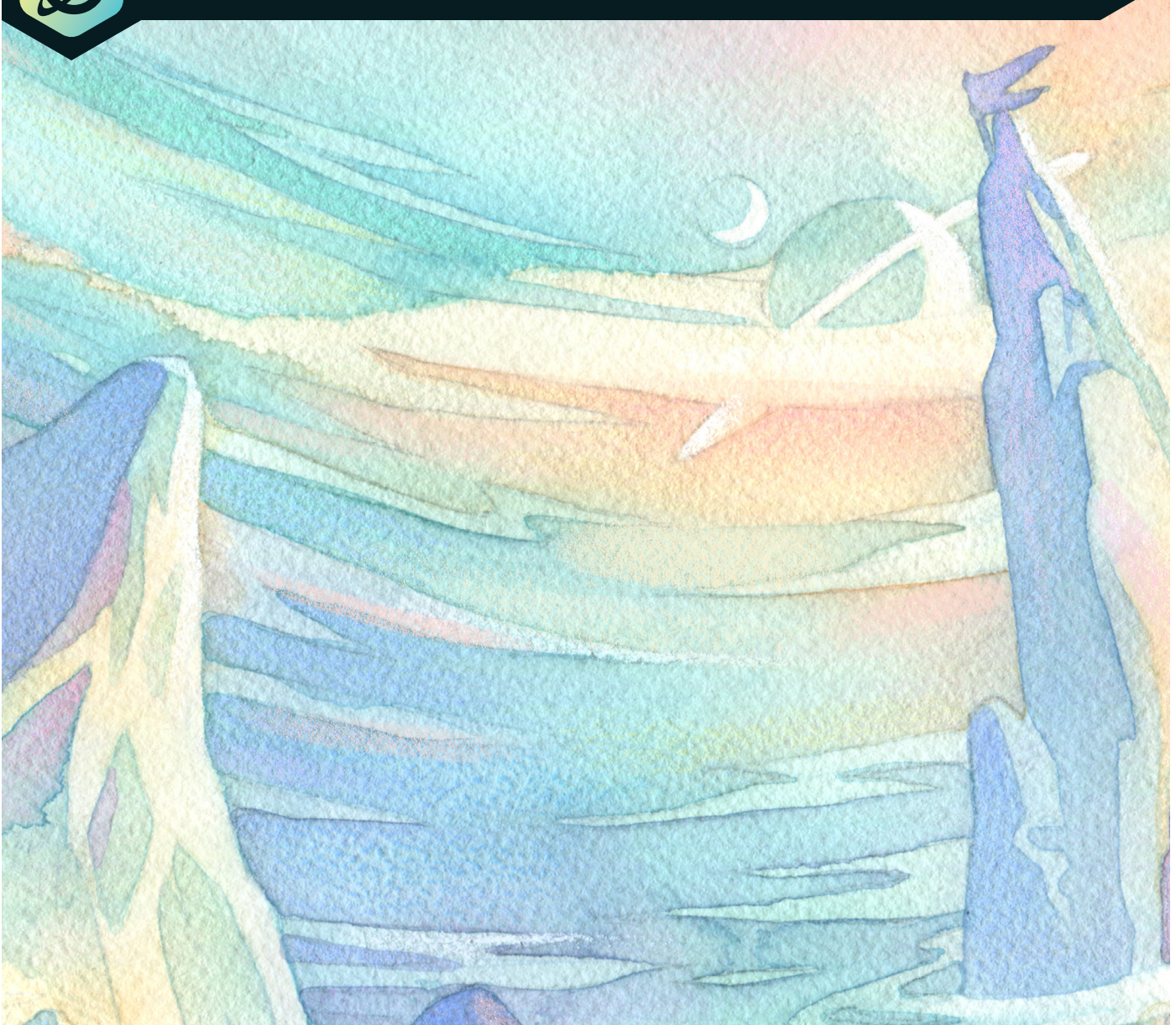


1001 Odysseys





Insula is a region of space far away from Earth, where the *Odyssey* is currently stranded after a trip through a mysterious portal. It is home to the Federation, a collective group of nearly a dozen warm and welcoming peoples who are eager to learn about their new Human friends. It is also home to innumerable star systems, many of which have been explored, but just as many which remain untouched, save for simple probe scans. It is a place ripe for adventure!





