

The Durcelin

Homeworld: Nomadic

Location: Intergalactic Void

The Federation has had only the most limited contact with the Durcelin race, when they inadvertently trapped the USS *Odyssey* en route to the Andromeda Galaxy in 2402. However, the ship's scanners were able to obtain a fair amount of information on the species before their mutual departure.

The Durcelin are a noncorporeal race composed almost entirely of neural and luminous energy; their physical appearance is of a brightly glowing lightmass approximately two meters long and one meter high, although it is not known whether this mass represents a single individual, a group, or their entire race -- the species when communicating refers to itself in the plural. They are nomadic, traveling from point to point in the galactic void, searching for stray sources of energy on which they feed. Ships passing through an area inhabited by Durcelin are targeted as a 'feast' and experience energy drains and ship damage unless the consumption can be halted.

Massively intelligent, the Durcelin are a telepathic species with no use for verbal communication; their communication with *Odyssey* personnel was only possible by possession of a humanoid body. Their first attempt at this ended tragically, as their neural energy overloaded the brain functions of the *Odyssey*'s counselor, killing her instantly. Their second attempt ended successfully and they proved able to communicate and respond to diplomacy through the mouthpiece of the *Odyssey*'s first officer.

The Durcelin are not a hostile race; in fact, the *Odyssey*'s logs suggest they are a curious, even innocent sort and respond unhappily to the idea of deliberately causing harm. However, they are an extremely alien race with power proven to be able to cause severe damage by accident, and as such should be approached with caution.