

CRAVE

5/29

PERIODICAL

WITHIN
THE HERD

WHAT TO
EXPECT

BHOSNAYA
DOSSIER

BORDER TO
KARANOVA

SHIGUE RANGE
EXPANSION

AHNANTI
EMPATHS

A FLEETING GLIMPSE

*THE SHIGUE
LIFEFLEETS*

Issue 007

Welcome to CRAVE — the Project Morningstar Newsletter

First off: **thanks for being here.**

CRAVE is our once-a-month update from the team as we continue to expand the Project Morningstar universe.

Whether you're brand new or already following, you're going to get:

- Progress updates on what we're building next
- Announcements (releases, live streams)
- Discount codes and subscriber-only offers
- Lore Developments

Two things that help the most:

Stay subscribed so you don't miss drops and discount codes.

Join our **Discord** to talk lore, see behind-the-scenes, and catch updates between issues.

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Hello Enlistees!

Welcome to Project Morningstar's seventh newsletter.

We've got a charged communication for you today Consumers! Our lineup of Exogen are getting reinforcements (including a 2.0 Shigue refresh for the herd-minded of you), alongside a preview of the Bhosnayan dossier! But frankly, one of the main gems of this month's newsletter is the unveiling of a new migration race: **The Ahnanti!**

Created by one of our very own patrons, Mr E, the Ahnanti are the newest members of the great Migration fleets! We're ecstatic about them joining the fold of Morningstar. Not just because they look *awesome* (Seriously. Page 19. Go look at them for a second), but because they were the brainchild of one of our own *Project Morningstar Community members*.

On top of that, you're getting a glimpse into the different Lifefleets of the Shigue Migration! Whether it's the noble and dedicated Tha'o'oak, or the Ui'jhi empire builders, we're betting you find a herd of your own in this newsletter to walk the path with.

Thank you again for taking the time to read this newsletter Consumers. If you want to start getting these delivered fresh to your inbox, then sign up for our email drive in the "[ENLIST](#)" section on our [website](#). You'll be kept up to date with all things Project Morningstar, including discounts, upcoming news, and the latest announcements.

Thank you, and enjoy **CRAVE!**

~ The Happy T



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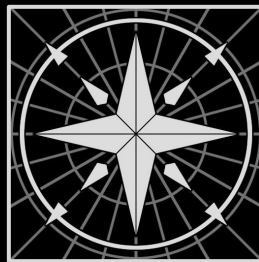
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BHOSNAYA DOSSIER PREVIEW

On the duskward edge of the Hegemon lies the war-torn sectors of the **People's Intersolar Republic of Bhosnaya**, more commonly referred to as the Bhosnaya Republic. Situated across the Plentar and Renethal Supersectors, it is one of the last heavily populated regions before the Gulf of Bhos, a nearly starless void between two stellar formations of the Perseus Arm. The Bhos cluster is nestled along the Yaga Nebula, once the Hegemon's contested Rimward Frontier.

In defense of Hegemon security, the Summit Council declared that, with the existential threat of the newly strengthened Karanova Republic after the Progenic Recession, a 'shield' must be forged for the collective security of the Midworlds. That shield would be made out of the Bhos cluster.

