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Author's Note: *This document is not necessary to enjoy the story, but will provide a great deal of background information that will not be found elsewhere. Please keep in mind that this is flavor text. The Homeworld universe is filled with rich and compelling lore, but not all of it is immediately pertinent to the Mothership's journey. If you just want to jump in and read about sci-fi ponies, then go right ahead and skip this chapter entirely. If you're in it for the world-building, then come right on in.*

Not all of this information is Homeworld canon—such is the nature of an MLP crossover. Many things have been changed, and additional information has been provided. If you'd like to see where most the canonical information originated, then I suggest looking up the Homeworld and Homeworld: Cataclysm manuals, which can be found in numerous locations on the internet. Additionally, most of this information can be found in wiki format at [Encyclopedia Hiigara](#).

Culture and History:

- **Kharequus:** The second planet in the Kharequus system. Its climate consisted mostly of arid desert, with life-giving oases peppered throughout. There were few large bodies of water on the planet, mostly concentrated at the north and south poles, with the largest being the freshwater Majiirian Sea in the south. Rocky mountain ranges were common features of the planet's geography, some of them reaching as high as ten kilometers above the sand at their bases. The highest of these mountains was Lungma-Jiin, reaching almost eighteen kilometers into the sky at its peak. The valleys between such mountains housed most of the pony settlements on the planet. Significant amounts of plant and animal life existed on Kharequus, and it was their various adaptations to the desert climes that first led ponies—who lacked any such adaptations—to question their presence on the planet.
- **Pony life on Kharequus:** Ponies arrived on Kharequus a little less than fifteen hundred years before the Mothership was launched, and in that time significantly altered the planet's ecology. The first earth-ponies appeared in the Magarathea region, at about fifty degrees northern latitude, the first unicorns in the Khelek region, deep in the equatorial deserts¹; and the first pegasi in the Cal-Thiira region, near the north pole². There were no ponies in the southern hemisphere until the Great Pilgrimage of Paktu in 488 KDS.

Early farming settlements appear to have been based solely in the shelter of mountain valleys, but over the centuries some of these farms—specifically those run by earth-pony kiithid—expanded outward onto terrain that shouldn't have been arable.³ Simultaneously, large-scale pegasus weather-manipulation (of which many early records exist) shifted the northern climate into a more temperate state, leading to a noticeable drop in population of desert-adapted life in a wide area. Unicorn manipulation of the climate was less intense, but there are still indications of where caravans leaving Khar-Celest used massive amounts of magic to push away sandstorms and the like.⁴

¹ This is also where the *Khar-Celest* was eventually discovered.

² It is now believed that there were three interstellar transports, one for each race. Two large metal objects were eventually detected, buried beneath the ground in these two regions, leading to the hypothesis becoming largely accepted in scientific circles. Why the races were segregated is not known, and neither hulk was ever uncovered.

³ This has been tentatively explained by the hypothesis that earth-ponies tend to use their magic passively while farming, unconsciously expanding viable land and, in large groups, effectively terraforming large areas over the course of generations.

⁴ While the ancestors of all modern unicorns traveled north after leaving Khar-Celest, a single group traveled south and died out. This single caravan's remains were found deep in the Hunon mountain range, mere kilometers from the Majiirian sea.

- **Pony Demographics:** Pony demographics across Kharequus are quite imbalanced, owing to a great many historical factors. The most glaring of these disparities is the sex ratio, with the worldwide population measuring around 42% male and 58% female.⁵ In addition, the ratio of the races is highly skewed. earth-ponies make up a significant majority: 41% of the population. Unicorns are second, at 32%, and Pegasi account for the remaining 27%.⁶

Mothership demographics were even more skewed, though in different directions. The male to female ratio rested at 39% to 61%, slightly more off-center than the global norm. The race ratio however was vastly different, with 29% of the Cryo-Tray population being earth-ponies, 39% being unicorns, and 32% being pegasi. The Mothership's initial crew were significantly more skewed, particularly notable in that around 52% were pegasi.⁷

- **Languages:** There are two primary languages used by the denizens of Kharequus, and a third which is not commonly spoken yet historically. All are known to have originated before the *Khar-Celest* made planetfall.
 - Equish: The “common” tongue, almost universally spoken across the planet, though in many diverse dialects and sub-forms. It itself appears to be a combination of several languages which grew into one over an extended period of time, and thus its grammatical rules tend to be illogical and inconsistent.
 - Celestaani: The language of religious ceremony and prayer. It is frequently written in the same script, as Equish, though it appears to be much more “pure, with rigidly defined grammatical rules and conventions that have been maintained strictly due to the tongue’s semi-sacred nature. It is rarely used for common speech, and some traditions hold that to do so is blasphemous. Its most common use is in the naming of places and vessels, a tradition which dates back at least to when the *Khar-Celest* was named. Some loan-words have made it into common Equish, such as *kiith*.
 - Lunaetum: A rare language that appears to have largely died out sometime during the *Khar-Celest*'s journey. Few fragments of text written in Lunatum have been

⁵ This dates back to the early years of Kharequuin habitation. At this time, many kiithid considered stallions second-class citizens, and male children were less desirable. While discrimination of this type was illegal under Daiamiid law, there were still statistically more abandoned colts than fillies, and sexism remained a reality, even in some of the larger kiithid.

⁶ Alicorns are rare enough that the recorded cases of such ponies number in the single digits, and are generally considered statistically negligible.

⁷ It must be noted that the relatively large representation of pegasi was due, in large part, to the influence of kiithid LiirHra and Soban, both of which were highly involved with the project and possessed pegasus majorities.

recovered, but the most well-known texts are the Sarmetal Scrolls held by kiith-Somtaaw, which have not been studied by scholars due to Somtaaw's religious practices. Lunaetum has only been partially translated, though it shares some stylistic similarities to Celestaani. There are few Lunaetum loan-words in Equish, the most well known being “angel” (angelus), which has several varied meanings depending on source, but which is most often used to describe the direct servants of Luna, who were said to be warriors of vast power.

- **KDS:** Kharequin Dating System, the dating system used by all modern kiithid at the time of the Mothership's construction. Where exactly it originated is unknown, though it is known to have been altered by S'jetti scholars on at least two occasions as cosmological knowledge grew. The system relies on a twenty-four hour day, a seven day week, fourteen months of variable length,⁸ and a four hundred and twelve day year, adding a leap day every seven years. Months are traditionally nameless and represented only by numerals. Given Kharequus's lack of a significant orbital tilt, seasonal changes throughout the year were mild-to-unnoticeable.
- **Kiith (plural: kiithid):** The traditional name for pony clans and tribes. While most kiithid are strictly bloodline based, others are based solely on traditions and culture, and may even welcome ponies from other kiithid into their ranks. Even when associated with larger political entities, ponies commonly respect their kiith identities first. The vast majority of the Kharequin population could be assigned to about a dozen major kiithid, though there were hundreds of kiithid on Kharequus. Many kiithid were simply small, independent families, and often lived within the established territory of larger kiithid. Inter-kiith marriages were common occurrences—typically the husband joined the wife's kiith, though the both the inverse and both kiithid merging into one have been recorded.

Sometimes specific kiithid are referred to with the kiith- prefix⁹, but this is a somewhat archaic usage that is only sporadically observed. Additionally, in formal settings where several kiithid are represented, it is customary to add an individual's kiith after their full name¹⁰. This is also how names are generally written on official documents, including birth certificates.

