

Sanctuary Technology

Sanctuary Technology is a downstream technological branch of [Leviathan Technology](#) used by [Tsenlan](#) to produce settlements.¹⁾



History and Background

By [YE 32](#), a year into the [Void Wars](#), the realization of protecting [Norian](#) citizens became very important to the government. Heavy losses and the fall of entire worlds made topics like extinction come up. As a result, the government authorized the use of [Leviathan Technology](#) more openly on the civilian level. Research led to the development of Sanctuary Technology, essentially the application of [Leviathan Technology](#) to the building of [leviathan husks](#) that would serve as the structure of settlements. No actual Sanctuary cities ever got developed, the consecutive outbreak of the [Craethel War](#) and continued assault from Asune Dimensionally enemies led to the fall of civilization in their home universe.

The use of developed Sanctuary Technology however re-emerged after the [Arrival of the Norians](#) in the [Kikyo Sector](#) in [YE 44](#). With the intended building of a permanent settlement in the [Akina System](#), Sanctuary Technology would finally be deployed by [Tsenlan](#) in the development of that settlement.

Landmarks and Progression

- [YE 25](#) - The discovery of the Yogosha Chonyosa and Umarian Leviathans.
- [YE 26](#) to [YE 27](#) - Mapping of the Umarian Leviathan Genome.
- [YE 27](#) - Growth and production of the first [Norian](#) Leviathan ships.
- Late [YE 27](#) to [YE 30](#) - Research of Leviathan [Mindhive Technology](#) (Brains, Biological computing), Meshing of Leviathan vessel husks and conventional construction. Hybridized vessel types were first produced. Connection of [Vesper Links](#) to Mindhives.
- [YE 30](#) to [YE 32](#) - The manipulation of the Leviathan Genome for other Biotechnologies -[Sylph Technology](#) .
- [YE 32](#) - The mapping of similar Leviathan genomes from the Asune Dimension.
- [YE 32](#) to [YE 40](#) - Research and prototypes of Leviathan Technology in the construction of cities, homes, and other structures.
- [YE 44](#) - Planned application of Sanctuary Technology in the [Akina System](#).

Settlement Ethos



Norian architecture is in no way cookie cutter, any building can be designed to the ship and custom own of its owner. In general, though they hold to some unifying design ethos such as smooth advanced organic structures that embody structures taken from the natural environment, and non-chunky structures with a lot of smooth curvatures. Settlements also generally feature hybridized structures that adhere to both [Leviathan Husk](#) and conventionally built features.

Structure Levels

Sanctuary Technology Structure Levels:



Sanctuary Technology		
Level	Name	Description
Molotha Leviathan Husk		
1	Home	A dwelling for norians to live comfortably.
2	Skyscraper	Purposed for residential or commercial use.
3	Simple Factories	Purposed for light industrial applications and agriculture.
Cyshabothul Leviathan Husk		
4	Complex Factories	Purposed for medium and heavy industrial applications.
5	Containment Facilities	Purposed for jails, hospitals and laboratories.
6	Community Specialty	Purposed for arenas, spaceports, space elevators, bunkers, etc.

Sanctuary Husk Production

Much like leviathans designed for space, the [leviathan husks](#) are the result of biological engineering. The husks are grown in massive tanks filled with biosynthetic fluids laden with [organic matter](#) which is infused with several [metal alloys](#). The [Mapped Leviathan Genome](#) is modified to express desired traits for the sanctuary being produced. Growth time varies depending on the type of [leviathan husk](#) being produced, as well as the dimensions of the intended structure.

Damage Rating

Sanctuary [leviathan husks](#) vary from those bound for use in living vessels. They are generally thinner and slightly less durable and are less expensive to produce.

