

# Hegemony Diplomatic Corps

**Confidential**

## **Species Report: Kresh (343-34/6444890-1)**

**Eyes only: Theodore Cant, Chairperson Hegemony Diplomatic Corps**

### **Report on Interrogation of Kresh Subjects – Document #88(0)-1**

Following the covert capture of the Kresh deeprange vessel *Hand of Gnow*, a full interrogation of survivors was undertaken. While physical methods proved of only minimal use, the full spectrum of psychotropic drugs and mind probing hardware provided a great deal of useful information. Unfortunately none of the subjects survived. The following report covers a number of aspects of the Kresh civilisation.

1. creation myth and associated beliefs
2. social structure and geopolitics
3. physiology and sexual reproduction
4. Language
5. numbering, time, and seasons
6. technological index
7. military potential
8. contacts with other species

#### **1. creation myth and associated beliefs**

The Kresh believe that their homeworld was drawn from their primary sun by *Sakat*, which voder technology translated as ‘god of death’ with a 78% probability of translation accuracy. Sakat moulded the sun-stuff into a ball and placed it in orbit. The sun-stuff cooled over many thousands of years and eventually solidified, but its atmosphere was poisonous, so that nothing could grow or live on it. It was locked in this form, unchanging until Sakat moved across the face of the world and sucked all the poisons from it. Where Sakat passed, life sprang up and Sakat was pleased, because without life there can be no death.

This legendary act by Sakat, seems to have had a significant effect on the Kresh psyche, setting up a powerful relationship between cleansing, life and death, which vibrates throughout contemporary Kresh society. The planet grew life which came up for a brief span before returning to the soil so that new things could be born – a replenishing cycle of life and death. The Kresh believe that the first life was very simple, and as it grew and prospered, it changed and gave rise to more complex forms. In this way it seems the Kresh stumbled upon a faith based theory of evolution. However, sometimes the simple forms gave rise to seed that was flawed and which did not thrive as it should. Sakat cut down these flawed forms, fulfilling the role of a vigilant gardener who protected the

vigour and strength of life as it developed on the planet, so that the complex forms which sprang up from the simpler forms shared the strength and vigour of their forebears.

After many thousands of years passed, the first Kresh sprang up on the planet. As these proto-Kresh grew and differentiated, Sakat cut down those that were deformed or otherwise weakened so that the Kresh would become stronger and stronger. It was the prophet Tlonat who divined Sakat's purpose over 5,000 standard years ago. He believed the Kresh held a sacred place in Sakat's divine plan because they were the only sentient life on the world. Tlonat believed that as each new form of life was born more complex than the previous, Sakat had set the world on a path to develop perfect living organisms which would be free from disease, all wise and all powerful. It followed as the only sentient species existing that the Kresh were to be the fulfilment of that goal, so to ensure that they continued to develop as a strong race, they took on the work of Sakat. They killed any Kresh born deformed or seriously injured in the hunt, because this was an indication that those individuals were unfit. Likewise the sick were left to either recover or die 'at the will of Sakat'. As a result the Kresh never developed any form of medicine or healers. The fact that they seem amazingly resistant to a range of disease pathogens released on test subjects either points to some good fortune on their part, or a genetic advantage gained as a result of thousands of years of this genetic selection. Euthanasia is practiced as a matter of course in modern Kresh society. The advent of the Communion (see section 4. *language*) is seen by the majority as further proof of the divine evolution of the Kresh race.

This striving for perfection also finds its way into the reproductive habits of Kresh. For a full report on this aspect see section 2. *social structure and politics* and 3. *physiology and sexual reproduction*. Once a Kresh foetus has been initiated, the Hierarch of the House visits the female and introduces a string of his own DNA into the partially fertilised egg. The child then has donor DNA from the father, the mother and the hierarch. This is believed to give the child a genetic advantage because the Hierarch, as leader, is seen as the most perfect Kresh from that cycle of births. The Hierarch insemination is also necessary as a determinant of the caste, or body type, that the child will inherit. It is said that the Hierarch has a degree of control over this although the exact mechanism is not known as no Hierarch was present amongst the test subjects.

This belief in evolutionary perfection and euthanasia could provide valuable leverage for Diplomatic Corps operations. Further analysis is recommended.

