

Nation submission forum.

Empire name:

The Drac'san ascendancy

Species name:

Drac'san

Location:

Agnet keros beta on the spiral arm of the Milky Way.

Species description:

The Drac'san originated as a tribal race that had survived various world ending events, such as a chain of major volcanic eruptions releasing mass amounts of radioactive particles to the atmosphere, but slowly grew into a proud yet seclusive race. Due to the constant exposure to the radiation, the accelerated mutations slowed dramatically and eventually was inert to the drac'san over numerous failed iterations and successful mutations. The dra'san are a reptilian species, having a dense layer of natural armour consisting of keratin like substance, and most of the species has a signature ash gray coloration, inherited from their primitive counterpart. Asides for being cold blooded, the drac'san have a dense bone structures, talons like appendages for toes and eyes that can magnify up to five times its usual vision, unfortunately doing so for an extended period of time can permanently damage the drac'sans eyes. The tail usually spans a meter and a half as an adult, and mainly is used to help balance the drac'san. The final addition in biology is that they have a band of golden bioluminescent light in the area of the naval. It usually is used to show the vitality of the drac'san. The dimmer it is the less time a drac'san has left to live. Aluminium is considered a rarity, due to the lack of it on varadex most of the aristocracy use it as a show of power, adorning themselves with the metal. Technology development is considered the main occupation.

Discription of society:

Drac'san society is almost entirely dependant on the pursuit of science. Every job on Veradex contributes in some way to maintaining the scientific work of the higher ranks, from mining to trading, it all feeds back into the scientific sector. This is in part caused by their worship of Arkenzus, Drac'san within the Sun Sect believe that Arkenzus gifted the world with hidden knowledge, power concealed behind mystery that his creations could gain if they learned of the world he had created. These beliefs cause the Drac'san to feel it is their duty as creatures of Arkenzus' world to discover and understand his creations.

Even through this devotion to discovery, Drac'san till participate in recreational activities like sport, art and performance. The Sun Sect capitol Brexul is well known for its bustling theatrical district. Showing elaborate plays and musicals involving great tragedies, love stories and retellings of grand historic events like the famous play "Thilus the Great" which depicts the elaborate and dramatic life of the warrior Thilus, ending in the great battle with the tyrannical king Karthuul.

Another recreational activity is homemade experiments. Young Drac'san are encouraged to pursue scientific studies even out of the classroom, and often have their own equipment at home. Studying simple Crystal compounds and the properties of biological material often yield useful or insightful discoveries, and repeating famous or recent governmental studies offer good

experience for budding scientists.

Unfortunately the Sun Sect's culture does have a dark side, there is an inherent xenophobia within the population. Distrust of foreigners or other races is common, and it is very hard for a non-Drac'san to find a home or services in the smaller cities on Veradex. The Drac'san focus most of their governmental efforts on Science, although this focus has also divided them into two Sects, The Sun Sect and the Moon Sect. The Sun Sect occupying over half of the species it is considered to represent Drac'san culture as a whole, believing in moral good and societal progression, while the Moon Sect, the smaller of the two, has more radical ideas, morals being seen as incredibly subjective and situational. This lead to more freedom of research, more experimental means of scientific progression, which could be seen as unlawful by other races meaning the Moon Sect's research is done in secret. Most names are changed after an occupation is acquired, and changed to meet the job preference.

Description of Government:

The government is a constitutional monarchy heavily influenced by the aristocracy. The eight great houses controlled by the aristocracy manage the assets of the king. Most drac'san are born into houses, making only the royal blood aristocrats, whilst the houseless and considered the low life. Regardless of houses, it is imperative that the Drac'san join a sect. This is done via a trial to test one's attitude of science in a coming of age ceremony, which is held by the elders of the sects. The houses consist of: venture, Hasting, tekiel, lekal, erikeller, Elariel , buvadis, and finally auralis.

House venture, the power house (no pun intended) is in charge of any and all electrical services. They are the largest and most wealthiest house of all, due to the great demand of power for research. Many argue that the monopoly is doing more harm than good, but have no power to change the fact.

