

INSTITUTE OF ALIEN STUDIES

Klingon Warrior Academy



Warrior's Manual

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1.0 – The Klingon Empire

Written by Eric Schulman

(Star Trek Encyclopedia, expanded edition, 1999; Memory-Alpha.org;
Memory-Beta.wikia.com)

1.1 – The Homeworld

The homeworld of the Klingon Empire is called **Qo'noS** (also known as Kronos, Kling, or Klinzhai). It is the third planet of six in the Klingon system and the only one that is habitable (Class M).



The Klingon star is more massive than Sol. It began running out of hydrogen in its core millions of years ago. As a result, the star has been growing larger and redder during that time. Its total luminosity has been increasing slowly but will increase much faster during the next few million years as the star runs out of core hydrogen completely and turns from an orange sub-giant into a red giant. This will render Qo'noS completely uninhabitable, but it is not something most Klingons worry about because it will occur in the distant future and they have more immediate concerns.

Qo'noS used to have two moons: Corvix and Praxis. The Klingons obtained energy from the molten core of Praxis until 2293, when lax safety precautions led to a massive explosion that destroyed the moon. The explosion damaged the Qo'noS ozone layer and led to massive devastation as chunks of Praxis bombarded the planet. Klingon scientists predicted that Qo'noS would be uninhabitable within a few decades without outside assistance. Chancellor Gorkon reached out to the Federation for aid, and this eventually led to a formal alliance between the Klingon Empire and the United Federation of Planets.

Qo'noS is green when viewed from orbit, primarily because of an overabundance of carbon dioxide, sulfur dioxide, and methane in the atmosphere compared to Earth. The planet is dominated by a huge ocean with one large land mass. Hurricane-like storms grow to be



almost as large as the continent itself as they travel over the far side of the planet with no land to slow their growth. These storms are exacerbated by the atmospheric turbulence caused by large temperature differences between the day and night sides of the planet. The planet has a severely-tilted axis, which increases the extremes of hot and cold temperatures between summer and winter. These seasons are particularly known for

violent weather since half the planet is in one season while the other half is in the other season and the temperature difference between the two creates powerful storms.

First City in the 24th Century



The city itself is divided into quarters. Kahlest, Worf's nanny, was a resident of the Old Quarter. The House of Duras resided within the city. The House of Kozak had it's ancestral home within the city.

For the next 1500 years, Klingons went on pilgrimages to the planet Boreth to seek a vision of Kahless. It was this monastery that created a clone of the original Kahless because the clerics felt the

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Site of the Khitomer Conference in 2293



The planet of Khitomer (QI'tomer) was a farming colony in the beta Quadrant. The M-Class planet was lush and beautiful, a fitting site for the Khitomer accords.

In 2293, Khitomer was considered to be a neutral site between the Federation and the Klingon Empire, and was located near the Romulan border. In that year, the peace conference was held at Camp

Khitomer on the planet. The conference started the first full peace negotiations between the United Federation of Planets and the Klingon Empire and gave birth to the Khitomer Accords. Originally, Earth had been selected as a venue, but after Klingon chancellor Gorkon was assassinated on his way to Earth, the conference had to be relocated to Camp Khitomer. (Star Trek VI: The Undiscovered Country)

By 2346, a Klingon colony existed on Khitomer. On stardate 23859.7, the colony fell victim to a Romulan attack. In the attack - which later became known as the Khitomer Massacre - 4,000 colonists were killed, amongst them Mogh and Ja'rod (TNG: "Sins of the Father"). Only two survivors were believed to have been rescued by the USS Intrepid; however, a group of colonists captured by the Romulans were allowed to live and were taken to a prison camp in the Carraya sector, remaining undiscovered until 2369 (TNG: "Birthright, Part I", "Birthright, Part II"). An obelisk was erected on Khitomer as a memorial to those killed. (VOY: "Memorial")

The Romulan Empire thereafter laid claim to the planet, and it appeared on Federation maps in 2369 as being within their territory. (TNG: "Birthright, Part II")

Some time prior to 2375, Admiral William Ross met Chancellor Gowron at Khitomer. (DS9: "When It Rains...")

1.3 – History of the Empire

Prehistory

Billions of years ago, the first sentient humanoids in the Milky Way seeded their DNA across the galaxy, mixing it with local DNA. Klingons, therefore, developed partly from the indigenous prehistoric life on Qo'noS and partly from alien humanoid DNA.

Little is known of the Klingons before the establishment of the Empire. Their religion states that the first Klingons destroyed the gods who created them.

1st Millennium

The Klingon Empire was founded around 900 AD Terran Calendar on the Klingon homeworld of Qo'noS by Kahless the Unforgettable when he slew the tyrant, Molor.

The Empire went through several dynasties of rulers, experiencing a period between the 2nd and 3rd Century known as the "Dark Time", a 10-year experiment in democracy. Apparently the Klingons didn't take well to democracy.

Around the 14th century, Qo'noS was invaded by the Hur'q, (The Klingon word for outsider) who pillaged many treasures, including the sword of Kahless. The Klingons eventually expelled the Hur'q from their homeworld.

The Klingons confiscated advanced technology from the invaders, and used it to expand their empire into space. If the Klingon designs were in fact stolen, and not developed on their own, this might explain why Klingon technology seems to have advanced so little during the ensuing centuries compared to other planets, such as Earth. It also explains how such a warlike and anti-intellectual civilization was able to develop warp drive, by reverse engineering it from the technology of an invading race.

Around 2069 the High Council was formed, eliminating the position of Emperor until 2369.

22nd century

Around the early part of the 22nd century, the warrior class began exerting a greater influence throughout Klingon society, radically altering the justice system.

In 2151, a faction in the Temporal Cold War from the 28th century attempted to alter the timeline by using the Suliban Cabal to incite unrest within the Klingon Empire. This resulted in the first contact between Klingons and Humans and sparked the first voyage of the Warp 5 vessel, *Enterprise*. Concurrent with this mission, *Enterprise* communications officer Hoshi Sato became the first known human to learn the Klingon language. Although initially positive, the relationship between Starfleet and the Klingon Empire remained on shaky ground during the first few years of contact, with *Enterprise* being fired upon by a Klingon battle cruiser only a few weeks after the vessel's trip to the Klingon homeworld.

By 2152-53, Captain Jonathan Archer had become a fugitive from Klingon justice. The *Enterprise* destroyed a Klingon vessel carrying the then-head of the House of Duras, who was in pursuit. The crew of *Enterprise* redeemed themselves in a few Klingon's eyes in 2154 by helping the Empire stop the Augment Virus from wiping out the Klingon people.

23rd century

Around 2218, relations between the Empire and the Federation degenerated, with hostilities lasting until 2293.

In 2266, The Organians prevented war between the Federation and Klingon Empire. **The Organian Peace Treaty** forced on both sides held each to a non-aggression pact and an establishment of a neutral zone in which each side had to compete for trade agreements with any planets in a non-violent way.

In 2267 the Klingons and the Romulans forged a military alliance and the Klingons traded several warp-capable ships in exchange for Romulan cloaking technology.

In 2293 the atmosphere of Qo'noS was contaminated when Praxis, one of its moons, and its primary mining facility, exploded. This event was a turning point in relations between the Klingons and the United Federation of Planets, as the Klingon Empire could not afford to maintain their excessive military activities and deal with this new ecological problem.

Thus the two powers entered into an alliance, **the Khitomer Accords**, that lasted for many years.

24th century

In 2344 the Klingons and Romulans went to war after the Romulans attacked the Klingon outpost Narendra III. The Enterprise-C cemented friendly relations between the Klingon Empire and the Federation by sacrificing itself to protect the outpost from the Romulans. This act of bravery raised the honor of the Humans in the eyes of the Klingons.

In 2357, Worf, Son of Mogh, a survivor of the Khitomer massacre, became the first Klingon to enter Starfleet Academy and in 2363 he was assigned to the Enterprise-D as relief conn and tactical officer at the rank of Lieutenant j.g.

In 2367 the Klingon Civil War began after Chancellor K'mpec was slowly poisoned by members of a rival family. Before his death, K'mpec named Captain Jean-Luc Picard his Arbiter of Succession. Gowron was selected as the next Chancellor, but the House of Duras opposed this decision and civil war began. It was later revealed that the Romulans, led by Sela, provided military supplies to the House of Duras in order to destabilize the Gowron regime. (Star Trek Encyclopedia) Duras quickly lost all support, ending the war and leaving Gowron as undisputed leader of the empire.

In 2369, the position of Emperor was reinstated, when the clone of Kahless inherited the throne with the blessing of the Chancellor and High Council. Titled Kahless II, the emperor became titular ruler of the empire at a time when the empire needed a figurehead. The bulk of power, however, remained in the hands of the High Council.

In 2371, relations between the Klingons and the Federation soured over the issue of the Klingon invasion of Cardassia, allies of the Federation at the time. When the Federation refused to support the Klingon invasion, Chancellor Gowron withdrew from the **Khitomer Accords**, resulting in hostilities between them. In 2372 fighting broke out between the two powers. However when the Federation and Klingons discovered that they were being manipulated by the Dominion, an uneasy cease-fire was declared. In late 2372, the Cardassians formally announced they had joined the Dominion, and the Jem'Hadar forced the Klingons to retreat from Cardassian space, inflicting heavy damage on them. Captain Sisko was able to convince Gowron to reinstate the Alliance.

Again allies, the Klingons and Federation turned their attention to the Dominion and the Cardassians as war against them became inevitable.

When the war began, both the Federation and Klingons fought side-by-side against the Dominion, even though the odds were against them. However, once the Romulans joined them the tide eventually turned against the Dominion. In 2375 the Federation-Romulan-Klingon fleet defeated the Dominion with the assistance of the Cardassian resistance during a final assault on Cardassia Prime. Despite the refusal of Sisko and Ross to drink blood wine over the bodies of the enemy with Martok, the two powers remained strong allies after the war.

Shortly before the end of the Dominion War, in 2375, Gowron took direct control of the Klingon fleet (a position held up until that point by the successful General Martok) because he was concerned that Martok was becoming too popular among both the troops and the civilian population from his wartime success. Since new Chancellors can ascend to that

position by killing the former Chancellor, Gowron wrongly feared that Martok would challenge him for his position. Martok had never aspired to be Chancellor.

Since Gowron was much more of a politician than a tactician, the Klingon fleet began to take unnecessary losses, which Gowron manipulated to appear to be Martok's fault. Commander Worf, disgusted by Gowron's incompetence in the war and usurping Martok's position for political purposes, challenged the Chancellor to ritual combat and killed him.

According to the traditions of the Empire, Worf had the right to become the next Chancellor if he wished, but instead granted the role to Martok, having no desire for a political position himself. Martok would shortly invite Worf to become the UFP's ambassador to the Klingon Empire.

2.0 – The Klingon Government

http://en.wikipedia.org/wiki/Klingon_High_Council

2.1 – The Klingon High Council

The **Klingon High Council** (**tlhIngan yejquv**) is the supreme ruling body of the Klingon Empire. The council meets at the Great Hall of the First City of the Klingon Empire on the planet Qo'noS

The High Council is presided over by the Chancellor, and is composed of a loosely faction-based, informal cabinet, the heads of the Great Houses. Most of the seats are hereditary and some are conferred on distinguished figures. The exact number of council members is not known. The Chancellor sits in an elevated chair at the front of the room, and the other council members surround him in a semi-circle. A large Klingon insignia hangs on the wall at the front of the room, behind the council members.

The council directs the political, diplomatic, military, and internal matters of state. The Chancellor is empowered to enter into treaties on behalf of the council and the people, and has general executive power, although he is subordinate to the Emperor. The Council also provides overall strategic direction on military matters, but in practice tactical and logistical matters are left to the battlefield commanders.

The council is also the final Court of Appeal, deciding matters pertaining to the various Klingon Houses. One example would be granting dispensation to allow a woman to rule over a house if her husband died in unusual circumstances and they had no sons (The House of Quark, DS9). If one of the Houses falls and another makes a claim to the lands and property of the House, the council will judge the validity of the claim.

The council acts as all three branches of government - executive, legislative, and judicial. For crimes committed against the Empire, the council can judge the guilt of an individual Klingon and his entire family. If the Klingon is found guilty of a crime, he and his entire family will suffer the consequences of the crime. For example, treason causes the family to lose its honor for seven generations.

The members of the council serve at the pleasure of the Chancellor. This authority was shown when Worf's brother Kurn was granted a seat on the council after the 2367 civil war,

and was later taken from Kurn when Worf refused Gowron's orders to turn against the Federation in 2372.

The Chancellor has, at various times, been informally referred to as "leader" of the High Council (TNG's "Unification I"). Formally, however, the role also carries the title of "Klingon Supreme Commander" (TNG's "Reunion"), which presumably means commander-in-chief of the military.

The means of choosing the Chancellor vary. One way would be challenging the Chancellor to a fight to the death. If the challenger is victorious, the old Chancellor would be dead, and the challenger would usually take the role of Chancellor for himself, or in rare cases bestow the role to another. (Worf challenging Gowron) If a Chancellor dies of natural causes or not as a result of direct combat, an Arbiter of Succession will be named. (The death of K'mpec) The Arbiter designates the strongest challengers, who then fight each other to the death for the office or follow an ancient tradition in which the candidates list their deeds.

There is one known instance when a Chancellor named his own successor. Shortly after the Praxis explosion Chancellor Gorkon named his daughter Azetbur as Chancellor in the event of his death.(Undiscovered Country)

Known Chancellors of the High Council:

- Chancellor Mow'ga (2nd Empire - approximate Earth dates not known)
- Chancellor Mereck (c. 2154)
- Chancellor Gorkon (? - 2293) - Began the peace process with the Federation after the explosion of Praxis. Assassinated by Federation and Klingon officials opposed to the peace process.
- Chancellor Azetbur (2293 - ?) - The daughter of Gorkon, named Chancellor after Gorkon's assassination.
- Chancellor K'mpec (? - 2367) - The longest serving Chancellor.
- Chancellor Gowron (2367-2375) - Killed in a duel by Worf. The council members wanted him to become Chancellor, but Worf proclaimed Martok the new Chancellor.
- Chancellor Martok (beginning 2375)

2.2 – The Emperor



Prior to the mid 21st century, an Emperor presided over the Klingon Empire. After the formation of the Council, from about the mid 21st century to 2369 there was no Emperor.

In 2369 Kahless the Unforgettable reappeared on the planet Boreth; upon which the original Kahless said he would one day return. The monks living there had created a clone of Kahless because they felt Klingon society was on the decline, and that only Kahless could bring them back to their former glory.

Though the deception disgusted him, Worf felt that the clone could still play a valuable role in Klingon society. Worf managed to convince Gowron to accept Kahless as Emperor. The Emperor would be a spiritual figurehead of national identity, similar to the Japanese

Emperor, while the actual power would still rest with the Chancellor and the High Council. The Klingon people were not told that this new Kahless was a clone, but that he was an heir to the original Kahless and the throne. Emperor Kahless was installed soon afterwards.

2.3 - Justice

(http://en.wikipedia.org/wiki/Klingon_law)

Klingon law is that law code which is used in the Klingon Empire. A large proportion of what we know of the Klingon law code comes from the Gorkon Incident, in which an assassination trial is witnessed, and the Quark's marriage/divorce to Grilka, in which Quark is credited with killing a Klingon in combat. It should be noted that over a century elapsed between the dates of these two events, however, and some evolution of the system may have occurred in that period.

The Klingon law code is rather similar to that of the Federation, with a few key differences:

- Klingon law provides that both the prosecution and the defense present their cases simultaneously.
- Klingon law provides for some key rights:
 - If the head of a House kills the head of another house honorably, he has the right to marry his victim's widow and thereby becomes the leader of that house as well, in a ritual called **bIreqtal**.
 - If a member of a house is killed dishonorably, another member of that house may swear to blood revenge, allowing that house member to kill the murderer of their kin (it is unclear what limits exist on which House member this must be); this is a legal right called **bortaS DIB**, the "Right of Vengeance".
- Murder is a capital offence under Klingon law.
- Assassination is also a capital offence under Klingon law.
- A Klingon who allows him or herself to be captured in battle and doesn't attempt to escape or fight his or her way free dishonors himself and his family for three generations.
- As in Federation law, the captain of a starship is responsible for the actions of his crew. If a member of a crew is not able to be located for prosecution, the captain may be prosecuted in his stead.
- In Klingon law, a Klingon's family is responsible for his or her actions, and the family is responsible for the individual's acts. If a family member commits treason, the family will be dishonored for seven generations. One of the most well known examples is when the Klingon government accused Mogh, father of Worf, of collusion with the Romulans. Because of Klingon law, Worf and his brother Kurn were also guilty of Mogh's act under Klingon law. It actually was Duras' father who committed the treason, but if that had been revealed at the time, it would have caused civil war. Worf then accepted discommendation for over a year to protect the Empire and to stay alive long enough to right that wrong.

3.0 – The Klingon Military

3.1 - Klingon Ranks

(Klingon for the Galactic Traveler)

la'quv – Supreme Commander, the military title given to the Chancellor.

Officer (yaS) ranks

`aj - admiral
Sa' - general
totlh - commodore
`ech - brigadier
HoD - captain
la' - commander
Sogh - lieutenant
lagh - ensign
ne' – yeoman

General Chang would be called **qeng Sa'**, the rank following the name

Other titles:

La'a' – commandant – an officer of any rank in charge of an installation such as a prison camp.
beq – crewman
QaS – general term for troops
mangHom – general term for a cadet (little soldier)
yaS – officer
yaS wa'Dich – First officer
yaS cha'Dich – Second Officer

The only noncommissioned ranks noted on-screen are "sergeant" (referring to one of the nonspeaking Klingons in Star Trek III: The Search for Spock) and "beq". Alexander Rozhenko was a 'beq' when he served in the Klingon Defense Forces.