## **2. social structure and politics**

Kresh society is a strictly ordered hierarchy where social standing depends on a mixture of function and lineage.

There are six Houses to which all Kresh belong by virtue of birth. These six Houses own the entire landmass of the homeworld, with the exception of the capital city of Teranor and its surroundings which was deemed neutral territory during the first of the House wars 3,500 standard years ago. As well as the six Houses, there are also six Lodges representing the main streams of employment in Kresh society. This means that the

normal citizen will be represented by their House Hierarch, on the grounds of their familial connection, and by their Lodge Dean by virtue of their profession.

The Hierarch of each House and the Dean of each Lodge holds a seat on the council, which is the ruling body for the Kresh people. Leadership of the council rotates regularly between the Houses and Lodges. Each House and Lodge also has its own internal council which advises the Hierarch or Lodge Dean on matters and assists in the administration of House/ Lodge affairs.

The Kresh hierarchy is organised along the following lines:

1. House Hierarchs, Lodge Deans and their functionaries
2. Scholars
3. Adepts: professional disciplines such as scientists, lawyers, administrators
4. Cultivators: agents of agriculture and fishing
5. Merchants: agents of production and commerce
6. Priests
7. Warriors

The six Lodges are consequently – the Educators, to which the scholars belong, the Adepts, Cultivators, and Merchants, the lodge of Sakat, which comprises the priesthood, and the Defenders (official name of the warrior lodge).

**addendum** – since the meeting between Troels Volmar of HDC and the Hierarch known as Karis, indicative Lodge and House political alignments are indicated in brackets.

*Deans of Lodges*

Educators – Go’kran

Adepts – Selmat (Karis aligned)

Cultivators - Mehap

Merchants – Hern (Karis aligned)

Sakat – Gulpak

Defenders – Krup’na (Karis aligned)

The six *Houses and their Hierarchs* are:

Karis – colour: green, lands: the belt of tropical rainforests, the Karis Hierarch holds the title of Protector and commands the combined Kresh armies and fleets in war.

Fra – colour: blue, lands: the Inland Sea and the southern shores, the Fra hierarch oversees cultivation and harvest of the Inland Sea.

Errad – colour: white, lands: the Northern Reaches of the planet, the Errad Hierarch controls lands with an abundance of gem stones and precious metals, consequently they have much to do with the Merchant Lodge and strong ties with the military. (Karis aligned)

Cherak – colour: brown, lands: the Deep Desert. The Cherak people are traditionally nomadic, producing much of what they need in hidden areas of the desert. Their main

trade item is tekla, an ore which they mine and refine. It has good properties for spaceship hulls particularly for tenspace craft.

Marhav – colour: gold, lands: extensive plainlands to the east of the Inland Sea. The Marhav are traditionally agriculturists and much of the tradeable food production comes from their lands. Consequently they are closely aligned to the Cultivators Lodge (Karis aligned)

Griss – colour: red, lands: the Southern Reaches. The Griss lands occupy the southern pole and extend around a major proportion of the far southern landmass. Griss lands produce large amounts of fossil fuels.

There is a small underclass of criminals, who after repeat offences have their mantle surgically removed (see 3. *physiology and sexual reproduction* for further information) and are banished from Kresh society into the desert wildernesses to die.

Kresh body types differentiate according to function, which is determined by the hierarchy on secondary insemination. (see 3. *physiology and sexual reproduction*)

### **3. physiology and sexual reproduction**

Kresh males stand on average 2.8m tall. The females are generally larger averaging 3m. The exception to this is Kresh who differentiate as Defenders. Both Defender males and females average 3.5m (see body types later in this section). Merchant class are shorter. Cultivators have long arms that extend to the ground, the upper body and arms being more ridged and less smooth than other castes. Further information will be supplied when more test subjects are supplied.

The Kresh homeworld has a gravity equivalent to 1.4 terrestrial standard gravities. Consequently the Kresh have both an endo and exoskeleton. The endoskeleton is composed predominantly of calcium, while the exoskeleton is chitinous in nature, and continues to thicken and change colour throughout the life of the Kresh. The chitin forms a series of interlocking and overlapping plates over a tough scaly hide which is completely covered by the chitin, in effect forming a living armour for the Kresh. Tests demonstrated the chitin of a fully grown Kresh is effective at diffusing energy weapons up to and including a level 7 blast.

