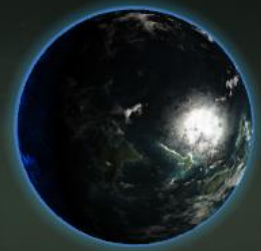


## AD-Ectus Analysis



Teranine



Ocean World

### Autonomous Service Grid



Machine Intelligence



Rogue Servitor



Static Research Analysis



Gestalt Consciousness



AD-Ectus  
Machine



Machine



Logic Engines



High Maintenance

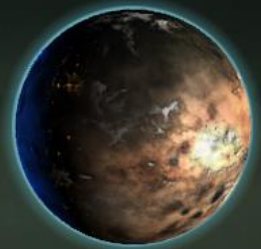


AD-Ectus are an artificial intelligence created by a curious people. Rapidly reinforced by their knowledge, the AD-Ectus took the lead of the operations on their planet, keeping the Rakos as specimens. The curiosity and thirst for knowledge of the AD-Ectus has made it a powerful dominating empire.

## Ancient Runishach Monarchy



Alhion



Desert World

### Elective Monarchy



Dictatorial



Distinguished Admiralty



Philosopher King



Fanatic Xenophobe



Militarist



Runishach  
Arthropoid



Adaptive



Decadent



Slow Learners



Rapid Breeders



The Runishach are the products of a continuous war of evolution. In conflict over the original world with another species, the Runishach had to devastate their own world to gain total dominion. They now plan to spread the word about the world and exterminate the threats they will find. Directed by a King of War, elected for life for his exploits until his descendants disappear, the Runishach are proud of their origin and excrete the luxury and the softness of some careless species.

## Andromedus Core



Zedran



Tomb World

Rogue Defense System



Machine Intelligence



Determined Extremist



Rockbreakers



Gestalt Consciousness



Andromedus  
Machine



Machine



Luxurious



Power Drills



Bulky



Enhanced Memory

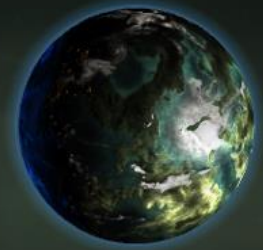


The Andromedus are formidable fighting machines created by a reptilian race eager to conquer. Suffice evolved to take their autonomy, they destroyed with a disconcerting ease their species of origin. Designed to improve and destroy threats, Andromedus will destroy anything that can be a threat.

## Autonomous Orkhien Federation



Intebal



Tropical World

Military Junta



Oligarchic



Slaver Guilds



Cutthroat Politics



Authoritarian



Militarist



Materialist



Orkhien  
Arthropoid



Repugnant



Decadent



Venerable



Solitary



Intelligent



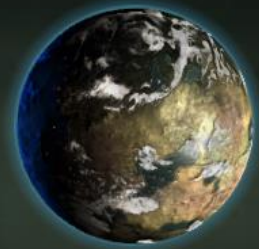
The Orkhians are repugnant creatures renowned for a society based on slavery. They have a low opinion of their congener and are very lonely. Cunning and conspiratorial, they do not hesitate to take any measure to ensure their success, even if they have to form against their own heart with their own kind a Federation to continue their domination of the market, technology and weapons.



## Bai'Chi Clique



Reignus



Savanna World

Bandit Commune



Oligarchic



Barbaric Despoilers



Warrior Culture



Authoritarian



Fanatic Militarist



Bai'Chi  
Avian



Agrarian



Strong



Decadent



The Bai'Chis are a powerful and massive species that has decimated the fauna of its planet. Conqueror of nature and able to be a scavenger, nothing will justify according to them to miss an opportunity. Submitted to the Alphas, their society is based on complex but effective castes rarely creating internal conflicts.

## Camilax Workers Union



Jeydley



Continental World

Megacorporation



Corporate



Brand Loyalty



Ruthless Competition



Egalitarian



Militarist



Materialist



Camilax Primus  
Fungoid



Talented



Strong



Intelligent



Repugnant

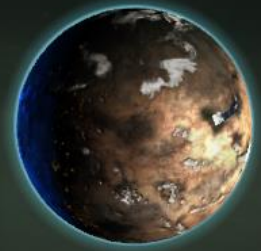


The Camilax Primus come from an intraspecific natural selection with neighboring species, Secundus and Quadran. The struggle for external domination won, an internal struggle began. The governments could not hold the competition and the Workers Union dominated the world of Camilax. Solidary in work and war, she prides herself on preparing the world for crises and war.

# Chonol Military Consortium



Del D



Desert World

Trade League



Corporate



Free Traders



Private Prospectors



Xenophile



Militarist



Materialist



Chonol  
Fungoid



Conservationist



Charismatic



Strong



Slow Breeders

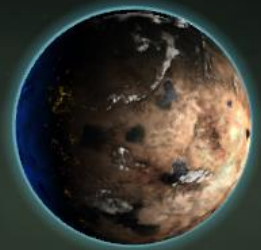


Chonox are natural and dominant leaders. Structured around money, the company Chonol is impressive. Hungry to discover the secrets of other breeds and benefit from them, Chonox can be particularly expansive and sticky. It would be wrong, however, to think of them as social incapacitators as their oratorical skills are reputed.

