

NOBLIMA

- ▶ **Length:** None, unless they become corporeal, in which case they may take any form and be any length
- ▶ **Height:** As for length
- ▶ **Classification:** Incorporeal spirit but generally takes the form of any animal. They often look birdlike or fishlike, for example but are not actual birds or fish
- ▶ **Life expectancy:** Immortal
- ▶ **Diet:** Nutrients drawn from the ground in a similar manner to a tree. [They can do this without being in direct physical contact with the ground](#)

Noblisma are land-spirits that are sometimes identified by sentients as gods. [\[To be worked on further.\]](#)



Noblisma are god-like spirit creatures. They cannot easily be described in physical terms as they are manifestations of the ecosystem so in practice they are likely to resemble any plant, fungus, or animal. They can shape the ecosystem to their own preference.

Different individual noblisma have different personal preferences for the type of terrain they like to inhabit.

Only around 200 exist worldwide.

Reproduction

[\[You said you haven't worked out how they achieve this yet, so I'll keep a note here until we have worked that out.\]](#) [So I am not completely sure how I how it should work as mentioned later I do like idea of new ones coming from them severed limbs but that's too odd for it to be an actually means of reproduction. \[Well, that's how starfish work, but starfish are also corporeal creatures so their being is directly tied to their body - you destroy a starfish's body, you kill it. It sounds like noblisma are not the same, as they are spirits. Therefore, presumably if they take the form of any creature then they will survive even if that form is killed \(assuming it can be\). \]](#)

As they have the social form I thought it would make sense that they could reproduce with the subject of their social form, I want to use this idea as it plays into my idea of a more classical mythology as it can result in classic style mythological monsters and heroes. [Oh, I see what you mean! Then let's see... So there's more than one type of spirit, with dryads being one type. There doesn't seem to be too much said about how they were conceived, but from what I can see, there are stories of dryads who started life as humans, and those who were born as dryads.]

Born dryads were conceived via a union between two nymphs, one male, one female, and a tree had to be involved for the conceived child to bond with.

Dryads who started life as humans were turned into trees so that predatory men couldn't find or exploit them. They were turned that way by goddesses and the women often requested for this to happen. So for them at least, there's a lot of narrative about dryads being free and not having to fear males, whether human or god. Is that something you're wanting as part of the noblimas' narrative, or are you wanting to take their development in a different direction? Their territorial nature suggests they didn't choose to be made into dryads for their protection - as far as I'm aware sheltered women tend to live together harmoniously as they all know what one another have been through (although I've never worked in a shelter so can't say for sure).]

So I will try and go point by point here as I think some of the points are stuff that will impact other categories. I have the idea that it could only be killed by severely damaging the root - the bodies can be damaged but due the root they have a very powerful regenerative ability so it would be quite hard. That could still lead to severed limbs. [That might be worth exploring in and of itself, actually! Some plants are almost impossible to kill because even if a fraction of a piece of the root remains in the ground, it will regrow from it. Such plants have to be dug up completely, leaving nothing in the ground, and incinerated. If the noblima follow the same pattern than pretty much just someone who knows to do this, or a large-scale fire, would kill them. Does that sound like a route you want to take?]

They are fairly different from one to one the best way I could say it is how the term fey is like a more blanket term. And as the social form is effectively an exact copy of the species in question so reproduction between the two is possible but would lead to a more noblima like offspring. [Just so I'm clear, do you mean that a noblima-disguised-as-a-squirrel could have children by a noblima-disguised-as-a-squirrel but not with a noblima-disguised-as-a-wolf, for instance? And that the offspring would 'look like' a noblima (although that's something of a moot thing to say until we know quite how they are born)?] Examples being human and noblima could lead to something like say hercules or a minotaur. Something like a wolf and Noblima could lead to say a werewolf or something more akin to cerberus. [Would those Herculean people/minotaurs/werewolf/Cerberi be capable of turning into any other form - since they're noblima?]

