

CORNERSTONE

Summary

Cornerstone is one of the 12 kingdoms of Veon, The Salmotis home planet in the Salmorphis Universe, founded and inhabited by the Salmotis civilisation.



The kingdom of Cornerstone is a floating country made up of multiple islands, and has a futuristic and cyberpunk aesthetic. However, many of its islands have been left undeveloped and are allowed to remain as nature intended. These are among the kingdom's greatest treasures.

Cornerstone floats because technically, it is in orbit, although it is within Veon's atmosphere. The kingdom travels on its orbit on the same axis, and at the same speed, as the planet itself, so its orbit is not intuitively obvious.

Focus of Story

This kingdom is designed for roleplay, and as the setting for artwork, stories, music, and any other format of art.

Major Locations

Throughout its history of technological achievements and trends, Cornerstone has updated its architecture regularly to keep the appearance of a well-developed and cultured kingdom. With each major advance in history, new architecture is built on top of the existing buildings. As a result of this the most modern parts of the kingdom are at the top, and the oldest are found further down.

Cities

[Introduction needed.]

Ornament City

Status: Capital city

Ornament City is built on its own island. It is treated as an attraction, and a goal to work and live there. Homes owned in the city are always vast and elaborate, and futurist in nature. Gardens with high hedges can give privacy, and are a great break from the rest of the city similar to a public park.

Everyone outside is in their best appearances for each other. Walkways are larger, and buildings are less condensed, which gives a grand and wealthy appeal to the city.

Cornerstone Ruins

Ancient part of the kingdom, deserted and reduced to ruins. It is built on an island flanked by two natural areas, and veiled by construction of the Salmotis. The more modern parts of the kingdom are built upon it. The Salmotis that live above the ruins are reclusive towards tourists or raiders: those who want to find the ruins.

The few Salmotis who live here must be mindful of the unstable structure of the architecture that remains here.

Legacy City / Legacy City University

Legacy City University is the largest university in the known universe. It is so large that it is recognised as its own city. One of the leading universities in the universe, LCU is a highly popular tourist attraction and offers benefits for its students, including fun events for them to enjoy when they are out of school.

Natural Landmarks

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Constructed Landmarks

[Introduction needed.]

Cassius Von Stripeson Statue, Legacy City University

A statue dedicated to the world's greatest scientist, who is known for their many inventions, including their first warp drive and mod.

Lornelae Tablet

A historical tablet inscribed with details of a cataclysmic event that occurred in the past, committed by a giant galaxy-destroying monster. The tale tells that this happens every 1 million years.

Sam and Goldy discovered it during their earliest times on the planet and hid it to ensure that it would never be found by the rest of the population. Since then they have been formulating a plan to prevent any further attacks by the monster.

Twin Concert Hall

Despite the name, which makes the Twin Concert Hall sound like a single building, this is a pair of buildings, erected as a gift from Atlas, the ruler of another kingdom as a gift to Harlow and the Cornerstone people.

Oceans / Rivers

[We have discussed how Cornerstone gets its water supply but have yet to settle on an agreed point of origin.]

Example 1

Bayous of wildlife areas connected to slow rivers. [\[To be worked on further\]](#)

Example 2

[\[To be worked on\]](#)

Geography

[\[Introduction needed.\]](#)

Climate

Cornerstone has an overall cool climate. This leads to a lot of mist and fog under the right conditions, and these usually occur around the lower areas, which also tend to be the most economically-deprived.

Ecosystem

Within the untouched islands, the climate has resulted in an alpine-style ecosystem. Dense and tall trees as well as lakes are common areas within the center of the ecosystems. The forests are hooded with trees, and the ground is high in nutrients and saturated with water.

The weather is cool and it rains frequently.

Plant Life

Lily Raft

A plant that grows up from the bottom of lakes. The foliage sits on top of the water.

Prim Vine

A vine that can become overgrown in deserted and shaded areas. It is an invasive species from the mountains, so to protect wildlife and technology it should be maintained.