House hasting House hasting is the second largest and slightly less influential than Tekiel. They specialise in banking, again holding the monopoly.

House Lekiel is the third largest but most influential out of all the houses but serves a vital role of managing the flow of foreign goods throughout the planet, ensuring tariffs are paid and cargo is inspected.

House auralis is one of the many mildly powerful and influential houses. They regulate food produces and control the government owned farms and other producers of food, ensuring mass amounts of wealth.

House erikeller is mainly associated with ship building aswell commanding fleets. They also manage military assets.

House Elariel is a smaller house, managing foreign relations and anything with foreigners.

House Buvadis is a weaker house, its specialty not very used, is in medication production and any medical related resources. Due to the immunity to the blight and the careful precautions during dangerous experiments, they don't see much action.

House Tekiel is the house responsible for military, and is one of the newer houses

When the king dies, the oldest of the family are usually elected, due to the belief that the royals are higher beings, hence ruling better. It has happened once that a noble drac'san had won the election, but shortly after was assassinated, presumed to be sent from the royal blooded to keep power within the family. houses run much like the sects, except that power and position is

inherited via blood. The major houses have keep the blood line from the original creators, such as the venture family filling in major positions. The less influential houses have a lower percent of pure blooded nobles. sects have a group of elders, which run each sect via a council, whilst the rest bear the title until inducted in by the other elders. Elders are usually replaced on their hour of death, and usually are selected from the older of the population in the sect.

Technology:

Faster than light travel is a new feat for the Drac'san ascendancy. However interplanetary travel has become quite common and economic, using fusion as a reliable and compact source of power compared to other traditional sources. The ascendancy has a moderate mastery on the art of terraforming, having done it to one of the worlds in their home system successful, albeit over an extended period of time and various failed attempts. They have developed plasma weapons, but are not small enough for personal use, mainly being used for space vessels. Slug throwers are mainly used as personal weapons due to their effectiveness and cheap cost. Said slug throwers are seen as crude and barbaric, and phasic blades are much more preferred (guardian weapons from BotW)

Plasma weapons recently become available to the military, but not yet quite mastered. It is mainly used in military space crafts. The standard firearms consist of slug throwers, which in short launch molten globs of metal at their targets at very high velocities. This however is seen as crude and barbaric, meaning that swords and shields are the preferred method of combat. The most common and preferred variety is the Tsaric variety, which is the equivalent of super heated hard light

Planet Form

Name of Planet/Moon/Etc:

veradex, a super earth sized planet, orbiting karkens(approx 3.5 earths in size) while three other rocky moons (kernalis, Fontaine, and kerkida 1.5 terra moons) obrbiting the gas giant of Arken. (Approx 1.75 of Jupiter) A desert moon with a dense atmosphere akin to Venus (Ventura, .75 of terra moon) and a main cycle red dwarf star (karkens)

Name of Capital system:

Kantih

Planet fauna and life forms

The notable predators of the planets are the drac'san, Savathun, and Jaxerous. The Savathun are a large raptor like bird, living and constantly changing in the blighted forests, mainly attacking indirectly in packs under the canopy. They range from 3 to 3.5 meters from tail to nose and can reach speeds in excess to 85+ mph. The feather pattern consist of dark green and dark purple mix with the occasional neon green stripe. They are the scavengers of the wilds.

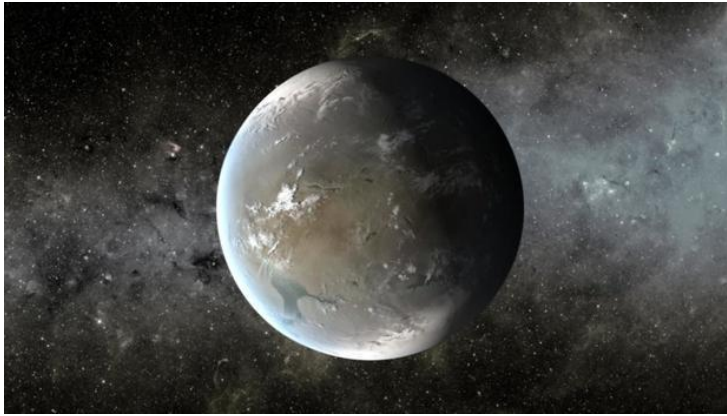
(Imagine a giant carnivorous chocobo) next are the jaxerous, a large six legged Feline with serrated dagger like canines, reaching a meter and a half in length. The fur is a blue/gray hue,

