

SAURIAN DIRECTORATE

The Saurian Directorate is a location currently being developed with the help of the *Stellaris* game.

[If you have a map or other picture of your setting, show it to me and tell me where to find the artist, and I'll seek their permission to make an icon for this lore bible to replace my logo.]



Index

Looking for a particular topic? Try running Ctrl+F or find it here.

★ [Meta-Level](#)

- [Moral Tone](#)
- [Utopian / Dystopian Qualities](#)
- [Supernatural](#)
- [Magic](#)

★ [Context](#)

- [Planet](#)
- [Space Station](#)
- [Atlas](#)
- [Sun System](#)
- [Moon](#)
- [Calendar](#)
- [Time](#)

★ [Geography](#)

- [Continents](#)
- [Countries](#)
- [Major Landmarks](#)

★ [Infrastructure](#)

- [Architecture / Terraforming](#)
- [Education](#)
- [Energy Sources and Usage](#)
- [Healthcare and Medicine](#)
- [Sanitation](#)
- [Travel / Transport](#)

★ [Ecosystem](#)

- [Plants](#)
- [Fungi](#)
- [Herbivores](#)
- [Non-Apex Predators / Omnivores](#)
- [Apex Predators](#)
- [Invertebrates](#)

- [Dominant Species](#)
- [Bacteria, Viruses, and Other Pathogens](#)
- [Artificial Life](#)
- ★ [Technology](#)
 - [Technological Age](#)
 - [Agriculture](#)
 - [Industrial Status](#)
 - [The Sciences](#)
- ★ [History](#)
 - [Prehistory](#)
 - [The Ancient World](#)
 - [Modern-Day History](#)
 - [Timeline](#)
- ★ [Culture](#)
 - [Religion, Faith, and Spirituality](#)
 - [Social Dynamics](#)
- ★ [Politics](#)
 - [Economic System](#)
 - [Government / Leadership Style](#)
 - [Military and Law](#)
- ★ [Economy](#)
 - [Currency](#)
 - [Business](#)
- ★ [Credits](#)

Meta-Level

[Description of this project. If you have a species / culture lore bible, move all meta-level information to this lore bible.]

Moral Tone

[A description of any moral tones present in the work.]

Utopian / Dystopian Qualities

[Information on whether the premise of this world is fundamentally optimistic or pessimistic, somewhere on the continuum, or neither.]

Supernatural

[Clarification of whether there is a supernatural in this world.]

Magic

[Description of any magic system in this world.]

Context

This lore bible describes two interrelated settings: the Planet of Sauria and the Saurian Nexus Space Station.

Planet

Sauria is 1.5 times the size of Earth. The planet's size and its sun-system have a few implications for Sauria itself:

Increased Gravity

Sauria's gravity is 1.5 times stronger than on Earth.

Day Length

The stronger gravity has slowed down the planet's rotation. As a result, 1 hour is equal to 6 Earth hours. Therefore, a Saurian day lasts 144 hours (6 Earth days). This exposes any given patch of land on Sauria to the suns for longer, so that the daylight portion of a day is 72 hours long at the equator.

By contrast, the nights are also 72 hours long at the equator, meaning that the land gets colder.

Extreme Wind

All of this causes wind-storms throughout Sauria that would be considered extreme on Earth but are normal on Sauria.

Volcanic Activity

Sauria historically had more volcanoes per square-mile of land than Earth. This brought more minerals to the surface, which helped Sauria's plants to thrive, and more carbon dioxide, which warmed the environment.

Sauria's crust is rich with minerals and metals due to the intense volcanic activity that occurred here in the past, meaning that its plant cover is generous considering its extreme weather, and the minerals at the surface lead to a range of interesting landscapes. Banded rock, black rock, red soil rich with oxidised iron, blue soil rich with oxidised copper, and crystal-encrusted caves formed of giant geodes provide a few examples.

The presence of volcanoes on Sauria is something of a relic, however: the Saurians have never liked volcanoes and chose not to have them. As prolific terraformers they simply got rid of them.

Population

Only Saurians and seights are permitted to live on Sauria.

Other Planets

In addition to Sauria, the Saurians 'own' around 8 other planets, which they took from other species. This profile focuses less on them and almost entirely describes the planetary specs and culture of Sauria. On those other planets, the original native species live there as 2nd class citizens.

Space Station

Known as the Saurian Nexus Space Station (SNSS).

The station is approximately the size of Texas, which gives it a population of 29 million with space to spare.

Population

A number of different species live there in addition to Saurians and seights; those who are of neither species and live there are usually residents or work in weight positions as lab technicians, assistants, or similar.