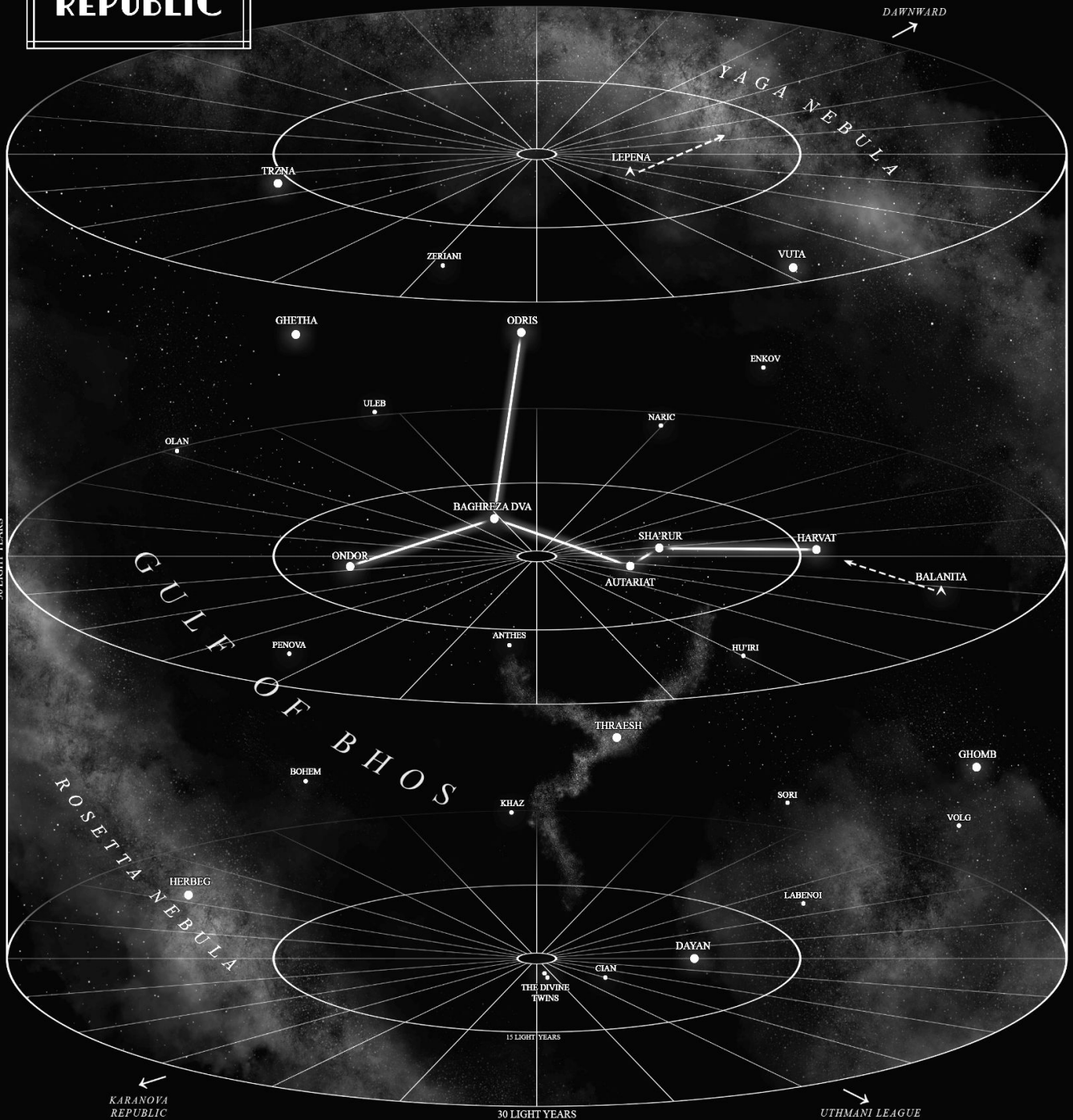
The Bhos had been a fractious people across thirty star systems, rife with internecine conflict that often threatened Hegemon security. Mercenaries and pirates, nevermind the various national entities, were each a complication with no interest from Consumers to emigrate.

Ashakai-Bhenk, Speaker of the Summit in the 4th Fiscal Century, had been struggling with the aftermath of the Heritage Wars and the Declaration of New Mankind. Costly wars and countless Unionist attacks was the result of both and the implication of further conflict was initially considered unfavorable, especially given the Hegemon's commitment to financial, and peaceful, integration of foreign states. However, it wasn't long after the Declaration reached the Bhos sector via quickship datagrams that roughly half the cluster's governments cried out for membership to the Thousand Empires. Those nations that decried the Hegemon were met with spontaneous protests across their territories. Wanvath Underwriting MacroCorp determined that more than forty-percent of the identifiable population was pro-Hegemon and that, in this, there was opportunity for mutual gain.

Bhosnaya's political instability was legendary, predating the Hegemon, its ancestral origins dating back to the Second Exodus and the time of the Solarians. While each major world has a distinct culture, they are all Bhos and while they have no consistent history, their culture is strong. War has always been a constant for them with ancient hatreds and legendary animosity. The task of unifying such a people was not a task to be treated lightly...



BHOSNAYA REPUBLIC



The Ahnanti: Preface

Several months ago, Mr. E, one of our supporters and Discord members, had the wild idea of creating one of the races that follow the Migration. To preface, each Migration has been traveling across the Galaxy for hundreds, possibly even thousands, of generations, fleeing from an unknown threat that can be roughly translated as "Cataclysm." The Shigue were aided by several other species, and together they constructed vast Havenhold starships of various sizes to transport a fraction of their population to safety, having been pointed towards a distant, mythical location on the other side of the Galaxy that promised freedom and life.