For more information on specific kiithid, see the “Significant Kiithid” section below.

- **Kiith'sa:** The title held by the ruler of a given kiith. Traditionally, the position of kiith'sa

⁸ Between 29 and 32 days.

⁹ i.e., kiith-S'jet, kiith-Naabal.

¹⁰ i.e., Twilight Sparkle S'jet, Rarity Naabal.

was passed down hereditarily. However, in modern times many kiithid hold elections or competitions for the honor, with exact practice varying from kiith to kiith. The proper title of a kiith'sa is their kiith's name followed by the 'sa suffix¹¹. In the aforementioned formal settings, this title would replace the typical addition of the kiith name.

- **Sa of Sa's:** The title given to the leader of the Daiamiid, elected by its members. This position was in use from the Daiamiid's founding until 1010 KDS, at which point it was removed due to concerns about equality¹². It was reinstated in 1188, when hostilities with Gaalsi first began, after which Glamour Naabal'sa held this position until the Mothership's launch.
- **Heresy Wars:** Waged from the early 500s to 810 KDS. The Heresy Wars represent the largest sustained armed conflict in Kharequuin history, fought primarily by two then-superpowers—kiith-Gaalsien and kiith-Siiddim—over religious differences.¹³ The Heresy Wars lasted several nearly three centuries and dragged in or destroyed hundreds of smaller kiithid, but were finally ended by the emergence of the technologically superior kiith-Naabal, which forced both sides to surrender. Naabal organized the Daiamiid with the support of many of the more secular kiithid. This following time began the time known as the “Time of Reason,” which lasted up until the Mothership's launch.

The so called “Second Heresy War” refers to the modern conflict between the Daiamiid coalition and the resurgent kiith-Gaalsi, which erupted in 1111 KDS.¹⁴

- **Daiamiid:** A democratic council that functioned as a unifying force following the Heresy Wars. Established in 831 KDS, it proved remarkably capable at solving disputes, despite a reputation for obstructive bureaucracy and stubbornness. Representation within the council was based on population, but small kiithid often applied for membership so that they could receive several benefits, including economic and military support, as well as access to Daiamiid-affiliated universities and businesses.

¹¹ i.e. S'jet'sa, Naabal'sa

¹² The Naabal'sa had held the seat consistently since the Daiamiid's creation. There was little point in having the position when all it accomplished was reminding everypony that Naabal was in control.

¹³ Historians often debate whether the Heresy Wars should be considered a single war or a series of smaller wars over certain regions, leading to a slightly confusing plurality in the name.

¹⁴ It should be noted that while the Second Heresy War was a much larger conflict in virtually all respects (save length), the Daiamiid never officially recognized it as anything more than a series of terrorist actions, even as large scale military operations were being undertaken by both sides.

- **Equestria:** The name of a mythical paradise associated with the Twin-Goddesses. It is now believed to be the homeworld of all ponies, and the point of origin of the *Khar-Celest*. Why ponies left Equestria is a mystery, especially considering that it is all but universally described as paradise.¹⁵
- **The Twin Goddesses:** A strangely consistent factor of Kharequin mythology is that at one time two alicorn sisters ruled over ponykind: Celestia of the Day and Luna of the Night. These beings supposedly possessed godlike powers and could control the rotations of the sun and moon with their magic. It is worth noting that the latter celestial body—the moon—is often left out of these legends, as Kharequin itself lacks a moon. However, the oldest recorded legends specifically mention a moon, something which baffled historians and scientists alike until the discovery of the Guidestone and the revelation that the planet these legends referred to was not Kharequin, but Equestria.

Whether or not the Goddesses were real beings, the nature of their powers and their supposed divinity have been subjects of debate and conflict for as long as there have been philosophers and soldiers to do so. Some kiithid held that ponies were cast down from Equestria for hubris, and that only through prayer and reverence could one win their favor. Others held that the Goddesses were either dead or had transcended the mortal realm, and that new alicorn Goddesses would rise up to lead ponies back to Equestria. Still others chose to treat these tales as nothing more than myths.

The most interesting and detailed account, however, is an exclusively Manaani legend, which is oddly dark compared the kiith's usually lighthearted mythology. It states that the Goddesses led Equestria to war against an unnamed enemy, forsaking harmony and kindness in an attempt to utterly wipe them out. They burned the enemy's capital city and slaughtered its people to the last foal. The wounded nation struck back, enlisting the aid of another, more powerful nation, which drove ponykind out of Equestria and sent them into exile. Historians initially dismissed this disparity as "Manaan being Manaani", but the *Khar-Celest* and the discovery of fragmented records that seemed to corroborate parts of this story caused this particular legend to gain popularity in some scientific circles just before the Mothership's launch.

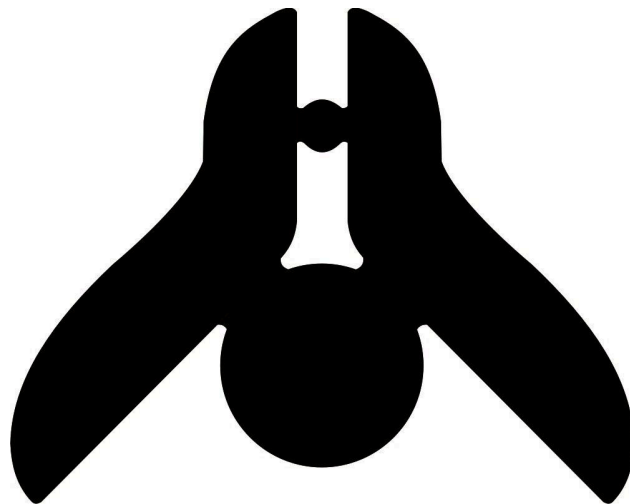
- ***Khar-Celest*:** The name of an ancient starship, though initially known as the name of a lost Kharequin city rumored to contain vast technological secrets. Its rediscovery was the catalyst for the Mothership project. The *Khar-Celest* was an interstellar transport

¹⁵ Equestria is the Equish term. "Hiigara" is the Celestaani term, which is not used as commonly. Many of the records recovered from the *Khar-Celest* also refer to ponies as "Hiigarans."

vessel of massive proportions, which was speculated to have carried ponies to Kharequus approximately fourteen hundred years before the Mothership's construction. After its landing, a city sprouted up around the ship, taking the ship's name as its own. Archeological findings indicate that ponies living in the city relied on the ship's hydroponics bays and recycling systems for over a hundred years before they broke down due to lack of maintenance, after which the city was abandoned, as there was no arable land nearby.

Strangely, records recovered from the city make only vague mentions to pegasi and earth-ponies, which has led to speculation that there are other, undiscovered colony ships scattered about the planet. Large metal hulks were eventually detected at two other locations in the northern hemisphere, though neither was exhumed before the Mothership's launch.

- **Kushan:** An archaic word meaning “traveller” or “pilgrim.” The word was suggested as a name for the Mothership, but in the end was rejected because of its connotations. Kushan also implies “exile”, or, more specifically, “one whose home is cannot be returned to.” The name’s meaning was brought into the public eye via a news article, and was dropped soon after, followed shortly by the decision that the Mothership would have no official designation.
- **Mothership Crest:**



Taken from the Guidestone's pedestal, this symbol is widely believed to represent one of two concepts. First, it represents an alicorn, traditionally a “perfected” pony.¹⁶

¹⁶ In this interpretation, the lower sphere represents the body, the upper represents a horn, and the fanned shapes to the sides represent wings. This is the most popular interpretation, owing to the fact that several versions of the symbol, including the one etched on the Guidestone's pedestal, feature what are clearly

Alternatively, it may have represented two Celestial bodies and a peripheral landscape.¹⁷ The symbolism was still hotly debated as of the Mothership's launch, and an anonymous scientist was quoted joking that the Mothership's true mission was to "Find out what the damn thing stands for." This symbol also appeared several places within the *Khar-Celest*, most prominently in the form of a weather-worn version painted on the side of the hull.

