



## - World Building Project -

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# Antamoivi

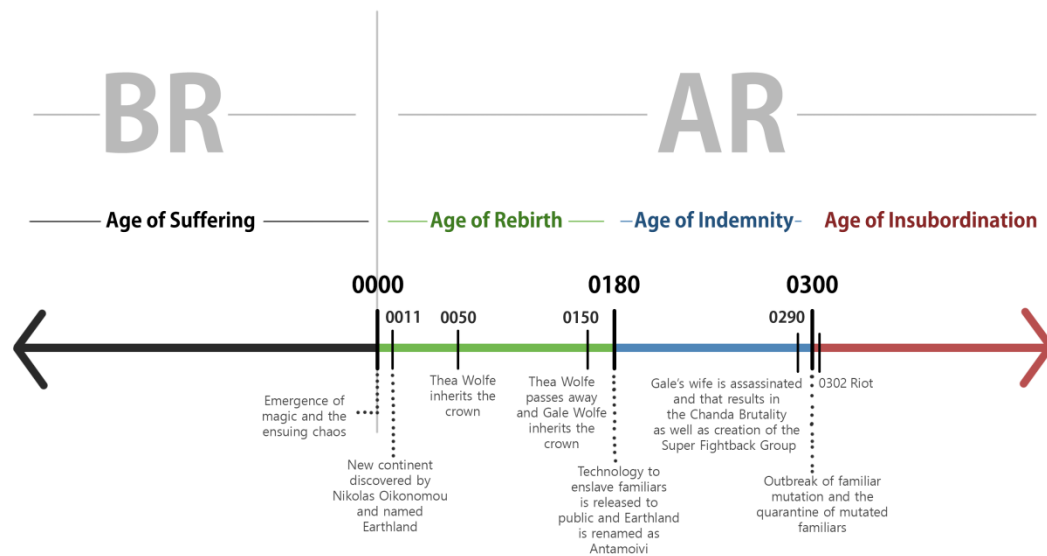


**Antamoivi** (Greek for 'Compensation', pronounced "ahntahveev") is a speculative fantasy continent where [magic comes in the form of a virus](#). People with an affinity with magic are able to wield it easily and manipulate energy; those who cannot are deemed to be weak and cast aside. The presence of magic also sends the entire world and its nature into imbalance, especially in the form of a legendary whale that converts water into soil, diminishing the world's water supply. Even without human interference, the world is slowly dying.

In a bid to regain control over nature, the nobles residing in the continent, collectively known as the **Magnates**, have made a scientific breakthrough in developing a way to turn any plant or animal into a **Familiar**. Familiars can be micro-managed and remote-controlled using magic power, and they gain extraordinary feats depending on the nature of the virus residing in their owners as well as their affinity to magic. Unfortunately, such power only leads to corruption and the Magnates quickly turn to slavery.

# History

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Antamoivi is an exclusive continent formed and [founded](#) during a time when magic first arose, known as the Age of Rebirth. Since its founding, it has been a federal monarchy under the rule of the Wolfe family.

## Age of Suffering

The years 4000-0000 Before Rebirth (BR) are collectively deemed to be dark history, a propagandic effort consisting of oppression and withholding of information by the [government](#). As such, not much is known about this period.

## Age of Rebirth

This age, lasting between 0000-0180 After Rebirth (AR), is considered the beginning of the world.

In 0000, an [irregular virus](#) first appeared from nowhere, mutating its hosts and giving them extraordinary control over various forms of energy - thermal, chemical, nucleic, magnetic, electrical, kinetic, sound, and so on. Due to the unstoppable spread of the virus, all plants and animals eventually gained the ability to rapidly manipulate energy. This ability was quickly dubbed as magic. However, the virus's effect manifested differently in each creature; for instance, certain humans gained improved dexterity, some gained the ability to generate heat, while some did not gain any ability at all.

Though most of the abilities revolved around energy, some creatures gained the ability to manipulate the atomic makeup of substances and completely transform nature; one example is the legendary [Dorobaki](#), which is rumoured to be a single whale that breathes in

water and breathes out soil; another example is the **Jade Phoenix**, a new species of bird that form flocks to fly around the world, absorbing all greenhouse gases wherever they pass and replacing them with clean air.

