

Even Stranger Options for Role-Play Adventure

# MYRIAD ALIENS





# ALIENS

This book is a supplement to *Myriad Song: Role-Play of 10,000 Worlds*. The page numbering of this book picks up where the last book left off.

## How to use this book

The alien options in this book are much stranger than the ones seen in the core book. These aliens are still able to travel through space, but they are less common on the habitable worlds. Some of them don't breathe oxygen. Others can't function outside of a watery environment. And one might not even be native to our linear universe.

## Credits

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The slippery, polychrome Arion were once the mouthpieces of the Syndics, but now speak only for themselves.

### Morphology

Arions are tall gastropods reaching heights of 1.4-1.6 meters. Their bodies are often longer, sometimes reaching 2 meters long from head to tail. Extremely smooth-skinned and hairless, the Arions glisten with a thin, translucent membrane like most gastropods, but thankfully rarely leaves a slime trail behind them.

Arions come in a wide variety of colors, from bright reds and oranges to darker shades of blue and purple. They also can have elaborate patterns on their bodies, a trait of natural beauty the Arions are proud of.

Their eyes are stalks upon the crest of their head, and their mouth is a small pucker that opens up, allowing them to digest large amounts of dead vegetation with ease. Just below the mouths, along the ridge of the body, the Arions are able to extrude pseudopods from their skin to work as physical manipulators, like small tentacles from their body.

Arions are hermaphrodites, containing both male and female sex organs. Arions can lay close to forty eggs in a clutch after mating.

### Behavior

One unique aspect of the Arions is their voice. It is very wispy, very soft compared to other legacies. While the Arions do talk, their speech tends to have a meter to it, a speech pattern that makes them natural singers.

Under the rule of the Syndics, many Arion became either political leaders or propagandists; doing their masters bidding in converting or integrating new legacies into the Myriad. This split has actually fractured the current psychology of the

Arions. Those in political office have become more accustomed to the high life, while their propagandist cousins have begun to pursue more artistic pursuits.

This split has made the behavior of the Arions very diverse. Some have excelled in artistic pursuits; many of the Myriad's most famous artists and musicians happen to be Arions. Others have grown accustomed to being pampered as the ruling elite. Caught in the middle are typical Arions who get by as artisans, low-level bureaucrats and traders.

Despite this, Arions are not commonly unassuming. Even those who are more liberal and artistic tend to focus only on what defines their visions of beauty, as they arrogantly shun their colleagues to curry favor and admiration from others. Despite their snobbish attitude, Arions can be devoted friends when they get close to others. For Arions, though, being recognized and having a circle of friends is more than enough to justify their profession.



### Relationships

Arions are found in all facets of society in the Myriad. Many have flocked to the Solar Creed, relishing in the simplicity of the lifestyle, while others remain with the

Remanence, continuing to live in the lap of luxury. Many outgoing Arions tend to stay neutral, not caring for factional divides so they can continue to pursue their art, or performing anywhere they can.

Include Arion Trait with:  
**Craft, Negotiation, Presence**

Arion Starting Gifts:  
**Ophidian, Performance [Singing]**



# DAGKUL

Strange, spherical beings often over-looked by the other aliens of the Myriad, the Dagkul are more than meet the eye.

## Morphology

Upon first glance, the Dagkul resemble large, spherical rocks, barely 1.1 meters tall. Their thick shells, however, contain a sentient being. Their shells can open 360 degrees like an accordion, and inside is a muscular mass of a being.

Usually only their tentacle appendages are seen, which are used to grab and manipulate objects when necessary. Completely blind, the Dagkul sense vibrations in the air emitted by echolocation, clicking their shells constantly to see.

The Dagkul are filter feeders. They feed off of micro particles in the air for nutrition, and in the process filter out clean air. This filtration process not only generates cleaner air, it provides fresh oxygen into otherwise toxic environments filled with carbon monoxide.

Dagkul are also very sensitive to air pressure and to magnetic fields. Many Dagkul hone these sensitivities further, creating an “extra-sensory perception” that no other legacy can achieve.

## Behavior

The Dagkul have weak vocal chords. They tend to communicate with a combination of words and clicks, most of which are only heard when their mouths clack up and down fast enough for folks to hear. Due to their biology, the Dagkul are only able to talk in short bursts, making long speeches all but impossible for them.



The Dagkul rarely concern themselves with others, often congregating with their own kind in large clusters to feed and relax. They are usually curt and antisocial towards other legacies.

The Dagkul, however, know they are a small fish in a large ocean, often working together with other legacies as a necessary evil for their own survival. It may be a tumultuous relationship for some at best, but the Dagkul can swallow their pride for what is best for themselves, living in a symbiotic state with the rest of the Myriad.

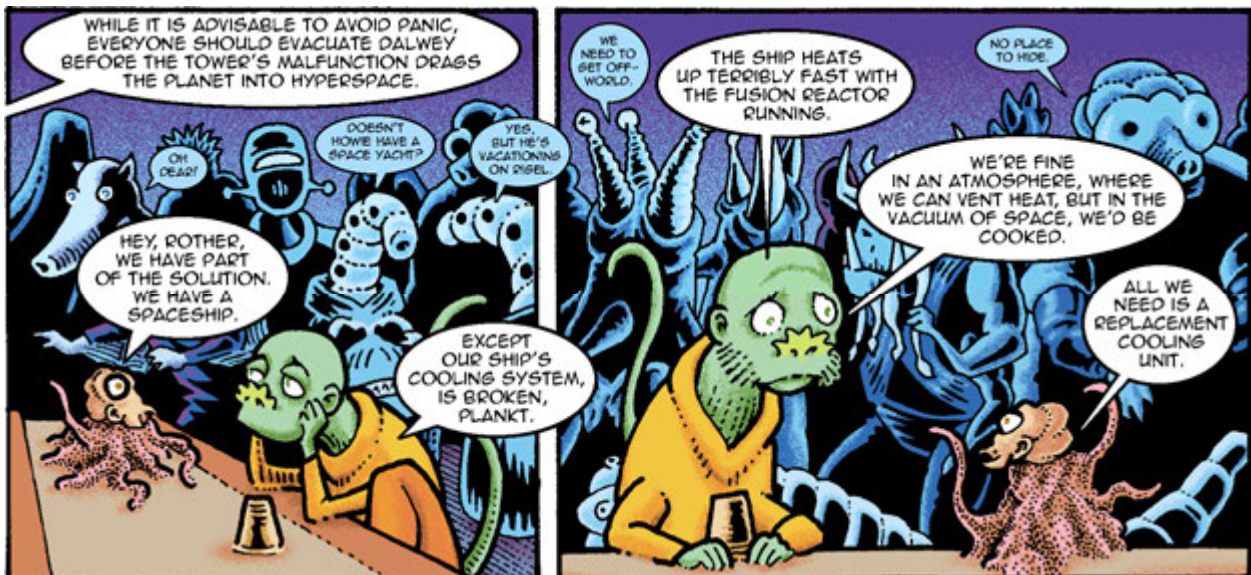
The Syndics often used the Dagkul as objects, mere living filters to clean industrial sites. Others were kept as pets, little more than glorified trophies for the wealthy nobility.

## Relationships

The Dagkul are not above working for any cause. Many who have integrated themselves into urban societies work a variety of odd jobs, from unskilled labor to messengers and merchants. Of all factions that the Dagkul congregate with, it is the Metanoic Corps that utilize their natural abilities to great effect, employing legions of Dagkuls as scouts to hasten the process of cleaning up toxic air on dead planets.

Include Dagkul Trait with:  
**Endurance, Evasion, Observation**

Dagkul Starting Gifts:  
**Echolocation, Natural Armor**



# DROZAN

Brutish fighters and cunning warriors, the physically imposing Drozan are a ferocious sight to behold across the Myriad.

## Morphology

The Drozan are a four-armed, bipedal legacy that stand about 1.8 meters tall, and weigh easily over 100kgs. A very physically imposing race, males tend to be very stout and burly, while females are usually leaner and more sinewy. Their skin is covered with a thick pelage that is usually a light brown to jet black.

On their heads, both males and females can grow horns. Males tend to have thicker, more curled horns than females, who are more straight and pointed. For males, facial hair is a common sight, hiding their bare skin with behind thick manes. Their diet is entirely carnivorous, with their teeth razor sharp, and often having long tusks jutting from the lower jaw.

Their four arms end with thick claws, which they use as natural weapons to slash and rend their foes. Their feet are also clawed, much like a birds talon, giving them powerful, rending kicks when necessary.

## Behavior

The Drozan were a very tribal, brutal society. Even during Syndic rule, the Drozan tended to be difficult to control, with the Syndics constantly



wiping out Drozan upstarts against their rule. Nevertheless, many Drozan were forced to become warriors and laborers for the Syndics.

After the fall of the Syndics, the Drozan have more or less returned to their more primitive roots. Tribal clans make up the backbone of most Drozan societies, their family units being every member of their given clan. Drozan who have integrated themselves into Myriad society are less aggressive than their more tribal cousins, although they still retain an affinity for physical confrontation.

To mark their tribal lineage, the Drozan tend to dress up their bodies and facial hair with hand-crafted adornments.

Males braid their manes and moustaches with beads, bone fragments or precious stones, and both sexes often wear “horn hoods” made of precious metals or other materials. Even Drozan integrated into more urban societies continue this tradition.

The Drozan are proud fighters who value mental and physical health. Despite their brutal nature, the Drozan are not above working with other legacies, so long as they prove themselves to be strong or cunning warriors.

## Relationships

The Drozan excel in authoritative positions and combat scenarios. Many have found employment as police officers, bodyguards, or soldiers of fortune throughout the Myriad.

Unlike many legacies conquered by the Syndics, the Drozan never tolerated Syndic rule. Constant rebellions have lead to the Drozan to eschew most authority establishments, unless directly employed or in charge of them. As such, many Drozan tend to value the philosophy of the levelers more than any of the factions of the Myriad.

Include Drozan Trait with:  
Athletics, Fighting, Presence

Drozan Starting Gifts:  
Charging Strike, Extra Pair of Arms



# FUGARIAN

Insular nomads concerned with their survival over all else, the conservative Fugarians trust no one, often obsessively so.

## Morphology

Fugarians are a strange sight. Their bodies are relatively horizontal, lacking a pure bipedal structure. Their back legs however are long and strong, with their feet ending into cloven hooves split into four quadrants. Their hind legs can also bend at 110 degrees, and their arms, just as flexible, end in long fingers, with a scythe-shaped claw in the center. This gives Fugarians the ability to navigate difficult terrain, from rocky slopes to sandy dunes.

At full height, Fugarians can stand at around 1.6 meters tall. Their bodies are dome-shaped, their backs a reservoir of fatty tissue, which causes a process called lipolysis, which yields energy metabolizing into water that secretes from thin, fur covered tubers along their back. Fugarians use these tubers to “cool” themselves in high temperatures, upwards to 46 degrees Celsius. Due to this, full grown Fugarians can survive long periods of time without external hydration.



Their hides are covered in a very thick, pink and tan pelage. Their brows, which are slightly protruded, have thick lashes that help in protecting their faces from sand and dust storms, while their tail acts as a flyswatter, warding off small pests that would otherwise nestle in their furry backsides.

Males tend to be slimmer than females, who often have larger humps and longer tubers. The fur coats of females are also shaggier and coarser, and often in brighter shades of pink and tan.

## Behavior

Fugarians have grown accustomed to harsh environments. Coming from a nomadic culture, Fugarians are slow to adapt to new ideas because of centuries of tradition and isolation. Fugarians find them to be stubborn, even paranoid of outsiders and their motivations.

This sense of paranoia attributes to rumors about the Fugarians as being crazed hermits, going mad in

Include Fugarian Trait with:  
Endurance, Tactics, Transport

Fugarian Starting Gifts:  
Sure-Footed, Survival



the harsh fringes of the Myriad. In truth, Fugarians are usually passive beings who prefer to stick to their own kind. They are slow to trust others, often living together in large groups of their own kind. Most of this behavior is due to the harsh environments that Fugarians are accustomed to. Fugarians often relied on each other for survival because of arid, often desolate planets where few sentient beings can be found.

The syndics dominated the Fugarian culture, using them as pack mules and navigators on harsh planets. It is said that their treatment under the Syndics has attributed to their paranoid nature further, although to the extent of their influence on them is unknown. After the Syndics fell, many

Fugarians have preferred to be isolated from civilized worlds, while others have become skilled navigators and guides for hire in urban settings.

### Relationships

Fugarians seek out their own kind when possible, and often attempt to avoid contact with others if they can. Many are wholly independent of any factions, instead wandering the Myriad as tziganes or living on isolated planets as singular hermits or small tribal communities. The Metanoic Corps often hire out Fugarians to scout planets for possible restoration through terraforming.

## GHEN'TI

Mysterious and seldom seen, the pragmatic Ghen'ti are a surprising sight to behold within the Myriad.

### Morphology

The Ghen'ti are thin, emaciated beings with no visible legs. Instead, they use powerful psyche abilities to lightly hover a foot off the ground, as if they are wearing a long robe or dress, when it is in fact their gray-black skin. Their height and weight vary, roughly 1.4-1.8 meters tall and around 40kgs. Their hands are slightly hook-shaped, with thin, long fingers.

The Ghen'ti have a very underdeveloped musculature, but still possess some **unique abilities**. They have a large proboscis, elongated and thin, that juts out from the top of the body. It is shaped like a narrow nose and mouth, but it is in fact a lure. Their true mouths are located where the upper torso would be, with large, canine teeth. Very little is known about their diet, although it is presumed they are omnivorous.

The Ghen'ti also have "false eyes", located on their snout. They are not blind, however. Above their mouths are narrow, glowing, light-sensitive organs, used for echolocation, giving the Ghen'ti a stronger sense of hearing than others.

### Behavior

The Ghen'ti are among the most **reclusive beings** in the Myriad, very rarely seen in public. Their mysterious nature and appearance is tied to their past with the Syndics, where the Ghen'ti

were used by the Syndics as scientists and experiments to create Rondo conductors. Over time, the Ghen'ti have begun to experiment upon themselves, using the technology of the Syndics, to "upgrade" their bodies biologically.

These upgrades have continued for centuries, with every generation transforming themselves further into something different, something efficient for the Syndics. The Ghen'ti are no longer what they once were, their current form is a far cry from their **original body**.

The results of these strange experiments have completely transformed Ghen'ti society. Their entire race is **sterilized**, and the Ghen'ti have no concept or need of gender anymore.

Completely asexual, they reproduce through a test tube, growing others in a lab with their own tissue, and sometimes slightly modifying them in the process. The Ghen'ti also **abhor violence** and do not care for social interaction.

They prefer to be **solitary**, although outliers do exist across the galaxy.



Include Ghen'ti Trait with:  
**Athletics, Evasion, Psyche**

Ghen'ti Starting Gifts:  
**Echolocation, Hovering**



To remain unseen, the Ghen'ti are able to “manipulate” the field of vision of others against them, giving off the impression that they are wispy, incorporeal, beings upon first glance. This has given them the nickname of “Phantoms” by other legacies in the Myriad, which ties into their reclusive nature.

### Relationships

Those few that do interact with others do so in a concise, distant manner. The Ghen'ti on a whole are very intellectual, with many being powerful

conductors in their own right. Most of the time it is through practicality, or for the pursuit of greater scientific knowledge.

