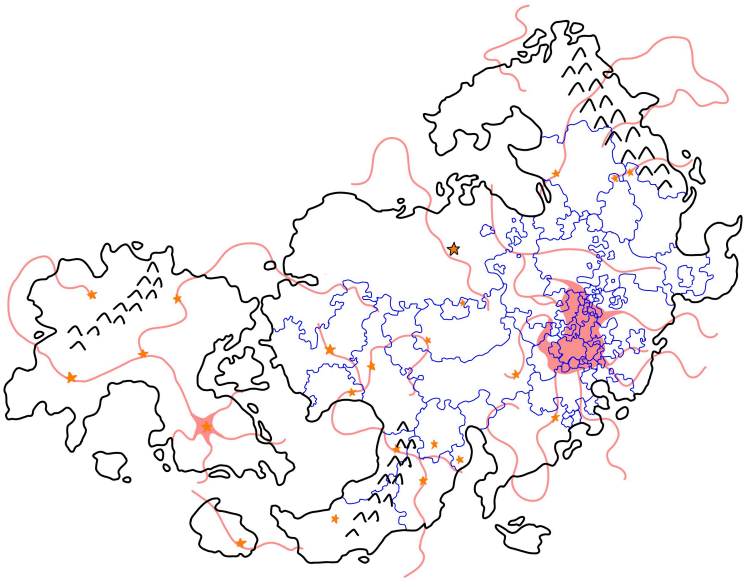
CULTURE & SOCIAL STRUCTURE & HISTORY

CULTURE & SOCIAL STRUCTURE

LAYER 1

- Mainland



Mainland Layer 1 is divided into numerous countries.
This section will introduce these countries in three separate groups.

1.Expansive Desert
2.Southern Forests/Main Grasslands/Tundra
3.Cold Mountains

Each section will be broken down into the following subsections:

- Overview
- Beliefs & Worldview
- Social Hierarchy
- Family & Kinship
- Government & Authority
- Economy
- Daily Life & Customs
- Education
- Art & Expression
- Festivals & Rituals
- Military & Defense
- Foreign Relations
- Demographics
- Relationship with the Environment

EXPANSIVE DESERT

OVERVIEW

- Country (s): Only one, (Fhomyun) Empire
- Ethnic groups: 70% Fhomyun, 30% Timyonn/Teukh
- Geography: 80% of the land is desert/wasteland, 10% of grassland/forest near the borders, 10% oasis cities around the anima stream.
- A belligerent empire that is always seeking expansion southward. The lack of natural resources makes it desperate for the fertile lands in the south.

BELIEFS & WORLDVIEW

- Religion: a pantheon of Ascended Ones, or legendary conquerors, generals, warriors, heroes who demonstrated extraordinary power.

Fhomyuns believe that divinity is achievable through the demonstration of dominance and power.

- Mythology: According to the creation myth, a legendary war between the gods exhausted all the phaseon energy from the land and resulted in the formation of the desert. Therefore, the desert itself is seen as a proof that strength prevails weakness.
- Taboo: openly asking for help is seen as a taboo. If one needs assistance from another individual, they needs to first offer something themselves, and indirectly request something in return.

SOCIAL HIERARCHY

- Fhomyun society is extremely hierarchical.

First Rank	The emperor, military leaders, war heroes.
Second Rank	Famous scholars, wealthy merchants
Third Rank	Farmers, artisans, soldiers, merchants
Fourth Rank	Individuals who has lost their social standing due to debt, failure, or disgrace.
Fifth Rank	Enslaved people (Timyonn people)

- The source of status comes from power, which is not necessarily brute strength. The Fhomyun people also recognizes intellectual power, because they believe that wars could not be won through brutish force only. Therefore, military achievement, wealth, political influence, academic accomplishments are all taken into consideration.
- Social mobility is relatively high in Fhomyun society. A successful soldier can become a noble despite their humble origins. An incompetent noble can be stripped of their status as well.

FAMILY & KINSHIP

- Parentage: among the Fhomyun, every individual only have one parent legally, the one who carried and gave birth to them. Although every Fhomyun has the ability to both sire and bear children, the parent who sired the child has little to no social significance. The act of carrying and birthing a child is viewed as honorable, and every successful warrior is expected to birth children to extend their bloodline.
- Marriage: The Fhomyun does not have any institution equivalent to marriage. Historically, marriage has never emerged in Fhomyun society due to the lack of the need to determine paternity. Romantic relationships exist, but they are considered one's private matter. One can have one partner to a dozen of partners, and there are no social expectations of how many partners one should or shouldn't have. Relationships may last from a single season to an entire lifetime as well.
- Family: the basic social unit is the Blood-House. It consists of a house elder, the eldest direct ancestor of a blood house, their children, their

grandchildren, and so on. Adoptions may happen too, occasionally, but it is socially deemed inappropriate.
- Child-Rearing: Children before their coming-of-age are seen as properties and lesser than adults. They are viewed as extensions to a bloodline's future strength, and their education and training are treated as the duty of their bloodline. Loyalty towards the bloodline is viewed more importantly than that toward the direct parent since children are raised collectively by the extended family. Grandparents, aunts/uncles, and cousins raise the new generation of the blood house together.