The Kresh foot is akin to a terrestrial dromedary possessing two toes which spread flat as pressure is applied. Much of their homeworld is desert, and it is thought that this affected Kresh evolution significantly. As further proof, the eye is complex but possesses two eyelids, one fleshy, the other of clear cartilage which not only provides protection from sandstorms but is shaped to provide an additional lens enhancing visual contrast and distance vision when it is in place.

The Kresh leg has two opposing knee joints, the upper much like a human knee and the lower canted towards the rear as in terrestrial birds. Musculature running under the chitin is well-developed and subjects demonstrated an ability to jump up to 4 metres vertically and 10 metres horizontally under extreme circumstances. Bipedal in nature, the pelvis and vertebrae are similar to human forms, however the arms, much like the legs have a

The Kresh as stated possess complex eyes. The mouth most closely resembles that of a terrestrial crab with a number of overlapping jointed feelers. The various mouth parts have a number of different functions including feeding, olfactory and taste sensors, verbal communication and sexual foreplay.

#### Internal organs

Internally Kresh share much with insect-type creatures. Kresh breathe a mixture of gases within terrestrial tolerances but they breathe through spiracles: tiny tube-like structures in the secondary hide.

Similarly their excretory systems bear out this resemblance to insects and their early evolution in a desert environment. Secretion by Malpighian tubule-like structures support circulation of a fluid that is unlike the blood in composition, and substitutes for glomerular filtration. Various reabsorptive functions, such as volume reduction, regulation of individual electrolytes, adjustment of osmotic concentration and pH regulation, which are associated with distinct renal segments in the mammalian kidney, all occur simultaneously in the rectum of the Kresh. Involvement of an extracellular molecular sieve in selective reabsorption is novel. As far as water transport is concerned, the rectal pads of the Kresh appear to accomplish, across a single layer of cells, the same function as the countercurrent multiplier system of the mammalian kidney with its several epithelial layers. There is direct absorption of water vapour in the rectum.

The Kresh lung fed by air intake through the spiracles have more in common with the book-lung structure of terrestrial locusts. And oxygenated fluid is pumped through the lungs to the extremities by a number of independent 'hearts', six in all: two in the chest, two on each shoulder and two in each thigh. These can independently shut down to restrict fluid loss following major trauma e.g. the loss of a limb.

#### The Kresh mantle

The mantle is a unique organ never before encountered by HDC. It is a fleshy cape-like organ which hangs from the shoulders and covers the upper back of the Kresh. When engorged it inflates behind the head of the Kresh and resembles a terrestrial cobra-hood. It appears to be an extra-sensory organ, allowing the Kresh to 'pick up' on the empathic state of other Kresh nearby. The Kresh worldmind and 'communion' that has resulted was described by subjects as a gestalt experience however the Kresh do not appear to share a hive-mind mentality. The mantle has an older function that pre-dates what the Kresh call 'the emergence'. Over short distances it can concentrate and loose electromagnetic energy which appears to have offensive potential. Further investigation of this function is required as a priority when addition test subjects are supplied. A risk advisory has been despatched to Fleet Command.

### Sexual reproduction

Despite these insect-like features of their physiology, reproduction is similar to mammalian reproduction with insemination of an ovum in the female by the introduction of male sperm following penetrative sexual intercourse. Prior to intercourse the female produces a chemical which acts as a pheromone to the male and also softens the chitinous covering to her sexual organs. The pheromone provokes a cascade of chemical changes in the male also, again softening the chitin that protects his sexual organs and enabling penetrative intercourse to ensue.

As mentioned above, fertilisation of the egg is a two-fold process. Initial fertilisation is by the chosen male, but the differentiation of the ovum will not progress past a certain point until the introduction of a second set of sperm by the House Hierarch. This sperm contains the information to enable the fertilised ovum to differentiate into a particular caste or body shape. Subjects indicated that the Hierarch can consciously control the type of sperm he produces in order to choose the caste of the ensuing child.

## **4. Language**

The Kresh language is fairly standard in structure and syntax. But by Hegemony standards fairly blunt and basic. And yet the Kresh social structure and civilisation appears to be as complex as many others we have encountered.

