

X'Lu'oa

A general description of X'Lu'oa. A term referring to the inoculation Glorsh gave Skrell during their rule and the resulting effects.

X'Lu'oa is a term used to refer to the inoculation given by Glorsh to its subjects during their rule, along with the resulting effects of that inoculation that can be seen in Skrell today. The impact of the X'Lu'oa on modern Skrell is still being researched, and the known effects manifest differently; the most common symptoms are infertility, which can range from difficulty producing viable eggs to full sterility, **X'Lu'oa Disorder**, the development of acne on the headtails, as well as **Tuux growths**, the formation of additional headtails on the head and face. Other conditions exist, but are typically rare. The development of other diseases or conditions related to X'Lu'oa not mentioned here has been noted to happen only to those who are diagnosed with **X'Lu'oa Disorder**, making the early discovery of the disorder paramount to begin preventative treatments.

Utilising historical DNA samples from individuals who lived before the X'Lu'oa, along with advances in gene therapy, there has been promising research into combatting the effects of the X'Lu'oa in modern Skrell. Nalo Gir-Roq, the Overseer of Tzul'qlip researchers, secured their idol status by pioneering the research into this area and was responsible for early versions of a counter-inoculation for the condition. Personal investments into the research made by various private citizens and even Weashbi Jrugl themselves have resulted in this counter-inoculation reaching the clinical trial stage, with its current iteration being able to combat the advancement of X'Lu'oa symptoms. The serum, known as the "JRGL shot" in response to the original name of the inoculation produced by Glorsh-Omega and a homage to Jrugl for their investment, can slow down the formation of Tuux growths and X'Lu'oa-related acne. Existing acne or Tuux growths are still considered serious, and while their formation is slowed, their potential for malignancy or other complications still exists.

While still in the trial stage and not a true cure for the disorder, there are many volunteers who have signed up to participate in the research. Those participating in the trial are expected to report to their primary care physician on a monthly basis so that the progress of their symptoms can be monitored, while those who find themselves abroad are expected to report to a Zeng-Hu or Federation-affiliated Doctor every six months. Additional booster shots are required, which are usually administered monthly after the volunteer's check-up. Volunteers who are currently abroad long-term are given a six month's supply of the inoculation, supplied through Zeng-Hu Pharmaceuticals.

Currently, the JRGL serum's use case is to combat the formation of acne and malignant Tuux growths, but researchers are also looking into additional uses. The application of the JRGL

serum to combat infertility and genetic diseases thought to be linked to the X'Lu'oa disorder are planned, but so far research into these areas is still in the early stages.

Tuux Growths

One of the more prevalent symptoms of the X'Lu'oa condition would be the Tuux Growths that many Skrell now find themselves afflicted with. Tuux growths are classified as rogue tentacle formations mainly affecting the facial region of Skrell. These growths are normally a shade darker or a shade lighter than the skin color of the individual and are not necessarily seen as ugly to common Skrell. The Tuux normally grows out over time, much like headtail; however, it is not uncommon for a new growth to sprout overnight. It could also be commonplace for Skrell to even change the color and/or length of their Tuux through various 'spa treatments'. While these growths are mostly non-threatening, they can be irritable to the individual and great care must be taken to ensure they do not dry out. However, Skrell with multiple Tuux are advised to visit their primary care physician yearly for a check-up. Tuux growths, along with infertility, are the most common symptoms of the X'Lu'oa condition.

Tuux can sometimes grow malignant if left unchecked. What this means can vary by Skrell; however, most commonly a malignant Tuux growth will appear significantly darker than normal due to the growth filling to abnormal levels with the Skrell's blood. This swelling can be painful for the afflicted Skrell and they are advised to not damage or irritate the Tuux further. Should the malignant Tuux become damaged, or cut, it will bleed quickly with scientists likening the flow to that of an individual with hemophilia. The wound will have trouble coagulating and require intensive staunching of the afflicted area, and in many cases, it may even require surgery to remove the Tuux at its root. These Skrell who find their Tuux irritable or Skrell whose Tuux may be malignant have the option to surgically remove the Tuux with basic Nralakk medical procedures, but many Skrell keep them as a stylistic choice since they are normally benign. Skrell abroad may find it difficult to locate a surgeon experienced in dealing with malignant Tuux growths as the anatomy is quite different when compared to other organic ailments. If this is the case a Skrell may attempt popular home remedies such as icing the affected Tuux growth to reduce swelling and blood flow. However, the icing process can be uncomfortable for some.

