

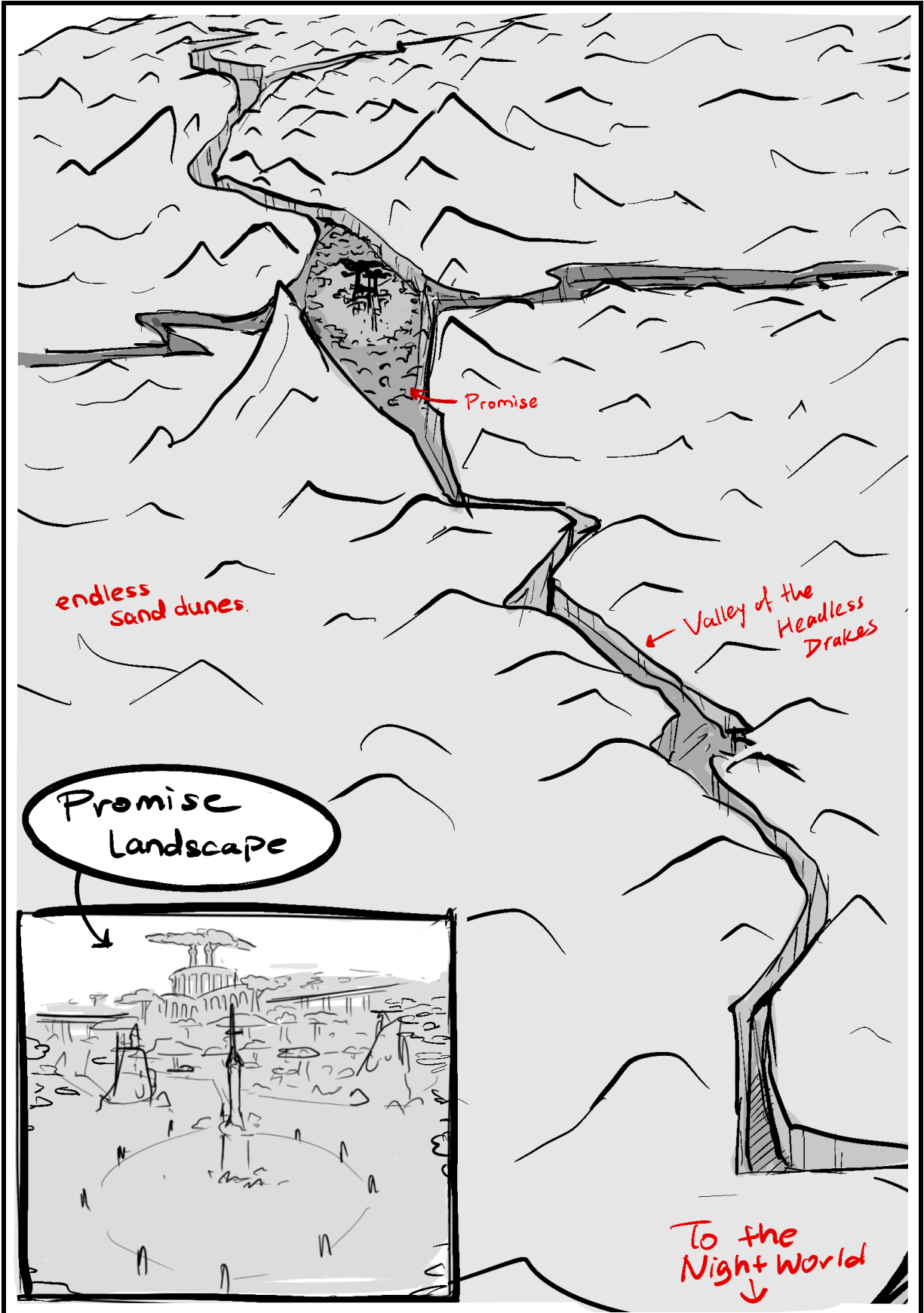
A World-building Guide to Solazica, the World of Promise

Written and illustrated by Eboy

Table of Contents:

1. [Meet the Subspecies](#)
2. [The Aura Spade vs the Aura Diamond](#)
3. [The aura's number one rule](#)
4. [The fire aura - A closer look](#)
5. [The electricity aura - A closer look](#)
6. [The plant aura - A closer look](#)
7. [The arcana aura - the history of the stigmatized](#)
8. [The design concept of Promise's subspecies](#)
9. [Drakes vs dams](#)
10. [Subspecies mixing, aura, and family unions](#)
11. [Repcivilian vs Reptilian](#)
12. [Food source of Promiseers](#)
13. [The Promise Landmarks](#)
14. [The calendar system and the astronomical relations](#)
15. [The World of Promise - Solazica](#)
16. [Valley of the Headless Drakes](#)

Map of the Light World see below.



1. Meet the Subspecies

Introduction:

Promise is located in the Diamond Basin, on the Planet of Solazica. Solazica is tidally locked to its nearest star, and is inhabited only by cold-blooded species, such as fish and reptiles. Most of Solazica's surface is inhospitable, which makes the comfortable living conditions and the diversity of life forms in the Diamond Basin stand out.

Since the story focuses on the dragon (Draconicae) species, we will be talking about it in detail first.

Draconicae is the scientific term for dragons. However, there are subspecies of dragons in the Land of Promise lore, each species is in control of a single natural element (aura), with one exception.

There are seven subspecies that co-exist in the Land of Promise universe, each possessing an aura that originates from nature. The dragons possessing the aura will be immune to any natural effects of that aura.

Element in control	Subspecies name	Immunity	Abilities
Fire breather	Igniticae (<i>Ig-ni-ti-key</i>) Fire dragons	Burns from fire	Burn/melt things, light signaling, hypnosis protection against reptilians (an ability of the highest grade fire).
Plant grower	Plantahepticae (<i>Plan-ta-hep-ti-key</i>) Plant dragons	Plant poison	Grow plants at a faster rate than nature does, generate food sources, and control vines to perform any activities at will.
Water summoner	Aqualaticaе (<i>A-qua-la-ti-key</i>)	Drowning (can breathe in water)	Materialize water through vapor, change water's physical state at will, ice shield defense,

	Water dragons		sped up physical weathering with water and ice.
Electricity zapper	Electramorphicae (<i>E-lec-tra-mor-phi-key</i>) Electric dragons	Electrocution	Create low-grade fire to ignitable objects, electrocute threats and prey, source of electricity.
Rock harnessor	Geodionecae (<i>Geo-di-o-ne-key</i>) Rock dragons	N/A	Speed up rock metamorphism process, extract earthly elements and use them to their advantage, stone shield defense, and generate lava from rocks, etc...
Light radiator	Luxioricae (<i>Luck-zi-o-ri-key</i>) Light dragons	Radiation from extraterrestrials	Light signaling, solar power, blinding threats and prey with reflective wings under sunny conditions, can produce small amounts of light.
Wind witherer	Ventidicae (<i>Ven-ti-di-key</i>) Wind dragons	Sickness caused by changes in temperature, humidity, and pressure, very common around the area.	Control the wind flow and the direction of tornadoes and hurricanes, sped up weathering with wind.