As they journeyed, they encountered many alien species, both hostile and friendly. They cautioned of the threat that had destroyed their homeworld and urged them to come with them, but only a very small few did so.

The Ahnanti were one of them.

We developed with Mr. E the concept of a race that blended aspects of monkeys as well as shrikes, inspired greatly by artwork created by Blazbaros, who has also joined our team. We wanted aliens to feel like aliens. Just like how the Shigue allow the predators to hunt them as a part of their life cycle, have no veins to speak of, and are simply led by the biggest of their males, so too are the Ahnanti different in ways the human mind will struggle to comprehend.

The Ahnanti represent Project Morningstar's ability to adapt to a good idea and, as we get through our third year, it's additions like this that add to our momentum!

From Mr. E in his own words:

The Ahnanti were an idea I had before I ever knew about Project Morningstar. Reading about the multi-species Shigue Migration, I thought to myself, what if the Ahnanti were part of this world? How would they fit into such a vast and rich setting? With the help of a few other members, and a concept sketch from Blazbaros, the Ahnanti were thrown out into the world.

I never thought that my concept would reach the eyes of Project Morningstar's developers, or that they would find something to like in it! But, they're not really my concept, not anymore. Perhaps appropriately for such a social species, the Ahnanti became a group effort. Greebles expanded their lore and history, from my basic, simple outlines into something fleshed out and real, and Blazbaros and Dooty pushed their early basic design into something even more wild and alien.

The final version of the Ahnanti presented here have grown far beyond what I'd envisioned, but I'm not saddened about it at all. I'm proud to see them come so far from such humble beginnings. Hope you all enjoy!

Excerpt from Kuro Kamarling's "BEYONDER" Memoirs

DATAGRAM [2.12]

The Ahnanti: Children of the Song

What makes Be'duva Havenhold so unique is its total embrace of alien life forms. Throughout their journey across the Galaxy they have gone out of their way, at no small expense, to visit worlds and locations that support life taking samples of flora and fauna or inviting those they can harbor to join them.

The Ahnanti are the most numerous.

What follows are my initial observations and summaries, gathered via discussion with them through my companion Al'madimun. I should note, she herself was often confused by the Ahnanti's methods. As such, the following should be taken as a layman's attempt to understand the impossible, through the lens of one born on the outskirts of a Karanovan mining venture 600 parsecs away, and a Shigue scion on her first journey through her own people's migratory realm.

PREFACE

The Ahnanti are a curious Exogen species, and their presence aboard the Be'duva complicates several prior assumptions regarding Shigue social order and the degree of integration that non-Shigue populations can achieve. They are not like the ravenous Coegi who are intertwined by evolution to the Shigue, and vice versa. Nor are they like the esteemed Uuatha who were already a known species at the time of the Cataclysm, before the Havenholds were built.

The Ahnanti were encountered by the Be'duva an estimated three thousand fisks before the Shigue arrived in the Vela Nebula. I am told that their expansion to other Havenholds was rapid, but it is on Be'duva that their population is largest.

Our Bond by Mr. Greebles

Jinmara rested in the branches of the Babap tree that grew expansively along the planes near the fifth support strut of the habitat. If he closed his eyes and breathed in the scented air of the Babap's blossoming flowers, he could forget the vastness of the prison he had been born into. Above him were emerald clouds that masked the tethered star the Havenhold maintained, while a kilometer of red, fertile soil filled a basin that was dotted with controlled freshwater lakes, small mountains and billions of lifeforms.

But it was a lie. A lie they all embraced. A lie that the Shigue had built to rescue any that could stand and run and survive together in a journey across the Galaxy.

His eyes snapped open. A rush of concern, worry. His head snapped to where the painted sky ended and became a domed fortress. His tribe, six families, over a hundred Ahnanti, all lived in the Babap tree and all of them, save for the nestlings, were all turned toward the Shigue buildings.

Something was wrong. Something was moving. He bared his teeth and clucked out a warbling call that was taken up by the rest. They beat the sides of the tree, hands slapping, claws scratching the bark, tails lashing.

Something terrible was coming!