GOVERNMENT & AUTHORITY
- Political Structure: Emperor as the head of the state, below which are provincial governors, military generals, bureaucratic administrators, etc.
- Law: the legal system favors order and authority, punishments are usually harsh. Common punishments consists of forced labor, death penalty, and exile into the desert.
- Justice: intentions matter much less than the results. Sometimes, failure itself can constitute a crime.

ECONOMY
- Agriculture: concentrated around the main anima stream.
- Ship-making: the Empire has the most advanced ship-making technology on the entire Layer 1. Ships travel with fluxon motion through fluxon streams.
- Trade: concentrated around the main anima stream; caravan trade is also present through the desert. Fire tree is another important export of the Empire.
- Labor: many dangerous and unpleasant occupations are done by Timyonn slaves. Fhomyuns are expected to pursue more skilled professions whenever possible.

DAILY LIFE & CUSTOMS
- Food: most of Fhomyun diets consists of fishbirds from the anima stream, agricultural products, and domesticated Lsepfho meat. Hunting Mou is considered a prestigious and dangerous activity. Sapfho eggs are consumed in rural communities. Food preservation technology is highly developed due to the harsh desert environment.
- Clothing: Sleeveless vests layered with loose robes/cloaks that are often tied around the waist; loose pants and leather boots. Wealthier Fhomyuns often decorate their clothing with gemstones and brightly dyed feathers collected from Mou. Family crests are embroidered onto clothing to display bloodline affiliation.
- Occupations: most Fhomyuns work in fire tree harvesting, agriculture, military service, caravan trade, ship-making, or beast husbandry.

EDUCATION

- For ordinary Fhomyuns, education is held within the blood house and conducted by family members. For wealthier Fhomyuns, private schools exist to train competent warriors and leaders.

ART & EXPRESSION

- Common artistic themes include conquest, childbirth, the desert, mythology.
- Architecture often consists of thick sandstone walls and open courtyards. Major cities are illuminated at night by Giant pillars fueled by Fire Tree.
- Popular literature include military epics, exploration stories, and heroic biographies.

FESTIVALS & RITUALS

- Rite of Conception: one of the most important celebrations, held when an individual bears their first child.
- Festival of Flames: celebrates the Fire Tree harvest. Entire cities are illuminated by thousands of ceremonial fires.
- Trial of the Desert: the coming-of-age ritual. Young Fhomyuns are required to survive alone in the desert for a period of time.
- Day of Victory: celebrates military conquests and historical heroes.

MILITARY & DEFENSE

- Military service is considered one of the highest callings.
- Imperial army (professional soldiers directly loyal to the emperor), blood legions (military units loyal to specific blood houses, usually nobility), desert rangers (elite mercenaries trained for desert warfare).

FOREIGN RELATIONS

- The Empire is hostile with many of its neighbors, constantly fighting wars.
- With the few nations that the Empire remain friendly with, trade happens. The major exports of the Empire include Fire Tree fuel, ships, and military equipments. Major imports include gemstones, grains, and other food.

DEMOGRAPHICS

- Approximately 80-90% of the population lives along the main anima stream. The majority of desert population are free Teukh villages.
- Large fortified cities dominate the Empire.
- Life expectancy of the Fhomyun ranges from 65 to 80 years, the Teukh or Timyonn around 40.

RELATIONSHIP WITH THE ENVIRONMENT

- The Fhomyuns do not seek harmony with nature. As evident in their creation myth, the Fhomyuns believe nature exists to test the worthy and reward the strong.

SOUTHERN FORESTS/MAIN GRASSLANDS/TUNDRA

COLD MOUNTAINS

OVERVIEW

- Country (s): No countries; sparsely populated underground Hul settlements
- Ethnic groups: Hul
- Geography: 90% of the land is permanently covered in snow, 10% tundra. But the Hul people live underground.
- The Hul people are an ancient, quiet species that doesn't reproduce biologically. Their entire society feel unusually detached, but also contemplative and harmonious.

