* Design & Draw Concept art of different SENTIENT SPECIES (culture, cuisine, basic info.)
* Design different ANIMALS & draw concept art. (ecosystems, predator/prey.)

WEEK 1. Thurs. + Fri. Days 7-10 of "30 Days of worldbuilding"

NATURAL RESOURCES

This section will be a big introduction to different types of natural resources in (TERRA SOMNI). It will be divided into the following sections, each section would include a general overview and a region by region break down:

1. Energy sources
2. Mineral ores
3. ~~general usages (building material, clothes, tools/weapons)~~ This will be broken down in the cultures document

Energy Sources.

* Aside from human and animal power, the two main energy sources are fire and motion.
* FIRE is obtained through friction between ~~two~~ materials with extremely low O· concentration.

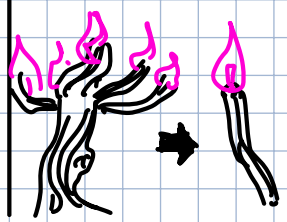
(● = cold ● = temperate ● = warm ⊗ = hot)

- There are two ways of obtaining O· less materials.
- First, it is through natural means. Some materials are naturally low in O and thus are harvested for heat.

LAYER 1

sand from the deep desert → sand rod

fire trees

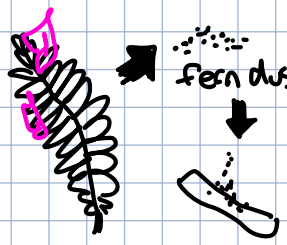


- sand from desert areas extremely isolated from ● coverage produces sand which are decently good fuel. This is often accessible to the average person.
- fire trees are a rare breed only found in a small area in the desert, and they take a long time to grow. However, the fire on fire trees is eternal. This is considered a luxury.

LAYER 2

sand from the deep desert → sand torch

fire fern → fern dust



- sand is similarly used as fuel, but geographical isolation made people from the second layer develop different ways of processing sand.
- fire fern instead of fire trees is the main species of fuel plant on layer 2. Due to its smaller size, people discovered the method of grinding fern into dust for longer usage.

LAYER 3 & other areas with full O-coverage

- layer three along with the other isolated regions on layer 1 & 2 without accessible natural fuels developed artificial means to obtain fuel.
    - The second way of obtaining fire is through altering the O concentration of existing materials.

How to decrease O concentration

- Some wise people from different regions all noticed that during eruptions, O's escape faster than @ & ≋. Hence, by inducing eruptions artificially and introducing ≡ at the correct timing, one is able to capture only the @ & ≋ in a material, while the O's have all escaped.

STEP by STEP breakdown

① obtain (crispy gas)



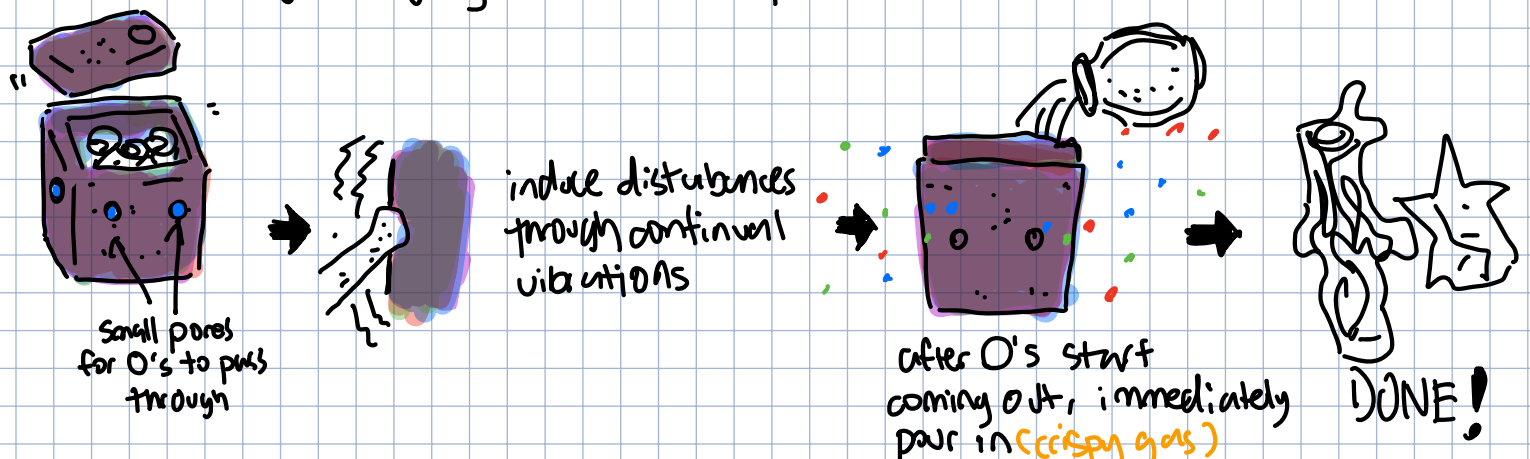
(crispy gas is simply air found in between crispy layers. Crispy layers are structures often found deep below cooled eruption structures. The air chambers in between them are natural ≡ reservoirs formed due to residual ≡ particles after an eruption.)