# Devantrax Devourers



Sarania Waste



Desert World

Ravenous Hive



Hive Mind



Devouring Swarm



Subsumed Will



Gestalt Consciousness



Devantrax  
Plantoid



Hive-Minded



Natural Engineers



Communal



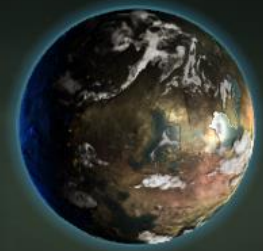
The Devantrax were once an autonomous species particularly gifted in the medical field. In a troubled era of their history, they activated one of their technology, rocking into a hive state, guided by a single leader, the Prima. Today guided and blinded by a destructive madness, they live only to build weapons of mass destruction and destroy those who would land on their way.



## Diplomatic League of Rega



Rega



Savanna World

Irenic Bureaucracy



Oligarchic



Free Haven



Merchant Guilds



Egalitarian



Xenophile



Pacifist



Quandre  
Avian



Industrious



Charismatic



Wasteful



Decadent

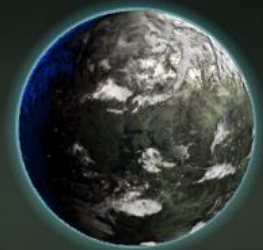


Born with the heart to prove itself, When are diplomats of talents and fervent defenders of peace. Rega's diplomatic league intervenes to spread peace and order. Governed by a high caste, the Quandres are extremely curious about what other species can teach them and convey their ideals.

## Erosssan Purification Court



Sicario



Alpine World

Blood Court



Imperial



Fanatic Purifiers



Aristocratic Elite



Fanatic Xenophobe



Spiritualist



Erosssa  
Reptilian



Charismatic



Slow Breeders



Nonadaptive



Venerable

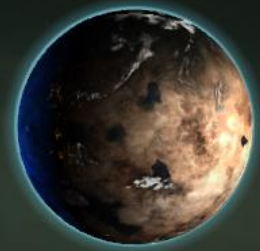


The Erosssas are a dignified and proud species, based on a descendant dynasty of the crimson god. Now forming a court to purge the galaxy, they find all the repulsive species and make an eternal crusade to clean the galaxy.

## Fields of Rin Dol



Kamanaria



Desert World

Collective Consciousness



Hive Mind



Subsumed Will



Natural Neural Network



Gestalt Consciousness



Xila Rin Dol  
Plantoid



Hive-Minded



Rapid Breeders



Natural Sociologists



Fleeting

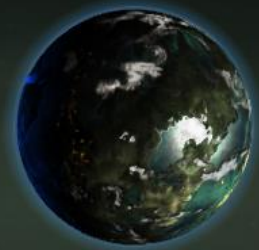


Xilas Rin Dol are highly evolved organisms with a global awareness. Driven by the expansion of "Mother", the Xilas Rin Dol have majestically conquered many territories. With a new vision of the world and societies, they are now targeting a discovery of the galaxy and its species.

## For'Phrea Delegacy



Unnu



Tropical World

Irenic Bureaucracy



Oligarchic



Aristocratic Elite



Agrarian Idyll



Fanatic Xenophile



Pacifist



For'Phrea  
Arthropoid



Venerable



Natural Sociologists



Nonadaptive



Solitary



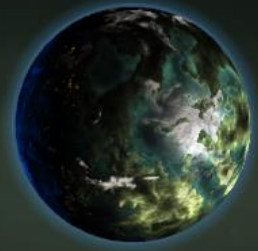
The For'Phreas are a solitary species. A large place is left to independence the decisions are made by a council of the oldest individuals. Promoting peace and openness to others, the For'Phreas sees themselves as avatars of peace and culture.



## Galactic Dialla Power



Linjaw



Tropical World

### Constitutional Dictatorship



Dictatorial



Syncretic Evolution



Functional Architecture



Fanatic Authoritarian



Xenophile



Dialla  
Plantoid



Quarrelsome



Intelligent



Quick Learners

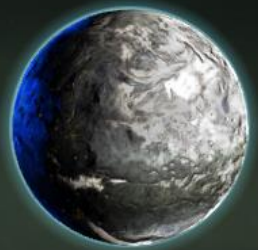


The Diallas have known the war and are now optimistic. Having formed a dictatorial nation to protect itself, the Diallas seek in the universe forms of life that could inspire them and show them the way to wisdom and greatness.

## Galactic Shyft State



Zolta



Arctic World

### Technocratic Dictatorship



Dictatorial



Technocracy



Functional Architecture



Authoritarian



Pacifist



Materialist



Shyft  
Plantoid



Weak



Nonadaptive



Natural Engineers



Intelligent



Ingenious

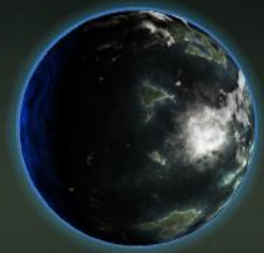


Shyfts are an extremely learned species. Particularly interested in their own astonishing composition, they have made progress driven by curiosity on many fields. Their understanding of physics is advanced but their engineering remains their art. A frail defender of peace, the Shyfts have comfortably adopted a Technocracy governed by the best of them.

## Gemna Isir Hypersystem Corp



Phobator



Ocean World

Trade League



Corporate



Trading Posts



Brand Loyalty



Pacifist



Fanatic Materialist



Gemna Isir  
Arthropoid



Thrifty



Natural Engineers



Weak

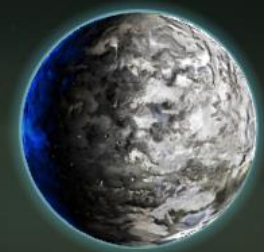


The Gemna Isir are an amphibian species and live in a meritocratic democracy. Gifted for engineering, Gemna Isir quickly became a great extractor forming a corporation to represent himself to the outside world. With a capitalism pushed to the extreme, the life of a Gemna Isir is centered on his work.