A recently arrived habitable spaceship, the **Odyssey** was brought through a previously inactive ancient portal from the Earth, the Human homeworld. It has faster-than-light capabilities and room for dozens of atmosphere-breathing crew members with equipment. It also boasts an impressive bakery setup. Ask to sample the cinnamon buns!





Brumigum, the Federation-recognized homeland of the **Plumplim**, is a vibrant and lush violaceous plant paradise. The flora is a mix of naturally occurring jungles and carefully engineered tools of various purpose. To the outside observer, it's impossible to tell the difference, so look for a friendly Plumplim who can help you out.

Seasons are only slightly different from one another, so beautiful and fragrant blooms of different varieties can be enjoyed year round, but be sure to consult a calendar before planning a visit to a shop or government plant-building as these attractions usually close for holidays.

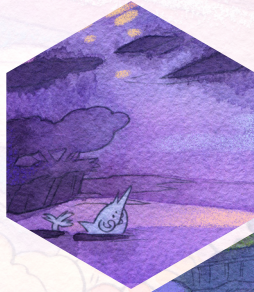
Beware of traveling too far into the untended jungles, as it is very easy to get lost and dangerous plants or legendary vicious panthers could be harmful.

Finally, **DO NOT ATTEMPT TO LAND ON EITHER OF THE TWO MOONS**. Allium and Amethyst are both off-limits to visitors as they have great spiritual importance to the Plumplim.

Regions of Note

Turn to each entry for more detailed information. (Future)

Blomlim Sea



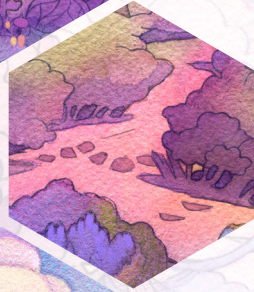
Munilee



Burnam City



Northern
Rainforest



Damproot
Watershed



Nufftee Jungle



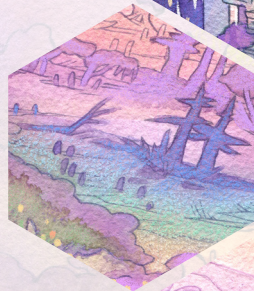
Kraknee



Pollet



Lake Laree



Sirrn
The capital city



Misty
Wildwoods



Sureenah
Enclave





Ancient Libraries **(Brumigum: D3)** The collections of books and reference materials in this library is extensive. Somehow, the Plumplim have cultivated a drier atmosphere here that preserves the collection. Even the blooming dome looks like it has been specially dried, though I've been assured that it grows that way.

Bowlinseed Pitch **(Brumigum: L5)** Bowlinseed is a game that requires an open area, and this pitch has been cultivated to give young Plumplim an open space to run and play. Hardy ground cover plants provide a sturdy surface underfoot. A marked trail from the edge of the pitch lead to Lake Laree, and another less well-traveled trail seems to lead into the wilderness.

Bumbul Homestead **(Brumigum: J2)** The Homestead is where the current head of the Bumbul family lives along with much of the family. The family has lived in the big house there for as long as anyone in Pollet can remember. So long in fact that the surrounding neighborhood is called Bumbulroot.

Bumbulroot Shipping Co. **(Brumigum: J3)** Just at the edge of the Intergalactic Space Port is the offices of the Bumbulroot Shipping Company. Tum Bumbul rules the roost, coordinating off-world imports and exports and transfers for vine-cart transport to and from Sirrn.

Chamber of Twelve **(Brumigum: F2)** The Chamber of Twelve is located up in the top of the Temple of Two Moons. It houses important Plumplim artifacts and is watched over by Lula Mellone, the high priest.

Glumbin School **(Brumigum: L4)** The Glumbin School provides primary and secondary education for Plumplim sprouts and other children who live in Pollet. It was named to commemorate the contributions of the Glumbin family who were instrumental in growing it into what it is today.

Heirloom Patch **(Brumigum: I2)** The Heirloom Patch is specifically maintained by the local historical society to provide an immersive experience of what plant life was like on Brumigum centuries ago. Interpreters are available on site to help visitors understand what life on Brumigum was like back in the olden days.