② Destabilize the desired material inside an (obsidian) pot.

(obsidian is an extremely stable material found in the bedrock layer. It can often resist minor disturbances and prevent induced eruptions from spreading)

③ introduce (crispy gas) to restabilize the materials after O's start coming out

④ wait for the materials to cool down. Their shapes might have changed slightly due to the eruption.



(Despite solely found deep underground, both (obsidian) & (crispy gas) are extremely common and accessible; therefore, this method of making fuel is able to be performed in the average home.)

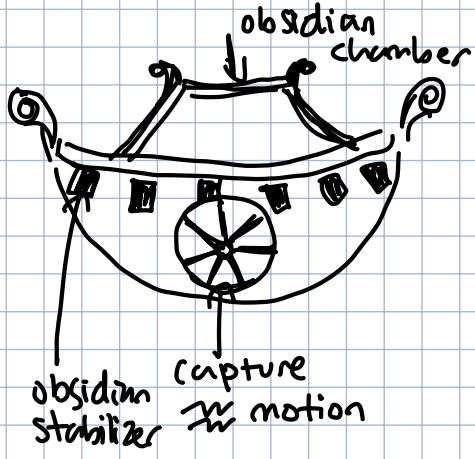
* MOTION is another important source of energy.
* similar to how water mills and wind mills work in our world, people of (TERRA SOMNI) made use of the ≈ streams.
* motion power has many different types of usages across different regions.

LAYER 1

- Layer 1 is more primitive in technology, and the use of motion still mainly stayed at the ≈-mill level.

LAYER 2

- Layer 2 is the most technologically advanced because they have more separated continents; therefore, they developed advanced transportation methods.
  - ≈-propelling ship making
  - canal building

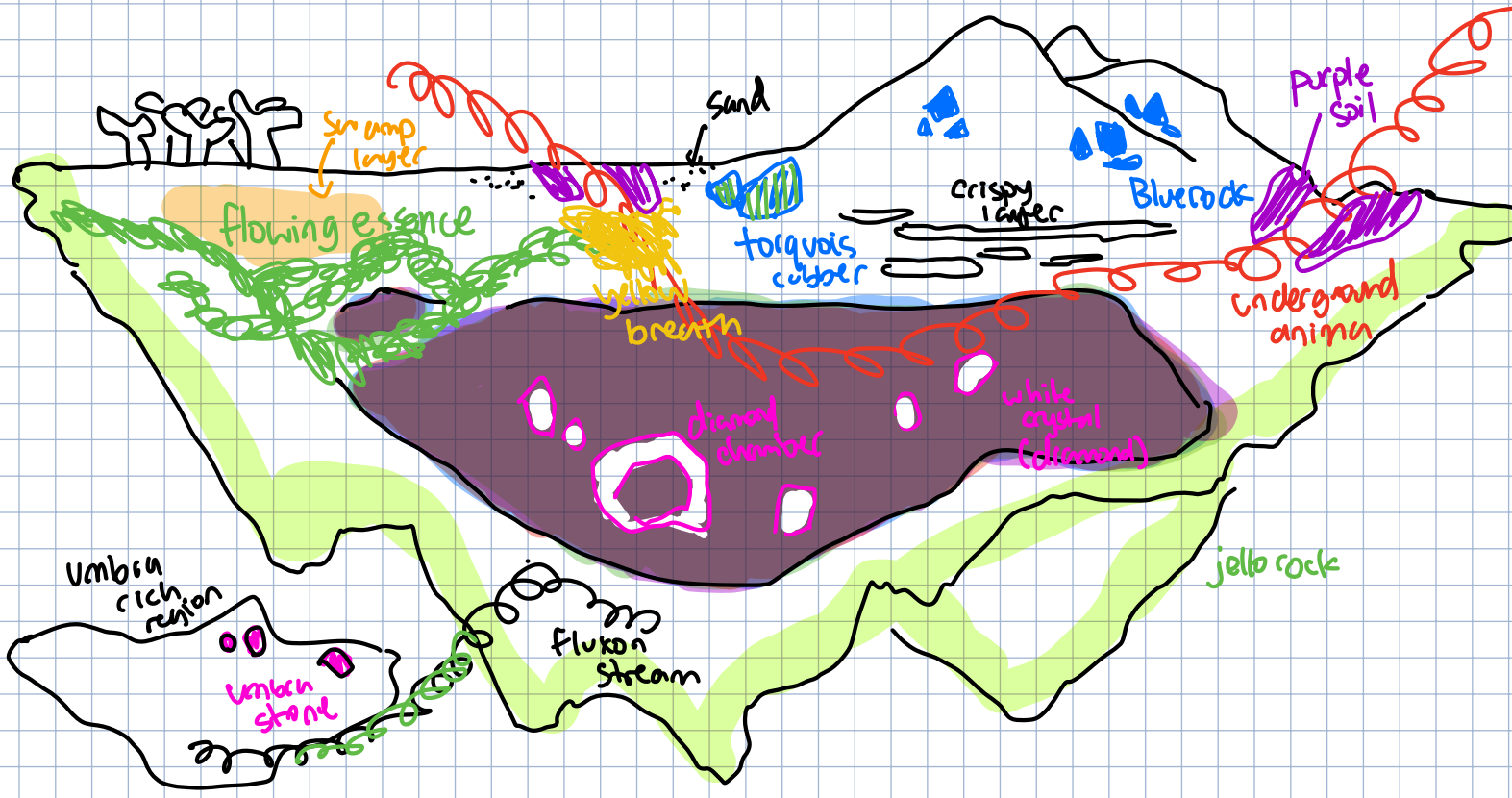


obsidian is required to stabilize the entire structure & protect the passengers.