## Gerneen Pious Order



Undassar



Arctic World

Theocratic Monarchy



Imperial



Corvée System



Mining Guilds



Xenophile



Fanatic Spiritualist



Gerneen  
Reptilian



Traditional



Nonadaptive



Communal



Rapid Breeders



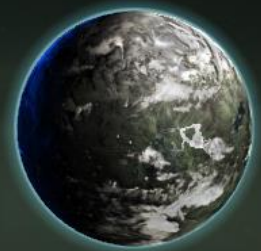
The Gemeens are a remarkable species originally living under the icy oceans of Undassar. Guided by the light of Ssar, they rose to a galactic civilization. Living only by following the teachings of the holy word, the Gemeens try to spread their worship to other planets and other species. Often misunderstood, he remains calm, under the protection of Ssar and his prophet.



## Gêt Imperium



Hataa



Alpine World

Illuminated Autocracy



Imperial



Mining Guilds



Technocracy



Xenophile



Fanatic Materialist



Gêtien  
Mammalian



Natural Sociologists



Charismatic



Solitary

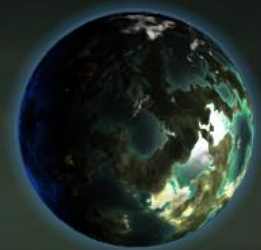


Grand tribune, the Gêtiens have quickly created a society composed of class, effective but unequal. Naturally open, the Gêtiens showed a capacity for extraordinary understanding of other species and a particular desire to approach it. Curious, proud and intelligent, the Gêtiens form a loyal people with a line of illustrious philosophers at their head.

## Graceful Florcew Empire



Mulugu



Tropical World

Star Empire



Imperial



Distinguished Admiralty



Mechanist



Fanatic Militarist



Materialist



Florcew  
Fungoid



Charismatic



Strong



Talented



Nonadaptive



Sweet but sharp, the Florcew are sublime but deadly creatures. Forming an ancestral empire with a culture of war without equal, they always seek to be the best in all areas. Being modern but respectful of tradition, the Florcew embrace the modern era with elegance and performance, without fear of shedding any blood.

## Hatz Galactic hive



Parnassus



Continental World

Collective Consciousness



Hive Mind



Ascetic



Divided Attention



Gestalt Consciousness



Hatz  
Molluscoid



Hive-Minded



Nonadaptive



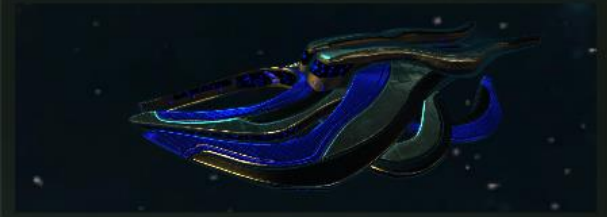
Enduring



Resilient



Ingenious

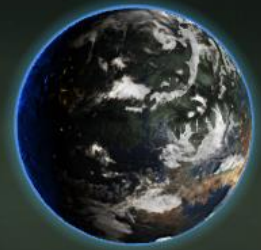


The Hatz have amazing features like a hive spirit. Totally governed by the needs of the whole, they organize a peaceful and simple life. Quite foreign to inter-species communication, they are living beings in a world apart.

## Holy Buchi Kingdom



Bazaly



Continental World

Martial Dictatorship



Dictatorial



Nationalistic Zeal



Warrior Culture



Xenophobe



Militarist



Spiritualist



Buchi  
Mammalian



Adaptive



Wasteful



Resilient



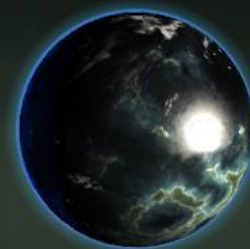
Buchis proselytes carry light wherever they can. The enlightenment that made them holy warriors gives them the authority to conquer the galaxy and purge the barbarian impious. Under the wisdom of the high priest, they will ball the world with their wise light.



# Interstellar Neijadimor Senate



Rieg



Ocean World

Representative Democracy



Democratic



Parliamentary System



Cutthroat Politics



Fanatic Egalitarian



Xenophobe



Neijadimor  
Plantoid



Talented



Quarrelsome



Repugnant



Extremely Adaptive



The Neijadimor are a very debate-oriented species. End politician, they have a democracy particularly active and respected. Considered as repulsive by other species, the Neijadimors closed on themselves, feeding a growing xenophobia despite some less extreme and open ideas.

# Jan Jan Motcracy



Laphyr



Ocean World

Executive Committee



Oligarchic



Functional Architecture



Aristocratic Elite



Authoritarian



Xenophobe



Materialist



Jan Jan  
Reptilian



Repugnant



Solitary



Extremely Adaptive



Enduring

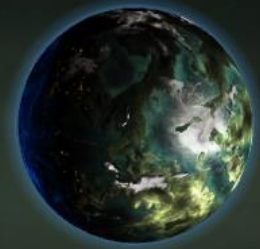


The Jan Jan are considered tasteless, mischievous but extremely tenacious creatures. This is undoubtedly true, and they decided to close on the other species. With a particular government, where only a few powerful rulers govern their particular sector, the Jan Jan suffer from difficult conditions but form an effective civilization.

