

# ARBORIS

Homeworld of the Veridians

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## Classification

**Planet Name:** Arboris

**System:** Anima System

**Primary Star:** Anima Prime

**Companion Star:** Anima Minor

**Planet Type:** Rocky Terrestrial World

**Civilization:** Veridian

**Government:** Spiritual Monarchic Hierarchy

**Capital:** Nadir

**Known For:**

- Floating island continents
  - Crystal forests
  - Resonance caverns
  - Magnetic anomalies
  - Veridian civilization
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## Overview

Arboris is one of the most visually unique inhabited worlds within known space.

The planet is defined by immense floating landmasses suspended above the surface through naturally occurring magnetic and gravitational anomalies.

Below these floating continents lie vast crystal fields, geothermal regions, deep valleys, and interconnected cavern networks.

To outsiders Arboris appears mystical.

To the Veridians it is simply home.

The environmental conditions of Arboris played a major role in the evolution of Veridian biology, culture, philosophy, and eventually their understanding of Quantum Field Resonance Manipulation (QFRM).

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## Physical Characteristics

### Diameter

Approximately 0.9 Earth Diameters

### Gravity

~0.8 G

Lower gravity contributes to:

- Floating ecosystems
- Taller vegetation
- Agile wildlife
- Lightweight Veridian physiology

### Day Length

Approximately 28 Hours

### Year Length

Approximately 430 Standard Days

### Lifesupport

Atmosphere is highly breathable to Veridians and compatible with most known humanoid species.

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# Geography

## Floating Island Belts

The most iconic feature of Arboris.

Massive landmasses float naturally throughout the atmosphere.

Some are only a few kilometers across.

Others rival continents.

These formations remain suspended through interactions between Arboris' powerful localized magnetic anomalies, unusual gravitational irregularities, and mineral-rich landmasses. The anomalies are shaped in part by the planet's intense geothermal activity and unusual geological composition. Arboris' lower gravity assists the long-term stability of the floating-island belts.

Many ancient Veridian cities were built upon these floating regions.

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## Crystal Forests

Enormous forests composed of both biological and crystalline life.

Characteristics:

- Towering crystal-growth trees
- Light refraction phenomena
- Naturally occurring resonance patterns
- Extensive biodiversity

The forests glow softly at night as ambient energy travels through crystalline structures.

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## Resonance Caverns

Among Arboris' most famous natural wonders.

These underground systems contain:

- Massive crystal formations

- Geothermal chambers
- Magnetic fault zones
- Naturally resonant structures

The caverns create unusual acoustic and electromagnetic phenomena.

Sounds can travel incredible distances.

Crystal structures vibrate in response to environmental changes.

Veridians historically viewed these locations as places of reflection and understanding.

Modern science views them as natural resonance laboratories.

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## Geothermal Regions

Arboris possesses significant geothermal activity.

Features include:

- Thermal valleys
- Steam basins
- Heated crystal fields
- Underground energy reservoirs

These regions support major local ecosystems and influence Arboris' climate, mineral cycles, and crystal growth patterns.

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## Deep Rift Valleys

While much of Arboris is vibrant and lush, enormous rift valleys cut across portions of the planet.

Characteristics:

- Sparse vegetation
- Exposed crystal formations
- Strong magnetic fluctuations
- Harsh environmental conditions

Many scientific observatories are located within these regions.

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# Climate

Arboris maintains a generally temperate climate.

Most regions experience:

- Mild seasonal changes
- High atmospheric moisture
- Frequent cloud formations
- Stable temperatures

The floating island networks create unique weather systems that can vary dramatically between altitude levels.

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# Native Life

Life on Arboris evolved alongside the planet's unusual resonance-rich environment.

Common traits include:

- Crystal-integrated biology
- Enhanced environmental sensitivity
- Electromagnetic adaptation
- Lightweight skeletal structures

Many species display forms of natural bioluminescence.

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# The Veridians

Arboris is the birthplace of the Veridian species.

Environmental pressures favored:

- Heightened perception
- Pattern recognition

- Emotional intelligence
- Resonance sensitivity

Over millennia these traits became central to Veridian culture.

The Veridians did not invent resonance.

They simply became exceptionally skilled at perceiving it.

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## Relationship to QFRM

Arboris is not a planet that naturally performs QFRM.

Instead:

The planet exhibits unusually visible resonance phenomena.

Because resonance effects are common and observable throughout Arboris:

- Early Veridians studied them.
- Philosophies formed around them.
- Sciences emerged from them.
- Eventually QFRM research developed from those foundations.

Arboris is therefore considered one of the most important worlds in the study of resonance sciences.

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## Culture & Philosophy

Veridian culture emphasizes:

- Harmony
- Understanding
- Connection
- Observation
- Self-discovery

A common Veridian belief states:

“To observe is to know. To connect is to understand.”

Another ancient proverb says:

“The universe speaks through all things. Listen first, and understanding will follow.”

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## Major Landmarks

### The Great Resonance Caverns

Largest known crystal cavern network on Arboris.

### The Floating Crown

A cluster of ancient floating islands considered sacred by many Veridians.

### The Crystal Expanse

A continent-sized crystal forest visible from orbit.

### The Deep Nadir Rift

The largest geological fracture on the planet.

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## Strategic Importance

Arboris is considered:

- The cultural center of Veridian civilization
  - One of the foremost centers of resonance research
  - A major scientific destination
  - A respected neutral world among many civilizations
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**Source of Truth Status:** Canon

**Related Documents:** Veridian Species Reference, Elyra Character Reference, Anima System Reference