BELIEFS & WORLDVIEW

- Hul philosophy centers around stillness, the belief that all matters emerge from and eventually return to the eternal glaciers. Therefore, there is no need to be loud and disturb the eternal flow.
- Individual identity is viewed as temporary. Hul people have no biological parents nor descendants, and everyone look eerily alike. So the concept of individuality is faint and everyone view themselves as an extension of the collective.
- Silence is regarded as a sign of wisdom and self-control.
- Mountain ranges are viewed as the anchors of the world, and finger trees are often interpreted as nature's acknowledgement of this truth.

SOCIAL HIERARCHY

- Hul society is relatively egalitarian. The only group regarded with higher status is the elders, whose status is earned through knowledge and age rather than wealth. Elders are often centuries old.

FAMILY & KINSHIP

- The Hul have no concept of family in the biological sense. Rather, individuals form loose companionship within settlements. Different smaller groups also form within single settlements based on shared interests and/or occupations.
- Young Hul are collectively raised by the settlement.
- Friendships often last for centuries and function as the closest equivalent to families. Possessions are also inherited through friendship rather than familial bonds.

GOVERNMENT & AUTHORITY

- Hul settlements are decentralized and govern themselves independently, led by experienced elders. Decisions are made through democracy.
- Laws are few but are respected. Conflicts are typically resolved through mediation. Harsh punishments are rarely implemented.

ECONOMY

- Most economic activities center around underground mining and craftsmanship.
- Hul artisans are known for creating durable tools and luxurious gemstones.
- Trade between settlements occur through underground tunnels.
- Foreign trade exists but is limited due to the Hul's isolationist tendencies.
- Wealth accumulation is not one of the biggest concerns of the Hul.

DAILY LIFE & CUSTOMS

- Meals often consist of cultivated plants, domesticated lamabul products, and also gemstones (which the Hul regard as a delicacy).
- Long periods of solitude are socially accepted and common.
- Greetings are nonverbal, consisting of a fast flash of orange eye.
- Infrared vision is frequently used while working in dimly lit tunnels.
- Storytelling is usually performed through visual art and symbolic carvings

EDUCATION

- Begins immediately after the emergence of a young Hul.
- Education is conducted through individual mentorship rather than institutions such as schools.

ART & EXPRESSION

- Hul art emphasize symmetry and natural patterns,
- The most common art form is sculpture and carvings on materials like ice crystals, stones, bones, and finger tree wood.
- Large underground halls are decorated with carvings depicting natural cycles.
- Spoken poetry also exists, but is considered an extremely private art form.

FESTIVALS & RITUALS

- Emergence Day: celebrates the emergence of newly formed Hul.
- The Pointing Season: marks the blooming of Finger Tree Tears.

MILITARY & DEFENSE

- The Hul does not possess standing armies. Defense is only organized locally when necessary, but due to the lack of contact with outside races, this is extremely uncommon.

- When necessary, infrared vision makes Hul excellent scouts in darkness. Therefore, their defense often relies on ambush at night.

FOREIGN RELATIONS

- Hul rarely seek contact with outsiders. Most other species know little about Hul society, and the existence of the Hul are commonly regarded as myths rather than truths.
- The Yon people are the only ones who have ever made contact with the Hul. They view the Hul as mysterious but knowledgeable sages.

DEMOGRAPHICS

- The population density of the Hul is extremely low. The Land of the Hul, or the Cold Mountains, is the second largest region on Layer 1 mainland, second only to the Empire, yet the Hul has the smallest population among all races.
- Life expectancy of the Hul is extremely long compared to most species, ranging from 350 to 500 years.

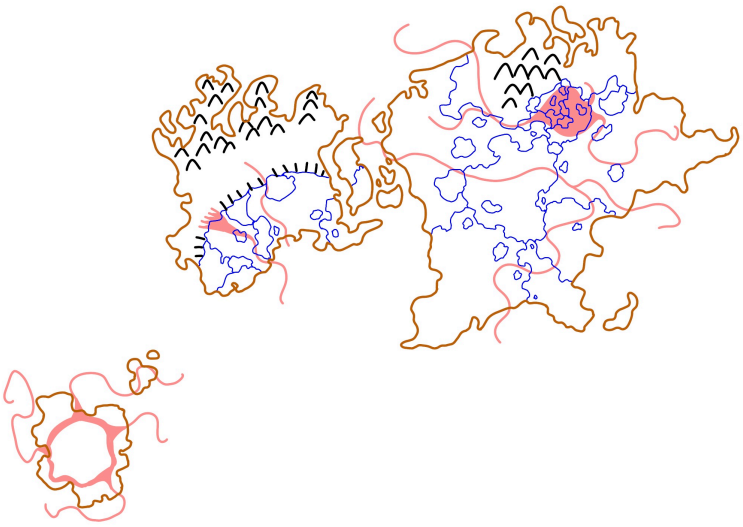
RELATIONSHIP WITH THE ENVIRONMENT

- Hul view themselves as an integral part of nature rather than separate from it. They closely monitor local wildlife populations, and help injured animals whenever possible.