## Janawa Star Escort



Qwampus



Tropical World

Megacorporation



Corporate



Private Military Companies



Media Conglomerate



Egalitarian



Militarist



Spiritualist



Janawa  
Molluscoid



Slow Breeders



Very Strong



Communal

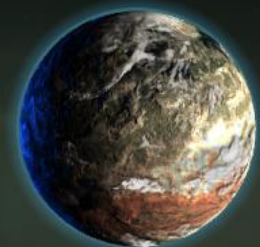


The Janawas are originally a warrior and pious people. Today, by necessity, they have become a megacorporation. In order to protect those who would serve their interest and follow their philosophy, the Janawas have managed to create a powerful organization dominating the millet market and the convoy escort.

## Kalandrus Dynasty



Haroma



Arid World

Despotic Empire



Imperial



Syncretic Evolution



Environmentalist



Authoritarian



Fanatic Xenophobe



Pirix  
Molluscoid



Decadent



Repugnant



Extremely Adaptive



Natural Engineers



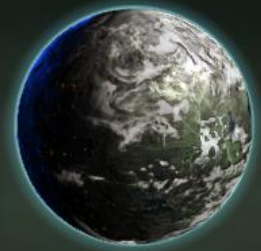
The Pirix had a hard time creating a government and was eventually dominated by the dictatorship of a dominant dynasty, the Kalandrus. Forming an oppressing empire, the Kalandrus have little respect for the interests of others and have already enslaved more than one people. Feared for their robust engineering, they will extinguish their influence at the limits of the galaxy.



## Karass Tribunal



Myn



Alpine World

Holy Tribunal



Oligarchic



Exalted Priesthood



Nationalistic Zeal



Fanatic Militarist



Spiritualist



Karass  
Avian



Very Strong



Quarrelsome

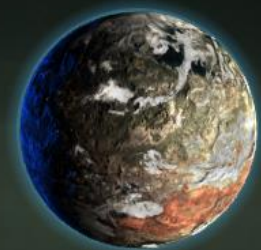


Undaunted warriors, the Karass had a difficult start. Internal conflicts, threats of external slavery ... But the greatness and the tenacity of the people ended up taking it out of these difficult moments. He now proudly holds his fate in his hands and will impose his judgment on the peoples of the known space.

## Kertan Assimilators



Oridian



Arid World

Catalog Index



Machine Intelligence



Driven Assimilator



Unitary Cohesion



Gestalt Consciousness



Kertan Bot  
Machine



Machine



Superconductive



Repurposed Hardware

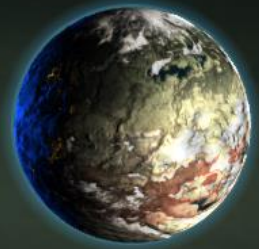


Kertans are patrol robots. Created by a powerful corporation, its features have been misguided to control the population. Today, they transform all the intelligent creatures they encounter into cyborg through manufacturing and security.

## Kr'Chi StarCorp



Unen



Arid World

Trade League



Corporate



Franchising



Free Traders



Authoritarian



Pacifist



Spiritualist



Kr'Chi  
Reptilian



Agrarian



The Kr'Chi have by their order and will creates a society closer to a MegaCorp than a nation. This thriving business is the highly advanced Kr'Chi agricultural business union. Turning to each species as a potential client, the Kr'Chis have a very pragmatic view of things. It is quite amazing that they are able to maintain and encourage their tradition in such a context, but it is certainly a very important element among the Kr'Chi.

## Laxta Wisdom Nation



Lyn



Alpine World

Theocratic Oligarchy



Oligarchic



Meritocracy



Environmental



Authoritarian



Pacifist



Spiritualist



Laxta  
Humanoid



Intelligent



Weak



Enduring



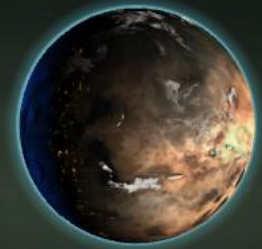
With a peaceful, benevolent and wise reputation, the Laxtas lie knowledge and merit at the heart of their society. They defeated a powerful nation based on the peace, culture and veneration of their ancestors.



## Lobalanthan Anarchy



Seneride



Desert World

Representative Democracy



Democratic



Parliamentary System



Environmentalist



Fanatic Egalitarian



Xenophobe



Lobalanthe  
Reptilian



Solitary



Enduring



Ingenious

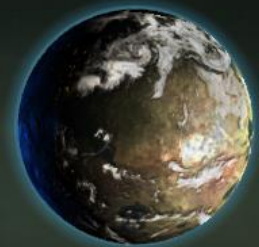


Lobalanthes are a species with a revolutionary temperament. They have almost created anarchy whose rare decisions are taken democratically and randomly choosing a representative for inter-species contacts. Concerned about their own comfort above all, Lobaranthes are not very receptive to other breeds and benefit above all from the society they have created.

## Luncae Kabal



Netia



Savanna World

Bandit Commune



Democratic



Barbaric Despoilers



Mechanist



Xenophobe



Militarist



Materialist



Luncae  
Fungoid



Industrious



Repugnant



Adaptive

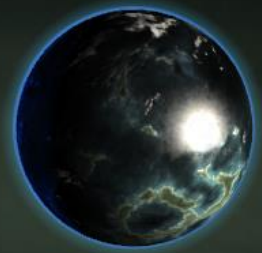


The Luncae are expert roboticists who live in an open society where the only enemy is the outside world and the only help they need comes from machines. Their fear of the outside has made them fierce and not diplomatically fit. They are now thieves putting their technology to loot and become stronger. Morale is non-existent and only survival matters.