Their vast knowledge in science has made the Ghen'ti highly prized by the Concord, although very few interact with them. The Ghen'ti are also sometimes associated with the rambling voices of the Dissonance, due to their mysterious, almost ghost-like, nature. A common legend goes that once you see a Ghen'ti, the voices in your head get stronger.

## GRALNEX

Large, rock-based beings that can blend into cliff-faces. These silicon-based creatures are as arrogant as they are full of themselves.

### Morphology

The Gralnex are rather large beings, standing nearly 2.2-2.4 meters tall. Their bodies are extremely heavy, weighing around 240 kgs.

The main portion of its body is a carapace-like shell that is made entirely out of rock. The top of this shell contain solid rock deposits, and sometimes geode formations. This camouflage gives the Gralnex a natural advantage when in mountainous terrain or cave systems.

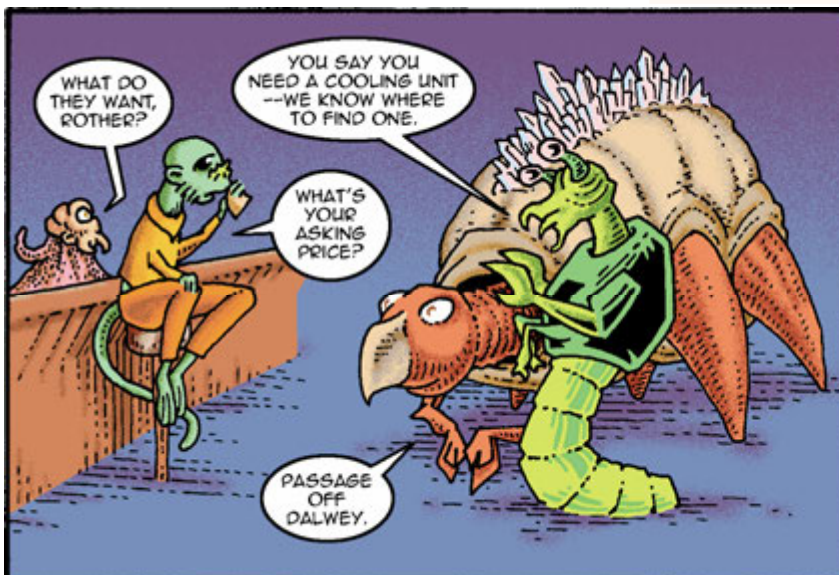
The large legs of the Grainex mimic jagged-like rocks that jut out of the ground. Their arms are rock-like with crystallized claws in the shape of blunt shovels, allowing the Gralnex to dig into mountains and dirt with ease and to continue their deception as just another part of the scenery. It should be noted that both the arms and legs of a Gralnex, while bumpy like rocks, are softer than their carapace.

The head of a Gralnex, in contrast to the rest of the body, is much more fleshy. The head can extend from the carapace, and the Gralnex can use its beak to snap at prey with ease. Carnivorous beings, the Gralnex feast upon other silicon-based life, often congregating on high density worlds to feed.

The Gralnex do have genders. Females tend to be slightly smaller than males, although the difference is often negligible to the naked eye. Gralnex have cloacas like some reptiles; when a female is fertilized by a male, she is able to lay a clutch of eggs numbering about twelve at a time. Young Gralnex are very pale, their protective shells are often soft and take time to grow in hardness as

Include Gralnex Trait with:  
**Evasion, Fighting, Tactics**

Gralnex Starting Gifts:  
**Resolve, Veteran**



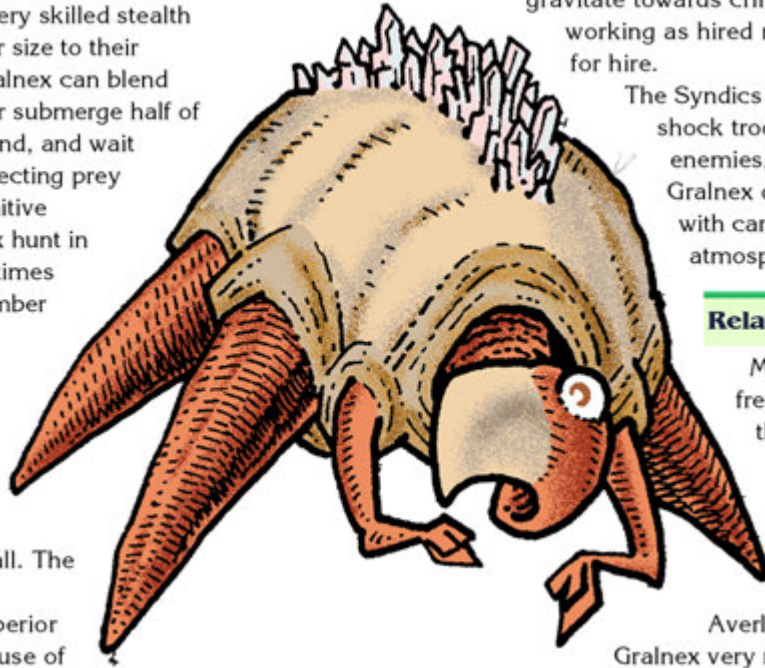


the Gralnex matures. Because of the harsh conditions that the Gralnex thrive in, very few young reach adulthood.

**Behavior**

The Gralnex are very skilled stealth predators. Using their size to their advantage, many Gralnex can blend into mountainsides or submerge half of their body underground, and wait for days until unsuspecting prey comes along. In primitive societies, the Gralnex hunt in pairs together, sometimes capturing a large number of animals for sustenance.

Many Gralnex follow a survival of the fittest attitude; if you can't save yourself, you are not worth saving at all. The Gralnex believe themselves to be superior to other beings because of this mantra. This puffed up sensibility has made the Gralnex fairly arrogant and solitary compared to other legacies. For more rural



Gralnex, their family units are the only contact they may have.

In civilized society, the Gralnex are often seen as cocky individuals who expect respect and admiration from those around them. Many Gralnex gravitate towards criminal enterprises, working as hired muscle or mercenaries for hire.

The Syndics used the Gralnex as shock troops against their enemies, often deploying the Gralnex on high density worlds with carbon-monoxide atmospheres.

**Relationships**

Most Gralnex enjoy their freedom, often selling themselves out as hired guns for the highest bidder. Others are work as soldiers and enforcers for the Remanence, or the Averlini Merchant Group.

Gralnex very rarely do assimilate into Myriad society however; seeing a Gralnex in an urban setting is very uncommon.

**HIRADU**

Segmented leeches with unique biology, the adaptable Hiradu struggle to survive due to their unique gifts.

**Morphology**

At its base, the Hiradu resemble common variety leeches; segmented worms that feed on blood from other animals. On their own, the Hiradu tend to grow to about 20 cm in length when reaching maturity. What makes the Hiradu unique are small cavities inside each of their segments that contain stem cells. These stem cells are normally used to repair damaged tissue or allow for improved adaptability to harsh environments.

However, when two wounded Hiradu come into contact, their wounds will seal over each other, and the stem cells will be release and begin the process of fusion between the two. This process will fuse

internal organ systems and body structure together until the two base Hiradu become one organism.

Initially, this process is very slow, requiring a time period of several days to several weeks to complete the process. The end result is a Hiradu that is now twice as complex biologically. This fusion can, theoretically, occur an infinite amount of times, and with each fusion, the Hiradu become more complex, intelligent organisms. The Hiradu achieve sentience after this process repeats about one hundred times.

Once the Hiradu achieve sentience, they are able to consciously direct their stem cells to differentiate and divide them in a specific way, essentially "grow" missing organs or appendages. Much like the initial fusion process, the growth of new parts can be very slow depending on the complexity of the new form; something simple, such as changing color or growing fingers, can take a few hours, while growing functional arms or wings can take several days of uninterrupted concentration.

Include Hiradu Trait with:  
Evasion, Observation, Tactics

Hiradu Starting Gifts:  
Ophidian, Regeneration

The Hiradu have no specific gender, as they are hermaphroditic by nature. They go by him/her depending on their personal preference.

**Behavior**

When the Hiradu reach sentience, they begin a new stage in their lives. Most sentient Hiradu found in the Myriad are often the size of humans, although different shapes and sizes are not uncommon.

Because of their unique biology, the Hiradu are usually given a wide berth compared to other legacies. Much like the often maligned Morphir, the Hiradu are seen with suspicion by other legacies. The Hiradu, due to their natural abilities of fusion and growth, can take on shapes that they personally find significant, be it based upon their cultural environment or personal preference.

The Hiradu are fairly solitary, although one could argue a single, sentient Hiradu is technically a large family of their base form. Nevertheless, the Hiradu do not tend to congregate personally with others of their legacy, unless their goal is to fuse together. There are rumors of Hiradu so massive, so intelligent, and so adept at changing their bodies to any shapes, that many in the Myriad have gone searching for these "Archetypes" a colloquial nickname given to the first, theoretical Hiradu.

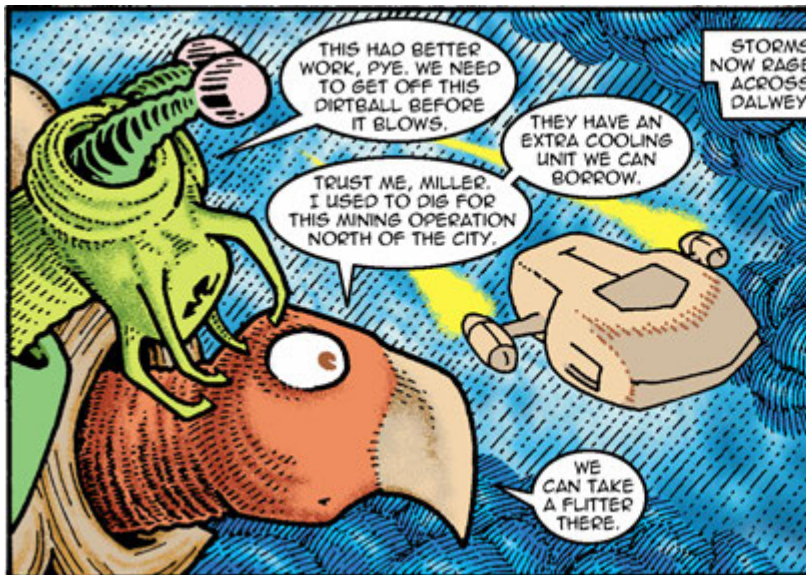
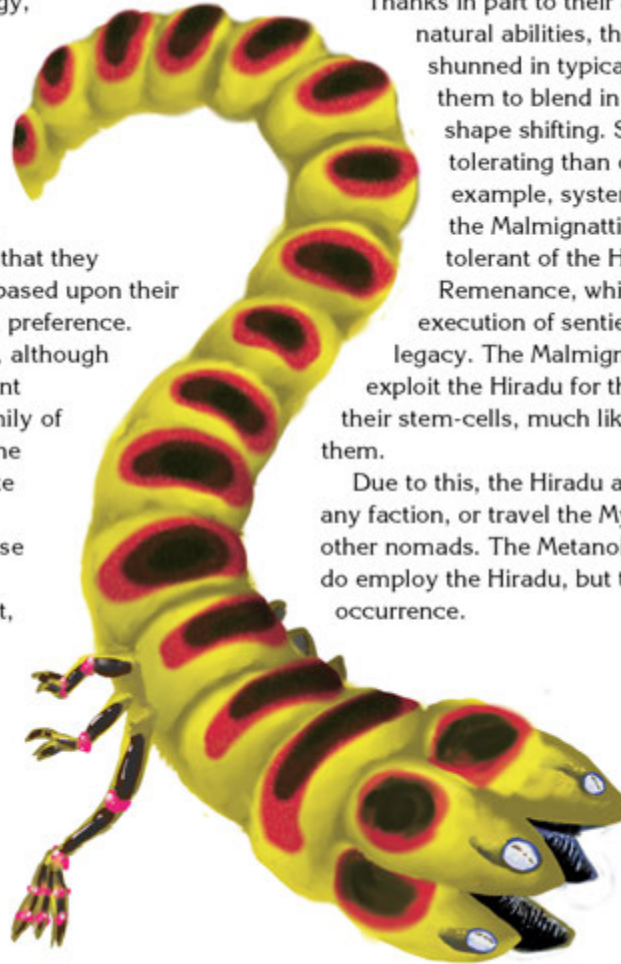
The Syndics harvested the Hiradu for their stem cells, so it was rare, even illegal on some planets, for sentient

Hiradu to be present. After the Syndics fell, more and more Hiradu have begun to surface, despite many draconian laws that call for their destruction. Despite not being a "new legacy" in the typical sense, sentient Hiradu are still a small minority, but are among the fastest growing legacies in the Myriad.

**Relationships**

Thanks in part to their appearance and their natural abilities, the Hiradu are often shunned in typical Myriad society, forcing them to blend in through deception or shape shifting. Some planets are more tolerating than others, however. For example, systems that are controlled by the Malmignatti Cluster are much more tolerant of the Hiradu compared to the Remenace, which still force the execution of sentient members of the legacy. The Malmignatti, however, often exploit the Hiradu for their own gain, namely their stem-cells, much like the Syndics before them.

Due to this, the Hiradu are often independent of any faction, or travel the Myriad with Tziganes or other nomads. The Metanoic Corps and the Concord do employ the Hiradu, but this is often a rare occurrence.





A legacy of herbivores in a dangerous world, the often taciturn Ikel have made their way among the Myriad by keeping things simple.

### Morphology

The Ikel are on average 1.7 meters tall, and weighing on average 70kgs. Their skin tends to be in shades of grey or green, but leathery in texture. This however gives them some form of natural protection to extreme temperatures, particularly extreme heat.

Despite their appearance, The Ikel are herbivores. The top of their mouths contain no teeth, instead they have a thick dental pad that helps them in chewing vegetation with their large incisors. The Ikel are ruminants, meaning they can effectively eat all sorts of vegetation without much difficulty. Their stomach is compartmentalized to allow nutrients to be filtered and released into the body.

The eyes of the Ikel are on the side of their heads, giving them a wide field of vision, but low depth perception. Their ears are also smaller than most legacies, tipped at the end like a common rodent. Their hearing is rather exceptional, however, helping the Ikel compensate for their lack of binocular vision.

Ikel females have four teats, and after a three month period of gestation, often give birth to a litter of about 3-5 offspring after copulation. Young Ikelians sexually mature by the age of twelve.



### Behavior

Compared to other legacies of the Myriad, the Ikel are not as socially adept. Many are unable or unwilling to pick up on social cues from other legacies. Due to their different physiology, the Ikelians prefer a simpler lifestyle compared to many in the myriad. An Ikel is more at home in primitive, agrarian planets, preferring to avoid the concrete jungles and large-scale spaceports if at all possible,

Include Ikel Trait with:  
**Athletics, Endurance, Tactics**

Ikel Starting Gifts:  
**Honor, Team Player**

however, Ikels are often found in cities and spaceports, much like other legacies.

Another reason for their more quiet nature is due to the lack of teeth. Their voices tend to be low and raspy, and certain words are more difficult to pronounce. The Ikel tend to speak in short sentences with plain language, often eschewing the use of fancy linguistics.