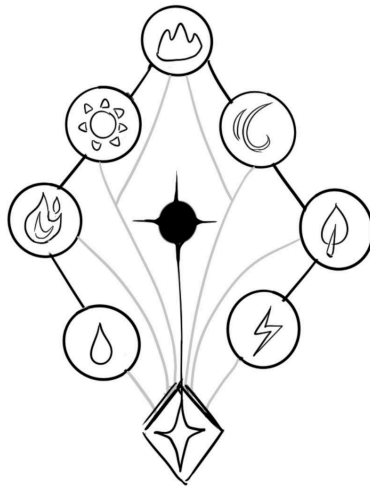
There was an *eighth* subspecies in the history of Promise, but, to the knowledge of the city, no known possessors of this eighth aura still exist in the world of Promise. Here's the eighth aura:

Arcana wielder	Arcanae (<i>Ar-cae-ne</i>) Arcana dragons	All of the above immunities	All of the above abilities
----------------	--	-----------------------------	----------------------------

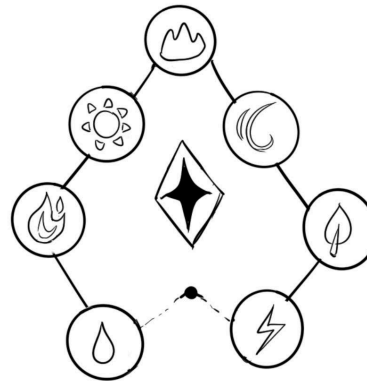
Commonalities between all subspecies:

- ❖ All enjoy a swim in lava, which is cooler compared to fire and magma.
- ❖ Prizes combat skills above all other qualities, a well-rounded individual always gets more praise though.
- ❖ Train dragonlings in harsh physical combats before they can harness auras. Everyone can fight from a young age, it's a matter of who can fight better and smarter.
- ❖ Because of a priority on physical strength, violence on the streets is common. When troops are called to extinguish violence, they do so with more violence, some laws are rarely followed.
- ❖ Pure intellect is ridiculed. Resulting in a lack of understanding of auras and their impacts among the citizens. Everyone just does what the council tells them to.
- ❖ A male dragon is called a *drake*, and a female dragon is called a *dam*.

2. The Auragram Diamond vs the Auragram Spade



The Auragram Diamond



The Auragram Spade

The figures above are called **Auragrams**. Their purpose is to illustrate how well different auras complement each other.

- ❖ Auras adjacent to each other are diminishing auras. They are redundant of each other, or diminish the ability of the other. (E.g. *Fire and Light are redundancies of each other due to both being bright.*)
- ❖ Auras on the same horizontal level as the other are complementary auras, where the usage of one enhances the **destructive** power of the other greatly. (E.g. *Fire and Plant complement each other, as plant gives fire a medium to burn through, allowing it to spread further.*)
- ❖ The rock-harnessing aura is the only one out of the seven auras with no complementary auras, because it is the most versatile aura, allowing it to control earthly elements along with rock metamorphism. One downside to this aura is that it doesn't have an immunity.

The **grey** lines in the auragram *Diamond* indicate a connection to the arcana aura. Arcana is the most powerful aura of all.

The difference between the auragram *Diamond* and *Spade* is that the latter is far more recent. The auragram *Diamond* was used as a symbol of the Diamond Basin for its founding group, the

Arcanae civilization. Meanwhile, after an incident that caused the disappearance of most of its founding members, the symbol is replaced by auragram Spade.

It can be inferred that all seven auras are initially connected to the aura of Arcana, as Arcana was the initial aura that branched off into individual auras through the pathway of evolution, over tens of thousands of years.

In auragram *Spade*, the arcana aura is still visible, yet it's locked in the middle, disconnected from all other aura types. The spark is now black, instead of white, as shown in auragram *Diamond*.

Fun fact: Auras are in tune with one's emotions, if one feels emotion at an extreme level, their aura may burst out from time to time. This is referred to as a **mood outlet**. The case for arcanae is more complex, and more stigmatized in comparison. Information on this topic in [*Arcanae - the vanished eighth aura*](#).

3. The auras' number one rule

Aura is the ability to recreate and speed-up natural processes by dragons. Despite the concept of replicating these processes may seem unnatural, the fact that all of the auras involve harnessing natural elements is what makes the auras “nature-centric”.

The number one rule of this power system is that all auras originate from nature, and are used to the advantage of the dragon kind, these powers should be used in an orderly fashion, that won't cause damage to the world the reptilians and repcivilians are living in.

Dragons in the Diamond Basin have evolved to be able to harness only **one** aura. This evolutionary tendency diminishes the *possibility of exceptions* to the number one rule, and it is for the sake of keeping nature in a cycle of negative feedback; specifically, a state of equilibrium. Due to the damages the Solazic landscape previously endured, this is nature's own way of restoring itself, despite never being able to go back to its previous resilience.

The aura ceiling:

For the same reason, a ceiling is placed on the quantity of aura one may use at a time. This ceiling is to help prevent one from over-harnessing their powers, creating perturbations in nature. The quantity of usable aura at a time increases as the dragon ages, but there will always be a ceiling. When dragons reach the aura ceiling and need resting, they'll refer to themselves as “*out of juice.*”

It is also important to know, that when a natural element is conjured, no new matter is created. They're simply taken from elsewhere.

Therefore, even aura users need to follow the natural cycles.

From the experience of a Promiseer, it is indoctrinated from a young age that anything deviating from the number one rule is unstable, and thus, abominable.

So, why is that?

The Promise society operates under a ruling system where conformity and predictability prevail. The leaders have always been firm believers of *predictability = smooth operation*. This leads to their desire to abolish any instances of unpredictability, in both society and nature.