Klingons typically disdain the use of rank insignia on their uniforms (no Klingon uniform has ever been seen to display such things). A Klingon warrior can be trusted to actually be whatever rank he or she claims to be, as to do otherwise would violate their honor code. Despite the Klingons' disdain for rank insignia, some have been decorated with baldrics. These could have denoted special positions within the military as they do not seem to be specific to any rank.

3.2 - Klingon Military Organization

(Klingon for the Galactic Traveler)

The Klingon Defense Force



The Klingon Defense Force (**tlhIngan Hubbeq**) is run by the High Council. It is broken down into fleets (**yo'**) and squadrons (**nawlog**). Some squadrons do not belong to fleets and so run independently, under the command of and financed by a powerful House. Worf's brother Kurn had several ships under his personal command, which he could rally to the support of a cause as he saw fit.

One of the responsibilities of a Klingon Officer is to assassinate his superior officer should that officer become disabled or prove to be incompetent. This duty runs to the highest levels of the Military, even to the Supreme Commander.

Upon taking command of a ship, the commander and officers will perform a ritual in which the XO receives the ship's logs and the CO relieves the previous commander of the position.

3.3 - Klingon Weapons

(ex-astris-scientia, ditl.org)

bat'leth <u>Sword of Honor</u> According to oral history Kahless forged the first bat'leth by dropping a lock of his hair in the lava of a volcano and a nearby lake and twisting it into the first Honor sword. Prowess with this weapon is a highly prized skill and regular tournaments are held for warriors to prove their skill.	
Mek'leth <u>Little Blade</u> This is similar to the bat'leth in many ways, but it is not so much a sword as a large knife. It has a curved blade approximately 30 cm long, and is an imposing sight. Another staple of the average Klingon's weapons closet, this is a formidable blade. Especially suited to close-quarters combat, such as in the corridors of a ship being boarded.	

chonnaQBelly Spear

This spear, in a smaller version, is used in the children's game of qa'vak, a game of hoops. The game incorporates spinning hoops and hones the skills needed for the hunt. Once a male reaches the age of ascension he is gifted with an adult version of this spear by his father on the occasion of their first hunt together as men.

**'oy 'naQ**Painstick

Used as part of the Age of Ascension and Sonchi rituals, this weapon is capable of killing a two ton Rectyne Monopod.

**chu' nISwI' Hich**Disruptor Pistol

ca. 2359 - present
this is a standard issue disruptor pistol in use by the Klingon Defense Force and the wealthier families and Houses. It has a power cell and fires a bolt of pure energy at a target, vaporizing it.

**nISwI' beH**Disruptor Rifle

This gun has a bigger charge pack. It is capable of a higher setting, longer effective range, and better duration between chargings than the standard disruptor pistol.

**qut'luch**

Assassin's knife.



JejtajSharp Dagger

Technically, this weapon is not a dagger. It is wielded more like a Terran pair of brass knuckles and used similarly. It can also be used defensively to ward off knife attacks. Also when properly weighted and balanced it can be used like a Terran throwing star.

**Daqtagh**Ceremonial Knife

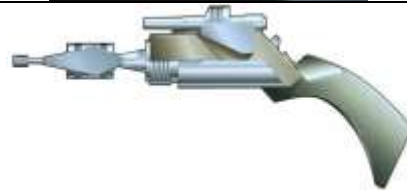
This is the traditional warrior's knife. It is used in many ceremonies and rituals. Historically it has been used to kill the first captured prisoner in an effort to weaken the opposing leader's control.

**Mevaq**

Use to commit ritual suicide. Wielded by a relative in the Hegh'bat and Mauk-to-vor to dispatch a dishonored warrior or when one can no longer physically function as a warrior.

**Early Disruptor**

Seen in TOS, it resembles a flintlock and has a distinctive warble sound'

**Gintak**

Throwing spear used to hunt large game



3.4 – Ships

(from www.ditl.org and http://en.memory-alpha.org/wiki/Klingon_Bird-of-Prey)

Klingons refer to their ship as “he” rather than “she” as Humans do. The Klingon Empire has had nine major starship classes since the early 22nd Century. Klingons do not quickly discard starship designs that work well for them. Of the six Klingon starship classes first commissioned in the 22nd or 23rd Centuries, only one was in the fleet for less than 100 years. That class (the D-4 Bird of Prey) was replaced by a similar class (the D-11 Bird of Prey) within a decade.

Klingon Starship Classes

Name	Type	Dates in Service	Length of Service
D-5	Battlecruiser	2120-2280	160 years
Bird of Prey	Scout	2125-2170	45 years
Raptor	Scout	2145-2260	115 years
D-7	Battlecruiser	2146-2285	139 years
K'Tinga	Light Cruiser	2269-Present	118+ years
Bird of Prey (D-11/D12/D-13)	Scout	2277-Present	110+ years
B'Rel	Cruiser	2327-Present	60+ years
Vor'Cha	Attack Cruiser	2347-Present	40+ years
Negh'Var	Battleship	2368-Present	19+ years

D-5 Battlecruiser

The D-5 Battlecruiser was the most powerful Klingon starship during the first half of the 22nd Century. The ship had dispersive armor and shields and was equipped with both disruptors and photon torpedoes. It was capable of speeds up to Warp 6 and had advanced sensors. The D-5 remained in the fleet well after the arrival of the larger and more capable D-7 (Kor commanded an old D-5 during the Battle of Caleb IV in the 2260s).



Bird of Prey (D-4)



The D-4 scout ship was the first Klingon Bird of Prey. It had eight disruptor cannons and two photon torpedo launchers (one facing forward and the other facing aft). It had defensive shields, was equipped with a tractor beam, and could exceed Warp 5. It had a crew of 18 and was in service for 45 years.

Raptor

The Raptor scout ship was similar in size to the D-4. It had a crew of 12 and was equipped with defensive shields, two disruptor cannons, and one photon torpedo launcher. The Raptor was in the Klingon fleet from 2145 to 2260.



D-7 Class Battlecruiser



The D-7 Battlecruiser was the workhorse of the Klingon fleet for more than 100 years, from 2146 to 2285. The early versions had four disruptor cannons and two photon torpedo launchers, but by the end of its service life the number of disruptor cannons had been increased to ten. It had a crew complement of 430. The D-7 was so impressive in the 23rd Century that the Romulan Empire traded cloaking technology to the Klingon Empire in exchange for several D-7s. A century later, some D-7's were brought out of mothballs and upgraded to fight in the Dominion War.

K't'inga Class Light cruiser

The K'Tinga Light Cruiser replaced the D-7 in the middle of the 23rd Century and it still remains in service today. It packs a powerful punch, with 14 disruptor cannons and two photon torpedo launchers. It has a crew of 510. A K'Tinga was the flagship of the Imperial Fleet during the late 23rd Century.



Klingon Bird of Prey (D-11/D-12/D-13)



A new Bird of Prey (the D-11) replaced the D-4 the late 23rd Century. The D-11 and its similar successors (the D-12 and D-13) have been in the Klingon Fleet in large numbers ever since. The ships typically had two disruptor cannons and one photon torpedo launcher. The crew complement ranged from 12 to more than 30 depending on the design and the mission.

The Bird of Prey has been shown with three wing positions: Cruise, Attack, and Parked. All three positions may be seen in the movies *Star Trek III: The Search for Spock* and *Star Trek IV: The Journey Home*.



Klingon BOP with wings in parked formation on Vulcan.



Klingon BOP with wings in attack formation.



Klingon BOP with wings in cruise formation.

The smaller size of this ship increases its maneuverability in combat situations and is far cheaper to produce in quantity. Great Houses with their own fleets employ Birds of Prey. They usually operate in pairs or trios, though solitary Birds of Prey may be assigned to patrol duties along Klingon borders. This ship is designed to function in both space and a planetary atmosphere. It carries a crew of twelve.

B'rel Cruiser

The B'rel Cruiser looks very similar to a Bird of Prey at first glance, but it is in fact much larger (three times the length and 25 times the volume). It is equipped with 8 disruptor cannons and 6 photon torpedo launchers and has a crew complement of 12. In 2365, Commander Riker of the USS Enterprise-D became the first Starfleet officer to serve aboard a Klingon vessel when he became first officer of the B'rel-class IKS Pagh as part of an officer exchange program. The B'Rel is still in service.



Vor'cha Class Attack Cruiser



The Vor'Cha Attack Cruiser was first fielded in 2347 and was the largest ship in the Klingon fleet at the time. It has 15 disruptor cannons, four photon torpedo launchers, and a crew of 1,900. A Vor'Cha was the flagship of the Imperial Fleet until the introduction of the Negh'Var battleship in 2368.

Negh'Var class Battleship

The Negh'Var Battleship is a staggeringly large starship. It can carry 10,000 troops in addition to its crew complement of 2,500. The Negh'Var transports the troops to a planet using large numbers of landing craft and more than 30 personnel transporters. It has 20 disruptor cannons and eight photon torpedo launchers.



The Negh'Var is not very maneuverable, so its main disruptor batteries are generally only used against large space stations and planetary installations.

4.0 – The Klingon People

Who are the Klingons?

The Klingons are a proud, warrior, tradition-bound people who value honor above all else. The aggressive Klingon culture has made them an interstellar military power to be respected and feared. Klingons believe they have the instinctive ability to look an opponent in the eye and see the intent to kill. The only other race that has shown the same ferocity and fanaticism in battle is the Jem'Hadar.

4.1 - Physiology

Early in their evolution Klingons were venom-spitting predators with a heavy crustacean-like exoskeleton. When preserver DNA was combined with these animal forms, they evolved into a sentient, warlike species.

Roughly humanoid in appearance, Klingons typically sport long manes of luxuriant hair with moustaches and beards common among males. Their hair is typically black, but can appear brown or red, especially in offspring of mixed races.

Perhaps their most prominent external feature is their ridged forehead which appear to be extensions of their spines. These intricate, bony patterns, which are also visible on their feet, vary by family line.

Klingons have violet venous blood and lavender arterial (oxygenated) blood (based on the metal ion manganese according to some unofficial sources).

Most Klingon body functions incorporate multiple redundancies, such as redundant stomachs, lungs, livers, an eight-chambered heart, and twenty-three ribs. Even certain parts of their nervous system have redundant branches. This characteristic, known as "brak'lul," makes Klingons incredibly resilient.

Klingon ribs are arranged in a latticework; the structure might be compared to chainmail. Modern Klingons lack tear ducts, although Klingon myth states that Kahless once filled the ocean with his tears. The Klingon expected lifespan is at least 150 years. However, it is typical, and expected, that male Klingons die young while in battle and not of natural causes.

Klingon pregnancies run 30 weeks. The Process of giving birth can sometimes take days. Interbreeding is possible with Betazoids, Humans, Romulans, and Trill. Klingon traits remain dominant over several generations. The children grow quickly to maturity.

Klingons, like many humanoids, have variations in skin color, from pale to very swarthy. Over the decades of Human-Klingon contact, a variety of Klingon types have been encountered.

Human-looking Klingons

There appeared to be four distinct phenotypes of Klingons.



From the year 2154, Klingons who came in contact with the Federation had external features resembling Humans and wore their hair in a more conservative fashion than seen later (and previously).

These appeared to have two skin tones: some who were pale with neatly groomed hair and others much darker (a greenish-brown), with thick, bifurcated eyebrows. The two never appeared together. The differences in the two phenotypes may explain, in part, Dr. McCoy's immediate lack of knowledge of Klingon anatomy when he tried to save Chancellor Gorkon in 2293. These Klingons lacked ridges on their heads. 23rd century Klingons descended from victims of the Augment Virus (discussed later).

The second phenotype was tall and thin in build, with both a single crested ridge extending over their partially bald heads and an occipital bun on the rear of their skulls (some refer to these Klingons as either specially bred "Battle-Class" Klingons, or derisively as "Duck's ass" Klingons, based on their haircuts).

The third Klingon phenotype was represented by General Chang. This Klingon was only slightly ridged in the center of the forehead, lacking the "normal" side ridges. They were largely hairless except for a small wisp at the back of the skull and (in males) a small goatee. These Klingons were seen in Star Trek: The Motion Picture.

The fourth, and most common phenotype seen, are the triple-ridged or "Worf"-type. These Klingons have individualized or clan-based ridge patterns, ranging from the slight "webbed" ridge pattern of Colonel Worf to the craggy triple ridges of the Emperor Kahless (clone).

Theories of Klingon Variation

Over the decades, several attempted to suggest reasons for the change, including the suggestion that the humanlike Klingons were a different race. It has been suggested that General Chang, whose features are less pronounced than other Klingons, might be a remnant of the humanlike Klingons.

It was also suggested the Klingons were actually human/Klingon "fusions" (hybrids) based on the premise that Klingons took 'know thine enemy' to its logical extreme in that incorporating human DNA and presumably human characteristics into Klingons would make them much more effective in combating them.

Kang and other Klingons first seen as humanlike was now seen more like the later Klingons, and the issue was finally acknowledged, when Worf, time travelling to 2268 with several others from the crew of DS9, encountered the humanlike Klingons.

Worf acknowledged that they were Klingons, but Klingons do not like to talk about the issue, especially with non-Klingons.

Cause of Klingon Variation

The cause of the variation in Klingon phenotype was actually revealed in a 22nd century classified document. The Augments, humans grown from genetically engineered embryos from the Eugenics Wars of the late 20th century, were defeated by Captain Jonathan Archer

and the Enterprise NX-01 in Klingon space. The Klingon High Council feared that Starfleet was developing armies of Augments and that they would pose a serious threat to the Empire's existence. Even when they were told by the Vulcan High Command that the Augments were created without Starfleet's knowledge or consent, they remained suspicious and so decided to fight fire with fire.

The Klingons gained access to the genetic material of the human Augments, and wanted to adapt this genetic engineering to augment their own species. The experiment did not work correctly; at first, subjects did gain increased strength and intelligence, but their nervous systems could not handle the strain and they died. One of the test subjects had a virulent flu, which — combined with the genetic changes wrought by the experiment — became a deadly, airborne plague that spread rampantly across the Empire, from world to world, causing the physical changes to change them into the human-looking Klingons of Kirk's day.

Dr. Phlox of the Enterprise NX-01 formulated a cure for the virus, however not before millions of Klingons were physically altered. And owing to the genetic nature of the virus, these alterations were passed to succeeding generations of offspring.

The Klingons were apparently so embarrassed by the fallout from this disaster, that they absolutely refused under any circumstances to discuss the incident with outsiders in later years.

There is also evidence (illustrated by the ignorance of members of the Deep Space Nine crew who encounter humanlike Klingons during time travel into the past) that knowledge of the change might become lost to mankind over time. The Enterprise also indicates that an early form of the Starfleet intelligence service Section 31 was somehow involved in the transformation of the Klingons. Phlox indicated that "someday" the physical alterations could be reversed. It was also revealed that not all Klingons were affected by the virus.

No explanation has yet been offered to suggest why only the humanlike Klingons seen in Kirk's day that were the genetically altered version of the race would be stronger and more intelligent, suggesting they may have been desirable soldiers in later Klingon/Federation conflicts.

The ridge-development cure must have been developed before 2293, the year of Khitomer Conference. Visual records of the conference show the Klingon Kang with ridges, though he had none in Kirk's day.

It can be calculated, therefore, that the humanlike appearance of the Klingons lasted for at least 119 years, since events of the Enterprise NX-01 took place in 2154, and the reversal mentioned by Phlox could have happened before 2273, but had definitely happened by 2293.

Some call these humanlike Klingons QuchHa', or the unhappy ones. They usually served in their own units, although sometimes they are known to mix with the rest of the fleet personnel. (<http://en.wikipedia.org/wiki/Klingon>)

4.2 – Klingon Medicine

Written by Wayne L. Killough, Jr. © 2007

At first glance, the strong, sometimes brutish Klingon Empire is a vast and glorious race of warriors. Their first duty is to the honor, success, and survival of their race. Transitioning into a true warrior race, the Klingons are not typically known for their medical achievements and advancements. It is true that Klingons traditionally have a harsh, almost barbaric mentality when it comes to the sick and injured: left to survive on their own, die, or perform *hegh'bat*, a traditional Klingon ritualistic suicide. This mentality comes from the fact that Klingons have what is known as *brak'lul*; basically, a redundancy in their internal organs: twenty-three ribs, two livers, an eight-chambered heart, three lungs, multiple stomachs and redundant neural functions. This concept of *brak'lul* aided Klingons when they were injured...the usual need of emergency care/first aid was not as important as it was to other humanoid races.

Humans, along with other humanoid races, tend to think that Klingons are not as medically advanced as they are, and that they are not concerned with medicine in general. This cannot be farther from the truth. In all actuality, the Klingon Empire does have many medical advances, and they are definitely concerned with medicine and the well-being of their race. There are, however, certain differences between the Klingons and other races in the realm of medicine that separate them.

The first major difference in Klingon medicine is the mentality of triage. While most humanoid races treat those wounded worst first, Klingons look at the cost effectiveness of the treatment. If it is less costly to let the wounded die and train a replacement, then that is what is done. If, however, the person injured has a skill or knowledge that is viewed by the Empire as "invaluable", then no cost is spared in their treatment.

Another major difference in Klingon medicine is the mentality of pain. While most humanoid races typically give medication or relief for pain, Klingons normally do not use anesthetics. Instead, the warrior-like Klingons bear the pain without medication. If the pain is too unbearable, and is to the point that the Klingon cannot go on, then they will use medication to relieve the pain.

The final major difference in Klingon medicine is the mentality of aesthetics. While most humanoid races typically try to eliminate scarring, or at least minimize it, Klingons are not concerned with this. They are solely concerned with the functionality of the surgery; cosmetic surgery for general appearances is rarely heard of within the Empire (unless it is for deceptive-purposes, then it is used).

Klingons typically have the same medical equipment that the Federation uses...or at least they usually have an equivalent that they use. Like Federation medics, Klingons use medical pouches, medications, biosupport and monitoring systems, laser scalpels, and diagnostic tables and panels. While the Federation uses Spray Dressing Applicators, Klingons use Foam Dressing Applicators. Klingons have pneumatic hypodermic technology to administer medications. Klingons use Vital Signs Readers, which are very helpful; however, they are not as easy to use and carry as the Federation Medical Feinberger. Whereas the Federation uses a Protoplaser to close wounds, Klingons use their own device, an Organic Suture.