He clambered down the branches, followed by dozens of males, bounding into a large

crevasse where three branches met, large enough to be called a cave. Within were weapons, armor, all kept in pockets and folds in the tree. His fingers pulled different pieces on, latching the armor and powering the locking mechanisms that would seal him in. One of the other males, Yunoro, his cousin, brushed into him and Jinmara barked a reprimand. They might have devolved into a fight, were they not both feeling the same terror that they needed to move, and move fast.

They hurtled across the savannah, fifty skirmishers that made up their Murmur of Ahnanti, all of the tribe's adult males. They flowed over obstacles, sometimes using one another to bound over rock formations or clear a ravine. Their movements were symbiotic, each step and leap coordinated instinctually between one another.

The fortress grew in size as they neared, four stout towers that emerged from the hidden superstructure of the Havenhold and blended with elements of the curving wall. Getting close, Jinmara felt the hairs across his body bristle a warning, there wasn't much time.

The sensitive hairs across his body suddenly bristled and the swarm of warriors stopped, impaler rifles and fighting pikes up and at the ready. They were on a dirt plain that was eroding to reveal dull metal conurbation, the scents of the biosphere becoming wispy, replaced by the chemical stink of artificial environment regulator turbines.

Jinmara held his breath, aimed his impaler at

at thick bushes with finger-long thorns that buzzed with pollinators. He was rewarded for his paranoia as the first of a clutch of Naa'u'ak loped forward. They were big, not as big as Shigue, and they moved with the confidence of predators on the hunt. They wore pilfered clothing and armor, bones from prey, weapons and guns of every description hanging from their yellow, plated hides.

The Ahnanti tracked their movements with their weapons kept at half-power. Naa'u'ak rarely hunted Ahnanti but it was not unheard of. They couldn't get up the Babap trees but if an Ahnanti was careless or a juvenile was curious of the surface environment, a Naa'u'ak wouldn't ignore trying for a meal.

These Naa'u'ak couldn't be bothered and their eyes, bulging and triple-pupilled, never wandered from the fortress. They were responding to something as well, but where the Ahnanti felt the shift in their core, the long-snouted hunters smelled opportunity.

When the Naa'u'ak had passed, Jinmara hissed in frustration and the Murmur was running to make up the time.

They didn't pass through the gateway but climbed up the side of the fortress as easily as they ran across the flat plain and, soon, they were entering through portals that irised open for them. Within the tunnels, the sunlight was replaced with a clinging, mist filled darkness. They moved, in and out of the shadows, seeming to disappear and reappear as they wordlessly split into distinct smaller groups.

Jinmara didn't question such divisions. Each Murmur was dedicated to their own Chord that made its own song that wove each Ahnanti to a Shigue.

His Shigue was standing right there!

The Longhorn was enormous, a giant creature of muscle and sinew and raw power. He stood at the center of a herd of Warstriders that marched into the waiting gullet of a dropship that was already powering up. Jinmara dropped down from the wall of the launch cavern, buzzing with hundreds of smaller starships loading up resources and species of every description.

The what, the why, the purpose of this sudden mobilization was irrelevant, Jinmara could only see Kandaka'shak and could only feel and sense and understand the feelings that synchronized with his own.

The Murmur reached the dropship, weaving through the marching Warstriders who brayed and hooted, their fighting spirit inflamed. He crouched before Kandaka'shak, eyes upward and searching for anything on the Shigue's exposed face, haloed by ornate armor petals and a crown of blades.

Only when he chose did Kandaka'shak look down at Jinmara, who felt his heart network pulse faster. There were no words, they did not need them, not since Kandaka'shak had stood beneath the Babap tree and Jinmara and his entire tribe had added their music to his. He knew each of them and they knew him. He looked at each of them, their visors

pulled back, his eyes flecked gold and filled with understanding without expectation.

His foot tapped the dropship's landing ramp. Meaning, intent and action washed over and into Jinmara's body.

Danger. Danger for us all. But beyond this danger there is hope.

Jinmara bared his teeth and rushed into the dropship, ready for the battles to come.



We sleep and dream of our life that was - and there is joy.

We wake and see that our life is threatened - and there is hardship.

We live and feel that hardship - and there is service.

We act and, behold, it is in service that there is joy.