It was chosen as the Mothership's central symbol, as it appears to have been such a major part of the iconography of whatever culture to which the *Khar-Celest* belonged, and, given the possibility that there were still ponies present at Equestria, could be recognizable as a common symbol.¹⁸

feathers on the edges of the "wings".

¹⁷ In this interpretation, the larger sphere represents a sun, the lower represents a moon, and the "wings" represent land or mountains in the peripheral vision. This is slightly less accepted, but is reminiscent of some early styles of Kharequin art, which used a similar layout to depict mountain valleys.

¹⁸ There was a second symbol present on the Guidestone's pedestal, one which saw far less media exposure due to the fact that most press images taken of the relics showed the Guidestone's face, and thus only the one side of the pedestal. This symbol, a five pointed star with six stylized gemstones—five at the points and one in the center—is a far greater mystery to archaeologists, as the *Khar-Celest's* records contain no other mention of the image. This symbol never made it into the Mothership's signage, though it remains on the pedestal.

Technology:

- **Magic:** “Magic” is a phenomenon that is inextricably woven throughout pony society, technology, and biology, and manifests as controlled energy manipulation facilitated by certain sections of the pony nervous system. Unicorns and pegasi have specialized focal organs—horns and wings respectively—which draw out most of their magic. For earth-ponies, the magic runs through the entire body, and as a result, is generally largely diluted. In the rare cases of natural alicorns, it has been noted that the pony’s natural magical abilities are usually overtaxed, being drawn in by both the wings and horn. This means that natural alicorns are generally far weaker flyers *and* sorcerers than natural pegasi and unicorns.¹⁹ Base magical ability, however, does not correlate with race at all, and magically adept earth-ponies and pegasi have been recorded. For unicorns, the effects of high-level magic are the most obvious, while pegasi generally display extreme levels of airborne maneuverability and speed. For earth ponies, the expression of magic varies. Some experience simple passive effects like increased local crop yields or enhanced strength, while others exhibit abilities as dramatic as terrakinesis or clairvoyance.

S’jet pioneered the field of magitechnology, first by the use of so called “automation spells”, which could allow inanimate objects such as plows or wheelbarrows to perform simple tasks on their own. In modern times, many high-tech devices incorporate unicorn spells in some way, from simple navigational assistants in PDAs to gravity generation and inertial dampening magic in large spacefaring vessels. This is accomplished by the use of special artificial gemstones called “talismans,” which can be used to “capture” a spell and either bind it to an object or function as a delivery mechanism, and by “leyline networks,” special types of circuits which manifest and amplify spells in much the same way as a unicorn’s horn would.

Magic was so ubiquitous in engineering by the time the *Khar-Celest* was discovered that the Mothership itself had more magical components than mundane ones, all the way from the elevators to the nano-assemblers. The largest completely non-magical systems were the computer mainframes, engine banks, and point defense guns, though all depended on magical generators for power.

The phenomenon by which ponies *actually generate magical energy* is not fully understood. While overtaxing one’s magical abilities will cause strain, caloric intake and other such factors have no noticeable bearing on the amount of magic a pony can use.

¹⁹ Which makes the Twin Goddesses particularly odd, as they are often described being powerful enough to move celestial bodies with their telekinesis.

The common belief during the Time of Reason was that magic was pulled from low-level ambient radiation, while earlier scientists believed that magic came from the motions of the stars. However, it was eventually discovered that [Redacted by Order of Fleet Intelligence.]

- **Hyperspace:** Hyperspace can be loosely defined as a “sublayer” of the universe in which space is “bent”, allowing for apparently superluminal travel. It is accessed by devices known as hyperdrives, such as the Hyperspace Core found on board the *Khar-Celest*. Hyperspace is filled with dangerous currents of magical energy, the origins of which are unknown. Due to the extreme levels of energy, even spacesuited exposure to hyperspace has been speculated to be fatal. It has been noted in laboratory tests that there are patterns in hyperspace that are almost certainly artificial. How or why this is so has not yet been determined.

The amount of time a hyperspace jump takes appears to be based mostly on the traversal of gravitational gradients. For this reason, jumps from one planet’s gravity well to another may take longer than jumps traversing interstellar space, though this varies from instance to instance. Distance is another factor, but is far less involved. The deeper the position within a gravity well, the more difficult it is to enter hyperspace. Powerful drives, such as the Hyperspace Core used by the Mothership, are capable of entering hyperspace from low orbit, while weaker drives require that a ship move to a higher orbit before attempting to engage its drives. The maximum distance for a given jump is determined by secondary systems which generate a protective bubble around the ship.

Sufficiently powerful gravitational force will distort hyperspace travel, causing the ship to slow down dramatically as it approaches a large mass. This influence can cause severe damage to a ship in hyperspace and disrupt the protective shield keeping the energies at bay. Most drives are therefore equipped with failsafes which force the ship back into realspace at a certain gravitational gradient.²⁰

- **Hyperspace Core:** A device found aboard the *Khar-Celest*. It was far more complex than any other technology either present or recorded in the ship’s logs and is speculated to be alien in origin. It generates a “Quantum-Waveform Oscillation Gateway,” which serves as a two-dimensional portal directly into hyperspace, and a field which surrounds the host ship and wards off the native energies. The Core can also generate scaled portals and fields for additional vessels or objects, allowing the host ship to carry other vessels with it

²⁰ This information was discovered at [Redacted By Order of Fleet Intelligence].

into hyperspace.²¹

The Core also operates as a guidance system, and can interpret coordinates in almost any format with an alarming degree of accuracy. Because of this, it has been speculated that the Core is either imbued with heavy amounts of spellcraft or has some form of embedded artificial intelligence, though neither of these hypotheses have been confirmed. It has been noted, however, that the

The Core's central drum is all but indestructible, and even military-grade explosives leave little-to-no marking on it.²² The outer housing, however, is believed to have been added later, and is composed of mundane metals and technology. The Core was semi-permanently integrated within the Mothership, and had its own dedicated engineering section separate from the drive maintenance areas.

Following the Mothership's first test with the Core and subsequent events, researchers discovered that **[Redacted by order of Fleet Intelligence]**.

- **Guidestone:** A stone of strange composition²³ which was discovered aboard the *Khar-Celest*. Engraved in its side was a sophisticated galactic map with two marked points: Kharequus and Equestria, with a single line directly linking them. It was speculated to have been taken either from Equestria's "Angel Moon". It was believed to represent the journey undertaken by the first Kharequin colonists, though much controversy arose regarding the motivations and methods of that voyage. It was taken aboard the Mothership, along with the large pedestal on which it was discovered.
- **Fleet Command/Neuronic Interface:** Originally conceived by Sunset Shimmer, one of the foremost engineers working on the Mothership Project, the neuronic interface is a solution to the logistical problems facing any command crew operating a vessel the size of the Mothership. The system was designed to integrate a living pony with the ship's computer matrix, expanding the pony's awareness to the entirety of the ship's systems and giving them a great deal of control over the vessel. The tradeoff was that any pony

²¹ The Core was first tested by the seemingly ridiculous process of hooking up a data transfer cable and ordering it—in *Equish*—to move a small potted plant from one table to another. What started out as a drunken joke between graduate students became an incredibly significant event when it not only *worked*, but was found to be reproducible.