Dewgrass

Tall and thick grass that can be milked for its sweet sap. The clear gelatinous fluid that comes from the dewgrass can be molded into simple shapes known as Droplets. Mainly used as a sweetener and to add a hint of freshness. The grass is also used in desserts.

Commonly found in domesticated areas, like pots or window gardens. It grows to full size in the land below the kingdom, and often is imported to Cornerstone.

Moss

Grows in the darker shaded areas of the kingdom. If consumed it will cause intense stomach pains and sometimes lead to unconsciousness.

Dominant Species

Salmotis

The Salmotis that live here generally prefer to transform into forms that are adept at flight, gliding, and climbing. For this reason, insect-based Salmotis are common. Dragon-morphs are also frequently seen. Visiting and resident Salmotis who have morphed into bats, birds, sugar-gliders, gliding lizards, prosimians, monkeys, and great apes are also seen here on occasion.

Predator Species

Archanic

This plant is a dangerous trap for any creature that approaches the flower's opening mouth. Its appealing smell entices its prey. The mouth of the bloom closes tightly on any prey that gets too close and can only be opened from the outside. It uses the energy from trapped animals until their source expires or escapes. [\[Does this mean it saps their magical energy from them?\]](#) [Yes I would like this to be true](#)

Stonepod

A giant nocturnal golem, given life through its magical nature. Shaped like a centipede and repulsed by bright lights. It moves slowly, but has great stamina. [\[This may need reviewing as Atlas and I are currently working on how magic works. We may be able to open up more potential in this species!\]](#)

Prey Species

Mimic

This small reptilian herbivore mimics the noises made by other species in order to protect itself. It can also blend into its surroundings by changing its scale colors. It lives in medium sized holes in the ground.

Softfoot

A medium sized feathered rodent. The Softfoot has acute hearing and is able to stalk its prey quietly. The Softfoot competes with the Mimic for habitat and will stalk the species to eat its eggs.

Specialist Species

Cornerstone Babble

These mammals often appear in the naturally foggy areas of the kingdom. The Cornerstone Babble is occasionally bipedal, and has gliding wings of veiny flesh. It is a lone scavenger, and has exceptional eyesight. Its calls sound vaguely like those of the Salmotis, yet are incomprehensible.

Farmed Species

Flat-shells

A naturally-occurring species that has a symbiotic relationship with plants. Juveniles eat the seeds of various plants, and if the seed that is eaten at a specific time during its growth, is retained in the body for life. From this time onwards, the flat-shell grows plants of that species out of its back.

Flat-shells vary in size enormously, as the seed that the individual animal bonds with requires an appropriate level of support. An individual that eats a strawberry, for example, will grow to a fairly small adult size and develop a strawberry bed on its back. One that eats an apple will grow much larger to support several apple trees.

The adult flat-shell grows multiple plants from its shell. It also tends to attract a large number of other species, which feed from its passenger plants. In this way flat-shells earn the protection of other species that are more agile and aggressive than it.

Salmotis farmers culture these animals by deliberately feeding them specific fruits and vegetables during the critical juvenile stage, and farm the ripe produce from their shells.

The farmers keep some of these domesticated flat-shells confined in fields to ensure that their crops are not taken by the local wildlife. Others, they release into the wild to ensure that Cornerstone's wildlife always has a share.

Freshwater/Marine Species

Gilded Kinderseize

The waters of Cornerstone harbour a long-bodied fish with an armoured back. It is a fearsome creature with a long jaw, and sharp teeth and claws. Its scales are a shiny golden color. It can be hunted for these, and the scales are sold on the black market. [These sound pretty! I wonder if we might need to look at them again to mesh their role in the black market? Atlas says Salmotis have great respect and reverence for their natural environment. Is the black market partly run by humans (who may be less respectful) or demons (ditto)?]

Yes, and possibly aliens from other planets that come to the cities for work.

Cornerstone Slug

Semi-aquatic slime creature. A parasite with sharp teeth, which preys on any being that enters muddy water. Its bite can cause irritability, and cravings for iron. The Cornerstone Slug's body is transparent, with a slight colored tint that varies in color depending on its environment.