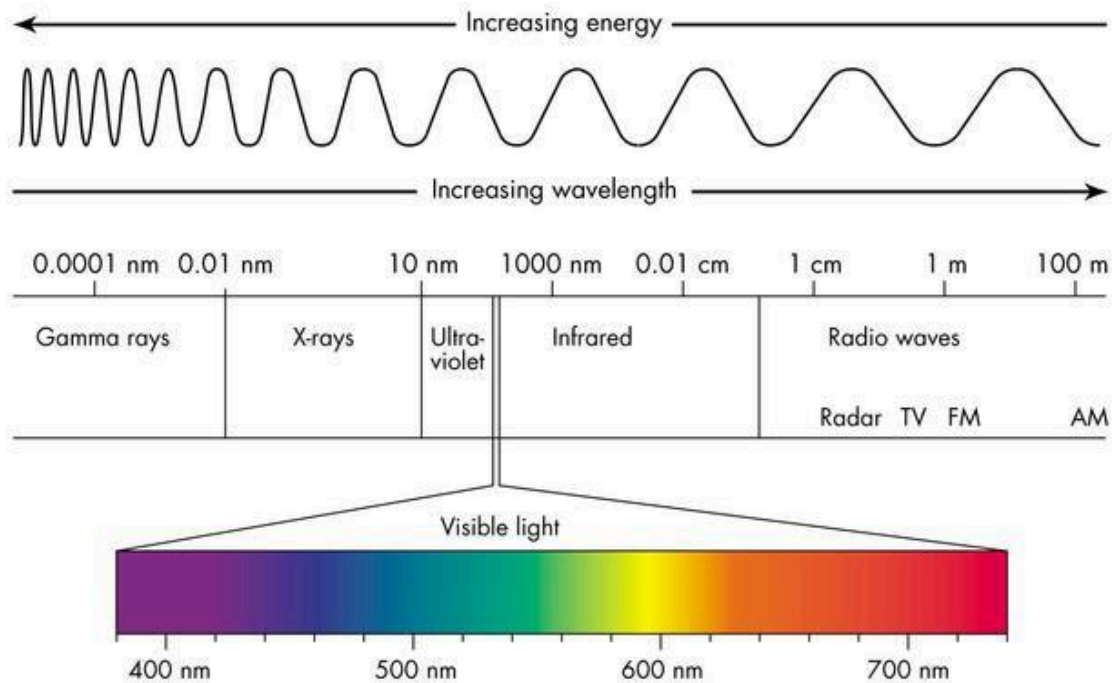
4. Igniticae - A closer look

The fire aura is one of the more straightforward auras to explain. It functions similarly to that of flint and steel, where a spark is created to ignite the fuel under an oxygenated environment.

In different igniticae families' genetics, there is a specific code that determines the fire color of individuals. If a dragonling is born to two igniticae of different fire colors, the color of their fire is determined by chance, and can only be inherited.

The red-to-purple ratio:

The rarity of flame colors is determined by the amount of energy the flame produces. The higher the energy the wave produces, the rarer the flame color is. This puts red and orange as the most common flame colors, and purple as the rarest. This is due to the visible light spectrum, which decreases in wavelength as the spectrum shifts towards purple. A decrease in wavelength indicates an increase in energy.



Nature cannot afford to produce as many high-energy flame sources as low-energy flame sources.

Given the same amount of energy, a higher quantity of red photons can be produced than purple photons, proving that the further we go along the visible light spectrum, the more energy-consuming it is to generate the photons.

In the scenario of Promise, the red-to-purple ratio is amplified drastically, however.

The purple flame is a genetic condition of about 1 in 10000 individuals, making it the rarest variation of any ability apart from **arcana**.

Meanwhile, the red flame is the most common, and is possessed by over 40 percent of the fire breathers in Promise.



The **purple fire** has a **special, hidden property** to it in addition to its rarity.

It attracts a type of big reptilian called *Helicorprill*. This is because this species is especially sensitive to the frequency of light produced by the purple flame.

Helicorprill poses a threat to the city of Promise. However, trace amounts of purple flames can be used to hypnotize the Helicorprill.

Fuel for ignition

Finally, Igniticae don't produce fire within their interiors, instead, they have gas glands that release specific gases. These glands are known as "**pumps**", and are distributed all over their bodies, and the gases are what determine the flame colors.

This means that this subspecies produces a whole range of colorless, odorless gases with different properties. Through the flint-and-steel mechanism, the spark ignites the gas they release from the glands, and this is where the fire comes from.

Pumps can be found on the top of an igniticae's head, along the neck, and in their jaws. They can also be found in the claws of these dragons.

The most interesting feature of igniticae is their *outlet*, where they light the frills on top of their head and neck on fire completely. This is because their frills are permeable, yet fireproof. As flammable gas releases from the pumps in the top of their head and neck, they'll permeate through the frills. Through using a small flame source, igniticae can light themselves on fire. However, during occasions when this subspecies feels extreme emotions, the gas bursts into flames itself without the help of an initial spark.

Note: This subspecies is immune to all fire.

For more detailed information, check out this post.

[Igniticae biology information](#)

5. Electramorphicae - A closer look

The Electramorphicae is a subspecies that rely on specialized cells in the body called “**electrocytes**” to produce electricity. These are disk-like cells that stack on top of each other, working in unison to generate high-voltage electricity for the subspecies. **This subspecies is responsible for powering certain parts of Promise**, such as the clock tower in the Clover fields.

This dragon subspecies is also very sensitive towards the surrounding electric fields, meaning that it is competent in detecting electricity-producing sources. They have a body part especially built for detecting electricity called the “**bulb**”, which in itself isn’t luminous, but is highly sensitive to surrounding electric fields.

Electricity has no color, and certain forms of electricity the Electramorphica subspecies produces is invisible. But, under certain circumstances, electricity can reflect a yellowish color.

Electramorphicae can emit electricity through only channeling. There must be a medium for electricity to flow through, which is why sometimes, an electramorphica resorts to a variety of materials or tools to boost their abilities.

Electramorphicae have long spines on their necks. These spikes are capable of producing electricity sufficient for powering small electronic appliances. **Metallic clips** and **wires** are the most common tools used for this purpose.

Electramorphicae themselves are immune to electricity shocks of any form. This is because their scales are made of an insulating material, Paramagel.

How do electrocytes work?

The function of electrocytes is similar to that of batteries.

