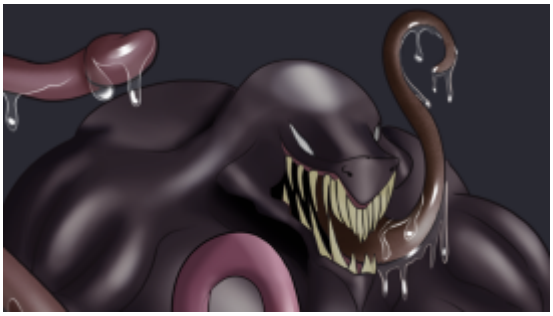
Species

- Sub-Guh'Nir
- Luxurian
- Xeonian
- Sithyryan
- Zareen
- Verdanti
- Grikari
- Chon-Tan
- Aldsidhe
- Metahuman
- Uruk
- Anthro
- Human
- Hostile Species
- Harmonians

Sub-Guh'Nir



Home planet: Unknown

Biology

Sub-Guh'Nir are creatures of unknown origin that inhabit the subway tunnels beneath Akra. Their huge and disproportionate claws with sharp nails make them dangerous, but their movements are slowed by their weight. The best way to defeat them is to avoid their attacks until they become exhausted. According to Galiano, they eat the corrupted debris from Akra's core, which suggests that their current form may not be their original one.

They are typically aggressive but can be appeased through sexual acts. Witnesses who have escaped them report having to engage in sexual acts to calm their rage.

The "alpha" male of the Sub-Guh'Nir species is known to terrorize the subterranean passages of Akra. It has a high health and lust stat, and is a significant challenge to defeat in combat.

Locations

Akra - Subway Facilities

Notable Sub-Guh'Nir

The Sub-Guh'Nir Alpha

Luxurian



Home planet: Luxina

Biology

Luxurians are a race of dark elf-like humanoids. They control psychic powers that they can use against their adversaries or lovers. Their powers can increase or decrease their target's emotions and sensations such as pleasure, pain, or anger. A luxurian that has honed this power also can us mind control.

Luxurian psychic powers slowly degenerates the user. Extended or overuse of the ability can cause a need for greater stimulation for the luxurian to feel normal sensations which eventually leads to a phase they call "The Dusk". Luxurians affected by "The Dusk" will start to lose their faculties over time until they die. If not for this disease they could live forever.

Luxurians are divided into house based on race and are forbidden by society to mate outside their house. Some Luxurians will break this rule, but will leave the planet as this is a criminal offense by their laws. Luxurians can be found on various planets across the galaxy.

Races

Abyssals:

The abyssals live in the dark depths along with the roots of the trees covering Luxina. They possess vision that allows them to see their surroundings.

Timbers:

The timbers live in the branches mid way up the Luxina's trees.

Epiphanes:

The epiphanes are winged luxurians that live in the canopy of Luxina's trees.

Sub-races:

Each race has various sub-races with minor differences and skin markings play an important role in them.

Notable Luxurians

Egon - Bartender at Galiano's club

Elion - Egon's father

Egon's mother

Xeonian



Home planet: Akra

Biology

Xeonians are an ancient species that attempted to enslave the entire galaxy 50,000 years ago, but they failed and were nearly annihilated. Only a small ghetto of this species survives in Akra's poorest neighborhood.

The most notable physiological characteristic of the Xeonians is their semen, which is extremely thick and sticky. They are also masters of persuasion and negotiation, which they use to get what they want.

Locations

Akra

Notable Xeonians

Garth - Xeonian politician in Akra

Sithyryan

Home planet: Sithyrya

Biology

Sithyryans come in a variety of shapes and sizes, including triceratops, lizards, and dragons. They all share a common characteristic of having scales. Their body temperature is lower than that of humans, and some use a "z" sound when speaking, possibly due to their viper-like tongues. The planet Sithyrya is a barren place and is currently under attack by a creature known as The Warlord.

Races

Dragons
Lizards
Triceratops

Locations

Sithyrya

Notable Sithyryans

Bradley - A decorated Admiral of Sithyrya

Zareen



Home planet: Hybris

Biology

Zareen are a proud species from the planet Hybris. Their bodies are taller than the average human, and they have two long protrusions that emerge from their heads, sometimes reaching the ground. They are also physically distinguished by a hard, rocky layer that sometimes covers parts of their skin, or patterns made of small stones that can even adorn their testicles.