Sanctuary Leviathan Damage Rating	
Husk Type	Damage Rating (Version 3)
Molotha Leviathan Husk	Tier 4
Cyshabothul Leviathan Husk, Exception of Level 6	Tier 7
Cyshabothul Leviathan Husk, Level 6	Tier 10





Sanctuary Mindhives

Using [Mindhive Technology](#) the production of Sanctuary Mindhives provides the dwellings and their inhabitants access to media, communications, control of community services, and utilities, a connection to the [Yamatai Star Empire's SYNC](#) and civilian [PANTHEON](#) networks²⁾ through hybridized conventionally built systems integrated into them such as quantum communications.³⁾

Sanctuary Mindhive Heirachy	
Mindhive Level	Description
Household	Household Utilities and Appliances, Communications and Media
Neighbourhood	Neighborhood Utilities and Services, Security
Settlement	Communications, Defense, Settlement Utilities and Services

Examples of Notable Sanctuary Services and Systems

These are notable standard systems found in Sanctuary Settlements. Each Sanctuary will also have its own unique systems and features depending on their location and purpose.⁴⁾

Power Systems

At the base level, for the powering of basic structures (those in the Molotha [Leviathan Husk](#) category)

when the [Leviathan Husk](#) is grown, the [leviathan genome](#) is manipulated to produce biological systems within the husk that undergo [Photosynthesis](#), which provides energy to the [husk](#) for things like bioluminescent lighting and basic household functions.

[Enhanced Geothermal Systems](#) provide power on a larger scale, but also provide the mineral-rich water component to the biosynthetic fluid slurry that forms a network between sanctuary structures.

For more power-hungry structures and applications (those in the Cyshabothul [Leviathan Husk](#) category), [Fusion Power Plants](#) are utilized. Due to stigma and trauma from the [Void Wars](#), [Tsenlan](#) has declined the use of dimensionally siphoned energies like [Aether](#) in their civilian applications, despite being part of the [Yamatai Star Empire](#).

Circulation System

Each sanctuary building has its own circulation system, however, they are all connected to a circulatory network across the settlement. The biosynthetic slurry is a lot like [hemosynth](#) only more biological rather than biomechanical. The slurry serves as an immune system as well as a digestive system for the [husks](#). The small-scale nutrient and mineral extraction happens on the building level in the processing of biological waste such as feces and urine from the [Norian](#) inhabitants. The larger-scale introductions of required materials come from the water extracted from the [Enhanced Geothermal Systems](#) and dissolved materials from asteroid mining added at pumping stations throughout the settlement. [Nanomachines](#) are usually only added for medical applications to assist in times the natural immune system is compromised.

Unusable material and waste products are encapsulated at local pumping stations and fired into space being disposed of by casting them into the system's star.

Environmental Systems

Much like the [life support systems](#) found on starships, the sanctuary buildings are compartmentalized and the internal environment can be modified. This allows [Norian](#) inhabitants to enjoy their more familiar, lower oxygen and nitrogen-rich, colder environments regardless of the planet they have settled on. The environment can also be altered should other [Yamataian](#) and non-[Norian](#) visitors be present.

Isolation Systems

Isolation systems are used to seal off [husks](#) sections to provide security in the event of invasion, but also to seal off areas and through the use of the environmental systems cut the oxygen off to areas affected by the fire to assist firefighting crews. Most sealing systems involve the growth of thick membranes over accessways, or the closing of conventionally built airlocks to different sections, triggered by the Sanctuary Mindhive.

Sails

A notable feature in a lot of Sanctuary Settlements is the use of massive sail-like structures, they are often seen on the sides of buildings or strung over city streets and markets. The sails are actually very thinly grown [husks](#) that are designed to shade city streets as well as some balconies. They also provide additional surface area for the photosynthetic power systems.

OOO Notes

[Andrew](#) created this article on 2022/10/31 23:34.

- Building example art by [Andrew](#) on Artbreeder.
- More City Examples by [Andrew](#) using Midjourney Bot.

This was approved by [Wes](#) on 2022/11/07.⁵⁾

1)

This page is designed to present Sanctuary Technology, actual sanctuaries will be submitted separately.

2)

And [Star Army of Yamatai PANTHEON](#) networks for those with authorized access.

3) 4)

Actual subsystems will be submitted with individual sanctuary submissions.

5)

<https://starmy.com/roleplay-forum/threads/sanctuary-technology.69507/>

From:

<https://wiki.starmy.com/> - **STAR ARMY**

Permanent link:

https://wiki.starmy.com/doku.php?id=technology:sanctuary_technology

Last update: **2023/12/20 18:23**