For the Ikel, actions speak louder than words.

Many Ikel value good deeds over broken promises; they are constantly wary and judgmental of other legacies, believing them to be dishonest most of the time. The Ikel themselves rarely lie, often relying on their personal reputations to make deals with others. This has made the Ikel very proud and honorific compared to the rest of the Myriad. Other legacies often attempt to exploit the Ikel by preying on their sense of honor, but the Ikel are very quick to fight back physically if they feel they were wronged.

The Syndics have utilized the Ikel as a primary labor force, working in harsh conditions throughout the Myriad. Very few Ikel have been promoted to higher offices, making them less technologically adept compared to other legacies.

Since the fall of the Syndics, the Ikel have begun to slowly catch up to the rest of the Myriad, a process that is hindered by their preference to the simple things and generations of syndic rule as a predominant workforce.

### Relationships

The Ikel excel at farming and menial labor, making them constant sights on more agrarian worlds. The Metanoic Corps and the Concord often employ the Ikel to take care of menial tasks for the scientists and soldiers of their factions. Others are predominantly independent, some working as sojourners, going from place to place to find work in any form. This has given the Ikel a reputation as being a jack-of-all-trades when it comes to hard work, but masters of none.

Large and languorous, the seemingly oafish Kryix are a most majestic sight in the world of the Myriad.

## Morphology

The Kryix are a large, quadrapedal legacy, often reaching as high as 2.4 meters tall. Their bodies are covered with a thin, translucent membrane that gives off the impression of very light, shimmering skin tones, usually ranging from pure white to pale blue and yellow.

The Kryix are an unusual race because of their biochemistry. Originally hailing from small ice planets in the far reaches of the Myriad, the Kryix are helium-based life forms, the only such sentient legacy on record. Scientifically, their bodies contain high amounts of liquid helium, a substance only possible in sub-zero temperatures. This has evolved their own skeletal structure to be crystallized and ice cold to the touch, making autopsies difficult at best.

Due to their long exposure on cold, ice-filled planets that cannot sustain actual biodiversity, the Kryix eat by using their bodies as a conductor for heat and cold temperatures, using a natural



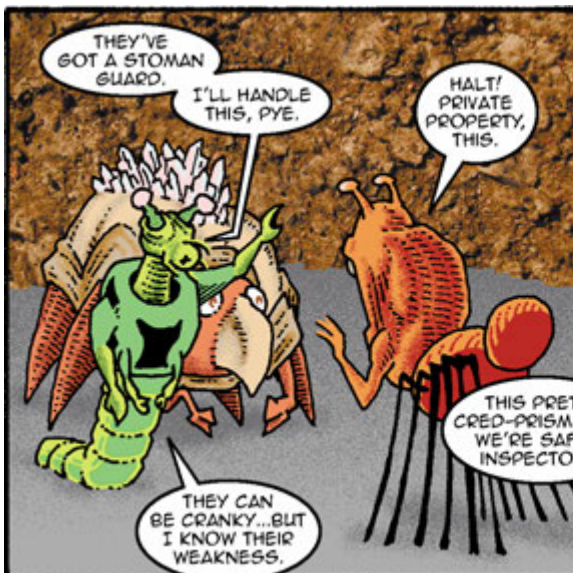
thermoelectric effect to “feed”; laying their upper bodies in sunlight, and their lower half in the shade. Harsh planetary conditions, such as tropical and arid climates, are often in conflict with the Kryix.

Hot temperatures and prolonged exposure to high sunlight or radiation leads to major discomfort and eventually expiration. To compensate, the Kryix often use cybernetic environment-suits, complete with transparent helmets, when traversing the Myriad, feeding off the power-packs of their suits to sustain themselves away from more acceptable temperatures.

The Kryix have very few teeth, only a thick, muscular collagen that connects to their face and vocal chords. Due to of their tetra pod ancestry, they have slightly elongated snouts with nostril holes and a nictitating membrane around their eyes. In regards to sexual dimorphism, the Kryix have no overt sexual differences.

Include Kryix Trait with:  
Athletics, Endurance, Observation

Kryix Starting Gifts:  
Cybernetic Body, Survival





## Behavior

Because of their feeding habits and large size, most Kryix are often stereotyped as being lackadaisical, often lounging around for hours in the elements. This is often a major misconception. Since Kryix can go days without feeding, they can be proactive even in harsh conditions not attuned to their biochemistry.

The Kryix tend to gather in large herds, and on their homeworlds were semi-nomadic, rarely staying in the same place once. These herds would serve as the primary family unit, with the males being the protectors of their herd from natural predators, while females cared for the young. Many different rituals, such as marriage and maturation rites, are part of the herd culture, leading to some complex social customs that depend on the herd you deal with.

The lack of food consumption amongst their legacy has led the Kryix to never gain an agricultural or mercantile tradition; instead, resources are shared communally. Because of this absence of basic agriculture, the Kryix have never developed beyond primitive technology until the Syndics came. Now, most herds share technology alongside land in the present day.

Life under the Syndics for the Kryix is still shrouded in mystery. Their entire legacy was

unknown to the majority of the Myriad for centuries. It was only a decade after the Syndics disappeared when the first reports of the Kryix were mentioned in modern records, and the recorded accounts regarding what they did under the Syndicate is still conflicting. Some have claimed to be Magh engineers, while others were supposedly used to scout uninhabitable ice planets on the far rims of the universe. The Kryix today seem to be disinterested in their lives previously, and have since begun to set up colonies throughout the Myriad, reforming large herd units on any world they are allowed to do so.

## Relationships

The Kryix tend to keep to their personal herds, and rarely deal with outsiders with the exception of the occasional trader and sojourner. While the vast majority live communally, there are some outliers within Kryix society that scatter as loners around the Myriad. Many Kryix are identified as bands of Tzigane wanderers, although most of the legacy hate the moniker. Others, due to their communal nature, have joined the ranks of the Solar Creed, often living in specialty compounds amongst the other legacies who have pledged to the Credo.

# MOCERI

Lurking in the shadows of the Myriad, the highly adaptive Mocerri feel right at home in the darkest corners and deepest caverns of the galaxy.

## Morphology

Standing roughly 1.6 meters tall and weighing about 30kg on average, the Mocerri are an amphibious legacy that has adapted to subterranean living. Evolutionally blinded due to centuries of living underground, the Mocerri lack developed eyeballs; the sockets have all grown over with skin. To compensate for this, however, the Mocerri's other senses are highly developed; their sense of hearing and smell are among the sharpest in the Myriad.

Due to their lack of eyesight, the Mocerri's snout is strangely shaped, with an elongated and large flattened head, which carry a large number of sensory receptors. These receptors are tiny, appearing as bumps on its otherwise smooth skin in rows upon the flattened head.

At the front of its snout is a slit, with rows of sharp teeth hidden along the thin lipline. Its nostrils are tiny, just above the snout.

The rest of the body is more cylindrical in shape, only the head and tail are flattened. Its body is often twice as long as its head, while the tail acts like a rudder when in aquatic landscapes. Its hands and legs are stout and cylindrical, and contain hundreds of tiny hairs, called seta, that allow them to scale vertical cliffs with ease.

Due to the lack of sunlight, the pigmentation of their skin gives the impression of albinism in the entire legacy. This is technically not true, as the Mocerri often have yellowish-white or light pink hues. The decades of living in the dark have made the production of melanin unnecessary; while the Mocerri are capable of producing melanin for different pigmentations, it is a rare occurrence.

An amphibious people, the Mocerri live primarily on land, but breed and hunt underwater. Primarily omnivorous, the Mocerri hunt for algae and small, subterranean insects in large pools found in caverns to underground lakes. Most of their ecosystem surrounds

Include Mocerri Trait with:  
**Athletics, Endurance, Fighting**

Mocerri Starting Gifts:  
**Clinging, Echolocation**

hydrothermal vents, giving the Moceri an abundant source of food when necessary. After mating, a female would often create a clutch of twenty eggs on average, which would be protected under shallow water.

### Behavior

The Moceri often create massive, underground civilizations that often begin in large cavernous structures found on many planets. Their homeworld of Karst contains the largest known subterranean kingdoms, called holdings of the Moceri; its complex cavern systems are said to span the entire planet, complete with several holdings and passageways for the Moceri to traverse.

Very proud and protective of their holdings, the Moceri are often quick to shun outsiders, including their own kind. On Karst, each hold has a monarch who rules their holdings, with a small body of ruling officials that pass judgments and vote for what is best for their hold. While the monarch has the final say in such affairs, these officials do share an amount of sway when it comes to the monarch successors; it is not based on ruling dynasties but on merit, creating an oligarchic, ruling elite.

Due to this political structure, civil wars for territory and resources are common. A given food source, imported technology, even whole cavern pathways are fought over in small scale skirmishes or large battles amongst the Moceri.

Despite all of this, many Moceri have opted to leave their cavernous dwellings for a new life on the surfaces of other worlds. Their lack of visual perception makes them less judgmental, preferring to value spoken actions and promises. While seemingly naïve, the Moceri are always evaluating others based upon their keener senses of smell and hearing; a legacy that may

smell fearful and have belabored breaths would allow the Moceri to judge an interaction accordingly, instead of relying on body language or appearance.

The Syndics knew of the Moceri's existence for centuries, but never saw the need for a blind, underground legacy amongst the greater Myriad. Always viewing them as a low priority, what little contact they had was mostly raids of Moceri holds and abductions of many Moceri to be experimented on, treating them more like livestock than an actual

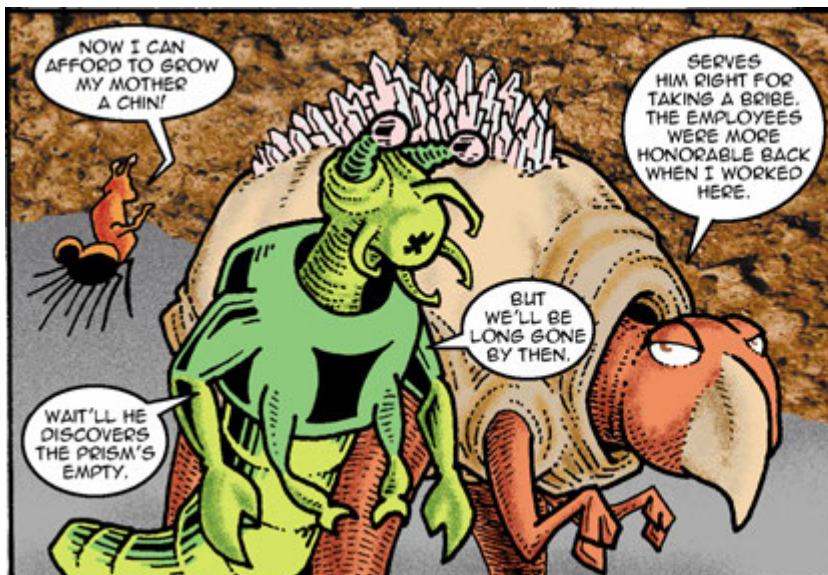
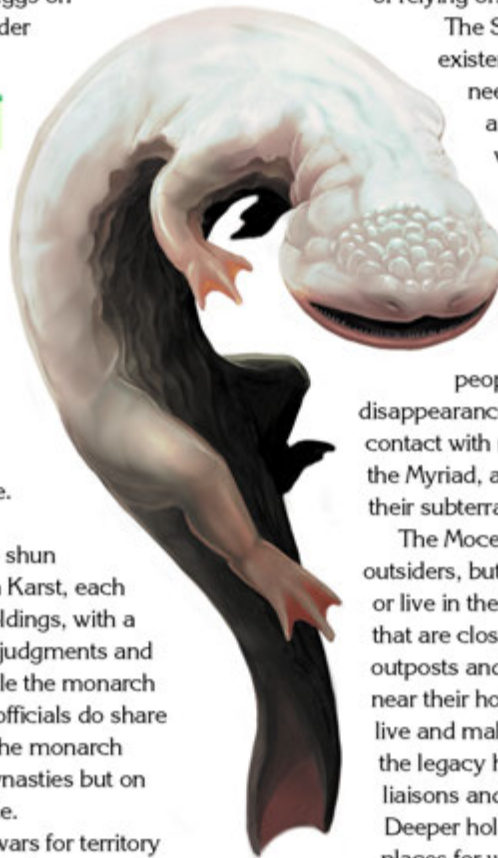
people. In the years since the Syndics' disappearance, the Moceri have come into contact with many other sentient beings among the Myriad, and have begun venturing outside of their subterranean worlds for the first time.

The Moceri are not always trusting of outsiders, but often permit them to pass through or live in their holds if necessary. Those holds that are closer to the surface often have trading outposts and small settlements congregated near their hold's entrance, where other legacies live and make contact with the Moceri. Some of the legacy have opted to live on the surface as liaisons and gatekeepers for their culture.

Deeper holds, however, tend to be dangerous places for wayward travellers, as the Moceri living in deep caverns beneath the surface very rarely see the light of day.

### Relationships

Despite their deficiencies, the Moceri tend to get along well with other legacies. Many find their heightened senses to be a critical asset in exploration and excavation. Their blindness is often stigmatized as a weakness by others, but many Moceri have adapted well to the Myriad in spite of it.





The Mocer have come to greatly respect the work of the Metanoic Corps, and many have joined with the faction to preserve and terraform previous inhabitable

planets. Others have joined the caravans of the Tziganes, traveling the starways in large groups.

# MYCEN

Amorphous beings with short lifespans, the resilient Mycen are a strange but sociable lot.

## Morphology

The Mycen are amorphous slime creatures. Their bodies have very little bone or muscular structure, giving the Mycen a globular, almost sagging appearance. Their bodies are protoplasmic and often brightly colored, in bright oranges and yellows. The cellular structure also contains high amounts of luciferin, giving their bodies natural bioluminescence.

Because of their body structure, it is difficult to determine the average height and weight of a typical Mycen. Their amorphous structure can give them a variety of appearances and shapes, although there are some commonalities between the entire legacy. For one, their heads tend to be covered in a hardened, cartilage “shell” acting as a skull to protect their brain. Their nervous system is also very potent to compensate for their terrible vision and hearing. The Mycen also have a rudimentary respiratory and cardiovascular system, allowing them to breathe oxygen, albeit with some difficulty.

Other traits include the ability to extend their appendages. This elongation is on average in three meters in length, providing the Mycen extended mobility and range. Mycen are also immune to toxins as well; poisons have no effect on their body chemistry.

