

## Character Species:

### The Camdoli of Camdol-IV

This amphibious type of humanoid stands between 1.5 and 2.25M tall at adulthood, and has the following appearance:

**Male:** Bluish-grey, reflective skin, with a micro-scaled (similar at a glance to fish scales) appearance that is seen through the translucent epidermis. This appears to look like scales seen through a frosted surface, with some reflective and refractive qualities. Eyes tend to be gold or green, with violet, blue and aquamarine also being somewhat common. Males tend to be bald, although some exhibit feather-like hair plumes on their heads, particularly around the back of the lower head and back of the neck.

**Female:** Bluish-grey or blue-violet-grey, reflective skin, with a micro-scaled (similar at a glance to fish scales) appearance that is seen through the translucent epidermis. This appears to look like scales seen through a frosted surface, with some reflective and refractive qualities. Eyes tend to be gold or green, with violet, blue and aquamarine also being somewhat common. The female has a violet colouration starting at the back of the neck and running down their spinal ridges, which are not as prominent as the male, through to the tip of the tail. Females have hair on their heads, and may have feather-like hairs on their spinal ridge.

#### ***Both:***

**Skin:** The scaled appearance is actually a fine network of sensory nodes, giving the Camdolian an extremely precise sense of touch. This also decreases their tolerance to pain and heat, and increases stimulus of any kind. Their brain is capable of rapid stimulus processing and recognition.

**Body:** Camdolians have slightly winged ears (like angular fins), wide eyes, a smooth musculature and a tail that extends about 40-80cm from their body. The tail is smooth and for females tends to be violet to deep purple, whereas males tend to be darker blue than their bodies. The appearance of Camdolians, particularly their shimmering skin, gives them an unearthly beauty that many species find appealing. Some Camdolians have a greenish tinge to their skin, resulting in an aquamarine appearance.

**Digestion:** Camdolians have an issue processing sugars, and most sugars are excreted in a thick, amber-to-clear serum from a single lower orifice. This serum is a mixture of liquid excretions and solid excretions, and consists of such a high sucrose content that some other species find it an appealing substance to use for either dietary supplementation or confectionary dressing. The orifice lacks any kind of sphincter or other sealing musculature, and the natural method of blocking this secretion from continually leaking is the Camdolian tail, which is not used for balance, but is normally looped around their bottom and tucked into their excretion tube.

**Reproduction:** Although we can group male and female by a general dominance and more decorative plumage and extra glands on the female, the reproductive process of the species is not like that of most others bi-gendered species. The female has a series of 26 small apertures in the pelvic area, about 8cm from the excretion tube of their digestive system, each of which connects to an egg-chamber, whereas the male has a series of nine to twelve filaments in the same relative area on the male body.

In the act of reproduction, the male inserts filaments to scoop up eggs, and a pneumatic system draws the eggs into the male for fertilisation. The male then produces young in groups of one to six by mitosis, and lays live young in water via a birthing canal on the male backside, on each side of the spine. Young tend to be very small, and are laid about one to two weeks after fertilisation, and take a further twenty weeks to mature, being fed by a nutrient fluid that the female creates and mists into the water via elements similar to mammalian glands, often making the females appear to have breasts. On close inspection, the female Camdolian 'breasts' are a quadric set of protrusions, each with seven tiny apertures that can spray a fine mist of high-protein fluid for the young to ingest with fresh water.

Camdolians then mature consuming this mist, shortening their tails used for swimming, and lengthening vestigial legs into a humanoid state over sixty-two weeks; the young are usually self-sufficient after a mere twenty-weeks, surviving on protozoa and other microbial marine life. Camdolians have a very long, thin, snake-like tongue that can taste with high accuracy, and they possess both extremely acute sight and olfactory senses.

Camdolians remain able to process fresh water through gills located in their mouth throughout their life, however Camdolians do not develop full air-breathing lungs until they reach mid-maturity, about forty weeks after birth, and cannot exist without reliance on returning to fresh water until approximately ninety weeks have passed, by which point they are often left alone by their parents for longer and longer periods, to permit them to develop without extreme fostering.

The Camdolian intellect develops rapidly, and they are both a fast-learning and short lived species, with a life-span of about twenty to forty Imperial *annua*, and developing a childlike mind by a mere forty weeks of life, and an adult mind and body by the astonishing two annual mark. This also means that they are a fast-breeding species.

Imperial BioSciences are able to lengthen their lifespan, as are mystical practices. It is important to note that Camdolians have limited innate mystical, but higher than normal psychic abilities.

**Gender Demographics:** Camdolian males are the ones who give live birth, and the females produce the eggs and nurture the young, who are born in a method similar to spawning, and then mature quickly. This has led to two evolutionary adaptations:

Males are predominant, as young are born from the male and tend to carry that genome by default: The female chromosome is converted via adaptation, in the reverse fashion of humans who start life all as female, and may gain male characteristics in the womb. The male demographic of Camdolians ranges from 75% to 95%, and the female population carries the deficit of between 25% to a mere 5% of the total population demographic of the species.

Furthermore, Camdolians, before reaching adulthood, can also mutate to change genders if there is any sudden drop in viable males or females. This must occur somewhere before they are twenty-weeks of age.

**Bio Specifics:** With regard to *Blood Composition* and *Thermal Regulation*, Camdolians are shockingly endothermic, and have a complex cardiovascular system. (This often leads to health complications later in life.) Their blood is nickel-based, and is very thin, which also means that they are easily affected by sudden changes in temperature or pressure. Their native world is cold to temperate, and they do not handle heat well.

Camdolians are fast learners, highly intelligent, methodical, psychically adept, and mentally acute. They are not very strong, but they are agile and deft, making them ideal for scientific field work of all kinds. Camdolians cannot mate with any other species, although hybrids have been artificially created with humans at several points in history for a variety of motives, including making better scientists with advanced psychic and mental abilities, improving their adaptability to climate, and on the rare instance, out of love or lust.