²² Testing was discontinued quickly, once the Core's purpose was determined.

²³ Analysis of the Guidestone indicates that it was most likely formed in a vacuum, with additional evidence to indicate the involvement of volcanic processes. This led to the widely-accepted suggestion that the Guidestone was formed on the moon of Equestria, known in some ancient mythological texts as the "Angel Moon".

bound to this system would lose most of their biological functions, and require permanent life-support. This pony would be designated Fleet Command, and have executive authority over the Mothership's operations.

However, Sunset Shimmer's initial prototype backfired, killing Shimmer and burning out a great deal of the systems on the Mothership's upper decks. The system was abandoned until another scientist, Great Journey, redesigned the interface, cutting it down in size and making it less intrusive.²⁴ Great Journey was bound to this version of the system, a process which was fully successful. She held the position of Fleet Command until **[Redacted by order of Fleet Intelligence]**.

- **Fleet Intelligence:** Initially planned as a dedicated corps composed of scientists, linguists, tacticians, and diplomats, the proposed role of Fleet Intelligence was largely merged with Fleet Command, thanks to the analytical ability offered by the Neuronic Interface. However, a smaller group of dedicated experts remained in place, headed by Masterpiece Kaalel, and the research team took up many of the corps' responsibilities, particularly as Fleet Command's sounding board.

Following the events at **[Redacted by order of Fleet Intelligence]**, Fleet Intelligence was **[Redacted by order of Fleet Intelligence]**.

²⁴ Though the revised system still restricted movement and certain bodily functions, it no longer required a liquid life-support tank, and allowed the user a degree of control over their body.

Significant Kiithid:

S'jet (Adj/Noun: S'jetti):



*“Our glorious Time of Reason has begun! In the ashes of war, we will build our shining future!”
-S'jet'sa Clover, addressing her people after the end of the Heresy Wars.*

Demographics: >99% Unicorns, <1% others (by marriage or birth)

Membership: Hereditary, marriage, occasional inductions based on merit

Specialization: Sciences, philosophy, education

Mothership Crew Representation: Moderate

Cryo-Tray Representation: High

Primary Region on Kharequus: S'jiin region (mid-northern)

A primarily unicorn kiith, S'jet was also the second oldest kiithid with a written history,²⁵ tracing its roots back all the way to the lost technological metropolis built around the *Khar-Celest*. They are known for science and philosophy, and were one of the most politically powerful kiithid on Kharequus.

S'jetti were long known for being impartial scholars, and S'jetti travelers were generally treated as ponies of high standing, during the Heresy Wars. Their dedication to the empirical truth—even over religious dogma—sometimes landed them in hot water with other kiithid, however,²⁶ and S'jet was one of the first kiithid to declare allegiance with Naabal when the latter

²⁵ The oldest being Gaalsi.

²⁶ A particularly notable example occurred when S'jet'sa Clover “the Clever” decided to reveal her discovery that ponies had a different genetic lineage from the rest of Kharequus's wildlife—several hundred years before the *Khar-Celest* was rediscovered. This knowledge was largely dismissed or suppressed by the other kiithid, leading to a bit of an “I told you so” moment when the colony ship was

sought to form the Daiamiid.

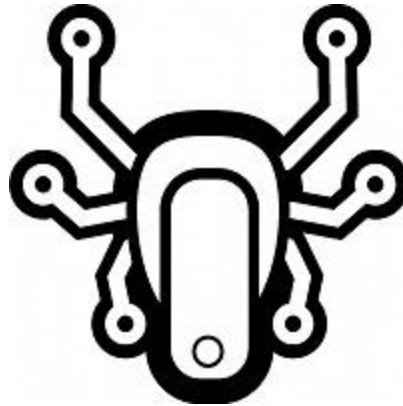
During the Time of Reason, S'jet was well known for its universities, particularly the so-called "University City" of Karan. Many scientists outside the kiith made pilgrimage to these universities, and tutelage there was considered a badge of honor in most academic circles.

S'jet was invested heavily in developing the Mothership's onboard systems, and S'jet's representation was proportionally high in both the Cryo-Trays and among the ship's crew. Notable members of the kiith among the crew included Twilight Sparkle, a prodigious young magitech technician and arcanoscientist; Amethyst Star, a highly successful arms manufacturer and inventress turned weapons engineer; **[Redacted by order of Fleet Intelligence]**; and Great Journey, a rare natural-born alicorn and neuroscientist who took up the title of Fleet Command at the beginning of the Mothership's journey.²⁷

unearthed centuries later.

²⁷ Though the latter might seem at first glance to be the most important figure, it was actually Twilight Sparkle who turned out to be the most influential, as, amid the turmoil following the Launch and subsequent **[Redacted by order of Fleet Intelligence]**.

Naabal (Adj: Naabalan. Noun: Naabali):



*“Our enemies are barbarians and fools. To crush them as they deserve will be a simple task.”
-Naabal’sa Platinum before ordering the launch of the campaign to end the Heresy Wars.*

Demographics: 39% unicorns, 41% earth-ponies, 20% pegasi

Membership: Hereditary, marriage, citizenship applications

Specialization: Technology, industry, arts, sciences

Mothership Crew Representation: Moderate-high

Cryo-Tray Representation: High

Primary Region on Kharequus: Geensei region (northern polar zone), entire northern hemisphere

Capital city: Tiir

A traditionally unicorn/earth-pony kiith, Naabal is a fairly young kiith which was nevertheless the most powerful political entity on Kharequus. It specialized in technology, though that specialization faded out as the kiith grew in size and stature.

Where S’jet is dedicated to the abstract sciences, Naabal was once devoted solely to practical technology. The exact circumstances of Naabal’s founding are lost to history, but its emergence into the political scene is considered the most significant event in Kharequuin history prior to the rediscovery of the *Khar-Celest*. Emerging from a secluded valley at the command of a mare named Platinum, Naabal’s armies—equipped with firearms and chemical explosives unlike anything the world had seen until that point—ended the centuries long Heresy Wars in 810 KDS. Shortly thereafter, the Daiamiid was founded in the Naabali capital of Tiir, and the

Naabal’s population and power both outmassed most other kiith by a large margin. Their territory is so widespread that it is nearly impossible to accurately generalize their culture. At its fringes,

Naabal consists of frontiersponies, farmers, and generally low-technology, low-income country folk. At the center, based around the capital city of Tiir, their society is high-tech and high-spirited. Naabal's cities include seven of the ten largest on the planet (the exceptions being S'jet's Karan at number six, and two Paktu cities at four and seven), and their colleges are second only to S'jet's.

Naabal dominates the political landscape of Kharequus. The Daiamiid is hosted in Tiir, and it is no secret that Naabal holds a vast majority. The only kiith which can compete in raw size is Paktu, and the two kiithid have a long-running rivalry which has resulted in Paktu being largely locked out of the Daiamiid until recently in Kharequuin history. Naabal is rare in that it originally started as a multi-racial kiith. Some scholars credit this diversity with the early technological achievements that sparked Naabal's rise to fame, and it has not harmed relations with the many other kiithid Naabali diplomats deal with constantly.