OVERVIEW

Classification: Aviform/Parasimian

The Ahnanti are a lithe, highly intuitive species that has entirely integrated into the wider body of the Shigue Migration. They are a constant sight amongst those Shigue leaders they have bonded to, appearing diminutive when compared in size to the Longhorns, or Greathorn males they accompany. Because of this difference, it is easy to dismiss them as a servile race, no different from the sycophantic Deminid near-humans of the Hegemon. Besides, no such notion exists in Shigue psychology of such relationships.

Their relationship is much more complicated and much more unique.

The Ahnanti are a fully realized people with a long history. Based on pictograms carved into their 'Babap' trees where their habitats are built, their civilization was one that stretched back many hundreds of millennia but collapsed a century before their encounter with the Shigue.

Physically, they are best understood as a blend of avian and simian traits. Their silhouette combines the sharp-featured, predatory alertness of a bird of prey, yet their bodies remain compact, muscles always tightly coiled and ready to respond, as if they themselves were prey, not hunter.

Their faces feature hooked, pointed muzzles and large, expressive eyes. Their limbs are adapted for gripping, clinging, and sudden bursts of motion. Long, filo-plumes grow out from their bodies, becoming almost fanlike with unique color combinations and patterns that vary per familial tribe. Their feet terminate in long, hooked talons suitable for climbing, latching, and disemboweling. Their hands are dexterous, possessing a double-thumb arrangement, giving them exceptional control over weapons and vertical surfaces.

Their upper body is reinforced by a dual-spine skeletal system, in which two spinal structures interlock through the thorax, one spine detaching down into a tail. This dual spine creates a buttress structure, making the Ahnanti resistant to damage to such a degree that Shigue consider them to be 'lucky.' The tail is prehensile and is used both for climbing, balance, and as a clubbing weapon.

COGNITO/SOCI PROFILE

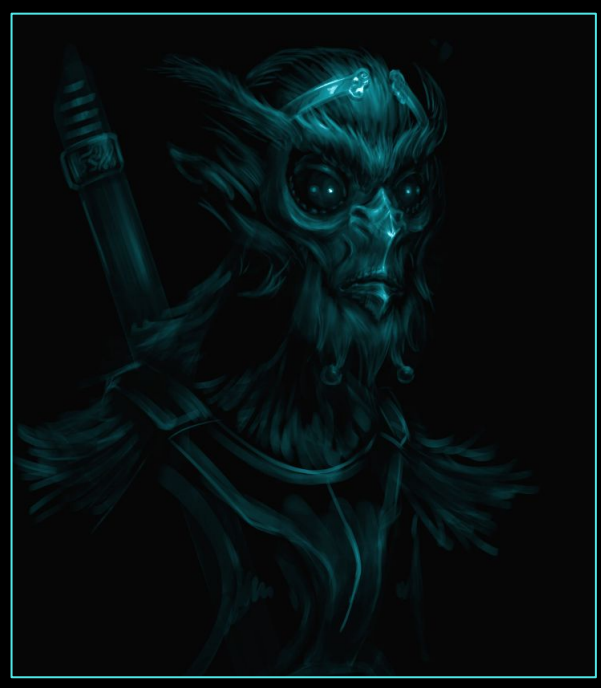
The defining characteristic of the Ahnanti is not anatomical, as they are Exogen and thus as varied and unusual as evolution can afford, despite their superficially humanoid body plan. Instead, the chief distinguishing factors are their unique neurological and observatory capabilities, making them one of the more unusual Exogen species encountered. The Ahnanti, despite being an interstellar species, seldom utilize language, either spoken or signed.

As a result of their brain evolution, the Ahnanti are a species of extreme empathis with a sensitivity for other lifeforms that seemingly bypasses the need for more traditional forms of communication. The Ahnanti feel each other and those they 'pair-bond' with. They express a fine sensitivity to others' emotional, physical, and intentional states, even across species, appearing either bionetically paired or realizing the fictional attribute of telepathy. Even more curiously, this intersubjectivity comes at a cost, as in the absence of active engagement with others, the Ahnanti psyche seemingly regresses into a perpetually stunted state, unable to innovate and even losing all memory of their own histories.

Their hyper-developed emotional reaction to others presents as borderline cognitive prediction, not dissimilar to a high grade cogit-hood. This rapid intuition and responsiveness creates multi-individual synchronization, to the point where large bodies of Ahnanti appear to act as almost a

single organism. Amongst their arboreal collectives they huddle together, appearing as a hive of hymenoptera pollinators. When paired with Shigue, they are described as living shadows, matching movements seamlessly and reacting to local stimuli, almost akin to an extension of the bonded Shigue's body.