Before their enslavement, Camdolians were considered very desirable romantic partners in the *Sito Atal* Regium due to their high mental affinity, artistic and musical ability, and their unusual beauty. Many in the *Sito Atal* Regium continued to have an affinity for them after their revolt—in fact, the *Atal* ships were the fewest and the last to arrive, mostly after the damage was done—and are (after the time of their enslavement) there given the best possible treatment for a non-citizen in that Regium. It is legal, if extremely stigmatic for a citizen to marry or adopt a Camdolian in that Regium, however the marriage or adoption is only considered legal *in that Regium* and is not carried elsewhere.

**Culture:** Camdolians have a strong artistic ethic, and then enjoy non-rigid shapes and fluidic art. They often have tight family bonds, and clans, and these tend to have distinctive markings, skin patterning, or plumage patterns. Before the enslavement, they were a very highly advanced race in terms of technology, including Psy-Tech, however the low mystic field on their planet of origin led to a retardation of their mystic capacity. Camdolians also have a tri-wound vocal cord that is capable of reverberating to produce three sets of harmonics at one time. They are well known for extremely enchanting musical ability, particularly for opera.

**As Slaves:** The Camdolian Planetary Nexus had been accepted as citizens for several centuries, when over a short timespan, renegade factions attempted to gain further territory in the Saerosian Empire, to expand breeding colonies, without seeking permission. When the Empire forbade this expanse, many Camdolians rebelled, and began to plot against the Empire. Before a single ship was ready to launch, or any attack fully planned, Empress Saerena ordered a mass extermination of all breeding colonies not on Camdol-IV, and ordered the termination of 80% of the Camdolians on Camdol-IV.

A super-fleet of over two-thousand warships blotted out the sun over each planet, and vaporised most of the populations in an effort to punish the species for treason. The remaining population were declassified as citizens, and classified as servitors, and the next generation and beyond were specially educated as servants in the castes.

**Slave Life:** Some Camdolians work in castes and are generally tolerated, and many on less corrupt planets are paid, or given liberties close to that of citizens. On the darker worlds, however, Camdolians face a great deal of intolerance, or worse. On some worlds, the females are purchased and sold for sexual purposes, or milked for their secretions that are processed and used as food sources on poorer planets.

**Abuse:** Sexual abuse in some Regium is not uncommon, particularly in Sodomarian and Taranyan Regium systems. Although the female is incapable of producing offspring with humans, they are often mutilated in the act of standard copulation, widening the egg tubes to provide for this activity, or abused by sexually using their digestive ejection cavity, which is naturally lubricated with digestive waste is utilised, or they are trained to use their very flexible tongue, gill pockets and vocal cords for sensual purposes. These slaves, because of their mental affinity to make family bonds, often end up feeling an unnatural and unilateral 'love' emotion toward their abusers.

On rare occasion this may be returned, and on rarer occasions the slave may be rescued and for a bond with their rescuer. This is almost always kept a secret from the public, who would brand the rescuer a traitor by association. The females form is similar-enough to humans as to provide an attractive and exotic quality.

Physical abuse is often common, and Camdolians are often mistreated or used to act out scenes of violence on these already less-than-ideal worlds, causing mental anguish and occasional mental defects.

Camdolians on some worlds are intentionally in-bred to reduce their mental abilities (decreasing intellect and removing psychic abilities) and these subjects are used for grunt labour.

### **Specifics:**

**Short Lifespan:** Camdolians reach maturity by the age of two annua. Between sixty weeks (23,520 spans) and two annua, Camdolians are considered *very young*; from two annua to twenty annua, they are *adults*, but are considered *middle-aged* by the age of twenty annua, *old* by thirty annua, and *elderly* by forty annua. Apply penalties and bonuses as appropriate, including memory check adjustments.

If a Camdolian has his lifespan lengthened by extraordinary means, they still gain bonuses and penalties that the GM sees as appropriate. In any event, their Intelligence always continues to increase with age.

**Mentally Adept:** Camdolians are very advanced mentally, granting them +2d6 *Intelligence* (split as desired per normal rules). They also learn faster than humans, and thus gain +2 *Skill Points/Level* (or HD).

**Amphibious Grace:** They have weaker muscle tone, but are very agile, granting a penalty of -1d6 *Strength* (split as desired per normal rules), a bonus of +1d6 *Dexterity* (split as desired per normal rules) a penalty of -1d6 *Constitution* (split as desired per normal rules), and a bonus of +1d6 *Movement* (split as desired per normal rules).

**Shimmering Beauty:** The dazzling appearance and wild colours of the Camdolian makes them quite stunning, granting them *+2d6 Physical Beauty*. Common hair colours are green, blue, orange and violet ranges, and eye colours are usually amber, blue, or aquamarine, although pink and violet ranges are also not uncommon for females. There is a 1% chance that instead of bluish-grey skin colour, a Camdolian may have an aquamarine (80% chance) or teal (20% chance) base skin tone. These skin tones reflect sub-species that spent longer periods in shallower waters as they evolved, as the shallower fresh water is more likely to have this kind of colouration on Camdol-IV (as on Sol-III), and the skin tone is a camouflage that helps them avoid predators.

**Psychic Potential:** The ages of rapid evolution due to their short life cycle and extremely high intellect have granted the Camdolians a Psychically Open Mind, and thus all Camdolians have an enhanced Psy-Rating, granting them +1PR and +5d6 P.A. and a racial base of 3d4 PPE. Furthermore, with a highly organised and ordered psyche, if any Psychic effect grants a saving throw, a Camdolian gains a +2 bonus to any saving throw roll they make against that effect.

**Mystical Retardation:** The low MEF of their homeworld forced Camdolians to evolve in a way that limits their mystic potential. All spells cast by a Camdolian are as if he is one level lower when determining any variable based on caster level (including CLCs), and all Camdolians suffer a penalty of -5d6 M.A.. Camdolians always suffer a -2 to all saving throws vs. mystical powers, spells and other mystical abilities, including those objects that afford a saving throw against their effect.

**Wide, Aquatic Eyes:** Camdolian eyes are particularly sharp, larger than those of a human (particularly wider) and able to see in the dim light underwater. They have a triple-eyelid, with one clear, one opaque, and one outer layer that prevents them from being harmed by bright light and harmful flashes. This culminates to grant them a bonus of +2 Spot, +2 to any saving throws versus dazzling, blinding or otherwise visually disrupting illumination effects, and Low Light Vision.