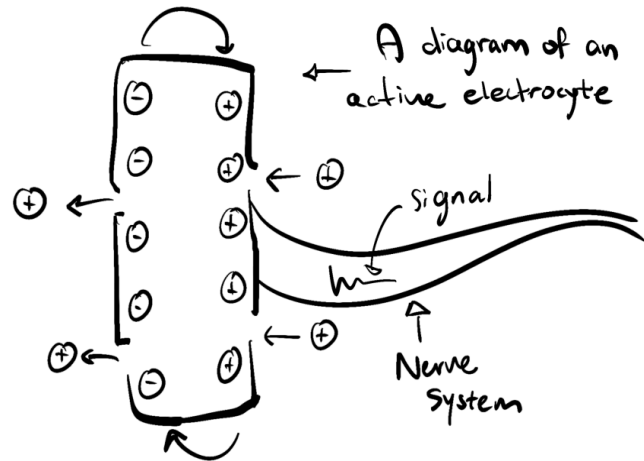
During the resting state of the electrocytes, these cells maintain a generally negative charge throughout, as they pump positively charged particles out.

These cells are connected to the nervous systems of the subspecies on one side. As an electramorphicae sends nervous signals to the electrocytes, these electrocytes will continue to

send positively charged particles through their cell membranes on the other side. The only difference this time is the constant input of positively charged particles on the side of the cell connected to the nervous system.

Eventually, this causes a difference in potential energy between the two sides of the cell, with one side being positively charged, while the other side is negatively charged.

This generates a dipole resembling that of a battery. As these cells are stacked up on one another, this allows for plenty of electricity to be generated.



For more detailed information, check out this post.

[Electromorphica biology information](#)

6. Plantahepticae - A closer look

Food growing systems

The food growers of the city, can grow vegetables at a fast speed, but due to restrictions placed on land use for environmental concerns, along with the restrictions of the aura ceiling, there are specific locations allocated to each area in the city for growing food.

A plant grower needs adequate environments, such as enough nutrients, sunlight, and water, to grow food as well, this means working together with Aqualaticae, Geodionicae, and Luxioricae in the process. In Promise, food growing is a highly specialized process, as there's a short timeframe in each growing season, so it requires all plant growers to work in tandem.

7. Arcanae - the vanished eighth aura

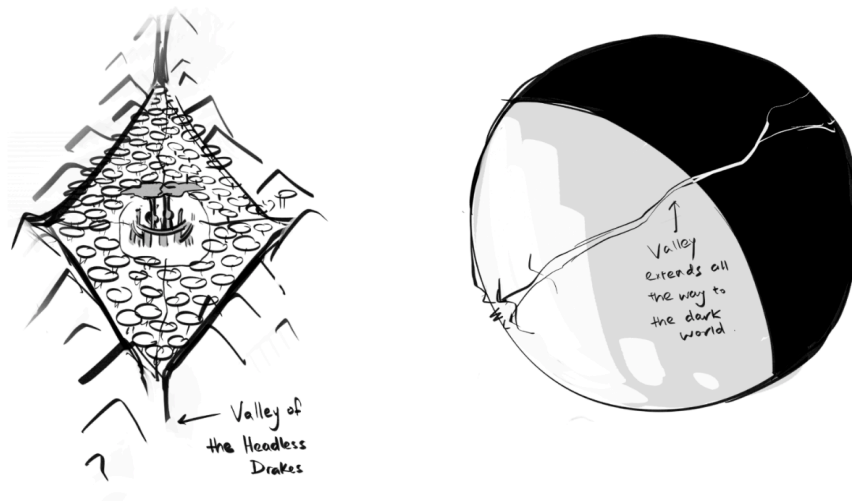
Ties with the Diamond Basin - the meteor

The arcana aura is the most mysterious and powerful aura. The aura is intricately tied to the basin of Promise - Diamond Basin, along with the Valley of the Headless Drakes, the valley that leads out of Promise into the Night World.

The Promise basin is shaped like a diamond, and was formed during the formation of Solazica, where a large meteor strikes a surface of the planet. After millions of years, the impact crater becomes a basin due to its large size.

The strange, extraterrestrial properties brought by the meteor is the introduction of the arcana aura, which means this aura is the first to appear, leading to the evolution and specialization of other aura over many years.

Because arcana is tied to the landscape of the Diamond Basin, the aura can control any natural element on the planet of Solazica.

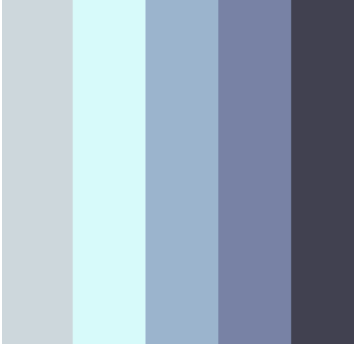
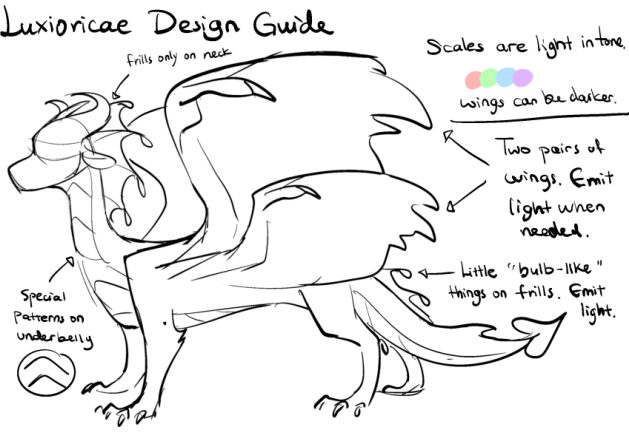
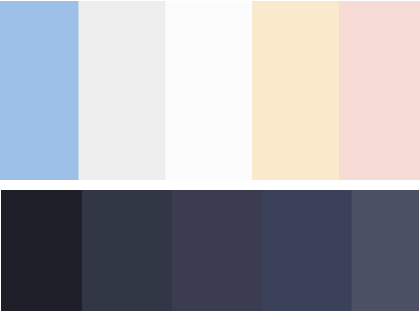
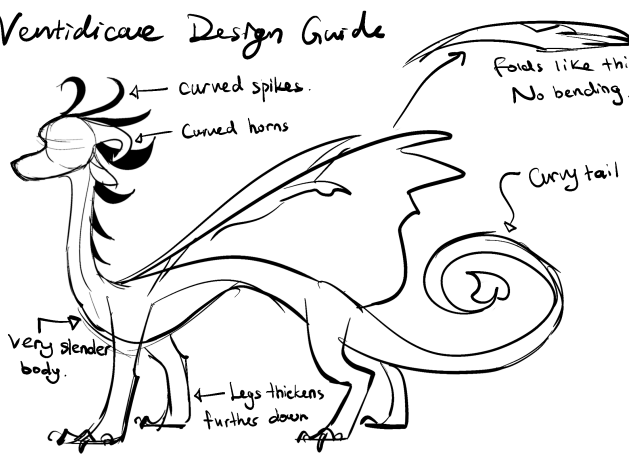
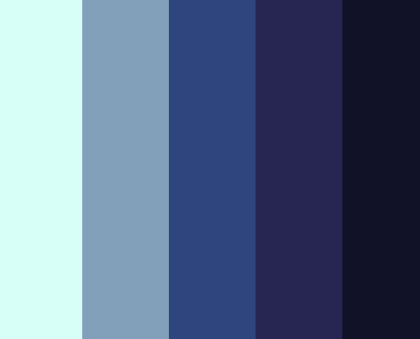