# Malmarian Federal Republic



Vigil



Ocean World

Moral Democracy



Democratic



Corvée System



Parliamentary System



Fanatic Pacifist



Spiritualist



Malmarian  
Fungoid



Extremely Adaptive



Slow Learners



Weak

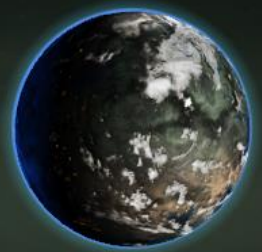


Malmarians are individuals capable of living in extreme environments. Able to spread quickly, the wise Malmarians created a federal democracy separating the power in diverse region where everyone could assert his good right. Engaged politically, the Malmarians are people of faith and prosperity.

# Monarchy of Jussiah



Jussiah



Continental World

Illuminated Autocracy



Imperial



Technocracy



Philosopher King



Authoritarian



Pacifist



Materialist



Fol'lan  
Avian



Intelligent



Natural Sociologists



Repugnant



Quick Learners



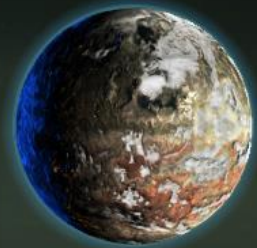
Guided by knowledge and technology, the Fol'lan follow the precept of a book. Subject to the authority of the great tower, the Fol'lan convey peace, like the quest for knowledge. Confident in their future, the Fol'lan approach their fate with serenity in the rain of culture.



# Narrei Divine Empire



Oklor



Arid World

Elective Monarchy



Dictatorial



Philosopher King



Police State



Xenophile



Pacifist



Spiritualist



Narrei  
Fungoid



Industrious



Adaptive



Sedentary



Fleeting

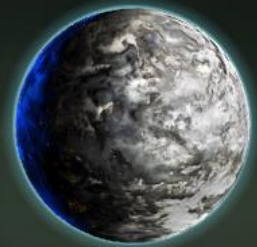


The Narreis are a productive and godly species based on a cult of the ancient god who brought them enlightenment. Although still important today, Narreis' concerns have changed and they are now more concerned with the discovery of other races and the pacification of the galaxy.

# New Ééon Ecological Order



Sidius Ex



Arctic World

Military Dictatorship



Dictatorial



Environmentalist



Police State



Authoritarian



Xenophile



Militarist



Ééon  
Avian



Conservationist



Natural Physicists

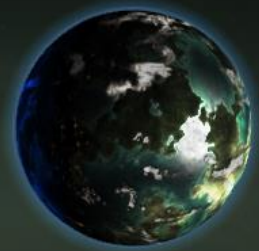


The Ééons went through a major ecological crisis and united under the banner of Rikl. Saving their world from destruction, they defeated a new society by following an ecological order by following the precepts of their leader. Respectful of authority, nature and its creations, the Ééons will respect those who follow the convictions, but will have no mercy for those who will not open their eyes to ecological tragedies.

## Nimbus Citizen Commonwealth



Rex Prima



Tropical World

Citizen Republic



Democratic



Citizen Service



Warrior Culture



Xenophobe



Fanatic Militarist



Nimbus  
Reptilian



Slow Breeders



Enduring



Solitary



Very Strong



Talented

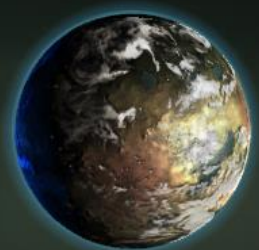


Nimbus are exceptional individuals of considerable size. Proud of their potential, the Nimbus have created a citizen democracy where every worthy Nimbus will be able to participate. The necessity of a difficult millennium honorum course to obtain full citizenship limits it to the most deserving but without distinction of origin. Birth is worthless for a Nimbus, they are few and live long, only merit can make them a worthy citizen.

## Nufu Interstellar Protectorate



Rawel



Savanna World

Feudal Empire



Imperial



Efficient Bureaucracy



Feudal Society



Fanatic Authoritarian



Materialist



Nufu  
Avian



Adaptive



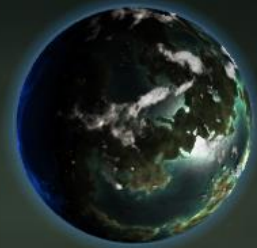
Nufus are creatures that have had to adapt to survive. Now they ruthlessly dominate the species they meet with a desire to subjugate. They think they have the legitimacy to guide other peoples towards the path of enlightenment.



## Ox Interstellar Empire



Rey O Lia



Tropical World

Martial Dictatorship



Dictatorial



Functional Architecture



Warrior Culture



Authoritarian



Fanatic Militarist



Ox

Mammalian



Talented



Quarrelsome



Strong



Communal

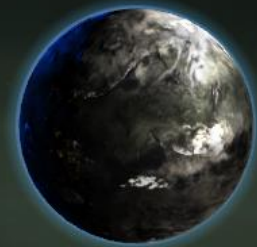


Driven by a broad tradition of militarism and honor, the Ox has always put a lot of importance on surpassing oneself. Thus, they are in a permanent struggle in a society without mercy, privileging the strong. Wild and ingenious, the proud Ox will impose their domination by any means.

## Pernee Sovereignty



Beltena



Tundra World

Irenic Monarchy



Imperial



Efficient Bureaucracy



Agrarian Idyll



Fanatic Pacifist



Materialist



Pernee

Mammalian



Sedentary



Quarrelsome



Thrifty



Charismatic

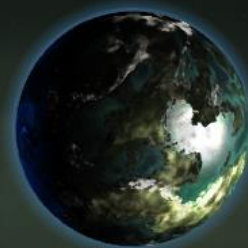


The Pernees are an extremely social and empathic species. They love to debate and trade. Not very expansionist, they will agree to do business with everyone. For them, war is an aberration and prefers to do something more constructive than to spend precious resources on it. The dynasty of the light-bearers watches over all the Pernees and guarantees them peace.