**Taste the Air:** Camdolians have very sharp olfactory senses, combined with additional olfactory nodes in their mouth, allowing them a bonus +4 to any Olfactory Senses check, and the ability to track by scent.

**Extremely Touch Sensitive:** Camdolians can easily determine temperature, shape, composition (smooth, rough, texture) and acquire information by touch alone. They are also extremely sensitive to external touch, often avoiding being touched by others, and in many cultures—particularly in warm climates—after their enslavement, go without clothing. This is due both to the clothing creating extreme discomfort by increasing thermal entrapment around their bodies, and because the motion of it and because the constant touching of it to their skin is distracting and uncomfortable. Any clothing worn is usually skin-tight and not loose-fitting.

Camdolians receive a -10 penalty to any saving throw vs. pain, pleasure, or any other touch-based sensation.

**Heat Sensitivity:** Camdolians take 1d6HP of subdual damage for every span they are exposed to temperatures above medium climate, and if reduced to zero subdual HP, begin taking lethal damage +1 Con damage per span thereafter. A BioElixir is often injected in slaves in hot climates to mitigate this to 1d4HP subdual damage per two spans and 1d3HP lethal damage and 1 Constitution damage per two spans after losing all subdual HP. Heat/Fire based weapons do +25% damage to Camdolians and burns heal at ¼ normal rate. Magical healing of burns is halved, and psychic and technological healing of burns is reduced by 25%. Combined with their extremely high pain sensitivity, a Camdolian with burns suffers a -1 penalty on all actions and per 5HP of burn damage and an additional -1 on all saving throws per 10HP of burn damage that they have at all times; the penalty is reduced whenever burn damage heals or is healed. Always round burn damage up to the nearest increment of 5HP, so 9HP of burn damage enforces a -2 penalty on all checks and a -1 penalty on all saving throws. (Burn damage of 5HP or less does not incur the saving throw penalty.)

**The Grivash:** The Camdolians have their own form of bogeyman, known as *Grivash*, which is a predator that appears out of nowhere in the night and steals children to eat their souls. There is a possibility of fact behind this myth, although it is usually used to enforce good behaviours in Camdolian young. Camdolians suffer a -10 penalty on all Horror saving throws and a -6 penalty on all Spirit saving throws relating to the *Grivash*.

**Hearing and Vocal Excellence:** Camdolian vocal cords can produce amazing harmonics, and Camdolians receive a +8 to all Perform (Sing/Vocal based) skill checks, including voice mimicry and voice projection. Their ears are designed to hear reverberations underwater, and Camdolians can easily communicate by reverberating their vocal cords under the water, and hear these sounds. A Camdolian may attempt to use their vocal abilities underwater as a primitive form of sonar, and may select the *Sonar* skill as a **racial skill**.

## The Althylooriah of Merko'Al'Thynea

Created by the mad mage, Zlrygoth, the *Althylooriah* (also *Althynp'del*) are a plant species designed to develop *fruits* with humanoid characteristics. The plant itself has no intellect, but the fruit produced is sentient, and has very unusual properties.

Zlrygoth created the plant for a three-fold purpose:

- To give him an unlimited number of subjects, used as an army, or merely to serve his ego.
- To provide companions during his exile and isolation.
- To perpetually extend his life.

Consuming an Althylooriah extends the life of the person consuming it by 1d10 years.

Originally contained behind a transduction field that separated Althynea from normal space-time, the creatures were eventually allowed to escape beyond that biosphere. In some Regiums, they were given a citizen status, but in others, they are considered property, and used for various purposes, and often eaten for the life-extending properties of their make-up.

The host plant produces 1d4+1 fruit every season, and it can be programmed to produce fruit that are 'male' or [female] in outward characteristics, although the fruits cannot themselves reproduce.

Althylooriah fruit come in a variety of skin colours, usually pastels that are purple, green, blue, violet, yellow or pink. They have hair only on their heads, which is a contrasting colour, and may be dark, standard or pastel from any of the exotic range. Likewise, their eye colour is always rolled on the exotic table.

The fruit is sentient, and has all of the normal attributes of a humanoid creature, and may learn skills as any normal sentient, however their life-span is a mere 4d8 years. Thus, they learn very quickly, but often have very childish attitudes, are jovial, and enjoy jests and merrymaking. This is a stark contrast to the dark nature of how they are often used.

Because of the genetic design, Althylooriah never develop very strong, assertive personalities. They are usually passive followers, and not leaders. They will bow to pressure, and even allow those who are their master to consume them if desired.

When the host plant produces fruit, it is in a range from adolescent to adult in appearance, based on programming factors: It is not difficult to force the host plant to create a Althylooriah of either 'gender', any appearance from the desired range, and an external (apparent) age of between 13 and 25 annua.

When growing, the Althylooriah develop in translucent pods that are a teal colour. The plant produces 1d4+1 of these pods, which take six weeks to ripen. As soon as a pod ripens, it splits apart, and the fully-mature Althylooriah emerges. The Althylooriah fruit

does not age beyond its original design, and its appearance does not change until it starts to decay, which begins in the last year of its 'life' after ripening.

Once the decay process begins, the Althylooriah starts to emit a berry-like odour, and its mental and physical faculties start to break down. Every month after entering their decay cycle, the Althylooriah loses one point from each attribute score, until any one reaches zero, at which point it will collapse to the ground, and eventually rot where it lay.

Eating an Althylooriah that has entered its decay phase only grants a life-extension of 3d6 months, as many of the chemical compounds required to extend the lifespan of normal humanoid have begun to break down.

Althylooriah are sweet and tart to the taste. Their flesh has a decent resistance, so it does not bruise with normal contact. Therefore, Althylooriah are generally sliced, and peeled. Althylooriah do need to consume proteins to continue to 'live', with a minimum amount of 1g of protein per day, and must exist in a nitrogen-content atmosphere, else they will enter their decay cycle early.

