser beings, one vice versa.

Some extremists within these groups fight with each other, and there has been a full-on war about it in the past, but it's mostly peaceful now.

Lately, there has been a third group, the so-called Dualists, that sees both angels and demons as parts of their pantheon. This group is slowly rising in numbers in the past century or so.

Those who worship the angels begin each day by lighting a tall, white, ceremonial candle made out of wax and a vanilla-like substance. This candle symbolizes the light angels create within the people worshipping them. At the end of the day, the candle is blown out, because the culture's legends say angels were vulnerable during the night. The blowing out of the candle symbolizes the angels hiding

themselves. The fact about angels being vulnerable during the night is mainly dismissed by modern scientists, as there's no reason why this would be the case. The religion still upholds this tradition, however.

Those who worship demons try their best to give back to their surroundings what the demonic magic takes away. They believe they should donate to the poor at least one time a week, try to give away what they don't necessarily need, and generally be active in the community and help others. Every year, on the supposed anniversary of the comet fall, they go out to the coast near the Maw and plant new trees and plants that die out due to the high concentration of demonic energy in that area.

Verses: The religion has its holy book. Here are some examples of the Verses mentioned in it.

Verse XIV: Pray to the night, and the day, for balance will bring joy and serenity.

Verse LIV: Pride paves the way to foolishness and heresy.

Verse LXXIX: In death, the raised accept us as equals. Do not fear it.

Technology Level:

Fairly similar to Earth, with several exceptions, caused by the existence of magic.

Experimental technology to store demonic/angelic energy, promised to arrive to the market in less than 40 years. This would allow the

creation of magic farms near the corpses, and magic users could buy energy they could tap into at any location.

Some magic farms are already being set up, by hopeful investors.

Animals are used a bit more for transportation, as they can be "enhanced" with angelic magic. Purely technological travel means (such as trains, cars, maybe even planes) are still around.

Personal computers are behind. As materials required to build machines capable of large computing power are rare and expensive, computers are available only for universities and research centers.

Sacrificing Tradition & TV Show:

At all times, there are eight dark mages in the Demon's Chamber under the Maw. They ensure the Demon is kept asleep. The chamber is equipped with housing for 64 mages in total - this gives them enough people to switch shifts every so often, get sleep, eat, go out to the city, etc.

While they do draw a lot of their power from the Demon itself, it is not enough to keep the stirring Demon in its slumber. Every month, a sacrifice has to be made. The sacrificed person is often chosen from one of the angelic convents.

Being one of the sacrificed is of the highest honor. In recent years, there has even formed an official, government-funded TV show around choosing the correct sacrifice.

Every month, contestants are picked from the convents (and sometimes other places). Most often, there are plenty of volunteers. In

the case there isn't enough, contestants can be dragged off by force. However, this has happened only a few times.

In the show, contestants are judged by their purity, level of skill in angelic magic, and power. This is because the person with the most energy in them will be the ideal boost for the dark mages around the Demon to drain.

After the winner is chosen, they get sent to the Demon's chamber. There, they are cleansed in blessed water for the last time, are given one of the crowns made out of the Light's Blood (often sent in by fans of the show), and then drained in a long, exhausting ritual. This ritual completely drains the sacrifice of their energy, who shrivels up and falls to the ground, their death instant and painless. Finishing the ritual channels enormous power to the mages, who then use it to "knock out" the Demon, keeping it more or less asleep for the next month. The ritual often knocks out the dark mages, so two other mages are placed next to each one performing the ritual, ready to take their place in keeping the Demon asleep.

Technically, smaller versions of this ritual are performed every day - this is the normal job of the mages. However, they are capable of performing these smaller versions without any sacrifices.

History

Three time segments (similar to BC, AD) - "ancient" (during the time of angels and demons); also called the Age of Balance, or AB,

"Calm" (after the angels and demons, but before the strike of the Maw meteor), known as the Calm Age, or CA,

And "of the Maw", after the Maw meteor strike. Abbreviated to M, for example: 1589 of the Maw, or 1589 M.

Age of Balance

The historical data for this age is very unclear. Most of the information is more or less guessing from what very little relics the people could find.

Around 0 AB - supposed formations of the first angelic and demonic civilizations. Some also interpret it as the angels and demons coming onto the planet from space. There's very little evidence of any intelligent life being on the planet before this point.

Around 800 AB - Battle of the Light. A supposed civil war between angels that left a lot of the corpses in one place. This is now one of the largest cities in the world (located outside of the Sleeping Republic).

Around 1100 AB - The Dark Oppression. A supposed tyranny of demons over the angels, wiping the vast majority of them out.

Around 1600 AB - Demonic War. A supposed series of battles between several factions of demons, leaving most of the demons dead, their corpses all over the world.

Around 1700 AB - the celestials finally die out on the planet.

Locations

Slum-like City

Created in 459 M by a prince as a gift to his lover. Was built more or less in secret and populated by around 1 000 people. It was then given to her, a non-royalty woman, to look after.

As she had little to no management training, the city fairly quickly deteriorated. The then king-tyrant had her executed, because she cost the kingdom so much money on the city. The prince committed suicide in grief.

Over the centuries, the city has only deteriorated more, but its inhabitants still chose to stay, because they like the place, their elders are there, they don't have enough money to move, and various other reasons.

The city's center contains a large square with a fountain that is no longer functional. Originally, there was a statuette of the prince's lover on the fountain.

In recent years, the city is being renovated by the government, as an "apology to the executed leader", and an attempt to hold her in the people's memory. They're trying to right the wrongs the ancestor kings committed, and this city stands as the shining icon of this movement.