Atlas

[Here is a directory of your maps.

- ★ World map
- ★ Map of country 1
- ★ Map of country 2
- ★ Species 1's natural range
- ★ Species 2's natural range
- ★ Etc.

If you don't have any, try MikesMaps on Discord. Check his [web site](#) for further information.]

Sun System

The planet and space station both occur within a solar system containing three suns. The sun system is a P-type but with the two stars further apart. There are planets in between the stars.

Having three stars causes the saurians a number of challenges. These include:

- ★ Extra heat. Three suns will warm a planet more than just one
- ★ A strong axial tilt. This intensifies the seasons and causes more extreme weather events than on Earth. The equator is cooler at the solstices as the sun is at 45 degrees at midday. Life in general finds survival easier on or near the equator
- ★ An irregular orbit, which makes the above issues vary in intensity from one year to the next

Thankfully for the saurians and the other flora and fauna on Sauria, all of this is within tolerances. It does however mean that the life on Sauria is adapted to survive under these conditions specifically.

The solar system includes an agricultural planet, which the saurians developed after they became space-capable.

Moon

[To be worked on]

Calendar

[To be worked on]

Time

[To be worked on]

Geography

Update re: maps. My partner, Mike, is going to open up for map commissions in February so you're more than welcome to talk with him about that! You can reach him on Discord at [YellowStripedLizard#5679](#) *Nevox is on the fence about using this. [I'll wait to hear from you about going ahead with this, if at any point you decide you'd like to.]*

Large portions of the Planet of Sauria are made up of savannah. This perhaps implies that most of their land is wilderness, but this is not so. Rather, all of their landmass is filled with infrastructure that collectively makes up a single, sprawling mega-city. As there are almost no land-living plants in the current day, most of the atmosphere's oxygen is recycled from carbon dioxide, with only a small amount being made by oceanic algae.

The few remaining land-living plants are either potted plants or are planted in parks, and these parks are big enough to support entire biomes. These are used by the Saurians as vacation areas and function as National Parks.

Continents

Sauria

[I'll let Mike advise you on the ideal landmasses - if you particularly care about how it all looks, since as you say, your Saurians like to do a spot of terraforming. It may just be interesting to make an original, au naturel map to work out what they had to work with to start, and then look at what they made of that - assuming they did anything you could see on a world atlas.]

Saurian Nexus Space Station

Originally, the space station was built in order to do unique research. It was a success and was developed further. Saurians with money began to visit it, and a gradual exodus onto the space station began.

In the current day the Saurians have their seat of government on their space station rather than on the planet itself. They did this because the space station is well-designed

with technology to detect when any other civilization comes close, which in turn allows them to take evasive (or aggressive) action to protect their leaders

[What do you call Sauria's mega-city?] - No name. May discuss regions with Mike. [I'll be the best person to talk to about names for the city; he's great with maps but not with names so I'll get this. With that said, having an idea of the lay of the land might help us get started.]

Despite all this, the Saurians have not deserted Sauria. They still invest in it and it is a pleasant world to live on. It has one, single mega-city which makes its habitable space. No other species live there.

It is full of giant sky-rise buildings and looks glassy, shiny, and modern.

Countries

[Introduction needed.]

Major Landmarks

[I get that you have a single mega-city and that's it, but I'm guessing the Saurians would find such a large space impractical to describe or navigate without having districts or some other form of region. Perhaps something else to discuss after seeing a map?]

Example 1

Thinking Little Rodentia. Safety. Saurians are somewhere between cold and warm blooded. **[It looks like this would be one of your districts!]**

[So, thinking about this again, I suppose the landmarks you're most likely to see would be particularly impressive architecture, skyscrapers, statues... things like that? If that appeals to you more then I can look at expanding that list a lot more.

Keeping a note that you mentioned: Basking spots / saunas, places to get warm.]

Infrastructure

[Overview of the most common or important features of this world's infrastructure.]

Architecture / Terraforming

[Introduction needed.]

Construction

Building Structure

The Saurians faced several challenges in making their first buildings, and one of the biggest challenges was the wind. After a period of trial and effort they discovered that rounded buildings were the most likely to stay upright as the wind curled around them better than it did with a flat-sided building.

Escape From the Wind

The wind on Sauria can be anything from irritating to genuinely problematic. For this reason, the city is designed with wind-breaks that allow the Saurians to travel between buildings in peace.

Mining

The Saurians mine other planets for minerals but do not mine their own. This is partly due to the fact that they have already covered their entire landmass with a mega-city, so there is no land left to mine.