Althylooriah are anatomically correct, for whatever gender programmed into them, and if they consume more than sufficient protein, will expel any waste by regurgitating it. They have a very simple digestive tract that is entirely closed, so they do not expel waste from a rectum (they have none). The fact that Althylooriah have genders and seeming functional genitals is a cruel joke of Zlrygoth, who, lacking any humanoid companions in his 5,000-year exile, decided that he could kill several birds with one stone, by making this race that acted as his companions, and servants, allowing him to continue living, while amassing an army for later reprisal.

The *Ordassians* regularly import Althylooriah, use them for sensual purposes, and consume them after a few years, before they begin to decay, thus extending their lives, and buying more.

Althylooriah have an exotic appearance, musical voices, and are physically adept, however they lack great intellect, and are even more lacking in willpower and perception, particularly perception of danger. This is an intentional design trait, as they were intended to eventually comprise an army.

To this end, they also have a flexible anatomy, with multiple redundancies, and single weak-point. It is very difficult to make a critical hit on their species because of this, and targeting any one area of their body is far less effective than with other humanoids.

**History:** Zlrygoth, an alchemist and mage, was at one time, a *BioVizir of the Sixth Degree* of the Saerosian College of BioVizier Sciences. His research was often considered inappropriate, unethical, and even dangerous—this by the same order who have a main directive to merge bio-science, alchemy, mystical sciences, and psychic achievement, and often lack any moral focus in their efforts to attain *perfection*—and was

exiled to Althynea, a planet in the Atal Regium, where he was to live out his natural life, or 5,000-years, whichever came first.

After his exile, the Saerosian Empire erected a *transduction field* around the planet, and set House Atal to keep it secure. Althynea was then cloaked in an eternal darkness, although the local flora produced a natural bioluminescence and enough heat to maintain a habitable environment; unfortunately, the planet was host only to lower animal life and flora, but not sentient beings, so Zlrygoth was essentially locked away on his own private little planet, imprisoned away from society.

The planet Althynea, cloaked in darkness, supports life via a strange ecosystem: The natural radiation on the planet generates enough heat that the transduction fields retain, and the excess radiation is bled off by plantlife created by Zlrygoth (as other species began to perish), converting it into a form of bio-luminescence. Thus, all the flora and fauna on Althynea have anywhere from a slight iridescent appearance, to full fluorescent light emissions, providing a very eerie atmosphere of a self-illuminated jungle environment (mostly of green, violet and amber light) against a backdrop of eternal night, from whence the planet derives its name (properly, *Merko 'Al'Thynea*).

Zlrygoth situated himself on the largest of the three continents on Althynea, and, using alchemy to reshape a mountain range, erected one of the largest single structures ever achieved by humankind. His palace was 143-Kilometers long, and 51-Kilometers wide, with a total height of 980-Metres.

In this gigantic palace, Zlrygoth placed statues, made artwork, and created magnificent aesthetic wonders to console him in his boredom, but as time marched on, and his studies reached a point where he had no way to progress them further, Zlrygoth's mind slowly started to cling to despair. In his madness, Zlrygoth began to take samples of the local plant and animal life, and his own genetic code, and started to create chimeras that he could use as servants, and possibly (eventually) as subjects.

The earliest work was a disaster, and Zlrygoth created many monstrosities and horrific aberrations, including many homunculi of terrible potential, before finally making something resembling a sentient humanoid. Adding mystical powers to his creation, Zlrygoth created a plant of *plantae pteridophyta* that was capable of creating more life forms of similar construction to the ones that he finally perfected.

In doing thus, Zlrygoth discovered that it was possible to control the specific physical nature of his creations, and to assign to them more fine details, such as an apparent gender, personality traits, and super-human physical abilities, including regenerative properties. The greatest potential was yet to be realised.

Zlrygoth then knew that his creations could fulfil another goal: Warriors to use in his desire to return to power, and take revenge on those who had 'wrongfully' imprisoned him here, alone.

Over the next few centuries, as Zlrygoth grew older, and sunk deeper into madness, he also discovered a species of plant on Althynea that sustained human cellular biology, potentially indefinitely, but only in time to learn that the effects on the biosphere of Althynea, due to the transduction fields blocking the ambient radiation of Gal'talyzan (the star around which Althynea revolves) was causing the plant to enter an extinction phase, and that many other plants were suffering the same fate.

Seeing the potential to extend his life, Zlrygoth refused to simply let the one crutch that could make his plans to realise his vision of revenge, died off, *forever*: He

collected as much of the plant as he could, and began to incorporate the traits that developed a complex chemical protein chain in it, into his own creation.

This new generation, which he named *plantae pteridophyta cibotium regale zlrygothis*, which he also dubbed as a *host* tree, was a fern-like plant that grew to a height of about three metres. When it pollinated, it produced a series of pods, generally two to five, of a teal colouration, and inside each pod grew a creature that possessed not only the abilities of his previous plant creatures, but also generated the chemical that sustained life. Eating these (sentient) plants could permit a human, and possibly other humanoid species, to continue living with neither degeneration of mental faculties, nor any physical weakness, and could in fact reverse the aging process if consumed regularly.

Thus, he finally perfected his creation, the *Althylooriah*, which he used as servants, population (with himself as their god-creator figure), soldiers for his future plans, lovers to satisfy his loneliness, and a food source that kept him alive and perpetually young.

Zlrygoth also created many other forms of plantlife on Althynea, all of which survive by absorbing radiation emissions from the planet, and converting the unused energy into light. He also modified many of the natural life forms (*i.e.* fauna) to survive in this harsh environment, via many experiments, and many can survive on radiation alone. Some of the more abhorrent creations survive by absorbing anything they can, and the worst of these can absorb life forms, and life force, by mere contact with other life forms.

Zlrygoth ensured that these creatures could never match him in intellect, and had a special deficiency in their willpower, but also devised a way that they may be hypnotised into a will-lock with him, so that others could not use their weak mental resistance against him. He also ensured that they always had a positive and creative attitude, and programmed these traits into their DNA at a level that an Althylooriah would never act in a negative emotional fashion, although they will kill on command.