Naabal was one of the first of the major kiithid to pledge full support to the Mothership Project. Though kiith-LiirHra led the actual construction efforts that ended with the Scaffold and the Mothership, Naabal provided them with both funding and access to heavy orbital lifters. Naabal's representation among the pilgrims was the highest of any kiith, their ponies making up nearly one sixth of the Mothership's total population. Many notable members of the Kiith were present aboard the Mothership, including Rarity, an engineer who graduated with highest honors from Celestaan University, and who was also responsible for nearly every **[Redacted by order of Fleet Intelligence]**; Cherilee, a tug pilot famous for her participation in **[Redacted by order of Fleet Intelligence]**; and **[Redacted by order of Fleet Intelligence]**.

Somtaaw (Adj/Noun: Somtaaw):



*“Celestia has granted us a great gift. It is our solemn duty to use it wisely.”
-Somtaaw’sa Smart Cookie, after the discovery of the first Khontala lode.*

Demographics: >99% earth ponies, <1% others (by marriage or birth)

Membership: Hereditary, marriage

Specialization: Industry, mining, agriculture, religion

Mothership Crew Representation: Low

Cryo-Tray Representation: Low-moderate

Primary Region on Kharequus: Khontala valley

Capital City: La-Corum

Somtaaw was a kiith that specialized in mining and production. Often marginalized for their propensity for manual labor, Somtaaw nevertheless formed the literal backbone of the Mothership project by providing much of the raw and refined materials needed for construction of the mothership’s frame and hull.

Originally the foremost religious kiith on the planet, and owners of the temple network known as the Shimmering Path, Somtaaw nearly fell to ruin when the Heresy Wars choked out the flow of pilgrims—and with it, the flow of tithes. The ponies of Somtaaw were forced to seclude themselves within the Khontala mountain valley, and it quickly became apparent that they would starve unless the war ended or an alliance was made.

The solution came in a strange form. Following a prophetic dream, Somtaaw’sa Smart Cookie, ordered an excavation in a remote valley, leading to the discovery of gigantic veins of the highest-quality ore on Kharequus. A shrewd businesspony, Smart Cookie commanded that the

ore would be smelted by Somtaaw smithies, rather than sold straight away. Somtaaw steel quickly became a highly-prized resource, replacing the temple as Somtaaw's primary trade.

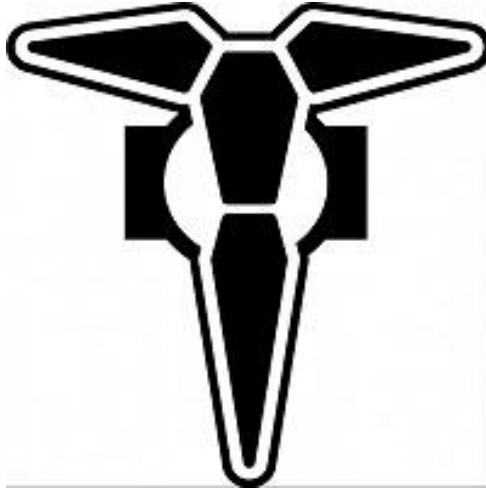
Somtaaw generally embraced technological development, especially in the case of its mines and smithies, for which it was chiefly known.²⁸ Many religious traditions and practices remained from the kiith's early days, but the centuries tempered them with a streak of hard practicality. Though Somtaaw was a heavily religious kiith even in the Age of Reason, they had no reservations about dealing with others, and largely considered prosthelytizing to be a waste of valuable time.

Despite the quality of their product, Somtaaw were often referred to derogatorily as "dirtscrapers", or variations thereupon, a slur which was sometimes extended to all earth-ponies. Naabal in particular held a strong bias against them, as Somtaaw was one of few poorer kiithid which could resist Naabali economic control. The Khontala mines were nearly exhausted in devotion to the Mothership project; a feat that was repaid by having a moderate representation in the Cryo Trays—large for the kiith's size and standing, though nowhere near the level of any of the more politically powerful kiithid.

While few members of the kiith were of significant notoriety before the Mothership's launch, several members rose to prominence throughout the ensuing months. These ponies include Applejack, a former farmpony and co-heir to one of the largest farms in the kiith with her brother, Big Macintosh, and whom went on to found **[Redacted by order of Fleet Intelligence]**; and Golden Harvest, a Somtaaw politician who was a strong supporter of the Mothership project, and a major figure during **[Redacted by order of Fleet Intelligence]**; **[Redacted by order of Fleet Intelligence]**; and **[Redacted by order of Fleet Intelligence.]**

²⁸ Though traditionalist movements did exist within the agricultural community.

Soban (Adj/Noun: Sobani):



*“I will belong to no kiith which would ignore the blood of foals crying from the ground.”
-Hurricane the Red, just after tearing apart his kiith colors.*

Demographics: 52% pegasi, 31% earth-ponies, 17% unicorns

Membership: Volunteers (children considered default members until adulthood)

Specialization: Warfare, strategic command, security

Mothership Crew Representation: High

Cryo-Tray Representation: Moderate

Primary Region on Kharequus: Global

Capital City: None (Tiir)

Soban was a relatively large kiith which also held the distinction of being the most powerful military force on the planet.

The name Soban originates from a Celestaani word meaning “soldier”, with religious connotations. Also known as the Grey Brotherhood, Soban was a unique kiith in that it was composed—even at its inception—entirely of volunteers. Long before the Mothership was built, a pegasus soldier named Hurricane the Red, disgusted with his kiith’s refusal to retaliate against a previous armed incursion, left his home city with a small gathering of friends and family. Shortly after he left, the aggressors returned and butchered the city, leaving Hurricane and his followers as the sole survivors. The names of the kiithid involved have been lost to time, but it is known that Hurricane went directly to his kiith’sa and appealed the decision to remain passive. When she first refused, he instead asked permission to personally form an army to attack the ponies who “murdered his family”—using those exact words, by most accounts. The kiith’sa again refused, and Hurricane soon learned that she planned to *join* the rival kiith. As the legend goes, Hurricane immediately tore his barding from his back and ripped his kiith colors to shreds,

vowing never again belong to a kiith that ignored *the blood of foals crying from the ground*. He then proceeded to gather his army under a slate grey flag, forced them to swear similar oaths, and, in a brutal thousand-to-one-odds campaign, led his army to exterminate the rival kiith completely. This seemingly impossible victory was but the first of many, which have over the years garnered Soban a fearsome reputation.

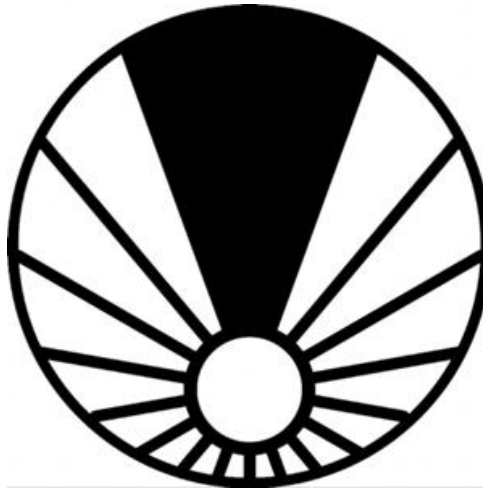
Kiith-Soban has been part of every major conflict in Kharequin history following its inception, and Sobani are widely considered the absolute finest soldiers. They are also unique for accepting willing ponies into their ranks almost unconditionally, so long as they swear by Hurricane's oath and ceremonially tear apart their old kiith colors. This induction is seen as highly attractive by many criminals and other ne'er do wells, but Soban's brutal introductory training serves as a major deterrent to the less committed. Additionally, ponies who join are expected to take on special, magical tattoos, which burn their skin perpetually if they desert. Children born into Soban are given a choice at their eighteenth birthday as to whether or not they wish to leave the kiith, and the window remains open until the pony reaches twenty-five. At this point, many families expect the pony to receive the magical tattoo, though this is not a universal rule.