I think I might have mentioned dryads a bit too much, they are probably one of my favourite mythological creatures and I am definitely taking some influences from them. I don't think I want to use the themes that dryads carry, I would say they are more creatures to be feared or worshipped than pitied if that makes sense. Though I will say what you brought up was very interesting. **[Fair enough, I'll hold off on the dryad themes. Glad it was interesting, though!]**

New thoughts on the topic - idea of a sort of reproductive instinct, once their root gets to a certain or maybe due to some secondary condition is met **[All right! So riffing on that, what if a piece of root gets detached (like I said above), or if two sets of roots meet and intertwine, or if fungi connect two sets of roots (fungi do all sorts of clever stuff for forests, including helping trees to communicate, send nutrients to one another, or fight).]**

Shape-shifting

Noblima have a limited shape-shifting ability that allows them to present themselves in either of two forms: in one, they **[you said "they have a pure form being what they would look like normally" - does that mean they look like a humanoid made of plants, or like a tree, or something else?]**, which is called their "pure form". The other is their "social form"; this is where they shift into a convincing parody of the most common creature that lives in their patch of land.

[Since you talk about noblima taking the shape of humans quite often, would I be right in thinking that a noblima may choose their patch of land on the basis that the most common animal there is humans?] Yea I am going for a sort of standard fantasy setting so humanity would be pretty widespread.

Example 3

[To be worked on]

Intelligence

Noblima are capable of self-recognition, make and use tools, and can learn, understand, and speak multiple languages.

They don't tend to cooperate with one another, but it is rare for them to be outright hostile to one another. Most of the time they will only cooperate if each individual has something to gain, or if the cooperative individual happens to be in an altruistic mood. However, they much prefer the company of other species.

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Medical Conditions

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Geographical Distribution

Noblina can survive in tiny spaces such as terrariums or potted plants, but some prefer to claim a much wider area such as a whole forest or desert.

[How much space does a noblima need, to live in? Could one survive in a terrarium, for instance, or do they need entire forests, deserts, etc.?] It can vary widely it might be due to how arrogant one is or ambitious. For example another work shopping idea is one who's root is a potted plant they carry around - they are seen as a bit crazy but also there is a bit of respect there. [If noblima did come from women seeking shelter then there'd be a certain subtext in them rooting themselves in something human-made like a potted plant or terrarium. As sheltered women are usually looking for freedom among other things, the idea of a noblima binding themselves to something so small and controlled suggests they've got something psychological to work through - not unusual for abused people, of course. I'm not quite sure what the 'respect' that you mentioned would be based on?]

So the respect thing would be something like respect among their species or I guess you could say "lesser beings" though only a few would probably think that way.

[It looks like we're moving away from the sheltered women theme, so let's have another look at this. It does seem strange that noblima, a natural (demi?) god-like force, would choose to put itself into a pot. However, it sounds like they feel ambivalent about getting social contact - they have enough of a community that they're not completely isolated from one another but they clearly don't like each other all that much. Some use humans' adoration or worship of them, apparently to enjoy being among humans, and some guide the humans' perception of them. It seems to me like it would make sense for some noblima to live in pots, although they probably wouldn't be overt about why they chose to do it:

- To be safely indoors in a completely disconnected bit of soil, where no other noblima can harm them
- As a way to keep one's offspring safe until they're big enough to fend for themselves. And people wonder why some folk love their houseplants so much...

- As a way to seal away a competitor and make sure they can't escape. How many noblima might be out there, stuck in bonsai dishes, unable to get their roots back into the global supply of soil? How infuriating for them!
- As a way to be around humans even more so than if they were out in the wilds, and therefore get really good at manipulating humans
- To get special attention if they're badly injured, to be healed by someone tending personally to them

So in short, living in a pot could mean you're trapped, which you won't want your enemies to know about, or that you have plans to make yourself stronger, which you also won't want your enemies to know about. No wonder some noblima think that living in a pot's crazy - why limit yourself to a pot when there's a whole, wide world to live in?]

Settlements

The occasional noblima settle in towns built by other species, where they are revered, while most deliberately choose remote areas where they will not be disturbed, and where they live a solitary life.

Relationship with Humans

Humans have a tendency to shape their environments or exploit them - by chopping down trees, building dams, and so on. The noblima in general do not like this, as they prefer nature (and by extension themselves) to be allowed to grow and develop naturally.

Some parts of the world are believed by humans to be cursed, but in truth these are areas inhabited by angry noblima who are being hostile.