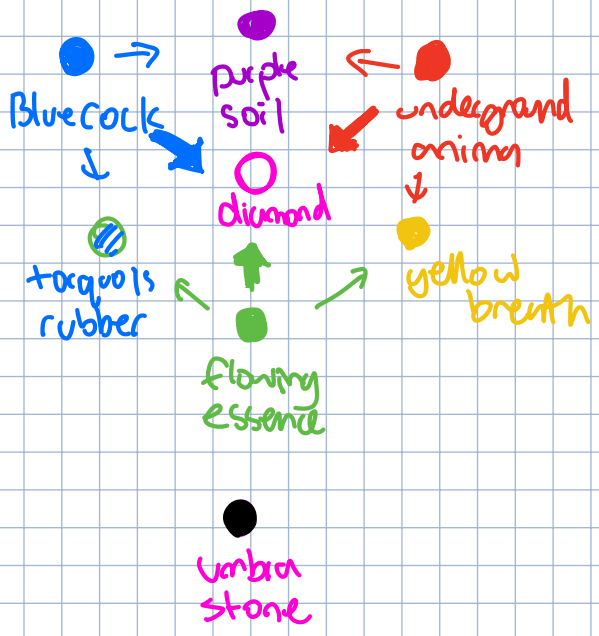
LAYER 3

- Layer 3 is the least technologically advanced layer, and they're yet to discover any creative usage besides irrigation systems.

Mineral sources.

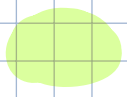
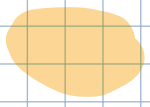
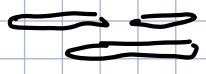


O based mineral ores



- Blue rock is a solid, hard mineral that is often found in the mountainous regions
- turquois rubber is commonly found underground when ● & ● regions border.
- flowing essense is streams of fluid ●.
- yellow breath is gaseous clusters of ● & ●.
- underground anima is simply anima streams that went underground. The reason that ● or ● streams are not found underground is because ● & ●. for their affinity for ◎ & ≋ particles, diffuse to the surroundings. ● does not diffuse but tend to cohere.
- purple soil is found around the riverbed of ● streams in ● rich regions.
- diamond is only found in obsidians. It is the result of a high concentration of all O's
- Umbra stones are rare stones only found in the mountains of ● rich regions.

Rock Types

	Obsidian	highly stable combination of all particles. The bed rock layer.
	jello rock	unstable border region of planetary plates. Translusent and changes colors.
	swamp layer	≋ rich layer that has a swamp like physical property.
	crispy layer	remaining gaseous ≡ particle chambers. formed after eruption

FLORA & FAUNA

LAYER 1

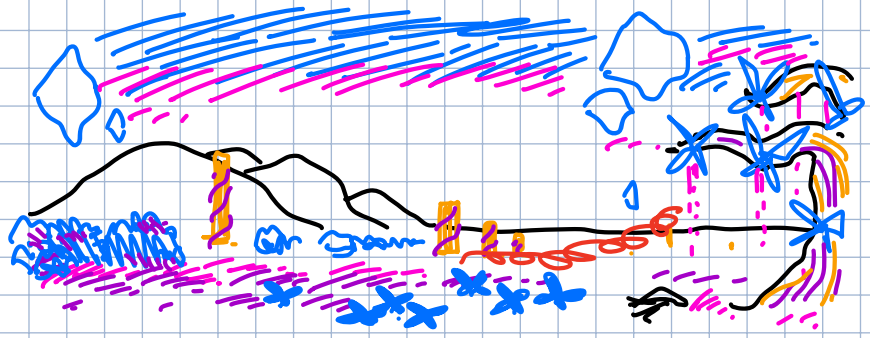


- The flora and fauna of layer 1 will be introduced by geographical sections

① Cold Mountains
② Expansive Desert
③ Southern Forests
④ Main Grasslands
⑤ Nuelin Territories

Cold Mountains

FLORA





snow flowers

- Snow flowers are small flowers often found in the tundra landscape
- They often have four pedals. Five-pedalled snow flowers are considered lucky in local culture.



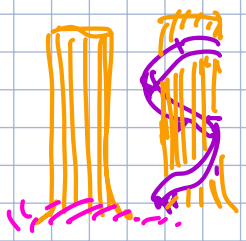
cold shrubs

- The ● rich landscape taints the flora here blue and violet.
- Cold shrubs are leaf-based shrub plants with blue leaves



cold grass

- grass/moss like vegetation coverage in the tundra landscape.
- They are purple/violet



piller plants & Cold vines

- piller plants are a signature species found across Layer 1, including the cold mountains.
- They look like pillers and have a golden-brown hue.
- cold vines climb and wrap around piller plants.