Terraforming

Removing Volcanoes

The Saurians are highly adept at terraforming and chose long ago to rid their world of volcanoes. In the modern day, geothermal energy is redirected in such a way that it will not disrupt the mega-city. **[Just thinking of ways they could do this. How about:**

- ★ **Creating open lava rivers (or indeed underground rivers or pipes) to carry lava in a predictable direction.**
- ★ **Covering volcanic areas with a plate of material that will not melt, so the lava spreads out underneath it. The plate may conduct the heat in part or full, which may create underfloor heating.**
- ★ **Monitoring areas of volcanic activity and taking a case-by-case approach to managing eruptions before they happen, including (usually?) by drilling into the ground to allow magma to run free and reduce the pressure on the volcano. Come to think of it, this could be a way to move some volcanoes to the ocean, rendering the original volcano extinct.**
- ★ **As part of any of the above, the Saurians may choose to harness geothermal energy]**

Education

[Introduction needed.]

Energy Sources and Usage

[Introduction needed.]

Sources

The strong winds make wind power a plentiful resource on Sauria, so wind turbines are common across the mega-city.

Healthcare and Medicine

The field of medical expertise that interests the Saurians most is genetics.

Despite their interest in robotics, it is against the law in Saurian culture to have cybernetics installed on one's body.

Sanitation

[Introduction needed.]

Travel / Transport

[Introduction needed.]

Ecosystem

The planet's size and its sun-system have a few implications for Sauria itself:

- ★ Its gravity is 1.5 times stronger than on Earth.
- ★ A Saurian day lasts 6 times longer than an Earthian one. Therefore, the daylight portion of a day is 72 hours long at the equator.
- ★ Conversely, the nights are 72 hours long at the equator, meaning that the land has longer to get colder.
- ★ The strong contrast between day and night temperatures means that wind-storms occur throughout Sauria. These would be considered extreme on Earth but are normal on Sauria.

Common Adaptational Themes

Because of all this, life on Sauria is subject to a few common themes:

Sturdiness

Overall, Sauria's flora and fauna are sturdier than their Earthian equivalents with thicker legs and stronger bodies. They're slower-moving by necessity to avoid breaking their own bones.

Polarizing Body Size

Being big helps with being sturdy enough, but at the same time, being small helps to limit the pressure on an organism's body. Therefore life on Sauria is subject to a polarizing effect.

Circadian rhythm

The long days led the Saurians to develop a longer circadian rhythm. **[I've researched this but cannot find suitable information about what the physical effects of a longer circadian rhythm would be. As the Saurians evolved with their planet, chances are they'd tolerate it just fine. That said, they may have more of a preference for siestas in order to give them a 'sleep pit-stop'. For that they'd need a good, dark environment.**

As the circadian rhythm affects body temperature and the Saurians are somewhere between cold- and warm-blooded, you may well find that they kept a portion of their cold-bloodedness to allow them to cool down. Humans sleep better when they're cool

so perhaps Saurians experience the same, meaning that they can get a good siesta if they find somewhere cool to have it.

Metabolism changes throughout the day. As this is where we get our energy from (and Saurians are likely to be no different in that respect), I'm prepared to believe that this is the most important element of the difference between a clock of 24 hours and one of 144. Humans are healthiest if we eat when the sun is shining, and we are better off fasting at night. Therefore, Saurians probably eat most of their meals/bigger meals earlier in the day - before their equivalent of 3pm. Therefore breakfast is probably a bigger deal to them than any other meal, and they likely have a fairly large, slightly early lunch, and then a small mid-afternoon snack. While they certainly can eat after this time, it's less healthy for them to do so. And as they're reptiles, chances are they tolerate a long afternoon-and-night fast than humans would.]

Circadian rhythm in lizards - how does it work? How would it work over 144 hours? [Well, since they're evolved to have this they should be able to tolerate it. In practice, that's likely to mean

Note: as there are non-Saurians on the SNSS and the seights were created by the Saurians (probably to have the same circadian rhythm as themselves), non-Saurian, non-seight individuals may well live to a different circadian rhythm and need to live in areas where the rhythm is made to suit them. Studies have been done on humans and spiders that show that neither species can stretch or squeeze their rhythm into a longer or shorter time period, so I'm going to hazard a guess that other species wouldn't either - alien or Earthian. Still, I bet that suits the Saurians just fine as they seem to like anything that keeps them separate from n-S, n-s'es.

The 'clock' for the circadian rhythm is located in the brain, so as cyborg culture is prevalent among Saurians, they may encourage other species to get some type of procedure done to adjust a non-Saurian's regulation to whatever circadian length they want.]