One device of note in Klingon medicine is the Agonizer. This device, carried by top-ranking officials onboard a Klingon vessel, are used for discipline and for torture. The device, when contact is made to the flesh, emits sharp pain throughout the body of the victim.

References: Imperial Klingon Battle Fleet – Klingon Medicine Annex:

http://www.geocities.com/qoreth/ikbf_hb-medicine.html

Memory Alpha: <http://www.memory-alpha.org>

Medical conditions:

Ba'ltmasor Syndrome - a disease that some Klingons suffered from which required the sufferer to take regular injections at least once a week. (TNG: The Drumhead)

Ka'Hat plague - Ka'Hat, is the capital city of the Klingon Imperial Settlements of the Sherman's Planet Joint Administrative Territory.

Klingon augment virus - The Klingon augment virus was a modified form of Levodian flu that threatened to wipe out the Klingon race in the mid-22nd century. It was inadvertently created by Klingon researchers who were attempting to bio-engineer enhanced warriors using DNA from genetically-modified human embryos left over from Earth's Eugenics Wars.

Gorch – a pimple that adolescents get because of hormone imbalances.

Nanadekh - a disease that afflicted Klingons. Sometime prior to 2370 there had been a nanadekh plague in the Klingon Empire. In 2370, Bashir likened the fever sickness infecting the refugee camps in the Kaladrys Valley region of Bajor to the nanadekh plague. (DS9 novel: Warchild)

Nehret - a fatal transmittable disease that lays dormant for years until suddenly afflicting mature Klingons at any time. Instead of regarding this as an illness, it is referred to like "old age."

Unlike many diseases, the nehret was not filtered out by 24th century federation biofilters. As a result, the disease was carried aboard USS Voyager by a ship of Klingons who had traveled for over a century to the Delta Quadrant on a quest for the fulfillment of the kuvah'magh prophecy. At that time, B'Elanna Torres and her unborn child were infected. The Doctor was able to cure the disease when it was discovered that the unborn baby had developed an immunity to it, owing to her $\frac{3}{4}$ Human genome. (VOY: "Prophecy")

Rop'ngor - a Klingon illness that is comparable to the measles. It is typically experienced at a young age by Klingon children. Fainting can be a symptom of this illness.

T'Viad's syndrome - a disease suffered by Klingons, causing the massive eruption of blood vessels inside the brain. It can be readily diagnosed during a postmortem examination.

Captain Stren suffered from T'Viad's syndrome, which caused his death while piloting an aircar above the city of Novat, leading to a catastrophic crash. (KE novel: A Burning House)

Qong-Hegh - a hereditary genetic disease that was commonly associated among the lower classes within the Klingon Empire and was considered a shame by those who were affected by it. As such, there was no cure for the disease. Furthermore, New Klingons suffering

from it were quite embarrassed due to the social stigma involved with it despite the fact that they abandoned the class based system.

During the elaborate plot orchestrated by the Klingons regarding the Tholian Incident, it was stated that Kalrind was suffering from the disease in order to explain the medicines she took which were actually drugs that were designed to suppress her violent tendencies and create a second personality as part of the scheme. (TOS novel: Timetrap)

4.3 - Philosophy

Klingons are extremely territorial. There is no such thing as an "insignificant corner of Klingon space".

A Klingon Warrior's moral goal is the achievement of honor, mostly through battle. This is comparable to the Earth-based martial philosophy of such countries as China, India and Japan, although without the balance of inner contemplation.

The Klingon oath of 'sacrifice, strength, duty' displays the three primary qualities that are valued above all else within Klingon warrior society.

This is a culture that utilizes personal duels and assassination to legitimate to resolve conflict.

Some Klingons take ritual and tradition far more seriously than others, just as some take the very concept of honor far more seriously than others.

The Klingon belief that being killed in battle is a glorious death and guarantees entrance into Sto-vo-kor seems to mirror the philosophy of ancient Viking warriors, who believed that to die in battle with sword in hand was the ultimate honor and guaranteed entry into Vahalla.

In turn, the historical Klingon eschewing of creature comforts in daily life aboard their warships, to the point of outfitting crew quarters with nothing but smooth, solid metal slabs for sleeping upon, mirrors the lifestyle of the ancient Greek warrior culture of the Spartans, from which the resulting historical term naturally arises.

5.0 – Klingon Culture

5.1 - Cuisine

The Klingons' high metabolism makes eating and drinking an important activity and Klingon chefs take great pride in their carefully-guarded recipes. Every part of an animal, including its blood, is used for food, especially those taken in a ritual hunt.

One must not stereotype Klingons as strictly raw-meat eaters. Their food is prepared in as many creative ways as any culture, with fruits and vegetables cooked, fermented, or marinated. Eggs and seeds are incorporated into lavish dishes. Drinks are often mixed with various fruits to produce delicate variations of flavor.

In a survival situation Klingons WILL eat their food raw, sometimes even live, and some well-known delicacies are "best served when live."

Klingon Foods

boqrat: A type of animal. As a food item, boqrat livers are stewed in their own blood.

bregit lung: (bIreQtagh) A dish made of the breathing organ of any of a number of Klingon animals prepared in a manner that preserves its tough texture and blanched color.

Durani lizard skins: A delicacy served dried and thinly sliced. This dish was discovered by a Klingon military unit stranded on Durani I without supplies for six months.

Emperor's Meat: A food dish where aged meat is marinated in a sauce made with animal parts, blood and/or fruit juices.

fire skin: A food dish where animal skin is cut up and soaked in a strong liquor, then removing them and setting them alight just before serving. The pieces are eaten quickly while they are still burning.

finova bean: A type of bean that is deadly if not prepared properly. Commander Kleevas was forced to kill his cook when a badly prepared finova dish killed both his gunner and first officer.

glasht: Dark and leafy vegetable. Often served with a sauce. Think mushroom soup only with palm-sized slices.

grapok sauce: a Klingon condiment, often used on gagh and racht. (DS9 episode: "Sons and Daughters")

heart of targh: A traditional dish. Only the heart of the wild targh is eaten. targh are also bred for food but their hearts have been weakened by domestication and are not consumed.

Hurgh: A food dish made with a marinated peb'ot fruit.

Kayvak's Food: A fermented meat dish named for a famous ancient warrior for now forgotten reasons.

Krada legs - literally the limbs of an animal called a krada. It is usually served with grapok sauce. Lieutenant Rodek ordered krada legs at Kaga's Klingon Restaurant on Deep Space Nine during his visit in 2376. (KE novel: A Burning House)

Retrieved from http://startrek.wikia.com/wiki/Krada_legs



pipius claw: A traditional food dish. It is not served cooked but neither is it served live or just killed. Chefs carefully guard their recipes for tearing the creatures apart and marinating the various pieces in some sort of animal fluid to add flavor and chemically alter the texture. The pIpyuS has a hard shell and, while the specifics have not been defined, it may be some sort of crustacean

Qaj: A type of animal. Its tail is served as a food.



qagh: A dish of serpent worms, Gagh, is best served while as fresh as possible, i.e. while still alive, and it dies only when entering the digestive tract. In preparing the dish, the worms are fed diluted animal blood, which the worms find unappealing and will eat only when they are starving. Just before serving, the now ravenous worms are placed in a thick sauce. The worms eat the sauce, including an herb ingredient that is toxic to them and kills them in just a few minutes. Leftover qagh is

served as a stew. When referring to the serpent worms themselves, before being prepared as food, the tlhIngan Hol word is ghargh. It is also served with m'ressa twigs. Some Klingons say that they don't care for the taste of qagh, but like it for the fight it puts up when eaten. There are reportedly at least 51 distinct "flavor" varieties of qagh.

qa'raj: A type of animal with claws that can be served as food in a number of ways.

qettlhup: A sauce prepared by thickening chanDoq, a marinade.

raHta': Some type of worm similar to qagh that is also best served live.



rokeg blood pie: A traditional Klingon dish, consisting of animal meat and blood baked into a pie. Blood pie is difficult to prepare properly and chefs protect the secrecy of their recipes fiercely. A blood feud was precipitated between the House of Rengat and the House of Dor when warriors of each house claimed to have the better recipe. Rokeg blood pie is Worf's favorite food, and because of this, his adoptive mother learned

to prepare it.

slimy tongue balls: A klingon food served as an entree.

stuffed toDbaj legs: A Klingon food traditionally brought to the host on the QI'lop holiday.

zilm'kach. (tlhImqaH): An orange fruit served in sections.

Klingon skull stew: A stew consisting of an animal skull with various kinds of dressings.

Klingon Beverages

In Klingon culture, water is the antitheses of blood. Blood is strong while water is weak. Therefore, Klingons seldom drink plain water. Their choice of beverages operate under the concept that the less water-like, the better. Fermented juices, milk and grain make up the majority of alcoholic beverages.

baqghol: A native alcoholic beverage consumed heated and out of very small glasses.

blood wine: A non-native beverage that is very popular in the Empire. It is very dark red in color and best served at body temperature. An alcoholic beverage renowned for its flavor and potency. It has been mentioned that Blood Wine is stronger than Earth whisky. Few non-Klingons drink Blood Wine because of its potency. Klingons often drink Blood Wine when celebrating after a battle and while trading war stories. Klingons expect their Blood Wine to be served warm. Whether it actually contains blood is unknown to Terrans, though in formal ceremonies, a participant will add their own blood by cutting their hand above the wine. (For example, some Spanish wines have "Sangre" (blood) in their names; it is possible the Blood Wine contains no blood.)

boiling worm wine: A strong alcoholic beverage.

chechtluth: A strong alcoholic beverage, served in a metal goblet. Although considerably stronger than whisky, chech'tluth is suitable for humans. The word is derived from the tlhIngan Hol verbs tlhuth "to drink" and chech "to be drunk." The loose translation would have chechtluth something one drinks for the sole purpose of getting drunk.

nektai: A Berani beverage popular among Klingons. It is fatal to the lesser species, Humans, Romulans and Ferengi for example, and can be dangerous to Klingons who do not take care. It is said to be reactant fluid distilled in the blood of nektai warriors. As Gowron said, "An interesting drink."

qa'vIn: In tlhIngan Hol, the word for the Terran beverage coffee. Klingons consume the beverage very strong and usually black, although some kind of liquor is commonly added. In this case, the beverage is called ra'taj.

ra'taj: A Klingon beverage of qa'vIn, a very strong coffee, mixed with liquor. It is said that the drink was originally named ra'wI' taj, "Commander's Knife" but this etymology is not confirmed. A version using a nut-like flavoring instead of liquor, called raktaj in Federation Standard, has been developed for export. The fashion of adding cream, called **raktajino** after the Terran beverage cappuccino, is now popular served hot or cold, with or without extra cream and with or without the rind of some fruit to add even more flavor. These beverages bear little resemblance to either the original qa'vIn or ra'taj. Particularly popular in Quark's bar on Deep Space 9. The name is most likely a portmanteau of its true Klingon name and "cappuccino".

sour tea: A beverage said to cure all forms of gastral-intestinal disagreement.

'awje': A native Klingon carbonated beverage made from, among other things, the bone marrow of the teghbat. It is often, incorrectly, compared to the Terran beverage root beer.

Klingon Fire Wine: Not much is known about this beverage. Once while on the holodeck, Worf asked the bartender Annie for some Fire Wine. She replied, "This ain't Kansas City. We don't have none of that fancy European stuff here."

Klingon tea: Klingon tea is an extremely potent beverage. If prepared improperly this tea is deadly to humans, although they may inject an antidote beforehand if they still wish to drink it. Apparently, Klingon tea is not guaranteed safe for Klingon consumption either. Klingon tea is served and drunk during an elaborate tea ceremony.

Klingon Warnog: an ale.

5.2 – Music and Art

Music is a large part of Klingon society, from ritual chants to celebratory drinking songs, from Opera to lullabies. Worf liked to listen to Klingon Opera in the privacy of the Defiant. DS9's Klingon chef also played an instrument and sang for his patrons. One of their sayings sums up their love of song. "ta'mey Dun, bommey Dun." Great Deeds, great songs.

Poetry is like music in that it preserves a memory, whether it be of great deeds or the memory of a loved one. A male courting a female quotes poetry to her, while she throws heavy objects and screams at him. "bomDI' 'IwwIj qaqaw." The memory of you sings in my blood.

Art is evident in the fine craftsmanship of their traditional weapons. Klingons prefer sculptural forms, and Worf had several pieces of sculpture in his quarters on the Enterprise, including his chair, which was adorned with heavy spheres. The Great Hall contains larger-than-life sculptures of famous Klingons. Even their wine mugs reflect the Klingon spirit, sturdy, simple, yet molded with rings. One gets a feel for the Klingon spirit from observing their art. You won't find flowers and butterflies adorning their art, but sturdy, utilitarian, and organic forms that reflect the warrior culture.

5.3 - Religion

(http://en.wikipedia.org/wiki/Klingon_culture)

Religion

The Klingons may have slain their Gods ages ago, but that does not mean they have no spiritual life.

According to legend, Kortar, the "first" Klingon, and his mate were created in a place called QI'tu'. The two destroyed the gods who made them and turned the heavens into ashes. This event is recounted in marriage ceremonies.

The Afterlife

Sto-vo-kor

Klingons who follow the Way of the Warrior, the belief system developed by Kahless the Unforgettable, value honor above all else. Those who die with purpose and honor are said to join Kahless and serve in the Black Fleet (yo' qIj) in **Sto-Vo-Kor**, a paradise of eternal battle and feasting.

The honored dead are not mourned, but celebrated. The Death Howl or Death Ritual consists of opening the eyes of a dead warrior and all fellow Klingons present roar to chase away evil spirits called *jat'lyn*, and to tell the warriors in *Sto-Vo-Kor* that the warrior is joining them. The body of the dead warrior is viewed mainly as an empty shell to be disposed of; particularly well-respected warriors have their companions accompany the body for interment or disposal, "just" to keep away predators (though a privately held act of respect for the departed).

Family members of Warriors who did not die in "glorious battle" may go on a dangerous quest in their behalf to ensure that their departed will be deemed worthy to enter *Sto-Vo-Kor*. Worf went on one such quest out of concern that *Jadzia Dax* would not enter *Sto-Vo-Kor* because she had been killed by a possessed *Gul Dukat*. If they win their stated deed or battle, they win honor for their late warrior and entry to paradise.

Klingon beliefs are recorded in a series of scrolls collectively referred to as the *Paq'batlh*, or Book of Honor. One prophecy, possibly taken from this book, is of the *Kuvah'magh*, a religious figure predicted to appear at some future time. *Miral Paris*, daughter of *Tom Paris* and *B'Elanna Torres*, was thought by some expatriate Klingons in the Delta Quadrant to be this new spiritual leader.

Gre'thor

Gre'thor (*ghe'tor* or *'ghe''or*) is the Klingon afterlife where the dishonored go when they die. It is the Klingon equivalent of hell and is guarded by a fearsome demon, **Fek'Ihr** (*veqlargh*) (roughly pronounced "Fek-Lar"). Those unfortunate Klingons who find themselves in *Gre'thor* are faced with eternal torture by *Fek'Ihr* and his demons; however, Klingon legend allows for souls to be saved from *Gre'thor*, usually by heroic sacrifices performed by friends and family (*Kahless*, for example, once willingly journeyed to *Gre'thor* to save his brother, *Morath*, and send him to *Sto-Vo-Kor*).

Klingons who die and are fated to journey to *Gre'thor*, will find themselves on the Barge of the Dead, which travels the 'river of blood' on its way to *Gre'thor*. Klingon souls on the Barge are tempted by siren-like voices, masquerading as friends and family, who try to lure them off the edge and into the river. (As the Barge's pilot, *Kortar*, wryly points out, "There are things here much worse than death...")

Under normal circumstances it is difficult for the souls of dead Klingons to leave *Gre'thor*, as stated in the expression "I will surrender when spirits escape from *Gre'thor*!" but the legend of *Kahless* does allow for such things. Another example is the mother of *B'Elanna Torres*, who was initially sent to *Gre'thor* due to her daughter's misdeeds but was eventually released.

Creation story

In Klingon religion, the original gods who created the first Klingons were slain by their own creations, because they were "more trouble than they were worth" ("Homefront"). A version of this creation myth is told during the traditional Klingon wedding ceremony: (DS9: *You Are Cordially Invited*...)

"With fire and steel did the gods forge the Klingon heart. So fiercely did it beat, so loud was the sound, that the gods cried out, 'On this day we have brought forth the strongest heart in all the heavens. None can stand before it without trembling at its strength.' But then the

Klingon heart weakened, its steady rhythm faltered and the gods said, 'Why do you weaken so? We have made you the strongest in all of creation.'

And the heart said... 'I am alone.'

And the gods knew that they had erred. So they went back to their forge and brought forth another heart.

But the second heart beat stronger than the first, and the first was jealous of its power. Fortunately, the second heart was tempered by wisdom.

'If we join together, no force can stop us.'

And when the two hearts began to beat together, they filled the heavens with a terrible sound. For the first time, the gods knew fear. They tried to flee, but it was too late. The Klingon hearts destroyed the gods who created them and turned the heavens to ashes. To this very day, no one can oppose the beating of two Klingon hearts."

The only remaining otherworldly creature was Fek'Ihr (veqlargh), the guardian of [Gre'thor (ghe'tor). The first Klingon, Kortar, was condemned to ferry dishonored warriors to Gre'thor on the Barge of the Dead for the offense of killing the gods. ("Barge of the Dead")

5.4 - Rituals & Celebrations

("http://memory-alpha.org/en/wiki/") (http://en.wikipedia.org/wiki/Klingon_culture)

Klingon customs are full of rituals, rites and celebrations, many of them celebrating the afterlife in Sto-vo-kor.

