

Federation Database

Cultural Database

(A guide to culture, language and customs of the Milky Way Galaxy)

Ai'La'Mos Society

History

The Ai'La'Mos have no written language. When their world was colonized by the Naailati, armed conflict almost arose over the use of written law; Naailati colonists would not honor any decree by the Ai'La'Mos unless it was written. The problem was solved by the Federation, which supplied personal recording devices to the Ai'La'Mos, which then created a permanent record for the Naailati colonists (TOS: 70, 52).

Akkallan Society

Architecture:

Buildings:

Cloistered Tower:

Residence of the Publican (TOS: 33, 45)

Paladin's Citadel (TOS: 33, 46)

Cities:

Tyvol:

Capital city on Havensbay (TOS: 33, 22).

Documents:

Collegium Charter Compact:

Presented by the original 20 Guides to the warlords of Akkalla, establishing the Collegium as a free institution of learning for all of Akkalla (TOS: 33, 78).

Declaration of Convergence:

Established the Continental Synod (TOS: 33, 79). The document states, "What good is order without freedom, freedom without truth?" (TOS: 33, 157).

Geography:

Bboun:

Primary River of the main Akkallan continent and waterway of Tyvol (TOS: 33, 77)

Cape of Judgment (TOS: 33, 71)

Central Gorge:

Canyon carved by the Bboun (TOS: 33, 77)

Freeland Island:

Island in Havensbay and location of the Collegium (TOS: 33, 73).

Havensbay:

Harbor on the northwest coast of Akkalla's primary continent (TOS: 33, 22).

Havenscoast:

Northwest coast of Akkalla's primary continent and most powerful political state on Akkalla (TOS: 33, 77).

North Boreal:

Northern seas of Akkalla (TOS: 33, 241)

Ppaidian Mountains:

Source of the Bboun (TOS: 33, 77)

Shilu:

Large volcanic island (TOS: 33, 33).

Shiluzeya:

Volcano (TOS: 33, 34).

Suberain:

Remote island where the Wwafida, musk vink, and corotans still exist (TOS: 33, 219).

Akkalla is covered by 98.61 percent water (TOS: 33, 22).

Government:

Continental Synod: (TOS: 33, 5).

Publican:

Ruler of Akkalla. (TOS: 33, 3).

Industry:

Akkallan industry uses the energy ore rhipelium, which they must trade with the Chorymi to receive the ore (TOS: 33, 119). The Federation aided the Akkallans in using the thermal layers of the ocean to generate power and more to a less polluting energy source (TOS: 33, 268).

Language:**Hexos:**

Time measurement equivalent to about 20 minutes (TOS: 33, 5).

Military:

Grolian Guard:

Personal guard of the Publican and police force for Tyvol, the elite of the Paladins (TOS: 33, 4).

Paladins: (TOS: 33, 39).

Mythology:

Cape of Judgment:

Place where the Akkallans purged themselves of sins and hardships and returned to Mother Sea (TOS: 33, 71).

Organizations:

Cape Alliance:

Rebel organization against the Publican and the Paladin controlled government (TOS: 33, 71).

Physiology:

Dgyynt Gland:

The gland that controls Senescence. For three thousand years, this gland was removed at birth in a ceremony to the Mother Sea (TOS: 33, 231)

Glycoprotein:

Protein that controls temperature of the blood in a Wwafida (TOS: 33, 247)

Senescence:

Biological change that transforms an Akkallan into a Wwafida. The femur grows longer, webbed toes and fingers are formed, as are gills.

Religion:

Mother Sea (TOS: 33, 71).

Universities:

Collegium: (TOS: 33, 3).

Guides:

Instructors at the Collegium (TOS: 33, 74)

Guide Council:

Governing body of the Collegium (TOS: 33, 75)

Mission Guides:

Instructors from the Collegium that travel Akkalla teaching (TOS: 33, 79)

Preceptor:

Dean of the Collegium (TOS: 33, 74)

Ammdon Society

Government:

Council of Ammdon (TOS: 12, 168).

Vice Regent:

Ruler of Ammdon (TOS: 12, 168).

Andorian society

Architecture:

Andorian doors tend to be tall to accommodate the tall Andorian race and their antennae. Their sloping architecture is reminiscent of French country cottages (ENL, 268).

Cities:**Laibak:**

Capital city of Andor (ENL, 268)

Clothing:

Andorian clans wear gral fur to indicate clan status (TOS: 42, 98).

Customs:**Blood-Mourning:**

Ritualistic scarring of the face and arms when a close loved one is killed or dies (TOS: 25, 143).

Andorians believe in indebtedness; to an Andorian, it is torture to be indebted to one you can never repay (TOS: 57, 233)

Andorians cant their antennae back along their skulls when talking to close family members. When talking to strangers, the antennae are extended forward to optimize hearing (TOS: 34, 211).

The Aunt (Tijra) is the most important member of a woman's family (TOS: 37, 48).

"You are no longer Ours".

Formal tie-breaking used to sever relations with family who have turned against the decrees of the family (TOS: 37, 69).

Famous Individuals:

Kings

Thurl Abdicated throne

Collev Killed in shuttlecraft 'accident' (ENL)

Yevan Declared Andor a democracy and abdicated throne.

History:

A plague several centuries ago rendered most Andorian females infertile. As a result, Andorian females were encouraged to have as many children as possible, a tradition that has continued until today (TOS: 37, 72).

One of the most famous periods of Andorian history is the era of the Ten Lordships of the Thaha Dynasty, a period that has been mythologized and spread through the cultural consciousness (TOS: 35, 34)

Geography:

Andor

Great Springs of Andor (TNG: 12, 120)

Valley of Sorrows:

Remote wilderness where Andorian nobles are left to be consumed by kritkaws (ENL, 273).

Andor is in the Epsilon Indi system (TOS: 67, 50).

Government:

Blood Council: (ST: CP, 72)

The government of Andor is presided by a hereditary monarchy. Kings can barter and trade their crown to others and abdicate at their will (ENL, 267).

Language:

Bezris: Term used for brothers, sisters, and cousins (TOS: 37, 72).

Tijra: Aunt (TOS: 37, 48).

T'Sh'Iar:

"God's Window". Andorian term for the Guardian of Forever (TNG: 55, 47).

Military:

Andorian Reserve Fleet (TOS: 62, 208).

Music:**Andorian Triplets:**

Musical style (TOS: 20, 277).

Organizations:**Absolutists:**

Monarchists that supported the old regime after the death of King Collev in the late 2300s (ENL, 268)

Red Sash:

Military renegades that supported a military coup after the death of King Collev in the late 2300s (ENL, 268)

Physiology:

Allergic to Argelian mocha sorbet (DS9: 16, 186).

Andorians cannot be resuscitated after death, though it is not clear if this is due to physiology or to religious convictions (TOS: 38, 38).

Andorians are susceptible to claustrophobia (TOS: 34, 18)

Andorian blood is based on cobalt (TOS: 37, 36).

Religion:**Andorian Prayer Towers:**

Needle-like structures.

Ghu:

Person or deity of importance in Andorian society, his name is evoked in exclamations of exasperation (TOS: 57, 189).

Great Mother:

The being that gave life (TOS: 38, 37).

Hii-dou-rai:

Ceremonial round stones made of polished petrified wood (TOS: 66, 25).

Laskodor:

Seducer of the daughter, destroyer of children (TOS: 38, 37).

Prelate:

Leader of the State religion, most commonly the Chief Ambassador of Andor (TOS: 25, 103)

As late as 1875, Andorian polytheism stated Andor was the center of the universe (TOS: SFTS, 32).

Angiran Society

Architecture:

There is a pre-historical structure on Andor that is identical to Stonehenge on Earth and another stone ring found on Vulcan (ST: P, 290)

Clothing:**Soropa:**

Long tunic favored by Angirans (TOS: 22, 33)

Famous Individuals:**Prince Vikram, the Shadow Lord:**

Last and youngest heir to the Angiran Empire who defeated an uprising of nobles seeking to depose his family in the 2260s. (TOS: 22).

Government:

Minister of Protocol (TOS: 22, 38).

History:

In the mid 2200's, the Emperor of Angira attempted to modernize his society, with the attendant ills of an Industrial Revolution being the result. (TOS: 22).

Language:**Low Tongue:**

Reserved for servants and lower castes (TOS: 22, 38).

Panku:

Complex cultural term regarding ancestry, lineage, and home; roots (TOS: 22, 128).

Geography:

Agra: (TOS: 22, 63).

Kotah:

Province of Angira and ancestral home of the Emperor (TOS: 22, 80)

Military:

Hounds:

Members of the Emperor's royal guard (TOS: 22, 61).

Sinha:

A warrior caste, similar to the Japanese samurai that controls the Angiran army and navy. Originally members of the sinha wore pelts of the sinha, a large predator, but as the creature became scarce the practice changed to sinha-rimmed caps. (TOS: 22, 36).

Music:

Voice Masters:

Troubadours (TOS: 22, 56).

Physiology:

Malnutrition causes redness about the eyes and for fur to become mangy, discolored, and to fall out (TOS: 22, 164).

Religion:

Lord of Shadows:

Judge of souls in the Underworld (TOS: 22, 80).

Shadow-Catchers:

A monastic order that believes life is an illusion and wears large brimmed hats to obscure their faces. They dance about with belled replicas of swords catching their shadows, which are representative of their souls. (TOS: 22, 37).

Angus IV Society

History:

Once obsessed with their racial demise and had built elaborate holo-suites to mimic global disasters, until Q made them a reality (IQ, 11).

Arcturus Society

Government:

Arcturus is a totally anarchistic society (TLY, 295).

Aretan Society

Cities:

Sendai (TOS: 44, 119).

Andasia (TOS: 44, 131)

Custom:

Closing:

Closing of city gates at night to protect from both nomads and bands of mutants (TOS: 44, 120).

Dree knives:

All-purpose tool and weapon and most valued possession of an Aretan nomad (TOS: 44, 109). Dree knives have been hereditary possessions from before the holocaust (133)..

Nomads will only eat a meercan who is already dying, as the beast is far too valuable otherwise (TOS: 44, 127).

Famous Individuals:

Sadar-Es:

Hermit who appeared to the nomads before a great sandstorm and began to fashion the disparate tribes into a cohesive government. Sadar-Es led the nomads deep into the desert during the nuclear holocaust and helped them to shape their civilization (TOS: 44, 131).

Geography:

Antorin Oasis: (TOS: 44, 144)

Tisirah Oasis: (TOS: 44, 148)

Druncara Range: Stronghold of mutants (TOS: 44, 129).

History:

In 798 A.D., the Aretan civilization nearly destroyed itself in a massive nuclear exchange (TOS: 44, 70).

Language:

Chooka: pipe (TOS: 44, 121).

Indallah: Wanderer (TOS: 44, 135)

Keshels: Monetary unit (TOS: 44, 207).

Social Classes:

Townspeople

Nomads

Mutants (TOS: 44, 70).

Makleh: Nomad tribal treasurer (TOS: 44, 133)

Shinsei: Nomadic tribe leader (TOS: 44, 112).

Argoan (Aquan) Society

Architecture:

Argoan buildings do not have roofs, and are open to allow the sunlight to filter through the water from above (STL5: AE, 257).

Government:

High Tribune: leader of the Argoan society (STL5: AE, 285)

Junior Tribune: assistants to the leader of the Argoan society (STL5: AE, 285)

History:

The land-going Argoan civilization collapsed when seismic events submerged the continents of the planet. The Argoans developed a genetic technique to allow themselves to become an aquatic species; the technique requires the poison of the Cpheryhm-aj. (STL5: AE, 268).

Laws:

Ordainments:

The lexicon of Argoan law (STL5: AE, 269).

Arianto Society

Government:

The Ariantu are fiercely territorial and are lead in Paacs. The nobility of the Ariantu are referred to as High Paacs. (TNG: 12, 207)

Military:

The Heartmaster is responsible for Paac ship deployment (TNG: 12. 206).

Aritani Society

Government:

Growers (TOS: 27, 9).

Aurelian Society

Customs:

Mating Flights (STL1: Y, 82).

Physiology:

Male Aurelians tattoo their beaks as a sign of reaching manhood (STL1: Y, 76).

Bajoran society

Clothing:

d'ja pagh:

Ceremonial earring and chain that Bajorans wear as a symbol of their faith (ST: CP, 103).

Constellations:

Denorios:

Near the Wormhole entrance

Five Brothers: (see legends)

Geography:

Bajor:

Okana:

Starship yards (DS9: 16, 14)

Bar'trila:

Ancient city at the edge of the Inland Sea (ST: CP, 108)

B'hala:

Archeological dig (ST: CP, 150)

B'Hatral Alps (ST: CP, 24)

B'Laydroc Continent (ST: CP, 28)

Inland Sea (ST: CP, 61)

Lharassa Foothills (ST: CP, 24)

Marjono:

Cardassian prison camp (TNG: AGT, 164).

Trevin Desert (ST: CP, 13)

Valor Sea (ST: CP, 28)

Language:

Lokim:

Honorific given to agrarian community leaders, with origins in feudal lord titles (ST: CP, 148).

Military:

Defense Forces (ST: CP, 207)

Mythology:

Five Brothers:

Legend of five brothers transformed into stars as punishment for their sins: vanity, greedy, improper gathering of bateret leaves, and keeping a tear of the Prophets for one's own (B'ath b'Etel). The fourth brother was cast from the heavens to the depths of the sea - the B'ath Rayl is his living incarnation. The fifth brother resides in Denorios, after having returned the tear to the Prophets (ST: CP, 165).

Religion:

Celestial Temple:

The religious term for the Wormhole.

d'ja pagh:

Ceremonial earring and chain that Bajorans wear as a symbol of their faith (ST: CP, 103).

Pagh:

Bajoran life force believed to be replenished by the Prophets (DS9: EM, 63).

Prylar:

Bajoran monk (ST: CP, 169).

Universities:

Bajoran Institute for the Revelations of the Temple (ST: CP, 107)

Ba'ku Society

Customs:

The Ba'ku shun technology as it develops aggressive thought and actions.

History:

The Ba'ku (The Peaceful) are descendants of the Ka'bu, a culture that destroyed itself in an interstellar war. The Ba'ku left Ka'bu space and colonized their home in the Briar Patch. The rings of their planet created a metaphasic radiation that halted the aging process, leaving them in perfect health. Years later, a group of Ba'ku children rebelled and left the planet, becoming the So'na.

Belesovian Society

Architecture:

Carvings are used to disguise the entrances to royal burial chambers (TOS: 65, 205).

Bendiloni Society

History:

Human colony based partly on Australian aboriginal beliefs and the Amerind Peyote cult. Those who have gone to study the culture often end up being assimilated within the culture.

Philosophy:

The Bendiloni place a great deal of value on ESP, dream messages, and subliminal perceptions (TOS: 65, 169).

Betazed Society

Artifacts:

Holy Rings of Betazed:

Entrusted to the Firth House of Betazed (TNG: Imz, 127)

Sacred Chalice of Riix:

Entrusted to the Firth House of Betazed (TNG: Imz, 127)

Language:

By the Sacred Chalice:

Exclamation (TNG: 47, 86),

Holidays:

Betazed Unity Parade (TNG: Im2, 257)

Organizations:

Peace Keepers:

Betazed security force (TNG: Im2, 257)

Geography:

Betazed

Janaran Falls (TNG: Im2, 47)

Jalara Jungle (TNG: Im2, 47)

Lake Cataria:

Impressive Auroras (TNG: AGT, 6)

Valley of Song:

Popular for the release of cremated remains (TNG: Imz, 42).

Beystohnai Society

Government:

Official Name is the Beystohn League of Amalgamated Planets (TOS:51, 3)

Bhvui Society

Culture:

Matriarchal society (TOS: 35, 114)

Boacan VI society

Cities:

Boa:

Capital city (TOS: 46, 32).