- Naelin Territories

The Naelin Territories do not have the concept of borders or countries. Instead, the Naelin people resides in decentralized, clan based settlements deep in the woods (or the mountains for Shumin people). Sometimes, cities also form in densely populated regions. There are six big cities in the entire Naelin Territories.

LAYER 2



Layer 2 was founded by the ancestors of Fhomyun people who ventured into the interplanetary ocean. This section will introduce this layer in three groups.

1.Mainland
2.Cold Plateau
3.Mystery Isles

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LAYER 3



Layer 3 is an extremely isolated planet geographically distant from the other two layers.

This layer only has one country that covers all the land on layer 3.

The following section will be broken down into the following subsections:

- Overview
- Beliefs & Worldview
- Social Hierarchy
- Family & Kinship
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HISTORY

LAYER 1

The history of Layer 1 consists of three different Ages. This section will briefly introduce the key historical events that happened in each Age.

THE FIRST AGE
Age of the Eternal Ice
Duration: 0-18,000 F.A.

- The first age is characterized by a prolonged global ice age. During the first age, the entire Layer 1 was permanently covered in ice caps and snow fields. The planet had just formed, and glacien was the most abundant phaseon particle that dominated the entire planet.
- The Hul was the first sentient species that has ever emerged. For the longest period of time, the Hul was the only living sentient species across the entire Layer.

0 F.A.
• Formation of Layer 1
300 F.A.
• The first Hul emerged spontaneously from the high glacien concentration.
• Similar emergences occurred throughout the planet over the following centuries.
• The earliest Huls lived solitary lives without knowledge of each other.
1,000-2,500 F.A.
- Hul population increased. Some started to live in tiny groups. Permanent settlements have not yet emerged,
- Language started to develop.
- The carved observations of finger trees and blue birds became the earliest records of knowledge.

2,700 F.A.
• The Hul started underground exploration
3,500-5,000 F.A.
• Hul began settling underground and forming permanent settlements.
5,800 F.A.
- Hul philosophers and scholars emerged.
- Hul scholars began recognizing the connection between glacien concentration and Hul emergence.
- The earliest theories of Hul emergence began developing.

6,000-8,500 F.A.

- “The Age of Knowledge”
- Settlements expanded. Long distance tunnel networks connecting multiple settlements emerged.
- Early philosophy, science, astronomy developed
- The first library was built.

9,200 F.A.

- “The Great Silence”
- Regions with rising anima and aether concentration started emerging.
- glacien concentration slightly decreased.
- This impacted Hul emergence, and a period of unusually low Hul emergence occurred.
- Population growth nearly stopped for centuries.

10,000-13,000 F.A.

- The Hul expanded further underground to access greater glacien concentration.
- Major underground settlements are established.

13,700 F.A.

- The domestication of lamabul.

14,000-16,000 F.A.

- “The Age of Natural Exploration”
- Scholars intensively studied phaseon particles. The first comprehensive maps of Layer 1 was made.
- Migration started happening toward the Cold Mountains in search for greater glacien concentration.

16,500 F.A.

- Hul climatologists recorded drastic temperature increases and the unusually low glacien concentration in multiple regions across Layer 1.
- Great Panic across different Hul settlements occurred.
- Migration toward the Cold Mountains happened more rapidly.

17,800 F.A.

- “The Great Thaw”
- glacien became isolated to certain regions.
- New land became exposed.

18,000 F.A.

- End of the First Age.

THE SECOND AGE

Age of Expansion
Duration: 18,000-28,000 F.A. / 0-10,000 S.A.

- The second age began with the Great Thaw and the end of the Eternal Ice. As glaciers retreat, new vast regions of land became habitable, and new sentient species emerged. Most prominently, the sex-based species

like the ancient Fhomyuns, or Vhobyoons, and the ancestors of the later Gen race.
- The Vhobyoons came to dominate the entire Layer 1 in the second age, even spreading to Layer 2 with their advanced ship-building technology.

0 S.A.
- The First Age ended.
- Forests, grasslands, deserts emerged

500-1,500 S.A.
- The first Vhobyoons emerged in the deserts.
- The Vhobyoons reproduced sexually unlike the Hul, so their population grew rapidly.