meant to help them camouflage in the ice wastes. The tails are short stubs, and due to the attic nature, usually pack on the pounds. The range of length is 4 meters in Length, weighing around 2 tonnes around the end of their lifetime. The pelt and meat is highly sought after, Making good protection against the frigid elements. smaller variants of wildlife consist of colourful birds with 2-4 living on mountain sides and the canopy tops, as well burrowing rodents that preside on the mountain tops. Now onto flora. The rocky soils on varadex need treatment before anything can be planted, so most plant life mountain side are hardy shrubs, with deep roots and large leaves funnelling rain water onto the trunk of the shrub. If the conditions permit, the shrub can get to the size of trees, given time. This has occurred over most of the mountains. the tropical islands of varadex have towering trees, with wing like Fonds. The sap is a bright red, used in many medications and experiments. A odd species of grass grows in the island with long serrated blades. The plant reproduces via budding. Having a step like structure with the new plant. As it grows in size, the weight bends the stem downwards, snapping the stem and depositing the plant in the sandy soil. The trees of the rainforests forests are towering giants, that have massive dark colored leaves effectively blotting out the sun. A rare plant in the rainforests only known my thanalis, produces a golden nectar known as ambrosium, a highly addictive substance that temporarily enhances the consumer greatly. Withdraw includes a feral rage attempting to get more, and death shortly afterward. Death is due to the quick deterioration of the enhanced muscles. The plant is a long hollow shaft, with large leaves protruding from the base and stalk. The nectar lies in the giant golden fruit cluster at the top, needing to be harvested carefully. The stalk contains a mildly acidic compound, brief exposure causes discomfort whilst prolonged exposure can begin to eat away at skin.

Description of the capital Planet:

The planet of Varadex is a mountainous and rocky planet, with a dense atmosphere and gravity double of what terra's is. Most rock formations are granite based, whilst the others are are generic stone with a heavy mix of igneous rock. The rotational period around 2.8 sol cycles, 1.6 being in the light of day and 1.2 in darkness. Rain is bi-daily process, having an inch in the temperate zones to 13 in tropical parts of the planet in a planet wide storm, limiting communications and potential launches of spacecraft. The forests are lush and covered in ancient trees, leaving large swaths of darkness in the undergrowth. The large bodies of water are rich in minerals, with a 5% salt content. The smaller water features are fresh, consisting of snowmelt runoffs from the mountain peaks. Various metals are found deep beneath the resource rich mountains. The tropical zone in the equator mainly consists of medium sized islands, sparse with fauna, but blooming with flora and natural resources. The temperate zones are large forests with staggering mountains, most capped with snow, and breathing gear required. The arctic zones start as boreal forests, slowly thinning out to a ice waste of permafrosts and floating islands. Said islands are elevated via gravitite. when excited with strong magnetic fields begins to push away from the center of gravity. The poles are frequent to magnetic anomalies, most islands randomly exiting the surface and or crashing down in a

