

# Original Species Guide

Brief description of each specie I've created and links to more information on them.  
(These species don't have to live in the world I made for them, if you adopted or made one you're free to add them to your own world/s)

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## Reptilians

All reptile-like species I've created

### Afnio

Afnios are relatively small creatures that produce helium gas. That gas is often used to help them float out of reach of predators, or occasionally used to suffocate their prey.



### Afni

Large creatures that produce a potent suffocating gas. They occasionally interact with [Afnios](#), a closely related species.



## Secaudas

### Agile Secaunda

These are medium sized creatures that produce nitrous oxide used for calming and distracting their prey.





## Long-tailed Secuada

These are relatively large semi-aquatic creatures that produce nitrous oxide, which is used for calming and distracting their prey.



## Pygmy Secuada

These are small semi-aquatic creatures that are known to often mimic juvenile secaudas of other species, to trick them into caring for them.



## Sergae

Aquatic serpents that live in kelp and other underwater forests, often having bodies that blend in with their environment. They consume mostly smaller creatures and are often preyed upon by other species.



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## Ungulates/hooved

Creatures who most commonly have hooved feet

## Audak

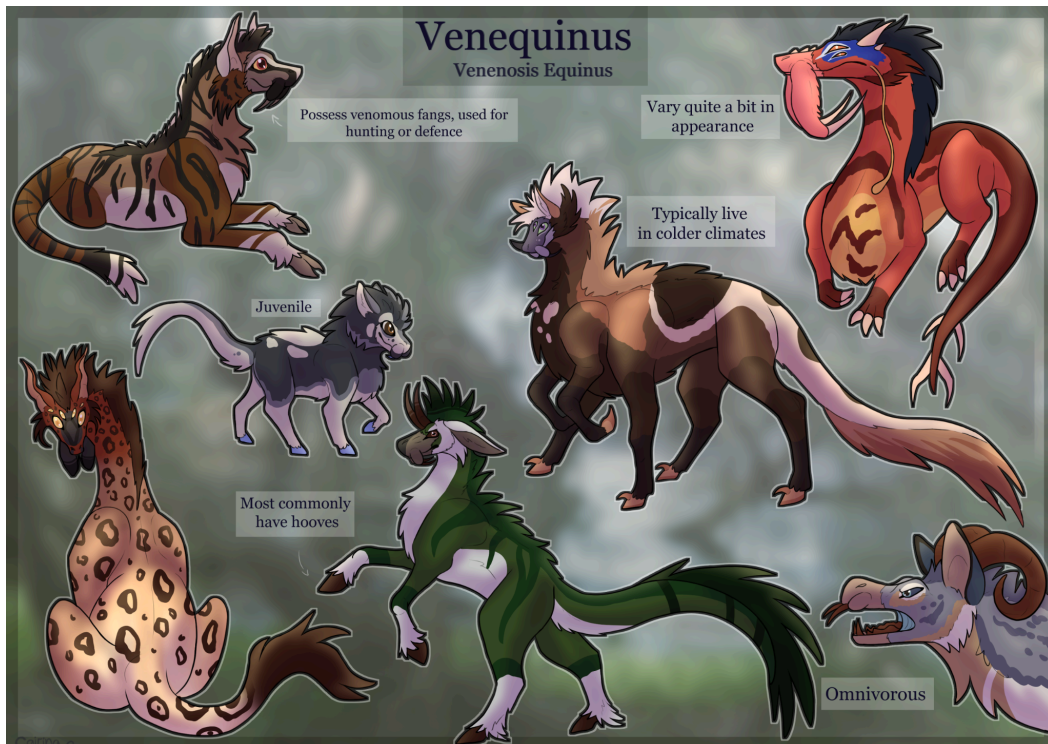
These are sheep-like creatures that are typically known for their glittery horns and hooves, as well as charging at other creatures.



### Venequinus

These are equine creatures who possess spider-like fangs used for envenoming other creatures





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## Marsupial Pouched

Creatures that possess a marsupial-like pouch

### Hiulcols

#### Leaping Hiulcol

Arboreal creatures who are able to split their bottom jaws as a defence mechanism.