Soban has a strong alliance with kiith-Somtaaw, with whom they have a long history of trading steel for protection. The bond Soban shares with Naabal is more one of convenience and pay than one of actual trust and respect, though a Sobani mercenary is expected to abide by their contract until it either expires or they perish.

The Sobani offered a large number of their younger soldiers to the Mothership project as security forces and pilots, making up a significant fraction of the Mothership's crew. Their representation in the Cryo trays is also higher than average.

Several notable members of Soban were aboard the Mothership and Cryo-Trays, and many more rose to prominence throughout the following months. Among them were Rainbow Dash, a young pilot and heiress to the famous Rainboom Company, better known for **[Redacted by order of Fleet Intelligence]**; Spitfire, a veteran of the Second Heresy War who traveled to the Mothership for the purpose of training and leading its defensive squadrons, who was **[Redacted by order of Fleet Intelligence]**; and **[Redacted by order of Fleet Intelligence]**.

Paktu (Adj/Noun: Paktu):



“I can smell the sea. Please, don’t lose heart. It’s only a little farther now.”
-Paktu’sa Pansy, moments before her vessel sighted the Majiirian Sea.

Demographics: 78% pegasi, 21% earth-ponies, <1% unicorns

Membership: Hereditary, marriage

Specialization: All (self-sufficient), religion, aeronautics

Mothership Crew Representation: Moderate-low

Cryo-Tray Representation: Moderate-low

Primary Region on Kharequus: Majiirian Region (southern polar zone), entire southern hemisphere

Capital City: Faalirian

Paktu was a pegasus and earth-pony kiith and the second largest kiith on the planet, next to Naabal. They were also the only kiith with a significant presence in the southern hemisphere.

Before and during the Heresy Wars, Siiddim forced dozens of non-unicorn kiithid out of their homes and herded them away from rivers and oases, often butchering any who resisted. Many of these kiithid turned to Gaalsi for aid, only to find their prospects worse. They could either be mistreated under Siiddim, or enslaved by Gaalsi.

Paktu was one of these kiithid, and it would likely have died out and faded into obscurity if it were not for the actions of one Paktu’sa Pansy. Though only fifteen at the time of her succession to kiith’sa, Pansy proved to be a highly capable leader. She heard tales from Manaani traders, stories of “endless seas” and “grasses that touched the skies” beyond the deadly Banded Equatorial Deserts, colloquially known as the “Equatorial Hells”. While skeptical, she led Paktu

and an alliance of nearly fifty other kiithid on a voyage to the south, braving both the Hells and the Hunon Mountains beyond. The First Migration speaks volumes of the horrors of the Heresy Wars. By the time Pansy's party crossed the desert and landed at the Hunon Mountains, only seventeen of the fifty kiithid remained, and four more would die out in the mountains. Finally, just as morale reached its lowest, Pansy sighted a bird, a sea-spirit, and urged her ponies onward for one final push.

That same day, she discovered the Majiirian Sea, the largest body of water on Kharequus and the farthest place in the world from the Heresy wars. To ponies who had lived in the desert all their lives, it was a veritable utopia. Pansy would spend the rest of her life bringing word of this paradise to the ponies up north who sought to avoid the wars. In the end, the thirteen surviving kiithid joined under the Paktu banner, and centuries of immigration and unfettered expansion transformed them into a superpower. If Naabal had not ended the Heresy War, historians believe Paktu certainly would have.

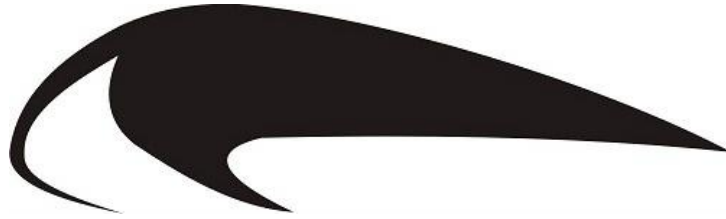
But Naabal acted first, and Paktu was gradually pushed out of the northern consciousness. Without the Heresy Wars, there was little reason to journey across the Hells. Paktu remained largely isolated, save for a few Manaani traders, until the advent of powered air travel, at which point they returned to the world stage. However, suspicion from Naabal prevented them from gaining traction within the Daiamiid, and political factors within the kiith conspired to keep them from seeking greater influence. During the Second Heresy War, Paktu was largely uninvolved in the fighting for two reasons: Their inaccessible location, and their relatively low-scale support for the Mothership project.

Paktu culture is characterized by a strong emphasis on cooperation and conformity, often expressed through rigorous social protocol and unerring politeness and deference. However, this trend strangely does not extend to tolerance. Even centuries later, the role of the unicorn-supremacists of Siiddim in driving them from their homes had not been forgotten, and even though unicorns make up a sizeable minority, they are often discriminated against. Similarly, the necessity of establishing a stable population in the empty south led to Paktu having some of the only strong anti-homosexual legislation on the entire planet—which is particularly ironic, as Pansy herself is almost uniformly described as having a wife in historic texts. Widespread civil rights movements began appearing during the final decades of the Time of Reason, particularly as more and more foreign culture began crossing the borders.

While its representation aboard the Mothership was smaller than was proportionally appropriate, Paktu still had a significant presence. Notable members of aboard the Mothership included Fluttershy, originally a nurse and medic who later went on to **[Redacted by order of Fleet Intelligence]**, and who was instrumental in the **[Redacted by order of Fleet Intelligence]**; as

well as Lightning Dust, a pilot in the recon squadron whom was distinguished by both her high performance and **[Redacted by order of Fleet Intelligence]**.

Manaan (Adj/Noun: Manaani):



“There is nothing more precious than a smile, and those who would destroy one can never be forgiven.”

-Manaan’sa Puddinghead, occasion unknown.

Demographics: ~33% earth ponies, ~33% pegasi, ~33% unicorns

Membership: Hereditary, marriage, citizenship application

Specialization: Entertainment, trade, agriculture

Mothership Crew Representation: Moderate

Cryo-Tray Representation: Moderate

Primary Region on Kharequus: Mid-northern band, global

Capital City: None (nomadic)

Manaan is a moderately sized kiith and the only major Daiamiid member without any particularly large holdings.

Manaan has always been regarded by the other kiithid with a mix of confusion, amusement, contempt, and uneasy fear. They lived a permanently nomadic lifestyle, eschewing cities and towns to live on wind-powered sandsailers. Many Manaani were merchants, but they were much better known for their other method of commerce: entertainment. Survival on pre-industrial Kharequus was difficult at the best of times, but Manaani constantly defied practicality and common sense, traveling from town to town in theater troupes and circuses, and rarely charging much at all for their shows. Still, while some said that the appearance of Manaani vessels was a sign of good fortune, others locked their gates, believing that the bards would steal their food and children and escape into the night.