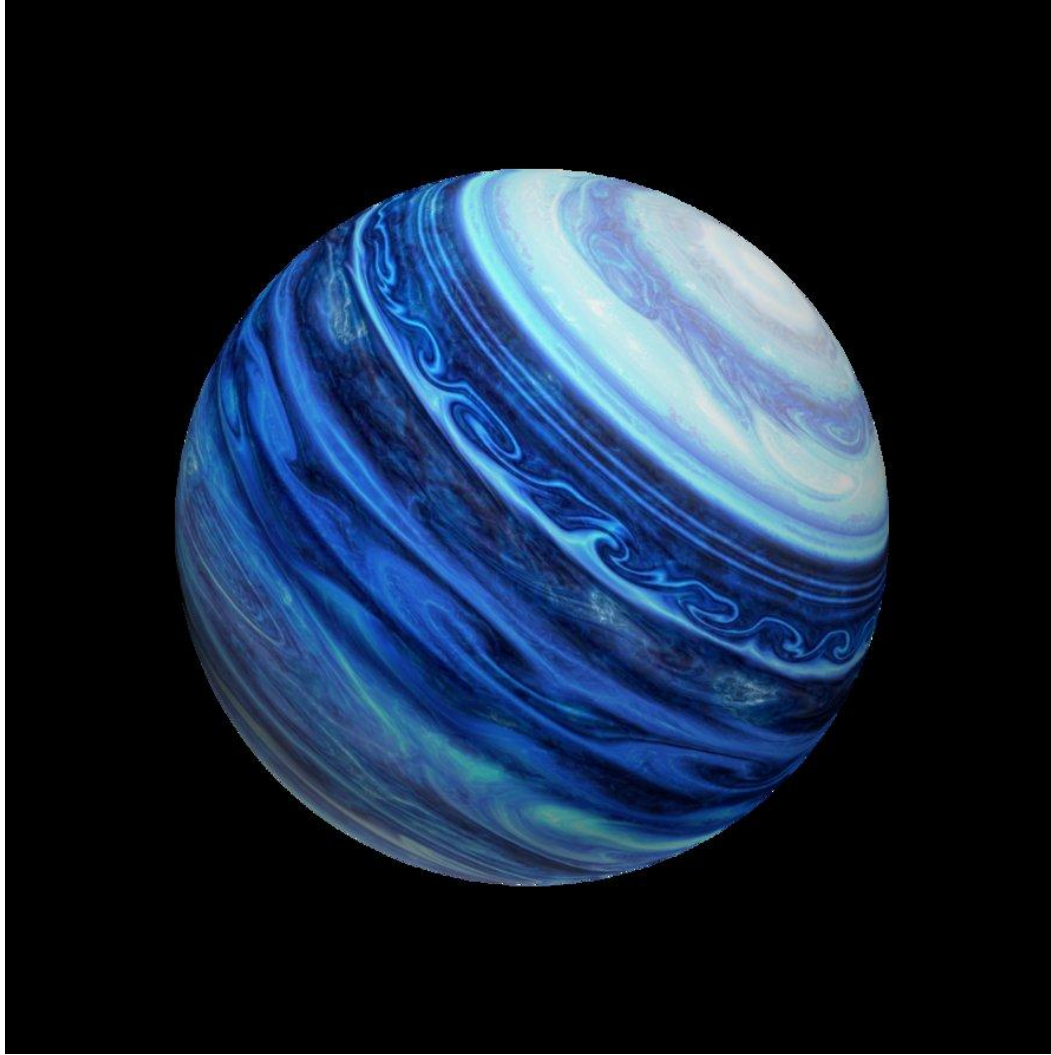
spectacular crash. The extraction of this metal is very stressful on the ecosystem and is frowned



upon.

The gas giant Arken

The gas giant of Arken. (Approx 1.75 of Jupiter) is also orbiting the main star of the system, further out off all the other planets, Arken is a surreal blue colour due to its composition of ices and cobalt isotopes, as well other various materials. The gas giant is known have frequent and massive storms, completely changing its appearance from cycle to cycle. It houses three moons, Kernalis, Fontaine and Kerkida.