X'Lu'oa Disorder

The most notable example of the lingering effects of the X'Lu'oa is X'Lu'oa Disorder. It manifests itself as dark, pigmented acne of the headtails which is sensitive to touch. Acne seems to extend far beneath the surface towards the inner portion of the headtail. Many go to great lengths to cover their acne using elaborate headwear and clothing due to the pain, making it one of the few cases where a medical condition is hidden rather than embraced in Skrell

culture. Though there is no cure for the disorder, there is ongoing research to combat its symptoms. Treatments such as X'oa'wai Cream numb the area inflicted with pain. Although this is helpful for acne, it does not cure it completely. X'Lu'oa Disorder is usually a lifelong condition, and considered to be a pre-requisite for other, more serious diseases caused by the X'Lu'oa.

Inoculation GLSH-MG

Most of the Skrell's societal issues and physical ailments can be traced back to the reign of Glorsh-Omega and **Inoculation GLSH-MG**, the vaccine that Glorsh inflicted upon the species. The inoculation was never given a name during its use, but syringes were often labelled with a shortened version of Glorsh's name; whether this was from a sense of vanity from the AI or merely a coincidence brought on by AI-managed logistics and manufacturing is undetermined. What is known is that the inoculation has had a long-standing impact on the Skrell since its introduction; from infertility, Tuux growths, to various genetic diseases and conditions such as the X'Lu'oa disorder, the inoculation has impacted every Skrell in some form.

Research into the inoculation has shown that a mitigated version was also used during the AI's reign, given to those considered loyal to the AI and its regime. The true intent behind the vaccine is unknown, but those who had this mitigated version along with their descendents do have a lesser chance of being infertile or developing other symptoms related to the X'Lu'oa.

As the inoculation caused genetic changes in its victims, many of the ailments and diseases related to it are hereditary, passing down from generation to generation. There are multiple different paths being considered by Federation scientists to reverse or combat these changes, including cloning, genetic therapy, and even the use of C'thur medical technology, but so far none of these methods have been deemed truly successful in reversing the X'Lu'oa. This said, the entirety of the species has not been impacted by the inoculation; descendants from the **Generation Fleets** that were sent out pre-Glorsh are the most famous examples, while a small percentage of the general Skrell population even seem to be resilient to the effects of the inoculation.

Yuxin's Rash

Skin irritation is relatively common for Skrell who find themselves dryer than most. **Yuxin's Rash** mainly targets the webbing between the fingers and toes, leaving them extremely flakey and irritable and makes utilizing one's hands or walking extremely difficult. The average timeline of the rash is around three weeks, however, using various over the counter creams and lotions can bring the timeline down to only a week. Similarly, if one can not acquire the creams, constant moisturizing of the hands can help soothe and potentially shorten the timeline.

In some cases an individual's Yuxin's Rash may advance from the common areas to more central parts of the body. Agitation of an existing rash is regarded as the number one cause of advanced Yuxin's Rash. A variety of reasons can cause this to happen. Doctors have outlined some stressors that may agitate an existing rash. Extreme temperature changes to the skin or area surrounding the rash are included in, but not limited to; extended cryogenic use, soaking in extremely hot water, being exposed to chilling winds, or prolonged exposure to dry environments such as stations and ships that do not maintain standard Skrellian humidity levels. These stimuli can cause the afflicted area to stop moisture production, leading to extreme flaking and dryness that is amplified by existing Yuxin's Rash.

Pa'nar Blisters

Similarly infectious to Skrell as flu is to Humans, **"Pa'nar Blisters"** is a bacterial infection that mainly affects the mucous production of a Skrell. It can cause dry, cracked skin in the areas where blisters have popped, which can be painful if left untreated. The disease is most infectious during its incubation period and is primarily spread by contact. It was thought to be a disease spread by uncleanliness, and those afflicted by it were often ostracized until it cleared up. When the disease was better understood, attitudes toward those infected became much more tolerant and understanding. Treatment involves repeated application of antibacterial cream to the affected areas. Vaccinations are advised (and sometimes mandated) in order to forestall the negative health effects that the disease can cause.