Mycen have no genders, and reproduce through the use of spores. Germination occurs at the end of a Mycen lifespan, releasing protoplasmic spores into the air upon their deaths. These spores would travel and eventually grow into new members of the

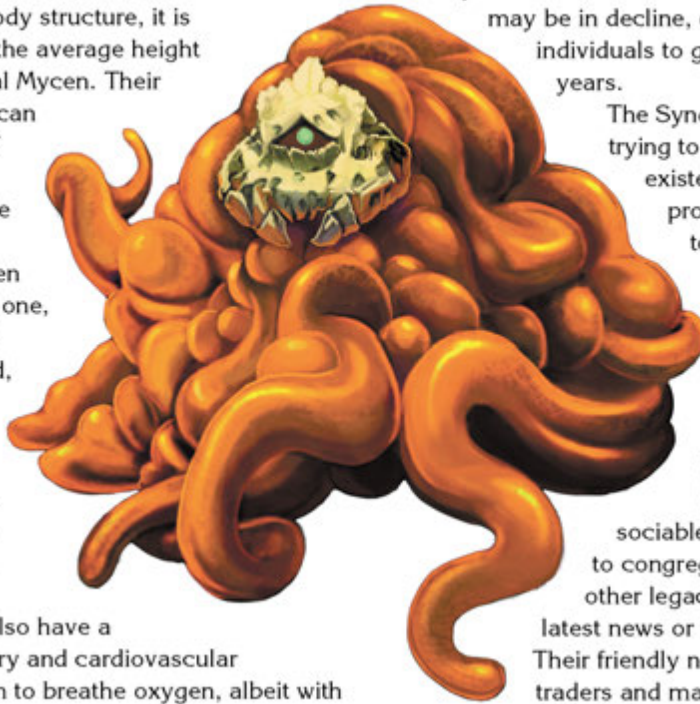
legacy, sometimes upwards of hundreds of individuals.

## Behavior

The Mycen have very limited lifespans, living for upwards to thirty years on average. It is not uncommon for the Mycen population to fluctuate wildly because of this, combined with their reproduction habits. For periods of times the Mycen may be in decline, only to have thousands of individuals to grow to maturity within a few years.

The Syndics saw the Mycen as pests, trying to eradicate them from existence. When their efforts proved fruitless, they attempted to control the population so they couldn't run rampant across the Myriad. The Syndics did this through technology; attempting to manipulate their reproductive process with little success.

Mycen tend to be very sociable with other aliens. They love to congregate with each other and other legacies, ready to gossip on the latest news or to tell gregarious stories. Their friendly nature makes them excellent traders and marketers, especially on civilized planets.



## Relationships

The Mycen are often employed into liaison professions, in particularly the Averlini Mercantile Group as store owners and business partners. Others have become demagogues for the Solar Creed, spreading the credo with conviction across the Myriad.

## Gift: Mycen Pseudopods

At the start of your turn, you may declare you will use a “control” action to grow one to five extra off-hands as *pseudopods*. If you ever end a turn without having taken a control action to manifest your pseudopods, you drop whatever was in those pseudopods and the extra off-hands disappear.

Include Mycen Trait with:  
**Endurance, Evasion, Questioning**

Mycen Starting Gifts:  
**Extra Pair of Arms, Mycen Pseudopod**

# NASP

Large, reptilian creatures that carry giant, colorful flowers upon their backs, the Nasp are both imposing and beautiful.

## Morphology

Nasps are knuckle-draggers, who use their long arms to walk on all fours like giant primates. They have thick, scaly skin that is often teal or blue in pigmentation, with some bright green variants, and clawed hands and feet. Typically they stand 1.9 meters tall when only on their hind legs.

Despite their fearsome appearance, The Nasp are a symbiotic race of sorts. On their backs are large plants, usually in vivid colors such as yellow or orange, that result in gorgeous flowers. These flowers come in a variety of forms, so their classification is impossible to determine. The plant digs its roots into the skin of the Nasp, reaching down to natural fatty deposits that retain water. These large humps provide nourishment for both the Nasps and their pet flowers. In return, the flowers photosynthesize and transmit their chemical waste, the element oxygen, into the Nasps system.

This symbiotic relationship is beneficial to the Nasp, who are highly resilient in high carbon dioxide atmospheres, and their flowers, which can survive upon the



reserves of water the Nasp carry in even the most arid of environments.

Nasps are carnivores, preferring protein rich diets. They are skilled hunters, using their powerful jaws and tusk-like incisors to pierce and rip open flesh. Their flowers work as natural lures, spraying pheromones and sweet-smelling nectar into the air to entice unsuspecting prey into the jaws of the Nasp. They also provide camouflage in heavily forested worlds.

## Behavior

The Nasp have a complex ritual of maturity, where young adults coming of age must grow and cultivate their personal flower. Once completed, there is a ceremony where the flower is lifted onto their backs, now set for life. This tradition is still practiced today day, in both agrarian and urban settings.

Nasps are very protective of their flowers, as they are used for attracting mates. Females tend to have plainer flowers than males, which come in a variety of sizes, colors and even shapes. Males tend to keep their flowers natural-looking, while females

Include Nasp Trait with:  
Craft, Endurance, Presence

Nasp Starting Gifts:  
Biology, Flower Trait





adorn theirs with decorations to accent their own beauty, be it customized jewelry or colorful scarves.

Other legacies see Nasps as being incredibly vain because of these practices. While it is an aspect of their behavior, Nasps are not pampered or sedentary. In fact, many Nasps in civilization work the land day in and day out, becoming expert farmers and crafters from their experience.

The Syndics utilized these skills to employ Nasps on many worlds, although what the Nasp's actual purpose was is still a mystery. Many records show that the Nasps were cultivators for farm-worlds, but the records are incomplete. One persistent rumor is that Nasps were the first cultivators of charas buds, and in essence the discoverers of the Morphir.

### Relationships

The green thumb of the Nasps has attracted many of them to help in terraforming planets for the

Metanoic Corps. Their skills in botany are invaluable to the Corps. There are those that believe the Nasps were the creators of the first Metanoic bio-weapons.

While the Metanoic Corps. Is the most attractive group to many Nasps, others have stayed independent, found throughout the Myriad in many different roles.

### Gift: Flower Trait

You have an extra Flower Trait of d4. This Flower Trait may be included with Negotiation, Presence, and Questioning,

At character creation, you may swap your Flower Trait d4 with another larger die. (So yes, this gives you a starting set of d8, d8, d6, d6, d6, d4, d4.)

## NUDERIAN

Long lived and youthful, the pragmatic Nuderians are as calculating as they come.

### Morphology

Nuderians are medium-sized beings, standing roughly 1.4 meters in height. Their bodies are very slender, and their appearance is that of a youthful teenager with blemish-free skin. Practically hairless, their pigmentations are often bright hues of yellow and yellow-green.

While their bodies are slender, their legs are distinct from the rest of their bodies. The bones in their legs are fused together into a single, strong bone. Their feet have strong, elongated metatarsals, allowing Nuderians to have great agility and strong jumping power.

Nuderians are one of the few races to be four-eyed. They have two sets of eyes, one dominant set, with a second set directly below and to the side. This gives Nuderians the ability to easily observe. It is hard to lie to a Nuderian for example, as they are keen on reading body language.

Despite their appearance, Nuderians are a very long-lived legacy. On



average, Nuderians can live to be close to 800 years old.

### Behavior

Nuderians are often very stoic and even-tempered. It is hard to anger a Nuderian, for many have the discipline to put their emotions aside.

This behavior makes the Nuderians wiser beyond their physical bodies. It also makes them very cold and pragmatic. A Nuderian often looks at the big picture over small problems, a trait that few beings rarely understand.

For example, Nuderians rarely form familial units or emotional attachments. Reproduction is done efficiently, with partners using selective breeding to maximize the strength and survivability of their offspring. It is not uncommon for Nuderians to have multiple sex partners for this reason.

The Syndics exploited this trait, with many Nuderians willingly joining them as calculating strategists. Whether it was through diplomacy or ruthless aggression, the Nuderians excelled at this position for centuries. Many relished in their role, playing the long game against the Syndics. Others attempted to rebel when they felt the time was right, only to be crushed mercilessly.

Because of this, Nuderians are met with some degree of begrudging respect throughout the Myriad, but also seen with suspicion. Many find Nuderians to be too cold and not worth socializing with. Others seek guidance and wisdom from them, believing they can be the best teachers you ever have.

Include Nuderian Trait with:  
**Athletics, Observation, Tactics**

Nuderian Starting Gifts:  
**Acrobatics, Jumping**

## Relationships

Nuderians are an insular bunch, but respect authority and establishments to a point. Many have stayed with the Remanence, acting as advisors and

tacticians, while others have joined the Concord in their pursuit for scientific autonomy. Some have even identified with the Malmignatti Cluster, acting as consultants for high-ranking queens.

# PALETORS

Sturdy, long-necked sauropods which look more innocent than they are. The intelligent Paletors are often underestimated, never overconfident.

## Morphology

Typical Paletors stand around 1.7 meters tall, and 1.5 meters long. Being sauropods, they walk on all fours with large, trunk-sized feet. They do, however, have a set of thick, muscular arms, each with three digits on the end used for rudimentary grasping.

The most distinguishing feature is a Paletors neck, which can be close to a meter long. The neck itself, like the rest of the body, is fairly thick, while the cranium itself is long and lean, almost cow-like in its structure. Paletors are herbivores, preferring the vegetation found in the canopy of a large forest over feeding on the ground.

Their hide is thick and durable, with some natural, bony plating found along their spine and backside. Because their leathery skin ranges from brilliant shades of purple to blue, these bony plates offer some protection from natural predators from behind, as Paletors, due to their size and body structure, have difficulty maneuvering quickly.

## Behavior

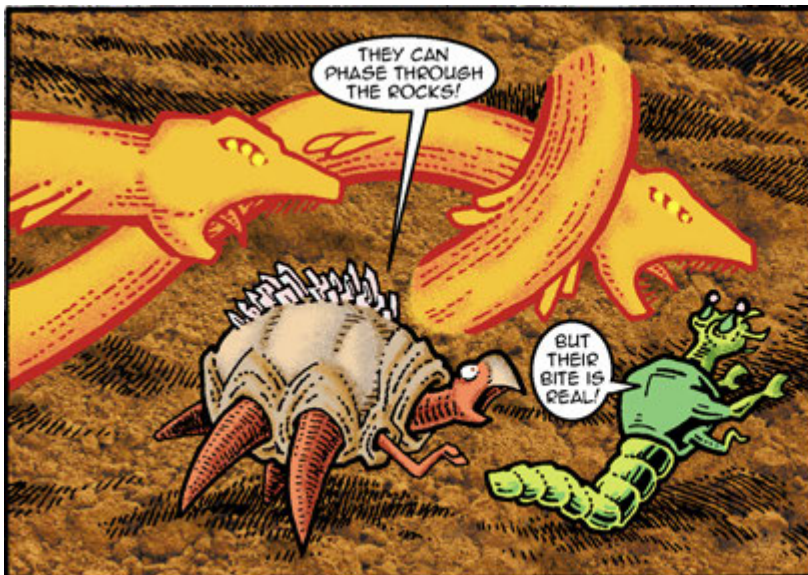
Paletors are naturally curious. They tend to dislike direct confrontation, but are very capable of fighting and defending themselves when necessary.

During the era of the Syndics, the Paletor were nothing more than a peaceful, race of herbivores who migrated from place to place in search of food.

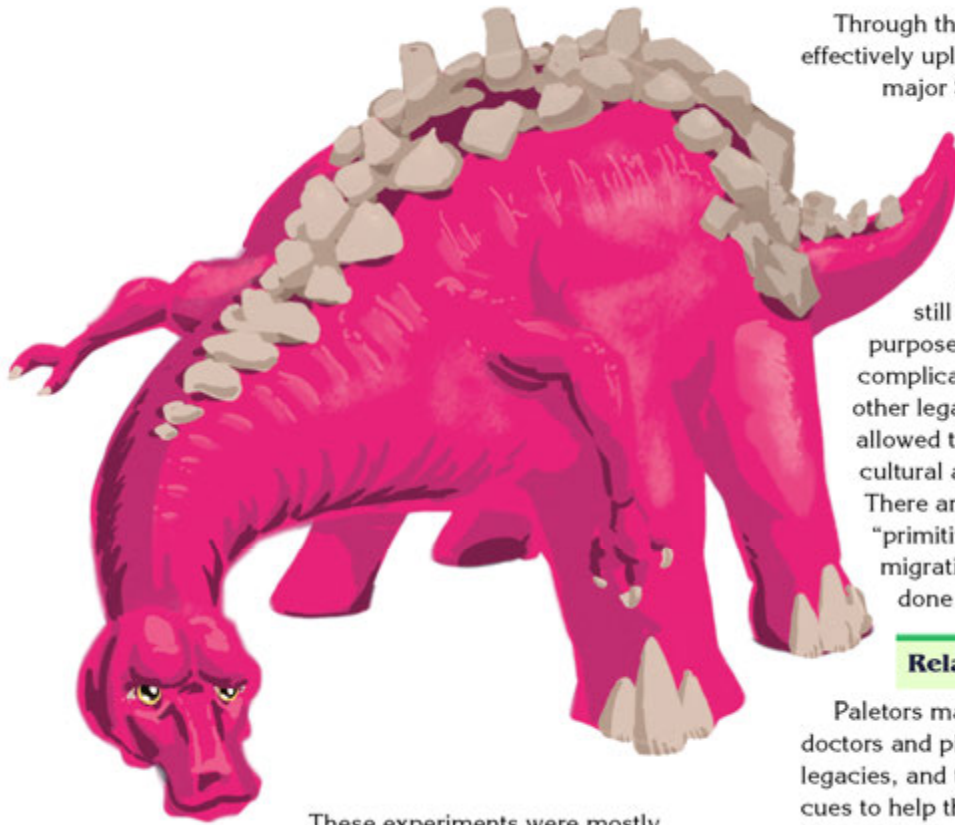
While sentient, they were very primitive compared to the rest of the Myriad, behaving more or less like herds of cattle. The Syndics selected the Paletor to conduct experiments on the legacy, genetically engineering them in secret for centuries.

Include Paletors Trait with:  
**Athletics, Endurance, Observation**

Paletors Starting Gifts:  
**Hiking, Natural Armor**







These experiments were mostly neurological; focusing on the brains of the Paletors and cultivating them to reach a higher brain function than they were capable of. The results over the centuries has lead to some members of the legacy to become hyper-intelligent, powerful beings with devastating psyche powers and Rondo abilities.

Through these genetic experiments, the Syndics effectively uplifted the Paletors to a higher level. On major Syndic worlds, it would not be uncommon to see a Paletor running a doctor's clinic or being the pilot of a massive dreadnaught.

After the Syndics disappeared, the Paletors easily integrated into more modern societies, while others still struggle to find their place and purpose. The Paletors technically have no complicated past "culture" in the same way as other legacies; the uplifting by the Syndics allowed the Paletors to effectively skip different cultural advances other legacies may have. There are even nomadic herds of more "primitive" Paletors still roaming the Myriad, migrating from place to place like they have done for centuries.

### Relationships

Paletors make excellent explorers, researchers, doctors and pilots. They get along well with other legacies, and tend to be very observant of social cues to help them adapt. Members often work for Concord labs, or even still operating with the Remanence as pilots or Rondo practitioners. Others have remained independent, or have taken to wandering the Myriad as Tziganes.

## PHERIOS

Silicon-based, natural psychics, these small, floating beings are a rare sight among civilized worlds.

### Morphology

The Pherios are a silicon-based being that are no higher than a meter tall. They are made of hardened, crystallized rock in many different hues, with crystal-like backs that can range from a brilliant purple to bright red and green.

Perhaps the most defining trait for the Pherios is their powerful mental abilities. Despite their diminutive size, the Pherios are said to have natural phazing powers, an ability that few beings, let alone creatures of sentience, possess. Pherios also use their powers to lightly glide in the air; despite having no legs to speak of, they can easily float in most

atmospheres, an invaluable asset when traveling the Myriad.