The Jade Phoenixes' work alleviated much of humanity's air pollution. Water pollution was also quickly relieved when new aquatic creatures that consume plastics and filth were discovered. As a result, humans became less aware of the damage that would have been caused by the activities that used to be detrimental to the environment, since they became less of an issue. On the other hand, the presence of the Dorobaki threatened to reduce the amount of water in the world. Ironically, it became the creature that was slowly leading the world to its demise. As such, humanity took to itself to solve the problem through intensive research on magic as well as the formation of task forces to search for this elusive creature.

Between 0000 to 0010 AR, the world fell into chaos; the economy became unstable, class divisions emerged between those who had superior abilities and those who did not, and the ecosystem as the world before knew it underwent multiple overhauls.

In 0011, a great man from Greece known as [Nikolas Oikonomou](#) discovered Antamoivi, which was then a new continent that was created by the Dorobaki, and colonised it. Myths have it that he [single-handedly fended off an army of magical wolves](#), hence he was named king and became known as Nikolas Oikonomou Wolfe. At that point, Antamoivi was named Earthland.

Between 0011 to 0050, Nikolas developed Earthland into civilisation. He then passed the crown to his daughter, [Thea Wolfe](#), who ruled between 0050 to 0150, before passing the crown to her son, [Gale Wolfe](#), when she passed away.

Gale Wolfe was a scientist before he turned to politics. As a result, his rule came with a lot of scientific developments. In 0180, he made a breakthrough so huge that it launched a new age, The Age of Indemnity.



## Age of Indemnity

The Age of Indemnity marked a second rebirth for Earthland. For a start, Gale renamed the continent as Antamoivi. At the start of this age, Gale and his team of scientists had also discovered a way to use magic and science to turn any plant or animal, humans included, into a spell-controlled puppet which they called **Familiars**. Familiars also gained great power, drawing from whoever was using them.

The [Familiar Project](#) threw the structure of the world into even greater disorder; inequality, previously already apparent, was now amplified. People who had a weak affinity to magic were outrightly considered to be inferior. Nobles and talented magic users were taught how to turn creatures into Familiars. Very soon, these users became known as **Tamers**. Corrupted tamers quickly turned to enslaving inferior humans as Familiars.

This brought rise to civil unrest amongst those without magical abilities; even money cannot help them. Any riot or uprising, however, is easily quelled by those with magical powers, especially with the help of Familiars.

The use of Familiars quickly became tools used for sports, pastimes, and the military. While Antamoivi itself had yet to participate in any war, Familiars were heavily utilised in training and simulation.

In 0280, Gale's son, [Zephyr Wolfe](#) was born.

In 0290, Gale's wife was assassinated. In response, hundreds of non-magically-inclined slum dwellers near the capital were accused and executed, including the parents of Zephyr's best friend, [Giri Chanda](#) in an incident dubbed as the [Chanda Brutality](#). Giri Chanda was publicly flogged for being a threat towards Zephyr, which resulted in protests that were quickly shut down.

However, the incident sparked the founding of a resistance group known as the *People's Strength Movement*, which would later be renamed as the [Super Fightback Group](#). However, in the big picture of the world, it failed to have more prominence than what it represented.

## Age of Insubordination

In 0300, an unexpected experiment caused another viral outbreak, which resulted in some human Familiars becoming mutated and turning into monsters so powerful that it took entire teams of talented magic users and tamers to even subdue one such mutated person. This phenomenon, dubbed [Monsterfication](#), remains unexplained and scientists are scurrying for a way to find out more about it. What they managed to find out, however, is that humans would only get mutated when they are infected with the virus as well as goes through an extremely emotional experience.

In response, any human who was deemed to be infected were quarantined in a town where they were forced to be happy 24/7. This town was clumsily named [Smile Town](#).

Later on, in 0302, a riot broke out in the [slums](#) due to several factors, including the attempted assassination of Gale Wolfe as well as human slavery in the form of Familiars. This riot is the biggest one Antamoivi had experienced. It is known as the [0302 Riot](#).

This is the point in which the story is focused on.