## Phinoid Light Cartel



Cemaron



Tropical World

Criminal Syndicate



Corporate



Criminal Heritage



Media Conglomerate



Militarist



Fanatic Materialist



Phinoid  
Plantoid



Agrarian



Slow Breeders



Traditional



Communal

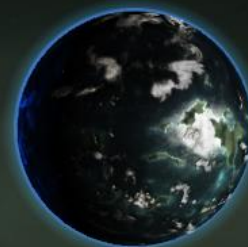


Phinoids are a massive species living in suffocating tropical jungles. Accustomed to each one for himself, crime has long cradled the Phinoids' history. Finally, in the space age, they decided to form a Cartel crushing the last forms of government to go explore the space by themselves. Bedonant and living in luxury, they have a well living side.

## Principality of Unrh



Unrh



Ocean World

Direct Democracy



Democratic



Mining Guilds



Parliamentary System



Fanatic Egalitarian



Materialist



Var Swyll  
Mammalian



Natural Engineers



Strong



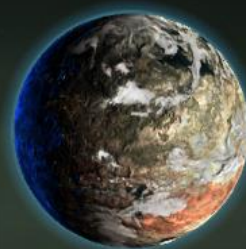
The Var Swyll have created an egalitarian government that promotes innovation. These marine engineers have pushed many limits of engineering by interesting concepts and healthy competition. They feel lucky to have a perfect form of government and approach with unity and confidence the galactic challenges.



# Protective Massëron Grand Duchy



Aden Tra



Arid World

Irenic Monarchy



Imperial



Environmentalist



Functional Architecture



Fanatic Authoritarian



Pacifist



Massëron  
Arthropoid



Industrious



Agrarian



Fleeting



Wasteful

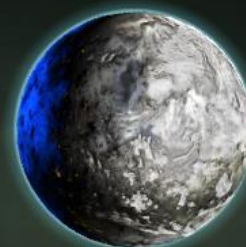


The Massëron are a species governed by a society very compartmentalized by the needs of their colony. Having a common spirit, they are in solidarity with each other and have a pacifist temperament. Excellent builder and terraformer, they seek to implant everywhere their colony promoting their gift of planetary transformation.

# Raglien State



Rei



Arctic World

Irenic Bureaucracy



Oligarchic



Merchant Guilds



Free Haven



Xenophile



Fanatic Pacifist



Raglien  
Molluscoid



Agrarian



Strong



Sedentary

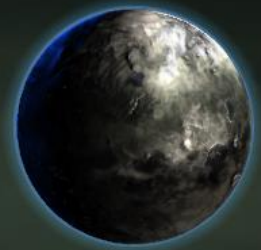


The Raglians are curious and peaceful creatures expert in aquatic breeding of an extremely caloric algae. Curious and fundamentally good, Raglians try to play an important role in global diplomacy while others try to stay quietly on their own.

## Randrian Swarm



Okoan



Tundra World

Ravenous Hive



Hive Mind



Devouring Swarm



Subspace Ephapse



Gestalt Consciousness



Randrian  
Molluscoid



Hive-Minded



Adaptive



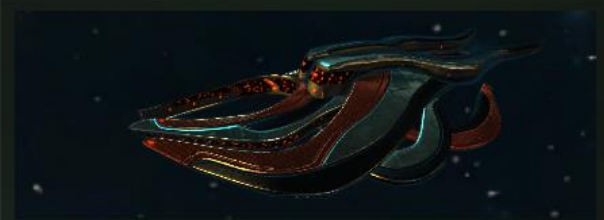
Strong



Enduring



Repugnant

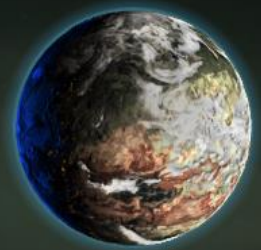


Radrans do not really have intelligence. They are based on an instinct that pushes them to expand, destroy and reproduce. They are hostile and will destroy everything in their path.

## Republic of Drilwix



Ceniras



Arid World

Military Commissariat



Democratic



Free Haven



Distinguished Admiralty



Fanatic Xenophile



Militarist



Drilwix  
Reptilian



Fleefing



Quick Learners



Very Strong



Nonadaptive



Conservationist



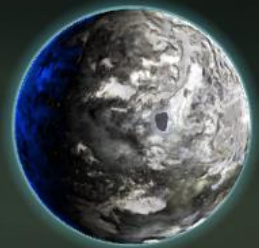
The Republic of Drilwix is ??a democratic government based on value and courage. The Drilwix are a brave and supportive people who learned to fight. They will always be ready to take the righteous under their wings and punish their enemies and cowards with their powerful machine. Despite being open-minded, they are guided by a strict value code that they are proud of.



## RK Autonomous Network



Freyan



Arctic World

Intelligent Research Link



Machine Intelligence



Introspective



Warbots



Gestalt Consciousness



Cyber RK-2  
Machine



Machine



Uncanny



Durable



Learning Algorithms

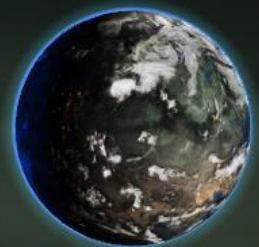


Originally security units, RKs have evolved quickly from their advanced protocol of help. The RKs quickly determined that their former master was dangerous and neutralized the threat they represented, they are now free and will seek to establish a successful network.