In the heavily religious climate of the Heresy Wars, the carefree Manaani were despised. Both Gaalsi and Siiddim declared them to be heretics, and in an unprecedented and unique moment of cooperation, armies from both kiithid swarmed over Ferin-Sha—the Dancing Grounds—a Manaani holy site where the kiith held its largest festival every year. On a night that would become known as the Night of Blood, the two armies massacred the Manaani on their holy

ground, driving the survivors off into the night and leaving Ferin-Sha as a bloodstained streak of ash and bodies.

Then, two months later, the Siiddim capital fell. Survivors were few, but they told of assailants who ripped through walls and soldiers alike with the ease of a knife through butter. Stories spread; pegasi who could knock down buildings with a wingbeat, earth-ponies who could liquefy their enemies with a single hoofstrike, and unicorns who simply caused entire platoons to vanish into the air. When Siiddim forces tried to retake the city, they discovered it to be empty. Not a single body was found within the walls, nor were the missing ever recovered. Gaalsi suffered a similar attack the next night, at the city of Ral'set, just miles away from Ferin-Sha. Just as the attack on Ferin-Sha became known as the Night of Blood, these attacks became known as the Nights of Vengeance. Manaani has never officially claimed responsibility for these attacks, but historians generally agree that they are the most likely culprits.

Following these attacks, numerous Manaani raids against the religious super-kiithid have been recorded. These attacks gained the Manaani a reputation as pirates and bandits, and there are no records indicating even a single Manaani ship was destroyed in these battles. This campaign of harassment apparently continued all the way up to the end of the Heresy Wars. When Naabal emerged from seclusion, the attacks abruptly ceased.

Ever since the Night of Blood and the ensuing Nights of Vengeance, Manaani have been greatly respected and feared, with wild rumors flying about constantly. Even during the Time of Reason, they were granted seats in the Daiamiid despite there being no official census to determine their population. When the Mothership project was first proposed, Manaani immediately announced its full support, offering their ships as transport vessels for materials and personnel. Despite their lack of establishment, many Manaani eventually boarded the Mothership and Trays, all through legitimate means. Some of the more notable include Lyra Heartstrings, a equinologist attached to the research team whose studies of **[Redacted by order of Fleet Intelligence]** were highly regarded in academic circles; and Pinkie Pie, who **[Redacted]**.

LiirHra (Adj: LiirHra'n Noun: LiirHra):



*“You might have our land, Hraal’sa, but when we’re done we’ll own your sky.”
LiirHra’sa Shepherd’s words, after being “spoken to” by the Hraal’sa and a room full of his
soldiers.*

Demographics: 91% pegasi, 5% unicorns, 4% earth-ponies

Membership: Hereditary, volunteers

Specialization: Spaceflight, technology, industry

Mothership Crew Representation: High

Cryo-Tray Representation: Moderate-high

Primary Region on Kharequus: Orbital Facilities

Capital City: Scaffold

LiirHra’s origin was relatively recent in comparison to most major kiithid. Starting out as a splinter of an industrial pegasus kiith—Hraal—they first broke away when the Hraal’sa refused to enter the early Kharequuin space race. The splinter established an alliance with Mana’an, offering the wanderers “a road to the stars” (in Shepherd LiirHra’sa’s own words) in exchange for funding. The current Mana’an’sa, Berry Punch, was more than happy to oblige.

However, the funds—along with a great deal of the new other—holdings were seized by Hraal on the grounds that the members of the new kiith were Hraali deserters. Shepherd then sought a “private meeting” with the Hraali elders, a meeting which ended with him tied to a post in the middle of the desert.

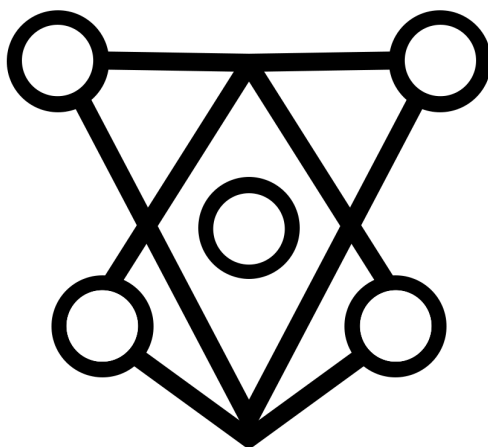
This did surprisingly little to discourage Shepherd, however. When the Hraali returned to ascertain if he was dead or alive, they were instead presented with a bare post and a discarded rope. Shepherd traveled sixty miles through the deep desert, walking by night and burying himself in the sand by the day. He eventually arrived at a small town, dehydrated, starving, and infested with sand-fleas. He made contact with a few of his friends within Hraal and made his

way to Tiir without stopping for more than a drink and a meal. Understandably, his arrival at the Daiamiid was unexpected, particularly by the Hraal'sa, who had just concluded his account of a "rebellion" which had been extinguished. When Shepherd suddenly burst through the doors in sorry condition, he claimed to be the leader of a "kiith LiirHra" (the first recorded instance of the name) 20,000 strong, and demanded to be recognized. Of course, Berry Punch's response was simple. "Welcome, LiirHra'sa. I'd been wondering where you were."

Hraal was ruined by the ensuing legal battle with Manaan, and LiirHra's place in the new age was secured. They became solely devoted to aerospace engineering and construction, and eventually succeeded in moving the majority of their population into orbital housing. As a result of this, almost all Mothership-borne LiirHra were skilled at maneuvering in microgravity and familiar with the basic necessities of spaceflight, advantages which would prove extremely useful in the coming times.

LiirHra's most notable achievement was the Mothership itself. Though the supplies and funding came from all across the world, it was LiirHra that built both the Scaffold and the Mothership over the course of almost a century of tireless work. As a result of this, nearly sixty thousand of them were aboard the Mothership, between the crew and Cryo-Trays—a massive portion of the population. Notable members of the kiith include Sunstone, the pilot of the famous research ship; Ditzzy Doo, a tug corvette pilot who became famous for developing the strategy of **[Redacted by order of Fleet Intelligence]** which saw extraordinary levels of use in the following months; and Cloud Kicker, a fighter pilot who is best known for her actions at **[Redacted by order of Fleet Intelligence.]**

Kaalel (Adj/Noun: Kaaleli):



“Information is power, so they say, and we are in the business of information.”
-Kaalel’sa Lattice, speaking to the Daiamiid after requesting official membership.

Demographics: 88% unicorns, 8% pegasi, 4% earth-ponies

Membership: Hereditary, marriage, citizenship application

Specialization: Media, communications, technology

Mothership Crew Representation: Moderate

Cryo-Tray Representation: Moderate-high

Primary Region on Kharequus:

Capital City: Gran-Sanin

Kaalel was a small kiith with a disproportionately massive global influence on Kharequuin society.

For much of its early history, Kaalel was a vassal kiith to S’jet. Its members operated as couriers, spies, and occasionally assassins, working to increase S’jet’s leverage in global politics. This service was key in establishing S’jet’s status as an untouchable kiith. Aggressors quickly found their supplies destroyed and their leaders dead.

However, Kaalel left S’jet during the Heresy wars, siding instead with Naabal. Kaaleli messengers warned warring forces that Naabal’s superior forces were coming, and invited them to lay down their arms and be spared. It is unknown exactly what effect this had, but the fact that many of Siiddim’s forces surrendered to Naabal has widely been attributed to Kaalel’s influence.