Note: the information here combines descriptions of species in both their pre- and post-anthropomorphisation states.

Animal-specific Adaptations

Camouflage

The large amount of foliage - including on Sauria's extensive savannahs where there are many trees and tough grasses - lead animals to develop patterns that help them hide, whether they are predators or prey. Dapples and tall grasses lead to spots and stripes, and patterns that make it difficult to pick out an individual from a herd are common.

Easy Flight

The higher air pressure caused by the stronger gravity makes flight easier on Sauria than on Earth.

Stronger Ulnas

Most animals of Earth have an ulna (one of the two forelimb bones) that gives structure to the limb but does not bear weight. Most Saurian animals, by contrast, had a weight-bearing ulna [up until the advent of anthropomorphisation, after which it atrophied in almost all, if not all species](#). [The strong ulna helped the animals support their own body-weight but became unnecessary after they stopped using their forelimbs for bearing their body weight.](#)

Torpor

Long days and cold nights put pressure on animals to go into a dormant state to wait out harsher conditions. For this reason, cold-blooded animals were more successful throughout Sauria's history than warm-blooded ones.

Plants

At the time of writing we don't have any specific plant species for Sauria, but here are some of the common themes observed on the planet.

Airbourne Plants

A few plants have given up entirely on anchoring themselves anywhere and will live their entire lives in motion or ready for the next gust of wind.

Blade-Like Trunks

Another common survival strategy is to grow a long, narrow trunk. This only works in areas where the prevailing wind flows the same way very consistently, however, such as in valleys that produce wind-tunnels.

Flexible Plants

Plants on Sauria have a variety of ways to cope with the strong winds without breaking and dying before they can produce seeds. A popular way is by evolving to be flexible so that they can move in the wind.

Short Trunks

Their roots are extensive so they act as especially good anchors, and trunks are short and squat, sometimes to the point of looking like giant pots.

Small Leaves or Needles

This is another common survival strategy on Sauria. Small leaves and needles have less wind-resistance than bigger, broader leaves, so these are less of a waste for the plant.

Small leaves and needles also prevent water-loss, which helps them survive the long, hot days. Much of Sauria's foliage is also covered with a waxy coating to protect it from the cold nights.

Underwater Plants

Water makes a fantastic shield against wind, and with the extremes in weather on Sauria, water circulates around the planet a whole lot. Therefore many plants either grow entirely underwater where there is permanent water, or grow in temporary water, dry out, and wait for another deluge - which is often likely to come soon.

Fungi

Fungi are less common on the Saurian savanna due to the dry climate, but a few do exist. Bacteria tend to take over more of the role of decomposition that usually, fungi would fill.

Herbivores

The average height for modern-day (ie., anthro) herbivorous Saurians is between 7 and 30ft tall. These heights include long necks.

See *Animal-specific Adaptations* for further details on Sauria's herbivores.

Herbivores' Contribution to Bipedalism

Herbivores may not be as tall as Earth's savannah animals, as the trees are probably not tall - instead, the trees are short to avoid being pushed over in the wind or are flexible. Therefore it's more beneficial for a herbivore to be able to climb to reach / pin down branches to eat from them. They would also need to hang on tight to ensure they don't fall or get blown away, so herbivores probably have strong grips.

Indeed, it's likely that the herbivores were among the first to go anthro, as being able to free up their forelimbs to catch whipping branches would be beneficial for them. Bipedal animals, especially those with good hands/forepaws, can begin to use tools to protect themselves - sticks to keep a predator back, or throwing stones. This is likely to have driven the predators to free up their forelimbs to react to these attacks.

[Re: micro-macro. I talked further up this document about animals being big or small. Being big would give the animal ballast and make them stronger for fighting back against big predators, but small herbivores would likely have a strong grip for their size

- ever tried to prise a rat, hamster or similar animal off wires? Being small also means they can evade capture and no one animal is worth eating on its own, meaning that it's quicker and probably easier overall for predators to catch big prey than small. Want to take that route?]

Non-Apex Predators / Omnivores

See *Animal-specific Adaptations* for further details on Sauria's non-apex predators.

It should be stated here that modern-day Saurians eat an omnivorous diet regardless of species, and regardless of dentition. Some species feel a mild disposition towards hunting the species that their ancestors would have hunted.

Historically non-apex and omnivorous predator Saurians are more likely to be on the small end of the scale, and be more gregarious. **[I added the detail about them being more gregarious as I suspect that pack-hunting would have been historically useful to them, and perhaps they carried a pack/troupe tendency into the current day. Would you like this to be the case? I can remove it if you prefer not.]**

Apex Predators

See *Animal-specific Adaptations* for further details on Sauria's predators.