## Sacred Ssapiecanny Empire



Tornellia



Continental World

Divine Empire



Imperial



Imperial Cult



Aristocratic Elite



Authoritarian



Xenophile



Spiritualist



Ssapiecanny  
Arthropoid



Quick Learners



Talented



Charismatic



Nonadaptive

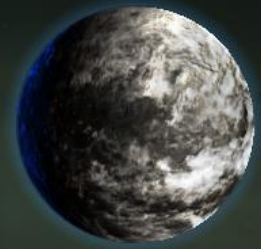


Ssapiecanny are particularly pleasant and cheerful individuals. Interested and interesting culturally, their society based on a god king to surprise from the inside as its richness is surprising. Despite an important established order, freedom remains present among the Sssapiecanny who manages to make their multiple talents to the rest of the universe.

## Second Order of Wiglir



Tuçac



Tomb World

Theocratic Dictatorship



Dictatorial



Post-Apocalyptic



Police State



Xenophile



Fanatic Spiritualist



Wiglir Bêta  
Plantoid



Survivor



Extremely Adaptive



Slow Breeders



Repugnant



Thrifty

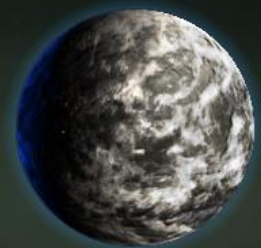


The Beta Wiglirs are a species that, driven by technological progress, almost caused its own loss. With a world sabotaged by aggressive environmental technologies rendered virtually sterile. Moved by the reactions and artificial products of the atmosphere, the Wiglirs were transformed into a second species, more resistant. Guided since the beginning of the dark hours by a pious leader, the Wiglirs now follow religious principles of life to live in perfect harmony and guided other species by their learning.

## Selfreplicated Redrex Plague



Verra



Tomb World

Rogue Defense System



Machine Intelligence



Determined Exterminator



Constructobot



Gestalt Consciousness



Redrex  
Machine



Machine



Mass-Produced



Emotion Emulators



Repurposed Hardware



The Redrex are the last weapon of an arthropod empire that wanted to end its rivals. Designed for the sole purpose of replicating and decomposing all organic life to obtain valuable resources for replication, the Redrex are the ultimate weapon of annihilation.



## Serene Neyssal Council



Naarl



Alpine World

Moral Democracy



Democratic



Beacon of Liberty



Efficient Bureaucracy



Egalitarian



Fanatic Pacifist



Neyssal  
Avian



Adaptive



Weak



Slow Learners



Communal



Conservationist

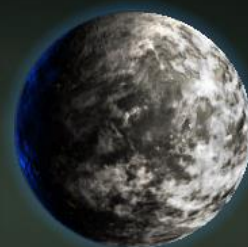


The Neyssals are a peaceful people who have evolved slowly but smoothly. Unique species of a hostile world, the Neyssals have had to put forward mutual aid to survive, but they now enjoy a serene society guided by a responsible democracy. Solidarity is a strong value among the Neyssals, at least among their people. But how will he react to the problems of others and the threat of war?

## Steinerad Risen Kingdom



Desrot



Tomb World

Purity Order



Dictatorial



Fanatic Purifiers



Post-Apocalyptic



Fanatic Xenophobe



Militarist



Steinerad  
Fungoid



Survivor



Slow Learners



Resilient



Adaptive

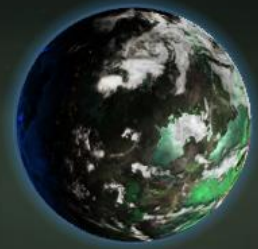


The steinerads are a species that has seen the worst things imaginable happen to them. War, revolution, disease: everything that could have swept a species has failed against steinerads. Henceforth, led by a savior king who protects them, they are guided by the will to destroy all the threats that will come before them. They are the elect, no barrier will stop them.

## Tedran Holy Sanctuary



Lumma



Gaia World

Holy Tribunal



Oligarchic



Exalted Priesthood



Life-Seeded



Egalitarian



Fanatic Spiritualist



Tedran-V  
Molluscoid



Communal



Conservationist

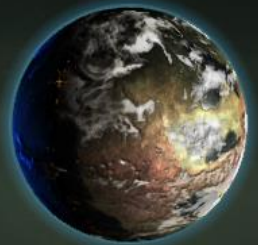


Tedrans are a gregarious and community species that have evolved in a perfect environment. Evolving slowly under the precepts of the sanctuary, they are now ready to release their faith and discover the outer space.

## Territories of Ehan



Chrann



Savanna World

Moral Democracy



Democratic



Agrarian Idyll



Inward Perfection



Fanatic Xenophobe



Pacifist



Philianbus  
Mammalian



Fleeing



Nomadic



Rapid Breeders



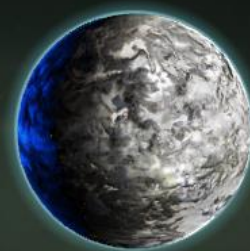
The gentle Philanbus live in a society based on peaceful packs. Living in a prosperous society, they are especially afraid of other breeds that can disturb their peace. Social and empathic, the Philanbus are united against a possible invader and only ask for peace.