Emotions and arcana - mood outlet

Arcana wielders are especially in tune with nature. A different aura can represent a mood they feel at extremity, when the arcanae is consumed by that emotion, the representing aura may burst out from time to time.

8. Design concept of Promise's dragon subspecies

Subspecies	Design (click image for better view)	Scales coloration
Igniticae (Fire breather)	Igniticae Design Guide Frills are flexible and soft. Dark colored! CAN be lit on fire Generally curvy horns !! Dark colored !! Bump on nose round ears shape Fingers* of claws darker in tone compared to the main scales color. Overall warm-colored scales Fire colors: Most common: Red, Orange, Yellow, Green, Cyan, Blue, Purple (Least common)	Generally warm colors leaning towards the darker side, not too dark. Horns and frills are much darker in coloration, but warm colors as well.
Plantahepticae (Plant grower)	Plantahepticae Design Guide. Prominent feature of the flap. big flap curvy horn Patterns on body (somewhat flexible) Any shade of green or brown. frill on tail (flexible) Front legs have wings attached.	Earthy colors, green/brown. But there can be accents of flowery colors.
Electramorphicae (Electricity zapper)	Electramorphicae Design Guide. Long spines. not flexible No visible ears Bulb Generally yellow electricity Scales of any color apart from blue Extra "wings" Electrocytes (specialized cells) near the spines. Release electricity	Quite flexible, any colors can work with this subspecies. Generally lack of contrasting colors on a single individual.

Aqualaticae (Water summoner) <i>Note: The spines along their head and neck can vary in shape, but should not be angular.</i> <i>Visible scales on certain parts of the body.</i>	Aqualaticae Design Guide. 	Generally cold colors, spines are light in coloration (most commonly white or grey). 
Luxioricae (Light radiator)	Luxioricae Design Guide 	Mainly pastel colors, and has contrasting colors. However, the back of their wings should be shades of certain colors. 
Ventidicae (Wind witherer)	Ventidicae Design Guide 	Cold colors, a mix of light and dark scale tones. 

Geodionecae
(Rock harnessor)

Geodionecae Design Guide



Mostly very light tints, with accents of a relatively saturated tone of the same color, just different lightness and saturation.



9. Drakes vs dams

As previously mentioned, a drake is a male dragon, while a dam is a female dragon. Drakes tend to be more elongated in shape, with longer snouts and more elaborate patterns on their frills and fins. Meanwhile, dams are smaller in size, more rounded features, and less patterns.

There are some exceptions to these physical descriptions, however.

10.Subspecies mixing, aura, and family unions

The offspring of two subspecies will adopt physical traits from both parents, but can only harness the aura of one. This means that all physical traits that are required for harnessing that specific aura should be present for the mixed individual, while also retaining certain traits from the other parent subspecies, which will remain dormant for the entirety of the dragon's life.

Concept of family in Promise

There's flexibility in ways families can be formed in Promise.

Nuclear family

Composed of two parents of same or opposite gender, united by marriage. Fortunately, homophobia does not exist in the Promiseverse.

Reconstructed family

United by marriage between two individuals within two previously fractured families, or with adopted children.

Of course, many individuals choose to remain unbounded by the obligation that comes with attraction and marriage. Instead, they prefer casual relationships between close friends. However, this process also sometimes results in poorly planned parenthood, and most of the time, the hatchlings will have to be given away to adoptive parents.

Adoption

Due to the Council's monitoring and recording of each hatching, the hatchlings recorded will be either returned to their biological parents, or given to adoptive parents if the biological parents are irresponsible or non-existent. The city of Promise is functional due to the part every functioning citizen plays in it on a daily basis, so a greater population means greater prosperity. Therefore, dragonlings who are abandoned at birth will always find adoptive parents, as new generations are seen as valuable resources for the betterment of the city.

The city council also promotes a unified birth date, which makes it easier to monitor hatchlings' birth for them. This means organizing dragon eggs by their predicted time of birth based on when they're given to the council by the biological parents, which is usually within a day of the eggs being laid.

11. Reptivilian vs Reptilian

(Recommended to read in light mode)



Reptilians represents reptile species that don't have any form of a social structure, they don't have the intellect to establish civilization and language as well.



As shown above, these are the species of reptilians that reside in the Light World of Solazica. The reptilian species tend to drag their bodies along when walking, showing that they're uncivilized and feral. This differs from the repcivilians, which stride in a much more graceful fashion.

Repcivilian represents reptile species with a developed social structure and supreme intellect. On Solazica, dragons are one of the few repcivilians. Compared to reptilians, repcivilians are far more rare. There are only a few repcivilian species that reside on Solazica. Dragon (*Draconicae*) is one of these species.

12. Food source of Promiseers

Dragons are omnivores, there's a land system established in Promise to tackle food production. See [Plantahepticae](#). Hunting is also a viable method. Some subspecies of dragons hunt lizards, while others hunt snakes.

The food production system is a cooperative effort, everyone and their auras must play a part in growing and obtaining food for the city's survival.