Ak'voh - an ancient Klingon rite which involved a warrior guarding the body of a deceased from predators in order to allow the slain individuals soul to leave the shell and enter Sto-vo-kor. (DS9 episode: The Ship)

The Ak'voh rite was a Klingon death song. The children's version, as presented by Kang for DaqS, son of Kang:

The blood on your face is that of your foe
The fire that burns toward you will temper your blade,
The Halls are Waiting, the Halls are Waiting!
Each carrion-eater that attacks shall lose an eye,
You will wear their teeth around your neck,
Their fur as your cloak, their spines on your boots,
The Halls are Waiting, the Halls are Waiting!
The serpent that bites you with poison will die itself,
Its jaws pried apart as you force the poison from you...
- (novel: Excelsior: Forged in Fire)

Blood Oath - vow of vengeance that must never be broken.

Kang, Kor, Koloth, and Curzon Dax swore a blood oath together to take revenge on the Albino for killing the Klingons' firstborn sons in 2290. Their blood oath was finally fulfilled in 2370, when they tracked down the Albino to Secarus IV, and successfully killed their

enemy. According to the oath, the four swore to cut out the heart of the Albino and eat it before his still-living eyes. (DS9: "Blood Oath")

Brek'tal ritual - a Klingon rite that allows the widow who was the head of their House to marry the opponent who had slain their husband. This is allowed in conditions where the deceased left no heir to become the leader of the House. However, unique circumstances can allow the widow to be granted special authority to continue leading the House on her own. (DS9 episode: The House of Quark)

Challenge of Spirit - a Klingon ritual that is taken by warriors that wish to hunt the dangerous animals native to the worlds of the Klingon Empire. Essentially, it was a way for Klingons to come to terms with the life they are about to take and is seen as a sign of respect for nature.

The Challenge consists of meditation and bathing which signifies purification of both mind and body. The Klingon who is on the hunt then calls upon the Spirit of the animal he is about to kill, and asks permission to take what he need. Once the kill is completed, the warrior must thank the Spirit and all the meat of the body is taken with nothing wasted. This is because the meat and bone and all that was the creature is seen as a gift from the Spirit of the animal. This all forms part of the cycle of life and death in Klingon beliefs. (VOY novel: The Farther Shore)

Day of Honor – (Batlh jaj) is a time of celebration and ritual for the Klingon people. It is customary to serve Rokeg blood pie. Enduring the Ritual of Twenty Painsticks is a part of the "festivities."

This Klingon holiday is a time when the warrior must reflect on their life and judge whether the actions they have taken are honorable or not. The warrior must also respect the honor of both friends and enemies which essentially means everyone, regardless of race, are treated as Klingons. This allows anyone to participate in Suv'batleth. (VOY episode: "Day of Honor")

It is said that a Klingon warrior must make an alliance with a hated enemy during the trial. (DS9 comic: "Day of Honor")

Death ritual - The Klingon death ritual is a ceremony practiced by Klingons upon the death of a comrade. The eyes of the fallen warrior are pried open while the other warriors let loose a powerful howl. Klingons belief holds that the howl warns the dead that a Klingon warrior is about to arrive. Once the Ritual was completed, the body was unceremoniously discarded. It is considered to be "only an empty shell" which should be treated as such. (TNG: "Heart of Glory")

Discommendation - Discommendation is a form of punishment found within the Klingon Empire. In discommendation an individual is stripped of his honor and status. The punishment extends to the individual's family, for seven generations, reducing the house to the lowest echelons of Klingon society, and sometimes ejects the individual from the Empire all together. (TNG episode: "Sins of the Father"; TOS comic: "Beneath the Skin")

The practice of discommendation, like much of Klingon culture, is highly ceremonial. Typically, when dealt out by the Klingon High Council the group forms a circle around the individual to be discommended. The highest ranking Klingon crosses his arms, and turns away from the individual and the others in the group follow. (TNG episode: "Sins of the Father"; DS9 episode: "The House of Quark")

Alternatively the punishment can be delivered by a single high ranking Klingon. In this instance the Klingon tells the other that he has no name, turns, and then walks away. In 2365 Kobry performed the individual discommendation against Tron when Tron attempted to assassinate Kobry. (TNG novel: Strike Zone)

In 2366 Worf accepted discommendation for his father's accused collaboration with the Romulans that resulted in the Khitomer Massacre. Worf knew that it had in fact been Ja'rod of the House of Duras who had committed the crime, but did not pursue the injustice to prevent the Empire descending into civil war. (TNG episode: "Sins of the Father")

A year later the civil war broke out anyway, but Duras' betrayal of the Empire was discovered and Chancellor Gowron then restored Worf's honor. (TNG episode: "Redemption")

In 2371 the Klingon D'Ghor was discommended by the High Council when he acted to take the life of the unarmed Quark. Gowron interceded before he completed the act, shocked at D'Ghor's dishonorable conduct in striking down a defenseless man. (DS9 episode: "The House of Quark")

Hegh'bat - ceremony where the warrior commits ritual suicide. This is done by the eldest son or the closest friend of the warrior.

In the Hegh'bat, the secondary participant must stab a blade into the warriors heart after which they must wipe the blade for the ritual to be completed. (DS9 episode: Sons of Mogh) .

In the TNG episode: Ethics. Worf at first refused medical treatment when his spine was damaged in a cargo bay accident, believing that an injured warrior should be left to die or to commit ritual suicide. He asked Riker to perform this ritual, but the Enterprise's First Officer said that the task rightfully fell to young Alexander. After some discussion with his son, Worf changed his mind and allowed Dr. Russell to perform her experimental surgery.

Ja'chuq - ceremony that is sometimes part of the Rite of Succession. The Ja'chuq was used in the ancient rite, and rarely used in modern times. However the Ja'chuq can still be used as part of the Rite if invoked by the Arbiter of Succession.

In the Ja'chuq the two strongest challengers would each have to list the battles they had won and the honor they had gained in the process - proving to the Klingon High Council why they were worthy to lead the Klingon people.

The Ja'chuq eventually became obsolete and was rarely used in the modern rite. In the modern rite, all that was required was a declaration that two challengers had been chosen. However when K'mpec died, the chosen Arbiter of Succession, the human Captain Jean-Luc Picard, decided to require Gowron and Duras to undergo the Ja'chuq in order to delay the process so that the crew of the USS Enterprise (NCC-1701-D) could investigate possible Romulan interference in the Rite of Succession. This marked the first time that the ancient ways were used in quite some time. (TNG episode: "Reunion")

Kal'Hyah - ritual which is the path to clarity and can be considered the Klingon version of a 'bachelor party'. It is considered a mental and spiritual journey where the groom and his closest friends must participate in six trials over the course of four days, that entail

deprivation, blood, pain, sacrifice, anguish and death. The participants must fast until the ritual is completed. (DS9 episode: You Are Cordially Invited)

Kot'baval festival - celebration where the people honor Kahless the Unforgettable's defeat of the tyrant Molor in single combat using his mighty Bat'leth. That bat'leth is known as the legendary Sword of Kahless. (TNG episode: "Firstborn")

Mating Rituals

The first important female ceremony is the **Age of Mate** which occurs at 15 years of age. At this time the female is given a necklace, **jinaq**, to wear and show that she is ready to take a mate.

Courtship between males and females involves a lot of throwing of heavy objects, screaming and non-lethal personal combat, though some serious injuries can result. Males court by reading poetry and defending themselves from the female, until he finally exerts dominance over her. He roughly grabs her wrist and sniffs the scent gland there. The female does the same, then completely submits to his advances.

The Wedding is at the home of the Bride's father, but can be performed between the two anywhere. The groom wears a Military uniform, or a brown robe if not in the military, and the bride wears a bridal dress. There is no need for a cleric to conduct it. However, if a House member conducts the wedding, he or she may recite the Creation Story. (see Religion section)

Oath of Union: One mate says the words "**jIH dok**" (my blood) in which the other replies "**maj dok**" (our blood). At this point the marriage vows are sealed. To complete the ceremony, both the husband and wife say "**Tlinghan jIH**". (I am a Klingon!)

Mauk-to'Vor - ritual that requires one person to kill his brother in order to restore honor through a dying warrior's death. (DS9 novel: Diplomatic Implausibility)

Muar'tek Festival - celebration to honor the founding of modern Klingon civilization. (TNG novel: Kahless)

Order of the Bat'leth - The Order of the Bat'leth is an exclusive Klingon group, a status awarded to warriors who have distinguished themselves in battle. It is considered the highest honor a Klingon can receive. Every year, the chancellor inducts new members into the Order in a ceremony at the Hall of Warriors in the headquarters of the Klingon Defense Forces. Drunken celebrations are held for a full day before the induction itself, which is part of the ceremony as an endurance test.

In 2373, the inductees were H'ta, son of Kahmar, T'vis, son of Barot, and Huss, daughter of A'trom. Benjamin Sisko was also added to the inductee list as Jodmos, son of Kobor, as part of an undercover operation to expose a changeling in the Klingon leadership. (DS9: "Apocalypse Rising")

In the Star Trek: IKS Gorkon novel series, Klag is inducted into the order in 2376. Worf also becomes a member of the Order of the Bat'leth, a plot point which is revisited in the Star Trek: A Time to... series. Within the novels, a deeper history is provided for the Order as being founded by the Lady Lukara to preserve Kahless's vision of honor for the Klingon Empire in the future by upholding agreements and preventing dishonorable actions from

staining the Klingon race. The Order abandoned this practice for sometime before being reactivated by Chancellor Martok.

Plea for the Dead - ritual that is conducted during mid-day and consists of a prayer in memory of the deceased who have left the world for Sto-Vo-Kor. This plea is to honor the ancestors of the Klingon and acknowledge the sacrifices they made in their lives. To not do so would insult the memories of the dead and would deny them their rest in the afterlife. (VOY episode: "Prophecy")



Rite of Ascension - ritual that is taken by a child to be, symbolically, a warrior. He lights a candle to signify he is ready to become a warrior. At age 15 he goes through the gauntlet of painsticks to prove his endurance. Within ten years, the Second Rite of Ascension needs to take place in order to accept the adult Klingon as a warrior. During this test, the Klingon speaks what is in his heart. (TNG episode: The Icarus Factor)

Rite of MajQa - ritual that involves lengthy meditation within the Caves of No'Mat with the purpose of gaining a vision which can either be of the past or of the future. This is typically done at a young age. Visions about family members are considered very important. (TNG episode: Birthright Part I)

Rite of Succession - ritual that determines, between potential candidates, who will become the new leader of the Klingon Empire. The Rite is usually performed in the event that a Chancellor dies without being challenged for his seat by another Klingon. The Rite is typically performed upon the death of the previous leader who has previously appointed an Arbiter of Succession who would oversee the proceedings. The Rite is preceded by the **Sonchi** ceremony which confirms the death of the previous Chancellor of the High Council of the Klingon Empire.

The initial stage of the Rite begins merely with the proclamation that the challengers for the title have been chosen. This differs greatly from the old days where the process was a long affair with the potential rulers of the empire performing the **ja'chuq** which proved the person's worthiness as a leader. This part of the ritual became obsolete and was rarely used. But after the death of K'mpec in 2367, Jean-Luc Picard, the Arbiter of Succession, chose to use the ancient ritual in order to stall for time so the Enterprise could prove the Romulans were behind the Klingon Civil War. (TNG episode: "Reunion")

Once this recitation is completed, the candidates compete with one another for the right to become the High Chancellor of the empire. Despite the removal of the Ja'chuq, the process is still a lengthy process and takes many months even when there is a single candidate. Once the challenger has defeated all his enemies, he needs to meet the Arbiter of Succession in front of the Klingon High Council. If there are no more challengers, the candidate is then chosen as the new Chancellor and leader of the Klingon Empire. (TNG episodes: "Redemption, Part I", "Redemption, Part II")

If a living Chancellor is challenged to personal combat by another Klingon and is subsequently killed, the office of Chancellor immediately passes to the victor, or to the person designated by the victor. In that event the Rite of Succession is not performed. (DS9 episode: "Tacking Into the Wind")

Ritual of Twenty Painsticks - The Ritual of Twenty painsticks is a portion of the ceremony of the Day of Honor. (VOY: "Day of Honor")

Rite of Vengeance - a Klingon right that is invoked over a matter of honor where one warrior seeks revenge against another. The claimant engages in mortal combat against his enemy until death or, where the Klingon High Council has convicted said enemy, claims the right to pronounce and carry out sentence, usually executing the convict, but also possessing the right to show clemency. (TNG episodes Reunion, Redemption; DS9 episode The Sword of Kahless)

R'uustai - a rite of bonding. The rite involves two individuals who would join together as brothers and allows one to enter the other's House. The ceremony itself involves the lighting of candles and a sash awarded the one entering the others House. The words "SoS jIH bath SoH" are also spoken which honors the mothers of both participants as they are bonded together as one family. (TNG episode: Icarus Factor)

Sonchi Ceremony - ceremony that is the first part of the Rite of Succession. The word Sonchi translates as "He is dead" in Federation Standard. This ceremony is held to verify the death of the Chancellor of the High Council of the Klingon Empire.

In this ceremony, the main challengers for the office of Chancellor, and the Arbiter of Succession each shock the deceased chancellor with painsticks, while telling the corpse, qab jIH ngIl, or "Face me if you dare." The pain caused by a device is intense enough to provoke a reaction from even strong Klingons. A lack of reaction to the painsticks is enough to verify that the chancellor is indeed dead, and the Sonchi is pronounced. (TNG episode: "Reunion"; TLE novel: The Art of the Impossible)

Tea Ceremony - The Klingon Tea Ceremony is a test of courage. The participants ingest tea brewed from a poisonous plant and recite poetry to each other. Worf stated that this was to teach that "Death is an experience best shared."

The tea used is lethal to Humans. However, Doctor Pulaski successfully completed the ceremony by treating herself with an antidote before the ceremony commenced. (TNG: "Up The Long Ladder")

Ya'nora kor.- rite exercised by the ghIntaq of a Great House and allows them to question the decisions of the leader of the House. It could include family related matters or issues that directly impact the standing of the house in the future.

In 2370, K'mtar threatened to invoke the rite of ya'nora kor to take Alexander away from Worf and send him to the Klingon Training Academy on Ogat. (TNG episode: "Firstborn")

Artifacts

There are a number of artifacts that Klingons hold sacred. Several of them are listed here.

Knife of Kirom - A knife said to be stained with the blood of Kahless (ST: Encyclopedia) In 2369, Gowron used the bloodstains from the knife to determine if the clone of Kahless created by Boreth clerics was indeed legitimate. The clone's genetic pattern proved to be a match with that from the blood from the knife. (www.startrek.com)

Sword of Kahless – The first bat'leth forged by Kahless.

Shroud of the Sword of Kahless – Ancient cloth that once wrapped the Sword of Kahless. It was lost for centuries until a Vulcan geological team recovered it and gave it to Kor. (Ds9: Sword of Kahless)

5.5 - Houses and Families

Males traditionally dominate public life in the Empire, assuming the leading roles in politics and the military with only rare exceptions. A notable exception of the prohibition of women serving on the High Council came when Azetbur became Chancellor of the High Council after her father, Gorkon, was assassinated in 2293. Women, in turn, traditionally dominate the household and the management of the family's affairs. Klingon women are treated as equals except in politics and matters of inheritance. They are prohibited by law from serving in the High Council and cannot take control of their Houses unless they have the money and no male successors of the lineage. Otherwise, it is expected of Klingon women to exhibit the same physical prowess and lust for blood and honor as the men.

The House a Klingon is born into has more influence over his destiny than the merits of individual accomplishments. The concept of the Klingon House is central to their society. It provides an identity, a sense of pride, a direction, and a place in history. A Klingon obtains self worth and personal honor from the House they serve. A warrior is nothing without his House - he has no one to sing his songs, no one to fight alongside, no place in society. Every deed he does reflects upon his House, every honor the House wins rebounds on him.

Finally, the House serves a political function. Much as fiefdoms did on ancient Earth, each administers and defends his own territories. Without the power and organization of these great powers the Empire would fall into anarchy, dishonor, and weakness. There are Greater Houses and Lesser Houses depending on the size and wealth. Lesser Houses often ally with Greater Houses for protection and political influence.

Klingon society functions through a system of family reputation and honor. Tradition is an integral part of their lives and breaking from observances is considered a grievous insult to society that is not forgotten easily, bringing shame to the offender's name for several generations. Bloodlines and relations are also taken very seriously by any true Klingon.

Besides the Great and Lesser Houses of warriors seen in the Star Trek episodes, it can be assumed that houses or guilds exist for other professions as well. Not all Klingons are warriors. We have seen lawyers, counselors, judges, clerics, chefs, diplomats, scientists, doctors, and caretakers.

Some Named Houses:

House of Antaak
House of D'Ghor
House of Duras
House of Grilka ("House of Quark")
House of Konjah
House of Kor
House of Kozak
House of Martok
House of Mo'Kai

House of Mogh
House of Noggra

Male and Female roles

The Great Houses (qorDu' Dun) are usually led by the eldest male of the ruling family, for whom the house is named. His wife is the Mistress of the Great House, who usually oversees the running of the household and approves all marriages into the family. The Great House also includes various properties and holdings, and commands military forces. The rulers of the most powerful Great Houses form the Klingon High Council.

Daughters of Great Houses may serve in the Military. Presumably, when they take mates, they retire from active service and assume control over the House in which they have married.

When the head of a Great House dies, either in battle or of natural causes, leadership of the house passes to his heir, usually his son. If he was defeated in honorable combat, his wife also has the right to choose his victor as the new head of her house (see also: brek'tal ritual). If the head of the house left no male heir, the High Council may arrange special dispensation for someone else to rule the house, such as the Mistress. (DS9: "The House of Quark") It is possible for individuals unrelated by blood to join a Great House, by consent of the house's head. (TNG: "The Bonding"; DS9: "Soldiers of the Empire"; see also: R'uustai)

Great Houses which have been gravely dishonored by the actions of their rulers may be disbanded, and their holdings claimed by other houses.