Invertebrates

Most of the adaptations that work for bigger animals apply differently, or don't apply at all, to invertebrates. Here are the adaptations they evolved to survive.

Gripping or Gluing

Insects that can grip surfaces well enough to not get blown away are able to feed without being interrupted.

Silk Production

Some insects create their own wind-shields to help them eat, mate, or lay their eggs out of the way of the wind. This is especially common as leaves may not provide this protection on their own.

Streamlining

Streamlined insects can lay low on surfaces and face into the wind. This prevents them from being blown away.

Underground Living

Many insects spend most of their life-cycle underground where the wind and extremes of temperature can't reach them.

Dominant Species

[The species who are no longer impacted much by the need for food, protection from their natural predators, etc.]

Saurian

The term 'Saurian' means any anthropomorphized, civilised species originating from Sauria. They are invariably reptiles.

Saurians experience only a very slight sexual dimorphism in terms of size. A few females are slightly larger than their male counterparts, but the difference rarely bears much relevance to day-to-day life.

Female Saurians have breasts. **[So, it seems that this means they're not quite reptiles, which makes sense since they didn't originate on Earth but are quite likely to have evolved to have most of the same characteristics as Earthian reptiles. If they have breasts then I assume they have the same function: of feeding their young? This sounds beneficial to a group of species that developed on a hostile world as it means that mothers can feed their young even if it's too windy to leave their shelter, and leave to replenish their own bodily resources later when the weather's calmed down a bit. Shall we make that the explanation for why they have boobs?]**

Most Saurians have a lifespan of around 170 years.

Seights

While they do not have the upper hand in their relationship with the Saurians, seights count as a dominant species as they are relatively unaffected by the survival pressures that affect the rest of the ecosystem.

Seights range in size, starting from 6in tall to around 4ft tall. The Saurians bred them as domestic servants. In practice they can be anything from domestic slaves to

companions. Most are cloned rather than being traditionally bred; they have been made to be sexless, and their body type is androgynous. Despite this, seights are self-aware enough to make decisions about their gender preference, and some take on more masculine-leaning traits, while others choose feminine ones.

The weights look like [this](#).

Seights have been domesticated as well as physically adapted, and for this reason they are docile and feel inclined enough to be obedient that the term 'slave' lacks the same resonance as it might with a more independently-thinking species.

While Saurians often use robots, they have always been suspicious of AI. Seights pre-date robots, and due to them being intelligent and obedient, they have occupied the roles held in most societies for AI.

Ravenous Rallaketh Entity

This species is not quite mindless, but they do not think in the same way as Saurians, or indeed, humans do. The hivemind wants to devour all things.

It is mentioned here as this species is a neighbour to the Saurian Directorate. The two have been at war for around 20 years, and as the Saurians discovered that they were unable to integrate the Rallaketh into their culture, they decided to destroy them instead. The Saurians are winning.

Bacteria, Viruses, and Other Pathogens

[Introduction needed.]

Artificial Life

In such a hostile world, robots and other forms of artificial life can drastically improve productivity and innovation. When the saurians developed automation they learned to save themselves a great deal of hardship. **[I suppose that's what they were doing with the seights too - aiming to save themselves a lot of hard work?]** Drones, mechanical arms, and other such technology is common on Sauria and the SNSS.

Technology

[Overview to explain what the level of technology in this setting is like. This section may well grow large and need to be split off into a species / culture lore bible, or two, or three.]

Technological Age

[Introduction needed.]

Agriculture

The Saurians developed an agricultural planet for growing all of their provisions. This presents a security risk so the saurians protect it jealously. However, in practice almost no other civilization can get close to it because the saurians are, overall, pretty xenophobic and isolationist.

Industrial Status

[Notes on whether or not the people who live in this setting, if any, have achieved mass-production yet.]

The Sciences

[Introduction needed.]

Biology

Cloning

Citizens of Sauria are capable of being cloned, and most do it over multiple generations.

[I have a few questions here:

- ★ What percentage of the population clones, and what percentage reproduces sexually, would you say?
- ★ Can I guess that multiple-generation cloners may still reproduce sexually?
- ★ While cloning seems a helpful way to achieve immortality of a sort, how many clone themselves once they're getting older, and how many produce multiple copies of themselves at a time?
- ★ Are there any laws about this?]