Essentially, he made an army of ‘Yes-Men’, composed of these creatures. Their one failing was that once the Althylooriah ‘fruit’ was released from their pods, they only lived for an eyeblink, compared to other species, and the average fruit started to decay after about nine years. This didn’t matter much to Zlrygoth, as he slowly converted a good amount of the landmass, with great portions of its natural flora—that which had died off due to being cut off from normal space by the transduction field—already gone, into fields of Althylooriah *host trees*.

Althynea continued, and Zlrygoth remained imprisoned for thousands of years, essentially a relic of forgotten times, with the *Atal Regium* keeping watch on Althynea in the background. In time though, the watch faltered, and the *Lady Nariel VI*, a Ruling Lady (and later Regenta Minoris) of House Atal, conveyed the planet to the BioVizir *Maltasaristrovanalonius* (Maltasar), who in turn discovered the Althylooriah, as well as other bio specimens, and took samples of them off-world, patenting many of them under the *Ordassian Federation Ideas and Concepts Compact*, much to the later anger of Zlrygoth, with whom a mutual enmity grew over time.

From there, they slowly spread out into the Tri-Spiral Galaxies: Some as subjects and citizens, but most as servants, soldiers or as dietary supplements, or a pleasant mixture of the three as needed by their owners.

Indeed, Zlrygoth did make a wondrous marvel, and after time passed, this creation caused him to regain his status in the Imperium, rising eventually to the 8<sup>th</sup> Degree of the Imperial College of BioVizirs. He always resented that Maltasar gained the patent on his creation, and the two often found ways to combat each-other both in political and scientific circles, with Zlrygoth making several , discreet, assassination attempts on Maltasar, who foiled him time and again. It is possible that the attempts were a vanity, as Zlrygoth also openly remarked that he owed Maltasar a great deal, for allowing him to leave his prison, and as Maltasar was the Ruling Lord of Althynea, the release was legal by the standards of the Imperium.

Thus, although Zlrygoth never quite regained his sanity, he did recover his status and eventually forsook his desires of retribution, particularly as those who had condemned him had died long before he escaped his incarceration. At the time of the great chaos of the Saerenan Empire, during the creation of the *Zelendraek Cube*, and the coming Tine War, Zlrygoth was known to be alive still in power, and residing on Althynea, which he had converted into a BioVizir College Planet, establishing a very large populace of many species, including the Althlyooriah.

**Base Plant:** The Althlyooriah are generated by a *host plant*, of the species *plantae pteridophyta cibotium regale zlrygothis*, which is a fern-type flora that grows to a height of up to three metres. It produces two types of fruit: Althlyooriah, and Zlyooriah, the later of which are small, egg-shaped green pods that fall to the ground to create more of the host plant, and the former, grow into a sentient plant.

The host tree creates two to five pods every growing season (which on Althynea is 206 days long out of a 824-day annua), and the pods take 6-weeks (42 standard Imperial days, or 2,352 spans) to mature. They form as 4-cm enlojgated eggs, that grow rapidly to about two metres in length, and are translucent teal. Each pod produces on Althlyooriah fruit.

The other (Zlyooriah) pods, start at the same size, growing in matched pairs to the Althlyooriah pods, and are violet in colour. They are very toxic, containing chemical compounds needed for the host tree to reproduce, and reach a maximum size of 8cm long by 4cm wide, over a course of 6-weeks. Each is capable of growing one host tree, but there is only a 15%-chance of any single Zlyooriah pod doing this naturally. Artificial planting and care increases this to a 90%-chance; the Zlyooriah are not difficult to cultivate.

The Zlyooriah take 1d6 months to begin gestation once they reach the soil, and if they do begin to grow into a host tree, the tree takes 1d4+1 years to reach maturity, growing about 50cm per year. Once it reaches maturity, it begins pollinating, which is a process that it can do with other nearby host trees, or itself, to produce more Zlyooriah and Althlyooriah pods.

**Gender:** Althlyooriah have no true gender; only the external appearance of standard human genders. They are anatomically correct in this regard, but unable to reproduce. The host plant that creates the Althlyooriah fruit is hermaphroditic, and reproduces by

ejecting pollen, which is absorbed by other nearby host plants, or if that plant is isolated, by itself after pollen ejection.

It is possible (in theory) to create an Althyllooriah and human chimera, which *may* be able to reproduce with other humans, although this is very likely to result in aberrations or abominations in any offspring, which are unlikely to survive long without extensive stabilisation treatments.

***Both:***

**Skin:** The outer-layer (skin, or peel) of an Althyllooriah is a thick layer, like an orange peel, but very soft, ductile and silky to the touch, like flower petals. Standard colourations (skin tones) are pastel green, pink, orange, yellow, blue, teal and violet. Pure white is also possible, but unusual.

**Body:** Althyllooriah have a physical appearance nearly identical to humans, except that their colouration is distinctively plant-like, with pastel hues and exotic colourations. Otherwise, height and body dimensions are identical to humans.

**Hair & Eyes:** Althyllooriah have exotic hair and eye colours, often in stark contrast to their skin tone. It is not unusual to see a pink Althyllooriah with dark green hair and glowing teal eyes. Always roll hair colour on the *Exotic* table, and eye colour on the *Any* table; Althyllooriah eyes are highly reflective, and in their native environment, they seem to glow. Their eyesight is otherwise comparable to humans.

**Olfactory Scent and Taste:** All Althyllooriah have a floral or fruit-like scent, sometimes combining the two. The scent is non-specific, and tends to fall on scents familiar with the person or entity detecting the odour, which is faint, and requires close proximity. If consumed, Althyllooriah tend to have a sweet, tart taste that is hard to place, somewhere between a strawberry and a tart apple.

Because the scent is subjective to the observer, drawn from their memories of other scents of fruits and flowers, multiple people detecting the fragrance of a single Althyllooriah may smell entirely different odours, and the same person smelling multiple Althyllooriah, or the same Althyllooriah multiple times may sense a different odour on each instance.

**Digestion:** Althyllooriah require three things to sustain themselves: Water, nitrogen and protein. The daily intake requirements are 1-litr of water, and 1-gram of protein. They have no true digestive system, and the nutrients are processed directly through their blood (juices). Should an Althyllooriah be injured, a sugary syrup will clot in the damaged area: If the damage is minimal, they will heal rapidly.

