**THE PLANET**

Vabdinoun

Diameter: 15.459 kilometers

Atmospheric pressure: 3523 millibars

Atmospheric composition: 21% O2 36% N2 12% CH4 11% HE 20% SO2

Gravity: 0.97 G

Yearly rotation: 345 days

The planet Vabdinoun orbits Merchet, a binary system with a yellow star and a red dwarf. The increased light emissions from two suns give Vabdinoun ample warmth despite its orbit being roughly that of Jupiter.

The presence of two suns increases the amount of interstellar charged particles impacting the planets around them, including Vabdinoun, leading to severe magnetic fluctuations, weather patterns, and increased material accumulation, the latter of which is easily measurable using various instruments.

The charged particles that travel throughout the atmosphere via Vabdinoun's magnetic field will begin to convert into various chemical elements through electrical resonance, which falls towards the planet's surface where plant-like organisms catch and absorb them for nutrients.

The electrical properties and connection between the two stars also have their effects, with increased coronal mass ejections, the production of meteors/rocky bodies, and solar flares. Some of these asteroids and planetary bodies become orbiting satellites around Vabdinoun, leading to the surrounding space becoming unsuitable for space travel until the last three thousand years.

On the surface of Vabdinoun lies five continents. These continents are called Cerbium, Zerbium, Merbium, Verbium, and Rerbium.

Though hard to detect given the thick, high-pressure atmosphere, the landscape consists of heavy rainforest-like environments supplemented by constant rain, high heat, humidity, lighting storms, and acid.

Such a Venusian-like environment came about by electrical forces cracking open the surface of Vabdinoun, releasing gases into the atmosphere, causing an increase in pressure and toxic chemicals, including radioactive dust.

On the continent of Merbium lies several large mountains stretching over seven kilometers in height, the result of electrical currents pushing rocky material upwards. Some of these mountains barely hang within the atmosphere, while others stand tall above the soupy greenhouse skies.

While life has evolved throughout the planet within these varying heights and atmospheric pressures, some of these species can't survive in each other's respective areas, like the deep sea and surface of Earth.

**BIOLOGY**

The Pacgini are carbon-based lifeforms 2 meters tall and 1.3 meters long, weighing over 178 kilograms.

The Pacgini evolved from mountain climbing ambush predators on Merbium, who traveled through various heights of their world to gather food and resources and seek shelter from the horrors of their environment, a feat requiring many adaptations, skills, and intelligence.

The dermal and sub-dermal layers/bodies hold incredible resistance to varying pressure and the radiation of their world, reinforced by a cushion of water mixed with chemical compounds to further resist these environmental hazards. Though rugged, the skin, feet, and tongue are sensitive to touch, allowing them to sense and feel the world around them for traversing rough terrain.

Across the neck are three pairs of nostrils designed to breathe atmospheric gases for respiration, going through an extensive filtration system reminiscent of an open circulatory system before reaching the lungs.

Towards the front of the neck is the head, resembling that of a spear or arrow. On the head are four flaps or crests designed to detect light.

Just behind the flaps is an ear-like organ with sensitive and accurate hearing for listening to the surrounding environment that they can shield using small retractable flaps.

Within the mouth sits teeth designed for eating vegetation, hardshell fauna, and mineral deposits. Also located within the mouth is the tongue, capable of stretching almost four meters out, possessing flexibility and four digits to allow a Pacgini to manipulate its environment. Such a trait is highly derived from a feeding strategy similar to Chamelions on Earth, snagging prey via adhesive substances before retracting back into the mouth.

Towards the front and back of the body are the fore and hind limbs with hoove-like feet built for climbing the mountain range of their world.

Towards the back is an abdomen-like organ for storing water, fat, and chemical compounds for survival in hazardous environments. For males, they resemble flat stones, while those of females resemble that of backpacks.

Below the abdomen is the reproductive organs. For the males, theirs is dextrous enough to act as a "second hand" for manipulating objects, which they view as a source of pride.

Within the body is the internal organs.

The kidneys. Two pairs of highly efficient kidneys designed to filter out radiation-infused materials, minerals, and toxic chemicals.

The lungs. A pair of lungs akin to those within Earth birds help in breathing low-pressure atmospheres.

The stomach. Two stomachs meant for processing the average diet of a Pacgini.

The heart.

The regerou. An organ designed to create enzymes for processing minerals.

The liver.

The brain.

The skeleton.

The Pacgini reproduce by having a male and female copulate together, with the female giving birth to an almost fully developed baby after ten months of development within the womb, allowing the young Pacgini to travel throughout the mountains with its parents. The child will become an adult after fifteen years of growth.