2,000 S.A.
- The emergence of the first Vhobyoon kingdoms around anima streams.
- Discovery of the fire trees
- Establishment of the first permanent Vhobyoon cities.

3,000-4,500 S.A.
- Early forms of the blood house structures began developing.
- Powerful clans began competing for control over the anima streams.
- The foundations of modern Fhomyun strength philosophy started emerging.

4,800 S.A.
- Domestication of animals began.
- Lsepfho husbandry emerged,

5,500 S.A.
- Numerous kingdoms waged wars for dominance.
- Military innovations expanded.
- Population grew rapidly.

6,000 S.A.
- A coalition of major bloodlines united under the First Emperor.
- The first Vhobyoon Empire was established.

6,000-7,500 S.A.
- Imperial expansions began.
- Most of mainland Layer 1 came under Vhobyoon control.
- Major roads and transportation networks were constructed.
- The conquered Teukh people became slaves.

7,700 S.A.
- Imperial shipwrights developed advanced ship-making technology.
- Interplanetary expansions began.

8,000-9,000 S.A.
- Vhobyoon fleets discovered layer 2.
- Settlements on layer 2 began.
- This became the foundation of the later Vaumyo race on layer 2.

9,000-9,700 S.A.
- "Age of Colonization"
- More settlers migrated to Layer 2.
- New cultures and communities emerged on Layer 2.

9,500 S.A.
- The first Ancient Gen communities emerged on layer 1.

9,800 S.A.
- "The Golden Century"
- Imperial wealth reached unprecedented heights.
- Population peaks.
- Layer 2 communities became self-sustaining.

10,000 S.A.
- The empire fell after dynasties of corrupted and incompetent emperors.
- The Gen communities began flourishing,
- End of the Second Age.

THE THIRD AGE

Age of Rival Kingdoms
Duration: 10,000-13581 S.A. / 0-3581 T.A.

- The Third Age begins with the collapse of the Vhobyoon Empire. Internal instability, administrative overextension, colonial separation, and increasing internal unrests weakened the empire internally.
- Taking advantage of the empire's decline, several Gen kingdoms formed an unprecedented alliance and overthrew the last imperial dynasty.

0 T.A.
- The last imperial dynasty collapsed.
- Provinces declared independence.
- Layer 2 colonies permanently separated from Layer 1 authority.

20-150 T.A.
- Several Gen Kingdoms formed military alliances.
- The imperial capital fell.
- The last emperor disappeared.

200 T.A.
- Former imperial territories fragmented into kingdoms.
- Gen kingdoms became the dominant political force across mainland Layer 1.
- Former Fhomyun nobility migrated into the deserts. Remaining Fhomyun population became absorbed into the Gen kingdoms.

300-1,100 T.A.
- "The First Kingdom Age"

- Gen civilization flourished. Trade routes reconnected former imperial territories. New philosophies emerged.
- Fhomyuns became renowned as mercenaries and caravan guards.

1,200-1,800 T.A.

- “The Age of Hundred Kingdoms”
- Kingdom fragmentation reached its heights.

1,900 T.A.

- Former Fhomyun noble clans saw the opportunity of weakened Gen Kingdoms and began forming larger political alliances.
- Powerful desert clans consolidated territories.
- Ancient imperial traditions became deliberately revived.

2,200-2,600 T.A.

- Fhomyun scholars in the deserts started the Fhomyun Renaissance. Restoring ancient Vhobyoon texts, arts, and traditions.
- Former imperial symbols came back to public sights.
- Several Fhomyun clans claimed imperial heritage.

2,784 T.A.

- A Fhomyun later known as Vhorun the Restorer was born into a respected bloodline.

2,810 T.A.

- Vhorun began conquering rival clans.
- Military victories rapidly increased their influence. Several respected clans swore allegiance to Vhorun.

2,845 T.A.

- Most desert clans united under Vhorun.
- Ancient imperial institutions were reconstructed.
- Vhorun assumed the title of the Emperor.
- Historians referred to this state as the Second Empire of Fhomyun.

2867 T.A.

- Death of Vhorun the Restorer

2900-3,300 T.A.

- Imperial expansion across the desert.
- Several Gen Kingdoms defeated.

3,300 T.A.

- The Empire became the dominant force of the desert regions.
- Rapid population growth.
- The Fhomyun diaspora began migrating to the Empire.

3,400-3,550 T.A.

- Continuous conflicts broke out between the empire and border Gen states.

3,581 T.A.

- Present day.