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Position in Ecosystem

Noblina could easily be described as a dominant species, although as they are incorporeal and don't require food to survive, the concept of a dominant species may be redundant for them.

[Can a noblima inhabit more than just one tree - can they leap from one to the next? Also, as you mentioned them potentially being able to live in potted plants small enough to carry around, I'm guessing they can survive in plants smaller than trees - cacti, tropical flowers, orchids, that sort of thing?]

How I see it working it's more of a tie to the area though it could potentially be condensed to say a single plant or body of water

[See, I'm wondering again whether fungi might be a solution here. They can be huge and spread through a larger amount of space. But also, a single body of water could make things interesting. If a noblima can contain itself to a single body of water, what happens if an animal comes along and drinks some? What happens with rivers, where they're part of an endlessly refreshing cycle of water and not the same actual water molecules? Is it 'easier' to be a lake than a river? Perhaps living in just a single plant is easier if you're a smaller noblima, or were injured recently, or want to leverage a human's attention, or perhaps even be 'in one place' enough to interact with another noblima?]

Humans

Humans are another dominant species on this planet, and one that the noblima interact with to varying degrees depending on the individual. Humans are not capable of performing magic.

Technology

[Introduction needed.]

Technological Age

The noblima could be described as being in their iron age. However, it is closer to the truth to say that they live in a world where the humans have entered *their* iron age, and the noblima are capable of using the same tools. One noblima is a god of craft and chose to specialize in the use of iron tools. **[As iron is a very common metal, I can see a noblima making the connection that it's worth taking notice that humans have taken the earth's most common metal and purified it for use. One might say there's something sacred in the idea - or perhaps sacrilegious? If the latter then a crafting god, especially an iron-crafting god, may be an interesting character.]**

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Agriculture

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Language

Between themselves, noblima use telepathy. Between themselves and other species however, they learn and use the language of the non-noblma creature.

Naming Conventions

[You said you are looking for naming conventions for the noblima, so I'm looking for more information about that. Since they are telepathic between themselves, I'm guessing they probably don't use words so much as share thoughts and feelings in their unverbaised form (e.g., one may tend a forest and be happy to have such biodiversity to work with, so perhaps would give the impression "forest joy", the feeling of which would become their name. Another might tend a mountain and be worshipped by mountain-folk, who it may worry about as life on a mountain can be tenuous, so perhaps it gives others the impression "altitude of worry". Could something like that be their 'true' name? I'll guess that the people whose towns they inhabit would come up with their own names for their noblima, so that may be another matter. What do you think?] **It's an interesting idea. I am just not sure if it's right for what I am going for. I was not sure where to put this note but I guess this is the best spot. How I got the name nobliema was I believe I put the phrase sprung from earth into Latin and just squashed it together (that was back from a previous reboot of the project most of that is gone except this name to proud of it too just let it go) [Fair enough! I don't think there's much more I can suggest here until I know more about where the noblima are at culturally - which I've asked about elsewhere. So I'll keep this note here until either you or I come up with more inspiration for naming conventions.]**

Example 2

[To be worked on]

Example 3

[To be worked on]

Energy Usage

[Introduction needed.]

Example 1
[To be worked on]

Example 2
[To be worked on]

Example 3
[To be worked on]

The Sciences

As noblima are not prone to sharing information with one another, they tend to accumulate knowledge individually. **[When we're clearer on how noblima reproduce I'll ask whether they're more generous to their own offspring.]**

Biology

Noblisma tend to take an interest in one or two species that live on their lands, including the creature they represent in their social form. Beyond this, their understanding of biology remains rudimentary.

Metalwork

[Since they're iron age, where do they learn iron smelting from?] **this is a bit tricky either it would have been similar to how they learn a language as it is something known by a local and it is learned through a sort of osmosis or the slightly more boring answer would be that one found it interesting and approached a human to learn how. [Since plants don't tend to respond well to too much direct heat, I bet it was easier for the noblisma to shift into its social form to actually practice. Or even hang around near a foundry for long enough to learn metalworking. I can imagine a blacksmith being quite charmed to have a deer come and visit him most days to watch while he works! Is that the kind of thing you had in mind?]**

Example 3
[To be worked on]

Sanitation

[Introduction needed.]