Major Viruses / Bacteria / Other Pathogens

Santiago virus

Borne from spoiled natural foods. This virus has encouraged a diet of synthetic foods throughout the kingdom. Protection of the produce comes from regular maintenance of the animal, **If the rotten produce or dead leaves aren't pruned they're more vulnerable to the virus.** [I'm unclear quite what this means. Please can you clarify?] Sickly Flat-shells are taken care of, and are not harvested from until they recover.

Artificial Life

AI Fish

The Salmotis monitor the quality of natural bodies of water across the globe by releasing robotic fish. These look like real fish but are festooned with sensors to monitor pollution levels, water PH, and a host of other environmental characteristics.

Photographic-Holographic Realistically Engineered and Networked Digibuddy

These are sapient pets, friends, father figures, or whatever else is needed, that act as emotional support companions. Their appearances are fully customisable by the owner, and their design is highly secure - Digibuddies have never been hacked and their parent company, [What's the name of the company that designed these?], intend to keep it that way.



History

[Introduction needed.]

Major Events

[Introduction needed.]

The Foundation of the Cornerstone Ruins

The Cornerstone Ruins, which form the foundations of Cornerstone, existed before the Salmotis settled and was created by the previous dominant species to live on the plain. It is where the Lornelae Tablets were found.

Hive fever

A sickness that struck the kingdom's population. It was originally blamed on the close quarters of some large families in a single unit, yet was found to be a moss spore infestation in the water supply. Improvements in water quality were initiated as a result, yet the infestation created a lasting cultural stigma of large families living in one house. "Hive fever" is now used as slang to describe a Salmotis' desire to move out to improve their life.

Historically Significant People

[Introduction needed.]

Harlow

The leader of Cornerstone is named Harlow, and is a dragonfly. He takes a laissez-faire attitude towards leading his government. His governmental system is less restrictive of the people, but rarely steps in to solve disputes of small parties. [A courtroom would deal with this, and Harlow would presumably not personally get involved with that. I wonder why this is not provided for?] I meant the system rarely steps in, that should probably be somewhere other than this description of Harlow. In this kind of environment everyone, including the most noble, is trusted to do what they feel is best within their power. [What happens with the least noble? It sounds like a system easy for the unscrupulous to take advantage of.] The system is dependent on the natural kindness of Salmotis, it's unexpected that the nobles wouldn't be responsible for what's theirs. The least noble that nothing they can call theirs have the incentive to compete for more land for their kingdom, they also have nothing tying them from traveling the universe.

Example 2

[To be worked on]

Example 3

[To be worked on]

Any Other Historical Details

[Introduction needed.]

Family War of Chesterfield and Northcott

Two families who are sworn against one another. A feud in their history caused a rift that led to a war. Since aerial wars are banned, there is a cold war between these two very wealthy families, with frequent displays of one-upmanship, and an ongoing plot for each other's economic demise. It is said that it was originally a missing child that caused this rift.

It is a blessing and a curse to be claimed as a relative of either of these families, given their immense wealth, yet relatives are generally put under great pressure to join the social dispute.

Example 2

[To be worked on]

Example 3

[To be worked on]



The culture of the kingdom has a unifying impact on many of the ideals in society. There are ways to bypass the private and individualized nature of the people of Cornerstone, and ways to enact in cultural taboos. [I'm not quite clear what this means. Please can you elaborate?]

Food

Meat

Like Salmotis throughout the planet, some of the Salmotis here like to eat meat, however it is always synthetically-produced. This is entirely a dietary choice and it is enjoyed precisely because of its ethical properties, i.e., no animals are harmed to produce it. [I'm wondering about the culture around this. While it's nice to have the option to eat meat, some may consider it morally distasteful - like a person on Earth wearing fake animal print and others finding that offensive. I also wonder what it's like

for any Salmotis 'species' that need to eat meat in order to live. Cats, for example, must eat meat regularly in order to meet their nutritional needs. Do cat-Salmotis, too?]

