

The Interstellar Concordium

The Interstellar Concordium (or ISC) is a technologically advanced collection of races located on the far side of the galaxy, beyond the Gorn-Romulan border. The Concordium is composed of over sixty sentient species occupying over two hundred settled worlds, and controls a sphere of influence only slightly smaller than that of the Federation. The ISC believes in peace at any costs, and will not hesitate to interfere or intervene in even the most trivial conflict. The ISC's prime conviction is, "a peaceful, harmonious and well-ordered universe is the right of all sentient species. Civilizations collapse when that right is violated, therefore it must be protected at all costs." The dark underside of the ISC is that they have no respect for individual or cultural rights that violate this fundamental principle, and will go to any lengths to enforce their idea of "peace, order, and good government".

The ISC is a democracy governed by a council of five central members, although some argue it's really a dictatorial oligarchy. There is no central ISC constitution; a loose "Declaration of Ideals" is the guiding principle of the Concordium, and as long as the two-thirds majority believes that an action supports the Declaration, their decision will not be challenged. There is no judicial branch to provide a "check and balance" on the legislature, and the idea of "tyranny of the majority" is an alien concept to most ISC member cultures.

Justice in the ISC is determined by telepathic investigation, and punishments often include forcing the victim to endure a telepathic recreation of the crime. Because telepathy is widespread among the member races of the ISC, no central authority exists among the member races to control it.

Recently, the Organians returned and asked the ISC for assistance in bringing order to the major civilizations of the alpha quadrant. As a result, the ISC moved the bulk of their military forces into the quadrant and began a peacekeeping operation to restore their idea of peace and harmony. All of the quadrant's native empires resisted the ISC effort, and as a result, a new war erupted. The ISC went into the Pacification campaign expecting an easy victory, arrogantly believing that their moral supremacy would quickly translate into a military victory; this proved to be a complete, and bloody, lie.

The main member races of the ISC include:

The Meskeen. The so-called "Captain's race", the Meskeen are an amphibious race that resemble terran frogs with digits. They occupy much of the same position in the ISC that

humans do in the Federation, having similar levels of intelligence, ambition, and assertiveness.

Meskeen growth does not slow down or halt as they age, nor do Meskeen die from old age.

They continue to grow throughout their entire lifetime; while the average Meskeen is comparable to a human in age and size, the oldest are more than five meters long and thousands of years old.

The Veltressai. The most respected race of the ISC, they sometimes give birth to

"quadruplicates", telepathically linked quartets who share each other's experiences and work together as one mind. The quadruplicates lead many of the ISC's scientific and engineering operations, as there are advantages to four minds simultaneously analyzing a problem. Veltressai are a very gaunt and bald humanoid race. Their large crania show multiple pronounced lobe areas. Some have compared their physical appearance to the natives of the restricted Federation world Talos IV. Veltressai are avowed pacifists, though they have a reputation for arrogance.

The Q'Naabians. This ancient race joined the ISC solely out of curiosity about the rest of the universe. They have a love of history and an appetite for storytelling that is seemingly unmatched by any other race in the galaxy. Those few Q'Naabians who rise to the position of captain, perhaps taking a cue from their fictional heroes, have a well-earned reputation for boldness. They breathe an oxygen-chlorine atmosphere, which often forces them to keep to themselves.

The Pronhoulites. This saurian race may be related to the Gorn, although they are smaller and faster than their alien cousins. They are great builders and structural engineers; the monuments of Pronhoulis are famed throughout the galaxy. They are also capable soldiers and security officers. They have developed a preternatural "combat intuition", where they are able to anticipate an enemy's move with uncanny accuracy.

The Rovillians. The newest member race of the ISC resembles a cross between a turtle and a dolphin with crudely articulating digits. This race is barely capable of stellar travel, but their telepathic powers are the most formidable in the entire ISC. Despite their telepathic talents, they have a reputation for naiveté; most are incapable of understanding other species' darker impulses. Those Rovillians who have earned command of ISC ships seem to be more practical, and even the Veltressai admit that the best and brightest of the Rovillian race are more than a match for anyone else in the galaxy. Next to the Meskeen, they're the most ambitious race in the ISC, and the two races have increasingly become rivals in the ISC Parliament. Rovillians can breathe in an oxygen atmosphere. They are ungainly on land, but their telepathic talent includes an aqua-kinetic ability that allows them to perfectly adapt to any aquatic environment, and also allows them to move with extreme gracefulness in water, even at great depths or under the effects of extreme atmospheric pressure and gravity.

The Korlivilar. It's unclear whether these "lynxes of the galaxy" are related to the Lyrans; they're certainly smaller than the Lyrans and their world is quite distant from the Lyran homeworld, and as is the case with the many humanoids in the galaxy "not everything that looks alike has a common origin". The Korlivilar are quick and aggressive creatures that love combat more than any other race in the

ISC, and use "play-fighting" rituals to settle personal disputes.

The Korlivilar have the keenest senses of any of the galaxy's known sentient species, and are extremely adept at hiding and using natural camouflage to their advantage. They are often employed as scouts by the ISC. A

friendly rivalry exists between the Korlivilar and the Pronhoulites (which other ISC worlds find distasteful), and

the two races cooperate to form the bulk of the ISC's Pacification teams and ground forces and compete for personal honor.