

Term	Found by GG	Definition
Adjubon	Adjubon	Capital city of the main landmass on the planet Herakli .
ah'lok	-	Kresz small, feathered reptilian flying creature.
Ah'lokna (season)	duplicate of above	Kresz season when the ah'lok swarm and mate in the desert reaches. Weather is dry and hot.
Aktiuk	Aktiuk	Chief city of the Kresz Homeworld. The Treaty City where the houses made peace after the Emergence .
Aphsan	-	Lenticular sentient species, resembling cone-shaped mound with a thick brow ridge of sensory tissue. Close trade partners of the Telsans.
ataz	Ataz	Largest of the Kresz Homeworld's three suns; golden yellow in colour.
auto	not found, but common word	Hegemony term for automobile or small personal ground vehicle.
Battle for Earth	Battle for Earth	A pivotal moment in the Earth–K-Chaan war, when the enemy penetrated the Solar System and almost invaded Earth before being driven back.
Betlaan	Betlaan	A peaceful planet and home to Atalna . Due to political infiltration by the Hegemony, the rightful government was overthrown and replaced with a puppet government controlled by HDC.
Brell	Brell	Cygnus Sector alien species from the Brell Conglomerate. Bipedal but horse-like. Tall, covered in fine brown hair, long-necked and long-headed with long ears. Home planet is Brell Prime .
Central Administration (CA)	Central Administration	The executive governmental body of the Hegemony.
Communion	not found, but common word	A full empathic sharing between Kresz.
compensator	not found, but common word	Hegemony ship device that assesses the stability of a Voss Space chamber in three-dimensional space and selects an exit point out of Voss Space.
Cygnus Sector	Cygnus Sector	A region of space that was annexed and settled by the Hegemony shortly after the defeat of the K-Chaan. Home to the Brell , Sissilak and Totek .
Cz'kras Park	Cz'kras Park	An area of Aktiuk set aside for Kresz house funeral ceremonies.
Datahive	Datahive	HDC headquarters and main surveillance and analysis facility, situated on Earth in Cape York Conurb.

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datanook/nook	Datanook	Immersive data conduit for HDC operatives. It connects directly with the operative's mind, establishing a synapse link that enables them to interface directly with the data architecture in cyberspace. The nook imposes a neural brake on the user during interface with the datastream to still any involuntary muscle movement while connected.
dean	not found, but common word	Title for the head of a Kresz lodge.
Defence Force	not found, but common word	The combined Kresz defence fleet, comprising all ships owned by Kresz houses and lodges and controlled by the Defenders Lodge when required.
djel	Djel	Second in size of the Kresz Homeworld's three suns; red in colour.
Elysem	Elysem	A domed city on Telsus IV .
Emergence	Emergence	The moment in history when the empathic link manifested between all Kresz.
endar	Endar	A type of tree on the Kresz Homeworld with blue foliage.
Endikar	Endikar	A Brell colony in Cygnus Sector.
gaszti	Gaszti	Kresz traditional weapon – a long knife, carried in a sheath.
Hanloi	Hanloi	An alien species that inhabits galactic centre. A Hegemony mission to Hanloi space was lost, presumed destroyed.
Herakli	Herakli	Hegemony-settled planet in Cygnus Sector.
Hierarch	Hierach	Title for the head of a Kresz house.
House Akczek (Kresz)	Akczek	House colour: white; house lands: the northern reaches of the planet. The Akczek hierarch controls lands with an abundance of gemstones and precious metals; consequently they have much to do with the Merchants Lodge and strong ties with the military.
House Czerag (Kresz)	House Czerag	House colour: brown; house lands: the escarpment and the deep desert. The Czerag 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 Voss Space craft.
House Dageru (Kresz)	Dageru	House colour: red; house lands: the southern reaches. The Dageru lands occupy the southern pole and extend around a major proportion of the far southern landmass. Dageru lands produce textiles and electronics.