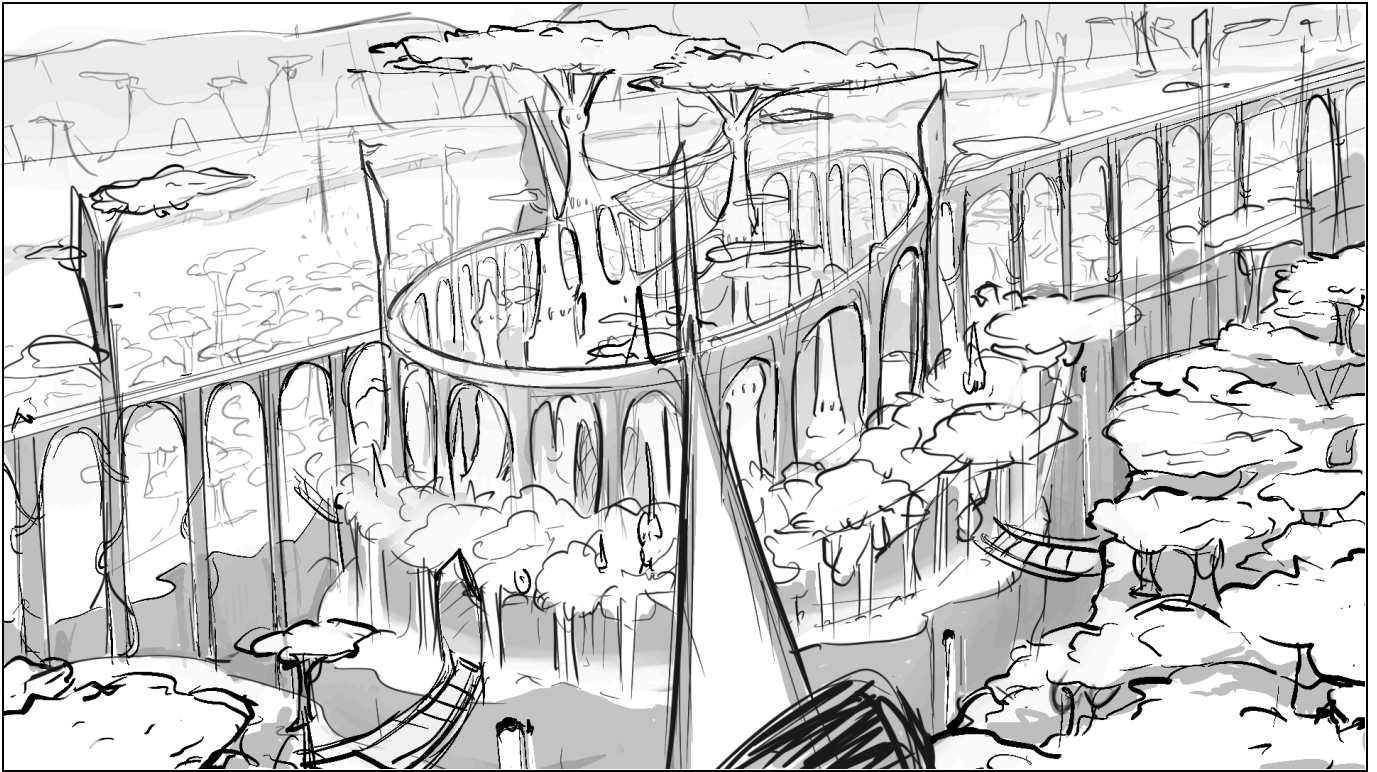
Two categories of food production:

Farming: carried out by the Plantahepticae, Geodioncae, Aqualaticae, and Luxioricae subspecies.

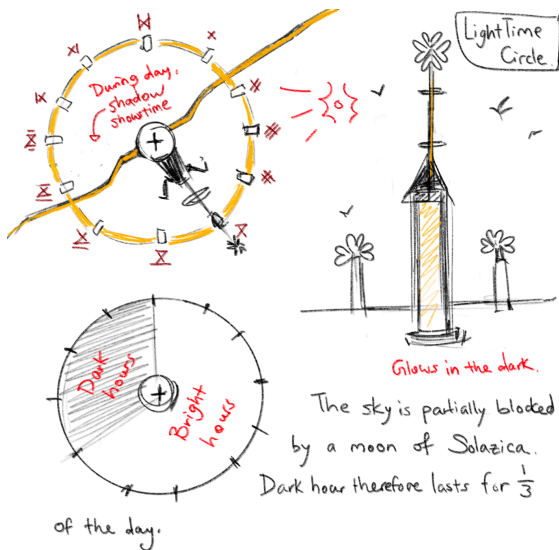
Hunting: carried out by the Aqualaticae, Luxioricae, Electramorphicae, and Igniticae subspecies.

The Aqualaticae and Luxioricae are allocated to perform both categories, as they possess abilities suitable for both. Times are allocated for food, where everyone gathers around to get their portion of food to cook in their dwellings.