Finger tree

- Finger trees / mountain pointing trees are a special tree specie? native to the cold mountains.
- They look like the HUL people's hands, which has 3 fingers each, and they always point towards the mountains.
- the flowers of these trees produce violet tears that drape down the tree branches.

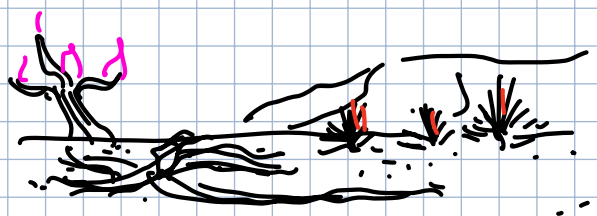
FAUNA

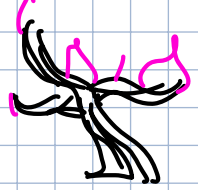
(I'm too bad at drawing animals, so the fauna sections will be completely text based)

- BLUE BIRD: They look like a hybrid of bird & fish in our world and predominantly inhabit the interplanetary ocean. They have the color of rainbow due to their unstable habitat and their body is translucent.
- LAMUBUL: This species has an equine body but has really long fur. They have two pairs of ears of the shape of color pedals. They have full chest fur and hold themselves with pride. They are herbivorous and primarily feed on Cold vines & Cold grass.
- TAMAUN: This species has a feline shape but has really long fur and is smaller than cats in our world. They have long fangs and sharp claws. They have three eyes, where the regular binoculars are normal eyes, while the center one captures infrared rays. They prey on SHIMIL and are strictly carnivorous.
- SHIMIL: They are herbivorous humanoid species that lacks intelligence. They are 20 cm high on average and have a dark grey complexion. They make squeak noises and primarily feeds on Cold Shrubs and Snow flowers
- More will be added in the future

Expansive Desert

FLORA





Fire Trees
- as shown before, they are trees with extremely low O-concentration.



Land Vines
- half-sentient plants that are rich in ● and traps passer by's.



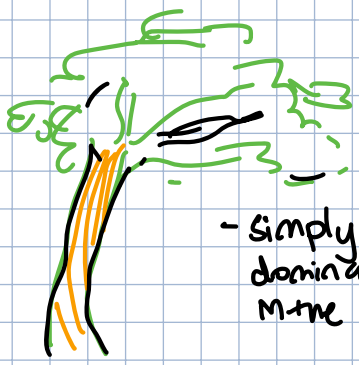
Desert Shrubs
- like its name, they are shrubs in the deserts. Slightly rich in ●.

FAUNA

- SAPFHO: red desert lizards that have two tails. They are omnivorous and feeds on both landmines and PHIPFHO
- PHIPFHO: Tiny desert insects that look like ticks but have a bright red color. They are harmful to the FHOMYUN people and other animals.
- MOU: Giant eagles. They can grow up to 2.5 m and is the apex predator in the expansive desert. They also sometimes attack FHOMYUN and TEURH people.
- LSEPFHO: pig-like scavengers with sharp fangs. They range from pink, red, to brown colors.

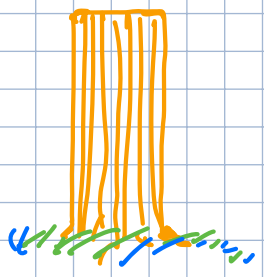
Southern Forests

FLORA



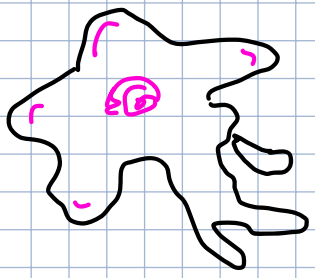
BALLIO TREES

- simply trees. The dominant plant species in the forests



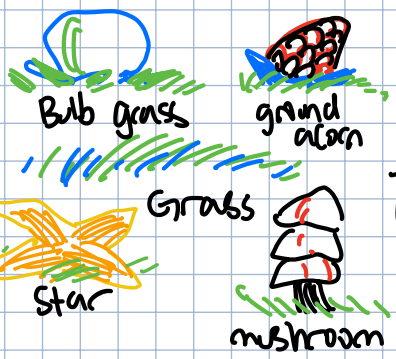
GROUND PILLAR / PILLAR PLANT

- Like in the cold mountains, ground pillars are a signature plant species found across Layer 1.
- They provide a valuable resource for construction & building.



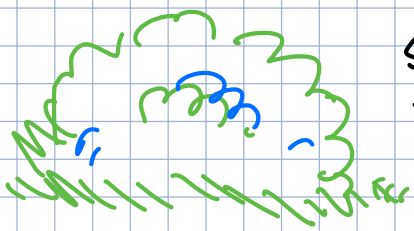
CRAWLER SLIME

- Translucent slime creatures
- half-sentient plant species rich in [redacted]



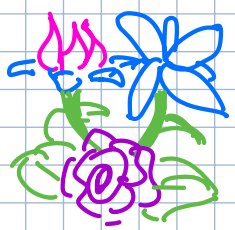
GRASS & VARIANTS

- ranging from regular grass (green / blue) to various other plants. The forest is rich in its flora diversity.