Customs:

On great occasions and holidays, two torches are lit to symbolize the two suns of the Boacan system (TOS: 46, 239).

History:

The population of Boaca VI in the 2260s was three million (TOS: 46, 15).

Greenhouse gases in Boqu's atmosphere allow the planet to retain an atmosphere that would otherwise be inimical to life. (STL8, 92).

At some point in the past Boaca VII and Boaca VI were parts of an interconnected civilization. It is unclear as to which planet the Boacans originally developed on (TOS: 46, 94).

Geography:

Boacas landmass is made primarily of two large continents (TOS: 46, 15).

Government:

Warlords ruled Boaca VI until the 2260s, with support from the Klingons, Romulans, and Orions (TOS: 46, 15).

Council of Youngers:

Leadership of the disaffected youth that brought down the warlords (TOS: 46, 15).

Parks:

Gluttony Monument:

Formerly the Grand palace of the Boacan warlord Puil, preserved to show Boacans the excess of their former rulers (TOS: 46, 252).

Irina Memorial Peace Park:

Named in honor of the Council of Younger minister killed during an attack by the Onlies (TOS: 46, 252).

Religion:

God of Light:

Light is the life force, binding everything together and running through each person. Darkness is to be feared.

Mirror Maidens:

The three moons of Boaco VI, believed to be the protectors of Boa (TOS: 46, 83).

Boacans pray to the star Azar and its 'little brother', the smaller companion star Alil (TOS: 46, 83)

Social Castes:

Powerful families:

Angel (TOS: 46, 39).

Boacan VII Society

History:

At some point in the past Boaca VII and Boaca VI were parts of an interconnected civilization. It is unclear as to which planet the Boacans originally developed on (TOS: 46, 94).

Religion:

God of Light:

Light is the life force, binding everything together and running through each person. Darkness is to be feared.

Boquan society

Geography:

Greenhouse gases in Boqu's atmosphere allow the planet to retain an atmosphere that would otherwise be inimical to life. (STL8, 92).

Language:**Nevar:**

Time measurement (STL8, 108).

Multinevar:

Time measurement (STL8, 109).

Religion:

Animax (STL8, 107).

Caitian Society

Physiology:

Caitians share a common genetic ancestor with the Kzinti (STL5: AE, 225).

Canopian Society

Famous Individuals:

Tarbolde: Poet (TOS: 26, 38).

Literature:

Nightengale, by Tarbolde: Love sonnet (TOS: 26, 38).

Cardassian Society

Famous Individuals:**Gul Shenob:**

Responsible for the slaughter of billions, broken by the Tal Shiar inquisitor Rokan (ENL, 207).

Government:**Ministry of Agricultural Reform:**

Responsible for the development of farming on Bajor during the occupation (ST: CP, 168).

Obsidian Order (ST: CP, 283).

History:

Bajoran Occupation

Referred to as the Years of Deliverance (ST: CP, 282)

Locations:

Lharassa Protected Enclaves (ST: CP, 282)

Ship Design:

Cardassian ships use a microwave power supply that requires Rhodium shielding (V: DOH3, 85).

Carreon Society

Clothing:

Tail-Guards:

Rings that help to keep tails from being damaged (ENL, 177).

Customs:

Carreons see personal suicide as a way to regain lost honor (ENL, 200)

Physiology:

Carreons have extremely delicate tails (ENL, 177).

Carreon eyes do not possess eyelids (ENL, 177).

Carreon males possess throat sacs (ENL, 178).

Carreon's skin can be damaged if not routinely immersed in water or covered in medicinal emollients (ENL, 178).

Religion:

Nest-Goddess (ENL, 180)

Ship Design:

Carreon vessels are thick in the middle and taper to the ends, with sickle-shaped prows (ENL, 177).

Social Castes:

Healers:

Doctors (ENL, 178).

Nest-father:

Male clan elders (ENL, 178).

Centauran Society

Architecture:

The policies of concealment of important resources founded by the ruler Zalar Magnees led subsequent technological developments to be built underground or with reduced emissions, a policy that kept the Centauran civilization hidden from Terran probes until First Contact (TOS: 42, 161).

Geography:

Farragut River (TOS: 39, 16)
Garrovick Valley (TOS: 39, 16)

Chorym Society

History:

The Chorym's world was turned into a desert by poor farming techniques. Fishing rights signed over by the Akkallans helped them to feed their people. The Federations is helping terraform their land back into productivity (TOS: 33, 268).

Chyrellkan Society

Emblems:

Chyrellkan insignia is seven seven-pointed stars on a diagonally striped red and green background (TOS: 55, 9).

Danon Society

History:

The Danon civilization once spanned half the galaxy (TOS:DW, 2).

Dekkan Society

Government:

Chief Councillor (TOS: 48, 121)

Political Leader (TOS: 48, 121)

Organizations:

Phalange for Dekkan Independence (PDI):

Terrorist organization (TOS: 48, 24)

Deltan Society

Clothing:

Loveband:

Brightly colored headbands, worn by Deltan females to indicate that they are interested in engaging in sex (ST: TMP, 197).

Deltans prefer bright colors and floral patterns (TOS: 25, 26).

Customs:

As Deltan names are often too complex for Federation Standard, Deltans choose one word calling names usually taken from common plants and animals (TOS:51, 136).

Language:

Shan: honorific (TOS:51, 32)

Laws and Regulations:

Deltans are required to take an Oath of celibacy to serve on Federation or Starfleet vessels (ST: TMP, 83).

Mental Disciplines:

Lyr'yial: Psychic backlash caused by intense emotions (TOS:51, 143).

Physiology:

Deltans release pheromones that increase their sexuality and these hormones affect nearly every known humanoid race. The presence of unknown males or surroundings can trigger their release (ST: TMP, 83).

Deltans can actively choose to end their life at any time by ceasing all life functions through an act of will, a not uncommon occurrence if their family unit is violently disrupted (TOS: 25, 150)

Technology:

Only Vulcan computer systems can approximate the complex multi-phasic structures of Deltan computers (TOS: 51, 23).

Denayan Society

Art:

Kelvas:

The abstract art of the Denayans requires a detailed knowledge of the planet's culture and history to interpret the layers and symbols. In addition, colors and shades alter the meaning of the piece (TOS: 65, 133).

Social Castes:

Families are allied to liege lords who control their lives (TNG: 55, 228).

Denebian Society

Mythology:

Inaieu:

Warrior King of Deneb V who rose up and smote his enemies (TOS: 18, 45).

Deveronian Society

Art:

Hag Mask of the Creation Play (TOS: 65, 55).

Dindamorii Society

Religion:

The concept of the circle holds sacred meaning to the Dindamorii, and the Palace is shaped in the same circular shape. (TOS: 56, 134).

DiWahn Society

Government:

Fiefdoms and Kingdoms of DiWahn are supported by the UnDiWahn, Iconian refugees who serve as advisors to the leaders of DiWahn. The UnDiWahn manipulate DiWahn society to their own ends, but without betraying their oaths to their Kings (TNG: DH, 150).

Djanai / Inari Society

History:

The Inari are an offshoot of the Djanai people who colonized the world of Inar. After they destroy that planet's biosphere, the Inari returned to Djana and took control of the planet.

Social Classes:

The letter 'U' precedes the name of an Inari or Djanai official in formal speech (TLY, 176).

Djelifan Society

Customs:

When a Djelifan female reaches the age of maturity, she has the right to elect her own name. Until that day, she is called by her clan name and group designator (TOS: 65, 41)

Government:

Matriarchal society.

Draqqi Society

Cities:

Draqqana City (ENL, 110).

Geography:

Pelos Otryn:

Labor Camp operated by the Iach'tu during the occupation (ENL, 114)

Sdaj Monh:

Labor Camp operated by the Iach'tu during the occupation (ENL, 114)

Tuyatt Bay: (ENL, 121)

History:

The Draqqi were conquered by the Iach'Tu in the mid 2250s and suffered six years of brutal occupation before overthrowing their oppressors (ENL, 107).

Language:

Seven Gods:

Exclamation (ENL, 114)

Organizations:

Builders Guild (ENL, 114)

Dorkasi Society

Customs:

Ritual combat is used to settle disputes. To lose in combat is to show one's weakness in their argument (TOS: 20, 85).

Orgies are common and the trading of wives is often performed to seal pacts and treaties (TOS: 20, 85).

Dynasian Society

Government:

The Dynasian Faculty, consisting primarily of Iconian refugees and a few select Dynasians, controls the development of Dynasian society as a whole. The Faculty, whose technology is vastly superior to the rest of Dynasia, doles out technological advancements at the time at which it feels that Dynasian society can handle the development. Misuse of these gifts or protest against the Faculty leads to swift and brutal reprisals (TNG: DH, 203).

Ecatholan Affiliate Society

Religion:

Neo-Pope: (TOS. 39, 103).

Edoan Affiliate Society

Music:

Edoan Folk Ballads:
Farmer and the Road
Song of the Orchard-Master and the Twelve Polar Trees
(STL: TI, 11)

Elthene Affiliate Society

Education:

Possess early latency programs and secondary symposium levels (ENL, 144).

Physiology:

Elthene bio-signature broadcasts at around 480 hertz. Their bone density is 3 percent less than that of humans (ENL, 146).

Elloran Society

Customs:

Elloran have single names, not pre- or surnames (TNG: Ins, 155).

Emmonnac Society

Emblems:

Badges worn by Emmonnac ship personnel have two birds ascending in harmonious spirals (V: DOH3, 181).

History:

The Emmonnac were invaded by the Zendak'aa, who forced the Emmonnac into camps and performed biological experiments on them, trying to find a cure for a disease of their race similar to one of the Emmonnac. A cure for both was found, and the expense of millions of Emmonnac. (V: DOH3, 118).

Social Classes:

Clans (V: DOH3, 118).

Eminian Society

Universities:

Braniiian College (TOS: 67, 50).

Eremoid Society

Physiology:

Eremoid's projective empathic abilities cause destructive feedback loops among their kind, as emotions feed off one another. Consequentially, Eremoids avoid large crowds and live in solitary domiciles that they allow no visitors to enter (ENL)

Erisian Society

Architecture:

Exodus Halls:

Structures that exist in all Erisian cities. Originally thought to be maps as to where the Erisians went when they abandoned their worlds, the discovery on an intact Erisian Exodus Hall in the 2280s show that the Exodus Halls lead to systems where the stars went nova; the prevailing theory is that the Halls were built as traps to lure Erisian enemies to these systems where the stars were then detonated. (TOS: P, 77).

Erisian City design seems to be developed along the lines of musical theory and mathematics (TOS: P, 77)

Technology:

Erisians use crystalline memory devices for data storage (TOS: P, 150)

Erisian Superwhale Society

Architecture:

Chamber of Crystal Thought:

Giant underwater cavern that contains a crystalline memory device that contains the history of the Erisian home world (TOS: P, 310)

Language:

Second Winnowing:

The shrinking of the Erisian home world star by the Borg (TOS: P, 311)

Winnowing:

The asteroid impact that wiped out all surface life on Erisia (TOS: P, 311)

Physiology:

True Speech:

Telekinetic whale-song that can manipulate matter (TOS: P, 311)

Technology:

Erisians use crystalline memory devices for data storage (TOS: P, 150)

Estryllian Society

History:

Following an averted world-wide conflict that nearly destroyed their race, the Estryllians foreswore the use of complex technology and reverted to a society that uses only the most basic of technological devices (TOS: 26, 101).

Physiology:

Estryllians are powerful telepaths and telekinetics and rely heavily of empathic and physical contact (TOS: 26, 101).

Faceless Ones Society

History:

The Faceless One's external physiology was destroyed by the passing of a comet too close to their planet, destroying their eyes, noses, ears and mouths. The few that survived took refuge on Vulcan (TOS: 25, 71).

Religion:

Their religion prevents cosmetic surgery of any kind (TOS: 25, 71)

Ferengi Society

Government:

Ferengi Alliance:

Formal name of the Ferengi government (ST: P, 251)

Ferengi Commerce Authority (FCA):

Branch of the Ferengi government that build spacedocks in order to monopolize a planet's import/export business (ST: P, 249)

History:

Great Auction of '05:

Famous auction in which the Ferengi outbid the Pakled for access to Iconian quantum-decoupler technology, being sold by the Breen (ST: P, 116)

Language:

Tradertounge: Ferengi language (ST: P, 275)

The are fifty-three different words in the Ferengi language for profit, and none for charity (ST: P, 275)

Laws and Regulations:

Ferengi Trade Bylaws (ST: CP, 17).

The Ferengi often offer low-cost communications technology to developing worlds, then use that sytem to monitor planetary communications (ST: P, 273)

Mental Disciplines:

The Ferengi's four-lobed brains are resistant to reading by empaths and telepaths (ST: P, 283)

Philosophy:

Laws of Acquisition:

48: The bigger the smile, the sharper the knife (ST: P, 252)

62: The riskier the road, the greater the profit (ST: P, 252)

217: You can't free a fish from water (ST: P, 252)

239: Never be afraid to mislabel a product (ST: P, 252)

Physiology:

Ferengi have a four-lobed brain (ST: P, 283).

Universities:

Ferenginar Trade Academy of Minerals and Resources (ST: P, 273)

Nagal Academy: On Frak II (ST: P, 274)

First Federation Society

Industry:

Ship construction is done entirely by robotic facilities that mine asteroids. This activity, now performed automatically, allows ship construction to be done without affecting other sectors of their economy (ST: P, 56).

Locations:

Near the Romulan Neutral Zone (TOS: P, 72)

Forever World Society

Cities:

Oyya:

City that surrounds the Guardian of Forever (STL: Y, 77).

Frenni Society

Trade:

Frenni ships travel in caravans (TOS: 34, 20).

Frenni trade agreements maintain strict neutrality with the Federation and the Klingon Empire, as their trade routes tunnel through both territories (TOS: 34, 22).

Gamma Deltan Society

History:

Gamma Delta has had hostilities against Gamma Origii for hundreds of years. An investigation by a team at the Guardian of Forever traced the origins of the conflict to the death of a pet owned by the royal family of Gamma Delta. The conflict was soon ended (TNG: Imz2, 24)

Gamma Origii Society

History:

Gamma Origii has had hostilities against Gamma Delta for hundreds of years. An investigation by a team at the Guardian of Forever traced the origins of the conflict to the death of a pet owned by the royal family of Gamma Delta. The conflict was soon ended (TNG: imz2, 24)

Ganjitsu Society

Cities:

Ishikawa (ST: V, 179)

Tanaka (ST: V, 179)

History:

Ganjitsu was colonized by conservationists that advocated very little technology. Travel between towns is made by skimmer, and towns are made of collections of buildings connected by walking paths (ST: V, 178).

Gelchenite Society

Government:

Hyla has no formal government and the populace works in cooperation (TOS: 41, 83)

History:

Hyla fought terrible wars centuries ago and have since dedicated themselves to peaceful resolution of arguments (TOS: 41, 83)

Organizations:

Gelchen Transgalactic Trade Commission:

Set up trade between Gelchen and other worlds (TOS: 41, 46).

Gleaner Society

Trade:

Gleaners scavenge what they can from the dregs of Klingon society (TOS: 34, 4)

Halkan Society

Geography:

The Halkan system was created in the collision of shockwaves of two separate supernovas, giving it the largest concentration of dilithium in the Alpha or Beta Quadrants (TOS: P, 231).

Philosophy:

The Halkans are dedicated pacifists, and will not enter formal relations with any civilizations that employs weaponry (ST: P, 230)

Hamalki Society

Art:

Extruded Crystal Sculptures:

From the second T'r'lkt era (TOS: 35, 54)

Hemanite Society

Physiology:

Hemanites bear children in litters (TOS: 38, 53)

Hemanites have iron-based blood (TOS: 38, 169)

Hoka Society

Philosophy:

Hokas live their lives creating fantasy games and living in these characters in pursuit of the game's goal (TOS: 23, 13).