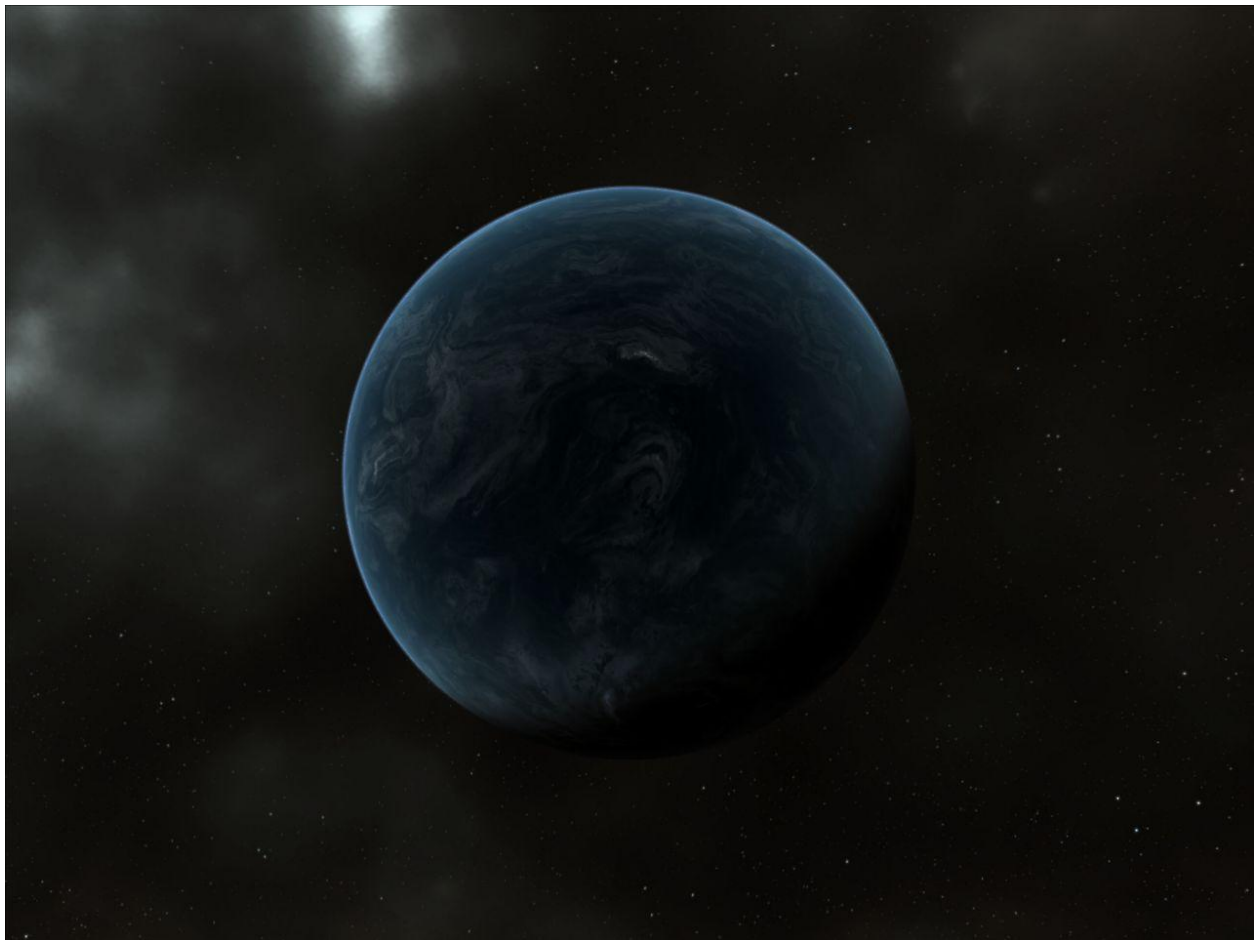
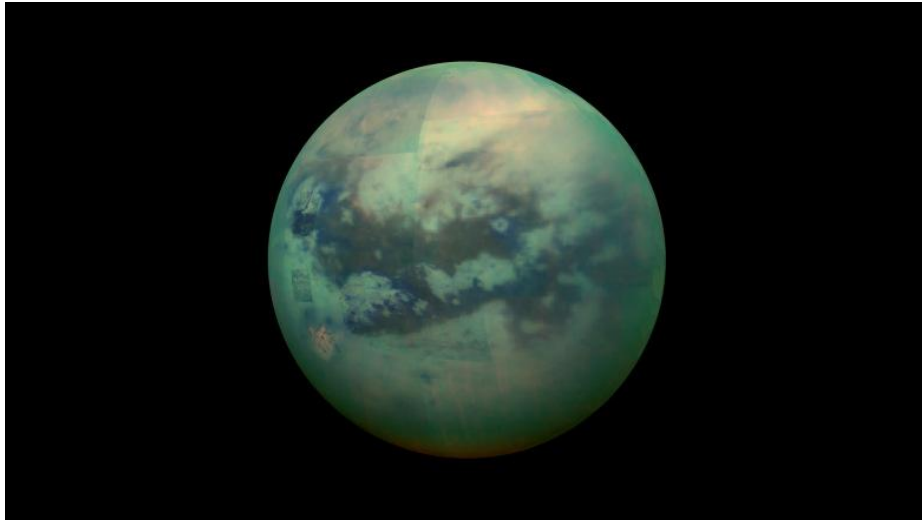
Kerkida, Fontaine and Kernalis;