It is only when bonded Shigue speak that the Ahnanti adopt a sing-song voice, their triple sets of vocal chords immediately translating the rapid back-and-forth flow of conversations. The Ahanhti neurological makeup shows a surprising affinity for language acquisition; most Ahnanti speak dozens of languages perfectly, quickly adding new ones to their repertoire, and yet they choose to remain utterly silent in the absence of other non-Ahnanti speakers. As such, they are consummate translators, a skill which has served the Migration well, but terrible conversationalists.



An Ahnanti understands itself first as a member of a living relational body, then secondarily as an isolated “person”, demonstrating a diminished notion of individuality to such a degree that they could be pointed to as a prime exemplar of the supposed lack of sophontic thought in Exogen. Individual ego, in the way humans or even Shigue often conceive of it, is underdeveloped in the extreme among the Ahnanti. This does not make them unintelligent or stunted, but quite the opposite. It renders them unsettling, a different kind of intelligence seldom encountered. Even without their pair-bond, their so-called ‘Murmur’, or familial tribe, an Ahnanti inherently communicates in the plural; their natural state is one of shared orientation and the notion of solitary identity is a concept they do not understand.

Ahnanti tribal systems are based around their Babap trees, a native species brought aboard the Havenholds. These massive ecosystems are filled with Ahnanti natal world species that have struggled, and succeeded, to match with the primary Shigue one.

The tribes are matrilineal, governed by the eldest females, who care for and nurture new generations while the males protect nests and mass bond with Shigue. Mothers bond with the elder females while younger females act as diplomats and form new bonds with other tribes.

RELATIONSHIP TO SHIGUE

The Ahnanti are highly empathic, so much so that their neurological evolution is stunted. They, frankly speaking, need a connection to a species. Doing so stimulates activity in parts of their brain that are otherwise locked out and inactive. The Shigue understand this abstractly and, in their customary ambivalence, accept this state of affairs.

Ahnanti biology allows them to react to the needs of bonded Shigue without actual command structures or coordination on the behalf of the latter. The Ahnanti pick up on a variety of cues from the Shigue, ranging from the obvious to the subtle, and then respond with measures appropriate to their read on their ‘patron’s’ exhibited behavior.

It is unclear how bonded Shigue become symbiotic with specific tribes of Ahnanti, which comprise smaller ‘**Murmurs**’ numbering one to twenty Ahnanti. The Ahnanti refer to these bonds as ‘**Chords**’, a concept originating from their own culture, or a result of cultural osmosis. Either way, Chords align with Shigue notions of ‘song’ and music for describing society.

This bond is achieved without language. While the Ahnanti possess a rudimentary language used amongst themselves rarely, they speak perfect Selo’he and every other language in the Migration. However, when they communicate with Shigue, they are entirely silent, relying on social tells and even possibly cognitive inference.

WEAPONS

Impalers

Ahnanti impalers are dart-like weapons designed less to outright kill than fix targets in place. Used as daggers or throwing knives, they have no handles and are uniquely fitted to the double-thumbed hands of their owners.

They represent a darker aspect of the Ahnanti. If information is needed from an enemy combatant, a Murmur will pin the target down, beginning a brutal torture with impalers until they *feel* that the right information has been given.

Spiral Gun

An Ahnanti-modified coil weapon that can be classified as a carbine or pistol analogue, similar to the three-rail gravlocks carried by Shigue Warstriders. Where the gravlock favors extreme velocity and hyperdense shot, the Spiral Gun sacrifices raw penetrative force for controllability, rate of fire, and unique ammunition versatility. Adapted for Ahnanti scale and their double-thumbed grip, the weapon uses a rotating gravitic acceleration chamber to impart both forward momentum and axial spin to each flechette, producing a stable, corkscrewing projectile path. This design allows the Ahnanti to cycle between specialized ammunition types, including toxin capsules, micro-explosives, frangible dart clusters, and other exotic payloads that would disintegrate in Warstrider gravlocks.

Cyclonic Blast Cannon

The Ahnanti cyclonic blast cannon, known as a Windbraid Cannon, is a heavy rifle used by members of the Murmur on larger targets ranging from groups of enemy combatants to even vehicles. Instead of firing projectile ordinance, its effect can be best described as an unleashed storm of condensed air, otherwise known as a 'Knot.'