# Magic

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## Impact on Environment

Ever since the emergence of magic, the nature of all plants and animals have been altered, which in turn affected the various landforms and environmental features. For instance, the presence of Dorobaki is reducing the amount of water in the ocean while increasing the amount of land. Its tendency to replace water with soil also causes extreme movements in the ocean, leading to a higher frequency of natural disasters such as whirlpools and tsunamis.

At present, scientists and task forces have been deployed to search for Dorobaki throughout the world; Antamoivi is no exception. In fact, a portion of military conscripts is even awarded with forced service extensions to increase the manpower for the cause and hasten this search.

It is initially due to Dorobaki that Gale and his group of scientists have deemed it necessary to research on the [Familiar technology](#). Their goal in controlling all living creatures was meant to be a way to curb those who pose a danger to the world, such as Dorobaki while using the helpful ones to the best of humanity's advantage.

Some examples of creatures that benefit the environment include the Jade Phoenixes, which replace greenhouse gases with clean air, drastically reducing the effect of global warming. If a portion of humanity could gain complete control of these animals, they will be able to use it to monetize clean air.

More importantly, it has been found that there is a forest made of trees that have flowing water in place of their leaves, much like an infinite fountain in Antamoivi; this forest is named the [Colourless Woods](#) and the trees are called [Untrees](#). The Colourless Woods has become a new source of water, though it is not enough to make up for the loss caused by the Dorobaki. However, for genuine reasons of protecting the world, the scientists of Antamoivi is constantly doing all it can to protect, preserve, and learn more about this magical forest. This is especially since Antamoivi is the only place where it exists.

With humanity's continued experimentation with magic, as well as natural mutations and cross-breeding, nature is constantly developing, becoming wilder and wilder.



## Power Struggle

Not everyone in the world, be it within or beyond Antamoivi, has a strong affinity with magic. Those who are strong with magic are considered *High-Magic Individuals*, while those who are weak with it are considered *Low-Magic Individuals*.

At the most basic level, High-Magic Individuals are generally more capable than Low-Magic Individuals. In the context of hard labour, it is more likely for High-Magic Individuals to have enhanced speed, excess chemical energy, or the ability to generate heat for situational uses such as the moulding of materials. In the context of administrative, business, or creative work, they can prove to be useful as well. A High-Magic Individual who can store excess chemical energy can work longer; one who can manipulate sound has greater charisma and leadership capabilities; one who can produce electricity can save the bills of the company.

However, not all magical abilities are considered desirable. For instance, certain humans become *Fat-Blob Humans* when the bulk of the virus's effect is positioned in their fats, resulting in them becoming so fat that they look like blobs. This is not only severely unhealthy, but also not very attractive to potential partners.

As a result of these alterations, some people hold more power than others, be it physical, social, or political.

Due to the threat level of High-Magic Individuals, Antamoivian politicians in the past have made the strategic decision to give these people more placement in society in order to reduce the risk of uprisings which cannot be curbed. These people are known as the *Magnates*. However, this has also caused a great divide between High-Magic Individuals and Low-Magic Individuals.

With military weapons enhanced by superior, biological ones, such as magically talented super-soldiers, warfare has also become a new and constantly developing aspect of different countries and states. The capital of Antamoivi, [Wolfeheights](#), benefits the greatest from this development, being the hub of science and research in the continent.

One example of an especially brutal biological weapon is the use of Familiars. Though animal Familiars tend to be more useful in combat, human Familiars have been utilised as well, usually as a symbolic gesture. It is to be noted that Low-Magic Individuals are not the only ones who are turned into Familiars; even High-Magic Individuals can be, too. This is a facet of the Familiar technology that the government is trying to manage.

As the world develops, power struggle becomes more and more apparent, especially with the rise of Familiar technology, followed by the sudden appearance of Monsterfication in 0300. It is up to the population's speculation as to how power will shift with these developments, but there is a possibility that Monsterfication becomes a permanent downside to the use of Familiars.

To combat that, the government has set up a top-secret site where they conduct rigorous experiments on a subject that has gone through Monsterfication. This site is named [Wolfe Camp](#).

