I like to think of the race inhabiting Vardus as being somewhat like Sparta:

* Compared to humans, fairly large/muscular. Similar bone structure to a mammal that stands up on 2 legs.
* Renowned in the universe for their warriors/weapon tech [Explains the piles of guns and stuff laying around].
* But, besides being warriors also have some interest in the arts
* Are also self sustainable
* Also, very little classism - farmers/warriors/scientists/chronicler are respected - all recognized as essential.
* Were ravaged by war in the past due to abundant (rare) natural resources [specifically, attacked by other races not from Vardus]. Main driver in developing weapons tech/defense
* Also main driver in being self sustainable, so they could be isolationist, build a stable society

Because they’re self sustainable, they will occasionally trade for certainly luxury goods they can’t create themselves, but typically just keep to themselves now. They’re also fairly out of the way, so nobody pays much attention to them most of the time.

**Timeline:**

01-12-2481: Last trade with Vardus

08-12-2481: The current holders of the cube transport it but their ship goes down on Vardus [This is mistaken for a meteor because it’s a small cloaked ship]. (Burns up in the atmosphere might be a more accurate phrasing.)

09-12-2481 - 28-12-2481: Vardus mutates due to The Cube.

01-13-2481: Attempted contact with Vardus. No response

02-13-2481: A ship goes to Vardus trying to make contact; Vardus “not found”. Only a ruinous planet with scrambled biomes nearby.

04-13-2481: This intel plus the rumour that the cube was being transported convinces (the final boss) that the cube could be on Vardus and it’s worth investigating.

05-13-2481: Game start

**Final boss:** The AI aboard your ship, created by a solo scientist set on trying to create a perfect being. The AI, like any other AI, went rogue, killing the scientist and taking over his lab and eventually discovering the cube by breaking into the trade federations trade records. He knows of its power as people exposed to it experience immensely high brain activity and cell growth. The AI believes it the key to his goal.

**~3 Different types of lore:**

1. The story of a chronicler from Vardus, detailing what happened as a primary document, written diary style
2. Historical documents on Vardus, explaining culture, wars, technology, etc
3. Ship documents: High level information on galaxies, universe, your mission, information on tech not necessarily built on the planet, backstory of the final boss/your mission/the cube, etc.

**Document type #1 - Primary documents**

***I’ll tune the dates later, but this happens over ~10 days***

Entry #1 - 24-10-2481: Entry on standard trade

Entry #2 - 1-12-2481: Entry on annual bodybuilding tournament or something equally irrelevant and mundane. Winner is the mayor Azar.

Entry #3 - 01-12-2481: Entry on trade (corresponds to last trade deal)

Entry #4 - 08-12-2481: Entry on meteor shower (corresponds to above)

Entry #5 - 09-12-2481: Meteorite found

Entry #6 - 09-12-2481: Other meteors fallen nearby

Entry #7 - 10-12-2481: Rumour: Researching the cube

* Strange readings on instruments

Entry #8 - 10-12-2481: Rumour: Mayor taking an interest in the cube

Entry #9 - 10-12-2481: Mayor took the cube and locked himself in his manor.

Entry #10 - 10-12-2481: Unease in the town

Entry #11 - 10-12-2481: Reports of similar strange behaviour in nearby towns

Entry #12 - 10-12-2481: Dogs behaving strangely.

Entry #13 - 10-12-2481: Dogs growing weird abscesses

* Speculation of foreign illness

Entry #14 - 10-12-2481: Reports of grass and small shrubs dying in some areas

Entry #15 - 10-12-2481: Children mysteriously ill; similar abscesses to dogs.

Entry #16 - 10-12-2481: Unrest

* Mutant Dogs running wild. A building collapsed in town after a small earthquake.

Entry #17 - 10-12-2481: Widespread illness

Entry #18 - 10-12-2481: Forests and meadows dying

* Lots of desert-like terrain forming

Entry #19 - 10-12-2481: Most of village ill.

* Many have mutated into strange golems. They don’t seem to be aggressive but nobody dare threaten them.

Entry #20 - 10-12-2481: Abandoning the village

* Few if any healthy left. Most non-golems gone into hiding. My only hope is to try to get to the town of Teriss.

Entry #21 - 10-12-2481: Most vegetation dead. Deserts.

Entry #22 - 10-12-2481: Snow biome <Boss 2 Theme>

* Next to a desert, because that makes sense, right?

Entry #23 - 10-12-2481: <Boss 3 theme>

Entry #24 - 10-12-2481: <Boss 4 theme>

* May as well make boss 4 the mayor of Teriss

Entry #25 - 10-12-2481: Sickness

* Finally getting sick. Must press on to Teriss

Entry #26 - 10-12-2481: Hunger, Weakness. (The end)

* Camped out a half day’s from Teriss
* Abrupt end to journal entry on a half finished sentence

**Lore Part #2 - History of Vardus**

Scatter books about the 4 main villagers

* Mayors are… <bosses names>
* Other interesting facts

**Lore Part #3 - Hub Lore**

* Scatter some document briefs/research notes on the cube.
* May want to scatter mission briefs around
* Information on your “employer”