Aging Warriors

An old saying among Klingons is "There are no old warriors." Warriors who live long enough to get old and die in bed are looked down upon. To die from disease or poisoning is a dishonorable death, and a family member may perform a difficult feat to reclaim the honor of the deceased and so his House.

When a ruler's strength begins to fade he faces an inevitable challenge from one of his relatives. This ensures that the strongest and most cunning warriors rise to positions of power, but are removed when they lose their edge. A rightful challenger can only make the claim when he believes the current joH no longer has the strength and intelligence to lead, or if the lord behaves dishonorably. For a Klingon ruler there is no greater honor than to die in battle against a worthy foe, especially if he is your own son.

5.6 – Famous Klingons

Kahless

<http://en.wikipedia.org/wiki/Kahless>



Kahless (qeylIS)(pronounced KAY-less), a messianic figure in Klingon history, unified the Klingon people and became the first Klingon emperor. The Klingons' most important symbol of leadership, Kahless said that Klingons should fight not just to shed blood, but to enrich the spirit. The story of Kahless is a cornerstone of Klingon mythology and religion.

The stories of Kahless are the stories of the Klingon people. Passed down from generation to generation, these stories remind the Klingon people about who they are and where they come from. Klingons study these stories for all of their lives; many find new truths in them every time. Many of these stories are held within the sacred texts, a few exclusively. Nevertheless, they remain an integral part of Klingon lore.

The following stories are portions and excerpts of song and lore surrounding the life of Kahless:

Legacy

(TNG: Rightful Heir) (TNG: "Firstborn") (DS9: "The Way of the Warrior")

The Defeat of Molor

Kahless united the empire some 1,500 years ago after fighting and killing the tyrant Molor with the first bat'leth, or "Sword of Honor."

The tyrant Molor was so strong that no one could stand against him. Kahless would rather die than live under Molor's tyranny.

Kahless went into the mountains, all the way to the Kri'stak Volcano. He cut off a lock of his hair and thrust it into the river of molten rock, which poured from the summit. The hair began to burn, but then he plunged it into the lake of Lusor and twisted it into a sword.

...And the blood was ankle deep.
And the River Skral ran crimson red.
On the day above all days.
When Kahless slew evil Molor dead
And after he used it to kill the tyrant Molor he gave it a name:
bat'leth, "the sword of honor".

The story of the sword is known only by the High Clerics, because it was never written down in the sacred texts. This was so that if Kahless was ever to return, they could be sure it was him. (TNG: "Rightful Heir") When the Shroud of the Sword of Kahless was discovered, it was determined that the Sword of Kahless dated back at least 1,400 years. (DS9: "The Sword of Kahless")

With the Sword, Kahless slew Molor, conquered the Fek'Ihr and forged the first Empire. Kahless would also use the Sword to skin the serpent of Xol, to harvest his father's field, and to carve a statue for his beloved Lukara. (DS9: "The Sword of Kahless")

Molor's defeat is celebrated yearly with the observance of the Kot'baval Festival. (TNG: "Firstborn")

The Foolish Man

Long ago, a storm was heading for the city of Quin'lat. Everyone took protection within the walls except one man who remained outside. Kahless went to him and asked what he was doing. "I am not afraid," the man said. "I will not hide my face behind stone and mortar. I will stand before the wind and make it respect me." Kahless honored his choice and went back inside. The next day, the storm came, and the man was killed, as the wind does not respect a fool. (TNG: "Rightful Heir")

Kahless and Morath

Kahless was determined to teach his brother a lesson for having told a lie, but Morath (morath) refused to fight his brother, and instead ran away. Kahless pursued him across valleys and over mountains, all the way to the edge of the sea. And there on the shore, they fought for twelve days and twelve nights because Morath had broken his word and brought shame and dishonor to his family. (TNG: "New Ground", "Firstborn")

Kahless held his father's lifeless body in his arms. He could not believe what his brother had done. Then his brother threw their father's sword into the sea, saying that if he could not possess it, neither would Kahless. That was the last time the brothers would speak. (TNG: "Birthright, Part II")

Kahless looked into the ocean and wept, for the sword was all he had left of his father and the sea filled with his tears and flooded beyond the shore. The people begged Kahless to stop his weeping, and he did and walked into the water to find the lost sword. He searched and searched the murky ocean bottom, holding his breath for three days and three nights when he would eventually find his father's sword. (TNG: "Birthright, Part II")

Kahless later invented the forms of what would become the Mok'bara when he went to the Underworld in search of his father. Kahless showed him the forms, and his father was able to remember his body and return to the world of the living. (TNG: "Birthright, Part II")

Three Turn Bridge

Kahless single-handedly fought off an entire army at Three Turn Bridge. (DS9: "Let He Who Is Without Sin...")

The Battle at Qam-Chee

Despite the emphasis on his victories in battle, Kahless was not known as merely a great warrior, but also as a great lover.

A thousand years ago, at the dawn of the Empire, five hundred warriors stormed the Great Hall at Qam-Chee. The city garrison fled in terror. Only the Emperor Kahless and the Lady Lukara stood their ground. Together, they fought through the night and one by one the attacking warriors fell. Finally, after many hours, and with the Great Hall ankle-deep in blood, they emerged victorious, and made passionate love. So began the greatest romance in Klingon history. (DS9: "Looking for par'Mach in All the Wrong Places")

Kahless and Lukara were nearly killed moments after they were married, by Molor's troops. The wielding of Ma'Staka's at the conclusion of a Klingon wedding is a continued tradition in Klingon culture. (DS9: "You Are Cordially Invited...")

The Death of Kahless

(TNG: "Birthright, Part II")

Kahless was condemned to die by the tyrant Molor, who was angered that Kahless had incited the people against him. The night before his execution, Kahless asked that he be allowed to go out into the night and say farewell to the moon and the stars, for he knew that in the Netherworld, he would not see them again. Kahless gave his word that he would

come back, and Molor let him go. Kahless had given his word and Molor understood what that meant. The next day at dawn, Kahless returned and was put to death. This story is contradicted by "The Promise", a more romantic story of Kahless' death.

Barge of the Dead

Another story that mentions Kahless entering the afterlife said that he was there to rescue his brother from the Barge of the Dead and deliver him to Sto-Vo-Kor. According to the Eleventh Tome of Klavek, Kahless returned from the dead still bearing a wound from the afterlife. (VOY: "Barge of the Dead")

The Story of the Promise

(TNG: "Rightful Heir")

When Kahless united the people and gave them the laws of honor, he saw that his work was done. So one night he gathered his belongings and went to the edge of the city to say good-bye. The people wept, they did not want him to go. And Kahless said, "You are Klingons. You need no one but yourselves. I will go now, to Sto-Vo-Kor. But I promise one day I will return." Then Kahless pointed to a star in the sky and said, "Look for me there, on that point of light."

The story of "The Promise" indicated that Kahless was to reappear in the lava caves on the planet of Boreth. The Followers of Kahless, or "Guardians", waited there for his return. To Klingons, there was no more sacred place. For over 1,500 years, Klingons came to Boreth to ask questions. According to the Clerics, the only way a Klingon warrior could find the answers they sought was to: "Open your heart to Kahless, ask him your questions, let him speak to you with your mind unclouded by doubt or hesitation. Only then can you find what you are looking for."

Clone

On the planet Boreth (a Klingon place of pilgrimage), ambitious caretakers created a clone of Kahless from dried blood from the ancient dagger of Molor in a bid for leadership. The ruse was scuttled by Worf, son of Mogh, who learned the truth and subsequently arranged for the new Kahless II to occupy a ceremonial position as a figurehead "emperor" in the Klingon Empire. Only a few people would know that Kahless II was a clone. The Empire would know him as a rightful descendent of Kahless Himself and thus worthy of the Emperor's throne.

Chang

[http://memory-alpha.org/wiki/Chang_\(General\)](http://memory-alpha.org/wiki/Chang_(General))

[http://en.wikipedia.org/wiki/Chang_\(Star_Trek\)](http://en.wikipedia.org/wiki/Chang_(Star_Trek))

[http://memorybeta.wikia.com/wiki/Chang_\(General\)](http://memorybeta.wikia.com/wiki/Chang_(General))

http://startrek.com/database_article/chang-general

<http://www.imdb.com/character/ch0001453/>

http://memory-alpha.org/wiki/Chang%27s_Bird-of-Prey

http://memory-alpha.org/wiki/IKS_Kronos_One

http://memory-alpha.org/wiki/Rura_Penthe

Written by Gary Hollifield, Jr.



Little is known of Chang's early history such as his place of birth, early achievements, or life before his time in service to the Klingon Defense Forces as Chief of Staff. Early on, Chang was involved in protecting the Chancellor of the High Council against an assassination attempt by Kalnor and later Melkor. He fought Kalnor in a blood duel where Chang lost his eye in battle and was later forced to wear an eye patch. He would later be involved in combat against Melkor and his allies, the Romulans, in their attempt at claiming the throne of the Klingon Empire.

Chang was also responsible for creating the Elite Command Academy to better train Klingon commanders for the rigors of battle. One of his greatest students was Cadet Torlek. By 2290, Chang had risen through the ranks and had become the Chief of Staff under Chancellor Gorkon.

The most prolific part of Chang's life came when he became part of the Khitomer conspiracy that sought to prevent any lasting peace between the Federation and the Klingon Empire. He conspired with Starfleet officers (namely Lieutenant Valeris, Admiral Cartwright, and Colonel West), Romulan Officials (Ambassador Nanclus), and even other Klingons. The tryst of this whole debacle was that all of these enemies conspired with one another to defeat an effort of peace...they worked TOGETHER in an attempt to achieve this. General Chang was the spearhead in the Klingon effort. He ordered the development of the top secret warbird that could fire when cloaked, which, had it not been destroyed, would have shifted the balance of power within the Alpha Quadrant forever in favor of the Klingons. Chang wanted this to happen, and then with the Federation and Starfleet ultimately defeated, the Klingons would move into former Federation territory and begin rebuilding their socio-economic status. More than likely, Chang would have usurped command from Azetbur (via assassination more than likely) and then claimed himself as Chancellor of the High Council.

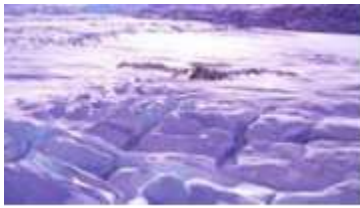


As part of the Khitomer conspiracy, Chang commanded a prototype Klingon Bird-of-Prey that had the ability to fire its weapons while it was cloaked. Chang's ship fired on the IKS Kronos One while it was under escort by the Enterprise-A, making it appear as if the latter ship had fired upon the Klingons, violating the terms of the truce. This attack made it possible for co-conspirators Burke and Samno to board Kronos One and assassinate Gorkon.



When Enterprise officers James T. Kirk and Leonard McCoy boarded Kronos One to provide assistance and to prevent a full-scale conflict from developing, Chang ordered them arrested and charged with Gorkon's assassination under the rules of interstellar law. He also served as the prosecutor for the state at Kirk's and McCoy's trial, where he was successful in obtaining a conviction by forcing Kirk to admit that, as captain, he was responsible for the

conduct of the crew under his command.



However, Chang was surprised that the Klingon judge did not order the customary death sentence, but instead sent the pair to Rura Penthe. In order to put Kirk and McCoy away permanently, Chang had the commander of the prison camp arrange for Kirk and McCoy to attempt to escape, so that they could be killed without explanation. However, they were rescued in the nick of time by the Enterprise-A.

With time running out before the Khitomer Conference, Chang ordered his Bird-of-Prey to intercept and attack the Enterprise in orbit of Khitomer. His ship initially had a huge advantage in being able to fire while cloaked, causing massive damage to the Enterprise-A, despite attempts by the late-arrival Excelsior to distract Chang (even though they could do little more than be "something else to shoot at"). However, Enterprise first officer Spock and Dr. McCoy were able to modify a photon torpedo to track Chang's ship by homing in on the plasma exhaust from the impulse engine. Chang and his bridge staff were killed when the modified torpedo struck the bridge of the Bird of Prey. The Enterprise and the Excelsior quickly destroyed the ship after the torpedo hit caused it to decloak.

On a personal note, General Chang enjoyed reading Terran poet William Shakespeare, and at time, quoting him at the most opportunistic times. Once back aboard the Enterprise, Dr. McCoy was supposedly overheard claiming "I'd give real money if he'd shut up" after Chang had made a quote from Hamlet stating "I am as constant as the Northern Star!"

Martok

<http://en.wikipedia.org/wiki/Martok>

Overview



Little backstory is given regarding the early life of Martok (martaq), except for a brief history sketched by himself in the Deep Space Nine episode "Once More Unto the Breach". It is known that he was born into a Klingon house (The House of Martok) that was not part of the aristocracy.

His family had been reputable soldiers, although not officers. Young Martok aspired to become an officer, and eventually applied. Unfortunately, his application was denied because of elitist views from the legendary Klingon warrior Kor regarding the honor and prestige of the "great houses". With a rejection on his record from such a legendary officer, Martok could no longer even serve as a common soldier. He opted to serve, regardless, and spent five years as a civilian

laborer on General ShiVang's battle ship. His performance and bravery in battle caught the eye of General ShiVang, who granted him a battlefield commission as an officer. At Martok's introduction to the series, he had attained the rank of General.

General Martok

Around 2371, Martok was abducted by agents of the Dominion and replaced with a shapeshifter. The exact date of this is unclear. The shapeshifter inadvertently revealed himself to Odo (who had been misled into believing that Chancellor Gowron was the shapeshifter) at a Klingon award ceremony, and was quickly killed by the Klingons attending the ceremony.

Martok spent two years in a Dominion internment camp, forced to fight Jem'Hadar soldiers daily in hand-to-hand combat for training purposes. Presumably it was during one of these fights that his left eye was gouged out. During his confinement, Martok came to respect the indomitable character and fighting qualities of Worf, with whom he had earlier clashed. In the episode "By Inferno's Light", Martok escapes and returns to the Alpha Quadrant with Garak, Worf, and Julian Bashir, and is made commander of the Klingon forces on Deep Space Nine.

Weeks after this new assignment, Martok took command of a Klingon bird-of-prey, the Rotarran, and made it his personal flagship. Initially, the Rotarran's crew were beaten and fatalistic, a fact that was made worse by Martok's apparent reluctance to engage Jem'Hadar forces on their first mission. Eventually, a confrontation between Martok and Worf helped rally both the crew's warrior spirit as well as Martok's. The mission would conclude with the Rotarran engaging and destroying a Jem'Hadar vessel and rescuing thirty-five crewmen from a disabled Klingon ship. A grateful Martok would later invite Worf (who had earlier been stripped of his family name by Gowron) to join Martok's house.

Martok is an excellent judge of character, caring deeply about those under his command. These traits, along with his courage and leadership would serve him well in the Dominion War, during which he fought in several battles, including the battle to retake Deep Space Nine, and the First and Second Battle of Chin'toka. Despite his humble background, Martok would become extremely popular among other warriors and the civilian population, though Martok had repeatedly stated he had no interest in politics. Eventually he was made Supreme Commander of the Ninth Fleet, a position he initially resented because of the amount of paperwork involved. Like most Klingons, Martok had a disdain for Ferengi, which manifested itself in several refusals to even acknowledge Nog, who at the time was a Starfleet Cadet. It isn't until Nog stands up to Martok and directly challenges him that Martok begins to display a grudging respect for the young Ferengi (episodes "Soldiers of the Empire", "Blaze of Glory").

Shortly before the end of the war ("When It Rains..."), Gowron comes to Deep Space Nine to honor Martok by inducting him into the Order of Kahless, and then announces that he would be taking control of the Klingon forces from Martok because it was time for him to "take a more active role in the war." However, it becomes clear that Gowron is simply worried about Martok getting too powerful politically, and intends to lower Martok's standing by sending him into battles that he cannot win. Worf tries to convince Martok to challenge Gowron, but he refuses. Worf then kills Gowron himself and, rather than accept the title of Chancellor, gives it to Martok ("Tacking Into the Wind").

Chancellor Martok

When the Dominion forces suddenly withdrew into Cardassian territory, the Allies realized that they were withdrawing in order to gain time to recover from their battle wounds, so that they could come back stronger a few years later.

Martok said that the Empire voted to attack right away, and convinced the Federation and Romulans to attack as well. Martok, leading the Klingon fleet; Admiral Ross & Captain Sisko, leading the Federation fleet; and the Romulans attacked and defeated the Dominion.

Despite the refusal of Admiral Ross and Captain Sisko to drink bloodwine with Martok in the halls of Cardassian Central Command, the Federation and Klingons remain allies. Martok is happy to receive Lt. Commander Worf as the Federation Ambassador to Qo'noS. He comments that he now has an Ambassador that he can go targ hunting with and that, for this reason, "perhaps being Chancellor won't be so bad after all." Shortly after the end of the war, Martok and Worf leave DS9 for Qo'nos ("What You Leave Behind").

Personal life

Martok was married to Lady Sirella, a noble woman, and they had at least one son, named Drex ("You Are Cordially Invited...", "The Way of the Warrior")

Martok views marriage as another form of combat, albeit one disguised and more subtle than most ("The Changing Face of Evil").

After Worf joined Martok's house, his son Alexander would be inducted into the house, as would Jadzia Dax, when she married Worf (the latter was initially opposed by Sirella). After Jadzia's death, Martok would come to regard Dax's new host Ezri as a worthy successor to Jadzia and would consider her part of his house as well.

Worf

<http://en.wikipedia.org/wiki/Worf>

Backstory



Worf (wo'rIv) is the son of Mogh. When Worf was a child, his parents and family were killed by the Romulan attack on the Khitomer outpost. Worf and his nanny Kahlest survived the attack. Worf was then adopted by a human couple, Sergey and Helena Rozhenko, who raised him on a small farm colony on the planet Gault, a world of about 20,000 inhabitants, almost all of them humans and later in Minsk (TNG episode "Heart of Glory" and DS9 episode "Let He Who is without Sin..."). Though the details are not given, during "What You Leave Behind" when Jake Sisko asks if Chief Miles O'Brien has decided where he wants to settle on Earth, Worf twice insists "Minsk!", suggesting that he spent considerably more time there than on Gault.