Physiologically, Zareen possess a unique organ that accumulates and channels energy, which they use as a form of telekinetic magic for both offense and defense. Despite their sunken skulls, which give them a small brain mass, they are considered one of the most intelligent races in the galaxy. They have two urethrae, unlike most other species.

Historically, they ruled the galaxy twice in the last 50,000 years, but were overthrown both times by the Galactic Union. They are a militarized society, and their main social pillar is brute force.

Society

The Zareen are currently in a civil war following the death of their emperor, who passed away without an heir. Several military groups are now fighting for the position, and some of these groups are radical supporters of the Meta-Humans. The outcome of this conflict will determine whether they will attempt to conquer the galaxy for a third time.

Locations

Hybris
Akra
Nova Nexus

Notable Zareen

Skru'Vaks - Your ally in the struggle against The Warlord.

The emperor, who is now dead.

Verdanti



Home planet: Verdanti

Biology

The Verdanti are a species of tree-like beings that have a humanoid form. They originate from a planet that shares their name, where the land was once barren, and procreation was nearly impossible. They were first discovered by bounty hunters who sold them to a company on Akra.

However, thanks to modern technology, they have been able to recover the fertility of their soil on their home planet and their population is now growing again. This recovery is made possible by the collaboration, either voluntary or not, of other species.

Locations

Verdanti
Akra

Notable Verdanti

Thuul

Grikari



Home planet: Akra, Nova Nexus

Biology

Grikari have average human-like bodies with two long protrusions emerging from their heads that can reach the ground. Their skin is sometimes covered by a hard, rocky layer, or adorned with patterns made of small stones that can also be found on their testicles. They are considered one of the most intelligent races despite having sunken skulls that leave little room for brain mass. Grikari are also notable for having two urethrae, a feature that distinguishes them from most other species.

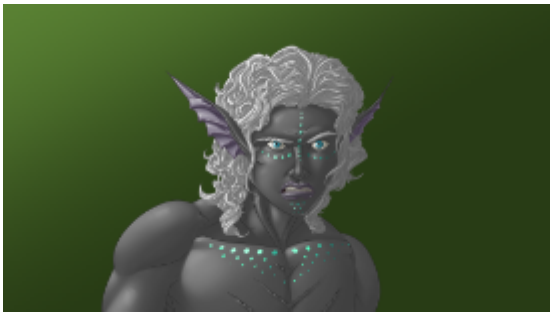
Locations

Akra
Nova Nexus

Notable Grikari

Nikolaos - The leader of the New Life corporation.
Gravan

Chon-Tan



Home planet: Pangea

Biology

Chon-Tan are a temperamental and reserved species, also known as half-elves or forest imps. They are a difficult species to deal with. Their bodies are delicate, slender, and small, with an average height of 4 feet and a weight of less than 40 pounds. Their muscles and bones are extremely flexible.

Chon-Tan have pointed ears, and their skin can be gray, brown, or green. They have radiant-colored dots that glow in the dark and form patterns unique to each individual.

History and Society

The Chon-Tan once lived in the forests of a planet they called "Ago," along with other races, until humans invaded and expelled them. The rebellious humans who founded Pangea welcomed them into their society, and although they have successfully integrated, they are housed in separate neighborhoods from other species.

Locations

Pangea
Akra

Notable Chon-Tan

Jhaan

Aldsidhe



Home planet: The Sithen Nebula

Biology

The Aldsidhe are an ancient and aristocratic spacefaring species descended from divine bloodlines. They are divided into two rival factions: the Seelie and Unseelie Courts. Most Aldsidhe have an elven appearance, with long lifespans, pointed ears, and striking eyes. However, some, especially those from the Unseelie Court, may have more monstrous traits.

The Aldsidhe are known for their mastery of organic technology and have limited but potent magical abilities called "Aeether". Their culture is characterized by its elegance, strict hierarchy, and ruthless ambition. While they rarely engage in open warfare, their influence is felt deep within galactic politics.

Society

The Aldsidhe are divided into the rival Seelie and Unseelie Courts, each with a strict, aristocratic hierarchy. This court-based system governs their society and political ambitions.

Locations

The Sithen Nebula

Notable Aldsidhe

Keirys

Metahuman

Home planet: Earth, Paradise

Biology

Metahumans are an advanced species that originated on Earth. They are known for their enhanced physical and mental abilities, which they can use for combat, psychic powers, and technology. Metahumans are considered the most advanced and powerful species in the galaxy.

