

My interest with Unathi lore started with the wasteland, and grew as I read more and more pages from the wiki as I was putting together my whitelist. If I had to describe Unathi lore as it is presented on the wiki, it would be sporadic and disorganized. Excellent setting concepts and ideas stacked precariously on top of underdeveloped world building. More than any other whitelist I've applied for or considered, I felt like I had to do the most work personally engineering head-canon for the world-building in order for the application to be adequate.

My ambition here is not to over explain every location in the setting, nor is it to provide an overpowering justification as to why every component of the lore exists. My ambition here can be categorized into two points:

1. Make the lore pages more comprehensive to navigate, and easier to internally compile.
2. Provide some fluff that fleshes out a few key elements of our setting, whilst playing off the primary themes of unathi lore(Much of this will be focused on the Izweski nation itself).

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For point #1, The things I want to fix that are the most immediately apparent to me is how the information on the Izweski itself is sporadically distributed on the wiki, and the disorganized nature of Moghean cities/maps/geography. As a lore deputy, I want to help unify our information on the Izweski into one or two pages, or however many are necessary as long as it orbits one primary page. For our geography/cities page, It feels awkward having the cities all thrown together on the page sporadically. Coupled with the lackluster maps, I found it to be my least favorite page on the wiki. I'd like to do some reorganization with that page, potentially moving the cities off, and contributing more information about the geography and flora/fauna in its stead. No matter what is decided, I want us to have maps for our pages that have better clarity. There will likely be two seperate ones detailing biomes/climate and ones to describe nations/cities; both for before and after the bombs drop. It's a good visual way to describe our setting without bloating up the pages.

For point #2, I am still concerned with fleshing out the Izweski. I would like to flesh out the Moghean capital primarily, and at least two other major city centers. Describing the ways of life and cultural differences of rural feudal unathi and urban unathi is something I am also interested in; I have not forgotten about that survey Haydizzle put out some months ago. I'd also like to provide the specifics on lore for the Izweski's current technology, infrastructure, and how it is distributed. Despite the contact war and stratification of technology, it is a power in the galaxy that is capable of interstellar trade, with space fleets and the ability to project borders within the orion spur.

I would also like to provide a little more information on what life was like in the Izweski and Traditionalist coalition prior to the Contact war. A good map to show off the pre-contact war lay

of the land would be sufficient enough, but I kinda wanna throw in maybe a paragraph of information to give identity to the factions, and what it was like growing up and living back then.

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Believe me, I don't want to bloat up the important stuff we already have. I think through a mix of page re-organizations, some new visual aids, and a few sentences and paragraphs here and there, we can have stuff that says more with less.

Besides what I think needs to be done, I have a ton of ideas of stuff I'd like to add and contribute. Keeping in mind that Unathi are technically space capable, some lore for the space territory they control would be fairly interesting for backstories. I also want to put a giant swamp somewhere, so we can have swamp unathi on airboats doing swamp things. Ideally somewhere in the wasteland, if the geography permits it. I'd also like to do some more stuff regarding Hephaestus's presence in the area: friction between them and the rest of the guilds on moghes, and the Hephaestus brand attempting to subtly alter the unathi way of life, particularly in cities where their presence is strong.

I'd also like to flesh out the daily practices and rituals of the Unathi religions, for both laymen and shaman alike. Rites and prayer, practices and taboos. For the Si'akh, as an example, I would like to introduce ritualistic mortification of the flesh. Our unathi should live their faith rather than just believe in it.

I would also like to provide some specifics on the geography, climate, and ecological progress of the wasteland's decline. This would constitute a few paragraphs of information and some maps that show the waxing and waning of radiation, vegetation, and habitability. This would be an aid for backstories in the wasteland.

For the writing exercise requested, I have taken the third option of choosing to write a lore-arc:

I have a concept for a mid-scale arc on the NBT: The premise is that Hephaestus and The guilds are butting heads over exploitation rights over interstellar resources within Hegemony space. The NBT ship/fleet is sent in to help mediate or resolve the dispute between the two powers, as it is a Conglomerate concern. Later on, the Izweski government sends in officials to help mediate the conflict jointly with the Conglomerate.

What starts as an annoying paperwork squabble turns into an uneasy, cold turf war, where Hephaestus and the Guilds fight a three front battle: Fighting at the courts, fighting to win popularity, and eventually combat through the use of convenient proxies. It's a very "quiet" conflict, with the Izweski and most of the wider galaxy seeing it as nothing more than a

somewhat important legal battle. Whoever takes the reputation hit(if at all), and the outcome of who-gets-what is potentially influenced by events taking place aboard the new ship.

The general tone of the news articles for the event arc would convey an idea of whatever's going on out there in space being vague or poorly understood, with reporters approaching tight lipped guildsmen and Hephaestus reps putting out vague, inconclusive answers even as the behavior of the trade entities change, and later on, ships come home with suspicious scorch marks. The news agencies putting out the articles eventually get a grasp of what's going on, and by that time, The hegemony is officially intervening in the dispute along with the conglomerate, giving careful, curated updates on the matter. Not'Zar himself remains neutral on the dispute, openly telling the public it is nothing more than a dispute between guilds, but in private, he sees the dispute as a means of determining which of the powers are the stronger horse, and who is the most beneficial towards preserving and proliferating the Hegemony's dominance.

As for Events on station, besides the usual trifecta of special visitors, strange anomalies, and armed boarders taking to the station, there will also be far more political intrigue aboard the station. Trade summits, legal battles, that kind of thing. Possession of a mcguffin won't be the only way to affect change as a consequence of the arc. Heavy dialogue, debate, and compromises from the political intrigue end of things will also be able to strongly affect outcomes.

Of course, all of this depends on the nature of the new Conglomerate, and what the new ship is supposed to be in the future, and if it doesn't conflict with the purpose it will have for the arc.