## Impact on Culture

Magic, arts, and sports have become very integrated. While there are fierce debates on whether magic should be allowed to be used in sports competitions, a consensus has never been reached. In recent years, the world sports organisations have introduced a distinction between traditional sports (those that do not rely on magic) and contemporary sports (those that do). New games have also been developed, such as *Shock Wrestling*, in which fighters try to electrocute one another non-fatally, and *Bird Riding*, in which racers mount giant birds and fly through hoops.

Painting, architecture, and music have also grown along with new tools and techniques brought about by magic, but many creators of entertainment, such as writers and game developers, continue working with obsolete ways, such as the publication of books made of paper and programming with C++. The growth and changes in culture show no sign of stopping, with creativity becoming limitless and the peak of human endeavour being unfathomable.

## Impact on Mental Health

Mental health has never been a priority to the rulers of Antamoivi. As such, magic by itself has caused inequality in mental state, in which those who benefit have not only improved quality of life but also better self-concept and relationships with others. The vice versa is also true. This results in there being a higher rate of mental illness within Low-Magic Individuals.

In more recent years, concerns about mental health have come into the forefront due to the existence of Monsterfication. Though a reason is never found, a pattern is discovered in which human Familiars that become intensely emotional have a higher rate of turning into monsters.

Instead of abolishing the familiar system or providing support for these people, Familiars that are deemed to be infected with the Monsterfication virus have been quarantined in Smile Town, where they are forced to be happy all the time. This is done in a very outside-in approach, in which everyone is required to constantly be smiling and doing things that are fun; there is a festival every night and sports games are conducted as frequently as possible; anyone who spreads negativity, such as by complaining or crying, are executed privately. Ironically, these measures have actually been proven helpful in making sure everyone is in a good emotional state. Surprisingly, Smile Town has become the role model for positive thinking in a society. Yet, those who escape from the town are almost guaranteed to Monsterfy.

Smile Town has also resulted in the development of cultural practices such as new performing arts and new sports. As a result of being kept in good spirits, some individuals

from the town have developed extremely positive outlooks in life, so much so that they actually help to discourage inequality among humans. For Low-Magic Individuals, Smile Town can almost be considered to be paradise, although entry and exit are controlled by the authorities.

The negative impact of magic on mental health continues to increase, especially so after Monsterfication came about.

# Nature

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## Life

The Dorobaki, Jade Phoenixes, Untrees, and the aquatic animals that eat filth are some species that are found in Antamoivi and beyond, yet amongst species, there are sub-species. Humans are an example. There are non-magical humans, electric humans, super-speed humans, fat-blob humans, explosive humans, and so on. Some of the more traditional species of animals and plants have gone extinct, such as ducks and cockroaches.

In terms of lifespan, a healthy woman can live up to 400 years old and a healthy man can live up to 350. However, humans rarely want to live that long, so they have developed a way to die peacefully when they so choose; this averages to about 100 years.

Generally, biologists are bitter about the fact that magic has thrown their understanding of life out of the window. It is no longer as consistent as a need for sustenance, reproduction, and evolution. It is also no longer about bodily functions like breathing, blood circulation, and growth. Now, other factors come into play, such as how micro-organisms react to the magic virus to form new abilities, how these abilities affect those bodily processes, and how that changes the needs and priorities of each plant or animal as a whole. In a sense, each creature is a whole new topic.

These creatures have also thrown the environment into disarray and massively agitated their respective ecosystems, which further resulted in human intervention. In fact, changes in the way that life works are at the core of the changes that have taken place in the world.

Like the environment, life becomes less and less predictable as time passes and science struggles to catch up.

## Ecosystem

The ecosystem works in fundamentally predictable ways, revolving around the transfer of energy. However, it is the behaviour of individual creatures that is unpredictable. A forest near Wolfeheights, the [Familiar Woods](#), is an example of one such erratic ecosystem. A person visiting it in two separate months may come across two different sets of flora.

One of the most important ecosystem in Antamoivi is the Colourless Woods as it is a crucial source of water. Environmentalists pay special attention to it, preserving it and trying to find ways to duplicate it. These trees take in miasma secreted by other plants in the undergrowth and convert them into water. However, these trees react to carbon dioxide as if they are poison, making them especially fragile and dependent on new species that do not breathe out carbon dioxide. As a result, it is extremely difficult for humans to intervene in the nature of the woods.