History and Society

Metahumans are the dominant species in the galaxy and have a long history of conflict with other races. They were involved in a major war with the Xeonians 50,000 years ago, which they won. Their society is a militaristic one, and they believe in brute force as the most important social pillar.

Locations

Earth
Paradise
Pangea

Notable Metahumans

Diego Cortés

Uruk



Home planet: Urukai

Biology

Uruk are a species native to the planet Urukai. They are large, humanoid beings, with some individuals, like Katari, possessing four arms and horns. Despite their imposing appearance, their culture seems to value tranquility and peace, as their homeworld is described as a vast plain where one can breathe fresh air. Their skin color is typically purple.

Locations

- Urukai
- Aethergald (settlement on Urukai)
- Ofanna Wildlife Reserve (on Urukai)
- The Loom Mountains (on Urukai)

Notable Uruk

- Katari

Anthro



Home planet: Pangaea

Biology

Anthros are a species that originated from animals experimented on by humans with a serum. They are described as "feral creatures" and can have specific animal traits, such as those of "meta-wolves". They are known to be powerful, with some adopting an aggressive, high-risk fighting style

Locations

- Pangaea

Notable Anthro

- Feraldo

Human

Home planet: Earth (destroyed)

Biology

Humans are a species that originated on the planet Earth. About 4,000 years ago, their home planet was destroyed, forcing the population to evacuate and travel to a new planet, which they named Paradise. Upon arriving, they discovered they were inferior to other native species in the cluster. To survive, they began experimenting with DNA, which led to the creation of Metahumans. This led to wars that spread across the galaxy. Now, humans are not well-regarded by other species.

Locations

- Paradise (now ruled by Metahumans)
- Pangea (rebel bastion)
- Harmonia
- Akra Leuka
- Sithyrya

Notable Human

- Rylan
- Riordan
- Arthur
- Sammuel
- Damien
- Phoenix
- Gabriel
- King Edward

Hostile Species



Home planet: Sithyrya

Biology

Sand Wyverns are small, dragon-like creatures that inhabit the mountains of the Silent Plains on Sithyrya.bDuring the day, they hunt in the desert for prey, which includes both animals and people. Their skin is resistant to energy bullets, making edged weapons more effective when slid between their scales. They can breathe fire, which causes severe burns.They typically carry their prey back to their mountain dens with their tails to be devoured slowly. In combat, they are described as using a "Fireball" and "Flame" attack.

Locations

- Sithyrya - Silent Plains

Notable Sand Wyvern



Home planet: Gehenna

Biology

Graul are demon-like creatures that serve as minions for the Warlord, Arihama. Their faces reflect the rage that has been forced upon them by their master. While under the Warlord's influence on Sithyrya, they are aggressive and out of control, attacking with immense strength. Once freed from his influence, they are revealed to be Imps from a place called Gehenna and are capable of intelligent speech. Their purpose on Sithyrya was to bring unharmed victims to their Lord.

Locations

- Sithyrya (while under the Warlord's control).

Notable Graul



Home planet: Harmonia

Biology

Huargos are hostile creatures found in Harmonia. They have grey pelts and are aggressive, attacking with both bites and claws. Their bites can cause bleeding wounds. They generally live in packs, and thus also having an Alpha whom controls the pack.

Locations

- Harmonia - Sunrise Valley

Notable Huargo

Harmonians

This page covers the primary humanoid species native to the magical planet of Harmonia.

Elf

Home planet: Harmonia

Biology

Elves are one of the native species of the planet Harmonia. They are known to possess magical abilities and have a deep connection to the natural world of their planet.

Locations

- Harmonia
- Eldor

Notable Elves

(No specific named Elves are mentioned in the files)

Goblin

Home planet: Harmonia

Biology

Goblins are a native species of Harmonia. They can be hostile, often bothering travelers on the roads. They live in camps and are known to be susceptible to certain potions. While initially aggressive, it is possible to infiltrate their camps and interact with them, even engaging in sexual activities.

Locations

- Harmonia (especially roads and forests)
- Goblin Camp (in Sunrise Valley)

Notable Goblins

- The Great Sage (Goblin leader)

Vampire

Home planet: Harmonia

Biology

Vampires are a native species of Harmonia. They are charismatic and manipulative, feeding on human blood, though they do not necessarily kill their victims. They possess certain weaknesses and can be harmed by stakes. There is also a more dangerous variant known as "blackblood vampires."

Locations

- Harmonia

- The Ossuary
- Peaceful Panda Inn

Notable Vampires

- Alexander