**CULTURE PSYCHOLOGY AND GOVERNMENT**

With the sensitive nature of their skin and hearing, the Pacgini tend to speak in a calm, soft-spoken tone, with rules and standards regarding touch and physical contact. At the same time, the Pacgini regularly use touching and gripping each other as greetings or for conversation, which would make some species uncomfortable.

The Pacgini believe in a duality based on the upper and lower sections of Vabdinoun, one of serenity and chaos, with their bodies acting as mirrors of these worlds. They believe an individual has the right to act accordingly in either of these areas, with their actions not reflective of their soul or making them legible for punishment when somewhere else.

Of course, if a Pacgini individual went out of their way to commit a crime or engage in unpleasant behavior deliberately without any reason, gives ground for punishment and disciplinary action.

The Pacgini engage in risk-taking and enjoy mountain climbing, going into dangerous territory for the possibility of treasure, or reaching the tallest heights of the terrain for spiritual reasons or enjoyment.

The Pacgini possess an eidetic memory rivaling that of Elephants, capable of remembering food sources, mineral deposits, weather seasons, and interactions with other people.

With how toxic the lower atmosphere is, the deeper one goes into Vabdinoun, trying to obtain any sea life for food or resources is a death sentence, making fish absent from Pacgini diets and something seen as the gods' ambrosia. Even at the edge of starvation, a Pacgini will refuse any ocean life for sustenance out of fear of angering the gods.

Their non-visual senses have shaped their writing, communication, and presenting entertainment. One example is individual Pacgini placing painted runes on their skin for the receiver to touch as a greeting. The receiver returning the gesture is a sign of acceptance and expressing the same feeling.

Using their tongues in everything from catching food to tool use has led to the Pacgini viewing them as sacred organs worthy of protection and care, with a whole market dedicated to decorating and cleaning them. The worst punishment for an equally worse crime is to cut it off.

Pacgini love to test their handling skills by attempting to tie increasingly complex knots, akin to a Human tying a cherry stem with their tongues.

The Pacgini also enjoy licking or touching anything with their tongues due to their sensitive nature, like putting on clothes, grooming each other, and eating away at mineral or candy mounds. Behaviorists have theorized that such pathological behavior may have caused their modern social structure.

Similarly, the male Pacgini view their genitalia in the same manner, a sacred tool gifted by the gods to give them an extra limb for manipulating their world. Not only do they make a point of caring for and decorating them, but using them in several physical feats as well. To a Pacgini male, only using or thinking of your member for sex is viewed as dishonorable.

Pacgini men often engage in contests or Olympic-like events to show their bodies' capabilities. However, this has slowly fallen out of favor with the advent of advanced cybernetics and prosthetics.

One signature combat move involving this belief is the seed sower, jokingly called the ball buster, where a Pacgini male wraps his penis around a rock or bomb before flinging it like a slingshot. Other weapons include blades, AITEWs, flame-throwers, piston-assisted spears, etc.

Social gatherings are commonplace amongst the Pacgini, performing various games, discussions, contests, showing inventions, and feasts, with quite a few of these events also being home to establishing romantic relationships.

Within Pacgini mythology, the world and universe were created by the two primordial gods, Koshak and Koshan, creators of the essential building blocks. However, these creations had no set form, being perpetually chaotic until the overseer Berquiy made the deity Vermhiun to shape it.

Vermhiun was banished to the underworld, imprisoned to create what they approved before escaping from prison and unleashing his once-chained talent, releasing volcanic gases in the process.

With his creative might unleashed and unrestricted, his creations began to run wild and grow, with other deities manipulating them to their tastes or coming to Vermhiun to make something for them. One example is Geurmount, the god of mountains, who asked Vermhiun to build these fantastic structures of rock and mineral.

In ceremonies and church attendance, those within a shrine to Vermhiun have to build or shape an object or tool no matter what it is. Additionally, they perform rituals and prayers and feel respect and remorse for needing to kill.

Within their mythology, an ancestor of the Pacgini, called the eater of wisdom, stumbled upon Vermhiun, grabbing and eating a part of his flesh, causing the Pacgini to obtain his skills and expertise, giving reason for their sapience. Because of this, Vermhiun had set on them a moral code, notably regarding wastefulness and creativity, and built several realms that they must live through based on what they did in life before reincarnating.

The Pacgini believe that they reincarnate, that their souls or imprints will live on in another form. During funeral ceremonies, a dead individual will receive food, raw materials, and an effigy of a preferred form before burning them to ash, while friends and loved ones gather around the fire, enjoying life and performing parties as the deceased would. Adding gifts and burning them with the dead is believed to increase the chance and process of reincarnation and helps direct their soul to a preferred location and form.