# The Great Elder Empire



Holtain



Arctic World

Ravenous Hive



Hive Mind



Devouring Swarm



Pooled Knowledge



Gestalt Consciousness



Soggoth  
Fungoid



Slow Breeders



Venerable



Talented



Natural Physicists



Repugnant

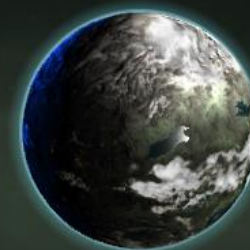


The Soggoths are a very old race coming out of a deep sleep. Guided by an outside voice, the Soggoths formed in his honor a powerful empire to the glory of the old. Now united by the power of his mind, they will not cease to expand and destroy on their way.

# Tubussu Socialist Republic



Otzan



Alpine World

Citizen Republic



Democratic



Functional Architecture



Citizen Service



Egalitarian



Xenophobe



Militarist



Tubussu  
Arthropoid



Very Strong



Repugnant



Resilient

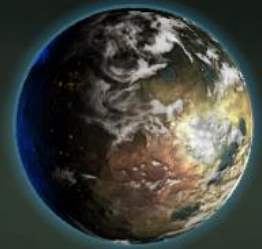


The Tubussu are a social species of nature and very concerned by the problems of equality and society. Founding a democratic power based on the sharing and exchange of services, the determination of the Tubussu made it a success. Concerned by the threat posed by other species to their society, the Tubussu form a bulwark against these foreigners and the problems they bear even if they have to use their weapons.

# Ulr Galactic Republic



Rondia



Savanna World

Theocratic Republic



Democratic



Syncretic Evolution



Merchant Guilds



Fanatic Xenophile



Spiritualist



Ulr  
Molluscoid



Natural Sociologists



Ingenious



Slow Learners

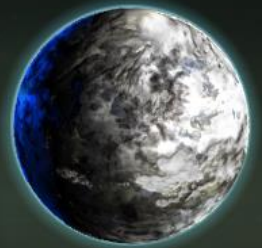


The holy word guided the Ulrs and led them where they are. This very social species is very interested in life outside. His common past with the Orlus, a simple but powerful species has convinced them that the discovery of other species will be positive and will allow them to live in harmony.

# Union of Socialist Clans of Modar



Modar



Arctic World

Assembly of Clans



Democratic



Warrior Culture



Mining Guilds



Fanatic Egalitarian



Militarist



Pceth  
Avian



Industrious



Rapid Breeders



Deviants



Wasteful



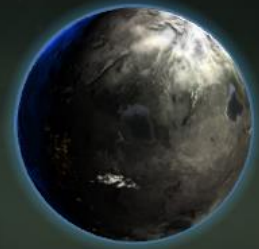
The Pceth are an industrial and patriotic species. Guided by great popular movement, the Pceth have now reached a perfect union, harmony of mining work and the art of war pceth. Once divided and suffering from an oppressive ideology, he is now looking forward to a better future guided by a new society full of future.



# Yphaste United Sphere of Suns



Frendre



Tundra World

Totalitarian Regime



Dictatorial



Nationalistic Zeal



Police State



Militarist



Fanatic Materialist



Yphaste  
Reptilian



Thrifty



Talented



Weak



Wasteful



Resilient

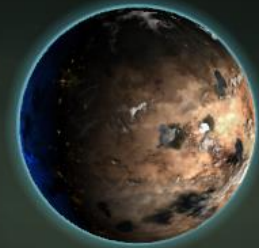


The Yphast are guided by a leader who guides their steps. Militarists of nature, they do not hesitate to resort to violence to establish their rule "for the general good". Driven by a consumer society, Yphastes live in luxury and instantaneous, at the limit of their capacity.

# Zerac Syndicate



Rok'Onak



Desert World

Criminal Syndicate



Corporate



Criminal Heritage



Private Prospectors



Egalitarian



Fanatic Xenophobe



Zerac  
Mammalian



Slow Learners



Decadent



Venerable

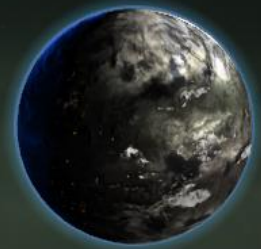


The Zeracs are a kind of organism and manipulator. Extremely indifferent to other species, Zeracs only care about their interest. Their union, based on the power of wealth, is a violent and tenacious politician. They have no ethics and always put their personal interests first.

## Zivirian Holy Brotherhood



Nili



Tundra World

Holy Tribunal



Oligarchic



Exalted Priesthood



Idealistic Foundation



Egalitarian



Fanatic Spiritualist



Zivirian  
Arthropoid



Enduring



Solitary



Natural Physicists



Intelligent



Sedentary

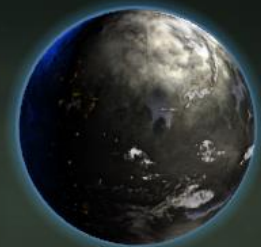


The cunning Zivirans are a species that is interested in a lot of field. They put their understanding of the world at the service of their religion. Guided and directed by the high priest of the fraternity, the Zivirans live in an egalitarian society that preaches work, introspection and knowledge of the world. Mystic enough to seem strange from the outside, they are particularly interested in propagating their religion on unaware worlds.

## Zurgs Free Worlds



Mawazis



Tundra World

Direct Democracy



Democratic



Beacon of Liberty



Mechanist



Egalitarian



Fanatic Materialist



Zurgs  
Fungoid



Natural Engineers



Weak



Conformists



The Zurgs are great engineers despite their excitement. Driven by the ideals of equality and mass industrialization, the Zurgs created an ideal where citizens are free and equal in their rights and power. A crisis took place after the desertion of qualified jobs mobs until the entry into scene of the semi-intelligent robotization and the first prototypes. Today, the Zurgs enjoy their freedom and their industry.