Example 2

[To be worked on]

Example 3

[To be worked on]

Art

The aesthetic of Cornerstone is of a cyberpunk/alien nature; there are many visual references to insects and the environment they inhabit. **Why are insects so culturally significant?** Its abundance of neon light is what This kingdom is largely known for. This is a deliberate aesthetic choice and is designed to be as stylish as it is functional. **[I'm just wondering here, with insects and neon light being paired into Cornerstone design: were moths, fireflies, glow-worms, or other nocturnal insects involved in the early cultural development of Cornerstone? Using neon would help them to navigate**

The overall culture of Cornerstone is thrill-seeking and rebellious and their art is often tailored to cater to this. Being a kingdom suspended against gravity, Cornerstone lends itself to airbourne performance art. This can frequently be seen in the higher (and richer) parts of the kingdom's cities.

Drama

Stories are told as part of the history of Cornerstone. An entire portion of the entertainment industry has been born from spoken-word performance. **[This seems to cover spoken word more than drama, so I wonder if it needs reviewing? Also, site-specific theatrical performances (and I'm guessing that 'drama' and 'theatre' are synonymous here?) could be an amazing addition to the artistic culture of Cornerstone. What do you think?**

Fables

Many fables from the past encourage wit and hard work, while foolishness is punished. Precious stones are frequent rewards in old stories and possess a great amount of meaning in their culture. A gilded stone is a taboo to give as a gift, and is seen as an

insult to intelligence. [I'm interested in this focus on precious stones. Why did this arise?]

Cornerstone Babbles are closely associated with the restless dead of the Cornerstone ruins. [This sounds interesting and may represent a local spiritual belief. We may want to expand on this.] In the earlier stages of the kingdom, tales of the restless dead struck fear into the settlers and inspired a plethora of grim tales involving the Babble speaking to those who got lost in the fog. [Oh, I like this!]

Music

Ruler Atlas' friendship with Harlow has led to a level of appreciation for music in Cornerstone. [Is that in recent history or over does this pre-date Atlas' rulership?] In recent history, it would be a sort of cultural trade. Not as sacred as older traditions would be. On one occasion Atlas gifted the kingdom with the construction of a pair of linked musical concert halls that are jointly referred to as the Twin Concert Hall.

Ribbon Dancing

Air acrobatics is a more graceful and accepted part of society than stunt culture. Returning a ribbon to a dancer is seen as a romantic gesture. Dancers have a very high degree of upward social mobility and can gain celebrity status. Professional ribbon dancing is a competitive and solitary field, despite the adoration of the whole kingdom. Ribbon dancers are expected to be discreet and elegant in the eyes of society.

Stunt Culture

An inclusive subculture which embraces danger and ownership of one's environment by practicing high speed, risky stunts. Dare-devils and graffiti artists leave their mark on the world around them, and challenge others to do so while avoiding the criminal repercussions. This culture is looked down upon in high society because of its understood destructive nature. [Later you say that the Cornerstone people have a rebellious edge, so is it as black-and-white as to say that the people look down on stunt-Salmotis? Stunt culture looks like it exemplifies rebellion.]

Language

English [I think we should add something to the Veon profile about why English is the predominant language on Veon. Atlas - what do you think, should the Salmotis have the same language all over the world? Are there any regional dialects or colloquialisms? For that matter, how long have the Salmotis been on Veon?]

The basic language of the Salmotis that all have to learn. Though some kingdoms may have developed measures to use to help in wars. [Can you say more about what you mean by this?]

Festivals

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Sport

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Social Dynamics

Overall, the residents of Cornerstone are simultaneously rather curious and suspicious of one another. , [I'm not clear what problems this refers to.] any strange activity is monitored closely by anyone who notices it, and shared with those in the community they trust.

Higher and Lower Citizens

Higher lineages are tasked with representing the image of the Cornerstone kingdom as well mannered and industrious.

Lower citizens are free to stand out, and flaunt their individuality more boldly without the attention of the world on their shoulders.