One of the main problems with cloning is that a clone is a new version of the self and not the self but with a new body. The Saurians solved this problem by creating a process that allows the original (or latest clone) to transfer their neural pathway patterns onto the brain of their new clone. This transfers most of the knowledge held by the previous Saurian to the new one. **[I know we talked about how not all information is passed successfully along. Things like intricate technical knowledge (ie., you don't want a surgeon who almost knows how to do, say, heart surgery; you want them to be getting that 100% right) or passwords to digital devices may need to be discussed or the new clone may need to be given access to passwords or put through a sort of 'refresher' training to make sure they have all the knowledge they need. Sound about right to you?]**

Genetics

The Saurians discovered the concept of genetics at one point in their history - that animals and plants passed on traits from one generation to the next. This came in helpful early in their evolution when they used this knowledge to farm more effectively. On this note, they created cultivars that grew roots, which couldn't be blown away in the storms, stems and barks that were good to eat as well as being flexible, and they bred animals that could grip as strongly as any of their wild counterparts but would also let go easily if gripped on the back of the neck **[I'm taking puppies as a good example of this. They may not grip, but they do instinctively curl their legs up so their mum can carry them around without tripping over them. Perhaps 'pickable' chicken equivalents would be a good food source for the Saurians?]**

Mendellian genetics (not called this by the Saurians, or course, as their understanding of this principle wasn't based on Gregor Mendel's insights - he lived on Earth, not Sauria) led to improvements in agricultural practices, and the Saurians referred back to this knowledge to create the seights. Later, they used it to improve their own genes.

This optimisation led to the Saurians **mostly** homogenising their culture. If everybody had optimal genes then they deserved equal opportunities, so the logic went.

Later still, they began to look at genetics as a weapon of war. By this time they were well aware of the pitfalls of viewing others as a set of genes, and there was little genetic diversity left among the Saurians to weaponise, anyway.

Physics

Robotics

Going outside on Sauria is usually unpleasant. For this reason, the Saurians always preferred to send somebody else out in their place or use automatons of some kind or another.

History

The Saurians are an advanced species who have long-since mastered their world and seek to protect it, and occasionally purge other worlds of other species so that the Saurians can live there - usually with the remaining original inhabitants acting as second-class citizens.

Prehistory

The volcanic activity that used to be so common on Kaleida brought a wealth of minerals and other resources to the surface. This helped the Saurians in a number of ways:

By providing them with geothermal energy. This helped the Saurians, who are reptiles, to keep warm, which in turn helped them to stay active and hunt or evade predators
By making metals more easily available, giving them ample material to experiment with when moving into their Iron and Bronze Ages and beyond. It also meant that plants were more plentiful, meaning that they had more to eat - even the carnivores, whose prey were able to find more food and were therefore more plentiful.

The harsh winds and extreme temperatures incentivized the Saurians to innovate and invent to insulate themselves from the planet's weather, and by the time they had done a good job of this they were firmly in the habit of inventing and kept it up, ending up with the space-facing creatures they are today.

The Ancient World

[Introduction needed.]

Modern-Day History

The Saurians took an interest in the sciences as it had always been beneficial to them to problem-solve and to be mindful of the resources available (or not available) to them. Science was a natural consequence of them leveraging their resources for optimal

survival and to investigate efficiency in using these - or innovating new ways of using untapped resources.

Timeline

[Introduction needed.]

Culture

Much of the culture based on regional differences has been rendered extinct due to the homogenisation of life in the mega-city. Culture differences based on the nature of different industries and the socio-economic class that tends to them creates some variety on this score.

Religion, Faith, and Spirituality

Saurian culture is not spiritual. Instead it is tech-centric. The Saurians use technology to make themselves so strong they can re-write the laws of physics, which effectively negates the need to imagine, and rely on, a higher power, and they have never seen evidence of a god.

Despite this, a few Saurians have adopted spiritual beliefs. Those who observe other civilizations who are spiritual may be inspired to adopt spiritual beliefs themselves. It should be noted that these Saurians invariably end up looking strange to the other Saurians in their lives - to compare using Earthian terms, a Saurian adopting spiritual beliefs will look much like a Buddhist monk in Silicone Valley!

