

Info from Me/Discord

- Beast Corruptors: WIP
- Okay- head hurts really bad so I'll make it as quick and digestible as possible
:skull::skull:
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- - Physically they're built like the typical human, usual height is between 5-6 feet. I'll post the ~~fairly cringy~~ reference sheet for them.
- - With free will, Corruptors have individual personalities, so they can be the sweetest beings in the universe or the most genocidal maniac around. Under Ere's (the tyrannical Father of the Corruptors) control, they're hateful and bloodthirsty warriors, only aiming to exterminate anything that isn't ****them****. They can stray from the latter path, but will still have that hatred deep down.
- - Their powers also vary, but have the uncanny ability of absorbing entities Cell style for energy (their bodies produce a chemical past the tail's base that shrinks the victim so they're easier to digest) and when mentally linked to another being, can mimic their appearance. Anything else can be your choice. They are both asexual and sexual creatures, so having a partner isn't a must for them
- - For behavior, think of the average cat, dog, and or lizard and that basically sums up a **confused** Corruptor. But otherwise, they're fairly intelligent and can be sophisticated if they want to be. However, they can suffer neurological problems/damage if their core (aka their heart) gets too damaged, which can sometimes be permanent
- - There are ranks, you could say—
- Father: The head of state/government of the entire species. They are the only one with 4 tails
- Elites: Only few that serve the bloodlust Father. Incredibly powerful and can be revived after a while thanks to alien tech in the Father's own spaceship. Albeit it takes centuries perhaps to reach this rank
- Spawners: They have the strange ability to rapidly produce offsprings without getting winded. Highly abused in the Corruptor fleet, however on they're on, they're free to spawn without being punished. (Anti-Digi is a spawner and she's cloned on for it :hisisters:)
- Defects: As the name suggests, they're defective to Ere. This term can range from permanent missing limbs (partially Glitch) to the incorrect coloration of their skin, eyes or other incorrect appearance (b2's character Amani) or not being able to function properly in the fleet (Corrode). In Ere's rule, it's a rule to kill ****any and all**** defects unless Ere himself states otherwise. Once Ere is dead, this term is only used to categorize those that need help fitting in with their society.
- Beasts: This was made with the help of @Inavela airhead#0695 (who's characters, Army and Emiko(?) are beasts), and although there is no exact definition as of now, they're essentially defects, but their defections are able to help instead of hinder themselves. They tend to act more animalistic, and are incredibly rare. A majority were killed off in Ere's rule.

- Normal: Normal mfs that just vibe. Think of them like... stronk humans.
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- - History: They used to thrive on a very vegetative planet, and mainly grew fruit (for now dubbed *Kerries*; blood red fruit with an incredibly tough shell, which grows from black vines from the ground. Corruptors usually broke the fruit with their powerful jaws or tails) or explored other planets nearby for research purposes. It's kind of a joke that they're farmer aliens-
- Anyways, their planet started dying and with the previous Father stumped on what to do, a "defective" Ere grew pissed of the inaction and killed the father, taking his eye, slapping it on a pole on using its power to mind control the entire planet. From there, an entire slaughter of innocents came to be, along with the scorching of the surface to kill off any potential survivors by starvation. And once a force was made up for the new Father. They fled the barren planet and left the remaining survivors to eventually starve to death or kill themselves.
- Time skip to the Milky Way before the planets came, and them and *Spirits* crossed paths.
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- In short, Corruptors got clapped and Spirits- despite most of their expedition force dying- got away with their goods and possessions. Once they went back home, Ere's core somehow found a way to a very powerful Spirit and straight up invaded the planet; Corruptors essentially used their killer's bodies as vessels until they were commanded to attack. The corrupted species massacred the opposing species with remaining survivors fleeing the planet.
- Afterwards, they continue what they're doing until Ere gets to earth and gets clapped by random teachers, aliens (and a child :laughsinSpanish:) and Corruptors are free from Ere's iron fist.
- Shortly after, they move to the moon since it's the closest spot to Earth (as they become allies with humanity surprisingly easily) and just vibe there, turning it into a second earth.
- From roleplay: orange sky with blue streaks in home planet, green and blue flowers around it. Farmer aliens. Rotations (day and night cycles) are called 'runs.

Info from Art World (Art Book 4)

- None

My Book of Randomness

- Three generations (First: 1st Father Second: Ere Third: Dark)
- There's was an Oracle, but were eaten by the Father
- Ranks in Ere's fleet
 - **General Elites:** Top of the army, and get the best because they're the best. However upon punishment, they'd be tortured until they die by the normal soldiers. *Aztier* (Dark) and *Corruption* are Generals
 - **Soldiers:** Standard foot soldiers that are split into army squads when it's time to fight in war or conquer planets.
 - **Breeders:** Breeders are able to spawn with little to no energy required. However in the fleet, they're abused by the General Elites and normal soldiers. Most die from exhaustion or being eaten by their peers since their living conditions are horrid. *Anti* is a Breeder
 - **Detonators:** Detonators are tasked with blowing up the planets effectively. Mainly given to a General Elite (with the possibility of living) and a horde of Defects. *Corruption* is a Detonator
 - **Defects:** Any Corruptor that is unequipped for battle and/or spawning. They could be mentally/physically handicapped, have missing limbs or are simply not looking like the average Corruptor. Ere condemns them to death immediately and if he doesn't, they're used as detonators. *Glitch*, *Corrode* and *ZeZe* are Defects.
- Machines that can revive Corruptors (as long as they're either elites or manually put in the computer)
- Corruptors came to the Milky Way to eradicate lifeforms, but fought with the Spirits when they arrived. Upon fighting, they went into the psyche of Spirits and hid there for a few hundred years until they corrupted the Spirit populus and massacred the species. Only thirty two were documented to escape, but there may be other survivors

Dragon's Art Parade {Art Book 5}

- Eggs are 3ft tall and 2 ft wide
- Elite info: Gain their position by killing an elite as a soldier. Along with getting customized helmets and gear.
- Defect info: Face oppression and segregation (neck and neck with Spawners). Used as food in the fleet or sent as the first wave of soldiers to weaken their opponent.
- Spawner info: Little to no food and in filthy living quarters due to constant spawning and maintenance. Rare when the offspring kills the parent.

The Random 2.0

- Corruptors can eat in three different methods: Normal, tail absorption and absorbing energy
- Grabbing the staff for a long period of time will initiate the 'test', where the person holding it will live out the Father's past life. It worsens if the alignments of aliens are drastically different.

Dragon's Art [Season 6]

- Dele shifts between human and blob form, but takes time to go back to human.

Spirits & Corruptor Fact Book

- Degrey, home of the Corruptors
- Farmers and space explorers
- Planet gradually dying
- Father warned by the Oracle and when miscalculating, he was slaughtered in broad daylight
- Ere took the Father's eye, slapped it into a random staff and used it to control his species- leaving those with strong/innocent wills however
- Ere and his legion fled the planet and left the remnants to die out on Degrey