SHRUBS / BUSHES

- simply bushes. They have teal, green, or blue leaves and are sometimes used as medicines



FLOWERS & VARIANTS

- simply flowers. There are many different sub-types of flowers in the forests.

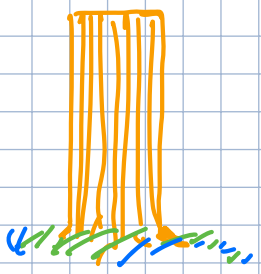
FAUNA

- **PEUNJEUN**: Domesticated canine species. They have teal furs and have two tails. There are many subspecies of peunjeuns each with varying features, but they are all mainly kept for guarding / pet purposes.
- **ROELON**: Ursine species that are medium sized, averaging 2m tall when standing upright. Looks extremely like bears in our world except for their longer ears. They are carnivorous and dangerous, but also sometimes kept as pets.
- **CHONMIL**: a semi-mythical species that is 8m tall and has 10 pairs of legs. They have brown furs and thumbs on each feet. They have a pseudo mouth and a real gland mouth with two rows of teeth on their stomach.
- **MAELIL**: a cervine species that has white furs and only one horn. Their tail flows ethereally with wind. This species is extremely sensitive to [redacted] and is regarded as sacred by the **JEUN** race.
- **MON**: tiny herbivores that have extremely fluffy fur. Their name literally means "fur." They are the most hunted species in the forests due to their valuable fur. For this reason, they have adapted to have darker teal furs to blend in with the surroundings as camouflage.
- more will be added in the future.

Main Grasslands

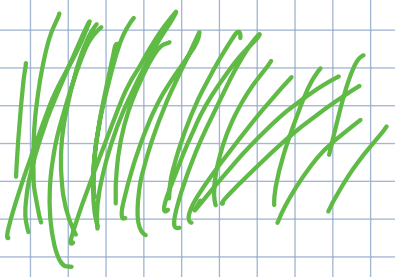
FLORA

(the main grasslands also share many flora with the Southern Forests)



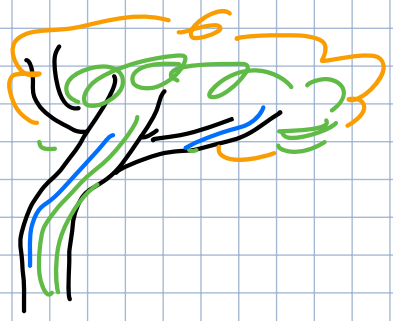
GROUND PILLAR / PILLAR PLANT

- Like in the cold mountains, ground pillars are a signature plant species found across Layer 1.
- They provide a valuable resource for construction & building.



TALL GRASS

- The most abundant flora species in the Main Grasslands.
- like its name, they are tall grass that cover most of the lands in this region.



LAUSAM Trees

- A tree species native to the grasslands region.
- They are shorter than the BALLIO species, but has wider tree crowns that provides a wider shade.

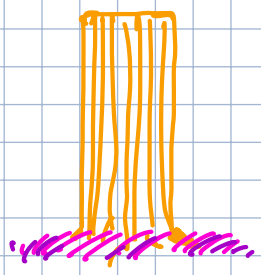
FAUNA

- KORSAM: an antelope species that has maroon stripes all over their teal grey body. They are extremely fast running. They are herbivorous and feeds on grass and tall dandelion.
- BOUSAM: a giant bison-like species with long torquois fur. They are about three meters tall. ~~and~~ They have grant spiralling grey horns. They are herbivorous.
- KAESAM: a wild canine species with navy blue dots over their body. They are about the size of North American gray wolves and are a threat to the animal stocks of PANSAM people, a pastoral race.
- PLASAM: a shapeshifter predator species. their true form is that of a lion and has the ability to change their shapes to whatever they see. They are semi-sentient and also can mimick voices.
- ENSAM: A shapeless, colorless invisible spirit ~~of the shape of~~ of aether. They usually take the shape of a snake and is worshiped by the PANSAM people as ~~a~~ sacred beings. The PANSAM people are able to ride them to move and fly in the sky.

- More will be added in the future.

Naelin Territories

FLORA



GROUND PILLAR / PILLAR PLANT

- Like in the cold mountains, ground pillars are a signature plant species found across Layer 1.
- They provide a valuable resource for construction & building.