Example 1
[To be worked on]

Example 2
[To be worked on]

Example 3
[To be worked on]

Industry

[Introduction needed.]

Example 1
[To be worked on]

Example 2
[To be worked on]

Example 3
[To be worked on]

History

[Depending on how you decide to go ahead with their reproductive method, you could end up with some fantastic lore here, like the stories about the Greek gods and all the dramas that involved!] **That's why I am here. I thought the concept had a lot of potential just wasn't sure how to get the potential out of it. [Then I look forward to exploring that with you! It looks like we're on the cusp of working out how their reproduction works, and when we've got that I'll make some suggestions here.]**

Evolution / Genesis

[Note to self: we need to work out a reproductive basis that the noblima follow so we know where they come from. As they're spirits, it doesn't particularly look like they reproduce sexually. Most of the gods and spirits of Earth's cultures (e.g., Anubis, Poseidon, Athena, etc.) are described as having been born of a mother and father. A few have alternative stories. Kronos/Chronos is an example: he was the son of Heaven and Earth. Other gods are considered to have always existed (e.g., the Christian god).

I suspect, as the gods of, say, Roman or Greek legend, didn't seem to reproduce very often, they just didn't breed very often, or their children were often cursed to become something that wasn't recognised as a celestial being any more (e.g., Charybdis, who became a six-headed serpent and then a whirlpool; Ariadne who was turned into a spider). Could that be where the population control of noblima comes in, to stop numbers getting too high?

Also, those gods never seemed to age, so there is less imperative for them to breed. Their children may also not have actually been the result of sexual activity so much as a metaphorical union where a new being was made, that made storytelling sense (e.g., Kronos (the sky) and Gaia (Earth) had three children: Zeus (the sky), Hades (the underworld), and Poseidon (the sea). All together that makes a nice, tidy creation myth.)]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Timeline

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Changes in Standards of Living

Among the noblimes, status is assessed by how much land the individual has, and how powerful they are.

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Disasters

[Introduction needed.]

Example 1

[To be worked on]

Example 2
[To be worked on]

Example 3
[To be worked on]

Discoveries

[Introduction needed.]

Example 1
[To be worked on]

Example 2
[To be worked on]

Example 3
[To be worked on]

Inventions

[Introduction needed.]

Example 1
[To be worked on]

Example 2
[To be worked on]

Example 3
[To be worked on]

Nations Founded

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Social Movements

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Trade Routes

Noblisma do not make, or participate in, trade routes.

Wars and Alliances

From time to time, noblisma will fight. This is invariably over land. [This also offers a chance to address their reproduction. If two fight over a piece of land and the fight's extreme enough, could one noblisma be broken into pieces and form a number of 'sons'? Or could a portion of a noblisma be separated, like a limb being cut? If so, the sons or 'newly carved' noblisma may end up seeking a life somewhere else. There are many microclimates around on Earth so I bet the noblismas' world would have the same. A small noblisma would surely be happy to have a small patch of land with its own, very unique, delicate, ecosystem. At least, perhaps? How does all this sound to you?] This idea I do enjoy conceptually, a lot to think of would it just split the root as well or would they need to go and create their own off. That also leads to an issue I have also been

thinking of which is how one survives without a root, would they have a time limit depending on magic power left or would it just make them mortal. Overall I do like it, it has the classic myth vibe I am looking for. It makes me think of the origin of Aphrodite if you are familiar with that (cliff notes the combination of chronos castrated penis and sea foam and she sprung from it,) **[That does sound like a good idea! The nature of a fight between two gods or noblima or nymphs would depend on their nature, which would have an impact on the nature of their offspring. Shall we look at some possible noblima to figure out what they would be the gods/goddesses of so we can work out what sorts of offspring certain pairings would produce? That could be a helpful exercise in seeing how the noblima behave as 'working models'.]**

Yes I had a few ideas I was throwing about so seeing how they would work or if it would make sense would be a good starting point. As they are meant to be the spirits and gods of the world then having some working models might help narrow down what I am trying to achieve.