Grounds such as these two forests are extremely crucial in the economic development of Antamoivi. For a start, Colourless Woods contributes to the fertile soil available all around

the continent, making agriculture efficient and high-yield. It also allows for a wide diversity of creatures to grow. Like the Colourless Woods, the Familiar Woods has also become a food source for humans; [hunter guilds](#) are formed for that purpose. In fact, hunting has become such a huge activity that it has become a part of military conscription for humans.

While certain ecosystems have arrived at equilibrium, some continue to change at a fast pace.

## Geology

The heart of the world's geological concern is the presence and elusiveness of the Dorobaki, which converts water into soil. Yet, it is extremely difficult for humans to locate this single creature that is causing so much damage to the world. However, the Dorobaki is only one of the creatures affecting the landforms of Antamoivi. For instance, the Colourless Woods is an entire forest that is rapidly changing the terrain of the location they are in, as the water falling from the trees erodes the land that is holding onto the trees themselves.

Antamoivi itself is actually created by the soil that Dorobaki spit out. Movements caused by the rapid creation of the continent had created the mountain where Colourless Woods stands on, as well as the plateau where Wofeheights is built. While the South of the continent has become a cliff due to both the movement of the earth and erosion from the sea, the North consists only of gentle hills, making it suitable for agriculture.

Scientists have speculated that the Colourless Woods must have formed due to a rare condition of virus presence, minerals created by Dorobaki's soil, as well as the altitude created by the mountains. Due to the fact that it is located at a mountain, the water also flows downwards towards the rest of the continent, supplying its surroundings with ample water, further contributing to the [Moist Fields](#) north of the woods.

With a multitude of creatures causing random changes to the environment constantly, it is almost as if the world itself is in steroids, and it clearly will not last for much longer should it be left to nature.

## Water

Once again, Dorobaki plays a huge role in this aspect of the world, along with the Colourless Woods, for reasons already explained. As such, humanity has taken it upon themselves to save the world through research and technology.

As mentioned before, water contributes greatly to the economy of Antamoivi due to its support of agriculture and animal lives. Due to the abundance of water, as well as how concentrated the source is, humans have built [water centres](#) around to manufacture and redirect the water into pipes and storage units. Wolfeheights, being the population situated the furthest from the Colourless Woods, depends greatly on these water stations.

Aside from water as a resource, water is also viewed as a disaster, especially in the form of tsunami and water spouts. Due to the erratic nature of the world, certain areas experience floods while others experience droughts; some areas experience both in a cycle. In response, humanity has resorted to a combination of traditional ways such as dams and drainage systems, along with new ways such as devices that vacuum water and shoot them elsewhere.

On the bright side, water pollution almost ceases to exist, due to the existence of aquatic animals that digest plastics and other rubbish in the sea. A specific species, known as **Angel Dolphins** are known to rescue animals that are entangled in some of the human thrash, making their destructive actions mostly inconsequential.

Water also serves cultural significance in Antamoivi. Due to the abundance of it, festivals revolving around water are conducted with pride and laser shows created with the help of water sprinklers also define certain states, such as *Mizuki's Port*. In fact, Antamoivi is known by the world beyond for its miraculous source of water as well as the way it treats it. This is one of the factors that encourages Mizuki's Port to open up for tourism, a move that is expected to improve the economy of Antamoivi as a whole.

Ultimately, the most noteworthy trend related to water is gradual reduction of it.



# Social Relations

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## Class Division

In Antamoivi, class is determined by two factors: Wealth and magic ability. However, more emphasis is placed on magic ability as people who are talented with magic are physically more powerful and capable of generating wealth anyway. However, like every normal society, material wealth is important as well as a measure of a person's worth.

Antamoivi faces tremendous inequality. Low-Magic Individuals are deemed to be unworthy. As a result, many of them live in the slums, unable to do much against more powerful individuals. This is also because of the obsolescence of older forms of labour, such as agriculture, construction with expensive machinery, and garbage collection. Even though other jobs such as waiters, data entry clerks, and team managers are still required, they are purely deemed to be less valuable inherently, hence they get paid less.