The weapon draws from the surrounding atmosphere or special canisters, forcing gas into a compression chamber that rapidly 'braids' particles and gas, passing them through impeller rings that eject a spherical vortex within a short-lived containment envelope. This spinning

sphere rotates violently before collapsing, unleashing the energy within on impact. Damage is caused by rotational shear, overpressure, hyper decompression, and violent torque, almost all at once.

Ahnanti Fighting Pike

The Ahnanti Fighting Pike is a traditional collapsible weapon most commonly associated with older Ahnanti males who keep and teach the martial customs since the Ahnanti joined the Migration. At rest, the weapon is contracted into a short striking rod or club, but with controlled release extends through several locked stages, elongating into a one-handed baton or a dueling staff/pike at full extension. Its construction relies on a dense, empathic-responsive alloy believed to be unique to the lost Ahnanti natal world; This alloy is no longer reproducible, making each fighting pike a relic precious to their culture.

Despite its narrow profile, the alloy carries exceptional mass and structural resistance, allowing the Pike to counter nusteel materials, and in skilled hands redirect much heavier weapons without warpage.

Armor

Formatted by the Shigue for the Ahnanti and made from a slight deviation of the warshell, (Selo'he: Tha'tak) material used in their own armor, the standard combat suit represents the close proximity between each other that both species have embraced. The chitin is grown into armor individual plates and interlocked together, layered onto a bodysuit that regulates body temperature across almost any environment. Just like the warshell of the Shigue, the Ahnanti variant can regrow minor damage, but will 'wilt' at larger sizes, unlike Tha'tak.



AHNANTI MURMUR

Sculpted by EL_Mutanto

Physical minis will be available for order in the coming days from all our digital storefronts.

STL files will be briefly exclusive to the Consumer tier and above on our Patreon as part of our monthly offerings, for a limited time.



[Website](#)



The star of this week's newsletter, the Ahnanti have arrived to reinforce their Shigue bond-members in the defense of the Havenholds!

Created by community member "Mr. E", the Ahnanti are a race that has evolved to place empathy as a vital part of their survival. Possessing underdeveloped grey matter, they almost completely rely on "mass bonding" with other species to function. This also makes them excellent allies on the field of battle, able to intuit not only their Shigue kin's needs, but intrinsically understand the flow of battle around their fellow Ahnanti.

Veteran Ahnanti are even able to extend this ability to their enemies: Tributaries on the Vela Nebula front are trained to not let Ahnanti retreat, as over time, they learn enough about the behaviours of their enemies that they can start to predict their actions in the field.

This model kit will let you bring together a Murmur of Ahnanti. You'll have the option of arming them with Spiral guns, Cyclonic Blast Cannons, and their iconic Fighting Pikes.



SHIGUE WARSTRIDER KINE 2.0

Sculpted by ThatEvilOne

Physical minis and STL files be available for order next month from our digital storefronts and MyMiniFactory.

STL files will also be available to Consumer and above tier patrons as part of their supporter rewards.



[Website](#)



Last but not least, our favorite heavily armed (x4) Exogen are getting their long awaited 2.0 sculpting pass! These new models are highly detailed, as well as freely posable! They also contain some more interesting nooks and crannies that the 1.0 version does not (take a look at those new gravlock cannons)! If you've been waiting for an opening bell to start building your Kine of Shigue, you've just heard it!





Klaad'tha'o'ak

Lit: *To walk toward excellence*

A relatively small Havenhold, they were one of the first to exit the Vela Nebula after encountering outlying human outposts and merchants who sold them coordinates into Hegemon space.

Believing humans to be amicable, they transmitted first contact messages that eventually were received by the Copper Kings who enthusiastically triangulated the Shigue migration and its few outposts and began the first big game hunts, leading to a Joint Venture.

The Tha'o'ak are a noble people, stalwart and dedicated to the Path. They are traditionalists meaning that the majority of their fleets are Shigue or Kau'eg with other aliens being primarily scavenger species like the Emaal.

Klaad'yorik'ko'dras

Lit: *The Promise Made*

The Yorik'ko'dras were amongst the first to leave the homeworld, heeding the words of the Sage Uatha and departing long before the Cataclysm arrived.

The Yorik'ko'dras shun planets and settlement, they regard living aboard their Lifefleet vessels and their massive Havenhold as a burden they must shoulder as they follow the coordinates handed down to them eons ago for a new homeworld.