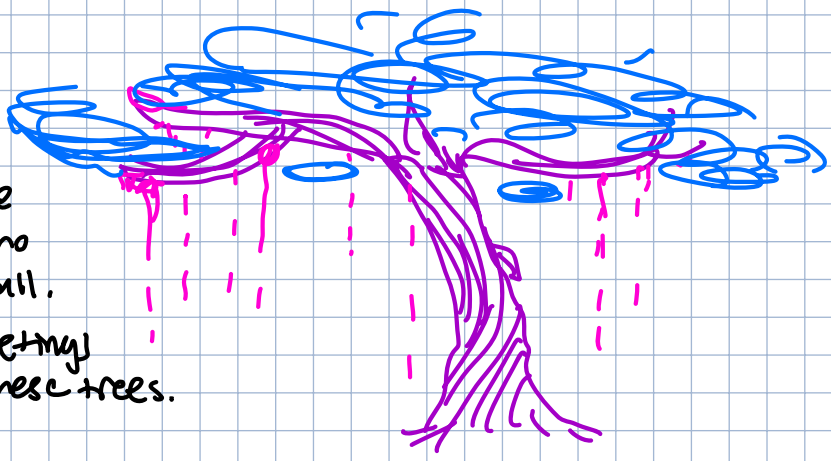
UMBRA GRASS

- grass species native to the Naelin Territories
- has a purple shade rather than green / blue.



GRASS VARIANTS

- Due to geographical proximity, the Naelin Territories share a lot of common plant types with the Southern forests.
- These plants constitutes a large portion of Naelin cuisine, too.



ELLINTH Trees

- AKA "the light of life"; sacred tree species to the NAELIN people, who worship light as the origin of all.
- a rare tree species. The elder meetings are held in tree houses built on these trees.

FAUNA

- GROUND OCTOPUS : like its name, these are giant octopuses that lives on the ground. They are translucent & changes colors based on the sky.
- GHOST DOG: Not literally ghosts, but a canine species that has transparent epidermal layers. They also have longer snouts than average dogs and longer, more pointy tails. They are hairless. They are kept as house pets by the NAELIN people
- GIANT AMOEBA : Like its name, they are giant amoebas. They could measure up to three stories tall. They are omnivorous predators that prey on everything nearby. They are dangerous to the sentient species in the Naelin Territories.

(The following sections should've been more detailed, but partly due to the fact that I ran out of time & that LAYER 2 & 3 are less important for now, the flora & fauna of these two layers are simplified)

Layer 2

Flora

- Fire Fern - mainly found in desert regions, white/grey colored fern plants extremely low in phaseon concentration. Used as the raw ingredient for making torches or starting fire.
- Crystal Trees - trees that grow crystals that come in every shade. They are mainly found on the Cold Island continent. They are rare and the plant based crystals are more valued than regular crystals.
- Floating aether - Natural aether deposits in the form of vegetation. They are green and glows in the dark. They do not have a fixed shape, more like plant clouds that are attached to the ground through stems.
- Sarohwan - Jumpy plants. Semi-sentient plants that are rich in anima and have a pink shade. They are about 40-50 cm tall and are able to jump/move around. They are often kept as pets.

Fauna

- Tigers - They are tigers, but slightly smaller than those in our world. They also come in more shades than ours. They are the most common pet species on layer 2.
- Poporan - Giant turkeys with navy blue feathers. They can be four stories tall and terrorize places they consider their territories. They also live for centuries. They are the center of many myths and horror folk tales.
- Slimes - Aether/Fluxon rich animals that consists of a slime-y, translucent body that changes color with the sky and a brain. They are found near the borders of planetary plates.

Layer 3

Flora

- Man-eating willows - like its name, they are carnivorous willow trees. They have purple bark and teal leaves, and a giant mouth that has three rows of sharp teeth.
- Cloud trees - Trees with dark navy blue trunks and light blue cloudy leaves. Their “leaves” are extremely cold in temperature and can leave frostbites on those who dare to touch them.
- Glass bushes - bushes that have translucent leaves that have a purple, magenta, or teal tint. Their leaves are used as raw materials to make window glass.
- Grid plants - Giant plants that have the texture of tree barks and grow in the shape of rectangular grids. They could grow up to 3 stories tall. They are used as natural shelter structures by the Luruni people.

Fauna

- Giant ant - giant ant species that are even larger than the main sentient species, luruni, on layer 3. They are used as transportation mounts.
- Giant caterpillar - like its name, they are giant caterpillars. Their shade ranges from pink, yellow, red, to green. They, if stood upright, could measure up to 10 meters tall. They are viewed as a dangerous threat to the Luruni people.
- Giant centipede - like its name, they are giant centipedes. The longest recorded giant centipede measured 4 meters long. However, the average length is about 1.5 meters, and they are treated as house pets.

SENTIENT SPECIES

LAYER 1

- MAINLAND

GEN / KAN / JEUN / YON People

- This is the dominant race on layer 1.
- The defining trait of GEN people is their reproduction method. They are the only sentient species on (TERRA SOMNI) that reproduces with two sexes (male / female).
- Due to their large population, they also evolved into many different races.
- 4 main races (name based on how they call themselves):
  GEN, KAN, JEUN, YON

JEUN people



Physical Features

- low sexual dimorphism
- avg. height : 1.7 m (F/M)
- eyes : monolids + epicanthal folds
- nose : slim, pointy, straight
- brow : flat brow bone + thin eyebrows
- mouth : full + thick lips
- ear : long, upward pointing
- hair : straight ~ small waves (1B - 2A)

Habitat

- Mainly live in the Southern Forests, bordering the Nuelin Territories.
- Some also live in the mountain ranges in the southern Forests.