[Okay, here are a few thoughts:

Parent Noblima

- 1. Desert noblima whose land spreads out over a wide space. Pure form: cactus. Social form: oryx.**
- 2. Wetland noblima who has little choice but to inhabit a large area because they primarily live in the water. Pure form: tall grass that has roots over a large area. Social form: water vole.**
- 3. Arctic noblima. Pure form: watermelon snow. Social form: arctic hare.**
- 4. Mediterranean noblima who lives on a hillside and tends to get debris falling down from the mountain-sides above, or carried along by travelling ungulates. Pure form: basil. Social form: goat**
- 5. Tropical island noblima. Pure form: palm tree. Social form: green lizard. Hasn't interacted with any other noblima for thousands of years, although hints of others have come along in floating seeds.**
- 6. Meadow noblima. Pure form: buttercup. Social form: field mouse. Is hemmed in on all sides by other noblima and doesn't like it.**
- 7. Salt marsh noblima. Pure form: marshland tree. Social form: cappuccin monkey. They're very fastidious about not living in the water itself as the tides can make staying out of other noblimas' way difficult.**
- 8. Coniferous noblima. Lives in a narrow band near the tree line and tends to be under attack along a lot of their border by other noblima. Pure form: pine tree. Social form: red squirrel.**

Am I getting these guys right, so far? Are these descriptions how you imagined them? If so I can go into more detail and see how they'd interact. Also: are noblima all male, all female, a mix, or hermaphroditic as a lot of plants are?]

Only two things matter enough to noblima to prompt them to fight or otherwise become protective: one is their land, and the other is the living creatures, sentients, included, who live on their land.

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Culture

Given the noblimas' incorporeal nature and isolationist approach to one another, 'culture' can vary strongly depending on the individual, with the amount of space an individual takes as their territory playing a central role.

Status is another important aspect of noblima life, as it is possible for any given one to live incognito so that no human can detect their presence, to build themselves up as gods and goddesses, or anywhere in between.

Influencing the Land

Noblisma are capable of making changes to the land on which they live. One individual likes to style herself as a sun goddess, and she makes the rivers in her lair glow gold. Another who takes an interest in crafting, increases the quantity of iron ore in their lair **[by drawing it up from further down beneath the ground, perhaps? If that's how they do it then I'll guess the sun goddess does something similar, as river water can carry gold. Either that or she uses something that's light in water to reflect gold, like gold leaf in a bottle of spirits.] I think it could probably be like some sort of algae, some sort of Bioluminescence for the river of gold - I didn't really think it through at the time it was just "magic" [Magic could be the answer. As magic can be whatever you want it to be, and if you want to think about the visuals of energy sources, electricity can look impressive under the right circumstances - see lightning, static, etc.]**

Food

Noblisma don't need to eat as they draw the nutrients they need from the land they connect to, but they enjoy eating for pleasure and will also do so as a social ritual, such as courtesy to hosts who offer them food. Given how their bodies work, they cannot starve in the same way as a corporeal creature can, neither can they gain weight.

On that note, noblima who are more inclined to communicate with their humans and like to indulge in eating, will communicate that they appreciate offerings of food.

This is exactly what I was thinking, when it comes to tributes some would prefer food where others would be more inclined towards riches like fine clothes or gold and jewels. [Gold and jewels raise an interesting issue here, as both require mining to get in any decent amount (well, perhaps not gold so much, but definitely jewels). Mining is notoriously bad for the environment so do noblima feel ambivalent about their world being damaged for the sake of gold and jewels, do they ignore the issue because it's just easier to do that, does it not occur to them at all, or are they totally on board with some *other* noblima's land being damaged, so long as it isn't theirs?]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Art

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Religion and Spirituality

Noblisma are the gods of their world, so any religions and spiritual beliefs are founded on them. This has a number of practical upshots, and this situation plays out differently depending on where an explorer cares to look. One village may worship a local god who keeps them safe, unaware that the priest is the very god they are worshipping.

Elsewhere, a noblima may live among the humans - in one example the noblima pretends to be a drunkard and enjoys getting up to various antics.