[It feels to me as if gentrification should be mentioned here, as it got a mention the tidying up of the jumbled aesthetics of buildings in Miscellaneous Political Beliefs. It's a social dynamic where the lower classes get displaced when the areas they live in become too expensive for them. There's more nuance to the problem than that, and I think it would be worth researching for its impact on Cornerstone. What do you think?

Over-Automation

[I wonder if this would be worth looking at. Harlow clearly prefers a system that requires minimal Salmotis input: the Night-Watch Drones, Digibuddies, and the AI governing the Motis dollar (although arguably, Sam and Goldy may be more responsible for these as they may have given each Ruler a set of tools with which to manage their kingdoms, but I notice that Harlow seems to like being minimally involved). Could over-reliance on automated systems be causing a social problem in Cornerstone?]

Handling of Differences/Bigotry

Flight-capable Species

Flight-capable species are very common in the kingdom. Accommodations for the flightless are made, more frequently so in the middle and higher areas. Bridges and piers serve as streets and sidewalks for the edges of the islands and buildings. In the lowest areas, bridges are known to be unstable.

Example 2

[To be worked on.]

Example 3

[To be worked on.]

Sexuality, Romance, and Child-Rearing

[Introduction needed.]

Child-Rearing

This is of particular interest to the population of the Cornerstone kingdom. Rowdy and rebellious children are considered the ideal: they are a sign of the kingdom's vitality and surplus. [Surplus of what?]

Despite this cultural ideal, children who do too much damage are taken into custody by the law. [It may be interesting to look at this in more detail. What do the Cornerstonians consider 'too much' damage? Earlier in this profile you mentioned stunt culture and said that it was generally looked down upon. How does that fit into this?]

Foster care of orphans is shared by multiple families per child. This allows several families to share the responsibility and financial burden. As a result of privacy ideals, the communication between these families is under their own discretion, so the quality of this support system can range significantly.

Example 2

[To be worked on]

Example 3

[To be worked on]

Other Cultural Details

Gossip

A culture of small social circles fosters a great deal of gossip between citizens. The hive's problem child, any suspected criminals, where who went and why, the discussion of people who stray from the norm travels quickly between citizens. Any indecent public displays can give you a bad name very quickly if it's your first impression on a community. [I want to check on the phrasing here. Would public indecency really be viewed with any more lenience if a citizen was already known to the community?]

Arts-Funded Medical Care

The Salmotis place great importance on the provision of medical care, including for society's poorest. They meet their medical bills by taxing entertainers at a higher rate than the average member of the population.

Example 3

[To be worked on.]



[Introduction needed.]

Wars

[Introduction needed.]

Aerial Wars

Self-contained wars below the floating kingdom were common within opposing groups or families, with no intervention from the kingdom's ruler. Some groups still hold grudges against each other for lost battles. Those who won were significantly more successful after the wars became outlawed, [Can you say more about when laws came in about this, and what prompted the change in the law?] but have gained enemies from the losing side of the historical fights.

Example 2

[To be worked on]

Example 3

[To be worked on]

Alliances

[Introduction needed.]

The Kingdom of Hermosa Unity

Harlow was childhood friends with Atlas, Hermosa Unity's ruler. This deep, long-lasting friendship extends to a firm allyship between the peoples of Cornerstone and Hermosa Unity.

Example 2

[To be worked on]

Example 3

[To be worked on]

Religion & Spirituality

While the Salmotis don't have strong ties to a formal religion, they hold loose spiritual beliefs around stewardship, and support, of the natural world. [Given that there's an economic lower class, do the lower classes feel less able to prioritise care for the natural world \(for example, if plastic-packaged food is cheaper, would they use that even though it generates plastic trash\)? Do some in the upper class feel that it's beneath them to care for the environment?](#) They do this by releasing a few of their crop-animals, known as flat-shells (see above in this profile) into the wild so that wildlife can have a share of their crops. [\[It feels like this section could be expanded on.\]](#)