KAN people



Physical Features

- medium sexual dimorphism
- height : 1.6m (F) 1.7m (M)
- monolids w/o epicanthal folds
- slim, upturned button nose
- slightly protruding brow bone
- medium sized lips
- medium sized, upturned, pointy ears.
- wavy ~ curly hair (2B - 3B)

Habitat

- The transition area between Southern Forests & main Grasslands
- Also lives in the center of the Main Grasslands



GEN people



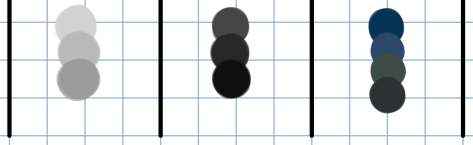
Physical Features

- high sexual dimorphism
- height: 1.45m(F) 1.6m(M)
- double eyelids & deep set
- mesomorphic build
- wide & triangular ears
- high nose bridge + slim alar base
- thick lips
- straight hair (1A-1C)

Habitat

- The main grasslands
- The transitional areas between the grasslands and the deserts.

Skin | Hair | Eyes



YON people



Physical Features

- medium sexual dimorphism
- height: 1.85m(F) 2.0m(M)
- big eyes + double eyelids
- endomorphic build + big skeletal frame
- round ears
- big noses + round nosetips
- medium sized lips
- curly hair (3B-4C)

Habitat

- Northern part of the main grasslands
- tundra regions of the cold mountains

Skin | Hair | Eyes



Other minority races.

FHOMYUN People

- They have light red – dark red skin, horns, and a huge tail that have 2-3 sharp blades at the end.
- They also reproduce sexually, but all Fhomyuns are hermaphrodites despite their masculine look.
- They are a belligerent race that resides in the deep of the Expansive desert.





TEUKH / TIMYONN people

- They are an arthropodic race with the smallest size on mainland layer 1.
- They also reproduce sexually with two sexes, but they have ZW instead of XY chromosomes like that of the Gen race.
- Teukh tribes are often raided by Thomyun people and captured as slaves. The assimilated Teukh people speak a creole language and call themselves Timyonns.

PANSAM people

- One of the only two energy-based races on mainland layer 1 (They are ● -based)
  (They reproduce asexually => new members form spontaneously from phaseon energy.)
- Their weight is extremely light & can jump extremely high.
- grey-green skin color. Their hair flows naturally with the wind.
- a pastoral race which resides in the heart of the main grasslands, sometimes in the north too.
- they worship the ensoms & believe that everything is sentient.







HUL People

- Another energy based race on mainland layer 1. (They are ● -based)
- They have only 3 fingers and 2 toes.
- They have infrared vision & can control that voluntarily. Their eyes glow orange when they use this ability.
- They reside deep underground in the cold mountains and rarely interact with other sentient species.

• Naelin Territories

- Every race in the Naelin Territories is energy-based, but not always only based on one type.
- There are 3 main sentient species in the Naelin Territories.

NAELIN / SHUMIN People

- They are the dominant race in the Naelin Territories.
- Naelin is the bigger population among the two. Shumin is essentially a northern minority group of the Naelin race.
- They have population throughout the Naelin Territories. Shumin people primarily resides in the northwestern mountain ranges region of the Naelin Territories.

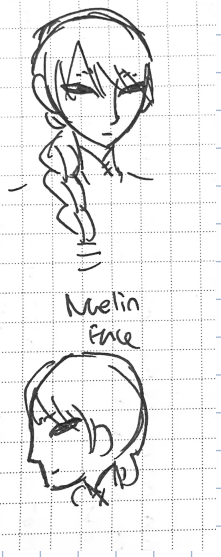
NAELIN



- The defining trait of Naelin Peopl is their hair.
- Their hair do not have a fixed color, but rather changes colors along with the shade of the sky.
- This ability to change hair color (involuntarily) is something the Naelin / Shumin people especially take pride in. They view this as a testimony to their racial superiority

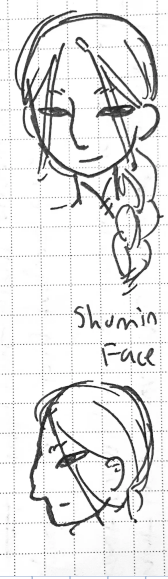
SHUMIN





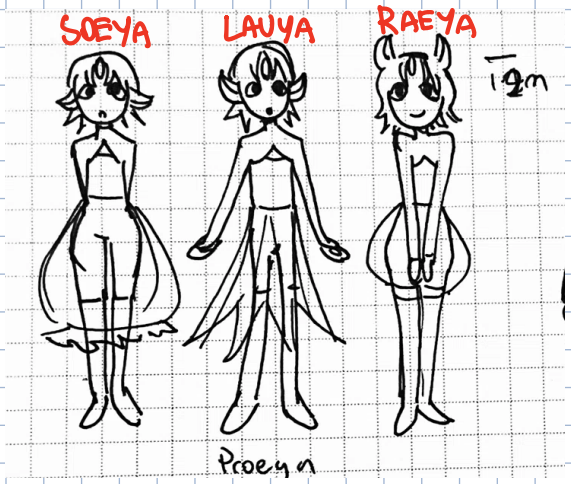
Physical Features
- height: 1.9m
- ectomorphic, slender figure
- monolids + epicanthal folds + slanted eyes
- straight greek nose
- thin brows with little hair
- straight hair (1A - 1B)

Physical Features
- height: 2.0m
- slightly bigger frame than Naelin
- monolids + epicanthal folds + slanted eyes
- aquiline nos
- thin brows with little hair
- straight hair (1A - 1B)



PROEYA People

- divided into 3 "sexes" but more like three different physical subtypes that are not separate populations.