13. The Promise Landmarks



Landscape of Promise, located in the Diamond Basin

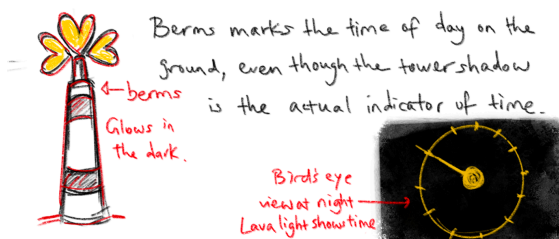


The Light Circle

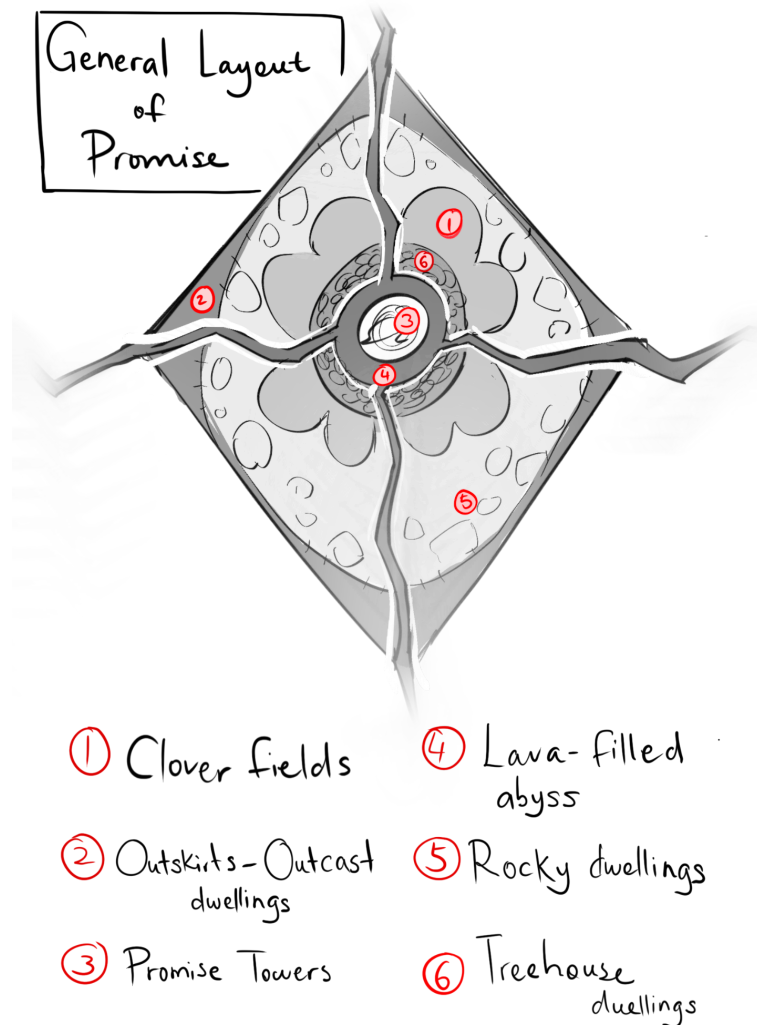
On the left, you can see the concept for the Light Circle. This is how most Promiseers tell time. This is synced to a miniature version of the same circle in the Promise towers, allowing the council members, who barely come out of the towers, to tell time.

Surrounding the central **light tower**, there are twelve smaller structures, these are called **Berms**, berms are used as an indicator for knocs, which is time in the Solazic language.

In Promise, if a dragon asks another to fly above the Light Circle on the Clover Fields, and check what knoc of the day it is, they'd say "Hey, can you fetch the knoc for me?"



To correctly tell the knoc, one must face the Promise Towers, as knoc one, the equivalent of one o'clock, points towards the Promise Towers. To learn more about knocs, check out [The calendar system and the astronomical relations](#) section.



The Clover Fields

The most well-known landmarks of Promise are the **Clover Fields**, an area where four-leaf clovers grow. From above the Diamond Basin, the Clover Fields appear in the shape of a four-leaf clover

The Light Circle is established on the clover fields,

It is said that the Clover Fields formed as a result of the bloody death of an Arcanae in the distant past, as we previously mentioned the blood of Arcanaes has powerful regeneration properties. Therefore, it makes sense.

The Clover Fields are areas where festivities are held, and serve as in-city grasslands that provide an escape from the busy life deep in the

Promise city. Clovers are also legume plants, meaning they generate essential nutrients for other plants to grow, therefore, the Clover Fields are also of great farming significance.

Skybridges

Sky bridges are constructed on top of the **Lava Falls**, they provide walking pathways for the Council members to oversee the city, and provide landing spots for Promiseers to take breaks

during flights. The **Lava-filled Abyss** and the Sky bridges divide the city into four sections. Flying is required to traverse from one section to the other.

The Outskirts

Where the outcasts live, the outcasts are dragons who suffer from malfunctioning auras and cannot contribute normally to the daily lives of Promise. They're told to live in the **Outskirts** by the Council as their auras are abnormal, thus cannot be trusted to guarantee the safety of the rest of the citizens.

Rocky and Treehouse dwellings

Rocky dwellings are suited for dragons possessing fire and electricity auras,

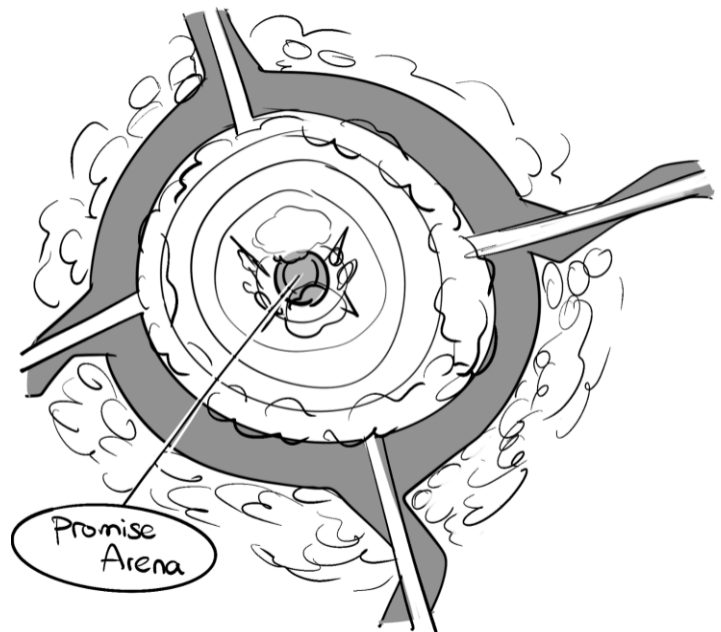
Treehouse dwellings are suited for other subspecies.

This decision is made because both fire and electricity may set the trees on fire, the trees are immortal, and are resistant to flowing lava, but the homes that are built in the trees might contain flammable substances.

The Promise Arena

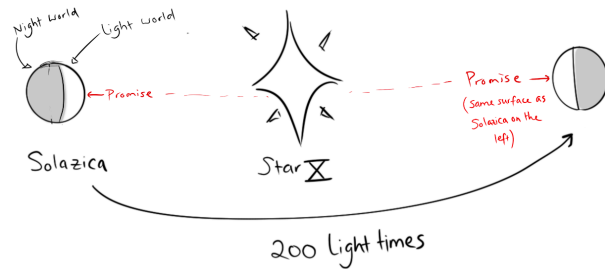
The Promise Arena is located between the two Promise Towers, at the very center of the city of Promise.

This is a place where elections, trials, and other important decision-making events happen.



14. The calendar system and the astronomical relations

Solazica is a planet that experiences its climates, daytime, and nighttime drastically different from us. Because of this, it has a whole different calendar system.