## Gliding Hiulcol

Arboreal gliders that are able to split their bottom jaws as a defence mechanism



## Plant mimic Hiulcol (wip)

### Troris

They're relatively large creatures (~90-130cm) that use their trunks for hard to reach places. They also usually have long claws used for digging too, often to find food or create a cool hole to sit in while in warmer climates.

Travel in groups of 3-8, and can live in many different environments, though they aren't often too fond of water.

Also do not have normal noses, instead they breathe through tiny holes along their bodies called spiracles (like insects). Smelling is done through their antennae as well as sensing vibrations and other things





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## Radvians (Avians)

Radvians are a large class of avian-like creatures with various individual species. They receive most radiation from the foods they eat, with some foods being more radioactive than others.



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## Amphibians

### Sanguisu

They are small creatures that consume mostly blood from other creatures. There are two different variants terrestrial/land raised (terra) and aquatic raised (aqra). They are usually easy to tell apart, but in some cases an aqra sanguisu develops similar features to a terra sanguisu, due to being affected by the worlds radiation.



## Aquatic

Aquatic animals who do not fit into other categories

### Torum

Squid-like creatures who possess thick shells needed for protection. Often found near the bottom of the ocean in groups of 5 or more, also utilise camouflage like sargaes to catch their prey and hide from predators.

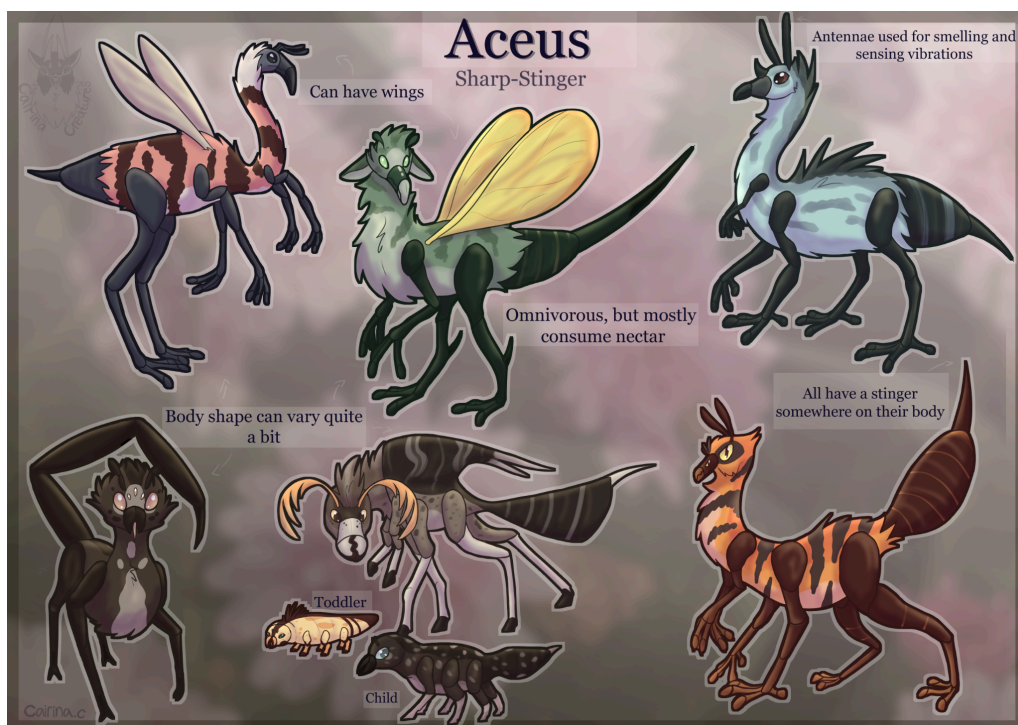


# Insectoid

Creatures with mostly insectoid features

## Aceus

Aceus are an insectoid species possessing sharp stingers used for defence.



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## Wips and Concepts