Hylan Society

Government:

Speakers:

Orators that use voice harmonics and pheromones to influence their audiences (TOS: 12, 22)

Iconian Society

Cities:

Tkon

Ozari-Thul:

Capital city of the T'Kon Empire (TNG: 48, 132)

Emblems:

Eternal Flame:

Symbol of the Empress of the T'Kon Empire (TNG: 48, 130)

Members of the population who contributed more than their share to the Great Endeavor wore disc-shaped emblems (TNG: 48, 163).

Famous Individuals:

Glevi Ut Sov:

Last Empress of the T'Kon Empire (TNG: 48, 130).

History:

Age of Xora:

Last Age of the Empire (TNG: 48, 130).

Geography:

Rzom

Hessari River (TNG: 48, 178)

Tkon

Closono-thul Province (TNG: 48, 230)

Wsor

Maelisteen:

Southern continent (TNG: 48, 194)

Proutu Mountain:

Large Volcano (TNG: 48, 194)

Lake Vallos:

Lake at the foot of Prouto Mountain (TNG: 48, 194).

Government:

Safeties:

Police force of the Iconian civilization, who used pacification rings to immobilize and transport prisoners to holding cells. (TNG: 48, 163).

Literature:

Satirical profile poems of the Cimi Era (TNG: 48,139)

Mythology:

Legends state that the Tkon Empire was founded through the visions of the ancient seers (TNG: 48, 137).

Organizations:

Diffraction's Guild

United Sons and Daughters of Batsu (TNG: 48, 136).

Technology:

Iconians used transporter technology to move for interstellar travel (TNG: 48, 182). They control machines and technology through thought (TNG: 48)

Communications and entertainment were sent via psi-networks (TNG: 48, 197)

Ilyrian Society

Philosophy:

Place genetic excellence above all other things (TOS: 44, 58).

Iruhe Society

History:

The Organians were asked to intercede and deal with the Iruhe. Thei solution remains unknown; since then, no Iruhe have ever been seen (TOS: 35, 106).

Mental Disciplines:

The Iruhe have a psi rating of 160 (compared to 30 for Vulcans and 10 for humans) (TOS: 35, 106).

The Iruhe lure victims to them by projecting a flawless image of what there victims desire (TOS: 35, 106).

The Iruhe have the ability to psionically move an entire planet (TOS: 35, 106).

Physiology:

The Iruhe feed on the life energy of other sentient species (TOS: 35, 105).

Jem'Hadar Society

Weapons:

Kar'takin:

Polearm weapon favored for close combat (DW: 2, 253).

Jurnamorian Society

Government:

Constable of Peace:

Ruler of Ammdon (TOS: 12, 168).

Kaferian Society

Architecture:

Renowned for their Terraces (TOS:51, 14).

Kaldorni Society

Customs:

Center of Harmonies:

Intricately carved figurine that is used to preside over clan ceremonies (TOS: 51, 178).

Fortress of Life:

A clan home presided over by the Representation of the Unities (TOS: 51, 160).

Honor-Name:

The honor-name is of the utmost importance to a Kaldorni. Making bad decisions in one's responsibilities can lead to the loss of one's honor-name. Without such a name, no female will judge a man worthy enough to become his wife, and a clan dies out (TOS:51, 53).

Representation of the Unities:

Tapestry created by the head of clan during a meditation and fasting ritual known as the World-Center Rite. The representation serves as a focus of meditation and each element has symbolic meaning to the clan. The Representation is hung within the Fortress of Life, the home of the clan (TOS: 51, 161).

World-Center Rite:

Ritual of fasting and meditation used to create a clan Representation (TOS: 51, 161).

No high ranking Kaldorni travels without a ceremonial honor guard (TOS:51, 5).

Kaldorni consider it improper to speak directly to one of an inferior social casts and use intermediaries to do so. By definitions, all non-Kaldorni are of inferior status until their actions prove otherwise (TOS: 51, 8).

It is improper for an outworlder to look upon a Kaldorni's wives (TOS: 51, 8).

Government:

Official Name is the United Worlds of the Kaldorni Systems (TOS:51, 3)

Philosophy:**Way of All Things:**

The complex social culture and lifestyle of the Kaldorni that requests that all things must remain in balance to maintain honor, also known as That-Which-Is, the Order of Things, and the Harmonious Unities of the Kaldorni Way. (TOS:51, 54).

Harmony of the Universe:

Concerns the interrelationships between Duty, Honor, Respect, and Harmony (TOS:51, 101).

Social Classes:

Kaldorni live in clan groups (TOS:51, 53).

The number of wives and children a Kaldorni has affects their social status (TOS:51, 54).

Karsid Society

History:

The Karsid Empire conquered alien races by taking over their economies disguised as traders from other parts of the planet. They took over civilizations just entering the industrial age. The Karsids believed in retaining the existing structure of the planet's civilization and controlling that system. The Karsid Empire eventually fell due to Klingon rebellions (TOS: 23).

Ship Design:

Karsid ships resemble black snakeheads (TOS: 23, 233).

Kh!lict Society

Customs:

Young males live wild until they complete their Rite of Passage. Then they are brought to the Kh!lict capital where they are tested for job aptitude and assigned their place in Kh!lict adult society. The knowledge to perform those tasks is imprinted on the lower subconscious brain. After propagating the

required number of offspring, the males then undergo a metamorphosis into female Kh!lict. Eventually they turn towards science and the pursuit of personal power (TOS: 65).

Government:

The matriarchal High Elders rule the society and destroy all opposition (TOS: 65, 231).

Physiology

If males survive and propagate a number of offspring, they then metamorphoses into female Kh!lict (TOS: 65).

K'Vin Society

Artifacts:

Remembering stones: stones that contain the racial memories of the K'Vin people (TNG: 12, 113).

Katellan Society

Language:

K'tauma:

Friend, brother, teacher, companion (TOS: 24, 155).

Kazon Society

Language:

Small Cycle:

Time Measurement (V: DOH3, 41).

Social Classes:

Maj:

Honorific given to the leaders of sect and their subordinates (Second Maj, Third Maj) (V: DOH3, 41).

Sects:

Kazon-Ogla (V: DOH3, 41).

Kitka Society

Customs:

Kitka commit ritual suicide when it is time for them to die or when they wish to commune with the gods. They do this near open water, as their blood will attract Kraken. This Kitka tradition ensures the natural ecosystem will survive; Kraken obtain necessary nourishment from the Kitka corpses, and, in turn, the Kraken are fed on by the living Kitka (TOS: 60, 235).

Kitka use Kraken venom to coat their weapons in order to drug animals they hunt (TOS: 60, 223).

Language:

The Kitka language uses pitch to determine the meaning of words, a process that makes it difficult for the universal translator to process their language (TOS: 60, 55).

Klingon Society

Awards and Medals:

Emperor's Decoration for Science in Aid of the Destruction of the Enemy: Nobel/Magnees-like award for Klingon scientists held every ten years; losing scientists are executed (TOS: 42, 162).

Honorstone:

Given to Klingons who serve with honor in the military. Honorstone recipients often receive titles and lands on the Klingon home world (TOS: 42, 3).

Cities:

Klairo:

Port Klairo: Capital city of Klairo (TOS: 26, 131).

Klinzhai:

Throne City: Capital city of Klinzhai (ST: 16, 110).

Quo'nos

First City (ST: P, 172)

TengchaH Jav: Spaceport (TOS: S, 312).

Tsorn:

Ichidurtsukaitsorn (Ichidur): Capital city (TOS: 26, 183).

Customs:

be'joy:

Ritualistic torture of prisoners performed by females (TOS: S, 197).

Blood Oath:

Oath of honor-bound friendship between two non-related Klingons. Under Klingon law, no higher oath except that of the Sword Oath. (DS9: 22,273)

Bond:

If a person's life is saved by another, they and bond-person to their rescuer until he or she sees fit to release the bond (TOS: 26, 13). Bond-right is rarely invoked, as Klingons normally kill than take prisoners (TOS: 26, 63)

Consort-Right:

A formal declaration of marriage (TOS: 26, 89)

Dueling Discs:

Discs of Mica that symbolize ritual duels and combats and other significant accomplishments in one's life. Clear transparent discs represent deaths in duels; black deaths in one's family (TOS: 17, 91).

iwghargh rituals (TNG: 47, 204).

Marriage ritual:

The male spits, Klingon female dabs a cloth with the spit and touches it to her forehead (TOS: 42, 5).

Shurdik:

Burka-like clothing worn by female Klingons in many parts of the Empire (TOS: 26, 183).

Speech of Victory:

By recognizing the defeated foe as an enemy, the victor has the right to speak to the vanquished foe without interruption. In turn, the vanquished can choose to take his or her own life, and the victor may not attempt to stop this act. (DS9: 22,273)

Survival:

A nature survival test that all Klingon children must pass, very similar to the Vulcan Kahs-wan (TOS: 38, 97). Knives are presented to those who passed the test (TOS: 38, 107).

Sword Oath:

Faithful oath pledged by Klingons to a master they will unwaveringly serve (DS9: 22,273)

Klingon children, both male and females, are blooded in the hunt as children (TOS: 66, 223).

Theld-barred:

Process in which a family theld officially disowns a member of their clan and cuts off support of that individual (TOS: 26, 140)

Women may not enter the service unless they have a male sponsor or protector (TOS: 19, 106).

As representatives of the God Nada, physicians and healers are regarded as sacred and are not to be killed. To ensure truces between factions, leaders often exchange nadas (STL7, 145).

Emperors choose the metal of their crown. The crown remains on the throne during Council meetings in which the Emperor is to present to symbolize his presence. (TOS: 16, 10).

Laundry is a menial task seen only as something to be done by women. To accuse a Klingon male of doing laundry is a vile insult (TOS: 26, 8).

For a Klingon woman to cry in front of a Klingon male implies she is either crazy, has been humiliated by him beyond her endurance, or considers him to be less than a man (TOS: 26, 63).

Klairos inheritance is in direct patrilineal succession. (TOS: 26)

Women on Klairos are required to cover their heads and uncover them when they approach males (TOS: 26, 134)

Famous Individuals:

Ambassadors:

Azetbur:

Klingon famed for their ambassadorial background (TOS: VF, 275).

Kamarag:

Klingon ambassador to the Federation during Probe crisis (ST: IV, 26)

Koord:

Retired general and Klingon Ambassador to Nimbus III (ST: V).

Education:

Klingon higher learning has a degree higher than doctorate (TOS:54, 135; Thought-Master (?))

Emperors:

Kadrya:

Wore an Iron Crown

Karhammur the Fortieth:

Emperor of the Klingon Empire in the 2260s (STL7, 139)

Keth the Centenarian:

Wore a Gold crown

General Kagga:

Crown branded into head; ascended throne while under a death sentence for rebellion.

History:

Age of Heroes:

Period of history of Qo'Nos in which the world was engulfed by worldwide wars. Many of Klingon customs and modes of dress come from this period of history (ST: P, 13).

Arastphid System:

Dating system once common on the Gharhuil continent (TOS: 23, 65)

Early Klingon history used several date systems, including local dating system that corresponded to the length of rule under a particular leader (TOS: 23, 64).

The Klingons were conquered by the Karsid in Karsid Imperial Year 930, which corresponds to the Klingon dates of the year of the Gashkrith in the reign of Khorad son of N'Gar in the five-hundredth cycle of Algol, or 1540 AD. The Karsid used trade to dominate the rivalry of the land owning patriarchs with the semi-industrial cloth manufacturing towns, and once they received economic dominance they consolidated power across Klinzhai. The Karsid used the Klingons as mercenaries in their Empire. The Klingons eventually rebelled and overthrew the Karsids, stepping into the vacuum their collapse left (TOS: 23, 60).

In the days of First Contact with the Federation, the Imperial Race met with Federation representatives. By the 23 century, the Imperial race had not been seen in the space bordering the Neutral Zone in quite some time, leaving the more smooth-skinned Klingons to deal with Federation influence (ST: 38, 274).

There have been three nuclear wars fought on the Klingon homeworld (TOS: 54, 181)

Geography:

Klinzhai:

Kartade Forest (ST: 16, 48).

Khlaru Province (TOS: 23, 60)

Gharhuil:
continent (TOS: 23, 65)

Northwest Sea (ST: 16, 48).

Qo'Nos:

Flame Cliffs of Kutabi: (TNG: Im2, 226)

Kri'stak Volcano:
Contains a legendary fire lake (TNG: 47, 157).

Rytaka (ST: CP, 220)

Unknown:

Hero's Gulch:
Giant canyon on the Klingon Homeworld (V: 9, 220).

Government:

Court Protocol:

Court group that prepares neophytes to Court etiquette and protocol (TOS: 26, 55)

Council of Rulers:

Heirarchy of planetary Emperors, regents, and other rulers that led the Empire during the 2260s, chief among them the leaders of Tahrn and Peneli (TOS: 26, 219)

Dematrix: Female planetary leader of Peneli (TOS: 26, 168).

Imperial Council (TOS: 16, 189).

Imperial Intelligence (TOS: 48, 41).

Imperial Military Council:

Responsible for assigning crew rosters (TOS: 34, 1)

Imperial Ministry (TOS: 34, 2)

Imperial Resources Bureau:

Responsible for mineral surveys (STL7, 73).

Imperial Security Group (TOS: 26, 60)

Ministry of Expansion:

Concerned with the growth of the Empire and resource expenditure (TOS: 53, 239).

Oligarchy:

Oligarchy rules the Empire during the vegetative state of the current Empress; rumor is the oligarchy was responsible for her state (TOS: TFA, 71).

Oversight Committee:

Secret Police of the Oligarchy (TOS: TFA, 92).

Planetary Governors (TOS: 16, 189).

Royal Agricultural Stations:

Staffed by agricultural technicians (TOS: 26, 54)

Succession to the throne is through the sister's son – i.e., the nephew of the Emperor is heir apparent (TOS: 26, 64).

Language:

aetheln: destiny (TOS: 26, 182)

aethelnor: bearing (TOS: 26, 182)

aines: Time measurement (STL7, 107).

amarklor: color past violet which is within Klingon's visual spectrum (TOS: 26, 242)

du-aines: Time measurement (STL7, 101).

batleth: honor (TNG: AGT, 4)

ChotneS: Assassination (TOS: 42, 7).

Cymele's Cloak: Exclamation (TOS: 26, 141)

Cymele's Hell: Exclamation (TOS: 52, 104)

Dargoth's Hell: Exclamation (TOS: 52, 61)

Durgath's Hell: Exclamation (TOS: 52, 61)

Flax: Klingon curse word (TNG: TR, 142)

fluas: time measurement (STL9, 145)

Gath's Teeth: Exclamation (TOS: 26, 130)

G'Daya: Klingon curse word (ST: 16, 74).

Hakkarl: Vanguard; klin zha piece (TOS: 48, 41)

Hathak, kla i'il kurin aetheln:

I salute you with the the aetheln which is your due (TOS: 26, 275)

Jol yIchu: Beam us up (TOS: 48, 211)

JIyajbe: overkill (TNG: TR, 82).

Kagga's Crown: Klingon Curse (TOS: 16, 116).

Kalish: color past amarklor which is within Klingon's visual spectrum (TOS: 26, 242)

Kang: Rocky outcropping, mountain stronghold (TOS: 26, 157).

Kai kassai: Salute (TOS: 48, 243)

K'ajii: Warrior's Path (TNG: TR, 80).

K'dho moqak: (Shut up?) (TNG: AGT, 136).

K'hest: Klingon curse word (ST: 16, 74).

Khex: Opaque (ST: 16, 105).

Komerex tel khesterex: The Expanding Empire (TOS: 25, 262)

Korin: Term of respect for elder males of the matrilineal line, analogous to uncle (TOS: 26, 208).

Kuvits: Unit of time measurement (STL4: TT,118).

Nadas: Medical personnel (STL7, 143).

