

If you see a * or () this likely means that the lore is not being stated in character. Due to the nature of this species that means that the majority of their lore is not known by characters outside the species if at all, and will usually be treated as the original species they were a part of before death.

Name: Muses

Nickname: Leftovers

Nick2: Draggers

Quote: “The rumors of such a species are unfounded speculation on what happens to those who die within a wormhole.”

Quote Maker: The universe’s official status on Muses.

Stats: (7, 5, 5, 7, 3, 2)

Common Jobs*: Related to original species

Likes*: Justice, Vengeance, any others vary from person to person

Dislikes*: Abuse, Cruelty, Corruption, Genocide, Injustice

Attack Style: Space rips and disemboweling.

Homeplanet: Unknown (*Underworld)

Lifespan: Unknown (*Limitless)

Height*: Original Species

Diet: Eating is not necessary, but they can eat souls*, and are omnivorous

Class*: Original Species

Rarity: Legendary / Special

Green Trait name / info: [Voidmancer], psychic ability to use ‘voidmagic’

Blue name/info: [Justice Oriented]

Red name/info: [PTSD], as it reads on the tin.

Info about gods: Only those who choose to keep the faith from their original life retain it.

Patrons: Adrestia, Ammit, Forseti, Furies, IA, Mafdet, Nemesis, Sekhmet, Vár, Víðarr

List of Gods: The Muses have no true gods.

Creator name: Loverlan :V

Physical: Describing the draggers in any physical fashion is heavily difficult, as they look exactly like other species until their true form has been revealed. The form they project is always consistently of a real person who has either gone missing, or died. Rarely a glimpse into their true form can be seen, but due to what is likely an anomaly that is a part of the species’ origin or mind-editing powers this is hard to detect. As a result when a glimpse of the true form is available most people will not react.

The true form of the draggers is horrific to look upon, and will usually be like that of the form they were taken, but warped by injuries, scarring, abberations, and what the uninformed would claim is a clockwork infection. It can also be easy to confuse them for Abominations for this reason.

(Muses take a similar form to what they looked like before death. A muse’s un-glamoured often is a display of the experiences they went through while alive, and their death. As a result their

'true form' would be considered bodyhorror. Broken limbs, open wounds, bleeding ink, and other factors would be considered valid. Unless a muse was originally a specific species (hyuran, zuid, etc) they cannot be a robot.

The extent of their bodyhorror tends to vary based on how 'mature' a muse is. Once they have fully matured they tend to enter into a more powerful form known as the Queen state, which allows them to create other muses.)

Behavior: Draggers are not believed to be from the universe, and as such are only seen masquerading while they are hunting. Their machinations are not known, but what is known is that they tend to only prey upon the weak, and the powerful. Those who are in between those categories are often looked over as if they do not exist.

(Muses are 'made' from people who died an unjust death and had a desire to either return to the living, or to right the wrongs of the world. Muses have a social structure referred to as a 'hive', which is centered around the Queen that brought them back into the world of the living. While muses are capable of leaving their hive, most choose to remain with their hive save for missions or excursions lasting a month or less.

While the way they pursue justice is not gentle or gentle, not right or proper, they hold themselves to high standards in their pursuit of ensuring the universe does not continue to suffer at the hands of individuals.

When muses no longer feel themselves able to continue 'living' they often dissipate like gas in the underworld, and/or pass on the power within them to their hivemates or friends. Likewise if an individual is suffering in the underworld they are liable to put them out of their misery.)

History: (The progenitor muse happens in every universe through a dealing between a dying person and any one of the patrons listed. Multiple progenitors can happen, but the result is always the formation of the muse species.

The masquerade, glammers, and the muse council is almost always formed within a single era after.)

Home Planet: (Muses do not have a formal homeplanet, and the closest to that is that they make their homes within the underworlds. Formal muse society is located here.)

Subspecies: (Technically there are none. Muses are on occasion capable of summoning or creating artificial fauna. Creating these involves a mixture of the underworld's 'energy' and their magic. The methods vary, but the result tends to be a simple creature that can eventually compose itself into an actual lifeform through gathering materials. These constructs are never sentient.)

Special Trait: (Muse Magic. This is more or less comparable to a fusion between space-ripping and psychic powers. This allows them to 'see' the souls of others and the manipulation of the underworlds. This comes at a simple cost in addition to the normal limits of psychic powers: Pain. "Without the pain we cannot gain" is a common muse saying, and reflects that while the

pain involved in their powers is tremendous, it is also necessary to forward muse goals. With simple training they can easily tolerate simple usage like keeping glammers up, but anything above that requires both actual. Over-extension of powers can result in crippling pain, temporary loss of glamour, and even death. The threshold for burnout extends with age.)

Trivia: (Muses can eat the souls of those who are corrupt. In theory they can eat anyone's soul, but the general law among muses is that only the souls of the evil, corrupt, and those who cause the very pain that creates them will be devoured. The bodies are often eaten if not left as an example. After taking the life of an individual muses typically grow in power.)

Trivia: (Muses cannot be added to crews without first having recruited one, or having a crew-member become one. Alternatively the Muse species can be unlocked for creation by playing as them in civ mode, and not causing the species to go extinct.)

Trivia: (It's common knowledge among muses that if you become a threat to others you should imprison yourself in Tartarus, or somewhere else along the same lines.)