Social Dynamics

While Saurian culture is mostly homogenised, the landmass over which they live is large enough to retain a few differences. The Saurians control their mega-city well enough that there are no different climates **[would this include controlling day and night length - this can be done with artificial lights and by putting a roof over the entire landmass, but that sounds like a lot of effort to go to. If they don't, then day length will remain pretty much 72 hours of day, 72 of night at the equator with increasing levels of variation, the further away from the equator you get.]**

Different industrial sectors can also prompt different subcultures. Sectors include:

- ★ Manufacturing
- ★ Industrial

- ★ Entertainment (including theatre, various arts, etc. This is considered a lower-class area, given overall Saurian attitudes towards the arts)
- ★ Scientific research
- ★ Prison
- ★ Farming (populated mostly by seights)
- ★ Mining (populated mostly by seights)

In addition to these districts creating their own culture, some Saurians are raised in disadvantaged or abusive conditions, and this leads to its own culture.

There isn't quite a caste system for Saurians **[The below "Levels of Society" show that there is a very clear caste system. This statement needs revision.]**, but the overall culture prizes conformism towards rationality and logic over emotion and creativity, and some Saurians simply don't fit this mould. Those who are on the more creative end of the spectrum find themselves with fewer advantages in life. Conformist Saurians can and will consume artistic content, but they don't tend to respect their artists.

Levels of Society

The Saurians have something approximating a caste system, giving a sense of hierarchy to their society. It works like this:

Citizenship

This is the highest level of membership of Saurian society. It's not available to anyone non-Saurian. Citizens may have as many seights as they wish. **[I think you said this. Is that right?]**

Resident

This status is given to any species that has been around the Saurians for long enough to earn a level of familiarity and trust. They may seek employment and usually find the same types of jobs as seights do: low-level ones. Residents may not work as politicians or any other role that holds systemic power.

The position of resident isn't too downtrodden, however. Higher-ranking Saurians cannot simply do as they please to residents, (ie., hurting one would lead to mountains of paperwork and maybe a prison sentence), as residents have limited rights.

Residents are allowed a seight domestic servant - but only one, as they require a lot of paperwork to attain.

Servant

There are four levels of servitude in Saurian society. Most servants are seights. **[We originally talked about servitude but then got side-tracked and later returned to talking about the 4 levels of slave. Since there are 4 levels of each, can I guess that the servitude stratum of society is the same as the slave one?]**

Domestic Slave

The highest-ranking level of servitude. Approximately 10% of all slaves are domestics.

Chattel

A level down from the domestics, chattel are usually set to work in the farms or mines, and make up 50% of the slave population.

Livestock

The lowest, and least-safe level of slavery. Livestock are used for similar purposes as animals in cosmetics testing on Earth, but most of the testing is for genetic formulae. Other common uses for livestock are for food safety, and for neutron sweeps.

Livestock account for 40% of slaves. Most test subjects have been nerve-stapled. **[I know we talked about what this meant but I don't think I wrote it down. What is this, again?]**

Social Movements

The Matriarchal Line

The genetic tinkering that the Saurians have done on themselves has come to express itself by favouring the genotype of the mother over the father. This causes most offspring to look more like their mothers than their fathers.

This played a part in normalising the concept of power passing through the matriarchal line, which had a positive net effect on female equality in Saurian society. That isn't to say that Sauria has a matriarchy however, only equality.

Seight Treatment

Some Saurians will treat their seights well, while others are cruel to them. While it is understood among Saurians that abusing a seight is distasteful, the vast majority

simply look away when they see it happening. There are only a few small pockets of activists who campaign for better treatment of seights.

The Rights War

Some members of Saurian society felt that it would be better practice to give rights to conquered species. They were outnumbered by Saurians who did not believe this at all, and those who had argued in favour of conquered species' rights were purged. In the current day a small number of pro-rights Saurians exist, but they continually find that their growth is stunted by agencies that watch over them and deter further growth.

Politics

[Overview of the major political influences in this setting.]

Economic System

[Brief description of capitalist, socialist, or other economic system leaning in this setting.]

See [Economy](#) for further details.

Government / Leadership Style

Sauria and the SNSS are run under a technocratic dictatorship.

The Saurians run their society under a “directorate”. They don’t have a dictator in charge, not quite, but the situation is very similar to it. **[Plus, I gathered from earlier in this profile that different regions each have their own dictator. Is that right?]** The dictator has a shadow council to whom they listen for advice on various matters of state.

Regional Dictators

The Saurian mega-city is so huge that different sectors are each run by their own dictator. Each sector was originally carved up according to the science that the region specialised in, and so it has remained since. With this in mind, scientists who specialise in that region’s specialism are given extra support so they become more successful. **[This initially seems to suggest that scientists who specialise in a different area of expertise should just move to the region that best supports them, but I wonder if some end up so under-supported that they can’t afford to move and are stuck? Does that happen?]**

[This sounds to me like the basis of a few different cultures as different dictators will presumably have differing approaches to fighting other dictators (and their armies and dealing with civilians). I’ll say more on this when I know more about Saurian culture overall - see my questions and thoughts above!]