Patak: Klingon curse word (TNG: TR, 142).

pIqad: Klingon written language (ST: P, 42).

pItl: It's done (TOS: 66, 231).

qon: Weight measurement (STL9, 130)

roJ tIn: Great Peace (TOS:40, 44)

Sequa's sake: Exclamation (STL7, 107).

Shem: The star algal (TOS: 23, 65).

Siee: exclamation (TOS: 26, 73)

Ssst: Soft Skin, Sharp Teeth; slang for Human (TOS: 26, 29).

Straave: Insane (ST: 16, 48).

TheId: Family clan (TOS: 26, 130)

TheIerrin:

Younger female of a household (TOS: 26, 275).

Thelsa: Term of respect for elder females of the matrilineal line, either cousin, aunt-by-marriage, or grandmother (TOS: 26, 208).

Tlhe'don: First captain (TOS: 66, 180).

tri-aines: Time measurement (STL7, 101).

Klingon language has three stratus for showing various levels of respect. The most formal is taught in classrooms but rarely used (TOS: 17, 96). The most formal is also known as Court Klingonese (TOS: 26, 54).

PIqaD:

Klingon written language (TOS: 42, 4).

Warrior's Tongue:

Klingon language used in military service (TNG: TR, 82).

yiHmey: Tribbles (TOS: 48, 42)

wewwI'vethpu' (TOS: 48, 161)

Zan: Honorific for subordinates (TOS: 48, 60)

Z'beth: curse word (TOS: 54, 225)

Laws and Regulations:

Code of Houses:

Laws binding the familial clans to honor and tradition. (DS9: 22,273) One law states that when one clan is utterly destroyed, an unnamed Klingon may elect to take on the name of that deceased family and start a new lineage (TOS: 16, 95).

A Klingon commander may kill subordinates who inform them of possible coups or challenges to authorities as it undermines their ability to protect self-reliance (TOS: 52, 36).

Children cannot operate powered vehicles until they reach the age of nine (TOS: 38, 78).

Klingon Law does not preclude a female being named successor of a hereditary title, though military tradition assumes the role will be held by a male (ST: VI, 93).

In a Klingon court of law, the prosecution and defense present their cases at the same time (ST: VI, 170.)

Literature:

Analects of a Warrior:

The appearance of a weakness is the weapon most to be feared. When a warrior smiles in tender amusement, then his muscles are slack (TOS: 53, Prologue).

Klingon Book of 300 Love Poems (TNG: Im2, 300)

BortaS bIr jablu'DI'reH QaQqu'nay:

Revenge is a dish best served cold (TOS: 66, 182).

If there are gods, they do not help, and justice belongs to the strong; but know that all things done before the stars are remembered (Klingon Proverb) (ST: 16).

Negotiation may cost far less than war, or infinitely more: for war cannot cost more than one's life. (ST: 16).

The Universe destroys the sluggard (*proverb*). (TOS:40, 46).

Mythology:

Kahless' Hand:

According to legend, Kahless bound his hand to his dying ship so his crew could abandon the ship with dignity. By doing so, Kahless bound the ship to his destiny alone (TOS: 16, 161).

Ngarakkani:

Serpent worms of Klingon myth (TOS: 17, 210).

Kahless drew the first bat'leth from a Lake of Fire (TNG: 47, 111).

Martial Arts:**Nok'bara:**

Klingon self-defense classes (TNG: 40, 230).

RaLk'jo bat'telh:

Ancient Klingon martial art. Largely ceremonial in nature, the art requires that no warrior present a move that had not been perfected in combat; therefore, an opponent can gauge their opponent's strengths. Stances are rated by level, with Fourth Level the most amateur and juvenile of positions. Moves include:

1. Heaven's Centered Balance, First Level
2. Dragon's Passage from Thought to Action, Third Level:
conservative open, shows respect
3. Position of Unwavering Determination, Third Level:
will not give in to idle threats
4. Gentle Cut
5. Repose of the Dragon's Teeth, First Level
6. Mountain's Scorn, Fourth Level:
point-forward pose, disbelief at other's level of proficiency
7. Whelping's Lunge, Tenth Level:
First move taught to children.

Media:**Battlecruiser Vengeance: (may'Duj BortaS)**

Favorite holo-drama of the Empire (TOS: 16, 32).

Military:

Advanced Strategies Board (TOS: 48, 131)

Captain of the First Rank (TOS: 66, 17)

Detached Service:

Military Intelligence branch of the Navy (ST: 16, 93).

Imperial Science Division (STL9, 122).

Klingon Defense Forces:

Title of the Klingon equivalent of Starfleet (DW: 2, 230)

Klingon High Command (TOS: 38, 268).

Operations Command (ST: V, 80)

Space Service:

Imperial Navy (TOS: 38, 51)

Surgeon-In-Battle:

Equivalent of a ship's Medical Officer (STL7, 146).

Thought Admiral (TOS: 16, 28)

Tormin: Rank in Klingon Security Forces equivalent to sergeant (TOS: 26, 46).

All Klingons are required to serve in the military for a least a basic term of service (TOS: 38, 49).

Music:

Undeclared

And though the cold brittles the flesh,
The chain of duty cannot be broken,
For the chain is forged in the heart's own fire,
Which cold cannot extinguish
(TOS: 16, 27)

Tales of the Privateer (TOS: 48, 40).

Organizations:

Brotherhood of Aliens:

Prison gang of non-Klingons at Rura Penthe (ST: VI, 185).

New Klingons: thIngan chu

Pacifist movement quickly quelled by the Empire (TOS:40, 44).

Parks:

Almron Preserve:

Hunting preserve that surrounds the Klingon First City on Qo'Nos (TNG: TR, 79).

Philosophy:

Komerex zha, Klin zha:

Game of Life, or the Perpetual Game. A belief of some Klingons that all of life and society is one large game (TOS: 16, 43). Forms include Reflective, in which one plays himself, and the Final Form, in which the pieces taken from

the board are physically destroyed and the winner must then destroy his pieces when the game reverts to Reflective (TOS: 38, 52).

Nal komerex, khesterex:

“That which will not grow will die” (TOS: 48, 93).

Tova’dok:

A moment of unspoken communication in battle (TNG: 47, 189)

Physiology:

Jak’tahla:

Klingon puberty, marked by aggressive tendencies and severe mood swings (TNG: Ins, 169).

Klingon adolescents experience a growth spurt in puberty that allows them to mature much faster than a male teenager (TNG: Im2, 46).

Klingons have iron-based blood (TOS: 38, 169)

Rumaiy Klingons possess a blood factor similar to that of Romulans that make them immune to the Imperial Plague (TOS: 38).

Klingons do not possess tear ducts (ST: VI, 149).

Klingons are more impervious to Deltan pheromones than humans or Romulans (ST: VI, 266).

Klingon males have three testicles (TOS: 25, 3).

Klingons can hear a higher frequency range than humans (TOS:40, 167).

Klingons require a daily intake of arsenic, and can develop deficiencies if placed in stressful situations (TOS: 50, 266)

Rumaiy Klingons age faster than Kumburanya Klingons; by thirty-five, a Rumaiy Klingon is approaching retirement age (TOS: 25, 110).

Klingon genetics ensure that the first born is most always male, and the second born female (TOS: 26, 64).

Rumaiy Klingons have different retinal pigments than the human eye. Although they can tell green and blues, they cannot see red, which to them is indistinguishable from black. Klingons can see into the ultraviolet spectrum and have two terms for colors we cannot see, kalish and amarklor (TOS: 26, 246).

Race:

Two distinct racial groups in the Klingon Empire: the Rumaïy and the Kumburanya. The Kumburanya are the majority group and serve as the ruling class over the Rumaïy minority (TOS: TFA, 35; TOS: 17, 272). The Kumburanya have gnarled forehead and are stockier than the Rumaïy.

Imperial Race:

Another term for the Kumburanya majority of the Klingon Empire (TOS: 38, 51).

Religion:

Black Fleet:

Klingon afterlife involving a majestic navy of warriors (ST: 16, 48).

Cymele:

Goddess of fertility and fields, and the protector of women. (TOS: 26, 79)

Chal:

Klingon term for Heaven (STA, 21).

Death Icons:

Religious icons (DS9: 16, 77).

Death Scream:

Used to honor the fallen (TNG: 12, 101).

D’k tahg:

Klingon ceremonial knife. (TNG: TR, 82).

Durgath:

Klingon god of life, death, and war. On most Klingon worlds, their planetary ruler is seen as his representative (TOS: 26, 73)

Great Gods: (STL7, 89)

Jheen:

Spirit that inhabits woods and wild places, answerable only to Cymele herself. (TOS: 26, 157).

K’hartaghan:

Klingon holy men that wander nature, searching for a conflict with a natural predator they cannot win. If they die in this manner, they believe they will be reincarnated as that animal (TNG: TR, 83).

Kinkuthanza:

Greatest of the great gods (STL7, 140).

Nada:

Klingon god of healing (STL7, 144)

Qui'Tu:

Klingon version of Eden (ST: V, 231).

Vuv gho:

Icon given to Klingon children on their fourth birthday. It is placed in a room in the direction of a Klingon's birthplace, or where that Birthplace would be if the world a Klingon is on was his homeworld (TOS: 54, 61)

Ship Design:

Internal Surveillance Room:

Section of Klingon ships where crew is monitored by Intelligence (TOS: 16, 198).

Social Classes:

Agri-clan, agricaste:

Title for smaller houses of the periphery of the Empire who distinguish themselves through farming (TOS: 25, 73).

Houses of Klingon (Thelds)

Gensa (TOS: 16, 27)

Khemara (TOS: 16, 28)

Kotzher (TOS: 34, 1); exalted house

Galann (TOS: 16, 29)

Demma (TOS: 16, 29)

Epetai-zana:

Klingon honorific indicated an almost royal status (ST: 16, 48).

Kuve:

Klingon term that translates as either slave or servitor. Slave is seen to be a derogatory translation for the complex tie between a kuve and his master (TOS: 16, 17)

Kuveleta:

Servitor's half-child (TOS: 16, 27)

Linehold:

Ancestral estate of a Klingon clan (ST: 16, 48).

Children of mixed heritages, or 'fusions' are looked down upon in the Empire (TOS: 38, 81).

Tharavul:

Vulcan kuve who have had their telepathic portions of their mind removed by surgery (TOS: 16, 31)

Sports and Games:

Klin zha:

Live gladiatorial game directed by heads of houses; often players are traded to the world of Triskelion (TOS: 16, 31). Consists of Lancers, Fenders, Fliers, Blockaders, Swifts, and Vanguarders. One variation is Clouded.

K'Thale Deployment:

Orbital skydiving removal which calls for the removal of the protective suit and a manual deployment of the monomer chute. Named after the Klingon who pioneered the maneuver, losing an arm in the process (ST: CP, 36).

Trade:

The Empire is import dependent (TOS: 34, 23).

Universities:

Institutes of Research for Language (ST: 16, 112).

Thought Master:

Title for esteemed instructors (TOS: 38, 269)

Weapons:

Bat'telh:

Literally, Blade of Honor, crescent shaped two handed weapon, part sword, part ax (TNG: TR, 84)

Q Ieghpej:

Agonizer Booth (TOS: 66, 17).

Vird'dakaasei:

Klingon sonic weapons of various levels of technologies and firepower. The term is translated exclusively to Federation Standard as disruptors, which allows Klingons to sell inferior weapons as their top of the line to unsuspecting customers.

Kyrosian Society

Social Classes:

Beshwa:

Gypsy like group that travels freely between the city and the Hillspeople (TOS: SM, 98)

Hillspeople require the wearing of masks when in the presence of anyone not of their family (TOS: SM).

Kzinti Society

Physiology:

Kzinti share a common genetic ancestor with the Caitians (STL5: AE, 225).

Lactran Society

Language:

ghids: unit of time (STL8, 77)

minaghids: unit of time (STL8, 77)

History:

The Lactrans were once a space-faring race, but constrained themselves to their home planet and their intergalactic zoo when they decided to concentrate as a race on developing their mental powers (STL8, 76). Their period of space travel is known as the Long Crawling (STL8, 77).

Social Classes:

Old Ones:

Lactrans that have achieved maturity (STL8, 75).

Lemnorian Society

Language:

Zarth's lowest Hell: Curse (TOS: 38, 9).

Physiology:

Lemnorians have iron-based blood (TOS: 38, 169)

Lurian Society

Philosophy:

Fascinated with prime numbers, and often use them in countdowns (ST: CP, 17).

Marishal Society

Art:

Mind-plays, mind-dances, mind-paintings:

Telepathic artforms of the Marishal (TOS: 39, 62).

Customs:

The Marishal possess no written or spoken language due to their powerful telepathic abilities (TOS: 39, 59).

Language:

Life-giver:

Term used by the Marishal for gender, refers to all three sexes of the Marishal (TOS: 39, 62).

Philosophy:

The All:

All-encompassing state that binds all things together (TOS: 39, 61).

Marklar Society

Government:

Marklar Associative (ST: P, 208).

Mercan Society

Cities:

Celerbitan:

Capital of Mercan (TOS: 6, 43).

History:

The Mercan system was flung out of the Orion Arm into the void between the Orion and Sagittarius arms by a gravitational anomaly that left the star dangerously unstable. The Mercan society soon developed a dual governing society: Proctors that enforced the laws and Guardians who monitored the sun and its radiation outbursts. Mercan society transportation is based completely on transporters, and underground, undersea keeps were built to protect the populace during the solar Ordeal. A third group, Technics, began to question the government and theories that Mercan was all alone in the universe. Although legends maintained their world originated in the Ribbon of Night, as the Milky Way is known, the government maintained the Ribbon was composed of vitaliar rocks, a naturally luminescent rock. The visit of the Federation starship Enterprise led to a unified government between the three groups, as well as to an end to the Ordeals (TOS: 6).

Merkaan Society

Ship Designs:

Acquisitors lead three ship wings called triads (TOS: 56, 2).

Social Classes:

Social standing based on amount of plunder taken from other races; privateers are called Acquisitors.

Most successful traders live on the manor moons (TOS: 56, 2).

Meztorien Society

History:

The Meztorien often built orbiting habitats in systems they did not otherwise inhabit (TOS: 65, 3).

Midgwin Society

Customs:

Midwins use decorative whirled tattoos to adorn their bodies (TOS: 53, 4).

Geography:

Bindigo Hills (TOS: 53, 1)

Language:

Cycle of the Treecat Star: Time measurement (TOS: 53, 1)

Hungries: Offworlders (TOS: 53, 1)

Mi'ik: Greedy (TOS: 53, 20).

Moon of the Blue Berries: Time measurement (TOS: 53, 1)

Mental Disciplines:

Consciousness Web:

A communal mind-meld held between members of a Warren, in which each Midgwin shares themselves freely with all of the others (TOS: 53, 8).

Philosophy:

As Rhea provides all to the Midgwin, concepts of cultivation and collecting and storing of resources is abhorrent and sacrilege to the Midgwin people (TOS: 53, 20).

Wheel of the Universe:

The beginning of time was the beginning of the turning of the Wheel (TOS: 53, 1)

Religion:

Rhea:

The Planet Mother Spirit, which provides all to the Midgwin (TOS: 53, 20).

Social Castes:

Memmietieffos:

Ghost-Walkers; Midgwins that have the ability to project their consciousnesses into others (TOS: 53, 1)

Patriarchs:

Leader of a Warren.

Warrens:

Family clans. Include the Bindigo, and the Walpuk (TOS: 53, 1, 266)

Nactern Society

Culture:

Nactern warrior women form lesbian relationships with their sister-in-arms. No one but their mate may kiss them (TOS: 14, 74).