Since the arrival of the Familiar technology, this division only got worse and continues to get worse, to the point of slavery.

Certain Low-Magic Individuals are deemed so inferior that some Magnates take it upon themselves to enslave them as Familiars. Familiars gain enhanced magical abilities based on the ability their Tamers have, but they have no control over their own bodily movements. In other words, they are tools. Slaves are generally obtained through illegal or unofficial means, such as hunting, kidnapping, and trafficking. However, the government is not above using slavery as a punishment for disorder, such as during the 0302 Riot.

At the other end of the spectrum, there are some High-Magic Individuals who are fortunate enough to have highly sought-after abilities but unfortunate enough to be at the lower end of the hierarchy among the Magnates. These people face the risk of being turned into Familiars as well, either officially or as a form of trafficking. Otherwise, there have been cases of especially useful and irreplaceable conscripts being forced to extend their service against their will, pushing them down to the soldier class, which is practically as low as the Low-Magic Individuals, as they have become the government's tool as well. One such example is [Egen](#), the leader of the Super Fightback Group.

One way or another, Familiars can be both beneficial and unbeneficial to the economy. On one hand, forced labour is cheap; on the other, it limits actual human resource that relies on each individual's talents, interests, and skills, resulting in less effectiveness in certain fields such as business.

Overall, riots, revolutions, and uprisings have threatened to occur, but they are exceedingly easy to quell, due to the weak nature of non-magical humans.

Fortunately, due to Monsterfication, human Familiar slavery has become looked upon as dangerous and not worth the risk. As such, there is a decline in this aspect.

## Globalisation

For unknown reasons, satellite signals have weakened tremendously when magic entered the world. As such, people from different regions faced increased difficulty communicating, regressing society in the globalisation front. To worsen matters, sky creatures such as the **Skydra** (a hydra but in the sky) tend to destroy flying vehicles such as aeroplanes. Combined with frequent whirlpools and water spouts, connections between far places are reduced.

A result of this regression is the increase in localisation in culture. Be it the arts, business, or even science, the world experiences less influence from other countries. While it results in less inspiration and collaboration, it also promotes original thought, out-of-the-box solutions, and unexpected breakthroughs. Politically, there is implicitly also less need for transparency.

Due to rapidly advancing technology and humanity's ability to adapt, globalisation is not completely gone; in fact, it is recovering.

# Governance

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## Structure

Antamoivi is a federal monarchy, consisting of four main district - Wolfeheights (ruled by the King himself, Gale Wolfe), [Farmer's Yard](#) (ruled by Mayor [He Long Tian](#)), Weller's District (ruled by Mayor John Weller), and the Moist Region (ruled by Mayor Mizuki Izumi).

While Gale Wolfe holds considerable grasp in Antamoivi as a whole, he trusts the local leaders as much as he trusts himself, allowing them so much free reign that Mizuki, one of the mayors, deems it appropriate to open her region of the continent up for tourists even though it has never been in the plans for Antamoivi. Decisions like this generate muted conflict between the leaders, but Gale refuses to pay too much attention to it.

Gale himself is more interested in scientific development than other aspects of ruling a country, such as civil order, international relations, and the economy. Much of these considerations are being carried by his ministers and mayors. For instance, he only pays attention to matters of the economy when presented with reports of risks. Fortunately, he has capable ministers.

Areas of concern in the structure of governance are law enforcement, social groups, and dark politics. Most of this revolves around civil order and loyalty amidst the ranks. Due to class division and general inequality, members of the slums are in constant tension. No one knows when something might happen to trigger an uprising. As such, groups such as the Super Fightback Group - a specific group of revolutionaries - are being developed right to the government's face.

Some mayors also take advantage of Gale's lack of attention towards managing his country (and continent). One such person is Long Tian, who manipulates him by whispering self-serving ideas to his ears. Gale will usually agree. This leads to a decline in the presence of the central government but an incline of other political powers, such as ambitious mayors like Long Tian.