Law

The law is often taken in the hands of the community. To protect each other and give a sense of safety and comfort to the residency. Those who take up this responsibility are heroes to the places they serve. [\[It sounds like these heroes may have their hands full with the aerial wars, and I'll guess there are well-intentioned but mis-informed individuals who believe they're acting heroically but are only contributing to those conflicts. Perhaps this section could benefit from a closer look.\]](#)

Night-Watch Drones

Meant to keep an eye on each residential section of the kingdom, the programs that direct these drones are managed by those who live in their respective section of the city. The Night Watch discourages crime, promotes safety, and provides directions to the lost. The public servants are members of their public, and it is a great service for those who care for neighbors. [I'm not clear on what this reference to public servants is about. Can you clarify?]

Hunting Laws

It is a crime to hunt or capture animals in the wilderness. [Given the Salmotis' culture for respect towards Veon's ecosystem and their ability to produce synthetic meat, I'm almost surprised that such a law exists. Is this a law that gets broken often? These laws target the black markets that often hunt the animals, or sell exotic pets. Shops that are caught breaking these laws are shut down, or investigated for more possible connections to other shops.

Youth Advisors

The government provides caretakers for young offenders. They replace or supplement the parent's role wherever needed, and provide a more sterile and strict upbringing for the troubled youth. One advisor is given one up to three advisees at one time. [How does the presence of Youth Advisors interact with the presence of Digibuddies in this kingdom? If Digibuddies are a thing, why not simply programme as many Youth Advisors as needed?]

Miscellaneous Political Details

Disagreements in Political Views

These are debated between many of the cultural divides, and have prompted wars between groups within Cornerstone.

Residential Gentrification

The conglomeration of aesthetics in a unit of buildings may look unpleasant to some citizens. It has been debated that some towers could be replaced by a newer and more

architecturally cohesive design. These debates focus on whether it is morally right to buy out all of the residents of a tower and replace their homes with newer, but more costly, buildings. In neighbourhoods where this has happened, it has been to the dismay of those who cannot afford to move back into the area.

Example 3
[To be worked on]

Economy

There is a fluid economic mobility for citizens of this Kingdom, yet a competitive nature between those who want to climb the social ladder that is provided to them. [I think this is worth checking out, considering the issue with residential buildings being rebuilt, and the previous occupants being invited to move back in at an inflated price, which it sounds like some cannot do. Given that that happens, what mechanisms are in place to make up for it, to allow for better economic mobility?]

Money / Trading System

Cornerstone uses the international currency, known as Motis dollars.

Major Businesses

[Introduction needed.]

[The company that produces Digibuddies]
[More to be written here.]

Bazaars

Food and other products and services from far-away kingdoms can be bought at these crowded local markets. Public funds managed by the ruler of the kingdom are used in the construction of these areas that host a number of booths, working-from-home

businesses, and crafts. [Just a quick note here: you've said before that Harlow likes to take a hands-off approach to ruling his kingdom, so is this something that he would personally manage, or would he automate this too? One can automate financial decisions, so I can see the funding or de-funding of local bazaars being managed by an AI. What do you think?] Regular festivities are brought to the markets to help attract a crowd.

It is easy for black market vendors to disguise themselves as regular businesses here.

Black Market

Cornerstone has a bustling black market. Popular products include:

- ★ Relics from the Cornerstone Ruins
- ★ Gems, crystals, and stones that can only be harvested by harming the environment
- ★ Live exotic animals to be sold as pets
- ★ Resources for those remedy shops that require animal products, such as Gilded Kinderseize scales

Protolight

The main source of neon light fixtures throughout the city. A very powerful company, It has branches in the entertainment industry, and funds a large number of athletes and dancers. The company has a monopoly on lights, and foul play on competitors is suspected.