Jungle Path **(Brumigum: E3)** Vine carts operated by skilled drivers and their helpers navigate this path to bring goods from Sirrn to Kraknee and back. Though there are many dangers and pitfalls in the area, it is still the most reliable method for moving goods through the dense and culturally protected vegetation on the surface.

Kraknee Crate Depot **(Brumigum: E4)** Deliveries from Sirrn to Kraknee arrive at this depot, and shipments headed back to the capital are gathered here until a cart is available to carry them through the jungle.

Lonely Bowers **(Brumigum: D2)** These modest Plumplim homes are built below the trees in the jungle beyond the outskirts of Sirrn. They are spaced along the cliffs above the Damproot Watershed. This is a place where visiting scholars might stay, or other solitary people seeking quiet and contemplation. Each home has space for special plant arrangements to improve the occupants well being and to facilitate contemplation.

Nufftee Seed Library **(Brumigum: H3)** This little cottage is chock full of seeds that are native to Brumigum. A highly enthusiastic clerk is also available to answer questions.

Paddle Beach **(Brumigum: H5)** This beach on the shores of the Blomlim Sea is said to be one of the most romantic spots in the universe. The two moons illuminate the beach and Plumplim and visitors can reserve cozy cabins or canoes to enjoy the lovely lavender hue.

Pollet Town Hall **(Brumigum: L2)** Pollet Town Hall is a Brumigumian government building in the municipality of Pollet, on the planet Brumigum. It sits within the base of The Communications Tree.

Pome Homes **(Brumigum: M6)** Pome Homes is a residential neighborhood in Munilee City. Many of the bulb homes here are grown on top of local trees to take advantage of the lovely views of the Blomlim Sea.

Shhh... **(Brumigum: H4)** I have a sense that the Enigmarket (if it exists) is somewhere within this area but I have been frustratingly unable to figure out how to get inside. Getting to the market seems to be some sort of game or puzzle, but no one will give me any clues about how to do it.

Temple of Two Moons **(Brumigum: G3)** The Temple of Two Moons is a beautiful grown-building in Sirrn. Its leafy spire towers high above the local forest and bulb homes. It is said that the appearance of the building changes frequently as it grows. It is the center of Plumplim cultural traditions and beliefs.

The Communications Tree **(Brumigum: L1)** The Communications Tree is a magnificent hybrid tree-building used by Plumplim to send and receive messages to and from rest of the galactic sector.

The Tree itself is the largest and most ancient living thing on the planet Brumigum. Over time, the Plumplim have added myriad mechanical and botanical technological advancements inside of the tree, turning it into the habitable hybrid structure-plant that it is today. They preserve the living parts of the tree and encourage the tree to grow ever higher into Brumigumian sky, which in turn boosts the communications signal from the planet.

Roots from the Communications Tree grow across the surface of Brumigum carrying messages to and from other cities around the planet.

The Open Market **(Brumigum: N5)** The Open Market, located on the edge of Munilee City, is a colorful and lively place where people can purchase goods from a variety of vendors. Many specialty Brumigum goods are available when they are in season.



ELEMENS



Elemens are space-faring, ectothermic reptiles who sleep in nests curled up together with their loved ones. How heartwarming! They originate from the planet Gemengi, where they live in pods attached to volcanoes. One of the first species to discover interstellar travel, they live just about everywhere! Given their proclivity for extreme heat, when away from their homeworld, they are attracted to warm temperatures and low altitudes.

They have long tongues that inform both their olfactory senses and their spatial awareness. Do not be offended if an Elemens flicks their tongue in your direction! This is simply how they best experience the world.

The Elemens are zealous about technological advancement. This is not a judgement call; they literally worship it. Sharing their technology with others is common practice.

They are also one of the four founding members of the Federation, and they were the first to employ and encourage diplomacy throughout Insula.



FELISI



The **Felisi**, one of the founding four members of the initial Federation alliance, are bipedal endotherms with impeccable style.

In addition to spoken and body language, the Felisi also communicate via low-pitched hisses, growls, and purrs, as well as chirps and whistles. The Felisi are known for their great leaping and short-sprint ability, and their agility is surpassed only by the Elemens - a fact which does indeed irritate the Felisi quite a bit!

