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# Compendium of Conworlds

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26 April 2018

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Branch: canon

Version: 0.1

Date: 2018-03-01 (29 gil mel)

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## 0.1 | Introduction

This document is a collection of worldbuilding-related articles that do not fit elsewhere. They are arranged in chronological order.



# 1 | Lkdċ

*Lkdċ* (jbl: <𐌴𐌹𐌺>) are the functional equivalent of flags in \$worldName. They are sets of clothing used to identify nations (rather than being the day-to-day wear of their citizens). A wearer of such clothing will be referred to in this article by the jbl term *mwtgŋ* (<𐌴𐌹𐌺𐌸𐌴𐌹𐌺>).

Unlike ordinary wear, the lkdċ is designed to be distinctive and a country's design will be precise with little room for variation. There are two main lkdċ systems: the *Domain I* system and the *Domain II/III* system, named after the regions that adopt them. Because of substantial differences between the two systems, they shall be addressed in separate sections. A system comprises of:

- the guidelines for designing an lkdċ
- the guidelines for displaying an lkdċ

## 1.1 | The Domain I system

### 1.1.1 | Design

The following rules assume a height of at least 13 pivra and 5 nŷko (approx. 172.9 cm).

*Mass:* The total mass of the lkdċ must not exceed 16 vyne (approx. 1.04 kg).

*Volume:* The lkdċ must remain within a square 3 nŷtra (approx. 2.25 m) on each side, centred around the mwtgŋ, and must not exceed a height of 17 pivra (approx. 2.125 m).

*Coverage:*

The lkdċ must be long enough to cover the knees, but not long enough to touch the ground.

Table 1.1: Terms in various languages.

Language	Outfit	Wearer
jbl	𐌴𐌹𐌺	𐌴𐌹𐌺𐌸𐌴𐌹𐌺
Varta Avina	rakaso	kasna
Ďraňýl Rase	lefkul	rikus
levian9	nikar	kuruþ
Lek-Tsaro	𐌴𐌹𐌺𐌸𐌴𐌹𐌺	𐌴𐌹𐌺𐌸𐌴𐌹𐌺
Middle Rymakonian	𐌴𐌹𐌺𐌸𐌴𐌹𐌺 (v3)	𐌴𐌹𐌺𐌸𐌴𐌹𐌺 (v1)

We define the *bottom of the shoulder* to be the point where the tangent to the shoulder (looking from the front) is at a  $\pi/4$ -radian angle from the ground. Then the part of the torso at least 2 [4.5] nŷko (approx. 4.16 cm [9.37 cm]) below the bottom of the shoulder at the front [back] must be covered.

The lkđć must cover the head, but the face must be exposed.

*Materials:* the precise materials used for the lkđć are not specified, but rather only its appearance.

*Colours:* at most five colours should be used (though the lkđć of Nŷln uses 11). Traditionally, each article of clothing would use a single colour in order to reduce bleeding from washing, but this restriction is not followed as often in new designs. (Patterns other than solid colours are difficult to produce reliably and are discouraged.)

### 1.1.2 | Display

The Domain I system distinguishes between *live hanging* (on a person) and *dead hanging* (on a frame)<sup>1</sup>.

#### → Live hanging

Live hanging is rarely – if ever – done for lkđć that are not currently in use.

*Preparation:* Both the lkđć and the mwtgŷ must be washed thoroughly immediately before display.

*Other tasks:* Performing another task while displaying is permitted, and more often than not this is the case.

However, there should be no objects obstructing the front of the mwtgŷ.

*Display with other lkđć:* When multiple lkđć are displayed, the one of the home country is displayed at the “centre” (typically where the most attention is received) and the others on one side toward the periphery. Following that come the lkđć of the subdivisions where they are displayed, ordered by descending size, and then the others, ordered by the smallest subdivision that the current location and the one represented by the lkđć share (from smallest to largest).

#### → Dead hanging

Dead hanging is used only for lkđć that are not currently in use.

*Preparation:* It is sometimes preferred to avoid washing the lkđć (for archival reasons). In that case, washing it is not required.

*Frame:* The frame must not resemble a human figure.

### 1.1.3 | Storage

The lkđć should be stored in a clean, dry, secure place when not in use.

## 1.2 | The Domain II/III rules

TBD

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<sup>1</sup>In this sense, *hanging* does not refer to a method of execution.

## 2 | The “progenitor of a language”

A phenomenon prevalent in \$worldName is the so-called “progenitor of a language” – a person who exerts a significant amount of influence on a language via standardisation and innovation. Such a figure is naturally in a position of power to impose such changes onto speakers of the language. In extreme cases, such as with Jbl, such a person might create a new language *ex nihilo*. In almost all cases, however, the language is changed to the degree that mutual intelligibility with its parent language is lost.

In fact, languages are considered to exist on their own when it has a progenitor. For that reason, Middle Rymakonian is considered to be a separate language from Lek-Tsaro, but Modern Rymakonian is considered to be a continuation of its predecessor.

Table 2.1: Progenitors of languages. (Surnames are capitalised.)

Language	Progenitor	Birth / Death
Jbl	Mjkdř w’HSHB (ԲՂԹԴ օ’հյհԵ)	504 – 582
Varta Avina	Satu VAHANU	301 – 354
Ďrahýl Rase	<i>none</i>	
levian9	FINUHAM Rtašib	208? – 273
Lek-Tsaro	Merhet (Երմեթ)	Rukë 81 – 144
Middle Rymakonian	Šurak (Յուրակ)	Kûta 2168 – Kasnepý 76

A notable exception to this archetype is Ďrahýl Rase, which never had a progenitor; as a result, that language still resembles the languages of our world. Furthermore, due to the greatly accelerated rate of language change in the Frozen Gyre, the concept of a progenitor loses its meaning in that region.

### 2.1 | Relation to diachronics

In \$worldName, languages undergo two classes of diachronic changes:

- **Phonetic shifts:** some sequence of sounds gets replaced by another. A staple of more conventional and naturalistic languages.
- **Feature-level changes:** features are added or removed, or they get mutated. A staple of Isoraķatheð’s languages.

Phonetic shifts are more likely to develop “naturally” (without intervention), while feature-level changes are more likely to be introduced by a progenitor. Of course, this is not an absolute rule.



### 3 | Domains of \$worldName

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\$worldName is a fragmented world: it consists of many floating islands in a helical formation. The major floating landforms are called *domains*, but small ones, especially near domains, are not referred to by that term.

At the axis of the helix is the *exclusion zone*, inside of which magical energy is too concentrated to support life. The more concentrated areas emit small amounts of light that are visible during the night.

The *\*sun* revolves around the axis of the helix above about 90% of the landforms. However, the exclusion zone distorts and absorbs *\*sunlight*, blocking it from reaching the opposite end. The location of the *\*sun* also has a few implications:

- Some landforms will receive less illumination than others due to being farther from the *\*sun* or having *\*sunlight* blocked by other landmasses.
- About 10% of landforms will be above the *\*sun* and thus be illuminated from below, rather than above. As a result, they will seem to be in a state of perpetual night, even if the sky is lit from below.

Each landmass revolves around the axis at a given rate. For some reason, this seems to trigger an effect akin to seasons in some, but not all, landmasses.