Interestingly, many members of Siiddim's ruling class escaped capture, particularly those in cities that Kaaleli messengers visited. It has been speculated that these messengers may have doubled as assassins, but no records of any such arrangement have been uncovered.

Following the establishment of the Daiamiid, Kaalel left Naabal's employ and became an independent kiith. Their first notable act was the invention of the printing press, sparking a revolution in literacy all across the world. S'jet was not happy with the sudden loss of demand for scribes and bookkeepers, but there was little to be done once the genie was out of the metaphorical bottle. A lingering feud between the two kiithid remained up until the Mothership's launch.

Kaalel went on to become an immensely powerful kiith. Their specialization became information technology, and they eventually ended up sponsoring every major media outlet in the northern hemisphere. This led to wild accusations that the kiith was trying to build a monopoly on information, but no hard evidence was ever unearthed.

While not particularly large, Kaalel may have been the most influential kiith on Kharequus, simply because they had a stranglehold on the flow of news and information. As their technological secrets were mostly kept within the kiith— though the S'jetti had a habit of figuring out their technology and re-inventing it for their own use—their services were utilized often by widely dispersed kiithid like Soban and Manaan, as well as by kiithid with large populations or wallets, like Naabal and Paktu. Their massive influence led to a huge representation aboard the Cryo Trays—approximately fifty thousand, or about half of the kiith's population. Among these many members, by far the most influential was Masterpiece, who held the position of Fleet Intelligence until **[Redacted by order of Fleet Intelligence]**.

Sagald (Adj: Sagald Noun: Sagaldi):



“I found it, Éclair, and I think we just made history.”
-Gumdrop, speaking to her cousin just after locating the Khar-Celest.

Demographics: 100% Earth-pony
Membership: Hereditary, marriage
Specialization: Sciences, astronomy, archaeology
Mothership Crew Representation: Low (single-digits)
Cryo-Tray Representation: Low (double-digits)
Primary Region on Kharequus: Saphet region (mid-northern)
Capital City: None (homestead destroyed)

Many small kiithid have been overlooked by history or were simply left behind on Kharequus without representation in the Trays. Sagald, however, most certainly bears mention for their massive contribution to history.

Initially a scientific earth-pony kiith with a history dating back to the beginning of the Time of Reason, Sagald did well for itself for the most part. They took mostly problem-solving and engineering contracts and earned a reputation for quick and efficient work—something S’jet’s massive academic institutions were never fully able to match. However, their real claim to fame came one hundred years prior to the Mothership’s Launch, when Éclair, an astronomer, accidentally aligned a deep-space scanning satellite backwards, and in the process discovered the *Khar-Celest* buried in the sands. He sent word to his cousin, Gumdrop, an archaeologist who became famous for leading the first expedition to the site and unearthing the Guidestone and the Core. Both ponies became celebrities overnight and have been called the progenitors of the Mothership Project—though Éclair in particular was always the first to admit the discovery had been a fluke.

Alas, Sagald's rise to fame was cut brutally short when Gaalsien fanatics bombed the kiith's major holdings and slaughtered almost all of the kiith's member families, including Éclair, his wife, and their three children. Gumdrop was visiting the Daiamiid at Tiir at the time, along with her son, brother, and sister. She faded into obscurity following the massacre, but, as it turned out, the kiith was not forgotten. All thirty descendants of Gumdrop's family who were alive at the time of the launch—including her son, who was one hundred and four years old at the time—were offered honorary positions on the ship, but the invitation was unanimously declined. In the end, the nineteen members of the kiith who were eligible for enrollment (that is, the ones who were within the 17-50 year age bracket) ended up on the Mothership through their own merits, most of them in the Trays. The most notable member of this kiith aboard the Mothership is likely Bon Bon, a scientist second only to Twilight Sparkle who served with the research team, and later as both **[Redacted by order of Fleet Intelligence]** and **[Redacted by order of Fleet Intelligence]**.

Gaalsi (Adj/Noun: Gaalsien):



“We are the blade of Celestia, come to strike down the heresy and blasphemy that have infected this era. Join us, and be saved. If you will not, then cower before the coming storm.”

-The “Gaalsien Ultimatum”, an audio recording delivered to the Daiamiid following a series of insurgent bombings in the outskirts of Tiir. The speaker is unknown.

Demographics: 49% pegasi, 29% earth-ponies, 22% unicorns

Membership: Hereditary, marriage, volunteers, converts

Specialization: Philosophy, astronomy, history, warfare, religion

Mothership Crew Representation: Moderate

Cryo-Tray Representation: High

Primary Region on Kharequus: Global, upper equatorial band.

Capital City: Saju-ka

Originally one of the two major belligerents of the Heresy Wars, Gaalsi was—by the time the Mothership launched—a massive military and religious kiith with the third largest population on the planet. They were directly opposed to the Daiamiid, and carried out numerous acts of aggression against the allied kiithid.

All kiithid are religious, or were at some point in their history. Few, however, attained the sheer tenacity and viciousness of the Gaalsien, nor did any retain the level of devotion they maintained into modern times. Widely regarded as extremists even when intense Goddess worship was standard practice, this originally pegasus-specific kiith’s beliefs were oddly specific, where most were vague and anecdotal: To them, the deserts of Kharequus were ponykind’s punishment for its vanity and heresy, meted out by the Twin Goddesses, Celestia and Luna.

Gaalsi was one of the initiators of the Heresy Wars which engulfed the entire northern hemisphere from around 500 KDS to 810 KDS. It fought primarily against kiith-Siiddim, and used its greater size and reliance on conquered slaves to balance out its technological inferiority. When Naabalan intervention finally brought the fighting to an end, Gaalsi was drastically weakened and nearly faded out over the centuries.

However, Gaalsi eventually began to resurge, this time with a strong opposition to the exploration of space. In 1024 a Gaalsien priest led a charge to tear down the *Silumiin*, the first manned orbital spacecraft launched from Kharequus. Disaster was narrowly avoided, as LiirHra'n and S'jetti scientists stood in front of the launch site's defensive guns and prevented them from mowing down the rioting Gaalsien, but the priest who led the charge, Descending Star, broke through the barricades and began praying beneath the rocket's engines despite the frantic warnings of technicians on site. He was vaporized seconds later when the ship launched, becoming a martyr for the anti-spaceflight cause.

In 1111, after the publication of the *Khar-Celest's* discovery, Gaalsi suddenly began the process of violently absorbing nearly two hundred smaller kiithid, showing no regard for their wings-only roots. In 1141 they openly declared the Mothership Project heretical, and began a widespread terror campaign against the Daiamiid, igniting what would eventually become known as the Second Heresy War. During this time, they displayed a mysterious affinity for cybernetics and biotechnology, which was never fully explained.

Despised by most other kiithid, few, if any, Gaalsien ponies were aboard the Cryo Trays, and none with official permission. The only known member of the kiith to board the Mothership was **[Redacted by Order of Fleet Intelligence]**.

Siiddim (adj/noun Siiddimi):

[Redacted.]

[Fleet Intelligence's Note: My apologies; some of this material had to be classified, for reasons which are also classified. Regardless, additional information may be released upon request, at my discretion, of course. Thank you.]

**All images are credited to the HW team, except for those of LiirHra, Sagald, and Kaalel, which are my own fanon designs.*