Felisi are known for their artisanship, and they value art and aesthetics. Their fashion is imitated throughout the galaxy. They wear clothes made from fine, glittering silks and high quality cottons. Fun fact: Felisi don't even need to wear clothes for protection as other species do! Their fur is wonderful protection! The only reason they have a garment industry at all, is they desired to carry art with them on their bodies. Incredible, but historically accurate!



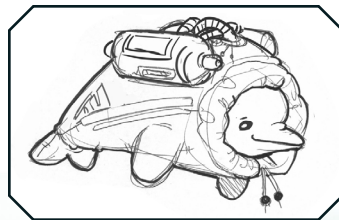


FLIMWAITER



Flimwaiters are the newest addition to the Federation, joining only a few decades ago. They are a marine-dwelling and space-faring species, which is quite frankly a fascinating combination! They manage their mastery of both worlds through the use of echolocation and telekinetic abilities in their home ocean, and through SWET suits in the open air. Marvelous!

If you take nothing else from this entry, please know that the Flimwaiters are simply hilarious. Certainly, not everyone takes too kindly to the jovial if ribald nature of the Flimwaiters, which is understandable. But personally, I find them to be a laugh riot. Sure, their pranks may sometimes be “dangerous” or “deemed illegal on most populated worlds,” but how fun it can be to get into mischievous scrapes with a pod of giggling Cetaceans!



SWET Suits let Flimwaiters travel on land easily.



LACKERDOOD

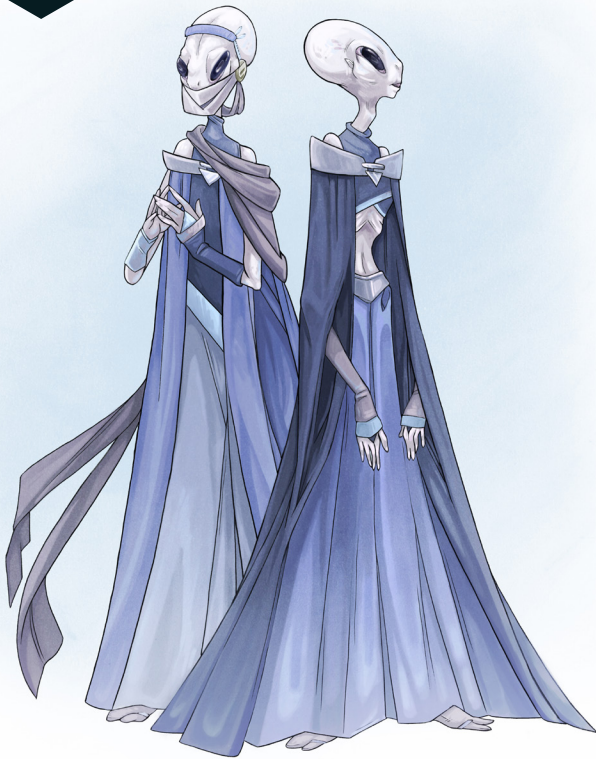


Lackerdoods are aquatic endotherms and are one of the more recent members to join the Federation. Lackerdood skin comes in various shades of blue and blue-green. Their homeworld is considered to be the moon Urvellion because their evolutionary home planet was destroyed centuries ago.

Lackerdood education places a special focus on kindness, communication, and the personhood of others. They value compassion and generosity, and place great value on life both sentient and not. Their highest priority is time with their loved ones, which they spend relaxing, in conversation, and/or striding across the surface of the water.



MINDWEAVER



It's very difficult to sneak up on a **Mindweaver**. Even if they don't hear your approach, they will most likely hear the noise of your unruly thoughts. According to the Mindweavers, even their weak telepathic abilities make it difficult to spend a lot of time with other sentients. They prefer to spend time in the company of other disciplined Mindweavers, or in the quiet corners of alien worlds.

On their homeworld of Betelgeuse, most communication is actually completely silent. Its mentally disciplined residents gently discuss philosophy, history, and archaeology in depth, but an outside observer would be completely unaware that any discussion was happening at all. This leaves the Mindweavers with the general reputation of being cold and aloof, though they actually have close families and friendly relationships.