Another prominent aspect of the governing structure is the Magnates. Magnates were formed during the rule of Gale's mother, Thea Wolfe, when she recognised the need to pander to High-Magic Individuals. Presently, Magnates have accumulated so much social power and influence on the government that they have become some sort of unofficial enforcers. As a result, they often make rules for themselves and punish those who would defy, especially amongst the slum-dwellers.

## Law

The prosecution of law is not always consistent with the laws stated on paper. For example, it is stated under human rights law that slavery is not allowed, but slavers are rarely punished. For other laws, such as threatening of public order, can sometimes be punished informally, through unofficial public flogging or enslaving. Laws are officially enforced by police officers who are capable of magic, combat, and the use of other tools like firearms, but sometimes the community take it upon itself to enforce it as well. This is especially common when it involves situations occurring between Magnates and those that they deem are inferior. One example is when a girl from the slums, Giri Chanda, snuck into the capital to befriend Zephyr, Gale's son. This act was alleged to be related to a separate crime of the assassination of Zephyr's mother, [Sally Wolfe](#), and it resulted in Giri getting flogged by random Magnates. She somehow survived, but the incident was never recorded anywhere.

The legislation and enforcement of law remain static.

## Social Services

Due to the emphasis on science and the lack of emphasis on other more abstract social matters, there are very little government social services available. Most of the population fend for themselves, even the Magnates. The Magnates are tightly-knit, resourceful, and capable of forming groups for one another, such as shelters for emergencies and orphanages. They also organise community events and training on their own. Generally, the arts are well-funded and needs such as food and healthcare are rarely issues to the community.

Among the slum dwellers, individuals and families are less well-to-do and they have a lower capacity to look out for others. However, the Super Fightback Group does what it can to alleviate as many issues as possible. For example, a soup kitchen had been built specifically for those who cannot afford food. Apart from the Super Fightback Group, there has also been prominent people going around doing kind deeds as well as vigilantes fighting against social injustice, such as Giri Chanda.

As the values held by the Magnates and the slum-dwellers differ, the perception towards the slum-dwellers are not entirely favourable amongst outsiders; at times, they are seen as selfish, lazy, and unwilling to turn their lives around. Perception like this creates ripple effects to widen general inequality and create more power struggle.

However, though gradual, humans are always developing, so social services are developing as well.

# Economy

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## Economic Strengths

Antamoivi's primary strength lies in its production and trade. Great contributors to trade are the water supply, militarised hunting, social relations, and Familiars.

The world has acknowledged that water is a depleting resource. However, it is currently not yet considered a rare resource, so the demand is not very high. Not an exceptional amount of water has been exported from this source, but the continent benefits from the by-products of the water it has. For instance, agriculture comes easy. Its richness also allows the environment to flourish, leading to more natural resources such as meat and skin.

By militarising hunting, the yield of animal and plant resources are high. The military contributes to the rest of the world by supplying copious men to help with the search for Dorobaki, which brings good name to the country and attracts traders. Other factors attracting trade include the novelty of the Familiar technology, Antamoivi's general scientific contribution, as well as the marvelous nature of Colourless Woods, which almost holds the status of an urban legend amongst some.

As water's depletion slowly gets felt in the rest of the world, the resources provided in Antamoivi is gradually becoming more valuable. As such, its economic strength is slowly rising. This is expected to be boosted as certain districts, such as Mizuki's Port, are making plans on transforming into a tourist destination.

However, though all is good now, the domestic tension and inequality in Antamoivi threatens the economy's future. For one, due to Monsterfication, groups like the Super Fightback Group, and a lack of loyalty within certain wards, seem more and more likely to result in resource-intensive conflicts. This tension also sours the country's reputation.

## Wealth Distribution

With the inequality of class and magic comes the inequality of wealth. This is not only due to the fact that magic has replaced some manual labour and manufacturing, but it is also due to the societal perception of Low-Magic Individuals. As they are seen to be inferior to High-Magic Individuals, opportunities are hardly given to them; it can almost be considered a glass ceiling, except it is more of an opaque ceiling. However, this unequal wealth distribution is not as straightforward as the assumption that all Low-Magic Individuals are poor. Certain exceptions exist, such as independent business managers, creative farmers, and military leaders with ridiculously exceptional charisma.