Worf did not take the Rozhenko's last name, preferring to be addressed by the Klingon designation "Worf, son of Mogh" (however, his son Alexander Rozhenko, who was raised for a brief time by the Rozhenkos, does use their surname).

Worf's brother Kurn, barely a year old at the time of the Khitomer attack, was left behind on the Klingon homeworld Qo'nos. Lorg, a friend to House of Mogh (appearing only in dialog of

"Sins of the Father"), was charged with the care of the younger son, expecting Mogh's stay at the Khitomer outpost to be short-term. Lorg adopted Kurn after the attack. Kurn was not revealed as being alive until both brothers were adults.

It was during his time on Gault that the 13-year-old Worf, captain of his school's soccer team, accidentally killed another boy during a championship game by throwing himself at the boy as the two children went after a ball that flew into the air, something for which Worf would feel guilty for the rest of his life.

In 2357, he went to Starfleet Academy, graduating in 2361 with the rank of Ensign, becoming the first Klingon officer in Starfleet.

Enterprise-D

In 2364 Worf was assigned to the USS Enterprise-D as relief flight control and tactical officer with the rank of lieutenant junior grade (TNG: "Encounter at Farpoint"). The next year he was promoted to lieutenant and made Chief Tactical Officer following the death of Natasha Yar. (TNG: "Skin of Evil"). His and K'Ehleyr's son, Alexander, was born in 2366, without his knowledge, the same year he brought the orphaned Jeremy Astor into the House of Mogh through the rite of R'uustai (TNG: "The Bonding") and the same year he learned that he had a brother, Kurn (TNG: "Sins of the Father").

After accepting a ritual loss of honor from the Klingon High Council in order to protect the Empire from civil war (TNG: "Sins of the Father"), K'Ehleyr informed Worf of their son's existence. (TNG: "Reunion"). K'Ehleyr was murdered by Duras, whom Worf then killed. (TNG: "Reunion") Later he resigned from Starfleet to fight on Chancellor Gowron's behalf in the Klingon Civil War. (TNG: "Redemption, Part I"). In appreciation, Gowron restored Worf's honor (TNG: "Redemption, Part I") and Worf regains his Starfleet commission. (TNG: "Redemption, Part II")

Worf avoided romantic attachments with non-Klingons during his first few years on board the Enterprise-D. As Worf explained to both Riker and Guinan, he felt that non-Klingon females would be too fragile, and that he would have to restrain himself too much.

In 2371 he was promoted to lieutenant commander (Star Trek Generations). After the destruction of the Enterprise-D, he was on detached leave (DS9: "The Way of the Warrior"). Eventually, Sisko asked for Worf to join the crew of Deep Space Nine, but Worf continued to appear on TNG films which is explained by various happenstances such as rescue (ST: First Contact), detached duty (ST: Insurrection) and leave (ST: Nemesis).

Worf and Troi ended their relationship following the destruction of the Enterprise-D at Veridian III and Worf's reassignment to Deep Space Nine.

Worf was one of two officers under Captain Picard who had achieved captain's rank (temporary field promotions and Klingon Defense Force only).

Deep Space Nine

Worf soon fell in love with fellow officer Jadzia Dax, and the two married. In the DS9 episode "Change of Heart", Worf prematurely ended a mission to contact a Cardassian informant inside the Dominion in order to save his nearly mortally injured wife. The informant was subsequently executed by the Dominion, causing Captain Benjamin Sisko, the commander of Deep Space Nine, to caution that Starfleet might not grant Worf his own

command after this incident, but added that had he been forced to choose between his duty and his wife, he would have done the same thing.

Worf and Jadzia were married less than a year when Jadzia was attacked by a Pah-Wraith-possessed Gul Dukat who came aboard the station to destroy an Orb of the Prophet. Julian Bashir was able to save the Dax symbiont, who was sent back to the Trill homeworld to be rejoined with a new host, but Jadzia died shortly afterward. The Dax symbiont was eventually implanted into a new host named Ezri Dax. Ezri was soon posted to Deep Space Nine, and this led to a number of awkward moments between her and Worf. Eventually, the two settled into a comfortable friendship, and Ezri became romantically involved with Julian Bashir.

One of the emblems on Worf's baldric is the crest of the House of Mogh, which he continued to wear even after Klingon Chancellor Gowron stripped the House of its title and properties in retaliation for Worf's refusal to take part in the Klingon invasion of Cardassia ("The Way of the Warrior"). During the buildup to the Dominion War, Worf developed a rapport with then-General Martok ("Soldiers of the Empire") after escaping together with Dr. Julian Bashir and Garak from a Dominion detention center. Martok later invited Worf to be a part of his House, resulting in Worf replacing the old crest with that of the House of Martok. From this point forward, Worf was regarded as Martok's brother.

During the Dominion War, Worf was assigned as first officer to the Rotarran, the Klingon Bird of Prey under the command of General Martok. Worf's son, Alexander, was also assigned to the Rotarran after joining the Klingon Defense Force. Though Worf was initially estranged from his now adult son, and skeptical of his son's desire to serve the Empire, he eventually reconciled with him.

Following his excommunication from the Klingon Empire by Chancellor Gowron (DS9 episode "The Way of the Warrior"), Worf's brother Kurn's memory was erased by consent, in order to provide Kurn with a new identity as a way to escape the dishonor and prescribed ritual suicide that would have resulted from this event. Kurn now had the identity of Rodek, believing he'd lost his memory after being hit by a plasma discharge (DS9 episode "Sons of Mogh").

Later, during the Dominion War (in the DS9 episode "Tacking Into the Wind"), Worf became concerned with the futile and dangerous assignments being given by Chancellor Gowron to General Martok, in an attempt by Gowron to counter Martok's growing prestige. Motivated by a conversation in which Ezri Dax asks Worf to name the last Klingon leader he could truly respect, Worf challenged Gowron to a duel and killed him. With this act, Worf became the rightful chancellor, but he declined the honor, and with his encouragement General Martok became Chancellor of the High Council.

After the conclusion of the Dominion War, Worf was made the Federation Ambassador to Qo'nos. (DS9: What You Leave Behind.)

Kor

<http://en.wikipedia.org/wiki/Kor>

Kor (qor) challenged James T. Kirk on Organia in "Errand of Mercy", in which the Klingons and United Federation of Planets were on the verge of open warfare. The Organians revealed themselves as beings of pure energy and forced the Federation and Klingons to sign a peace treaty.

Kirk and Kor, who commanded the IKS Klothos, worked together to escape the Delta Triangle in "The Time Trap".



Kor, was a dahar master by the time he appeared in Star Trek: Deep Space Nine. Kor, along with original series Klingons Kang and Koloth, appeared in Deep Space Nine. Each of the trio's firstborn sons had been killed by a genetic virus unleashed by an Albino Klingon on whom the Klingons and Curzon Dax, godfather to Kang's murdered child, swore a blood oath to exact revenge. Having tracked him down, the three Klingons and Jadzia Dax attacked his compound. Only Kor and Dax survived.

Kor, Dax, and Worf found the legendary Sword of Kahless. Realizing that its reintroduction into Klingon society would cause division rather than unity, they beamed the relic into space.

"Once More Unto the Breach" was Kor's final appearance. Here he met Dax in yet another form, commenting upon how Ezri Dax was so similar yet so different from Curzon Dax. Otherwise uninvolved in the Dominion War, Worf secured Kor a berth as third officer aboard General Martok's vessel. Suffering from senility and flashing back to his youth mid-battle, however, Kor was mocked by Martok and the crew. When Worf volunteered to lead a suicide mission to save Martok's birds-of-prey, Kor incapacitated Worf and took his place. Kor's ship disappeared from sensor range, and Martok toasted Kor as a great warrior.

Koloth

<http://en.wikipedia.org/wiki/Koloth>



As the captain of the Klingon vessel, IKS Gr'oth, Koloth (qoloth) faced James T. Kirk at spacestation K-7 during the 2268 Sherman's Planet affair. ("The Trouble with Tribbles".)

According to Jadzia Dax (DS9: Trials and Tribble-ations), Koloth always regretted never facing Kirk in battle. Koloth once defeated T'nag and his army with only colleagues Kang and Kor, according to Kor's tale he told in 2372 on Deep Space Nine.

Later feasting on the leader's heart; he personally attacked T'nag's flank with only a disruptor and a bat'leth, killing two dozen men out of vengeance. (Once More Unto the Breach)

According to Jadzia Dax in "Blood Oath", Curzon Dax called him D'akturak - "ice man" - for his toughness in negotiating when they squared off against each other.

Dahar Master, Koloth was still spry when he reunited with Kang, Kor, and Dax in "Blood Oath", in 2370 to fulfill their blood oaths to kill the albino marauder who killed all the Klingon trio's firstborn sons in 2290. Koloth had no respect for Kor's drunkenness, but Kor vowed to sing of Koloth's valor forever. Koloth died during their assault on the albino's compound.

In Koloth's appearance on the original series, he had a very human appearance, suggesting that he was one of the descendants of the victims of the Augment virus. By the time of his appearance on DS9, Koloth's true Klingon visage had been restored.

Kang

<http://memory-alpha.org/en/wiki/Kang>

Kang (qeng) was among the most influential leaders and feared diplomats in the Klingon Empire during the late 23rd and early 24th centuries.

As a product of 22nd century genetic engineering, Kang was descended from Klingons affected with the Klingon augment virus created in 2154 (ENT: "Divergence"). By the 2290s, Kang was outwardly cured of this affliction either through medical treatment, cosmetic surgery, or a combination of both. (VOY: "Flashback")



Throughout his illustrious career, Kang played key roles in many legendary battles against the Federation, both on the battlefield and at the negotiation table. As a result of his prowess, Kang's status within the Empire was revered to the extent that he achieved the status of a Klingon Dahar Master. His glory further succeeded him, after his death in 2370, when he earned his own statue among the Hall of Heroes on Qo'noS. (DS9: "Blood Oath", "The Sword of Kahless")

The literary work The Fall of Kang (DS9: "Second Sight") and geographical point on Qo'noS called Kang's summit (DS9: "In Purgatory's Shadow") may have been named in his honor. It is also possible Kang himself was named after the mountain or the

subject of The Fall of Kang.

Kang wed his wife, Mara, prior to 2268; she would later serve as Kang's science officer aboard his battle cruiser during the late 2260s. By 2290, Kang had his first son, whom he named Dax, in honor of his friend, the Federation ambassador to Qo'noS, Curzon Dax. (TOS: "Day of the Dove"; DS9: "Blood Oath")

Military career

Much of Kang's early career is unknown, however, by the 2260s he had achieved the rank of commander, and was assigned the command of his own D7-class battle cruiser. (TOS: "Day of the Dove")

Conflicts with the Federation

While responding to a distress call at Beta XII-A in 2268, Kang's battle cruiser sustained massive internal damage after became disabled, resulting in the deaths of 400 of his crew.

As the ship drifted towards Beta XII-A, Kang beamed down to the planet to discover Captain Kirk on the surface. Kang accused Kirk of attacking his ship and took Kirk prisoner while claiming the orbiting USS Enterprise for the Klingon Empire.

Kang convinced Kirk to beam the group up to the Enterprise, where he and the remaining 37 survivors are transported aboard as prisoners. Kang's ship was further destroyed by the Enterprise because of the danger it posed due to the massive amount of hazardous radiation it was emitting.

Aboard the Enterprise, intense fighting broke out between the two groups, as the ship mysteriously hurtled toward the galactic rim. The emergency bulkheads of the Enterprise, soon after, sealed themselves, trapping 392 members of the Enterprise crew below decks.

The entire situation, including the phantom Beta XII-A colony, imaginary distress calls, the transmutation of the weapons aboard the ship, were discovered to have been engineered by an unknown energy being that thrived on the belligerent emotions precipitated from the ingrained hatred between the Klingon Empire and Federation. Through the cooperation of Mara, Kirk was able to cooperate with Kang to drive the lifeform away by generating positive emotions. (TOS: "Day of the Dove")

Relations with the Federation continued to periodically flare up throughout the latter half of the 23rd century. In one such occasion, Captain Kang, along with Captain Kor, together lead two divisions of warships in an ancient Earth cavalry-style attack on the Federation outpost at Caleb IV. During the attack, Kang and Kor successfully tricked their opponents by launching first a small initial attack, and then striking with the bulk of the forces when the Federation began repair efforts. (DS9: "Once More Unto the Breach")

In 2289, Kang represented the Klingon Empire in negotiations with the Federation, which was represented by Curzon Dax, on the Korvat colony. (DS9: "Blood Oath")

Later career

Captain Kang (2293) Kang, Koloth and Kor, who originally set out with forty legions, together held the Korma Pass against T'nag's army in a glorious battle in a trinary star system. The three warriors forced the enemy to fight with the blinding light of three suns in their eyes. The battle ended with the mountainside covered with so many dead that there was not a square meter of ground to be seen. They together feasted on T'nag's heart in celebration of their victory. (DS9: "The Sword of Kahless", "Once More Unto the Breach")

Face-off with the USS Excelsior: In 2293, Kang encountered Captain Sulu, of the USS Excelsior, in the Azure Nebula as Sulu attempted a foray into Klingon space. To evade Kang, Sulu ignited the volatile sirillium gas inside the nebula disabling Kang's battle cruiser ensuring their escape. (VOY: "Flashback")

Of interest during this encounter is that Kang refers to Sulu not as "captain," but as "mister" – while this has been speculated to be an intended slight against Sulu, it is more likely a sign of respect or even affection between adversaries; after all Kang follows up this comment by noting to Sulu that "I see they have finally given you the Captaincy you deserve" while Sulu notes "Nice to see you again, Kang" before communication is severed between the two ships.

Kang commanded many ships in his career. In 2372, Kang's friend, Kor had a dream about discovering the Sword of Kahless. In the dream, the statues of Kang and Koloth in the Hall

of Heroes would turn to flesh and blood, as the trio presented the Sword to Emperor Kahless. Kang's ship then uncloaked above, and a swirl of song transported the trio into its embrace and the ship streaked away into the golden light to the gates of Sto-vo-kor. (DS9: "The Sword of Kahless")

In the script for "The Sword of Kahless", Kang's ship was named the K'Tanco, but this did not make it into the aired version.

During the late 2280s, a band of depredators, led by the Albino, began raiding Klingon colonies. Three Klingon warships, commanded by Kang, Koloth and Kor, were sent out to stop him. Their mission was successful in capturing most of the depredators, however, the Albino was able to escape. In the Albino's last message to the Klingons, he promised to take his revenge on the firstborn of each of the three captains. Within a few years, the Albino kept his word and he managed to infect the warriors' three innocent children with a genetic virus that eventually killed them. (DS9: "Blood Oath")

The blood oath

In 2290, Kor, Kang, Koloth and Curzon Dax pledged a blood oath to avenge the deaths of their sons, the offense committed by the Albino. They nearly caught the Albino at Galdonterre, but one of their subspace messages was intercepted and he, once again, was able to escape.

In 2363, after decades of searching, Kang discovered one of the Albino's discarded wives on Dayos IV. Kang fed and clothed her and later told her the story of his murdered son and his quest for the Albino. Although she said nothing of the Albino's location, Kang suspected that she knew where he was.

In early 2370, Kang received an amulet, sent to him through the recently deceased former wife of the Albino. The amulet revealed to Kang the whereabouts of the Albino, who had a compound located on Secarus IV. Kang traveled to the Secarus system to confirm the revelation, only to be immediately contacted by the Albino, who, unexpectedly, invited the trio to a "fair fight" and one last glorious battle.

Three months later, Kor, Koloth, and Kang, with the aid of Jadzia Dax, prepared their attack on the Albino's compound, only to discover that it was a trap. Using the element of surprise, they bombarded the compound with tetryon particles from Kang's Bird-of-Prey, forcing the Albino and his sentries into face-to-face, hand-to-hand combat. Following a fierce battle, the mortally-wounded Kang was able to slay the Albino. Fulfilling their blood oath, both Kang and Koloth were able to die a glorious and honorable death. (DS9: "Blood Oath")

K'mpek

<http://memory-alpha.org/en/wiki/K'mpek>

K'mpek (qImpeq) was the longest-lived Klingon Chancellor of the High Council when he died in 2367. Although K'mpek ruled with an iron hand and managed to keep peace within the Klingon Empire, his influence began to wane as he grew older. In the 2340s, he was interested in Kahlest, the nurse of Worf, but she rejected him, claiming he was "too fat".

In 2366, when evidence was discovered that Ja'rod, father of influential politician Duras had cooperated with the Romulans in their attack on Khitomer, K'mpek feared a civil war if this



material would become known to the public. He therefore made up a plan to accuse another Klingon who had died at Khitomer, Mogh instead, based on the assumption, that Mogh's only son, Worf, a Starfleet officer, would not come to defend his father's honor. However, K'mpek did not know of a second son of Mogh, Kurn, who informed Worf about the allegations. When Worf returned to defend his honor, K'mpek tried to make Worf leave Qo'noS quickly, but when Worf refused, he was willing to sacrifice Worf to prevent a civil war. In the end, K'mpek accepted Worf's plan, that Worf would not be killed, but accept discommendation. He told all people involved never to talk about the truth to preserve the Klingon Empire. (TNG: "Sins of the Father")

The next year, he discovered that he had been poisoned with Veridium Six in his bloodwine for months. He suspected one of the two main rivals for his succession, Duras or Gowron, to be responsible for this. Because he thought that no one in the Klingon Empire could be trusted enough to conduct an independent investigation, he named Jean-Luc Picard as the Arbiter of Succession. Initially Picard refused, but K'mpek told him that a refusal would be an insult to all Klingons and that a man capable of poisoning the chancellor would be capable of everything, including a war with the Federation. A few days later, K'mpek died, leaving Picard with the task to discover the truth about the identity of his murderer. (TNG: "Reunion")

6.0 – Klingon Names and Language

The Klingon Dictionary

The Klingon Way

[<http://www.geocities.com/Athens/8853/curse.html>]

The Klingon Language is known incorrectly by some outsiders by the term **Klinzhai**. The correct term is **tlhIngan Hol**.