**Reproduction, Appearance and Gender Demographics:** Althyllooriah are born out of the host plant. This plant is *hermaphroditic*, and produces 1d4+1, translucent pods every season, that ripen within six weeks, cracking open to release the fruit, which is the humanoid form of the Althyllooriah. The host plants can be made to produce male or female form Althyllooriah fruit, with any colourations desired from the exotic ranges, and

the skin-tones of the Althylorriah, which are pastel green, pink, orange, yellow, blue, teal and violet.

Althylorriah fruits therefore have no average gender demographic, and are *themselves incapable of any kind of reproduction*. Only the host plant can produce more Althylorriah fruit pods.

**Bio Specifics:** Althylorriah have a very strange anatomy. While they have genitals resembling humans, these serve no purpose, except to provide sensual stimulus of the Althylorriah, (who have a somewhat heightened sense of pleasure, and no sense of pain) as the Althylorriah fruit cannot breed. They can also use these pseudo-genitals to mate with other species for the purpose of sensuality, but not for procreation.

Their anatomy is extremely generalised with many redundancies, making targeting any specific organ, except for their eyes very difficult. Even their brain is generalised, and not located in their head.

The skin of an Althylorriah has about the same tensile strength of a citrus peel, although it feels very smooth and silky to the touch. Their internal anatomy however is very soft, and filled with tart liquid, which is essentially their blood (or juice).

Althylorriah have a cyclical digestive system, by which they consume protein. Their primary orifice is their mouth, which has no teeth: Althylorriah consume proteins and the acidic compounds dissolve and distribute the protein to their anatomy. Should an excess of food or other substances be consumed, the Althylorriah will eject it through their mouth.

Althylorriah do need both water and nitrogen to continual functioning. Lack of water will cause them to shrivel, like a dehydrated strawberry, and lack of either protein and/or nitrogen will cause premature *decay*. An Althylorriah must consume 1-litre of water and 1-gram of protein per day to continue functioning, and must be in an atmosphere with at least trace amounts of nitrogen, else they will suffocate. They also can exist in an environment with high radiation, converting it into visible light, exuded through their outer layer by small nodes under that layer. This makes them glow in the same general shade as their 'skin tone', as the light emitted falls into the white and UV spectrums.

The substance that passes for their blood (an acidic juice) is a compound with strong antioxidant properties, and can be consumed to restore vitality in humanoid sentiments, such as humans. It is usually pale yellow in colour. .

The 'blood' of an Althylorriah is a sugary substance of long protein chains, which serves to regenerate physical damage by clotting any damaged area and slowly restoring minor damage, however large, severed portions are not re-grown. They also have a very decentralised nervous system, and their 'head' does not contain a standard brain. Instead, their 'brain' is woven throughout their body, and has many redundant backups, so that they can continue functioning, even if beheaded.

Althylorriah are a very short-lived race, and are born both with personalities and with the basic knowledge that is required for them to survive. They learn with great alacrity, despite their low intellect, and can be trained in most professions, although they are generally poor channelers.

Althylorah have neither a bonus, nor a penalty to Psychic and Mystic Aptitudes. They can become mystics or psychics, although both are uncommon, and the latter is downright rare and extremely unusual.

**Transmuting an Althylorah:** Because Althylorah are plants, most spells, psychic abilities, scientific alterations and alchemy designed to work on animal life will not work on them. The general *Polymorph* spell, for example, is designed to work on animals, and would fail.

There is a mere 10% chance of anything that could change animal life working on them, and only a 5% chance of it working *correctly*. Spells, powers, and other abilities that specifically target *plants*, on the other hand, are quite effective on them, as are chemicals designed to affect vegetation, whereas toxins designed to affect animals have no effect on Althylorah unless they also affect plants..

**Culture:** Althylorah have no distinct culture of their own. Every aspect of their personality is tailored by whomever owns them. They do appreciate art, but they also appreciate just about everything. Althylorah are exceptionally adaptive, and if one changes owners, it will quickly adapt to the new setting.

Althylorah are however, very communal, no-matter where they are, and try to engage in any activities that involve many people. On their own world, they often congregate in groups of dozens merely to be together.

**Attire:** On their homeworld, most Althylorah wear no attire, with the exception of those trained for military purposes, who may wear protective gear and carry weapons. It is otherwise unusual for an Althylorah to carry a weapon of any kind, and they are generally pacifistic, unless ordered to take military action.

On other worlds, Althylorah often wear clothing, and have no distinct preference. Some may wear caste colours, if they survive long enough to join a caste and go through any training, and many are assigned grey, or silver attire as servitors or alien-citizens. Althylorah that have a skin tone that matches their caste colour are also often known to wear nothing, as they already display their caste colour, and wearing nothing tends to be their preference, as it feels unnatural to them.

In societies where exposing genitalia is prohibited, Althylorah wear only enough clothing to cover the areas regulated to be covered by the appropriate laws and regulations of those regions.

**Outlook on Wealth:** Althylorah have no greed instincts, and generally have no regard for wealth or material objects. They are, however, very fond of giving any gifts that make others happy, and may go to extraordinary lengths to acquire them.

**Abuse:** Althylorah are often a commodity, bought and sold with little regard to their sentience. They make good, dispensable soldiers, and their bodies are almost never buried, but eaten by other species for life-extension.

Use of Althylorah as sexual servants is not entirely uncommon, and is occasionally common in some regions, and in the Ordassian Federation, as their

vocabulary rarely includes the word 'no', and in any case, their psyche is easily moulded to any desired personality.

Althylooriah are also often eaten, before their decay process begins.

### **Specifics:**

**Extremely Short Lifespan:** Althylooriah have one of the shortest lifespans of all sentient beings. Their total maximum lifespan is 4d8 years.

**Thermal Extreme Vulnerabilities:** Althylooriah are plants, and are especially susceptible to extreme heat and extreme cold.

All water/cold, and all fire/heat damage that an Althylooriah is dealt in any situation is increased by +50%.