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House Haketiug (Kresz)	House Haketiug	House colour: yellow; house lands: plainlands to the east of the Inland Sea. The Haketiug are traditionally agriculturists.
House Kergis (Kresz)	House Kergis	House colour: green; house lands: the equatorial belt of tropical rainforests. The Kergis hierarch holds the title of Protector and commands the combined Kresz armies and fleets in war.
House Ukat (Kresz)	House Ukat	House colour: blue; house lands: the Inland Sea and the southern shores. The Ukat hierarch oversees cultivation and harvest of the Inland Sea.
Jantri'va	Jantri'va	Lenticular sentient species. From a highly radioactive planet. Always wear radiation armour when interacting with other species.
Kareee (season)	Kareee	Kresz season of rains. The drought breaks and, particularly over the Inland Sea coastal regions, there is heavy rainfall. Temperatures begin to fall. Planting begins for the growing season.
Kedisz Ocean	Kedisz Ocean	Kresz Homeworld's southern ocean.
K-Chaan Empire	K-Chaan Empire	Aggressive alien species in the Earth-K-Chaan war.
Kresz caste: Adept	Adept	Professional disciplines such as scientists, lawyers, technicians, pilots etc.
Kresz caste: Cultivator	Cultivator-caste Kresz	Agents of agriculture and fishing. Cultivators have elongated limbs and are taller than most Kresz, except for female Defenders.
Kresz caste: Defender	Defender Caste	Defenders are the tallest of males, despite lacking a second knee joint and mid-calf. Their armour plating is thicker and they have an oversized arm – usually the left – which ends in a massive pincer. Prior to the Emergence , Defenders were a warrior caste who fought for their house hierarch.
Kresz caste: Merchant	Merchant	Agents of manufacturing and commerce.
Kresz caste: Priest	Priest	The priests are devoted to maintaining the teachings of the Kresz god, Sakat .
Kresz caste: Scholar	Scholar	Academics, researchers and scientists, Their claws are thin and delicate and their feeder claws are similarly longer, used for manipulating delicate instruments as much as for eating.
luk'ah	-	Kresz fish and a valuable food source. Also the name of a Kresz-style singleship similar to a ramcraft.

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Luk'ah (season)	duplicate of above	Named after the indigenous luk'ah fish which is the primary food source from the Inland Sea. Luk'ah is the period when these fish are harvested. The cooler weather is coming to an end. Temperatures are rising as the rain ceases to fall.
luk'ri	Luk'ri	Larval stage of the luk'ah fish.
Luk'ri (season)	Luk'ri	Named for the larval stage of the luk'ah fish which develops along the shores of the Inland Sea at this time. The weather is hot but changeable and thunderstorms predominate.
neural brake	not found, but common word	See Datanook .
podule	Podule	A standard-sized cargo unit used across the Lenticular.
processor	not found, but common word	Kresz computer.
Prox Base	Prox Base	HDC intelligence-gathering post, second only to the Datahive in importance.
raktaa	Raktaa	Maagba term for agreement by blood sacrifice.
realspace	Realspace	Kresz term for space, as opposed to tenspace .
rikla	-	An edible Kresz fern, the heart is considered a delicacy.
Rikla (season)	duplicate of above	The season of drought. Harvest occurs during the first few weeks before the heat and lack of rain take their toll. The season is named for the rikla fern which withers at this time.
rusz	Rusz	Kresz blood analogue. Thick and yellow.
Sakat	Sakat	The Kresz 'god of death'. Also the name of the season at the end of the Kresz year associated with rebirth.
Sakat (season)	Sakat	The season of rebirth. Crops benefit from cool days and mild nights and regular rainfall.
setzla	Setzla	Kresz animal. A predator, the size of a large dog. Known for its cunning.

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shield metal	not found, but common word	A dense bluish metal that blocks Kresz empathic signals when of sufficient thickness. It is used to line the offices of house hierarchs and lodge deans and other sensitive facilities.
Sissilak	Sissilak	Cygnus Sector alien species. A reptilian analogue, resembling human-size snakes but with four arms. The scales that cover their bodies are thick like an armadillo's plate armour.
skystalk	Skystalk	A space tether and orbital elevator between the Kresz Homeworld city of Aktiuk and the Hub .
stonewood	not found, but common word	A type of tree on the Kresz homeworld known for its strength.
sura	-	Third and smallest of the Kresz Homeworld's three suns; blue in colour.
Svestans	Svesta	Lenticular sentient species. Methane-breathers, large, covered in thick bony skin bristling with spines. Aggressive.
Talos III	Talos III	Barren world in neutral territory used as a ceasefire meeting place in the Earth-K-Chaan war.
tekla	Tekla	An ore mined only on the Kresz Homeworld. It has unique insulating properties over a wide range of temperatures and is favoured in ship-hull construction and mining and other heavy industrial applications.
Telsans	Telsan	Lenticular sentient species. Small, furry and sharp-toothed. Generally brusque in nature.
Telsus IV	Telsus IV	A molten world in the Telsan system. The Telsans scoop the abundant minerals from its surface in floating manufactories. They have also constructed cities such as Elysem and other habitable areas on suitable floating plates of the rocky crust, covered with crystal atmosphere domes to keep out the deadly air.
tenspace	Tenspace	Lenticular word for Voss Space .
Totek	Totek	Cygnus Sector alien species. Look like walking kettledrums; communicate by rapping a beat on tightly drawn skin across the top of their body.