Entertainment

The upper part of the kingdom has a massive entertainment industry: dancing, gaming, and various performing arts. The lower areas have fewer mainstream businesses but more that fit into a niche or may be considered risqué. Entertainment feeds the need for excitement in the lives of many. [I'm wondering if this is a way that Harlow or any of his officials may tackle the economic divide: by distracting people from the poverty of their lives by making publicly viewable entertainment free or cheap, including in the poorer areas?] A-list companies are the highest quality, while B-listers are lesser known and generally have a shorter life span. [I just want to question that: mainly because many business experts say that, in order to succeed in business, you must specialise in something. I wonder if smaller, more niche businesses could in fact end up lasting for many years. Add to that the fact that you have an economic underclass which probably

produces a lot of individuals willing to run a side-hustle to make ends meet, and I'll guess that there are some fantastic little businesses run by Salmotis from the gutters.]

A-List

Hornet Brothers

The main production company for movies. Introduced the concept of stardom to the kingdom. [Ah! So does this one have a long history? Cornerstone seems to have a rich culture of performance artists, and a lot of that performance seems to happen outdoors where it's likely to be seen by many, so if Hornet Bros. introduced stardom here, did they play a pivotal role in jump-starting the performance industry here?] Workers play their characters on and off the clock, and are followed closely by the public eye. Anything The Hornet Brothers puts out is bound to succeed. [They never hit a bum note? [Even Warner Bros. has the occasional flop.](#)]

Wetland Wing

Main producers of music, and VR teen shows. They capitalize on heart-throbs, and have various tips and tricks for young adults to achieve this desired image. Wetland Wing is heavy-handed in their product placement, yet has started many trends with its popularity. [I wonder if listing a number of young celebrities may add to the richness of Cornerstone?]

Example 3

[To be worked on]

B-List

BT Lounge

Entertainment for mature citizens, this string of clubs hold nightly parties and performances by lesser known talent for comedy, dance, and food services. Scouts and agents for BTL are always on the prowl for talented performers that will take them far. Fights are regular within the buildings with such an exciting environment.

Example 2

[To be worked on]

Example 3

[To be worked on]

Education

Education is encouraged as a way to find future work. Salmotis may choose to pursue their studies purely to earn a higher wage as a specialised worker, but others enjoy mastery of a particular discipline for its own sake. [I wonder if we can add an interesting dimension here. As I pointed out before, Cornerstone seems to be relying a great deal on artificial intelligence, and I wonder if the use of robotics and AI is starting to impact on job availability?]

General education is completed by the family, at home. Scholarly citizens attend legacy universities to further their education.

Artisan Guilds

For Salmotis starting their further education at a young age, life in a guild is guided by the parents of the child. It is ultimately the business of the parents to define this path, as one has to pay to join a guild. Among a guild's apprentices one may find the occasional prodigy who has an innate and proven talent. These individuals have often been approached by the guilds and are taken in at no expense to themselves or the family.

These Guilds are run by the Masters of a respective craft, who are in search of new Guild Masters to join their ranks. Young apprentices must work under them and learn enough to make their own living. There are few Salmotis that are proven masters in any guild, as it is a high honor to become one.

Legacy Education

Students are provided with information through one of the leading universities in the universe, Cornerstone's own Legacy City University. Many times citizens choose to go to Legacy City to round off their education, and fulfill their potential.

Medicine

[Introduction needed.]

The population of Cornerstone is very trusting of its health professionals and scientists. [Could this be an over-simplification? If this were universally true in Cornerstone then I don't imagine the cure shops would be a major part of the medical industry here. I can see there being a market for cure shops here, as you'll always get people who prefer folksy remedies rather than modern medicine, and I'm sure the Salmotis are no different. Alternative remedies also tend to appeal to people who have an incurable condition that modern medicine has been unable to treat. When people are desperate enough they'll resort to anything for relief of their symptoms or to prevent an early death. On a similar note, I'm wondering how the existence of modern medicine and cure shops interacts with the assertion on the Veon profile (under Bacteria, Viruses, and Other Pathogens) that Salmotis cannot become sick?] Hospitals that use artificially intelligent capsules diagnose and treat the injured or sickly. They use medical practices that have been proven to be effective, more so than traditional or magical medicine.