Furthermore, if frozen, or substantially burned (a cold/ice or heat/fire attack that deals more than ½ the total HP of the creature at one time), an Althylooriah must roll a Fortitude saving throw with a DC equal to ½ the damage dealt to them. Failing this equates to instant death. Calculate this DC from the base damage, not the increased damage from the vulnerability (above).

**Rapid Healing:** Althylooriah easily restore simple damage, such as cuts, stabs, bullet wounds, and such. They regain 1d6HP per turn, which heals basic damage, but does not regrow limbs, or large missing pieces. If a portion of their body is severed, an Althylooriah can hold it in place as if it was attached and allow their body to re-attach it via this healing process. This extends to include their head, as their brain is evenly distributed through their body.

**Alacrity:** Althylooriah learn very quickly. They gain +5d6 skill points per year of their life, in addition to any gained from levels. Althylooriah also gain a bonus feat for every four years of their life, in addition to any gained from levels.

**Slow Mental Faculties:** Althylooriah have a standard 3d6 Reason score, but only 2d6 for their Wisdom score. If the GM is allowing larger base scores, anything beyond these bases is rolled as d4, rather than d6. therefore, if the GM is allowing 4d6 as a base attribute, the Althylooriah rolls 3d6+1d4 for Intelligence, and still only rolls 2d6 for Wisdom.

**Personable and Pretty:** Althylooriah are very polite, graceful, diplomatic, and well-mannered. They are also quite exotic in appearance. They gain +2d6 to their Charisma score, and gain a further +1 to their Charisma score for every two years of their lifespan..

**Sleepless:** Althylooriah do not require sleep, although they are capable of it. They can endure physical exertion as long as they continue to intake the required protein, and if they start to feel fatigue, another dose of protein can revitalise them.

**Perky Personality:** Althylooriah are always friendly, personable, and have a bright and cheery disposition, even while being murdered, tortured, or when in pain. They will only

make positive suggestions, and can annoy people with pessimistic personalities, due to their continual, unrealistic optimism, and their childish behaviour.

**Easily Controlled:** Althylooriah have very low resistance to any effort to affect their decision-making. They receive a -10 penalty to resist compulsion, hypnosis, and other similar effects, and will generally do what they are told, even if it is not beneficial to them. Any effect that states that it cannot force a subject to end its own life, can instead cause such an effect on a Althylooriah subject. An Althylooriah will permit another sentient to eat it (even while the Althylooriah is still conscious despite the great pain involved).

**Bonded:** Althylooriah can also be bonded to a single human (or similar species). This bond acts to counteract their weakened will, by forming a strong connection to a single authority figure. Against this figure, their weakness from *Easily Controlled* increases to a gigantic, -20 penalty, however against any other sentient trying to influence them in a manner opposed to that of their bonded master, they gain a +20 loyalty bonus, and will fight to stay in control and follow any commands given to them by their bonded master.

This is an intentional inherent property to ensure loyalty when acting as a soldier, to counteract the weak will of the Althylooriah, and ensure they are not easily brainwashed by an opposing authority. The bond, however, is severed by the death of their bonded leader.

**Food for Life:** Eating an Althylooriah extends the lifespan of the entity eating the Althylooriah by 1d10 years. Althylooriah cannot extend their own lives in this manner, although it is possible to use spells, technology, and psychic powers to extend the life of an Althylooriah. Simple spells that preserve foods are not effective, as the Althylooriah requires a continual protein intake to sustain it, and these spells act to nullify entropy. In fact, such spells may cause an Althylooriah to enter a dormant, unconscious state.

**Plant Vitality:** Althylooriah do not suffer from disease or sickness in the same way that normal humanoids do. The viruses and agents that can affect a normal humanoid cannot affect an Althylooriah, however they are susceptible to plant bacteria, viruses designed to affect plantlife, and plant toxins.

**Physical Excellence:** Althylooriah are designed to be suitable slave labour and soldiers. They receive +1d6 each to Strength, Dexterity, Constitution and Mobility. Furthermore, all critical multipliers are reduced by -1 (so a 20/x2 is 20/x1) and all critical damage chart rolls are reduced by -4. Furthermore, the difficulty to cause critical damage by targeting a specific body area other than hands, arms, legs, feet or eyes is increased by +10, and the rolls of any critical damage tables are reduced by -2.

**Decay:** As soon as an Althylooriah enters the last year of their lifespan, they begin to *decay*. The point that they begin to decay is their *decay* threshold: When making an Althylooriah character, the GM will secretly roll their maximum lifespan. For example, the GM rolls 4d8, with a total of 17.

This means that as soon as the Althylooriah has been out of its pod for sixteen annua, they pass their *decay* threshold. As soon as an Althylooriah passes its *decay* threshold, for every month beyond this point, the Althylooriah reduces each and every ability score by one (1). This is a reduction, not a penalty, so Strength, Dexterity, Constitution, Mobility, Intelligence, Wisdom, Charisma, and Fea, and the sub-ability scores of each are reduced by one (1) each.

When any single ability (or sub-ability) score reaches zero (0), the Althylooriah drops on the spot. It is possible to use magic, technology, or psychic powers to increase their ability scores, thus staving off death, but any ability points thus added are essentially temporary, as the Althylooriah will still continue to lose points from all of their ability scores.

The decay process also causes the Althylooriah to emit a tart odor, like an over-ripe berry.

## The Kelvax of Vedos-Rhrytahl

The Kelvax are an advanced race with a rather unusual perception of language whereby all statements are taken as both literal and factual. As a good example, if someone were to be committing suicide by leaping from a rood, a Kelvaxian would say '*They stepped over the edge of a precipice on a tall building, falling to the ground, and sustained sufficient lethal crushing trauma on impact to terminate their life.*' If you merely said that a person '*leapt off a roof*' or '*jumped off a building*', a Kelvaxian would assume that they leapt to another building, or that they leapt into the air and kept ascending, as your statement doesn't say that they fell, or died.