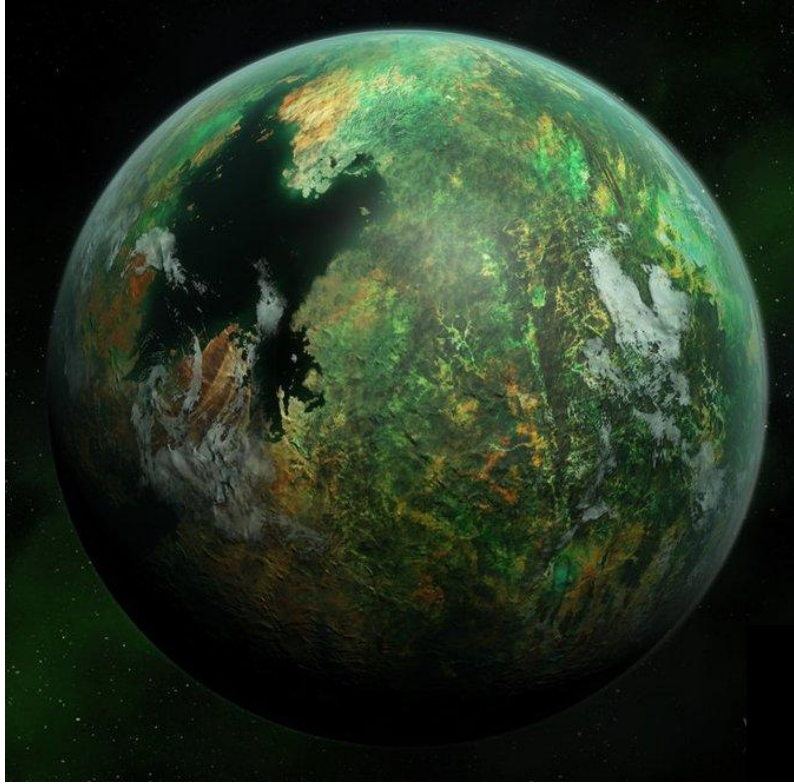
All three of these moons orbit Arken, all thought to have been asteroids caught in the gas giants immense gravitational fields. Kerkida, a moon with a Venus like atmosphere was the first attempt at terraforming. This did not end well however, trapping the planet in a perpetual rainfall, and nearly all of the biodiversity was destroyed by a species of fungus, which thrives in the rains. Fontaine however was one of the more successful attempts, Turning the ice covered moon into a lush forest world, which is habitable. The third and final moon, Kernalis has oceans of methane due to the high pressures of its atmosphere, and is used to gather mass amounts of methane as a cheaper fuel

KERNALIS

KERKIDA

FONTAINE



**Habitation of planets:**

The Drac'san have colonies scattered about the planet, most are fortresses built into mountains and cliffs. Stone ruins of forts from previous colonies that had either moved or perished. The only inhabitants of the ruins are outcasts and low life trying to start anew. Most of the fortresses are owned by the houses, royal blood, or sect headquarters. Very few forts don't have a house or other influences within, most of which are under the moon sect. The majority of the Drac'san inhabits the main cluster of the empire near the capital, referred to as the stacks due to the overwhelming amount of Drac'san living within. About a quarter of the total population lives on the outskirts of the empire in colonies and homesteads in colonising efforts as well exploration exploits. The total population in the empire consists of 3.38×10^{11} Drac'san give or take thought the nine systems