The Pherios do have physical traits. Their eyes are beady and provide very limited vision, and they have a thin, tube-like mouth that extends from below their crystallized body to feed on precious metal deposits found in rocks. Underneath their crystal, the softer part of their body contain several powerful phagelle which act as manipulators and help in propelling the Pherios while it hovers.

An asexual legacy, the Pherios do have a unique method of breeding. Smaller crystal chits grow on their backs throughout their lives. Once these chits reach a certain size, the grown crystal breaks apart from the host, taking root in the ground. After several months, a fully grown Pherios would be born. Due to this unique breeding pattern, the Pherios are not native to any known world; it is possible for them to spread themselves throughout the galaxy.

Include Pherios Trait with:  
**Academics, Psyche, Questioning**

Pherios Starting Gifts:  
**Hovering, Psychic Attack**

## Behavior

The Pherios are naturally curious, often to a fault. This has made them seem naïve or ill-informed, but that is often far from the truth. The Pherios have a strong capacity for learning and are quick studies.

Due to their inquisitive nature, privacy and personal space are often ignored by the Pherios, much to the chagrin of other legacies. This has caused tension with outsiders, who find their nosiness to be an annoyance. It also doesn't help that the Pherios have a very buzzy, screechy speech pattern, due to their small tube mouths.

Still, the Pherios are very sociable creatures, often congregating with large groups where they can. In major cities they are common sights amongst taverns and restaurants, or hold jobs in bazaars and trading posts. If there is a major settlement of sentient life on a planet, you can bet a Pherios is among them.

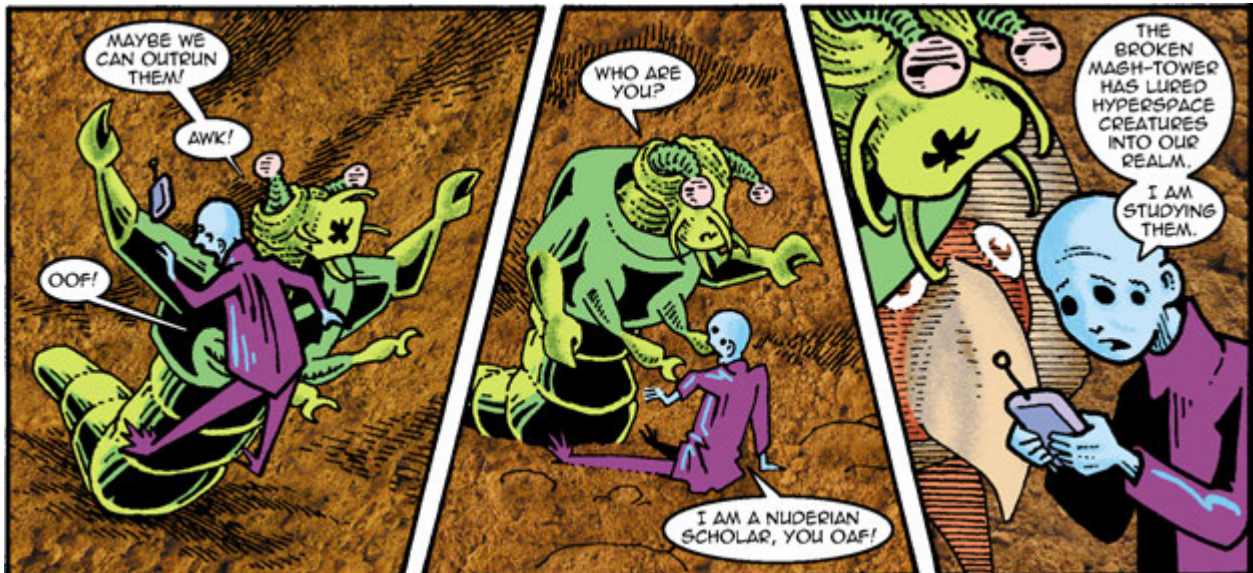
In the past, the Syndics harvested the Pherios due to their latent psyche abilities. Essentially "living computers" to the Syndics, many Pherios were killed and harvested to power Magh towers, using their crystallized bodies as powerful conductors. The Syndics believed the Pherios were not sentient, classifying them as powerful mineral for cultivation. Since their disappearance, the Pherios, despite their sociable nature, are

sometimes still stigmatized as "pets" at best, and an energy source to be harvested at its worst.

## Relationships

Due to their widespread harvest by the Syndics, the population of the Pherios was relatively low until recently. The past one hundred years have given them a chance to reproduce and spread throughout the Myriad. Many congregate in cities, looking to prove themselves in any capacity to other life forms, though few actually succeed because of the stigma the Syndics put upon them.

Many Pherios have joined the ranks of the Solar Creed, finding equality among their ranks. The Creed is the only group to recognize the Pherios as sentient beings. The Concord are also aware of the Pherios' keen minds and powerful abilities, often using them as lab assistants and researchers for larger scale projects.





# QUAL

The avian Qual are a sight to behold in the Myriad. Large and imposing, these beings have adopted well to the societies of the Myriad, thanks in part to their dubious reputation.

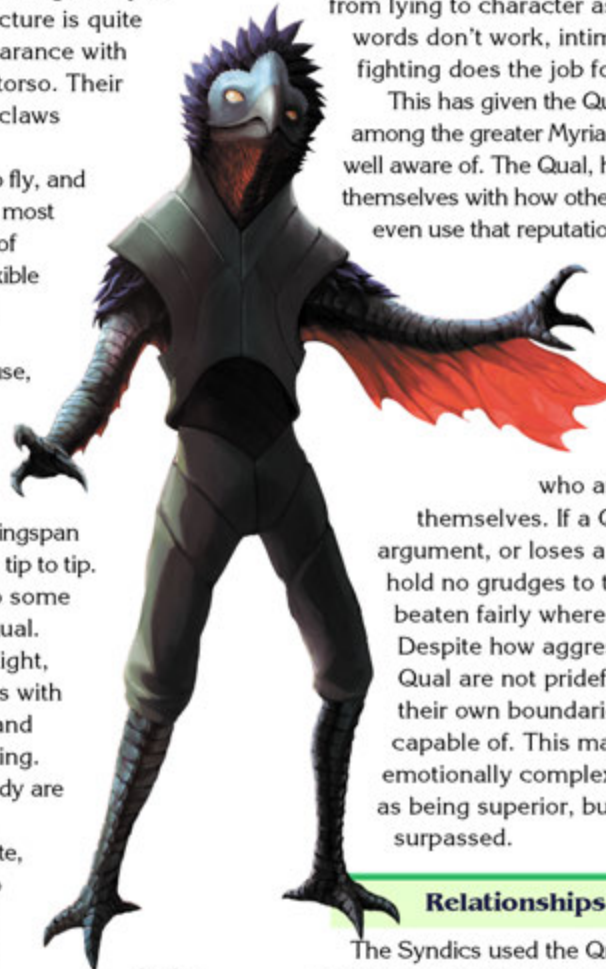
## Morphology

The Qual are a tall legacy, standing nearly 2 meters in height. Their body structure is quite thin, giving them a skeletal appearance with long limbs and arms, and a thin torso. Their hands and feet are taloned, with claws growing as long as 0.4 meters.

The Qual also have the ability to fly, and their wings are more complex than most legacies. Their wings are made up of fibers called actinofibrils, a very flexible substance that allows the wings to expand and contract, much like muscle. When their wings were in use, they would expand to achieve flight, when grounded, they would retract and remain stationary under their arm membranes. When in flight, their wingspan can easily reach 1.8-2 meters from tip to tip.

Their skill at flying has led to some interesting rituals amongst the Qual. Mating, for instance, is done in-flight, where potential mates lock talons with each other to test their strength and control in the air, known as whirling.

Along the Qual's mantle and body are thick feathers, typically ranging in monochromatic colors such as white, brown or black. Other variations do exist, depending on the adaptation of the Qual's environment, such as reddish brown for rocky terrain, or shades of green for lush forests and jungle habitats. Their diet is carnivorous, with their beaks usually ending in a sharp hook to aid their talons in ripping flesh. As such, their have developed keen, predatory senses, binocular vision and binaural hearing among them.



worry about the mental gymnastics that goes with their assertions. To the Qual any tactic is fair game, from lying to character assassination, and where words don't work, intimidation or hand to hand fighting does the job for them.

This has given the Qual a very dubious reputation among the greater Myriad, a reputation the Qual are well aware of. The Qual, however, do not concern themselves with how others perceive them. Some even use that reputation to their advantage,

leveraging the perception of their legacy to further their own interests.

While many of these social behaviors are seen as a negative, the Qual do idolize others who are able to assert

themselves. If a Qual is defeated in an argument, or loses a wrestling match, they hold no grudges to the victor, they were beaten fairly where everything is fair game. Despite how aggressive they can be, the Qual are not prideful, and often aware of their own boundaries of what they are capable of. This makes the Qual very emotionally complex; they can see themselves as being superior, but recognize when they are surpassed.

## Relationships

The Syndics used the Qual in a number of roles, from propagandists to keep their populations in check, to filling the ranks of the Janissaries. Many Qual have become adept in the mercantile trade, being shrewd and predatory business owners and corporate CEOs, while others have become political leaders on backwater systems, and sprawling metropolises.

Many of the Qual are currently employed by the Averlini Mercantile Group, some even suggest the Qual are among the top officials within the factions' ranks. Their past history as Janissaries have led many Qual to rise in the ranks of the Remanence, although many Qual have broken away from typical and have become Levelers or unaligned in the past decades.

## Behavior

The Qual are renowned for their aggressive behavior, often compared to Adhilians and Troödon in temperament. Unlike both legacies, the Qual are physically imposing and emotionally assertive. Very rarely do the Qual see themselves as submissive to other legacies.

The Qual are known to be a very emotional legacy, actively engaging in debates and conversations with others, sometimes with little reason or logic behind them. Often the Qual don't care about what they talk about, they also rarely

Include Qual Trait with:  
**Deceit, Fighting, Presence**

Qual Starting Gifts:  
**Mocking, Winged Flight**

# RADDI

Long-limbed and limber, the tree-dwelling Raddi are quick on their feet, and quicker with their tongues.

## Morphology

The Raddi are a smaller race compared to the rest of the Myriad, their bodies being roughly 1.4 meter tall at best. Upon first glance, however, the Raddi look to be larger than they are, and this is thanks to their long leg limbs. The legs of the Raddi are just as long as their body, usually reaching 1 meter in length. On the ends, their feet are three-toed, and dexterous, grasping just as easily as any hand. This has evolved their legs to be hyper mobile.

The Raddi are naturally gifted with arboreal locomotion, using their highly developed legs to climb and hang on high canopy. In addition to their gripping feet, the tail of the Raddi is also long and prehensile, providing extra support when swinging through branches. The arms of the Raddi are smaller and sit closer to the chest, but they are not infirm. The Raddi use their arms to gather food and care for the young, as well as grasping tools.

The Raddi have several mammalian traits. Raddi practice pair-bonding, and after mating females produce children through gestation within their wombs. Immature Raddi are cared for by their mothers, often held and fed for weeks until their limbs grow strong. Unlike most mammals however, the Raddi do not have a full body pelage; the hair on their bodies is thin and lightly covers their gray-blue skin. Their faces a squat looking, with a nose leaf above the lip line of their mouths and two large eyes

just above the nose leaf. The pigmentation of their face is often a brighter color, usually pink, compared to their skin.

Primarily omnivorous, the Raddi often hunt large prey in groups for sustenance, using the trees to ambush their prey.

## Behavior

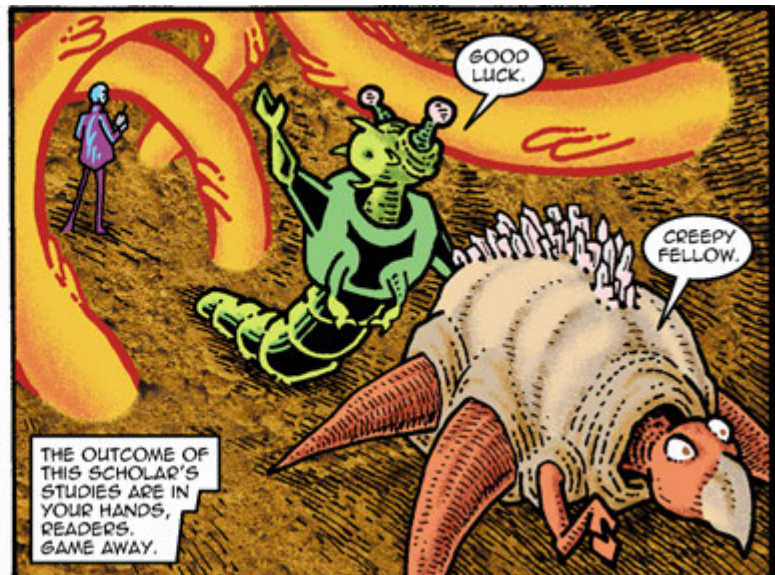
The Raddi are right at home in high canopy, claiming high trees and branches as their home. Where no trees are to be found, the concrete jungles, filled with large city skyscrapers, provide an excellent substitution for the legacy. It is uncommon to see a Raddi grounded for extended periods of time, rarer still to see them live there.

The Raddi often live with large, extended family units, sometimes numbering over one hundred members related by blood. Family and ancestry are important to the Raddi, they revere their elders with great respect, and these ancient patriarchs tend to have the final, if the only say, on family matters and disputes. One such example is marriage. Often the elders of two Raddi



Include Raddi Trait with:  
**Athletics, Endurance, Questioning**

Raddi Starting Gifts:  
**Fast-Talk, Prehensile Tail**





families will agree to some form of a dowry, playing matchmaker often for large numbers of their young. Large weddings are a major event for the Raddi; the joining of two families is seen as a sacred bond, one that not only extends their family line but also the strength of their community.

Just as social as they are athletic, the Raddi are not afraid to interact with each other through speech and hand gestures. The Raddi often talk as fast they climb; swift and with a boisterous flair, a trait that can annoy other legacies within the Myriad at times. Despite this, the Raddi love swapping stories and idle gossip as the next human, and sharing stories with whomever would listen to them.

The Syndics often utilized the Raddi to help build the very skyscrapers that dot the central Myriad worlds. The Raddi were used as scouts and ambushers in dense Jungle planets by the Syndics.

## Relationships

The Raddi's first and last loyalty is always to their family. It is unusual to see a Raddi without some form of contact with a cousin or wife, and those that are alone tend to be sojourners; workers for hire who send their notes back home. Others have become mercenaries and hunters for the same reason. There are exceptions of course; some Raddi that decide to leave their families for various reasons, rarely, if ever, contacting them again during their lifetime.

Social by nature and loyal to a fault, the Raddi are usually very comfortable with many different legacies in the Myriad. Many have joined the Metanoic Corps in their quest to preserve the lush jungles found throughout the galaxy, while others often pledge themselves to the community living of the Solar Creed.