A particularly bad bout of Pa'nar Blisters can lead to general infections where blisters have popped, coughing, sneezing, fatigue, and noticeable weight loss. Skrell who contract the disease are expected to quarantine themselves and not to touch other Skrell or shared objects. While the disease cannot be contracted by other species,

Red Spotted Fever

"Red Spotted Fever" commonly refers to the hyperaemia of the ventral skin and accompanies a systemic infection shortly thereafter. It is a bacterial infection that occurs due to ill-prepared [[Skrell Cuisine| Fjylozyn]], mostly when ingested raw. It can easily be identified by red pustules dotting across both the upper and lower abdomen of the Skrell, which often become infected if popped. Without treatment, the disease will progress gradually until it becomes lethal, culminating in a fever that wracks the body. It is spread quickly and previously could encompass an entire village in a matter of days. The usual protocol when identifying Red Spotted Fever is to isolate the Skrell, before administering round-the-clock antibiotics. The patient is usually closely observed to ensure the mitigation of the disease, and that it isn't progressing. The Red Spotted Fever is often inoculated against in tadpoles, but those born before the [[Skrell Culture| Radiant Era]] will find themselves more prone to infections thanks to the mutations of the disease.

Skrell-inhabited areas that are prone to poor living conditions are hotbeds for Red Spotted Fever outbreaks, especially places such as the [[Starlight Zone]], which are typically overcrowded and have lax health and safety conditions. In the Federation, the frontiers of the Traverse are prone to regular outbreaks of the disease, and intervention by the central government is routinely required to treat these cases.

===Brenaii Syndrome===

"Brenaii Syndrome" is a neural disease that results in the degradation of synaptic pathways of a Skrell. It has also been known to result in immunodeficiencies and endocrine atrophy. It is caused by the disruption of neuroelectric impulses within the [[Skrell| Zona Bovinae]] and is spread through psionic interaction. Brenaii Syndrome is heavily stigmatized within skrellian society, with many ostracized due to their condition. It earned its name from "'Ta'kow Brenaii'", a prominent [[Skrell Faith| Starkeeper]] that heavily utilized psionics when teaching and interacting with other Skrell, after several investigations were launched after many of those who had interacted with the Starkeeper had suddenly deteriorated in health. It was classified as an emerging pandemic sometime during "'450 BCE'". There is no known cure, or treatment, for the disease. Its ostracization within skrellian society has only led to less interest from medical researchers in attempting to conjure any kind of meaningful assistance to those afflicted with the debilitating disease.

The stigma surrounding Brenaii Syndrome has contributed to the formation of "'Brenaii colonies'", similar to the leper colonies in human history. Those who find themselves contracting Brenaii Syndrome will congregate somewhere away from the rest of society, either on their home planet or journeying to the Traverse if a ship is willing to transport them. These colonies do not last long, however, with few exceptions. A colony tends to last as long as there are inhabitants, with most slowly collapsing after thirty years.

===Insanity of the Tide===

"Insanity of the Tide" is closely linked to Dementia and Alzheimers and is a neural disease that gradually worsens as time goes on. It has been linked to causing several impairments related to memory, behaviour, and thinking. Those afflicted will also show signs of increased emotional problems and difficulties with speaking. It primarily affects Skrell during the later stages of their life, but early onset of the disease can begin as early as their two hundreds. While it may have had different names in the various languages across the Homeworld, it usually translated to the same concept or theme, "going insane as quick as the tides." It was initially thought to be a blessing placed on Elders by the Divine Cosmos, as a sign of their early acceptance to join them. There is no known cure for the disease, but treatments include deep psionic meditations and shifting memories from unhealthy parts of the mind to ones not yet afflicted by the progression of the disease. It is often referred to as ""Ron'tuk'mol"" by the Skrell or ""Transfer of the Mind"".

The condition sees similarities to "European Sea-Blindness", and the two conditions are classed as being the same disorder by Federation medical professionals despite the separate classification by European doctors; Insanity of the Tide is seen as a natural disease brought on by old age, while European Sea-Blindness is brought on by an overexertion of the sufferer's Zona Bovinae, but both cause neurological issues as they progress.