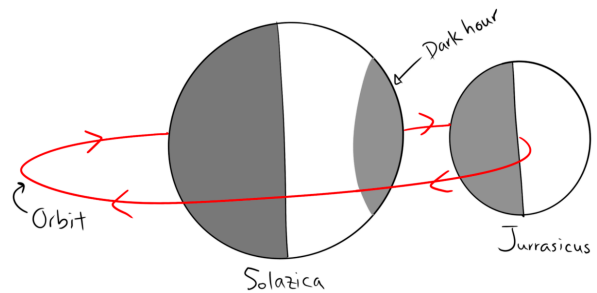


1 light-time = 1 earth day

The self-rotation speed of Solazica is matched to its rotation speed around the central star. This locks one surface of the planet to the star, making half of its surface bright at all times. Therefore, this bright side of Solazica is known as the **Light World**, while the other side, the dark side of Solazica, is known as the **Night World**.

Promise is the Capital city of Solazica, it is located near the center of the Light world, where the most light is received.

However, the Light world is not in the light 24/7, as Solazica has a moon called Jurrasicus, which orbits Solazica at a much faster rate than Solazica's self-rotation. Therefore, the light world will experience a phenomenon called White Night for approximately $\frac{1}{3}$ of the time, as Jurrasicus can partially block out the light from the central star of their planetary system.



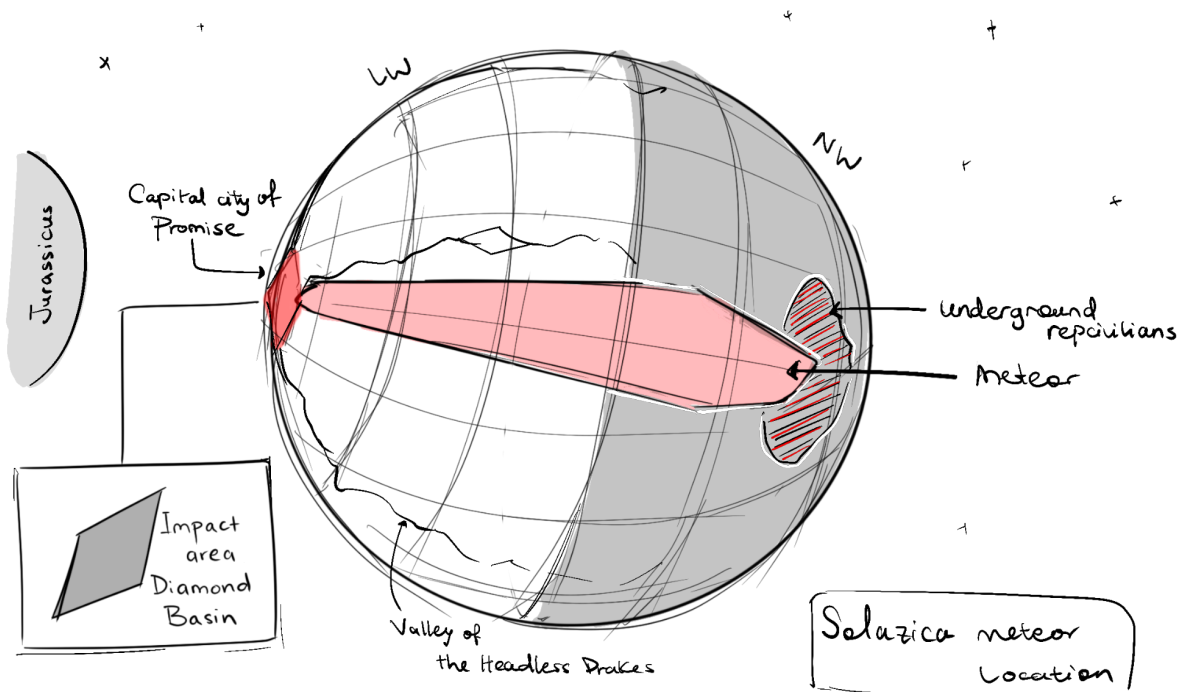
The shadow cast by Jurrasicus creates darkness on Solazica, thus is called the **Dark Hour**.

In any part of the light world, there are twelve **knocs** in a day. Knoc is the equivalent of hour in the human world, but lasts for a longer time. Four knocs are to be spend in darkness due to the shadow of Jurrasicus, while the other eight in light.

One day in Solazica is called one **light time**. There are two hundred light times in one **totality**, which is a year in the human world. This is when the central star, Solazica, and the closest planet of Meljora align, resulting in a total solar eclipse from Solazica's point of view. The total solar eclipse is often referred to as a Totality, so the name is used here in the calendar system, as the total solar eclipse is a recurring phenomenon that occurs every two hundred light times.

16. The World of Promise - Soliazica

As mentioned in the [calendar system and the astronomical relations in the LoP universe](#) section, Solazica is **tidally locked** to its star. This means the self-rotation speed is matched by the rate it orbits around the star. The conditions of Solazica created two worlds, one that is eternally daytime, and one that is eternally nighttime.



Note: Meteor is not drawn to scale.

LightWorld

Tidally locked planets are typically inhospitable, but Solazica is different, and this is very likely due to the striking of the meteor a long time ago, the same meteor that brought the ancient Arcana aura, and eventually all other auras, to Solazica. More information regarding the aura aspect in the [Arcanae - the vanished eighth aura](#) section.

The diamond basin formed as a result of the meteor strike, along with a valley caused by the turbulence the meteor generated when interacting with the planetary surface. The valley is called the Valley of the Headless Drakes. Unlike the rest of the barren, inhospitable valley, the Diamond Basin is an oasis. Immortal vegetation that is immune to lava and the heat of the desert

grows there, making the Diamond Basin a place of high productivity, compared to the rest of the planet. See the [map of the Light World](#) for clarity.

NightWorld

Facing away from the central star, the NightWorld is constantly freezing cold. The absence of light means an absence in photosynthesis, therefore, the few life forms in the NightWorld mostly resort to chemosynthesis.

Some repcivilians reside in the NightWorld, but these species reside underground, close to the ancient meteor that struck the LightWorld of Solazica. The meteor is quite large and elongated in shape, so part of it went through the heart of the planet, allowing the NightWorld residents to reach it quite easily. [See the location of the meteor in Solazica.](#)

17. The Valley of the Headless Drakes

The name is due to the hazardous nature of the valley outside of Promise Basin, where many reptilian species may pose a threat to dragons, along with a desert that covers around $\frac{1}{5}$ of the planetary surface.

The dragons cast out to the Outskirts of Promise are especially victims of these dangers.

The Valley resembles a crack in the planet, and it extends into the Night World. It formed when a meteor struck the surface of Solazica after its initial formation, bringing the ancient aura of Arcana to the planet.

See [Map of the LightWorld](#) for visuals.