Certain words are found only in rituals with ancient spellings and pronunciations handed down over many generations. It is important that those words are spoken exactly, in order to honor the tradition.

Klingon language has a number of dialects, and a listener may hear a “different” spelling than the common word. Sometimes these different spellings are thought to be different words, but are simply regional differences or differences in perceived pronunciation.

One such word is PataQ. It is written also at P'Taq, Patak, Batak, Betak, petaq, petaQ depending on what the listener actually hears. This is a misleading, however, as q and Q are two different letters of the Klingon alphabet and pronounced differently. “q” is pronounced in the back of the throat with a choking sound. “Q” is like “q” only more raspy and guttural. Such nuances of pronunciation are often lost on a listener new to Klingon speech. It is permissible, and usual, for spittle to leave your mouth when pronouncing such letters.

There is no “k” or lower case “i” in **tlhIngan Hol**. Care must be taken when typing **tlhIngan** words to use a font like Verdana to distinguish between the lower case “ell” l and the upper case I.

Capitalized letters are spoken with a slightly higher tone of voice and more forcefully than other letters. “**tlhIngan jIH**”. (Literally, “Klingon I AM!”)

Syntax and a fuller explanation of **tlhIngan Hol** will be found in a proper language class and will not be covered here. But let’s have some fun with some common words and phrases.

6.1 – tlhIngan Curses

Some of the reasons curses are the first words we tend to learn in another language is that they are simple, forceful, and do not involve complex interpretations. “You are an idiot!” “Get that P’taQ off my bridge!” “Your mother mates out of season!” are epithets that mean just about the same in all languages.

Klingon curses are divided here into Invectives (expletives) and Epithets (insults.) One must realize that what is profane to a Klingon won’t necessarily be profane to a Human. And some of our curses make no sense at all to a Klingon. “Goddammit” does not translate since Klingons don’t have gods and one is either honored or dishonored by his own deeds in this life. So literally, a god dishonoring an “it” is complete nonsense to a Klingon.

The Invectives section will attempt to present an equivalent intent in Human, NOT an exact translation. It is the forcefulness of the word and the circumstances of its use that make it

an invective, not its literal translation, if there is any. For example *Guy'cha* has the same force and intent as the human "Goddammittohell!" *Guy'cha* does not literally mean that, however. It is an invective. Nothing more.

INVECTIVES

These are general invectives or expletives.

- **baQa'** - General invective of surprise or anger at oneself.
- **ghuy'** - General invective with the force of "Damn."
- **ghay'cha'** - A general invective a little more forceful than "damn." "Dammit!"
- **ghuy'cha'**, *guy'cha* - A general invective stronger than *ghay'cha'*, like "Dammitalltohell!"
- **Dor-sho-gha! (tojo'Qa')** Klingon curse used to express great frustration (All Good Things...)
- **Hu'tegh** - General invective, similar to "damn." *You Hu'tegh bastard!* Can also be used as a compliment "He's one Hu'tegh fine gunner!"
- **jay'**, Intensifier, turns the whole phrase into an invective. It comes at the very end of a sentence. Similar function to modifying "what is going on here" into "what the hell is going on here" in English. *bIlel jay'*
- **Khest** - A profane description of Klingon fornication
- **QI'yaH** - Curse, very strong expletive. One of the strongest in the Klingon language. Equivalent in intent to the F bomb in Human.
- **Qu'vatlh** - A construction of *Qu'* and *vatlh*; literally, "A hundred tasks." A strong expletive used to express frustration, even anger, such as with having too many tasks and not enough resources to complete them reasonably. Watch out, a frustrated Klingon is not a happy Klingon!
- **wejpuH** - Charming! (used ironically)
- **Va** - A shortened form of *Qu'vatlh*. This functions as a less intense expression of frustration.

EPITHETS

Epithets are insults to a person or thing. A speaker uses them as derogatory replacements for nouns and pronouns. Some of these words in themselves are only insults if used against a person. For example *HuH* is bile, a secretion of the liver and symbolic of bravado. Used against a person it indicates the person is "vile" or "slime." It can also be used as a compliment, meaning the person has "gall," or bravado, to say or do something that anyone else in their right mind would not do.

- **BIHnuch** - "You coward." A strong insult to one's honor. (Sins of the Father)
- **qagh Sopbe'** - "He doesn't eat gagh!" ["Everyone loves gagh, so if one is not eating it, something must be wrong. This expression is used to mean that there is something wrong with someone or that someone is acting suspiciously. It is also a way to refer to someone as a coward. For Klingons .. this is a rather mild dismissive remark, not a strong insult." TKW: 137]
- **Hab SoSII' Quich!** - "Your mother has a smooth forehead."
- **Ha'DIbaH** - "Animal!" "Piece of meat!" This is a great insult, as to be called an animal, more exactly "piece of meat," is to say one is worthy only to be slain like an animal and eaten. It is on the order of calling an Arab a donkey or a Jewish person a pig.
- **HuH** - Bile, slime, gall.

- **maQDar** - "You pathetic maQ'Dar!" (House Of Quark)
- **petaQ** - similar in intensity to "bastard" or "asshole." useless; garbage; non-functional; generally unable to get anything done right. "Throw that petaQ out! What's the difference between a lawyer and a bucket of baktag?" "The bucket!"
- **q'pekt** - derogatory Klingon epithet. "You Ferengi q'pekt!"
- **qoH** - a fool
- **qo'tal** - derogatory Klingon epithet. "Look what this qo'tal is doing!" adult Alexander/K'mtar remarked as he pointed out a holographic Klingon warrior's error during a knife fight. (First Born)
- **qorut** - epithet used by Kurn to refer to the cautious Bajoran security men who were trying to calm him: "You miserable qoruts!"
- **Qa'Hom** - insignificant little animal that puts up a fierce front but cannot really defend itself. A weakling.
- **Qovpatlh** - indicates insignificance of target. "Don't bother asking that Qovpatlh; he is an idiot".
- **TaHqeq** - insult to one's honor, lack of trustworthiness in the target.
- **ToDSaH** - weak, wimp, wuss.
- **tu'HomIraH** - something useless, dunsel, "good-for-nothing" (epithet) - HurDaq tu'HomIraHvetlh
- **veQ** - garbage, trash. One of those insults that is more foul to a Klingon than a human. (**veQnuj**) lots of garbage
- **YIntagh** - idiot, stupid

6.2 - tlhIngan Names

In the Original Series, the traditional male name began with a q (K). These are a few traditional Klingon names. Note the difference in the spelling between Federation Standard and tlhIngan.

Kor = qor
Kang = qeng
Koloth = qolotlh
Kras = QaS
Kruge = Qugh
Chang = Qang
Valkris = valQIS

In tlhIngan the given name is usually shown first, followed by the honorific denoting personal status and the house name.

When in doubt how to properly address a Klingon, it is always safe to use the military rank or the given name.

Examples:

Given name: wo'rIv (Worf) – every day use, always safe to use

Given name and House: wo'rIv, mogh pugloD (Worf, son of Mogh) – formal introductions

Given name and/or rank: wo'rIv, Sogh (Lieutenant Worf) – military use. You must get the rank right or you will dishonor (and offend) the Klingon!

Members of the family:

Mother = SoS (Mommy = SoSoy)

Father = vav (Daddy = vavoy)

Son = puqloD
Daughter = puqbe'
Brother = lo'dnI
Sister = be'nI
Lover = parmaqay

House Titles

joH = lord or lady (qamor joH, Lord Kahmor)
joHwI = my lord or my lady

6.3 - tlhIngan Proverbs

Summarized from *The Klingon Way* by Marc Okrand

Many Klingon tenets are couched in poetry or symbolic sayings that have deeper meanings than their literal translations. A few words can hold a wealth of insight into the Klingon heart. Summarized here are a few proverbs that help explain the Klingon culture.

On Honor

Dujeychugh jagh nlv yItuHQo' - There is nothing shameful in falling to a superior enemy

Losing or winning does not determine honor, but the fight itself. An honorable warrior will fight fiercely and fearlessly regardless of the odds against him.

pujwI' HIvlu'chugh quvbe'lu' - There is no honor in attacking the weak

Klingons expect their opponents to fight with honor as well as to fight with honor themselves. Attacking unarmed people is considered dishonorable to the point of being declared an outcast. (DS9: House of Quark)

batlh potlhlaw' yIn potlh puS - Honor is more important than life.

A Klingon would rather face the most horrible punishment, even death, rather than bring dishonor to himself or his family. Even after death a Klingon's loved ones may take on a quest to ensure he is found worthy enough to enter Sto-vo-kor, if there is any doubt as to the departed Klingon's honor.

bItuHlaHbe'chugh bIquvlaHbe' - If you cannot be shamed, you cannot be honored

A warrior who is too cautious cannot earn honor. It is equivalent to the human saying "No guts, no glory." If one has nothing to sacrifice, one has nothing to gain.

Quv Hutlh HoHbogh tlhIngan 'ach qabDaj 'angbe'bogh. - The Klingon who kills without showing his face has no honor.

Klingons traditionally look their enemy in the eye before combat. To kill by covert means is dishonorable, even cowardly. This is probably the reason a Klingon captain always shows himself on screen before he blows you out of his space. The Klingon Empire has never engaged in wide-scale guerrilla warfare because of this tradition.

On Death

Heglu'meH QaQ jajvam - It is a good day to die.

A good death is preferable anytime to a bad death. Death by old age, disease, torture, or poisoning are considered bad or dishonorable deaths. This proverb indicates a readiness to fight and face death against overwhelming odds.

batlh bIHeghjaj - May you die well

This is spoken to a friend when he departs company, such as on a mission or long trip. A blessing of sorts, it wishes the person an honorable death.

blHeghvIpchugh blHeghpu' - If you are afraid to die, then you have already died

Equivalent to the human "The coward dies a thousand deaths." To fear an honorable death is to deny a basic Klingon passion, and so the person is already dead.

On Fighting

tIqDaq HoSna' tu'lu' - Real Power is in the heart

Strength, courage, and honor come from within a warrior, not from without. A warrior with these attributes has already earned honor by his actions, because he is strong inside himself. He cannot help but be a man of honor.

nIteb Qob qaD jum 'e' chaw'be' Suvwl' - A warrior does not let a friend face danger alone

If there is a fight, a Klingon will not let another face his enemies alone, except in ritual combat. To stand by and let him fight alone hints that the Klingon is a coward. Another reason for this a little closer to "home" is that a Klingon does not like to be left out of a fight!

reH'eb tu'lu' - There is always a chance

Even against overwhelming odds, the skill of the Warrior may overcome his enemies. The enemy could make a fatal mistake, have a momentary lapse of attention, be off balance for an instant, just enough for the Warrior to dispatch him. The moral here is to never give up.

nIteb SuvnIS DevwI' - A leader must stand alone

This points to the tenet that a Klingon, any Klingon, relies on his self-sufficiency to get by. A similar proverb is nIteb DujlIj yIchIj – Navigate your vessel alone.

ghIj qet jaghmeyjaj - May your enemies run with fear

reH SUvrup thhIngan Suvwl' - A Klingon warrior is always prepared to fight

qa' wIje'meH maSuv – We fight to enrich the spirit.

As Kahless II said, "We fight not only to spill blood, but to enrich the spirit." Not only real battles, but celebratory and ritual matches allow the Klingon to express the joy he feels when in hand-to-hand combat.

On being a Klingon

bImejDI' reH betleHIj yltlhaq - Never leave without your bat'leth

This is symbolic of maintaining a Warrior's creed. The bat'leth not only has sharp edges, but also represent tradition. The Warrior must always remember he is a Klingon and must act with honor in any situation.

DujlIj yIvoq - Trust your instincts

The Warrior is born with a sense of who is the enemy, who is lying, who is dishonorable, who can be trusted. He must not overthink his decisions, but act on what he feels is right.

tlhIngan maH! - We are Klingons!

A familiar phrase to all Trek fans, this is the ultimate declaration of pride. Those three words sum up all of the Warrior's beliefs, all of his honor, everything he represents. Kahless II asked Gowron, "You have no joy, Gowron. Is your heart so filled with distrust and suspicion that you have forgotten what it is to be truly Klingon?" He told the gathered Klingons that a warrior should be filled with joy when he spars with the bat'leth.

"'IwlIj ghogh yIqoy." Listen to the voice of your blood.

This saying, like the previous one, also speaks to the heart (spirit) of the Klingon.

There are many more Klingon proverbs in Marc Okrand's *The Klingon Way* and in the Star Trek episodes. I encourage you to explore them, look beneath their literary meanings, and learn about the Klingon heart.

6.4 – Common tlhIngan Words

Summarized from *The Klingon Dictionary* by Marc Okrand

nuqneH – "What do you want?" When approached, a Klingon will not say such pleasantries as "hello, how are you?" Instead, he will get right to the point and ask what that person wants of him.

Hija' – "Yes"

ghobe' – "No"

jIyaj – "I understand"

jIyajbe' – "I don't understand"

maj – "Good!" An expression of satisfaction.

majQa' – "Well done!"

Qapla' – "success!"

`urwI – traitor

Numbers

Numbers to 9: wa', cha', wej, loS, vagh, jav, Soch, chorgh, Hut,

Numbers 10 – 19: wa'maH, wa'maH wa', wa'maH cha', etc

Numbers 20 – 29: cha'maH, cha'maH wa', cha'maH cha', etc

Numbers 30 – 39: wejmaH, wejmaH wa', wejmaH cha, etc

100: vatlh

1000: wa'SaD

10,000: netlh

100,000: bIp

1,000,000: 'uy'

Number two-hundred-forty-six: chavatlh loSjav (Note how paired numbers are combined, dropping the glottal stop)

Ordinals: add "Dich" to numbers: wa'Dich, cha'Dich, etc (first, second, etc)

6.5 - tlhIngan Idioms

Written by Eric Schulman

Summarized from *Klingon for the Galactic Traveler* by Marc Okrand

<http://www.usingenglish.com/reference/idioms/>

An idiom is a phrase in which the words together have a meaning that is different from the dictionary definitions of the individual words. Klingons use many idioms, which can be difficult for non-Klingons to understand unless they are familiar with the actual rather than the literal meaning of the phrases. Some common Klingon idioms are summarized below.

DoS wIqIp ("We hit a target."): We agree.

DoSmey DIqIp ("We hit scattered targets."): We disagree.

Hoch jaghpu'Daj HoHpu' ("He has killed all his enemies."): He leads a meaningless life.

mIv je DaS ("Helmet and boot."): In full dress uniform (usually for a ceremonial affair).

ngaQ logmIt ("The door is locked."): The outcome is set or the plan cannot be changed.

Hoch nuH qel ("Consider every weapon."): Think of all the possibilities.

qul DIr yISop! ("Eat the fire skin!"): Hurry up! ("fire skin" is a Klingon dish consisting of flaming pieces of animal skin that should be eaten while they are still on fire)

vIHtaH gho ("The hoop is moving."): Act quickly.

vaj Duj DachIj ("You navigate a warrior ship."): You have strength of character.

Dujmey law' DachIjpu' ("You have navigated many ships."): You are experienced.

jop 'ej way' ("Lunge and deflect."): Have an argument.

pollaH pagh PolHa'laH ("Can either keep it or discard it."): It doesn't matter.

ghe'torvo' narghDI' qa'pu' ("When spirits escape from Gre'thor."): Never.

yItAD! ("Be frozen!"): Don't move! (to an individual; to a group it would be **petaD!**)

qagh HoH ("Kill gagh."): To do something counterproductive.

latlh Hivje'Daq 'Iw HIq bIr yIqang! (Pour the cold bloodwine into another glass!): Tell it to someone who might care (or tell it to someone who might believe you).

DaH may' bom pIm bom ("Now you sing a different battle song."): That's a different matter altogether (usually said when new information is revealed about a topic of conversation).

to'waQ yIv ("Chew ligament."): Take time to think about it.

yInajchu' ("Dream perfectly!"): Have good dreams (said to one's children at bedtime or to close friends on the night before a battle).

bIQ ngaS Hivje'IIj ("Your cup contains water."): You're completely wrong.

wa'maH cha' pemmey wa'maH cha' rammey je ("Twelve days and twelve nights."): It (an important event) will last a long time (Kahless and his brother Morath fought for twelve days and twelve nights after Morath broke his word).

bIQ'a'Daq 'oHtaH 'etlh'e' ("The sword is in the ocean."): There's no turning back.

ghaH vuv SuS neH ("He wants the wind to respect him."): He is a fool.

Ha'qujIIj nge' ("Take away your sash."): Wound your pride.

Doq bIQtIq ("The river is red."): Something momentous has occurred (e.g., a major victory).

Suv cha' qabDu' ("Two faces fight."): Two individuals are fighting each other one-on-one.

Suv qabDu' law' ("Many faces fight."): Many are fighting each other (e.g., a brawl.).

quSDaq bIba' ("You sit in a chair."): You state the obvious.

pel'aQDaj ghorpa' ("Before it breaks its shell."): While there's still time.

bo'Dagh'a' lo' ("Use a big scoop."): Exaggerate.

bo'DaghHom lo' ("Use a little scoop."): Understate.

jej pach ("The claw is sharp."): The food is good (pungent).

jejHa' pach ("The claw is dull."): The food is bad (bland).

cha'maH cha' joQDu' ("Twenty-two ribs."): Something is missing or not quite right (Klingons have 23 ribs).