Term	Found by GG	Definition
trink	-	Hegemony tech. A translator link, worn in the ear, that provides instant translation of programmed alien languages. See also voder .
voder	-	Ubiquitous Lenticular tech. A voice decoder that enables instant translation of Lenticular languages for the wearer. See also trink .
Voss Space	Voss Space	Also known as tenspace by the species in the Lenticular. A space that exists above/below/between space – dimensions other than the four dimensions of spacetime. Access to Voss Space enables ships to travel to other parts of space more quickly than by conventional means.
vuscreen	Vuscreen	Kresz term for visual display.
yoq	-	Kresz animal. A beast of burden similar to a buffalo.

LEGEND – BLUE: recognisable term GREEN: character name ORANGE: low-usage in-world term			
AUs Academy Academy in Aktiuk Adepts Lodge Administration Allah Ambassador Emba Antwer Arga Atalna	Backstreets Battlecruiser Benchseat Brell Conglomerate Brell Prime Brokered Bvak	C-shaped Cartwheeling Ceasefire Chambers Chevket Citizens Civil disorder Classified Clawspan Codestring	Colleague Command HQ Comms Communications Department Consul Antwer Consul Antwer of the Earth Government Consul Demain Corps Council Council Chambers Cultivator
Daek Danger Datacrystal Datalogs Dataport	Earth EarthGov Earthforce Earthforce Command Earthforce Heavy Carrier Lincoln	Firepit Fleet Fleet Command Fleet HQ Force Liaison	Gahe Gehaki Glidepath Glowglobes God

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Datastream Datatags Decel Deckplate Deeprange Defocusing Delegate O'Dran Demain Denev Diplomatic Diplomatic Corp Djnc	Ellan Elrak Emba Empath Erdjis Euthanised Ex-Defender Excisee	Forces of the Hegemony Fortunate Wanderer Fuckers Fuckhead	Government business Gurud
HDC Operative Denev Antwer HDC-endorsed HDC's Hardpack Headedness Hegemony Hegemony Central Administration Hegemony Diplomatic Corps Hegemony Diplomatic Corps Datahive Hegemony First Contact Vessel Olive Branch Hegemony Space Hegemony-controlled Heliopause Hierarch Czerag Hierarch Kergis	Holo-Denev Holo-Rhees Holodisc Holofeed Holopit Holoprojector Holos Holospace Holotank Homeworld Honourably Hoofsteps House House War Hub	Idke In-Voss Space Incandescents Inclusionist Inland Sea Intacts Isoceles Isza Ix'la Jawna Jelad Jorn Jute	Kathedrikos Naos Makarios Kdan Kergis Kergis-controlled Kergis-green Killian Klicks Kuiper Belt K'la
Laneways Lefa Lenticular Lenticular Space	Maglev Maneoeuvred Mars Megacruiser	Neptune New Newsfeed Nok	Park Patrolship Petar Pet'la

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<p>Lincoln Lintal Lowrans</p>	<p>Memoryform Merchants Lodge Merchants Quarter Merchants Sector Microcell Might of Gnow Mindshock Missing Moebius Mount Mouthpiece Muslim</p>	<p>Nok of Jantri'va Non-Kresz Non-Telsan Normal Off grid Onepiece Outworlder O'Dran</p>	<p>Placeholders Plascrete Plasteel Point Powergrid Powerplay Prime</p>
<p>Radioactives Ramcraft Realtime Reka Resgtu Reward Rhees Rhees Lowrans Ruhaku River Rux'dal</p>	<p>Sakat-class Sandstorms Saturn Scholar Idke Scoutship Scuttleways Sector Sector Council Security checks Shadecloths Sharpstone Shopfront Signifiers Singleship Slidewalk Sol Sol System</p>	<p>Sourcing Space Spacegoing Spaceyards Starfield Streetlighting Streetlights Streetwear Strobing Summers Sunside Sunslight Sunrise Super-secret-agent System</p>	<p>Taj Talon Telsus Telsus IV Atalna Telsus Prime Tenday Transitted Transitting Treaty City Treaty Mount Tri-D Troels Volmar Trojan Twenty Thousand Block Typhoons Tzek</p>
<p>Udek Udun Uglies</p>	<p>Varic Antwer Viewscreen Vigilance Plaza</p>	<p>Waitperson Walking kettledrum Warrior</p>	<p>Xeno Xenolinguist</p>

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UnKreszlike
Unhear

Volmar
Voss

Way
Windshear
Wing
Wireframe
Worldmind

Zael