NAME: MOQSTER

VISUAL REPRESENTATION

CLASS: M

LOCATION
The Ciropus Beta star system, in the Beta Quadrant (Romulan space)

MOONS / RINGS
4 small moons (one class-L, 3 class-D). No rings

<table>
<thead>
<tr>
<th>DETAIL</th>
<th>VALUE</th>
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<tbody>
<tr>
<td>MASS</td>
<td>1.1</td>
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<tr>
<td>DENSITY</td>
<td>Metal-rich (1.5)</td>
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<tr>
<td>DIAMETER</td>
<td>0.91</td>
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<tr>
<td>GRAVITY</td>
<td>1.37G</td>
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<tr>
<td>DAY LENGTH</td>
<td>17 Earth hours</td>
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<tr>
<td>AXIAL TILT</td>
<td>22 degrees</td>
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CLIMATE
The general climate on Moqster is very similar to that of Earth in the northern European region. Especially England, Wales, and France. The weather is often stormy but nothing that inconveniences the hardy Dyvogians.

Storms on Moqsters expansive seas are common as is severe weather inland.

The climate is perfect for producing hardy people, durable wildlife, and virtually indestructible plant-life.

ATMOSPHERE
COMPOSITION: Nitrogen (75%), Oxygen (18%)
THICKNESS: 80%
TRACE COMPONENTS: Argon

HYDROSPHERE: 84%
TEMPERATURE: Cold (avg temp.; 7c)

GEOGRAPHY / TERRAIN
The terrain of Moqster is rough and rugged, with inland regions tending to be rocky, and sparsely forested. There are several high mountains, and extensive mountain ranges. The native Dyvogians make their homes in these mountains, in their mines, and in coastal regions where they have built massive sea-ports to support their ocean going culture that dominated their society before the advent of space travel.

Dyvogian plant life is usually of the ever-green, coniferous variety. And animal life tends towards rugged carnivores.

The oceans are wild, and stormy. The water is a deep blue in color, and the oceans are even deeper than those of Earth.

LIFE FORMS
The sentient, humanoid Dyvogians are the dominant life form on Moqster. And due to their thick, guttural accents when speaking Federation Standard and the planet's rough conditions, Moqster is widely known as “Monster”.

The Dyvogians are a race of tough people suited to the rough climate of Moqster. Their civilization began as a sea-faring one and has since evolved into an export-dominated society reliant on space travel.

There are several wild animals on both land and sea on Moqster. One of the most widely known forms of animal life on the planet is the Moqsteran Lycan – a type of wolf that can walk as a biped for limited distances similar to a Terran bear.

The Moqsteran oceans are filled with all manner of docile and dangerous sea life, including several species of Moqsteran whales. The cetaceans are roughly twice the size of Terran whales, and some of them will attack ships.

There are also shark-type life forms in the seas.

DEMOGRAPHICS
Several million Dyvogians, living in coastal towns, or in sparse widely spread out inland settlements.

CIVILIZATION
The Dyvogian civilization is a very ancient one. And the Dyvogian people still cling to some of their most ancient traditions, including government by a matriarchal
Dyvogians are an aggressive people, and sometimes even warlike. For over 3 centuries they have been engaged in a cold war of sorts with their neighbors, the Torzians, after a Torzian ambassador insulted the Dyvogian princess by making sexual advances on her at a diplomatic dinner.

The Torzian was drunk at the time.

**RESOURCES**

The Dyvogians are miners and mine all sorts of valuable ore and metals from their planet. Including dilithium. There is also a metal native to Moqster that is as close to naturally occurring titanium as has ever been discovered.

Dense, and virtually indestructible, this metal is used in the manufacturing of Dyvogian starship hulls. It is also exported to several systems within the range of Dyvogian freighters including both Romulus, and Qo’noS.

Dyvogian contractors are valued as builders and excavators. And their soldiers are highly in demand as mercenaries. They are also skilled craftsmen, and expert weapon makers specializing in melee weapons such as swords, and axes.