- They are all based on all 4 O energies, but they can have different dominant energies

SOEYA : more 🔵 energy during formation

LAUYA : more 🟢 energy during formation

RAEYA : more 🔴 energy during formation

QARALPO People

- They are 🔵 & 🟢 based.
- The smallest people on the entire Layer 1.
- They often live among other species and work as servants.



LAYER 2

- The entire population of layer 2 has common ancestors with the Fhomyun race.
- A long time ago, the ancestors of the Fhomyu race explored other planetary plates and settled on the second layer.
- All races on the second layer are hermaphrodites despite their feminine looks.
- They also all technically belong to the same species since they are all able to interbreed & produce fertile offsprings.
- VAUMYO race (umbrella name)
- Psesha, Tlausha, Mlimsha, Ptomsha (4 main races)
- They have horns that have different colored, glowing, floating beads above them. The color of the bead(s) reflect the color of O's they lack.



PSESHA People

Physical Features

- a pair of 4-beaded horns (lacks 🔵🟢, rich in 🔴)
- height: 1.65 m
- upturned ears
- monolids + epicanthal folds
- thick eye brows
- slender, petite build.
- straight / slightly wavy hair (1B-2A)

Habitat

- the desert area of layer 2 mainland.
- the grasslands area of layer 2 mainland.

Skin	Hair	Eyes

TLAUSHA People

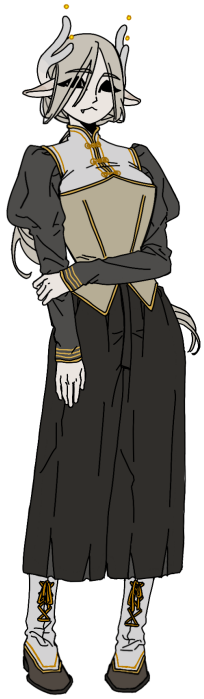
Physical Features

- a pair of 2-beaded horns (lacks 🟢🔴, rich in 🔵)
- height: 1.85m
- downturned ears
- downturned eyes, monolids, epi. folds
- thick eye brows
- thicker build
- straight / wavy hair (1B-2A)

Habitat

- The entire cold Plateau region of Layer 2
- some mixed-race population might be found in mainland.

Skin	hair	eyes





MLIMSHA People

Physical Features

- a pair of 3-beaded horns (lacks 🔴🔵, rich in 🟢)
- height: 1.75m
- upturned ears
- monolids, epi. folds
- thick eyebrows
- mesomorphic, muscular build
- curly / wavy hair (2C-3B)

Habitat

- The grasslands area of mainland layer 2
- The forests region of mainland layer 2.

Skin	hair	eye

PFOMSHA
people





- Pfomsha is the most unique race among all. Theoretically, a half-Pfomsha is possible. But it is like mixing wolves and chihuahuas, it is highly unlikely.
- Pfomshas developed this distinct size and shape due to extreme geographical isolation. They are mainly found in the Mystery Isles, which is extremely far away from the Mainland and the Cold Plateau.

Physical Features

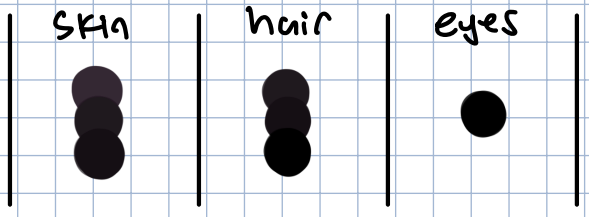
- a single 1-beaded horn (lacks nothing, rich in all)
- height: 12 m.
- downturned ears
- downturned eyes, monolids, epi. folds, white lashes
- thick eyebrows
- endomorphic build
- wavy hair (2B-3B

Habitat

- strictly on the Mystery Isles

Miscellaneous

- They have an extremely long life expectancy (300+ years)
- They have a rather small ppln.



LAYER 3

- Layer 3 is extremely small geographically in comparison to other regions.
- It is also extremely geographically isolated. The vertical distance between layer 2 & layer 3 is much bigger than that between layer 1 & 2.
- There is only one sentient species on layer 3, the LURUNI race. They are also arthropodic and reproduce similarly to ants. Queen Luruni lives on the heart island.
- Three sexes: Queen, workers, drones.



LURUNI People

Physical Features

- 2 antennae
- ectomorphic, slender build
- height: 1.5m
- no ears
- double eyelids, deep set eyes
- upturned nose, wide alar base.
- curly hair (3C-4C)

skin

hair

eyes