6.6 - tlhIngan Slang

Written by Eric Schulman

Summarized from *Klingon for the Galactic Traveler* by Marc Okrand

Younger Klingons often use colloquial language or slang instead of standard words and phrases. They refer to slang as **mu'mey ghOq** ("fresh words"), in contrast to the **mu'mey Doy'** ("tired words") used by their elders. Many of these elders refer to standard language as **mu'mey qar** ("accurate words") and look down on those who use slang. Despite this, slang is common among many Klingons, which can lead to confusion among listeners who aren't familiar with this inventive language. Some common Klingon slang terms are summarized below using the following format: **Slang term** ("Literal translation of slang term."): Slang meaning (**Standard term**, "Literal translation of standard term if it is different from the slang meaning").

bachHa' ("Shoot wrongly."): Make a mistake (**Qagh**).

bej ("Watch."): Be certain (**Honbe'**, "Not doubt").

bochmoHwI' ("One who shines."): Flatterer (**naDwI'**, "One who praises").

bolwI' ("Drooler."): Traitor (**maghwI'**, "One who betrays").

buy' ngop ("The plates are full."): It is good to hear that (**De'vetlh vIQoy, vaj jIQuch**, "I am happy to hear that information").

chatlh ("Soup."): Nonsense (**Dap**).

chelwI' ("One who adds."): Someone who deals in finances (no standard equivalent).

chong ("Be vertical."): Be profound (**Qubchu'**, "Think clearly") / Good (**maj**).

chuH ("Throw a spear at."): Explain clearly to (**QIj**, "Explain").

Dach ("Be absent."): Not pay attention (**qImHa'**).

Duj ngaDHa' ("Unstable vessel."): Undisciplined (**ngIj**, "Rowdy").

ghIgh ("Necklace."): Assignment (**Qu'**).

Haq ("Perform surgery."): Intervene (**mun**).

Hom ("Bone."): Weakling (**pujwI'**).

jav ("Six."): Prisoner (**qama'**).

luH ("Yank."): Cause to confess (**DISmoH**).

mo' ("Cage."): Reason (**meq**).

na' ("Be salty."): Be certain (**Honbe'**, "Not doubt").

ngIb ("Ankle."): [derogatory term].

ngup ("Cape."): Authority (**woQ**).

pIn ("Boss."): Expert (**po'wI'**).

qang ("Pour into"): Always agree with (**reH Qochbe'**, "Always agree").

qu' ("Be fierce."): Be wonderful (**Dun**).

QaD ("Be dry"): Be protected (**Qan**, "Protect").

Qom ("Experience a tremor"): Be hazardous (**Qob**, "Be dangerous").

Qop ("Be worn out"): Be dead [food] (**Heghpu'**, "Has died").

SaS ("Be horizontal."): Be shallow (no standard equivalent) / not good (**Do'Ha'**, "Unfortunate").

SIj ("Slash."): Be clever (**val**).

Sub ("Be solid."): Be brave (**yoH**).

tlham ("Gravity."): Structure or order in a society (no standard equivalent).

tlhuH ("Breathe."): Be exhilarated (**Sey**, "Be excited").

vonlu' ("Be trapped."): Fail utterly (**lujqu'**, "Really fail").

yeb ("Wrist."): [derogatory term].

yIv ("Chew."): Annoy (**nuQ**).

'Igh (Unknown): Be cursed (**bI'Igh**, "You are cursed").

7.0 – Klingon Case Studies

7.1 - Case study: Captain Kor, Dahar Master

Written by George Pimentel

<http://memory-alpha.org/wiki/Kor>

http://en.wikipedia.org/wiki/Kor_%28Star_Trek%29

<http://memory-beta.wikia.com/wiki/Kor>

http://www.startrek.com/database_article/kor

Star Trek: The Klingon Way, A Warrior's Guide, Marc Okrand, ISBN 0671573802



Kor, son of Rynar and Dahar Master, is one of the most influential and important Klingon warriors in the Empire. He played key roles not only in the 23th century but also in the 24th century. His legendary battles between the Federation and the Romulan empire are well documented: The Organia conflict (TOS: Errand of Mercy), Caleb IV, (DS9: "Once More Unto the Breach") The Battle of Klach D'Kel Brakt. (DS9: "Blood Oath") The Battle of Korma Pass (DS9: "The Sword of Kahless"), and ultimately sacrificing his life to save the Klingon battle group (DS9: "Once More Unto the Breach"). With this being said Kor is also a symbol of Klingon virtue and is a prime example of the depth that makes up Klingon culture. (Memory Alpha)

Although being a Warrior is extremely important to Klingon society and culture there are many aspects to Klingon culture that establish that Klingons are more than just formidable warriors. In examining Marc Okrand's The Klingon Way: A Warriors guide one can see how Kor epitomizes the Klingon Spirit.

Great deeds, great songs. [TKW p.15] Kor was more than a warrior. He told stories and drank in celebration of past honors and future triumphs. As chief Obrien once stated "He tells it well" - Kor was a story teller "par excellence." (DS9: The Sword of Kahless) Klingon culture is one that has a very strong oral tradition and stories are a very important component to their history and culture.

Celebrate! Tomorrow we may die! [TKW p.153] Although, some might say that Kor might celebrate to access, (DS:9 "Blood Oath") he fully embraced this part of Klingon culture. Klingons fight hard and drink hard; games of curse warfare butting heads are all means of celebrating the Klingon spirit. Examples of this type of behavior can be found in the ritual of the Oder of the *Batleth* (DS:9 "Apocalypse Rising") and Kor exhibits this spirit consistently.

No enemy is boring. [TKW p.201] This proverb speaks to the idea that a worthy adversary is necessary for a Klingon to be truly tested.. Kor expresses this adage when he speaks to James T. Kirk on Organia – he values Kirks fighting spirit and holds the Organian's in

contempt for being weak and lacking a spirit that made a worthy advisory. He genuinely respects Kirks as an enemy of merit.

Finally, the ultimate expression of Klingon culture is: To die in the line of duty is the hope of every Klingon. [TKW p.74] Kor's only desire is to die in the service of the Empire. His success as a warrior meant that he had outlived his friends and his enemies. Finally, the opportunity to die a true Klingon came during the dominion war. He gave no thought to taking on the suicide mission to defend the Klingon strike group taking it upon him to die with honor in a final act of courage and honor. (DS9: Once More Unto the Breach).

Kor is the embodiment of the perfect Klingon warrior. He lived the ideals that his people expressed to the fullest. Although many Federation citizens see the Klingon race as one dimensional, a thorough study of Kor's life would demonstrate the rich complexities that make up Klingon and culture.

7.2 - Martok, son of Urthog: a psychological profile

Written by Dewald de Coning

<http://memory-alpha.org/wiki/Martok>

<http://en.wikipedia.org/wiki/Martok>

<http://memorybeta.wikia.com/wiki/Martok>

http://www.startrek.com/database_article/martok

General Martok's life story is a typical "rags to riches" tale. In this sense, out of all the legendary Klingon characters in the Star Trek universe, he's probably the one who exhibits the most human psychological traits to his personality, and the one Klingon character we can identify with best. Despite being by all accounts a "traditional" Klingon, he is enigmatic in the sense that at times he also displays remarkably "human" characteristics, such as recurring bouts of self-doubt and insecurity. Students of military strategy and leadership can learn a lot from studying this warrior's psyche.

Early life

Martok was born in the lowlands of Ketha province on Qo'nos to a common family. The Ketha lowlands was a generally impoverished region of Qo'nos. His family had a long history of loyalty to the empire. Fifteen generations in his family before him had been warriors. His father, Urthog, had never achieved officer status himself, and had therefore harbored the hope that his son could one day become an officer. It took a great deal of effort, but Urthog found an old friend willing to sponsor Martok for enlistment. He passed the entrance exam, but when he went before the Oversight Council, to his everlasting shame and his father's embarrassment, the legendary warrior, Kor, rejected his application, specifically because he was not of noble heritage. In all probability, Martok never forgave Kor for that. It was a blight he would carry with him the rest of his life.



General Martok

As a direct result of Kor's rejection, Martok was forced to serve as a mere civilian laborer on a Klingon ship from 2345 to 2350. It was during a battle with the Romulans that he had acquitted himself so well in the fighting that he was given a battlefield commission. Sadly, his father died only shortly before he received this commission. This most probably might always have been Martok's biggest single regret.

Military career

From there, Martok worked his way up the ranks, until he became a general. He began his steady rise to hero status when he commanded the Klingon forces loyal to chancellor Gowron at the battle of Mempa during the Klingon Civil War in 2368. Although Gowron's forces were sent into a full retreat, Martok's bold leadership kept the battle from turning into a complete rout. In a way, Martok can be described as the "Stonewall Jackson" of the Klingon empire. In late 2371 Martok was abducted from Qo'nos by the Dominion as part of an intricate wartime ploy, and imprisoned in an internment camp in the Gamma quadrant, where he lost his left eye during a fight with the Jem'Hadar camp commander, leaving him half-blind. After his escape from this internment camp, he returned to Deep Space 9, where chancellor Gowron appointed him commander of the Klingon detachment.



Worf and Martok during their custody in the Dominion internment camp.

Later that same year Martok was given command of the IKS Rotarran. But his time in the Dominion internment camp had left a serious scar on Martok's psyche and self-esteem. Cognizant of his uneasiness with a command position following his confinement, he invited Worf to serve as his first officer. This in itself shows his reasonableness as an officer and his willingness to delegate and trust and to place the interests of the empire above his own.



IKS Rotarran, Martok's first starship command following his captivity.

Martok was initially too cautious in his command of the Klingon warship, despite the crew's already low morale, as a result of a series of defeats. He exacerbated the situation by deliberately avoiding several opportunities to engage the Jem'Hadar in combat during the opening shots of the Dominion War. To preempt a mutiny, Worf staged a challenge between Martok and himself, allowing Martok to win. This rekindled Martok's selfconfidence, as well as the crew's trust in him. His brilliant leadership and near-heroic exploits during the rest of the Dominion War from 2373 to 2375, made him very popular among his peers, as well as civilians. He was instrumental in convincing Gowron to support Starfleet's offensive to recapture Deep Space 9 from the Dominion. He was promoted to the position of Supreme Commander of the combined Starfleet/Klingon Ninth Fleet in early 2374, but he resented the position because of all the paperwork and bureaucracy involved in commanding an entire fleet. From this we can clearly see that Martok was not a politician or bureaucrat, but more of a "hands-on" type of commander, active amongst his troops, not happy to be trapped in an office, nevertheless prone to self-doubt.



Personal relationships

Martok resented his elderly assistant, Darok. He often belittled him for being elderly, instead of having died with honor. Darok, in turn, had befriended Kor, because he reminded him of a "Qo'nos that once was". Perhaps this was another motive for Martok's resentment of Darok, because he still resented Kor for having declined his first application to the Klingon defense force at the outset of his career. Martok showed fierce loyalty, heroism, and incorruptibility, even in the face of treachery and adversity. When chancellor Gowron embarked on a program to discredit Martok as a military leader, he refused to betray his loyalty to Gowron, despite the latter's treachery. When Worf later killed Gowron in battle and became chancellor, he abdicated in favor of Martok. Initially, Martok refused the position, expressing his belief that the High Council would not accept him as chancellor, for being a common man from the lowlands. Clearly he was not aware of the impact the reverence his troops had for him would have in terms of compelling the council to accept his appointment as chancellor. Despite all of his "human" traits, Martok was still by all rights a

traditional Klingon. He viewed marriage in a rather cynical fashion, describing it as "just another form of combat", and although he had clearly become disillusioned with his 66 marriage and the woman he was married to, he loved Lady Sirella deeply. Sirella, together with two of his daughters, Shen and Lazhna, were all killed in January 2376 during a coup d'etat, led by Gothmara and Morjod, Martok's illegitimate son.



Lady Sirella

Fiercely traditional and proud, somewhat stubborn, Martok preferred to keep his injured eye as is. When an ocular implant was suggested to him, he was adamant that he did not want "an artificial eye". Incredibly disciplined and stern towards his troops, he once disciplined Kretok, a member of Deep Space 9's Klingon detachment, by throwing him off a crossway on the promenade. Like most Klingons, Martok showed a disdain for Ferengi. However, when the Ferengi cadet, Nog, stood up to him and directly challenged him, Martok developed a grudging respect for him.



The Ferengi cadet Nog, who courageously stood up to General Martok

Conclusion

Martok was a complex man. He could even be considered a contradiction in himself. He could be surprisingly compassionate at times, yet brutally cruel at other times. In one incident he appointed Worf as first officer on a dangerous mission to Monac IV in early 2375, so that Worf could earn entry into Stovokor for his Jadzia, who had recently passed away. In yet another incident he had Kaybok of the IKS M'Char executed in 2372 for merely disobeying orders. But he was also an excellent judge of character, caring deeply about those under his command.

7.3 - The House of Duras

Written by David R. A. Grate

http://memory-alpha.org/wiki/House_of_Duras

http://memory-alpha.org/wiki/Duras,_son_of_Toral

http://memory-alpha.org/wiki/Duras,_son_of_Ja%27rod

http://memory-alpha.org/wiki/Toral,_son_of_Duras

<http://memory-alpha.org/wiki/Lursa>

<http://memory-alpha.org/wiki/B'Etor>

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Landau, L. (1990). *Star Trek: The Next Generation* 3x17, "Sins of the Father."

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The House of Duras was once considered one of the Great Houses of the Klingon Empire and was extremely active both within and outside of the Empire. It is very difficult to obtain accurate information about the House of Duras from the Klingon Empire, so unfortunately most references herein are courtesy of the Freedom of Information Act of the United Federation of Planets and ship and station logs available through the library of Omega Prime. Information about Toral, the earliest known patriarch of the House of Duras, is limited to members of the Federation and all that is known is that he is the father of Duras, the warrior defeated in combat by Captain Jonathan Archer at the edge of the Delphic Expanse in 2153 ((1)) and that he was a distinguished poker player. ((2))



Duras was the captain of the IKS Bortha, and attempted to free Klingon prisoners believed to be aboard the USS Enterprise NX-01. He was fired upon by the Enterprise in what was believed to be an unprovoked attack, crippling the Bortha. ((3))

Ja'rod was the leader of the House of Duras and the father of Duras, Lursa and B'Etor. In 2366 and was accused of sending classified defense codes to the Romulans who used the codes to massacre the colony, including over 4,000 men, women and children. It is believed that misinformation by the Romulans or other factions deliberately falsified facts to imply that either Ja'rod or Mogh, Son of Worf, had sent this information, but there is no clear, discernible facts. ((4))



Duras was a leader of the House of Duras and contender for the chancellorship after the impending death of Chancellor K'mpec. Duras was accused of the dishonorable act of poisoning K'mpec, but substantial proof was never found. Fearing that he would be accused, falsely, by the parmaqai of Worf, Ambassador K'Ehlyr, of attempting to murder the chancellor as well as cheat during the Rite of Succession, Duras honorably challenged and defeated the ambassador. Before Duras was able to complete the Rite of Succession and gain his rightful place as chancellor, Worf murdered him aboard the bridge of his own ship, the IKS Vorn. ((5))



Lursa and B'Etor were the misguided sisters of Duras -- Lursa the elder and B'Etor, the younger -- who believed that the Romulans might be able to assist in keeping the Klingon Empire together during the Klingon Civil War. ((6)) After a number of challenges to Gowron

and his followers went astray, Lursa and B'Etor joined forces with the El-Aurian scientist Soran, but were killed by the USS Enterprise NCC-1701D. ((7))



Toral is the illegitimate son of Duras, considered a member of the House of Duras. His existence was brought to the attention of the High Command on Stardate 44995.3 when he, as the only son of Duras, Son of Ja'rod, was denied his rightful place as a contender for the chancellorship according to the Rights of Succession. Chancellor Gowron refused to allow Toral to be heard, forcing a civil war which Toral neither wanted, nor intended. ((8))

In an attempt to prevent the Klingon Empire from dividing further, Toral, along with his aunts Lursa and B'Etor, even risked contacting the Romulans to keep the Klingon Empire together. Unfortunately, Gowron deceptively convinced the United Federation of Planets to ally with him and his forces, defeating the Duras army. As punishment, Gowron offered Toral's life to Worf, son of Mogh, and in an unexpected display of honor, Worf chose not to take the young man's life. ((9))

Four years later, Toral again tried to regain his honor when he planted a bomb in the Great Hall. Toral joined with Chernoth, granddaughter of the assassin known as the Albino, but after assessing her motives to be less than honorable -- her intention was to kill the Dahar Master Kor -- Toral exposes her, allowing Kor to defeat and kill Chernoth. ((10))

70 A year later, Toral, in an attempt to retrieve the Sword of Kahless from the Gamma Quadrant, was defeated by Kor, Worf and Jadzia Dax. The aforementioned trio launched the sword into space, forever depriving the Empire of one of its ancient artifacts. ((11))

The fate of the House of Duras is debatable as there is no reference proving its disillusion by either Gowron or Chancellor Martok.

Footnotes

((1)) James A. Goodman. (2003). Star Trek: Enterprise 2x19, "Judgment."

((2)) Sandy Schofield, Dean Wesley Smith, Kristine Kathryn Rusch. (1993). Star Trek: Deep Space Nine, The Big Game. New York: Pocket Books.

((3)) Goodman.

((4)) Les Landau. (1990). Star Trek: The Next Generation 3x17, "Sins of the Father."

((5)) Jonathan Frakes. (1990). Star Trek: The Next Generation 4x07, "Reunion."

((6)) Cliff Bole. (1991) Star Trek: The Next Generation, 4x26, "Redemption."

((7)) David Carson. (1994). Star Trek Generations.

((8)) Bole.

((9)) David Carson (1991). Star Trek: The Next Generation, 5x01, Redemption II."

((10)) Leonard Kirk (1995). Star Trek: Deep Space Nine, No, 31, "Remembrance."

((11)) LeVar Burton. (1995). Star Trek: Deep Space Nine 4x09, "The Sword of Kahless."

Members

- Toral
 - Duras (died 2153)
 - Ja'rod (died 2346)
 - Duras (died 2367)
 - Toral
 - Lursa (died 2371)
 - One unnamed child (status unknown)
 - B'Etor (died 2371)