They are one of the few of the Migration to be arriving in the Rimward edge along the Perseus Arm and they will tolerate nothing stopping their forward momentum.





Klaad'naa'vior'narn

Lit: The Stone That Gores

One of the largest Havenholds and one of the last to leave the Shigue homeworld, the Naa'vior'narn are one of the few Shigue cultures that remembers the Cataclysm first hand.

Unlike the other Klaad, in their desperation to flee what killed the Shigue homeworld they translated into the Galactic Core rather than skirt the outer edges of the Galaxy.

There they encountered terrifying creatures and hostile alien entities that massacred their numbers. Gradually, only the Havenhold and its largest attendant warships remained, their Lifefleet reduced to hate-filled survivors.

Now, they do not suffer the presence of non-Shigue and are all too willing to treat humanity's predation with absolute violence.

Klaad'be'duva

Lit: The Way of Least Resistance

An egalitarian and diverse Lifefleet with hundreds of various species traveling together, the Be'duva have benefitted from numerous alien encounters that have turned their Havenhold into a bizarre panoply of different architectures and additions.

Most notably, the Ahnanti species encountered the Be'duva and became one of the most influential races in the modern epoch, spreading throughout many of the Lifefleets.

The Be'duva believe in embracing strangers and the unknown which has aided them through the generations earning them wonders from across the Galaxy as well as companions.



The U'i'jhi

Lit: *We are Broken*

The U'i'jhi are a new development in Shigue culture, stemming from the Havenhold *Klaad'kat'diir'o* which landed on the human world *Tantalayne*, which was not aligned with the Hegemon.

Forming a city in a matter of days, the U'i'jhi rejected the notion of the Path and turned instead to making a new homeland. The results bore fruit in the few fisks after their foundation with a population boom, trade with the Tantalany and the establishment of a security cordon that has turned back the Hegemon's hunters.

The U'i'jhi are becoming the most numerous Shigue, willingly rejecting the ways of the Migration and building what can only be called an empire with their former Lifefleet forming squadrons of privateers which seek out the resources they need.



Klaad'var'nupta

Lit: *The Red Mountain*

The Var'nupta do not have a Havenhold, the massive craft lost during an encounter with an unknown race of giants a millennia before their passage through the Vela Nebula.

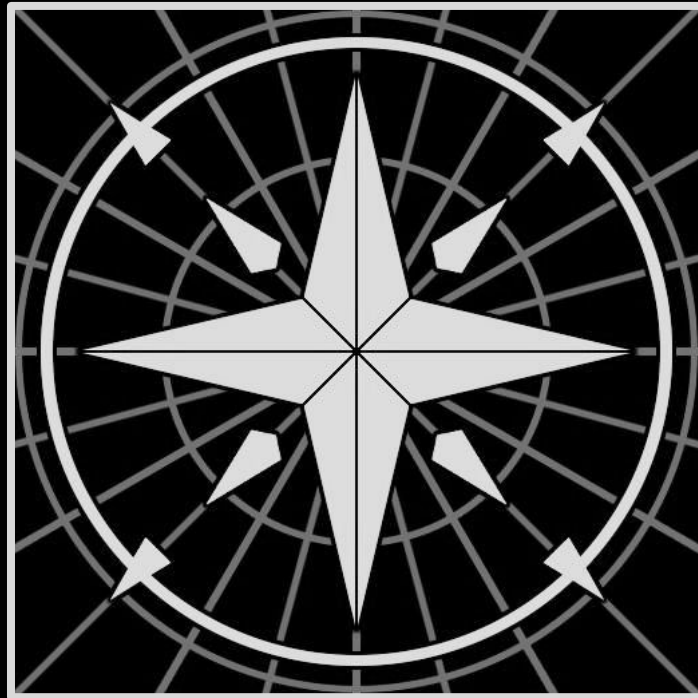
They utilize the creation of *kore'ord*, or 'outpost planets,' which they use as a network of mining and refinery bases. As such they have become service oriented to the other Lifefleets while retaining a fierce independence and clinging to a culture that should have died with their Havenhold.

Var'nupta craft are a sight in many Lifefleets, bringing with them resources and services which they barter for the same. They are nomads, scouts, and the closest thing the Shigue have to the human definition of mercenaries.



BE SURE TO ENROLL!

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