Philosophy:

Battle Status:

A state of readiness based on combat (TOS: 14, 74)

Nevisian Society

Government:

The Grand General of Distrel (TOS: 81, 10)

Padishah of Prastor (TOS: 81, 23)

History:

The Nevisian system set out to explore and carve out a galactic empire some 12,000 years ago. After suffering several resounding defeats, they retreated to their home system. In order to create a culture free of violent tendencies, the Nevisians developed an unusual situation. The two habitable worlds of the Nevisian system, Prastor and Distrel, went to war with one another. Upon an individual's death, an interplanetary transporter would retrieve the body, reconstitute damaged parts from a transport buffer, and restore the individual, only now as a resident of the other world. Following numerous reincarnations, an individual learns the value of life and the senselessness of violence. Finally, an individual is sent to Arnhall, a third world, where they live the rest of their life. Over twelve millennia, this system came to be a religion, where Arnhall was seen to be a supreme afterlife for those who died heroically in battle (TOS: 81).

Nisus Society

Architecture:

Buildings:

Civic Center: Administrative complex (TOS: 38, 2).

Nisus Trade Center: Tallest building in colony (TOS: 38, 232).

Government:

Nisus Council (TOS: 38, 1).

Laws and Regulations:

Children cannot operate powered vehicles until they reach the age of ten (TOS: 38, 78).

Nograkh Society

Customs:

Opponents in hand-to-hand combat must be evenly matched. If one party has an advantage over the other, he must find a proxy to fight for him who is more evenly matched (V: DOH3, 135).

Above all else, betrayal is not tolerated in Nograkh society (V: DOH3, 139)

Government:

Overseers:

Wardens of Nograkh penal mines (V: DOH3, 171)

History:

The Nograkh were enslaved by the Zendak'aa until the Nograkh rose up and overthrew their conquerors. An authoritarian government soon took control, and former rebels against the Zendak'aa fought against their rule (V: DOH3, 136).

Laws and Regulations:

Criminals are usually sentenced to the radiation mines for thievery, murder, or the defilement of holy places (V: DOH3, 137).

Ship Design:

Nograkh use the radioactive element Orillium in their energy weapons (V: DOH3, 137).

Norlak Society

Government:

Norlak Resurgency (ST: P, 209).

Nyberrite Alliance Society

History

Mercantile group operating on the fringe of Federation space (DS9WW: 177)

Ornae Society

Language:

Ornae have no language concept for body parts or functions, as their physiology is always in a state of flux (TOS: 50, 20)

The Ornaet language has the highest density of verbs in any known language; all pronouns are also verbs, as the Ornaet use themselves to construct all tools or structures (TOS: 50,58).

Philosophy:

The Ornaet see everything as fluid; relationships, bodies, language, and structures (TOS: 50, 57).

The Ornaet have no concept of work (TOS: 50, 58)

Physiology:

The Ornaet consume energy directly through their membranes. They require no eating drinking, or excretion (TOS: 50, 58)

Orion Society

Corporations:

Skol Brewery:

Scandinavian brewery relocated to the Rigel IV (TOS: 67, 50)

Customs:

Orion women are renowned for their fighting skills (TNG: 55, 1).

Vyun-pa-sham:

Ritual suicide (STL5: PO, 340).

History:

By 2500 B.C., the Orion civilization had split into two camps; the centralized corporated structure of the Inshai Compact, and the nonaligned corporations of the Orion Congeries. It is suspected that the Congeries used a sunkiller bomb to destroy the Ishai Compact homeworld, and both sides began a long brutal campaign of securing economically viable worlds and destroying those they could not control (TOS: 35, 38) The Orions would destroy systems that were not economically viable, and use the debris to construct Dyson spheres to breed slave labor (TOS: 50, 153).

In recent years, the Orions portrayed themselves as being a reclusive race that remains carefully neutral, while promoting a secret campaign of privateering (STL5: PO, 340).

Language:

Bhar: Science Officer (STL5: PO, 339)

Elt: Captain (STL5: PO, 333)

F'deraxt'la: Curse for Federation members, particularly Starfleet officers (TOS: 62, 200).

Gisjacheh: Curse Word (STL5: PO, 333)

Sendisat: Unit of measurement (TOS: S, 93).

Orions often refer to humans as little mammals (TOS: 62, 200).

"Stealing: translates as "getting paid" in Orion (TOS: 50, 213).

Physiology:

Orions have copper based blood (TOS: 38, 169)

Religion:

Orion believe in an afterlife similar to the Earth belief of a hell (TNG: 55, 24)

Mother Goddess:

Nature and fertility deity of some Orions (TOS: S, 95)

Obsidian Society

Customs:

Sunstorm Truce:

Oldest law of the desert nomadic tribes. During flare-ups of Loki, even warring tribes will share cave shelters against the sun (TOS: VF, 251).

Geography:

Te-wisat-karak:

Golden Hell; ancient hollowed out bowl near the base of the Taragi-shar range
Site of ritual sacrifices. (TOS: VF, 250)

Taragi-shar Mountains (TOS: VF, 250)

Religion:

Khar Hakai:

Obsidian demon; the Eater of Souls (TOS: VF, 250).

Pakled Society

History:

Great Auction of '05:

Famous auction in which the Ferengi outbid the Pakled for access to Iconian quantum-decoupler technology, being sold by the Breen (ST: P, 116)

Pandronian Society

Cities:

Tendrazin:

Capital City (STL9, 148)

Geography:

Varbox:

Wild swamplands that make up a majority of Pandro's surface (STL9, 63)

Government:

Pthad:

Pandronian seat of government (STL9, 59).

Supreme Integral:

Ruler of Pandro and wearer of the Tam Paupa, an integral that increases cognitive function. (STL9, 61).

Language:

daams: time measurement (STL9, 69)

ibillters: (STL9, 63)

laggets: time measurement (STL9, 68)

slateen: It is settled (STL9, 93)

varbox: Wild lands (STL9, 59)

This One:

Pandronian pronoun equivalent to 'I' (STL9, 39).

Laws and Regulations:

Extraordinary over ordinary:

Command that supercedes general orders, made on the triple integers of a higher-ranking Pandronian (STL9, 148)

Oath of dn Mida:

Oath that binds the advisors of Pandro to the new wearer of the Tam Paupa.

The forcible removal of the Tam Paupa from the Supreme Ruler of Pandro is the highest crime in Pandronian law (STL9, 159).

Physiology:

Drugs can be used to force integrators to come together or to fall apart (STL9, 84)

Procreation is a very complicated process (STL9, 85)

Religion:

Mad Ones:

Religious sect that believes permanent association is antithetical to nature and is committed to returning the Pandronian people to separate integers (STL9, 72)

Patrian Society

Customs:

Patrians do not shake hands; in fact, extending their talons as if to shake a person's hand is considered a threatening gesture. Patrians instead extend their forearms upward to greet one another (TOS: 69, 26).

Patrians are primarily vegetarians (TOS: 69, 29).

Government:

Suicide Squads:

Police officers who ride high-speed rocket cycles: extremely dangerous TOS: 69, 80).

History:

Patrian Republics were earmarked for future introduction to the Federation. However, they developed interstellar drive and entered First Contact first. Their location in space has made them vulnerable to Klingon influence, but they have so far been reluctant to join the Federation.

The Patrian discovered a type of brain surgery that could alter their brain chemistry so as to allow them to read minds. Volunteers for this surgery joined the special Mindcrime Unit, which was given lenience to prosecute and execute criminals simply due to their thoughts, aka the Transgression by Intent Law. A drawback of the surgery is that eventually it proves fatal. The process was found later to be reversible (TOS: 69, 115).

Language:

Name of Ankor: Exclamation (TOS: 69, 3).

Preserver Society

Architecture:

Obelisks:

By 2370, 119 obelisks have been discovered, ranging in age from 2 billion years old to just 6 years old (ST: P, 112).

Preserver obelisks are constructed of phase-transition compound that only exists in nature at the hearts of white dwarf stars (ST: P, 107)

Port Apt Society

Government:

Founded by an Arkansas family; government based on Confederacy (TOS: 67, 130).

Q Continuum Society

History:

Angus IV considers Q to be a force of unrelenting evil.

Terwil IX and Romulan Empire calls Q the Laughing God (IQ, 12).

Radun Society

History:

Radu society began millennia ago when Klingon settlers colonized their planet. Radu turned to pacifism and science. (TOS: 27, 118).

Rey Society

Cities:

Monn Oren City (TOS: 67, 297).

Philosophy:

The Rey become easily enamored with new things. Many Rey changed their names to human names after First Contact, and they had to be dissuaded to not change the name of their planet to New Earth, Earthfar, or Earthvale (TOS: 67, 52).

Rigelian Society

Cities:

Ancient Grace:

Capital city of Rigel V: built on the remains of an ancient city (TOS: 82, 137).

Customs:

Grief frenzy:

Rigelians suffer from a surge of violence when they feel grief. It is custom to fight in unarmed combat with one who suffers from grief frenzy to help them alleviate the anger (ST: 82, 39).

Language:

Ergoflin: Derogatory term for people of mixed heritage (TOS: 38, 163)

Music:

Candigals:

Popular music form (TOS: 57, 179)

Religion:

Obsessed with numerology (TOS: 57).

Rigellian Society

Physiology:

Rigellians have copper based blood (TOS: 38, 169)

Rimillian Society

Organizations:

Denialists:

Group of dissidents that attempted to halt the rotation of their tidally locked planet. (TOS: 77, 45)

Romulan Society

Art:

Painting:

Mural Chain:

A painting that covers an entire mountain range in West Continent ch'Rihan (TOS: 35, 169)

Sculpture:

Atavar:

Famous Romulan sculpture (FOP, 49).

Architecture:

Buildings:

Hall of Columns:

Edifice where state funerals are held. Its showcase is the Central Septum (TOS: P, 19).

Praesidium:

The residence of the Praetor. Includes a Summer Palace, in which the key reception area is referred to as the Inner Holy (TOS: 25, 1).

Senate Chamber: (TOS: 35, 211)

Winter Palace:

Residence of the Praetor and government building (TOS: 25, 123).

Cities:

Ch'Havran:

ch'Havran:

City on Romulus (TOS: FF, 47)

Dartha:

Capital of Romulus at TNG time (TNG: TR, 38).

Ihhliae: (TOS: 35, 167)

I'Ramnau: (TOS: 35, 21)

Ra'tleihfi:

Capital of Romulus in TOS time (TOS: 35, 203).

Rhehiv'jen: (TOS: 35, 167)

Tamsor:

Renowned for its brothels (TOS: 24, 96).

Clothing:

The officer's jacket worn during the Romulan Wars was indigo blue with gold fur up on arm and down the back. These uniforms were replaced with scarlet and black uniforms (TOS: FF, 41).

Customs:

Book of Death:

Tome placed at state funerals that mourners sign (TOS: P, 25).

Death-Duel:

Societal challenge to ritual combat; cannot be refused to a family member (TOS: 17, 21).

Empty Chair:

Durin their journey to the Twin Worlds, news of Surak's death reached the Rihannsu through the psilink. S'Task mourned for several days, then came to the Council chambers of the Rea's Helm and placed the greatest of the

S'harien blades in the seat. The blade remained in this seat throughout the journey and the establishment of the Romulan civilization, where is sat in the in the Senate on ch'Rihan. To touch the sword meant death; an oath sworn on the sword is the greatest of all vows a Romulan can make (TOS: 35, 103).

Fourth Name:

The concept of the fourth name developed from the user handles, or rehei, of those that participated in the Contribution during the Journey. The fourth name is a secret name shared only with close family and confidantes. The fourth name is said to have power to those that know it (TOS: 35, 172)

The murder of a kinsman was once thought to be the most heinous crime in the Romulan Empire, and the stain of which would forever taint those accused (TOS: FF, 123).

In an arranged marriage, a higher-ranking male assumes the command of the ship of his mate (TOS: 24, 69).

rrh-thanaii:

Custom in which families that are enemies avenge wrongs by stealing infants from the other family. Tat infant is sometimes killed, or sometimes allowed to grow up among criminals and become an outcast. The cruelest form requires that the infant be left in the care with an even stronger third party to which the grieving family has no chance of retrieving the child and must see it raised by an insurmountable foe (TOS: 38, 268).

The number Seven has mystical connotations (TOS: 25, 1).

The pouring of a nobleman's wine has a specific procedure and ritual; to deviate from that is to invite bad luck and ill omen (TOS: 35, 15).

Romulan culture is predominately matriarchal, though the position of Praetor is usually held by a man. Seventy percent of the government and sixty percent of the military is held by women (TOS: 35, 114).

Famous Individuals:

Ambassadors:

Caithlin Dar:

Half-human ambassador to Nimbus III (ST: V)

Nanclus:

Ambassador to Federation arrested in connection to the conspiracy that assassinated Chancellor Gorkon (ST: VI, 129).

Leaders:

T'Rehu: Only Ruling Queen of the Two Worlds. Founded a brief-lived matriarchy and first to spill blood in the Council Chambers. Cast from power in ch'Rihan first war (TOS: 35, 114)

Philosophers:

Lai I-Ramnau tr'Ehhelih:

Banned and executed historian who stated Romulans were to blame for their own suffering (TOS: 35, 133).

T'thusaih (TOS: 35, 36)

Geography:

Empire:

Innerspace:

Area nearest the home worlds (TOS: FF, 37).

Outmarches:

Romulan term for the systems closest to the Neutral Zone (TOS: 18, 5)

Provinces:

Term for the worlds outside of mainstream Romulan culture (TOS: P, 20).

The Wide:

The Romulan War began here (TOS: FF, 37).

The Two Worlds:

ch'Rihan and ch'Havran (TOS: 35, 7)

Ch'Rihan (Romulus):

Apnex Sea:

Body of water on the Romulus (?) (TNG: C, 165)

Airissuin:

Purple-flowered fields

East Continent:

Mountainous region known as being more violent and warlike (TOS: 35, 113).

Eilairiv:

Mountain

Elheu:

District in the Nn'verian nation-state (TOS: 35, 136)

Firefalls of Gath Gal'Thong (TNG: TR, 178).

Nation-States (Ship-Blocs):

Iuruth: poorer city-state (TOS: 35, 14)

Kihai: city state of the East continent (TOS: 35, 113)

Krocton Segment (TOS: 84, 278).

Llunih: city state of the East continent (TOS: 18, 6)

Nn'verian: city state of the North continent and seat of government (TOS: 35, 6)

Ch'Havran:

Continents:

Northern ch'Havranha (TOS: 35, 168).

Government:

Council Chambers:

Meeting place of the Senate (TOS: 35, 114)

Deihu:

Senator (TOS: 35, 249)

Judiciary Praetor:

Chief legal authority of the Romulan Empire (TOS: 35, 155)

Ministries (TOS: P, 84)

Officers:

Security Chief

Defense Minister (TOS: 25, 2)

The original Romulan government consisted of a Councillory (comprised of representatives of clans, tribes, and cities) and a High Council (comprised of the twenty most senior councilors and the ten most junior) (TOS: 35, 134).

Praetorate:

In the 2260s, the Praetor was a female, but hid this fact from the government to ensure the loyalty of the military

Following the death of a Praetor, there is a precedent that an interim committee will replace the Praetor until a replacement is selected (TOS: P, 34).

Unseen:

A state in which the Praetor appears in public and private behind a privacy screen, and none may view him directly. Often used when the Praetor is ill or indisposed (TOS: 25, 1)

Senate Intelligence Committee: (ENL, 156)

Seven:

Council of ministers to the Praetor, based on a mystical number. Includes the Security Chief, Admiral-Superlative, and the Defense Minister (TOS: 25, 1).

Tal Shiar:

Romulan secret police

Tribal Kings (TOS: 24, 266).

Tricameral government consisting of a Senate, a Praetorate, and a Council of Clans (TOS: FF, 124). The Senate has two houses, one that proposes and passes legislation and one with the power to veto that legislation. The Praetorate is a twelve-member panel that declares war, makes peace, and enforces the Senate's edicts. Senators are born to their positions, and Praetors are either elected or promoted through political intrigue (TOS: 18, 32). The Praetor, also known as the Supreme Praetor, makes his wishes known through political officers assigned to various ships, known as Senate Proctors (TOS: FF, 45).