Their language is entirely literal. If you ask 'Can you do this?', they may answer 'Yes' or 'No', but would not try to do it until you asked them to do it, and told them exactly when to start. If you say 'Please do this task', but don't say to begin 'now' or at a specific time, the Kelvaxian will agree, and never do the task *because you never said to begin*.

As a species they have oversized, dome-shaped heads, long arms, and opposable digits on their feet. They are mostly hairless, except makes, who have hair on the back of their heads, often black, or silver, usually tied in a braid or other ponytail. The hair extends from the upper-back portion of their head, with no other notable hair. Females are often bald, except for a few with normal, humanoid hair, from mixed heritage.

Kelvaxians are extremely intelligent, but lack the intuition that other humanoid species have. This means that any concept must be factual, and that expecting them to complete a task without being given exact instructions is likely to fail.

Racial Stats: +4d6 Reason, +1d6 Knowledge, -2d6 Intuition, -3d6 Influence.

Racial Trait: Entirely Literal

Racial Trait: Superb Logic: a Kelvaxian halves the normal time required on any scientific project.

Racial Trait: Opposable digits on feet: A Kelvaxian can hold objects in their feet as well as their hands, and are equally ambidextrous in all four limbs. Tjeir lanky arms and somewhat odd legs give them an ape-like appearance, however their huge, domed heads make an onlooker focus on their massive brainpower.

Kelvaxians make superb scientists, but in a chain of command, their leaders (if not himself a Kelvaxian) must be very careful and precise in how they word any requests, and even day-to-day conversation.

Kelvaxians also always keep promises, and expect others to do this as well.

Kelvaxians are very psychically open, and add their full level (or HD) to manifesting psychic abilities.

They gain +5d6 to P.A. and 5d6 PPE as a racial trait, with 1d5 magnitudes of disciplines, to split ups they player wishes) on character creation.

They also receive a +4 bonus to spot and search, due to their enhanced eyesight, which can see into the infrared band at the full distance of their vision.

It is very rare and unusual for a Kelvaxian to take a mate outside their species, as the euphemistic languages of humans often confuse them greatly. This makes the language hard to read, with a base DC of 20 (basic), and escalating in +20 increments for each step beyond that.

Their writing system uses a series of diagonally-written lines of text, at a 45-degree angle across a page, that may interlock to be read in multiple directions.

Kelvaxians specialise in sciences, alchemy, and psychic abilities. Their mystic potential is lowered (-2d6 M.A.), but they may compensate for this over time, via implants or by practice. Some even become BioVizirs, as their scientific and psychic talents mesh well together.

Kelvaxians are considered citizens under the Atal Regium, have only one planet, and breed very slowly. The average lifespan for a Kelvaxian is 600, to 1,300 years ((500 + (1d8 x 100 years)).

Their enhanced naturopathic and immune systems grant them a +4 saving throw bonus to illness, poison, and disease, whereas they gain a +5 bonus to all sanity saves, and they gain +1d10 starting sanity. On the other hand if a Kelvaxian does go insane, the mental issues they gain start at one magnitude higher than normal, with compulsions being their primary weakness: Kelvaxians live extremely well-ordered lives.

The Kelvaxians call three planets their own, but are free to travel in the Empire as citizens, and are treated (by those who know them) with great respect and reverence. Those who become psychic engineers, or better yet, BioVizirs gain even more respect. Other popular professions for them are Scientist, as well as BioDoc and PsyDoc.

Two of the three Kelvaxian planets are in the Second Trispiral Galaxy, and one is in the First Tri-Spiral Galaxy, in close proximity to *Sito Atal*, with whom they have a very strong bond, and are considered as citizens of that Regium, rather than Alien-Citizens.

## The Ordi

The Ordi, or Ordassians, as many call them, with respect to their society, *The Ordassian Federation* are a humanoid species that evolved from marsupial life.

Ordi generally surround themselves with luxury, and often live in very grand, but also very open surroundings. Their homes usually include a vast garden, and open terraces, similar to ancient Roman villas. Unlike other species, these areas that often include some kind of fountain and aesthetically pleasing vegetation may serve as sitting, dining, or even sleeping areas, as all of these activities bring pleasure to the Ordi, and the Ordi spend a great amount of their time indulging in various hedonistic objectives.

The Ordi are also fond of both art, and commerce, but have little desire to do anything very complex or tedious, often hiring people to do their labour, save for art or architecture. They trade in ideas, and believe strongly in the premise that the best business is to buy ideas and concepts, and then lease the rights to these to other cultures.

Ordi generally have interests in philosophy, and in art from other cultures, including opera, stage plays, and other performing arts that tantalise the senses. Anything that is in any way positively stimulating, but not strenuous, is something the typical Ordi would likely enjoy. They see no positive gain from dangerous, thrilling, or overly exciting situations of any kind, and are often seen by outsiders as lazy.

Ordi rarely leave any of the planets in their Federation: In fact, it is rare for an Ordi to leave his homeworld, and in many cases, rare for them to leave their own domicile, except for the exchange of philosophy, ideas, commerce or art. They do not believe in special activity centres, but rather find entertainment either in their own homes, or in the homes of close friends or business associates.

Therefore, most specialty businesses run in the Ordassian Federation, while an Ordi Kegxal (a title given to a business owner, which is a high status in their society) may own a business, he usually hires off-world aliens to run its day-to-day functions, and uses the profits to enrich his own life.

### Status in The Saerosian Empire

The Ordi have their own planetary space, known as the Ordassian Federation, and this space is not part of the Saerosian (or Saerenan) Empire, despite being in regions of space that would normally fall under the rule of the Empire. They are an entirely autonomous society, and have a very important trade agreement with other space empires, dominions and other such realms, including the Saerosian Empire.

Ordassians have their own *patent rights*, which both the Saerosian and the Altrast star empires respect and honour. Many ideas in the Saerosian Empire are sold to the Ordassians, who then introduce them to other cultures, acting to distribute them, although rarely producing anything physical themselves, except by matter recombination technology.

The Ordassians then gain a commission from each unit of any product to which they hold the patent rights, that is sold anywhere in any of the regions in which they hold

a commercial agreement or compact. From these profits, they live their lives, in a combination of contemplation, relaxation and enjoyment.