I was very much going for the idea of them being a number of local gods with a few taking the roles of widely worshiped gods. I do want them to be very different in their approach to being worshiped, some might not engage in it and maybe still be worshiped but otherwise exactly as you described. **[Awesome! Let's firm up some noblima as I did above, and once we've done that we can look at which ones might be keen gods!]**

Example 1
[To be worked on]

Example 2
[To be worked on]

Example 3
[To be worked on]

Slavery

[Introduction needed.]

Example 1
[To be worked on]

Example 2
[To be worked on]

Example 3
[To be worked on]

Clothing

[Introduction needed.]

Example 1
[To be worked on]

Example 2
[To be worked on]

Example 3
[To be worked on]

Magic

Noblina are shaped by magic, and use magic to protect their land, creatures, and people.

Magic mainly revolves around the noblima and their roots. The planet on which they live has a “magical energy background” that humans cannot access, but that noblima can. They absorb this magic through their roots, and this allows the noblima to protect their land, and the creatures and humans that live on that land.

In addition to this, magic means power, and power earns noblima respect among their own kind.

Example 1
[To be worked on]

Example 2
[To be worked on]

Example 3
[To be worked on]

Special Events

[Introduction needed.]

Example 1
[To be worked on]

Example 2
[To be worked on]

Example 3
[To be worked on]

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

[Introduction needed.]

Example 1
[To be worked on]

Example 2
[To be worked on]

Example 3
[To be worked on]

Sexuality and Romance

[Introduction needed.]

Example 1
[To be worked on]

Example 2
[To be worked on]

Example 3
[To be worked on]

Child-Rearing

[Introduction needed.]

Example 1
[To be worked on]

Example 2
[To be worked on]

Example 3
[To be worked on]

Politics

[Introduction Needed]

Government / Leadership Style(s)

Noblisma who live in areas populated by sentients are the gods of those communities. In effect they directly influence either the community's corporeal tribal leader, or the spiritual leader of the group.

Not sure if this one fits here but there was an idea I was knocking around that I didn't mention. The council of 7 would be one nation like area that has 7 noblisma leading it, maybe a shadow government or a more public leadership they work together in an alliance for mutual benefit. As I said that it's rare for public large scale cooperation that wording was a bit specific so that this idea and for it to be more odd. **[I'd like to hold onto this comment until I know more about how the noblisma came to be.]**

Example 1
[To be worked on]

Example 2
[To be worked on]

Example 3
[To be worked on]

Utopian / Dystopian Qualities

This world is neither utopian, nor dystopian.

Moral Tone

[Introduction needed.]

Example 1
[To be worked on]

Example 2
[To be worked on]

Example 3
[To be worked on]

Military and Law

[Introduction needed.]

Example 1
[To be worked on]

Example 2
[To be worked on]

Example 3
[To be worked on]

Economy

[Introduction Needed]

Finance

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Business

[Introduction needed.]

Human-Orientated Land

Noblina who are more inclined towards humans can tailor their land to be more attractive to humans. This may include encouraging rivers and lakes, and non-dangerous prey such as rabbits and fish, or fighting for land that contains caves or good building wood, or is in a sheltered position.

While this isn't strictly speaking "business", the principle of responding to demand by creating a supply holds true.

Example 2

[To be worked on]

Example 3

[To be worked on]

Education

Noblima do not educate one another, so every noblima in existence is left to learn by itself. This leads to them becoming fairly unique in their approaches to leadership, entitlement to land, management of their native ecosystem, attitudes towards other noblima, and other aspects of life.

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Healthcare and Medicine

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Shelter

[Introduction needed.]

Example 1
[To be worked on]

Example 2
[To be worked on]

Example 3
[To be worked on]

Travel / Transport

[Introduction needed.]

Example 1
[To be worked on]

Example 2
[To be worked on]

Example 3
[To be worked on]

Credits

Noblina is © shieldwolf [I usually include a link when I write a person's name, as I've done here, to one of their social media accounts. Which of yours, if any, would you like me to link to? You are welcome to have more than one link here.]

Artwork by [Artist whose work we use to make a circle icon] and provided with their kind permission

Wording by [The Character Consultancy](#)



Want to upgrade to an Infographic or video, or expand your setting into a worldbuilding project? Email me on hello@thecharacterconsultancy.co.uk and I will be happy to help you!

~Hayley, The Character Consultancy