War Party (FOP, 14)

XenoResearch:

Government organization responsible for discovering information about alien cultures (TOS: 25, 1).

History:

Journey:

The journey of Romulans to the Twin Worlds from Vulcan (TOS: 35, 114).

Old Times (TOS: 24, 70)

Of the sixteen thousand Romulans that survived the Journey, six thousand died in war and another thousand of disease in ten years. The population was sustained through multiple birthing techniques and cloning (TOS: 35, 132).

Difficulties in transportation and the tendency of Councillors to vote in ship-blocs based on the ships they traveled to the Twin Worlds led to the collapse

of the original ruling system of the Twin Worlds and the ascension of the Ruling Queen. A famine on the Southern Continent proved the catalyst to her rise to power (TOS: 35, 135)

When Rhehiv'jen laid siege to Ihhliae, they allowed the women of Ihhliae to save one item of their own and leave the city. The women carried their husbands on their backs to save them from slaughter (TOS: 35, 167)

Holidays:

Eitreih'hveinn: Farmer's Festival (TOS: 35, 249)

Industry:

Industrial and manufacturing plants are built unobtrusively or completely underground (TOS: 35, 192).

By Praetorial edict, no waste product can be produced from industry into the environment. To do so is a capital crime (TOS: 35, 192).

Language:

Aefvadh: "be welcome" (TOS: 35, 248)

Ael: winged (TOS: 35, 248)

Afw'ein: reason, as in reasoning (TOS: 35, 248)

Aidoann: moon (TOS: 35, 248)

Aihai: Grasslands, plain (TOS: 35, 248)

Aihr: This is (TOS: 35, 248)

Arrhe: Worth-in-cash. Derogatory term for servants (TOS: 35, 248)

Au'e: Oh Yes (exclamation) (TOS: 35, 249)

Auethn: Advise or answer me (TOS: 35, 249)

Blue Hells: Popular Romulan curse. (TOS: 63, 5).

Ch'Havran: Of the Travellers (TOS: 35, 249)

Ch'Rihan: Of the Declared (TOS: 35, 249)

Daise: Prefix for chief or superior (TOS: 35, 249)

Daisemi'in: Chief among choices (TOS: 35, 249)

Deihu: Elder or Senator (TOS: 35, 249)

Dinglh: Small eating establishment

Fvillha: Praetor (TOS: 35, 249)

Galae: Fleet (either space or air fleet) (TOS: 35, 249)

Haerh, haerht: Cargo hold (TOS: 35, 250)

Haudet: Computer printout (TOS: 35, 250)

Hlai'hwy: Tamed hlai (TOS: 35, 250)

Hlai'vna: Wild hlai (TOS: 35, 250)

Hna'h: Suffix that indicative imperative

Hnafirh: See as in the act of imparting information or sharing (TOS: 35, 250)

Hnafiv: Hear as in the act of imparting information or sharing (TOS: 35, 250)

Hnhaudr: Data transfer (TOS: 35, 250)

Hrrau: At, on, or in. (TOS: 35, 250)

Hruh'fe: Head of Household, senior servant (TOS: 35, 250)
H'ta-fvau: Come Back Here (TOS: 35, 251)
Hteij: Transporter (TOS: 35, 251)
Hwaveyiir: Ship's bridge (TOS: 35, 251)
Hwiiy: You are (TOS: 35, 251)
Ie: Enough (TOS: 25, 140)
Ie'yyak-hnah: Fire Phasers (TOS: 35, 251)
Iehyyak: Multiple phasers (TOS: 35, 251)
Jim: Presumably a funny word in Romulan culture (TOS: 18, 201).
Khellian: Hunter (TOS: 35, 251)
Khell'oann-mhehorael: "more of them, from Somewhere Else"; terms given to Klingons on first contact (TOS: 35, 252)
Khoi: Off or finish (TOS: 35, 251)
Khoi'ha! Hwiiy'lou g'tu hwiyy: You are who you are, and we know it (TOS: FF, 345).
Klhhe: Insult (TOS: 35, 251)
Kll'inghann: Klingons (TOS: 35, 251)
Lhhei: Madam (TOS: 35, 251)
Llaekh-ae'rl: Laughing murder: a martial art (TOS: 35, 251)
Lhrei'sian: diarrhea (TOS: 35, 251)
Lilla'hu: Just enough, barely sufficient (TOS: 35, 252)
Loann'mhrahel: "Them, from there"; term given to the UFP on first contact (TOS: 35, 252)
Loann'na: Federation citizen (TOS: 35, 252)
Lloannen'galae: Federation fleet (TOS: 35, 252)
Mnek'nra: Correct, used by inferior to speak to superiors (TOS: 35, 252)
Mnekha: Correct, used by superiors to speak to inferiors (TOS: 35, 252)
Mnhei'sahe: Complex term involving loyalty and honor (TOS: 18, 132).
Nah'lai: Or (TOS: 35, 253)
Nei'rrh: Annoying person who acts bigger than they are (TOS: 35, 252).
Neth: Either (TOS: 35, 253)
Nuhirrien: The quality of charisma or attractiveness (TOS: 35, 253)
Oal'lhlih: Announce the presence (TOS: 35, 253)
Oira: Can refer either to a ship's bridge rigged for a battle or the Battle Bridge of a larger vessel (TOS: 35, 253)
Origin World: Romulan term for Vulcan (FOP, 49).
Qiuu: All, everything (TOS: 35, 253)
Ra'kholh: Avenger (TOS: 35, 253)
Rehei: Nickname (TOS: 35, 172)
Rekkhai: Sir, from inferiors to superiors (TOS: 35, 253)
Rha, rh'e: Is that so? (TOS: 35, 253)
Rihannsu: Name of the Romulan people (TOS: FF, 41)
Siuren: Unit of time measurement, equivalent to 50.5 seconds (TOS: 35, 253)
Sseikea: A scavenger (TOS: 35, 253)
Ssuaj-ha: Understood, from inferiors to superiors (TOS: 35, 253)
Ssuej-d'ifv: Do you understand, from superiors to inferiors (TOS: 35, 253)

Sthea'hwil: I request it to be done at once, from superiors to inferiors courteously (TOS: 35, 254)

Ta Krenn: Look at this (TOS: 35, 254)

Ta'khai: Screen off (TOS: 35, 254)

Ta'rhae: Screen on (TOS: 35, 254)

Th'ann: Prisoner (TOS: 35, 254)

Tlhei: My Word, usually as in My Command (TOS: 35, 254)

Urru: Go to (TOS: 35, 254)

Vaed'rae: Formal version of hear me or attend me (TOS: 35, 254)

Vah-udt: Who are you to ask or do this (TOS: 35, 254)

Vriha: Most superior (TOS: 35, 254)

There are two words for truth in Romulan: truth and told-truth (TOS: 35, 79).

Laws and Regulations:

Banned Lists:

Lists of the unorthodox used to dissuade individuals from accessing their works (TOS: P, 31).

Master Dominion Pandect for Martial Crisis:

Government officials can take control of citizens and vessels in periods where the existence of the very Empire is at stake (TOS: P, 317. TOS: FF, 205)).

Methods of public execution in the Empire:

Poisoned cup:

Prisoners drink the cup themselves. This form of self-sacrifice is reserved for those that deserve the right to die with dignity, such as members of a failed coup-detat or disgraced military commanders. In cases of high treason, the quick and painless poison is switched with a slow and agonizing toxin.

Disruptors:

Cleanest form of death

Hanging:

Considered a barbaric form of execution, as it is savage and primitive that Romulans would not resort to it (TNG: C, 247).

Order of Advise ment:

In cases when a superior officer is imprisoned for crimes, the order of advise ment requires the arresting officer to advise all other commanders of a swarm prior to making the announcement to the Field Primus (TOS: FF, 122).

Release from a brig requires authorization from each Swarm commander as well as letters of intent from the Senate and the Grand Primus of a mothership fleet (TOS: FF, 123).

Orthodox List:

List of approved and sanctioned items by the Empire to their citizens; regulates the culture and direction of Romulan society (TOS: P, 20).

Right of Statement:

Right of the accused to defend oneself. The Right of Statement can also be used to filibuster and the accused cannot be silenced until he chooses to do of exhaustion or his or her own accord. However, the accused may not have a break. A bound prisoner is freed during the Right of Statement. With the Option, one that requests the Right of Statement has the right to defend himself in armed combat. However, if he or she wins, she must face a new opponent until such time as they lose (TOS: 35, 213).

Toriatal:

Challenge of combat, an Old Vulcan term that predates the Time of Reformation. In toriatal, two champions of warring armies fight a duel to the death that determines the outcome of an averted war. The challenger chooses the weapons and method of the duel (TOS: S, 363).

Local Speed laws dictate that a speeder is required to continue at the speed it initially launches unless overridden directly by Ground Control (TOS: 35, 21).

Prisoners that are brought to trial in the Senate wear a 'token' symbol of imprisonment, a green ribbon. The ribbon actually contains a monofilament wire that will sever the hands if one pulls at their binding (TOS: 35, 211)

Literature:**Vehe'rrIhlan, "The Apology":**

Treatise written by historian Lai I-Ramnau tr'Ehhelih that Romulans themselves were the root cause of their own suffering, and that they should have stayed on Vulcan and faced their fate there. This text, written shortly after planetfall, is considered Unorthodox by most Romulans (TOS: 35, 133).

Of the chief parts of the Ruling Passions, only this can truly be said; Hate has a reason for everything. But Love is unreasonable. V. Raiuhes Ahaefvthe (of Romulus II) Taer'thaiemenh, book xviii, par. 886, as translated by J. Kerasus

Military:**Admiral – Superlative:**

Commander-in-Chief of the Romulan fleet (TOS: 25, 2).

Civil Guard:

Romulan military branch concerned with the policing of Romulan society (ST: 82, 3)

Enarrain:

Senior centurion, infantry colonel, or Fleet Commodore; lowest rank that an officer can have and command more than one ship (TOS: 35, 249)

Erei'riov:

Subcommander, infantry captain, or Fleet lieutenant-commander; usual rank of a First Officer (TOS: 35, 249)

Erein:

Ante/subcenturion, infantry officer-cadet, or Fleet Ensign (TOS: 35, 249)

Grand-Primus:

Military designation given to commanders of several Swarm wings during the Federation-Romulan War and for some several decades thereafter. (TOS: 67, 4).

Hr'liighe formation:

Swarm formation in which ships form two columns for strafing attacks (TOS: FF, 337).

khre'Riov:

Commander-General; equivalent to a enarrain (TOS: 35, 251)

Primus, Field Primus:

Military designation given to commanders of Swarms during the Federation-Romulan War and for some several decades thereafter. (TOS: 67, 4).

Swarm:

Designation given to flight squadrons of the Imperial Navy during the Federation-Romulan War (TOS: 67, 1)

Members of the Imperial Space Fleet are referred to as Centurions. Royal Civil Attaches to the Imperial Court are referred to as Sentinels, so as to avoid confusion between military and civilian authorities (TNG: 53, 176).

Romulan officers carry suicide pills in case of capture (TOS: 25, 224).

T'Rehu introduced the concept of a standing military, a concept that had never developed on Vulcan due to the scarcity of resources on the planet (TOS: 35, 138).

Music:**Orthodox composers:**

Lerma

Mektius

Talet (TOS: P, 25).

Pieces:

Requiem by Lerma (TOS: P, 25)

Great Audiences:

Audiences comprised of the ruling classes of Romulus (TOS: P, 84)

Mythology:

Aehallh:

Monster Ghost, aka nightmare; also , the illusory image one has in perceiving another (TOS: 35, 248)

Ancient Ones (TOS: 24, 229)

Bettatan'ru:

Ancient one referred to as the Demon Lord (TOS: 24, 265)

Rea:

A legendary magician who was captured and forced to make a helmet that would protect the wearer from wounds. Rea bound a demon in the helmet that would bite the head off of any who wore it, as a corpse would not care if it was wounded or not (TOS: 18, 147).

Rodarth'vna:

Mythical two-headed bird that was so powerful that no living thing could fight it and win. The hero Gaian defeated the creature by convincing each of the heads that the other was its enemy, causing the heads to attack each other and kill itself. (TNG: C, 63).

The Romulans took five swords of S'harien with them to Romulus. Three were shattered in dynastic war, one lost to space, presumed to orbit Eisn, and one sits in the empty Emperor's chair of the Senate (TOS: 18, 114).

T'Eleijha and the Raven: (TOS: 35, 89)

Philosophy:

Mnhei'sahe:

The ruling passion, a complex term involving loyalty and honor and giving courtesy to those you interact with, and ensuring that everyone maintains honor in that interaction (TOS: 18, 132).

Twins are held in great regard and are considered to be prodigal (TOS: P, 25)

Physiology:

Romulan bio-signature broadcasts at around 465 hertz (ENL, 146).

Romulan biosignatures include a temperature of 104, a bone density about 16 percent heavier than humans and 19 percent heavier than Elthenes. Romulans possess trilobal spleens and have cyanoglobin (ENL, 147).

Romulans have copper based blood (TOS: 38, 169)

Romulans possess a blood factor similar to that of Rumaik Klingons that make them immune to the Imperial Plague (TOS: 38).

The Romulan heart sits two centimeters higher than a Vulcan's heart (TOS:27, 221).

Romulans can take leviroil to lower their blood pressure to pass as Humans or Vulcans (TOS: 27, 244).

Romulans sweat under high temperatures such as those on Vulcan (TOS: 25, 4).

Ship scanners cannot differentiate between Romulan and Vulcan life signatures (TOS: 25, 58).

Religion:

Contribution:

A treatise of the sentience of the Universe and the importance of names that began on the ship Gorgot as a humorous philosophy during the Journey. As more and more people joined the discussion, the theory became a belief and introduced the concept of the Elements and fourth names in Romulan society (TOS: 35, 171).

Elements:

Romulan belief in the four elements, and Forces that control them all. (TOS: 18, 307)

Hal Vo Rah:

Romulan term for hell (FOP, 42)

Reah:

Goddess of the Underworld (ST: V, 119)

Vorta Vor:

The Source of all creation; Eden or Sha Ka Ree (ST: V, 112)

Social Classes:

Arvan:

Aide-de-camp, answerable only to those to whom they have sworn fealty (37).

Chironsala:

Ancient and revered family house (TNG: TR, 75).

Family Mark:

Brand used to identify members of a Romulan family, given soon after birth. Information on marks may only be passed orally - written records of a Mark is a capital crime (ST: 17, 21).

Hedge-Lord:

Poorer nobleman (TOS: 35, 14)

Hfair, hfehan:

Bond-servant; earns a wage but is bond to the house to whom they serve (TOS: 35, 250)

Houses:

Khellian (TOS: 35, 251)

Hruh'fe: Head of Household, senior servant (TOS: 35, 250)

Hruh'firh: Head of House. Senior member of a noble family or house (TOS: 35, 250).

Name-Flags:

Set by families to honor those who die (TOS: 18, 307)

Ship-Clans:

Clans of Romulans that refused to leave the multigenerational ships once the Romulans reached the Twin Worlds. The Ship-Clans remained on these ships until one by one they fell from the sky over the next several hundred years (TOS: 35, 115).

A Romulan who is incapable of siring children cannot serve in the Romulan government. Castration is used to end the careers of political rivals and to ensure the obedience of palace servants (TOS: 25, 173).

Transportation:**Yhfi-ss'ue:**

Public transportation system; electromagnetic rail system composed of 20-person cars that travel in weatherproof tubes (TOS: 35, 254)

Universities:

University education is reserved for military veterans or the children of privileged parents (TOS: P, 130).