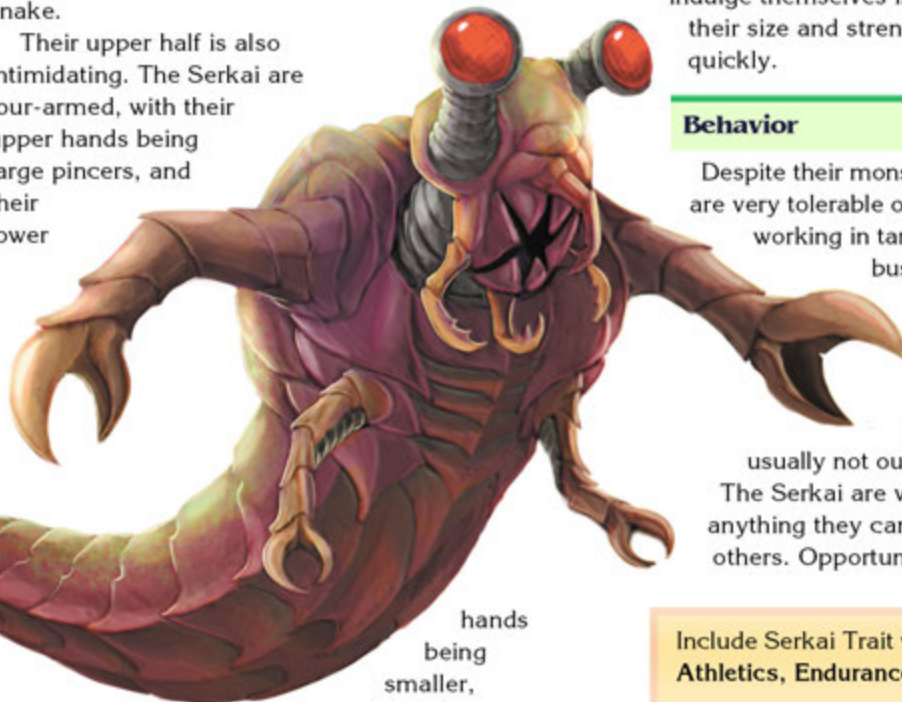
# SERKAI

Large, imposing, and competitive, the serpentine Serkai are a constant sight in the Myriad, be it fighting in the streets, or in a boardroom.

## Morphology

Standing at roughly 1.6 meters tall, the Serkai are physically imposing. Their lower body is serpentine, with a chitinous exo-skeleton protecting the fleshy bits of the body from harm. Unlike most legacies, the Serkai have no legs. Instead, they slither on their lower half like a snake.

Their upper half is also intimidating. The Serkai are four-armed, with their upper hands being large pincers, and their lower



hands being smaller,

insectoid graspers. Their mouths are large mandibles, with two large compound eyes that are used for tracking movement. Much

like their lower half, their backs are naturally protected due to their chitinous exo-skeleton.

The Serkai have the ability to burrow underground, using their large pincers as shovels on loose dirt or sand. This skill has made them excellent hunters, catching prey unaware until the last moment. A carnivorous legacy, the Serkai indulge themselves in high-protein diets, using their size and strength to subdue their quarries quickly.

## Behavior

Despite their monstrous appearance, the Serkai are very tolerable of other legacies socially, working in tandem with them in many business fields. The Serkai are often generous and productive in many urbanized societies, giving back to communities when they can. This is, however, usually not out of pure altruism.

The Serkai are very competitive, using anything they can to gain an advantage over others. Opportunistic and shrewd, the Serkai

Include Serkai Trait with:  
**Athletics, Endurance, Observation**

Serkai Starting Gifts:  
**Frightening, Ophidian**

are skilled at manipulation, and using their physical appearance to pressure others to do their bidding. This has colored the perception of some Serkai, making them feel self-righteous and above other legacies.

Serkai mate for life, and have singular family units. Their mating rituals are also competitive and complex, sometimes lasting months until courtship is completed.

## Relationships

The Syndics used the Serkai as warriors, traders and diplomats, harnessing their headstrong nature into pursuits that would benefit the Syndics in the long run.

Most Sekrai today are commodity traders and emissaries for the Averlini, gaining more money, power and respect than even under the Syndic rule. The Malmignatti Cluster also employ many Serkai as liaisons with other legacies and interrogators for political prisoners.

# STOMAN

Enforcers whose ruthlessness shows no bounds, the imposing Stoman are embody toughness across the Myriad.

## Morphology

The Stoman are arthropods that stand around 1.6 meters tall. Their upper bodies are rather thick and husky, much like a giant slug. Their lower half is segmented, with a dozen legs like an insect.

Stomans have large faces, with giant nostrils and massive, gaping mouths are filled with razor sharp teeth. Their eyes are actually on stalks on the top of their skulls. These eyes can move in 180 degree angles, using their vision like radar to scan their horizons with great accuracy and depth.

Stoman have very rough dermal skin, made primarily out of scutes. These bony plates give them thicker hides than most other beings. Their hides are brightly colored, usually in hues of orange, red and yellow.

Despite their slug-like appearance, the Stoman have excellent upper body strength. Male Stomans have two large tusks that protrude from the side of their heads, which can be used for goring and

defense. Primarily carnivorous, the Stoman enjoy a high protein diet for sustenance.

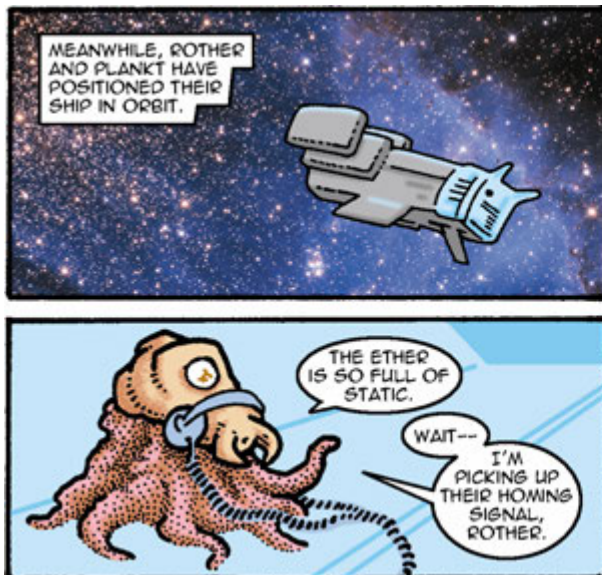
## Behavior

Stubborn and brash, Stoman push their boundaries wherever they go. Stoman are notoriously territorial, with small family groups tending to hoard resources for their own gain. Males used to mark their territory with their tusks, a trait that Stoman use even in urbanized settings in the present day.

Stoman know they can be physically imposing, and exploit that fact to their advantage. Sometimes they are able to play nice with others, but do so for their own ends. When they don't get their own way, however,

Include Stoman Trait with:  
**Endurance, Negotiation, Presence**

Stoman Starting Gifts:  
**Danger Sense, Resolve**





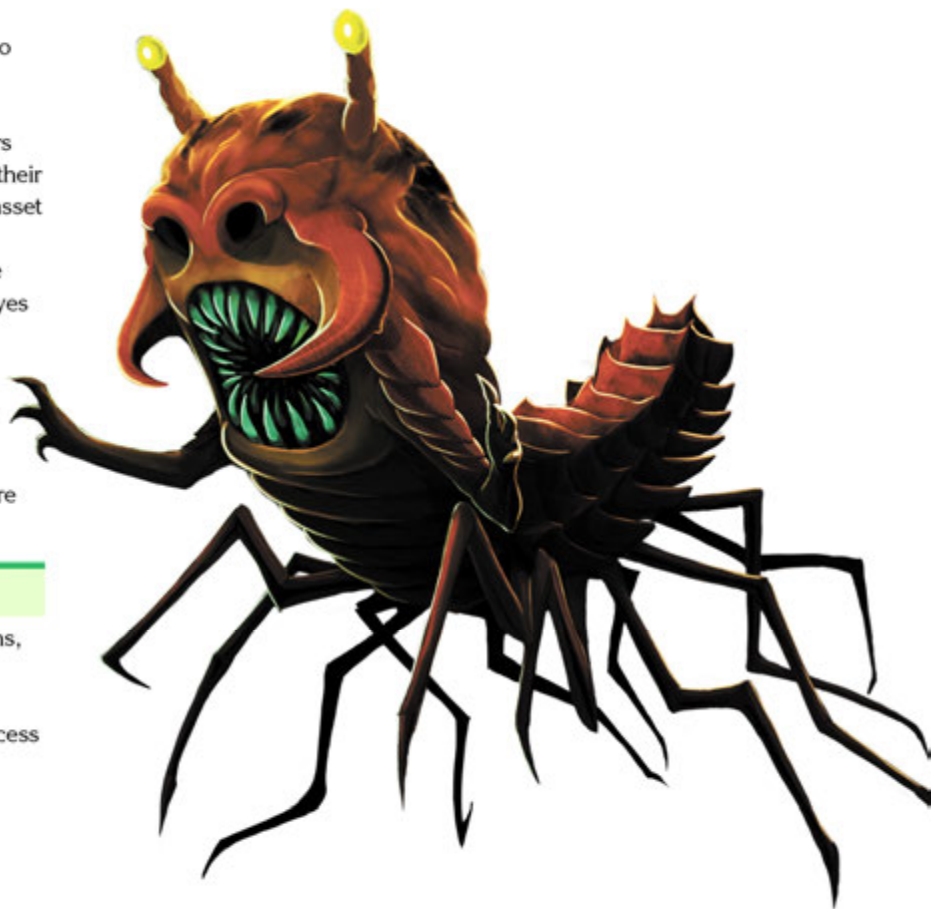
Stoman can become very ruthless towards those who have slighted them.

Stoman, however, are more than just emotional, aggressive brutes. They are also talented taskmasters and negotiators, skills the Stoman picked up during their subjugation under the Syndics. Finding them as an asset as the figureheads on mining colonies, the Stoman became almost synonymous as the right hand of the Syndics, wielding great power and influence in the eyes of those who were forced into penal colonies.

Since their disappearance, many Stoman have continued to thrive in authoritative positions. Some have also turned to new professions, as both legitimate merchants and black marketers. It is also rumored that some of the largest crime syndicates are headed by Stoman enforcers.

### Relationships

The Stoman tend to excel in authoritative positions, where their ruthless aggression and calculating determination can thrive. Many have become top officials in the Averlini Mercantile Group, finding success both as businessmen and negotiators for the super-conglomerate. Others have found a place with the Remanence, continuing their domination as mining operators or hired enforcers for them.



## TELEOST

The apex race of a now-dead world, forcibly married to technology for their own survival. The Teleost rise from the depths of the deep to find their place among the Myriad.

### Morphology

The Teleost are an aquatic legacy first discovered on the planet Altumea. Thanks to their advanced brain activity and knack for non-linear thought, the Teleost were able to use their superior brainpower to their advantage, quickly becoming the dominant force in the oceans of their home planet.

A carnivorous race, a typical Teleost would rarely grow beyond one meter in length. Despite their smaller size compared to most aquatic predators, their mouth and jaw structure is designed to capture large prey. Crescent shaped with an under bite, and often lined with jagged, razor sharp teeth designed to snare the unexpected in the oceans of Altumea. It is perhaps the most noticeable trait of a Teleost, giving them a permanent scowl when face to face with other legacies.

The other, most noticeable trait includes the Teleost brain. Outside of two bulbous eyes and nose slits above their wicked mouths, the brain

takes up the remainder of the heads capacity, resembling a bumpy, almost cancerous growth on the Teleost forehead. Attached to the growth are sets of antennae, which were originally used as a tool for predation. The antennae end with a small, bulbous orbs that radiate light, not unlike the bioluminescence found in other legacies. Before the use of technology, the Teleost used the antennae to not only attract prey to them for eating, but to also compel females of the legacy for copulation.

Female Teleost can lay upwards of 200 eggs in a clutch. Roughly 1/3 tend to survive to adulthood, although that number has inflated within the last century and the introduction to technology by the Syndics.

Include Teleost Trait with:  
**Endurance, Presence, Psyche**

Teleost Starting Gifts:  
**Aquatic, Cybernetic Body**

Under the Syndics, the Teleost were introduced to technology for the first time. To cultivate their natural psychic abilities, the Syndics created cybernetic bodies for the Teleost. These synth bodies are without a basic programming, essentially shells which the Teleost would occupy. Connecting their antennae into the suits itself, powering up the machines with their psychic abilities, the Teleost would utilize this technology to walk on land and intermingle with other legacies.

Often, A Teleost would be visible through a bulletproof, Plexiglas dome attached to the top of the machine. Filled with saltwater, the Teleost would literally occupy the dome, with all but one of its antennae connected to specially made "plugs" leading to the functions of the suit.

Because of their stilted vision, the Teleost rely on the sensors of their suit, and their natural psychic abilities, to compensate for their muted senses. Speaking, for example, is done through a speakerbox, with each Teleost customizing their mechanical suits to fit whatever language or accent they desire. The Teleost were rarely seen outside of their primary professions as navigators and conductors, jobs the Teleost were specifically cultivated for under Syndic rule.



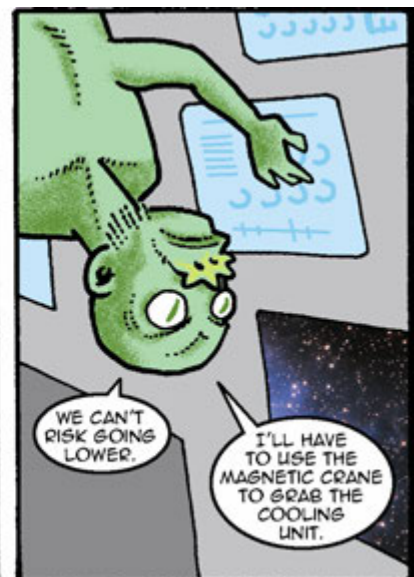
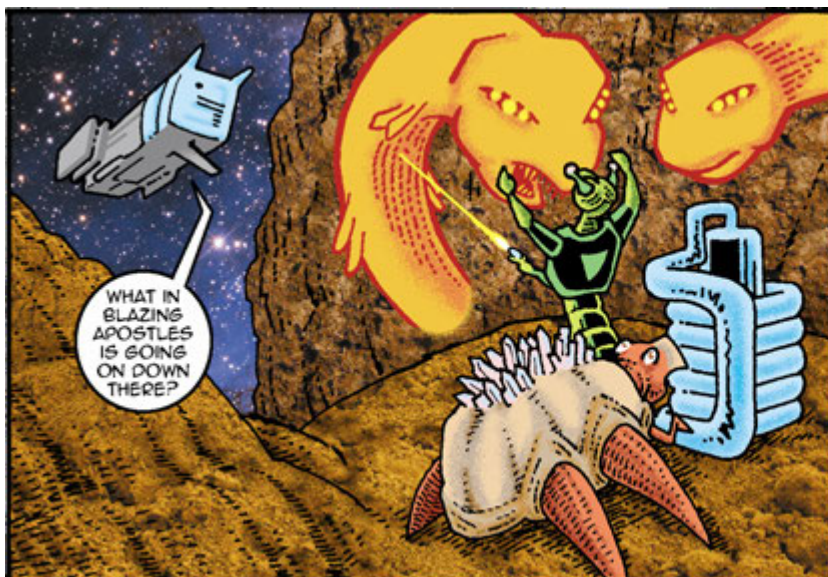
## Behavior

The Teleost are fast swimmers, utilizing large amounts of energy to migrate through the ocean and frequently feeding in massive frenzies when grouped together. The beginnings of Teleost society began with underwater clans hunting and gathering in the oceans of Altumea. Noted for their intellect, the Teleost began a strict, subsistence lifestyle of living, traveling in pre-determined current patterns to maximize their feeding frenzies.