Amongst the different wards, wealth has been distributed unequally as well, due to merits. For instance, though both Weller's District and the Moist Region rely on their respective port, Mizuki's Region does better due to the mayor's savviness as well as the expansiveness of her region; Weller's District, on the other hand, is characterised by cliffs that are used mainly for military purposes - a disadvantageous task entrusted to him by the King. Out of

the four wards, Wolfeheights is the richest, followed by the Moist Region, then the Farmer's Yard, and finally, Weller's District.

Wolfeheights is the epitome of unequal wealth distribution. Here, the Magnates sit atop a plateau while those who are poor live in slums closer to the base. The people in the slums struggle to make ends meet as they are often Low-Magic Individuals who are not as capable of hunting as the Magnates. Due to a limitation of land space, they are also unable to partake in any form of agriculture. Yet, they resist leaving due to an attachment to their homes as well as a false sense of proximity to wealth in a physical sense.

Inequality in wealth distribution does not seem to be going down anytime soon. However, it does not seem to be rising as well due to the rise of instability with the familiar technology, what with Monsterfication.



# Culture

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## Military Influence

A large part of Antamoivi is dominated by a militaristic regime, such as Smile Town, the various camps, the fort, and parts of the ports. Even some form of recreation can be combat-focused, such as battling in the coliseum using familiars or hunting in the familiar woods. Regardless of whether they are High-Magic or Low-Magic Individuals, all men are also conscripted in the military for four years; the first two years are dedicated to military training while the remaining two years are spent on civil duties such as hunting for food and to keep civilians safe, the enforcement of the order, and the contribution to the search for Dorobaki. As such, it is a huge part of their lives.

Aside from conscription, the military presence is a source of pride for the citizens living in the capital. Parades and other ceremonious displays are frequently conducted to assert the power of the capital as well as boost the morale of the Magnates. Noblemen are raised to believe in the valour of being in the military. Those who seek to desert are met with disdain. However, the valour is merely illusionary, as soldiers are technically lower in the hierarchy than Low-Magic Individuals regardless of how magical they are. This is because they do not have a say in any matter and exist to serve the country.

Among the slum-dwellers as well as residents from outside Wolfeheights, military service is viewed upon as a burden to both each male individual's life, as well as the economy.

Pertaining to its main function of defence, the military does well in providing a sense of security amidst its citizens. The Southern Fort is defended against heavily, men patrol the streets, outposts are set up in the countryside, and patrol boats are sent to the surroundings of the continent.

As the military's contribution to the search for Dorobaki is considerable, it contributes to the country's relationship with the rest of the world and its economy as a result as well.

In order to not over-empower Low-Magic Individuals, soldiers who are not talented with magic are given more mundane roles after training, such as hunting and construction services. They are given less access to weapons and sensitive information. These are mostly reserved for capable magic users. As such, most of the soldiers sent out to assist in the search for Dorobaki are also Low-Magic Individuals.

Under Weller's jurisdiction, an extreme level of discipline is also upheld, consisting of brutal punishments and stringent regulations. This is to have everyone on a tight leash in order to prevent anyone from starting a rebellion from within a military context.

As the world and its power structure become more and more unstable, the military becomes more and more important.

## **Religious Influence**

As most citizens are born and cultivated in Antamoivi, they are taught the importance of logic and evidence since young. Any mention of faith is quickly debunked, although some small religious groups still form; these groups are often judged and ridiculed. Instead of using religion as a way to teach young people about ethics and morals, concepts such as the natural consequence and the theory of social influence are used to illustrate the destructive nature of poor behaviour. There is hardly any change to this status quo.

## **Technological Influence**

Technology is boosted by magic, with the exception of the satellite. Water centres work best with the help of purification aquatic animals and agriculture is greatly supported by improvements in farming equipment. Be it engineering, transport, architecture, or production, new and creative technology has been built with the assistance of magic. As such, most people live in relative convenience, with the exception of those living in the slums of Wolfeheights.

Much of technological development is focused on the Familiar technology as well as research on how to cure Monsterfication.

Aside from familiar technology, there is little development in technology the way it is.