Sarpeidon Society

Cities:

New Araen: (TOS: 38,

Customs:

Bride-raiding:

Danreg custom of kidnapping brides from other tribes and using the marriage to seal alliances (TOS: 38, 5)

Geography:

Big Snowy: Mountain (TOS: 38, 4)

Danreg Ford: (TOS: 38, 4)

Lakreo Valley: Location of New Araen (TOS: 38, 8)

Moorgate Plain: (TOS: 38, 4)

Redbank: River (TOS: 39, 3)

Government:

Sovren (TOS: 39, 8)

Language:

D'arkeh n'esth: Death-shadowed (TOS: 39, 123).

Vellum: Type of paper (TOS: 39, 143)

Literature:

Death-Scrolls:

List of the dead to be avenged in Danreg society (TOS: 39, 121)

Military:

Second-In-War (TOS: 39, 1)

Third-In-War (TOS: 39, 1)

Religion:

High Priestess of the Danreg (Battle Oracle) (TOS: 39, 1)

Ashmara:

Goddess of life, worshipped by the High Priestess of the Danreg (TOS: 39, 125).

Philosophy:

ch'Khroi mrerlel'lu fv'chil:

All is permissible unless one is caught (TOS: 25, 175).

Physiology:

Sarpeidon are biologically identical in many respects to Vulcans, and might have been seeded by the Preservers (TOS: 39, 144).

Social Classes:

Asyri:

Warrior clan of ancient Sarpeidon (TOS: 38, 3)

Danreg:

Warrior clan of ancient Sarpeidon (TOS: 38, 3)

Kerren:

Warrior clan of ancient Sarpeidon (TOS: 38, 3)

Sealon Society

History:

Sealon forces invaded Trelisane in the mid-2260s. The truce they signed gave sovereignty of the oceans of both planets to the Sealons, and gave the Trelisane free rights to develop the landmasses of both worlds, as well as granting them fishing rights.

Famous Individuals:

Rulers:

Pongol:

United the City-States of Sealon

Matabele:

Led invasion of Trelisane and forced the Klingons off-planet (TOS: 14, 151)

Industry:

Sealon technology is primarily devoted to aquaculture (TOS: 14, 19).

Skorr Society

Architecture:

Ancient temples of the Skorr are built in solid square shapes with one entrance (STL5: J, 385).

Artifacts:

Soul of Alar:

A sculpture of indurite that encases the mental engrams of Alar. Considered to be the spiritual heart of the Skorr (STL5: J, 353).

Famous Individuals:

Alar:

Religious figure that taught the Skorr peace (STL5: J, 353).

Government:

Hereditary Prince: leader of the Skorr (STL5: J, 353).

Physiology:

The Skorr are capable of breeding rapidly. Breeding cycles are shortened and the mating instinct is increased if a Skorr is made more aggressive (STL5: J, 356).

So'na Society

History:

A group of Ba'ku children, the So'na rebelled and left Ba'ku. Using ancient Ka'bu technology, the So'na conquered the Elloran and Tarlac races, making them slaves. Eventually, removal from Baku's metaphasic radiation led the So'na to age.

Physiology:

The So'na rely on cosmetic and genetic alteration to prolong their life spans and maintain youthful appearances. Wealth and decoration are highly prized.

Sorellian Society

Religion:

Fertility Deities (TOS: 42, 64).

Sulamid Society

Physiology:

Sulamid have multi-chambered hearts (at least five ventricles). (TOS: 25, 60).

Sullurh Society

Customs:

enio'lo:

Tail-severing ritual that renders a Sullurh unrecognizable to their Arintu ancestry. (TNG: 12, 196).

Susuru Society

Government:

Ruling body in made of the five of Five; Four groups of five known as those who Walk in the Vanguard, and the one who the others follow when walks (TOS: 66, 75).

Taguan Society

History:

2 billion years ago, the Imotru lived on Tagus III. Their civilization eventually fell to be replaced by the current Taguan race. The Imotru are renowned for their jade pueblos, and for the Sky Dancer ritual, in which gliding Imotru would launch themselves from Mount T'kwll and float for two days to a lake. They would use a sword to cut their wings and plunge into a circle of fire in the lake. If they missed the mark, they would either burn or be eaten by the serpent creatures within the lake (TNG: 47, 201).

Taguans forbid archeological expeditions in light of the fact that newly discovered evidence will dispute their claim of being descendants of the original Taguans (TNG: 47, 197).

Tarsus IV Society

Art:

Government headquarters contains a plaza with a Federation seal combining minerals from the fifty-two member worlds of the Federation at the time the colony was created (STA, 314).

Tasserat Society

Customs:

The Tasserat use tractor beams to garner trophies of their ship-to-ship battles (V: DOH3, 145).

History:

Once enslaved by the Zendak'aa (V: DOH3, 145).

Tautanese Society

Language:

K'jarju: Idiot (TNG: C, 236).

Tellarite Society

Architecture:

Tellarite communal baths:
dome-shaped buildings (TOS: 42, 2).

Tellarite homes often have fireplaces in them (TOS: 42, 3).

Famous Individuals:

Zebulon the Formidable:
Broken by the Tal Shiar inquisitor Rokan (ENL, 207).

Physiology:

Tellarites prefer cold temperatures and often wear cold suits in order to tolerate the standard temperature of most starships (TOS: 44, 54).

Thallonian Society

Religion:

Thallonian nobles are sought by commoners for a complex ancient prayer ritual for a pleasant and uncomplicated pregnancy (TNG: 55, 137).

Terratin Society

Government:

Mandant:

Leader of the Terratin (STL4: TI, 75).

History:

The Terratin (Terra Ten) colony was established in the 2200's. The unique radiation of Cephenees caused the colonists to shrink in size with each progressive generation to the current height of a sixteenth inch tall. Utilizing the radiation of the planet, the erratin created a ray capable of artificially causing the same reaction to invaders in a matter of hours (STL4: TI, 78).

Timshel Society

Architecture:**Buildings:**

Museum of Humanity:

Lists mankind's achievements from the dawn of human history to the current day (TOS: 80, 55).

Trellisanian Society

Geography:

The Trellisanian system rests at a confluence of Federation space and Klingon and Romulan Neutral Zones (TOS: 14, 19).

Government:**Gemots:**

Trade Guilds that control Trellisane. Each gemot sees to their area of expertise, and work in joint committee with other gemots on larger issues. The Gemots requisition workers from the yegemot pool to do their tasks

(TOS: 14, 21). Members of the gemots are connected by brain implants that allow for telepathic communication (TOS: 14, 47).

Gemots:

- Builders (TOS: 14, 68)
- Food Provenders (TOS: 14, 68)
- Man Healers (TOS: 14, 68)
- Protocol Binders (TOS: 14, 60)
- Orbit Traffic Controllers (TOS: 14, 60)

History:

The Trellisnians attempted to help the neighboring Sealons by providing technological advances and interstellar technology but were then attacked by the Sealons (TOS: 14, 19).

Sealon forces invaded Trellisane in the mid-2260s. The truce they signed gave sovereignty of the oceans of both planets to the Sealons, and gave the Trellisane free rights to develop the landmasses of both worlds, as well as granting them fishing rights.

Social Classes:

Yegemot:

The slave class of Trellisane. The members of the gemot view yegemot as less than animals, and long held the view that they are not true Trellisnians but genetically engineered constructs. Yegemots were implanted with brain implants that could cause instant death, which could be activated if a yegemot was insubordinate or when it had run to the end of its usefulness. Yegemot were also used as a food source by the gemots. (TOS: 14, 68).

Trill Society

Geography:

Hoobishan baths:

Hot steam baths and therapeutic spa well known throughout the galaxy (DS9: WW, 37).

Organizations:

Symbiosis Commission:

Trill organization that determines issues relating to the joining of Trills and symbionts (DS9: 16, 53).

Truat Nor Society

Customs:

The Truat Nor eject memorial dust from their ships after a battle (V: DOH3, 145).

History:

Once enslaved by the Zendak'aa (V: DOH3, 145).

Tyrtaen Society

History:

Values independence and self-reliance above all else. Grudgingly joined the Federation. Almost half of the population looks to form a new colony far from Federation space (ST: 82, 25).

Vare Society

Mythology:

Leviathan:

Legendary giant kraken that lives within the Hellsgate Rift (TOS: 66, 170).

Vedalan Society

History:

Oldest space-travelling race known to the Federation in the 2260's. Vedalans live in mobile artificial worlds as nomads (STL5: J, 349).

Ships:

Vedalan Asteroids:

Mobile artificial worlds in which the Vedalans moved their culture to when they abandoned their home worlds for a nomadic existence (STL5: J, 349).

Vindalian Society

Architecture:

Enra:

Wells that are used to bury the dead on Vindali V. The dead are buried in layers within the enra.

Religion:

The Vindali have a very active belief in the supernatural (TOS: 63, 18)

The Vindalians believe that the spirits of the dead rise up through enras wells to walk the earth (TOS: 63, 119).

Vinithi Society

Customs:

Vinithi often times adopt the names given to them by others, especially by members of other races, as they find those names to be symbols of respect (TOS: 41).

Physiology:

Vinithi young are grown in incubation tanks that mimic the conditions of the long extinct Vinithi home world (TOS: 41).

Voran Society

Customs:

Challenge Debate of Champions:

Voran tradition in which two opponents argue their positions by a choice of contests; verbal, athletic, or martial (FOP, 112).

Government:

When a Regent is chosen to lead instead of a Hegarch, the identity of the Regent is hidden until the moment of Succession, so no one can voice an objection to the Hegarch's choice until after the ascension, so no one can object to the choice until after power has been transferred (FOP, 84).

Vulcan Society

Architecture:

There is a pre-historical structure on Vulcan that is identical to Stonehenge on Earth and another stone ring found on Andor (ST: P, 290)

Artifacts:

Bloodstones:

Ceremonial altars used by Vulcans for sacrifice. Surak was killed on the bloodstone in T'lingshar (TOS: 25, 39).

Vulcan's Glory:

An immense uncut, flawless emerald, of approximately 23 thousand carats. Once a symbol of House Kawarda, the gem's symbolic meaning for all of Vulcan became tied to Surak's message of logic. The gem was lost for several hundred years after the vessel He-Shii, which was carrying it to a colony world, was lost in unknown space. The gem was recovered in 2255 by the the starship Enterprise (TOS: 44).

Awards and Medals:

T'Relan Award for Excellence in Teaching: (TOS: S, 64)

Winners include Amanda Grayson

Cities:

Dycoon:

Site of an ancestral shrine of the family of Sarek (STL1: Y, 109).

Nekhie:

City where Surak was almost killed (TOS: 35, 42).

ShanaiKahr:

Vulcan spaceport (ST: VI, 53).

ShiKahr:

Vulcan spaceport (STL1: Y, 102).

Ta'Valsh (TOS: 35, 40)

Te'Rikh:

Location of downed Orion surveillance vessel from 21 B.C. (TOS: 35, 42).

T'lingShar:

Vulcan city and location of the Warrantor of the Peace settlement (TOS: 25, 6). Near the town center lies the ruins of the Old City (TOS: 25, 10).

All cities on Vulcan maintain large municipal parks that surround the city and that are placed throughout the city itself (TOS: 44, 10).

Crafts:

Renowned for glass work (TOS: 25, 124).

Customs:**Ahn-Vahr:**

Ceremonial Dagger (TOS: 27, 205).

Ashv'cezh:

"Revenge Worse than Death"; a psychological humiliation and avenging of past wrongs that is worth committing criminal acts to accomplish (TOS: 44, 240).

Bride Price:

Dowry paid by a intended husband to the family of his future wife from the date of the formal announcement of marriage until the wedding takes place. Paid in monthly sums and commensurate to the fortunes of the groom's family estate (TOS: 44, 47).

DVel'nahr:

Vulcan-by-choice, an honor that has been granted to a few humans (TOS: SFTS, 399).

Ka nifoor:

First ritual towards the growth to maturity for Vulcans. Starts with phrase 'Pstha no sochya olojhica, sfisth inoor Gracka?'...'Are you not blood of my blood, searching for the peace of maturity?' (TOS: 15, 9, 152)

Kahs-wan:

Coming of age trial in which Vulcan males must survive for several days on Vulcan's Forge (ST: 83, 5)

Koon-ut-la:

Vulcan ceremonies in which children are bonded to their future mates psychically; this connection remains dormant until pon-farr. (ST: 82, 2)

Koon-ut-kal-if-fee:

Vulcan ceremony in which children bonded during koon-ut-la and married. A High Priestess then completes the psychic bond between the two (ST: 82, 15).

Ktorr Skann:

Banishment of a Vulcan from the home world, reserved for those that violate others with unauthorized mind melds (ST: V, 195)

Lines of Witnessing:

Ancient Vulcan tradition where Vulcans stand witness to an important event. The Youngest stand to one side and the oldest to the other, while the event takes place in between (TNG: C, 128)

Pak-or-tuk:

Adoption of an orphaned child; requires perfect harmony between the child and the family (ST: 82, 26).

Pele-ut-la:

The traditional role performed by the uncle of a female child in the koon-ut-la ceremony; can be performed by other if no living uncles are present (ST: 82, 16).

Seclusion:

Period after betrothal when Vulcan mates deepen their telepathic bond (TOS: 38, 30).

S'haile:

Title of profound respect pertaining to acknowledgement of a high level of personal accomplishment and commanding presence to which one would properly pay homage. Literally self-made royalty. To an equal, it means 'lord': to a subordinate, 'my lord' (TOS: 5,189).

Ta'al:

Vulcan hand gesture (TOS: 25, 70).

Tea Ritual:

Ancient practice of the High Masters of Vulcan. The tea ceremony is highly ritualized and requires the collection of herbs in a particular order: K'rhtha, mah'ta, sh'rr, kh'aa, Lhm'ta, hla'meth, tri'hla.

Toriatal:

Challenge of combat, an Old Vulcan term that predates the Time of Reformation. In toriatal, two champions of warring armies fight a duel to the death that determines the outcome of an averted war. The challenger chooses the weapons and method of the duel (TOS: S, 363).

Vrekasht:

"Exile". Term for those who are outcast from their family, usually reserved for murderers or those that commit mind violation. (TOS: S, 287)

Warrantors of the Peace:

(TOS: 25, 7)

Vulcan custom dictates that it is improper for a man to hold a woman who is not his or belongs to another (TOS: 20, 173).

A widowed Vulcan is free to choose their own mate (TOS: 44, 118)

Vulcan ruins are left alone to crumble to remind Vulcans of the consequences of their past actions (TOS: 25, 34).

Documents:

Statement of Intention to Flight:

S'Task's argument towards the removal of his disciples from Vulcan; first appeared in the Vulcan Academy of Science's journal (TOS: 35, 71)

Tenets of Discipline:

Surak's initial treatises to the Vulcan people (TOS: 24, 136).

Education:

Vulcan higher learning has a degree higher than doctorate (TOS: 54, 135)

Famous Individuals:

Ambassadors:

Stonn (TNG: 55, 126).

Composers:

T'Nira: 21st century composer (TOS: 39, 151)

Engineers:

T'Rall: designed the Wagner Trading Post (TOS: 34, 17)

High Priestesses:

T'Lar (ST: 82, 15)

Kolinahr High Masters:

T'Sai (TOS: SFTS, 82)

T'Rea:

Banished for avocation of a balance of logic and emotion (ST: V, 2)

Philosophers:

Meng: Philosopher of Science (TOS:40, 102)

Surak, Father of All We Became (TOS: 25, 38)

Strovadorz (TOS: 15, 39).

T'Leia (TOS: 35, 36)

Presidents:

Sekla (TOS: S, 282).

Representatives to the Federation:

T'Pring (ST: IV, 25)

Solon: General during the Reformation that opposed and pursued Surak (ST: P, 116)

Voltag: Pre-Reformation General (TOS: 39, 250)

Geography:

Arlanga Mountains:

Mountain range in Vulcan's Forge (STL1: Y, 118).