As they rose to be the apex race of the sea, they developed specific rules and regulations for hunting. These rules would forcibly keep the population at a fixated level, without destroying the ocean's ecosystem. As time went on, the Teleost would begin to formulate basic tribal societies, with an alpha male often revered as the leader of these small tribal groups. The Teleost eventually made up nearly 50% of the oceans population.

The antennae attached to the Teleost brains have lead to curious evolutions of their minds.

Without the use of words, the Teleost could communicate through thought and wave patterns, effectively never finding the need for vocal chords or using body language. It was this ability that made them come into contact with the Syndics for the first time.





Attracted to this ability, Syndic Rondos and Conductors began capturing and experimenting on the legacy, hoping to unlock the secrets of the Teleost's natural abilities to enhance their own Xenharmonic appliances.

### Relationships

The disruption by the Syndics angered the Teleost to the point of war. Several tribal groups joined forces to combat the Syndic scientists who dared entered the deep waters of Altumea. In a show of pure force, the Syndics began to siphon the oceans of Altumea itself, slowly polluting and eliminating the only advantage the Teleost had. With hundreds dying, and their aquatic world collapsing, the Teleost begrudgingly submitted to Syndic rule.

While the Teleost have no land-based planets to call home, before the disappearance of the Syndics they were permitted to begin colonizing several

other worlds under the Syndics rule, including colonies in the oceans of Crowley and Red Pleasance. Ravaged by the destructive power of the Syndics, their homeworld of Altumea is now little more than an arid wasteland with black, brackish ponds replacing the once lush oceans found there. Those Teleost that stayed behind would be subject to radiation and mutation, assuming they lived long enough in the polluted pools.

With other legacies, the Teleost are often mistaken as Synths upon first glance. On some planets, this becomes a point of contention for the race; arguing that they are just as biological as every other being on land. As one of the few purely aquatic races to reach sentience in the Myriad, the Teleost often congregate with others of their kind, or amphibious creatures such as the Elver. Many Teleost do tend to keep to themselves, taking pride in their independence from the numerous factions found throughout the Myriad.

## THEEN

Seen as diminutive by many, the proud Theen use their vast mechanical knowledge to survive a post-Syndic world.

### Morphology

At full height, the Theen stands on average .90 meters tall, one of the smallest sizes for a sentient being on record. Their bodies are also very thin. While not emaciated looking, their musculature is very lean, leading to a lanky, hunched over posture.

A small tailbone helps to keep balance between their elongated limbs, which can sometimes run the length of the Theen's body. While bipedal, it is not uncommon to see Theens walk on all fours with ease. Their skin tone is usually a brilliant red, with some minor pigmentation differences along a red-orange scale, especially in females who have lighter skin tones than males. The Theen also have strong thermoceptive nerves. The legacy has several lined "heat pits"



that form around their lip line, directly under their nostril holes. The heat pits allow for the Theen to detect infrared heat signatures on sentient and non-sentient beings, giving them binocular heat vision. Because of this, the Theen are predominantly nocturnal creatures.

Due to their small sizes, the Theen are fast and flexible, able to climb open-faced cliffs with relative ease. Their hands have tiny claws on the end that can dig into most hard surfaces, from rock to steel. Their diet is omnivorous, although they do have larger canines than incisors along their mantles.

### Behavior

The Theen formulate groups through a formal, hierarchial class system, which has survived even under Syndic control. Political leaders form the top class, with Theen bureaucrats given the highest respect within the society. Under them are the soldiers and protectors of Theen society, given admiration for risking their lives for the Theen. Craftsmen and machinists, experts in metallurgy and technology, provide the backbone of the

Include Theen Trait with:  
**Academics, Craft, Evasion**

Theen Starting Gifts:  
**All-Fours, Thermoception**

Theenian economy, the manufacturing of weapons. Years of technological advancements under the Syndics has made the Theen highly skilled at gunsmithing, and often the Syndics would exploit this knack at tinkering by having the Theen mass produce weapons for profit. Finally, under them are the more common classes, the merchants and workers of Theen society.

Female Theen are historically more aggressive than the males, but both sexes are adept at hunting and tracking due to their natural abilities. Theens do not have elaborate mating rituals unlike other legacies, but pairings are done through social standing within Theenian society. It is impossible to marry “upwards” in the class system; it is determined through merit and applicability. Young Theen are given aptitude tests to determine which class they would join. It is a mark of pride if a Theen is able to prove they are worthy of a higher class than their parents, and a mark of shame if they fall lower.

Despite the interference of the Syndics uplifting the Theen, they have easily adapted to the world of the Myriad, assimilating easily into Syndic society. The Theen are often stereotyped as being short-tempered and fanatical to most other legacies, but this is not always the case. In truth, they are very boisterous and prideful, believing that their superior skills with technology gives them an advantage against other legacies.

### Relationships

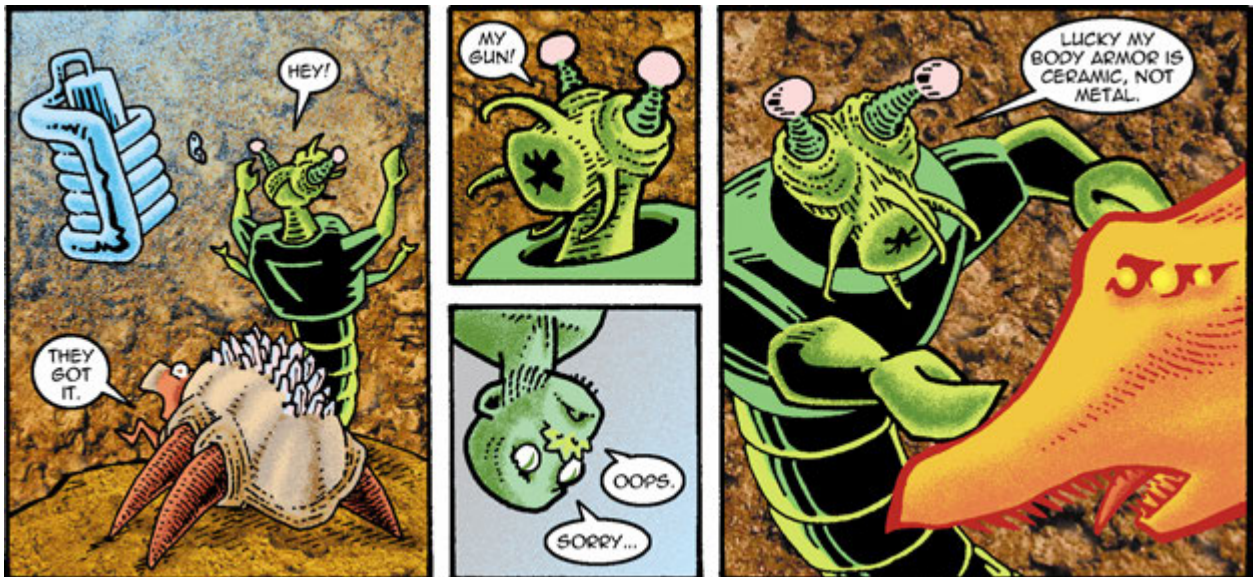
Due to their rigid class divides, the Theen tend to congregate with their assigned class, although exceptions do occur. With outsiders, the Theen are often seen as merchants or machinists, working for all sorts of people amongst the Myriad. Their expertise with gunsmithing, combined with their natural abilities, make them excellent scouts and

mercenaries as well. Many Theen have joined the ranks of the Janissaries in particular.

Many Theen have stayed with the Remanence, embracing the technological advancements the Syndics have given them. Others have joined the Concord to uncover new technology, or to supply their expertise to the scientific cause of discovery. Lower classes in particular tend to stay neutral in such affairs, roaming with bands of Tziganes across the Myriad.

### Gift: Thermoception

You can see anything that has a heat signature. As long as a target isn't Fireproof and you have line-of-sight, you can still target them with no concealment. You may claim a d8 bonus for working with electric devices, following fresh tracks, or anything else where being able to see temperatures would help you.





Amphibious beings with large mouths, the piscine Xoks are at home in water more than land, but that has not stopped them from migrating across the entire Myriad.

### Morphology

Xoks are muscular beings that stand nearly 1.7-1.8 meters tall. Primarily aquatic beings, they have sets of gills along their necklines, although they can breathe oxygen through their skin, much like the Elver. The color of their skin ranges from hues of brown to blue/grey pigmentation.

The body of a Xok contains a large amount of cartilage, a flexible tissue that is connected between their bones and joints. The high amount of cartilage in their body has reduced their exertion of energy, allowing Xoks to travel long distances without becoming fatigued.

A predatory legacy, the Xoks' mouths are their most distinguishing feature. Large and gaping, the mouth contains several rows of serrated teeth used to slice through flesh and cut through bone. Their bite is so powerful, some Xoks can even cut through soft metals with their jaws. Any teeth broken off are replaced by a new tooth, which constantly grows as Xoks mature.

Natural swimmers, Xoks use their hind legs grouped together as caudal fins, and their strong upper torsos to push forward. Xoks also have a large dorsal fin on their backs and their hands are also finned, allowed for smooth movement when submerged.

### Behavior

Xoks are actually quite aloof and passive beings, very sociable and personable to friends and family. They are, however, very aggressive when

provoked, even going into unstoppable frenzies if pushed too far.

Like the Elver, the Xoks are well suited for interstellar travel because of their comfort in a variety of pressured atmospheres. This actually made the Xoks invaluable to the Syndics, who utilized them in the same way as the Elver, often accompanying Elver as protection or even control groups for experiments.

Xoks have a fairly long lifespan, sometimes living for 200 years. Their breeding cycle, however, is relatively mysterious. What is known is that male

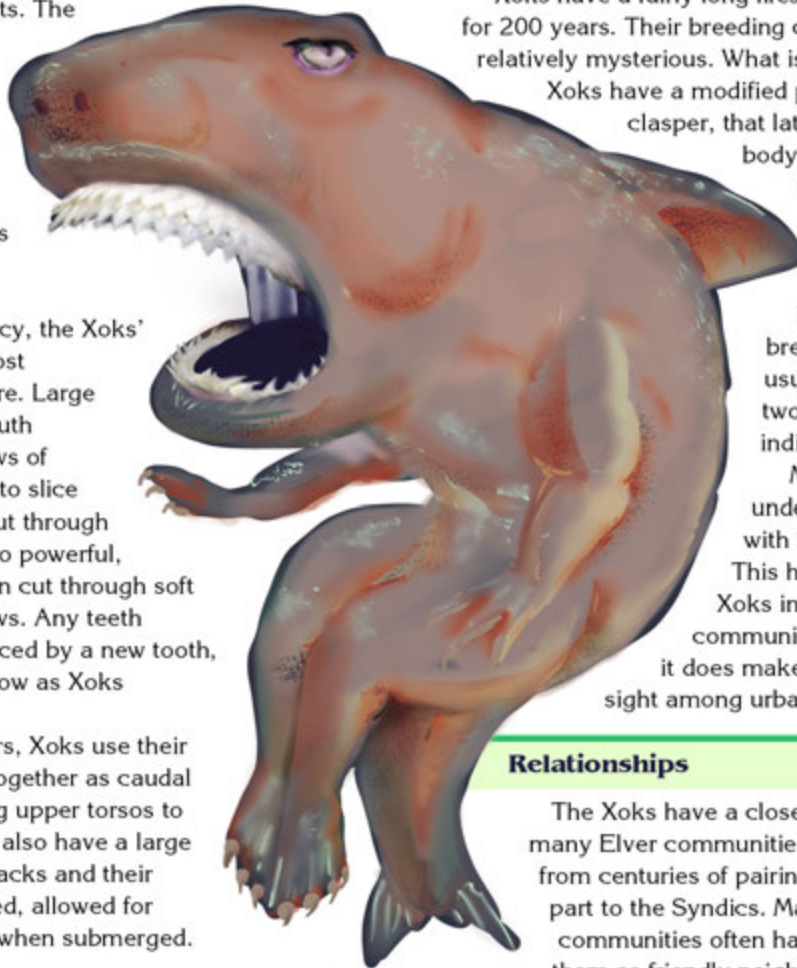
Xoks have a modified pelvic fin, called a

clasper, that latches into a female's body, and Xoks only mate underwater, likely swimming together as coupled pairs.

While the Xoks have relatively simple breeding patterns, it usually takes upwards of two years for an individual to be born.

Most Xoks still live underwater, rarely dealing with individuals on land.

This has not stopped many Xoks in joining the communities of the Myriad, but it does make them an uncommon sight among urban settlements.



### Relationships

The Xoks have a close relationship with many Elver communities, likely stemming from centuries of pairing with them thanks in part to the Syndics. Many Elver communities often have the Xoks among them as friendly neighbors, and the Xoks also welcome Elvers to their doorsteps.

Xoks tend to work as assistants or orderlies for scientific teams, or security forces in more urbanized areas. Their athletic physiques and physiology also make them excellent messengers and scouts, and their ability to withstand high and low pressures makes them invaluable as members of a flight team.

Include Xok Trait with:  
**Athletics, Endurance, Tactics**

Xok Starting Gifts:  
**Frenzy, Swimming**

# YASHRIK

Small, diminutive reptilians with great agility. Sadly, their self-assurance and sycophantic ways often clash with those around them.



## Morphology

Yashrik stand around 1.2 meters tall, and weigh roughly 30 kg. They are reptilian beings, their skin is osteodermal to the touch and often greenish yellow. Their skin sheds once a year, like most reptiles, eliminating epidermis from their bodies.

The Yashrik have three hands. The first two are normal claws at the end of their arms. Their third hand is located at the end of their tail; a fully functioning hand lacking an opposable thumb. This makes their tails prehensile, able to bend and contort as if it were a third arm.