The reason for this variance is believed to be due to the existence of the Kresh empathic sense. Kresh have the ability to pick up on the surface emotions of other Kresh with which they interact. Consequently nuances which in Terrans would be expressed in language are communicated through empathic means in Kresh.

## **5. Numbering and Time Systems**

The Kresh use a senary (base six) numbering system, Terrestrial equivalents include ancient Sumerian. Their language expresses numbers as compound phrases, so where

0	=	ri
1	=	noc
2	=	pha
3	=	alac
4	=	rux
5	=	dva

a number such as  $154_6$  is expressed as noc'dva'rux.

Consequently the Kresh time system varies markedly from Hegemony Standard, relying as it does on the Kresh numbering system and the diurnal and annual motion of their homeworld.

Kresh Time Periods	Heg Time Equivalent		base 10 explanation	base 6 explanation
1 'second' senton	= 0.6	seconds		
1 'minute' ri'mak	= 0.36	minutes	36 'seconds' in a 'minute'	100 'seconds' in a 'minute'
1 'hour' saba	= 1.296	hours	216 'minutes' in an 'hour'	1000 'minutes' in an 'hour'
1 'day' yawm – singular and plural	= 1.944	days	36 'hours' in a 'day'	100 'hours' in a 'day'
1 'week'	= 1.666	weeks	6 'days' in a 'week'	10 'days' in a 'week'
1 'month' peria'ronn	= 2.499	months	6 'weeks' in a 'month'	10 'weeks' in a 'month'
1 'year' a'ronn	= 1.2497	years	6 'months' in a 'year'	10 'months' in a cycle
1 'decade' noc-cycle	= 0.7498	decades	6 'years' in a 'decade'	10 cycles in a noc-cycle
1 'century' noc'ta-cycle	= 0.4499	centuries	6 'decades' in a 'century'	10 noc-cycles in a noc'ta-cycle
1 'millenium' noc'el-cycle	= 0.2699	millennia	6 'centuries' in a 'millennia'	10 noc'ta-cycles in a noc'el-cycle

The Kresh 'year' or cycle, which is the closest translation available for this time period, is based on one rotation of the homeworld around their trio of sun. The year contains six distinct seasons which correspond roughly to the six month divisions.

Luk'noc – the season of fish. Named after the indigenous luk'noc fish which is the primary food source from the Inland Sea. Luk'noc is the period when these fish are harvested. The savannahs are carpeted with flowering plants and the crops near harvest. The cooler weather is coming to an end. Temperatures are rising, as the rain ceases to fall.

Rinjaa – the season of drought. Harvest occurs during the first few weeks before the heat and the lack of rain begin to take their toll. The season is named for the Rinjaa fern which grows wild and withers at this time. Its fleshy heart is considered a delicacy.

O'lokna – the season of the o'lok. O'lok are reptile-like flying creatures. During this season they swarm and mate in the desert reaches. The weather continues dry and hot

Luk'ri – the season of Luk'ri spawn. Named for the larval stage of the Luk'noc fish which develops along the shores of the Inland Sea at this time. The weather is hot but changeable and thunderstorms predominate.

Karee – the season of rains. The drought breaks and, particularly on the Inland Sea coastal regions, there is heavy rainfall. Temperatures begin to fall. Planting begins for the growing season.

Sakat – the season of rebirth. Named for Sakat, the Kresh god of death (see section 1.) Crops benefit from cool days and mild nights and regular rainfall.

## **6. technological index**

The Kresh species is space-faring and possesses a form of tenspace drive. Their world is serviced by a beanpole-type space elevator. While their technology is equivalent to late 21<sup>st</sup> Century terrestrial, they have access to more advance technology through local trading partners (see section 8), including limited access to gravitic generators.

## **7. military potential**

Although styling themselves as a warrior race, the lack of easy access to technology equivalent to that of the Hegemony means the Kresh are not considered a military threat. The empathic bond they share could be exploited in a combat scenario and is the reason why wars and violent crime have all but died out on their planet.

## **8. contact with other species**

While the Kresh are an insular species there is limited trade arrangements with a number of other alien species in a nearby area of space called 'the lenticular'. Little was known of these other species by the subjects interrogated. Further intelligence on the lenticular is required.

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