Unlike the other Sentients, they joined the Federation primarily to maintain their independence and prevent noisy-thinkers from building large colonies on their homeworld. In exchange, they offer a long-term perspective of past events and future consequences.



NEEBLE-WOOBER



The **Neeble-Woobers** are large amphibious cephalopods who consider themselves superior to all other sentients in the Federation. They live deep under the ocean waters of the planet Nirnwen. Their underwater cities dazzle the eyes, shining with titanium and encrusted gems of all sorts. The average Neeble-Woobers is an excellent mathematician. They take deep pride in their number system and theory of ethics, and they make great theoretical physicists and theoretical philosophers. Most work in the economic or design trade. Their architectural prowess is second to none, as they must construct buildings that can withstand different amounts of pressure depending on where they are situated on the ocean floor, since Neeble-Woobers cities can easily reach a mile or more under the surface. The Neeble-Woobers are also highly skilled with handicrafts. No other sentient can make things using eight arms! Their creations are extremely expensive and sought after, not only for their eye-bending patterns but for their multiple-use capabilities. They have also used their technological prowess to construct hover disks so they can move about more elegantly on land.





PLUMPLIM



Ah, the **Plumplim**! They would like to tell you they are merely lovers of the undergrowth, of the untamed plant. But inside, they are all tricksters! Don't tell them I told you that, though. A fairly common people, no strangers to trouble. I myself admire their ingenuity and their dedication to all things vegetable. What vegetables *grow* their own vegetables? Although tiny, their spirit and determination bursts into bloom wherever it grows. If I could say one thing about them, it would be that they have all the life in the world and none of its heartache.



SPACE JANITOR



Space Janitors are the backbone of the Federation. These happy little robots do the jobs no one else has time for or wants to do. It is handy, then, that they have been programmed to find satisfaction in completing tasks like emptying the trash compactor and sifting through countless bundles of nanoparticles to find other, slightly different nanoparticles. They are extremely focused on cleanliness and will offer you a moist towelette in greeting. In addition, they have a variety of attachments that they can assemble to take care of any cleaning job, like a vacuum, dust brush and dustpan. While they do not need to eat, they enjoy drinking soap suds and factory oil. Their “homeworld,” if you could call it that, is the wintry planet of Bassilas, where most of the factories to produce Space Janitors are located.



TIMTILLAWINK



Hailing from the planet Cullicut, **Timtillawinks** are roughly seven feet tall with large, three-clawed hands and small keratin points circling the crowns of their heads. Body modifications such as skin dye, tattoos, or piercings are very common.

Timtillawinks are very sociable and find happiness in large parties. Due to their advanced medical and prosthetic technology and their resilient physiology, Timtillawinks are nearly immortal. But their impulsive, daredevil nature and ready access to intentionally dangerous places means that nearly every Timtillawink dies in some madcap stunt or exciting explosion. There are rare Timtillawinks who grow tired of peril and manage to live for hundreds of years, but it is not a popular choice.

They are one of the founding members of the Federation. Pioneers of terraforming, they turned their once frozen Cullicut into a warm, tropical paradise.

They also made significant gains in the science of artificial intelligence, but those projects have since been abandoned. The programmers worked to develop unintelligent code, and the Timtillawinks' contributions to Space Janitor development proved vital.



ZIBZAB



The **Zibzab** are sentient beings made out of solid mineral. They are a short and lumpy people, reaching no higher than 3 feet tall in adulthood.

They love all things mechanical and live on a planet which is piloted through the cosmos like a spaceship. The Zibzab live in threads of tunnels deep beneath the surface

They are the masters of trade in Insula, and have trade agreements with all Federation sentients. As it turns out, importing goods is a much easier task when you can fly your entire planet in a loop across Insula!

It is not uncommon for Zibzab children to study texts on hyperspace engineering alongside recipes for molten lava soup. They make lifelong bonds with their classmates, and once grown, often form tight knit research pods that become like a second family.

Zibzab excel as engineers and in other scientific pursuits, and they are also makers of fine jewelry and assorted fine metal designs. They mark their metal artwork with a carved or painted insignia that is only visible to other Zibzab.