Fal-lan-tral:

Passage of All Mysteries: Entryway to the chambers of the Mountain of Gol where the katra are deposited.

Gol:

Monastery of the Kolinahru (ST: V, 2).

Hall of Ancient Thought:

Crypt within the sanctuary of Gol in which the katras of deceased Vulcans are stored (ST: V, 2).

L-Langon Mountains:

Just outside of ShiKahr; location of the Shrine of T'Vet (TOS: 20, 226).

Mount Seleya:

Vulcan holy site (TOS: 17, 112).

Perimeter:

Area that surrounds the Womb of Fire; contains numerous scientific outposts (TOS: VF, 122).

Regar district:

Section of Vulcan with a predominantly black population (TNG: TR, 283).

Te-Vikram caves:

The warrior priest kings were leaders of one of the most violent of the pre-Reformation Vulcan civilizations (TOS: VF, 182).

Vulcan's Flaming Desert (TOS: 65, 144).

Vulcan's Forge

Also known as the Sas-a-shar Desert (TOS: 65, 144, STL1: Y, 113)).

Womb of Fire:

Active volcanic region believed to be the ancestral home of the Vulcan race (TOS: VF, 99).

Vulcan's sky is orange (TOS: 27, 166).

Zayus (TOS: 44, 30).

Government:

High Councillor (TOS: 35, 81)

Spyorna:

Vulcan ruling organization composed of scientists (TOS: 15, 27).

Vulcan Diplomatic Corps: (TOS: 27, 138)

Vulcan Space Central (TOS: 38, 29).

Warrantors of the Peace:

Formed by Surak during the Reformation, the Warrantors originally here hostages used to ensure that Vulcan did not have a Nuclear War. Each Warrantor or a city=state carried the codes necessary to launch a strike within a capsule embedded in their heart; for the codes to be used, the Warrantor would have to be killed. Warrantors were chosen from those closest to those who led that state. Vulcans emphasized that Warrantors be used to ensure peace through the Federation as well, an idea that was not implemented until the 2260s (TOS: 25, 19).

History

Cataclysm: (TOS: 25, 30)

Reformation:

Also known as the Time of Awakening (ST: P, 116).

Industry

Manufacturing facilities and factories have been moved offworld and are now contained in facilities in the Eridani asteroid belt. Only non-polluting industries and music-making workshops are allowed on the surface of Vulcan (TOS: 25, 160)

Literature

Last Song:

Last poem written by S'Task on leaving Vulcan:

Enthroned your pasts,

This done, fire and old blood,
Will find you again:
Better hearts breaking
Than worlds'

Sarek wrote a response to the Last Song:

Dethrone the past:
This day, day comes up new
Though empty-hearted:
O the long silence,
My Son!

Steheht: Vulcan poetry form composed of staves (TOS: 35, 41)

The Art of Peace by Surak (STA: 68)

Clash on the Fireplains: Vulcan Play

Meditations of T'Pau (TOS: 82)

T'Lyra's poetry cycle (TOS: S, 283)

T'Sahen's Stricture: famous Vulcan steheht poem (TOS: 35, 41)

Language:

Aduna: Life-Partner (TOS: 44, 18)

Bral: Ancient Vulcan: run (TNG: TR, 211).

Da'nikhirsch: Eye of Fire, the name given to the supernova at Sigma-1010 Draconis (TOS: 35, 38)

Eschak: Poltergeist (TOS: 53, 104)

Kaiidth: What is, is (TLY, 201)

Kavife: Challenge. Alternate grammar according to form and subject (TOS: 5,189).

K'vath: Enter, come, proceed (TOS: 5,189)

Kiran: Widow (TOS: 44, 118)

Krawkra: Vulcan term for thank you (TOS: 15, 40).

Kroykah: Stop (TOS: 38, 16)

Ktorr skann: outcast (ST: V, 195)

Orniaga: Irritating; vulgar term (TOS: 15, 109)

Pau: Corona (TOS: 15, 108)

P'laaka: term for prone to unusual events (TOS: 71, 4).

Qual Se Tu: Ancient Vulcan for "Is it Thou?" using the intimate pronoun (ST: V, 150).

Reldai: Female religious leader or princess; archaic (TOS: S, 96).

Reshek: Third letter of the Vulcan alphabet (TOS: 15, 71)

Season: Time period equal to approximately 113 Earth days (ST: TMP, 21).

Seheik: the Declared (TOS: 35, 73)

S'haile: Title connoting respect, it has other private meanings (TOS: 5, 30).

Sim're: High Master of Gol (TOS: 25, 37).

Shiav: Messiah (ST: V, 4)

Spock: Uniter (TOS: 27, 138)

T'hyíla: Friend, brother, lover. (TOS: 5,189)
T'lema: He who walks in dreams (TOS: 24, 79)
T'kahr: Teacher (TOS: 25, 208)
T'kaul'ama: Outcast (TOS: 24, 49)
T'kona: Less than Vulcan (TOS: 24, 167)
T'raylya ohm t'air ras: Ancient Vulcan: Forgive me, my brother (TNG: TR, 210).
T'sai: Lady (TOS: 44, 18)
T'Vareth: Undisciplined runt; derogatory term (TOS: 5,190).
Tasmeen: Vulcan month (STL1: Y, 102).

There are seven different terms for alone in Modern Vulcan (TOS: SFTS, 77)

Ancient Vulcan:

The oldest form of the Vulcan language, used in formal ceremonies (TOS: 25, 28).

Modern Vulcan:

Less intricate variation of the language (TOS: 25, 28).

Martial Arts:

Aiyahl lock:

Martial arts headlock that leads to a loss of blood to the head in Romulans and Vulcans and eventually to unconsciousness (TOS: 42, 294).

Asumi:

Vulcan sport/dance (TOS: 5,189)

K'asumi:

Lethal form of asumi, never practiced except to the death (TOS: 5,189)

T'hyvaj:

Asumi empathic mirroring exercise developed by warrior brothers (TOS: 5,190)

V'asumi:

A form of asumi in which strength may be restrained against a weaker opponent, but speed and skill must be used to train the other's full potential (TOS: 5,190).

Mental Disciplines:

Bootstrap:

Vulcan method of starship propulsion in which an Adept can accelerate the vessel to nearly the speed of light through telekinesis. This method of acceleration usually kills the Adept performing the task (TOS: 35, 77)

Fal-tor-pan (Refusion):

Ceremony in which the katra is restored to its body (ST: 17, 280; ST: 82, 15).

Kan-sorn:

Vulcan mental state similar to a coma that denies others to access their mind (TOS: 18, 248).

Katra:

The sum total of a Vulcan's mental essence. In death, a katra can be preserved and stored so it can converse and consult with other katra (ST: V, 4)

Kollinahr:

Advanced Vulcan discipline intended to achieve total logic by eliminating all emotions (TOS: 5,189). Some postures of Kolinahr include Loshiraq, the open posture (TOS: SFTS, 77), and Ta'al, the focusing hand posture (TOS: SFTS, 77).

Mastery of the Unavoidable:

Vulcan practice that suppresses the exhibition of emotions over events that cannot be prevented (TOS: 25, 68).

Mindtrees:

Group telepathy used in ancient Vulcan times as a form of mass communication and discussion (TOS: 35, 42).

N'kolinahra:

State of mind that allows for banishment of pain (TNG: TR, 209).

Psilink:

Method of long-distance communication (TOS: 35, 101). The distance for unboosted telepathic contact is 9.5 light years (TOS: 35, 105).

Shali Bahn:

The calm before the storm; the moment of clarity just before death (TOS: 56, 229).

Tral katra:

Literally, keepers of the spirits of the past. The receptacles for the katra. Rumors abound as to their true nature, which is a closely guarded secret; some say they are giant crystals, others say they are meditating Vulcan priestesses who each hold the katra of a thousand departed Vulcans (STA, 362).

Vrekatra:

Receptacle in which a Vulcan's katra is preserved (ST: V, 115).

Bonding with a human can increase the ESP rating of a human (TOS: 38, 181).

Vulcans can self-induce amnesia and catatonia if necessary (TOS: 23, 250).

Vulcans have a psi rating of 30 (humans are rated at 10) (TOS: 35, 105).

The ancient mind-arts required a circle of adepts to bring an adept to his or her full potential (TOS: 35, 109).

Military:

Upon Vulcan's joining of Starfleet, the Vulcan Savaj appointed to Starfleet Command and placed in charge of Vulcan wing of Starfleet. Develops the first lingua code and provides most of the basis of the universal translator. (TOS: 5, 32). It was agreed that ships under Vulcan command would follow Vulcan chain of command rather than standard Starfleet chain of command (TOS: 5, 85).

V'Kreeth:

Shadow Commander, title given to Savaj as the first Vulcan Star Fleet Admiral (TOS: 5, 85). As V'Kreeth, Savaj influenced development of all-Vulcan wing of Starfleet.

Mythology:

Haran:

Legendary fire-beast (TOS: VF, 266).

Katha Legend:

Vulcan myth (NF: 6, 126).

The number Seven has mystical connotations (TOS: 25, 1).

Organizations:

Terrorist Groups

Adepts of T'Pel:

Assassin guild believed to be extant in Romulan society, and possibly on Vulcan as well.

Cupric Brand:

Formed during the forming of Vulcan's first contact protocols. Rejected the notion that intelligence could exist in beings with blood other than copper-based.

Followers of T'Vet:

Group that advocates racial purity and the removal of offworlder influence from Vulcan (TOS: 38, 15).

Kahrilites:

Fought for independence of a small province on Southern Vulcan. Died when independence was given to the district.

Binaries:

Opposed the introduction of duotronic computers.

The Central Source:

Opposed the abolishment of money as a means of exchange and other financial reforms.

Traxton Compound:

Disagreed with Surak and believed that the concentration on the individual was in conflict with the attainment of Kolinahr. (STA, 252)

Physiology:

Vulcans can easily die from carbon monoxide poisoning, asphyxiation, and heavy pressure. (TOS: 5, 77).

They are more susceptible to extreme cold and to Ybakra Radiation than humans (TOS: 15, 66).

Sucrose works as an intoxicant for Vulcans (ST: IV, 147).

Vulcans can see into the infrawhite wavelength (TOS: SFTS, 178).

Vulcans have a third eyelid to protect from blinding lights (ST: IV, 26)

T'Sri of Rigel XIII is the nearest Vulcan healer to Earth with psychiatric training (TOS: SFTS, 151).

Vulcans' normal body temperature is 91 degrees: at an internal temperature of 79 degrees, a Vulcan will lapse into unconsciousness (TOS: 63, 175).

O-Type blood is the most common Vulcan blood type (TOS: S, 374).

Vulcans are susceptible to suffering ailments from high humidity (TOS: 24, 21).

CPR is more difficult on a Vulcan as the heart does not lie directly beneath the sternum (TOS: 38, 160).

Vulcans have copper based blood (TOS: 38, 169)

Vulcan brains do not divide tasks between lobes, but rather can control functions from either lobe, a function that protects them from debilitating brain injuries. It also gives them ambidexterity (TOS: 27, 19).

Vulcans can sense the presence and disturbance of magnetic fields – this ability is referred to as a Vulcan's sixth sense (ST: TMP, 126).

Vulcans have a double heart (TOS: 40, 187).

Vulcan ears are designed to pick up sound in a thin desert atmosphere (TOS: 39, 115).

Ship scanners cannot differentiate between Romulan and Vulcan life signatures (TOS: 25, 58).

Philosophy:

All:

The creative force of the universe. The ability to feel a part of the All is referred to as the Vulcan Seventh Sense. The concept of the All is not held by Vulcans to be a belief, but a solid fact and a sense as real as hearing or sight (ST: TMP, 126).

Kahr-y-Tan:

"Way of the Vulcan"

"The Vulcan knows that there is a time for everything. (TOS: 25, 7)"

Surak's Irreducible Foundations of Logic:

States that the needs of the many outweigh the needs of the few or the one (ST: CP, 141).

Suraktic Method:

Socratic Method (ST: P, 26).

Sutak's Fifth Principle:

Like Occam's Razor, states that the simplest explanation is usually correct one (IQ, 113).

T'Pral's Sehlat:

Postulation that brings up the same theory as Schrodinger's Cat (ST: P, 27).

Tzaled:

Ultimate level of loyalty in which one takes responsibility for the well being of the other even over his protests (TOS: 5,190).

Religion:

Akraana:

Warrior consort of Khosarr, the god of war (ST: V, 267).

Khosarr:

God of War (ST: V, 266).

Lia:

Goddess of Fertility (ST: V, 267).

Monks of Tepenet:

renowned for their chant singing.

Ok'San:

Overlord, most feared of Vulcan demons, who is artifact of Vulcan racial memory of the Furies. Ok'San represents loss of logic and reason. Ok'San was said to fill his victims with the fury of Vulcan, a berserker rage to kill every living thing (V: 9, 67).

Sekhet:

Goddess of the desert, of heat, fire, and destruction. (TOS73: 198)

Sha Ka Ree:

The Vulcan equivalent of Eden, literally the Source, from which all life supposedly came (ST: V, 4).

T'Vet:

Goddess of racial survival; originally worshiped by Vulcan warriors as their patron goddess. Later T'Vet evolved in Surak's time as a goddess of agriculture and growth. The rituals that surround T'Vet were adapted to coincide with the teachings of Surak (TOS: 20, 227).

Watcher:

Sentry of the Hall of Ancient Thought, selected from the adepts of Gol; today, this role is mainly ceremonial (ST: V, 111)

Pre-Reformation Vulcan had about six hundred religions (TOS: 35, 170).

Rules and Regulations:

Vulcan law and tradition requires inheritors of family estates to attend to the affairs of their lands and make sure that all crop growth remains optimal. Vulcans who travel or remain offworld must retain a manager to attend to these affairs while they are offworld (TOS: 44, 30).

Social Classes / Professions:

Auditors:

Psychiatrists (TOS: 25, 7).

Clans:

Ansa-sen-tar (TOS: 44, 65)

Archenida: Ritual protectors of Vulcan's Glory (TOS; 44, 77)

Hgrtcha (clan of Spock and Sarek) (TOS: 23, 255).

T'Deata (TOS: 38, 59)

T'Vin (TOS: 38, 18).

Hereditary Estates:

In-Yar: Formal estate of the House of T-Pring (TOS: 44, 40)

Keldeen: Formal estate of the House of Sarek (TOS: 44, 30)

Houses:

Kawarda (TOS: 44, 77)

Sidak (TOS: 44, 65).

One can wear a clan emblem if one can trace their lineage back to one of Vulcan's ancient warrior clans (TOS: 38, 61).

Universities:

Vulcan Science Academy

Yagran Society

Language:

Tavra: Curse Word (TOS: 51, 228)

Vrith'k: Curse Word (TOS: 51, 201)

Mental Disciplines:

Yagrans can detect mental probes levies on them, a genetic result of the number of telepathic predator species on their planet (TOS: 51, 201)

Warin Society

History:

Population pressures require the Warin to found new colonies during the early 2300s (ENL, 240)

Zendak'aan Society

Famous Individuals:

Arnic Varrus:

Doctor and scientist who discovered a cure for the debilitating disease aaniatethis, at the expense of millions of Emmonnac lives (V: DOH3, 262).

Zynterian Society

Culture:

Zynterians cannot look at one other during sex as it is considered an evil. Zynterian camouflage fields are used to disguise mating couples as another race during procreation (TNG: 55, 15).

Language:

Grozit: Curse word (TNG: 55, 210)

Architecture

Buildings

Art

Artifacts

Awards and Medals

Cities

Clothing

Corporations

Customs

Documents

Education

Emblems

Famous Individuals

Geography

Government

History

Industry

Language

Laws and Regulations

Martial Arts

Mental Disciplines

Military

Music

Mythology

Organizations

Parks

Physiology

Religion

Ship Design

Social Classes
Sports and Weapons
Technology
Weapons
Universities