Medical care is provided to all people in society. Those who are unable to afford healthcare can benefit from subsidised or fully-funded healthcare. The money for this comes from taxation of Salmotis who practice in the entertainment industry.

Cure Shops

The less conventional, alternative medicine shops can be found in the lower levels of Cornerstone. Alternative medicines are popular here, and can include natural elixirs, soul celebrating objects, and acupuncture practices. [This is all there is to this latest sentence. Are you wanting to add something here?]

While it's popular to scoff at these systems, there are some Salmotis who swear that they have experienced a benefit.

Although this kingdom is more technology-driven, the prevailing culture for magic in other kingdoms bleeds into the lower areas of Cornerstone through the cure shops.

Cure shops are also a place for ancient remedies to thrive since disrupting the ecosystem, such as by hunting magical creatures for their properties, is discouraged by the law.

Since they can't get sick I suppose this can cure magical weakness. [I think this is worth talking about with Atlas. It definitely sounds like a good idea to me, though!]

Technology

[It feels like there's a lot we could add here, as Cornerstone is so technologically-minded.]

Domestic Landscape Technology

For the popular domesticated nature, indoor environments and balcony gardens are taken care of by automated systems. The information of plant type, and desired shapes of hedges can be applied.

Hologram panels

This technology uses light projected from panels to represent 3d images in the air.

Example 3

[To be worked on]

Construction

[Introduction needed.]

Island Edges

The edges of several of Cornerstone's islands were noted to be unstable, and therefore unsuitable for building on and unsafe to stand on. The Salmotis who performed the initial surveying and construction on the islands managed this in a variety of ways, depending on what was appropriate to the particular island. The result was that all inhabited islands are now stable, and will not erode or break up. Indeed, many have buildings that cover the edges of the islands. These buildings almost always have fabulous views.

Natural Islands

Not every island has been built upon. Some have been deliberately ring-fenced to be left natural. They function as national parks, where the native wildlife can be allowed to live in peace. These spaces are treasured by the Cornerstone Salmotis. [With that said, given how active the black market is and the things that are sold there, is there a problem with poachers? How is this mitigated?]

Reconstruction of Towers

There are occasional efforts to tidy up the aesthetic image of some districts of Cornerstone, as some neighbourhoods are considered to be quite an eyesore due to the unintentional juxtaposition of different styles that have been built on top of one another throughout the ages.

[You talked about this in Social Dynamics. I'm curious about what's happening here. What you described - making a district too expensive for its current residents to live in - is called gentrification, and is a social problem. If it's a problem that keeps repeating in Cornerstone, has anyone tried designing cheaper residences? Or is the problem more that people in the lower-class districts that are being rebuilt have been living in ancient houses that would otherwise be deserted, so essentially have no price?]

Distribution of Goods

[Introduction needed.]

Imports and Exports

Constant flow of resources come in and out of Cornerstone from other kingdoms. Some businesses specialize in buying or selling a certain kingdom's resources, or a niche product or service. [I'm intrigued to know what Cornerstone specialises in exporting. Any thoughts?] I'm thinking about goods being transported by large airships that run by taking a cut of profit.

Delivery

Delivery of resources straight to citizens' homes is common. This is the preferred method of shopping without the hassle and interactions of shopping in the markets. [Is this available for lower-class citizens too? I'm wondering if this is automated. Amazon's recent piloting of its delivery-by-drone service comes to mind.] Yeah! I think this is similar to what I was thinking! It would be available to everyone, and for the most important packages with a trusted delivery worker.

Example 3

[To be worked on]

Other Details of Economy

[Introduction needed.]

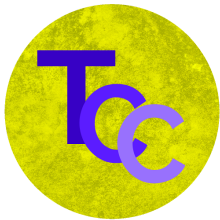
Example 1
[To be worked on]

Example 2
[To be worked on]

Example 3
[To be worked on]

Credits

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Want to upgrade to an Infographic or video, or expand your setting further? Email me and I will be happy to help you!

~ Hayley, Founder of The Character Consultancy

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