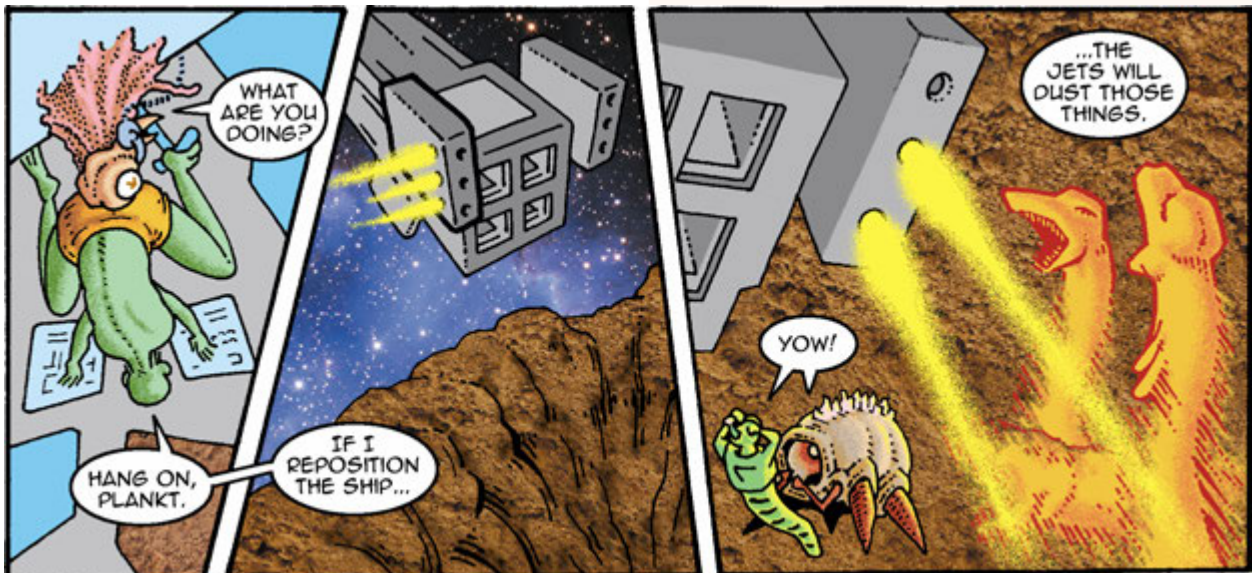
The Yashrik also have a pronounced snout with an underbite, with rows of small serrated teeth designed for ripping through flesh. Male Yashriks have a pair of long crests that extend from their suborbital ridge to their backs. Females, on the other hand, are fairly plain-looking. When giving birth, females lay a clutch of eight to ten eggs at a time.

## Behavior

Proud but arrogant, the Yashrik believe themselves to be bigger than they really are. In truth, most are well aware of their deficiencies, and do their best to hide them behind their bluster.

Include Yashrik Trait with:  
**Deceit, Evasion, Questioning**

Yashrik Starting Gifts:  
**Prehensile Tail, Tail Swipe Attack**





The Syndics forced the Yashrik into servitude, creating a second class of indentured servants for their bureaucrats and nobility. Many Yashrik utilized this position for their own personal gain, with obsequious attitudes towards their handlers to gain favor and a modicum of status.

Due to their centuries of servitude, the Yashrik are always looking for ways to prove themselves to others. Perhaps this feeds into their egotistical nature. The Yashrik are not well liked by many because of their attitude, and their previous professions have made them all but ignored by other legacies at times.

Still, Yashrik are very common sights in many sprawling cities across the Myriad. Despite their terrible egos, they are hard workers, even when put in unfavorable positions by others. Many have

worked their way up the ladder to become invaluable assistants to top officials, and administrators in their own right. Even this is not enough for some Yashrik, always craving more prestige and self-respect.

### Relationships

The Yashrik today are found across the Myriad primarily butlers, secretaries, and administrators. Many are employed in these professions by the Remanence, who have held onto the Yashrik as their primary servant class. Others have become more accustomed with the philosophy of the Levelers, preferring freedom and anarchy after centuries of servitude.

## ZAVISAN

Small but deadly, the secretive Zavisan have a long, terrible history as the secretive assassins of the Syndics. Now unshackled, many continue their mission.

### Morphology

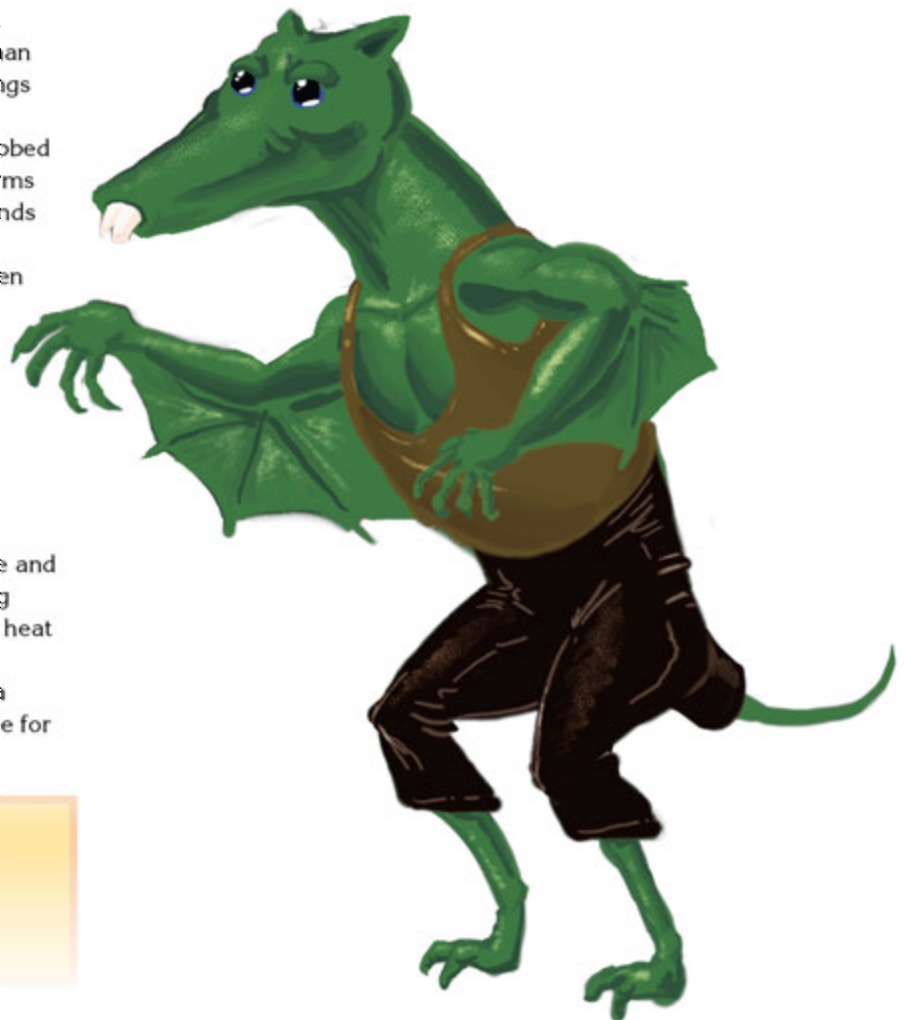
A typical Zavisan stands roughly 1 meter tall, and can weight about 35 kgs. Their bodies are slender and scaly, ranging from yellow to green scale tones. The lower torso lean but rounder than the rest of the body, which contains angular wings and a small, thin tail.

Zavisan wings are similar to bat wings, a webbed membrane of patagium that grows below the arms of a Zavisan, fused together by bones. Their hands are highly dexterous, with fingers growing long, almost claw-like to help manipulate objects when not in flight. The wings do not retract into the arm or skin, being a constant presence even when grounded.

The Zavisan have unique attributes that separate them from other predatory legacies. Their snouts contain retractable fangs, which produce a potent venom that is injected with a single bite. With enough venom, a Zavisan can easily paralyze, even kill, creatures triple its size and weight. They are also nocturnal predators, using their Thermoceptive tongues to sense the body heat of nearby prey.

Female Zavisan are oviparous, and can lay a clutch of 5-15 eggs at a time. Males tend to care for

their offspring until they reach maturity, teaching them how to fly and hunt.



Include Zavisan Trait with:  
**Evasion, Fighting, Observation**

Zavisan Starting Gifts:  
**Thermoception, Winged Flight**

## Behavior

The Zavisan are very aggressive, often attacking first and asking questions later. This is an attitude that has been cultivated by the Syndics over centuries of rule. Due to their natural abilities to fly and their potent venom, the Zavisan were used spies and assassins for covert missions across the Myriad, often eliminating dissenters and revolutionaries planning to overthrow the Syndics.

Their reputation has endured, even after the disappearance of the Syndics. The Zavisan are hated amongst those who remember them, and often shunned in major societies. On some planets, the Zavisan are required to wear restraints so they can't fly, for example. This discrimination is due to old prejudices, although the Zavisan themselves rarely help their case, uncaring about how others view them. Proud and determined, the Zavisan often ignore or rebel against restrictive laws against them, which leads to attempts at tighter control in more urbanized societies.

Despite their aggressive nature, the Zavisan do formulate close familial and friendship ties. Those who they trust or work with, or those bound by blood, often see the softer side of a Zavisan, a side that is protective, brave and devoted when it needs to be.

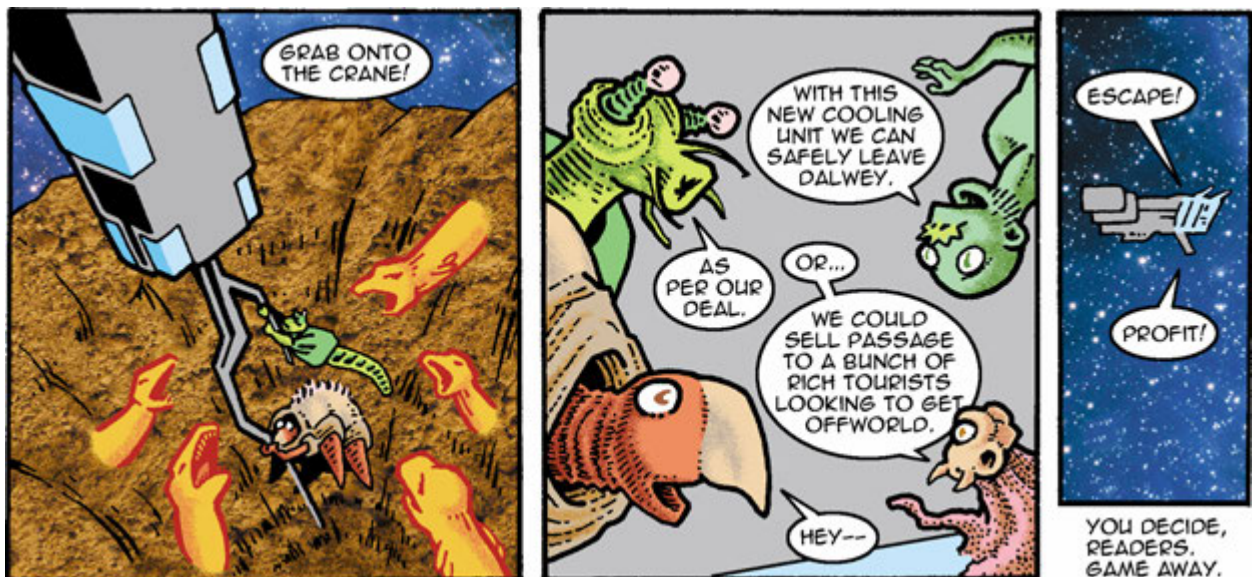
## Relationships

The Zavisans natural gifts make them excellent spies and recon scouts, as well as hunters or assassins. Due to their infamous reputation as the secretive arm of the Syndics, many Zavisans have only found solace with the Remanence, continuing on in their given roles from centuries ago. While many are still tolerated by the Remanence, some have found solace on their own, rebelling against the other factions which revile them for past

transgressions, becoming Levelers or roaming space with Tzigane caravans.

## Gift: Thermoception

You can see anything that has a heat signature. As long as a target isn't Fireproof and you have line-of-sight, you can still target them with no concealment. You may claim a d8 bonus for working with electric devices, following fresh tracks, or anything else where being able to see temperatures would help you.





# APPENDIX: ADVENTURE SEEDS

The planet **Physeter** is completely covered in water... which is not a problem for its primary inhabitants of Elvers, Teleost, and Xok. For the last three decades, the Endala Trench is a hotbed of political activity. The Oometric Obstetric Organization (3O) claims that the basin has been their property for over a century, where they have been curating free-range nurseries for those aliens that want their eggs and offspring to mature in a "natural" environment. The Physeter Mining Concern (PMC, a member of the Averlini Mercantile Group, with a majority of Teleost personnel) insists they have a right to the region as much as anyone else, and they intend to strip-mine portions of the trench for its valuable resources. Complicating matters further is an influx of Solar Creed, led by the Xok techno-priest named Selaachi Vaalhaai. The Creed are concerned that the PMC are willing to take up arms to seize the trench, in a war the 3O could not hope to win. Vaalhaai recruits our heroes to help smooth over negotiations with the two parties, to investigate anything bad that might be going on under the sea, and (most importantly) to prevent any escalation of hostilities.

Brunic Anbriedes de Tzigane is calling in all the favors he has. His brother Ru got arrested for smuggling in the **Hargitrel** system. No one in the Anbriedes clan is surprised: Ru is hot-headed and careless. The problem is that he's being held on Hargitrel Station, which is in the cloud of the major gas giant in the system... and which is run by a powerful Kyrix family. Large portions of the station do not even have oxygen! But family is family... and hopefully by now our heroes know that Brunic is good on his word. While the primary mission is supposed to be to fetch Ru, the other members of Brunic's mercenary crew can't help but notice that Hargitrel station has large stores of boron, xenon, and other rare elements that can fetch a high price on the black market. Can Brunic keep his team focused on the mission, or will the greed of his unsavory crew make this a family tragedy?



**New Exerlarn** was supposed to be a paradise of the future. The Metanoic Corps were going to apply their fantastic science and make a clean, living, glorious world. But mistakes were made, and the planet is now covered in dangerous, flesh-eating, rapid-growth plant life. Written off as a dead planet by most of the Myriad, this place has new interest by Doctor Rhizoma Lindeni. A Nasp by species, and an expert in biotechnology by training, she believes that her own creations can reverse the ecophagic flora. Dr. Lindeni's research isn't risky just because of dangerous plants. Her previous team was scared off by an armed mob of Fungierian mercenaries. Who do they work for? The Metanoic Corps, who might not appreciate this research? A group of criminals, who use New Exerlarn as a base for their operations? Or something even stranger? The doctor is hoping our heroes can help solve her problem.

The world of **Em Vatres** is almost completely unremarkable: an old world, rich in common metals and fossil fuels, but otherwise boring. There's no obvious reason why two hostile camps of Ghen'Ti and Pherios have landed armed troops on opposite sides of it. However, Count Goodgire Mecont of the Remanence is very curious. When two xenharmonic-sensitive species land on a barren rock, with armed recon teams, there must be something there. Goodgire enlists our heroes to approach each of the two camps, as a "neutral observer." Their tasks are to find out why these strange aliens care about this spot... and also to find out which group is the best for the Count to throw in with, so he can get a share of whatever spoils are to be had.

# Orphans of the Furthest Stars



When the Syndics ruled over the 10,000 Worlds, their planets of choice were the most hospitable ones. Oxygen-rich atmosphere ... moderate gravity ... carbon-based life ... all of these qualities were prized by the mysterious masters of the stars. But not every world is the same... After the fall of the Empire came the rise of the forgotten, the forsaken, and then forbidden. People of all kinds, from the modest to the formidable, from the ordinary to the extreme, from the understandable to the unknowable.

This *Aliens* book adds 32 new options for playing even stranger creatures in your game of MYRIAD SONG. Some of the choices are simply exotic, like the scheming Serkai or the intellectual Nuderians. Other aliens cannot survive in common environments and must rely on special equipment to interact with others, like the augmented aquatic people of the Teleost, or the ponderous, solar-powered bodies of the Kyrix. And some creatures might not even be from this universe, such as the floating crystalline race of Pherix, or the hovering, mystical Ghen'Ti.

Whatever role you choose to play, just remember that you can never judge someone by their appearance, especially not in the Myriad Worlds.

*You will need a copy of the MYRIAD SONG game to use this book.*