When accounting for ghosts, the Pacgini believe their souls, when wandering through various forms of existence, have occasional or permanent breaks as spirits in the living world. In such an event, the Pacgini will set up parades, dinners, beacons, and other festivals and rituals to welcome the dead as they wait for their next chance at living.

The Pacgini venerate and show devotion to their ancestors, creating statues of them, holidays, traditions or rites of passage based on them, and records of their lives and experiences.

Traditional Pacgini family units, called famcai, consist of seven males and five females, with one male acting as leader while the others act as servants to the dominant member. How they decide comes in several forms, such as via contract, a contest, or tribal recommendation.

The most prevalent theory of this family unit comes from needing extra labor for work, with males considered the ideal due to their genitalia used in tool manipulation. Another reason for this social structure comes from their need to engage in physical contact with multiple individuals of both sexes.

Though they have a leader who decides and controls the ongoings of the household, the other males have some say in family affairs beyond their labor and take part in everything, including raising children.

How the Pacgini men and women handle barring children varies from famcai to famcai. Traditionally, the male leader has first rights to whatever female is ovulating, or there is a rotation between males, and sometimes, the leading man has his own personal wife. Regardless, except for a personal wife for the leading male, all males engage in carnal relations with every female involved as comfort brides.

Though much like the Ocpodle, the size of a famcai has shrunk with the advancement of technology, with either a reduction in male members, to only having one male and female, further exacerbated by foreign influence.

A popular sport played by the Pacgini involves chasing a moving live target through harsh terrain until one team wins once a member grabs it with their tongue. The winning team will get a cooked meal of their catch as a reward.

Their incredible and sensitive nose and ears have led to a market and culture around music and cosmetics.

The Pacgini enjoy mountain climbing and hiking, with several organizations dedicated to giving any individual a chance to see any mountain range in the galaxy. Many Martians around Olympus Mons receive dozens of Pacgini visitors every week that climb up the red mountain.

Gardening and farming has been a valuable practice within Pacgini society due to their mountain origins, willing to venture out into the harsh landscape below to gather numerous native flora, followed by establishing several farming techniques and technologies. A noteworthy example involves using fungi to break down rocks into soil for more plants to develop along the mountains.

The Pacgini have two rare delicacies, the Cloud Beast and Shmoo moss.

Shmoo moss is a bowling pin-shaped clumpy plant that inhabits the coldest and highest points of the Merbium mountains, which is rare and hard to grow anywhere else but here.

Cloud beasts are subterranean crab-like animals analogous to wild boars that travel deep within caves filled with hydrochloride gas on the surface, their environment so toxic that to this day, trying to capture one for food or replication is difficult.

The Pacgini will sometimes paint tattoos of words, entities, objects, or events on their abdomens to tell or simulate parts of their lives that changed them or highlight who they are, with these tattoos infused with scents to express other emotions or provide context of these moments.

The Pacgini government consists of a tribalistic system similar to planetary IDs within Martian society, where individuals numbering in the hundreds called wisdom eaters hook up to a computer network to run and establish policy on their world together.

These individuals will run for a three-century term limit, in which a new batch of wisdom eaters takes their place. In this case, a program is established by an electoral council that calls upon individuals to perform actions worthy of becoming leaders once undergoing and succeeding in a personal evaluation.

Thousands of individual Pacgini will go through this program for over fifty years, engaging or learning anything that would make them potential leaders until the time limit ends and the council picks the winners. If one or more individuals refuse the position despite winning it, the council will choose the second-best candidate.

Though connected through machine interfaces, the physical bodies of wisdom eaters are decentralized, with systems in place to transfer their consciousness to another location if something were to happen.

Every wisdom eater that becomes part of this planetary ID system will leave an imprint of their personality, experience, actions, and history onto vast networks underground that keep them on record, with each new wisdom eater adding theirs to it. Amazingly, these imprints will influence or affect each new wisdom eater as well, creating a feedback loop of increasingly more experienced and powerful rulers, both current, and future.

Recently, the Pacgini established a galactic-scale government called the immortal elder, a combination of an AI and their morphic network that mimics and acts like the Pacgini species in its physical, mental, and cultural form. The immortal elder decides on everything related to the Pacgini on a galactic scale, such as the military, foreign policy, and trade, followed by providing assistance or resources to Pacgini worlds if the wisdom eaters there desire or call for it.

Though feeding on the morphic network, much like the wisdom eaters, the immortal elder is affected and influenced by the imprints of millions of Pacgini leaders and rulers over the millennia, causing it to make decisions or act like one or several individuals long since dead. To prevent such sudden actions, hundreds of mediators control the flow of imprints and morphic energies that travel through the immortal elder.