Shadow Council

Nobody knows how many members there are in the shadow council, nor who the council is comprised of - with the only exception being, those who put a member into the council and who have provided each other with the details of their identities.

Any changes the dictator wishes to make must go to the shadow council for a vote. However, the council has limited power as the dictator can veto some votes depending on how much of an impact their decision will have over Saurian society, e.g., the director can purge groups who are rebelling in a given region or on another planet and the shadow council cannot prevent this. By contrast, a decision that would directly impact many Saurians, such as rebuilding a residential region, would need shadow council approval. **[I'm guessing that's the sort of change that would need their approval, at least?]**

Galactic Council

The Galactic Council is a council made up of representatives from **[all, most, or just some?]** of the intergalactic community. The Saurians joined it with a view to influencing other civilizations through it. Because of this they have a reputation for using their position here for being disruptive depending on whether the motion being discussed benefits them.

Military and Law

The Saurian army is made up of Saurians, not robots. While this initially may seem strange given the Saurians' preference for using technology, they chose biological soldiers over robotic ones as the demands of war would require the use of Artificially Intelligent robots. Saurians do not feel comfortable around AI.

It should also be noted that Saurian soldiers are genetically augmented to the point that they can be accurately described as super-soldiers.

With this said, Saurian generals will not send troops into a fight they don't believe they can win. If they don't think they can win by using soldiers, then they bombard the location (in practice, usually a planet) to destroy the native life, and send their soldiers in afterwards to secure the area while construction workers build upon the ruins.

Wars

With Sauria being almost unlivable, competition for resources often ratcheted up to fighting, and as society became more complex and Saurians began to develop into separate cultural groups, outright war.

Strangely however, they never used bombs in war. While bombs can generally be helpful in war, the sturdy, rounded structures the Saurians historically made tended to deflect explosions well enough that they proved an inefficient mode of attack. At most, dirty bombs were used as these sent shrapnel in all directions and could harm Saurians, but bombs to destroy buildings remained less popular.

Later, when the laser was invented, Saurians found these to be far more useful and developed them well. Lasers cannot be pushed aside by wind.

The Hive-Mind War

To describe the Hive-Mind War as a disaster downplays the fact that the Saurians are winning. However, it is not without cost, and it's certainly having a negative impact on other species and worlds.

Most Saurians have no idea that they, as a species, are in this war as the action takes place a long way away. However, the fighting costs money which is drawn from the general Saurian population, therefore the Saurian higher-ups are aware of it.

The Saurian military wants to purge the Hive-Mind.

The Hive-Mind is biological in nature, so the Saurian military is currently building a sweeper craft, for which they need metals, minerals, expertise, and plenty of fuel.

Economy

The Saurians are an active part of the galactic community. As such, their economy is interconnected with that of the rest of the galaxy, and beyond. Overall they prefer to be left alone. This means that their economic system is mostly self-sufficient, but not completely so.

Currency

[Introduction needed.]

Energy Credit

This is the galactic unit of currency. The Saurians resisted using this currency and tried to keep using their own, but the Fallen civilizations dictate the use of acceptable currencies and would not allow this. This rendered the Saurians' currency worthless on the intergalactic market, forcing them to switch to the energy credit.

Business

Despite their stand-offish nature, the Saurians don't avoid trading with other civilizations. They are selective about which other civilizations they will trade with and will only do so with ones that they respect. **[What does it take to earn the Saurians' respect?]**

Even then, they prefer deals that will benefit the Saurians more so than the other civilization **[Just thinking back over this. Is this so that they don't make the other civilization stronger by trading with them, just in case things end up going south? Most deals are win-win so it seems odd that the Saurians are so concerned about this when in all likelihood, they're walking away with something they want.]**

As with their position on the Galactic Council, they participate in the pan-galactic market to influence other civilizations and to establish economic power over them. With this in

mind they have been known to flood the market with a given resource in order to reduce its price.

Saurian Workday

Due to the length of a Saurian day (a full turn of Sauria takes 144 hours), a workday is 30 hours long. As this is a long time for any sapient being to concentrate, productive and non-productive times are built into Saurian working days. **[I feel we could expand on this some more. Elsewhere I talked about a siesta, so I'm also wondering about snack breaks, go-outdoors breaks, and perhaps social time. As an introvert who works on Earth, I used to use my one-and-only work break in the middle of the day to be by myself. I gather that introverted Saurians could get alone time and do some social time, since I think they'd probably get more than one break. What do you think?]**

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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