

Nature of Predators - Extended Universe Guide

Overview

The Nature of Predators Extended Universe (from now on described as the EU) is an informal set of extended lore, stories and characters written by the NoP fans at large. The creation of this world has been ad hoc, with writers creating stories then other writers deciding to reference these stories etc etc.

This document is an attempt to bring all these ideas together into one document, allow each individual writer to offer written summaries of their contributions to the EU, as well as provide a reference point for newer writers looking for previously created ideas/world building concepts. One central reference for information is more useful than thousands of chapters over hundreds of stories.

This is a resource for inspiration. No commitment is required or implied by any story or writer.

What is the EU?

The EU is a series of fanfictions set in the NoP world, with each fanfiction keeping close enough to the original lore and style that these stories could be considered “Extensions” of the original story. Not all fanfictions are EU, and in general, in order for a fanfiction to be considered an EU they should try to follow these general rules.

- Attempt to follow the timeline and lore of the original story. The patron specific stories are also canon: though to a lesser extent, as fanfictions should avoid referencing these too closely, to avoid spoiling the patron stories.
- Avoid adding new major pieces of lore, or alternative conditions. New species¹, different story beats, completely new factions, etc etc will make these stories AU instead of EU. Going too far into the future can also make a story closer to AU instead of EU.
- Currently, most EU stories are set on Venlil prime, though this is mostly because of the sheer quantity of stories written there. If enough interconnected stories are written in other locations, this will be expanded. Collaboration is the main word of the day.
- All EU stories should add to the world: Take a penny, leave a penny. This can be characters, concepts, literally anything for future writers to also use.

EU stories do not have to fit in with everything else already written, as this can be very much a “pick and choose” situation.

¹ The aliens in History of Non-Sapient Predators are a slight exception, as the other concepts of that fic have had larger effects on the EU. There may be other exceptions, in species that make marginal appearances or are of little consequence of main events

General Lore/Concepts.

These are concepts which have been created by writers, which have been considered “facts of the world” by people in general. Please only add items to this document if multiple stories have made use of the additions to the world. Anything that falls under the category of differences from the main canon - such as species capabilities, technology, etc. - should only be added if they have been accepted and used by multiple stories.

Deep Dive links

[Krakotl](#) — CruisingNW

[Venlil](#) — CruisingNW

[Arxur](#) — CruisingNW

[Gojid](#) — CruisingNW

[Excerpt from “Ecology of Venlil Prime”](#) - BiasMushroom

[Venlil Child Development and Behavior](#) [Confirmed Canon via Discord] - CruisingNW

[Free Worldbuilding! -- Venlil Swear Words](#) - CruisingNW

[Free Worldbuilding! - Video games in NoP](#) - neon_ns

[Full List of Destroyed Cities on Earth](#) - SpacePaladin15 [CANON RESOURCE]

[Arxur world building document \(Early draft phases but still usable\)](#) - Archimond

Differences from main canon.

I recognize the council has made a decision, but given that it's a stupid-ass decision, I've elected to ignore it.

Occasionally the community as a whole decides that while we love SpacePaladin’s stuff, a section of his lore just doesn’t “fit right” with the rest of the community. These are common “reversions” authors often make.

Name	Description	
<i>Linked Chains</i>	A secret group of federation members who have been hiding information the federation wants to destroy, mostly around the idea that not all predators are evil. Official federation sources say they are a pro predator death cult.	The History of Non-Sapient Predators by CreeperFlint
<i>Venlil Smelling Ability</i>	A Venlil can smell via “tasting” the air, through small holes in the top of their mouth. Differences from the main canon are typically explained away via “This method of scent detection only works for strong smells” and not being suited to scent smells like gasoline.	
<i>Krakotl Size</i>	SP15 describes the Krakotl as ‘turkey sized’ without further	

	clarification. The EU has expanded on that to say that the <i>body</i> of the Krakotl are turkey sized, while their legs and neck are longer, giving them a standing height of around the average human's breast.	
<i>Gentling/Cure</i>	This varies from story to story: some believe that the "cure" has slowly lost potency, meaning that the Krakotl are no longer allergic to meat. Others believe that the "cure" was applied to herbivores as well, creating a more compliant society. A common suggestion is that Venlil naturally grows horns, with the "cure" removing such "predatory" physical attributes. How much of this being due to actual genetic manipulation or the societal pressure of the Federation can vary.	
<i>Venlil day/night</i>	Recipe for Disaster established that VP has an axial tilt, and experiences a 5-paw night every fifth week. 4 weeks of day, one week of night, a 25 paw solar cycle in all. No fic yet has written of a night cycle on camera. Letter of Marque is the first to show this 'Night' beginning on Oct17 through Oct22nd.	
<i>Communication speed</i>	The status of FTL comms in canon has largely been 'whatever it needs to be' to make the story work at that moment, but we do have several implied and explicit advancements to make a more detailed picture. Pre-Human First Contact: The Federation had developed and implemented their own FTL comms network spanning their whole area of influence. During the forever war, the Arxur started to cripple and co-opt the Fed-Net for their own use, forcing the Federation to communicate FTL via courier, with the Arxur mostly communicating through stolen Fed networks. Post-Human Contact: Humans had developed their own FTL communications, evidenced by Noah and Sara communicating their findings to Meier right after contact. Given that the Exchange Program allowed live messaging, it is implied Human FTL Comms were developed enough to communicate freely between Earth and VP. Just before and after the Cradle: Humans integrated with the Fed network; it is unclear if we had developed our own system, or were in progress. However, as we've seen with the Nikonus/Ginzel vid call, the Federation "top leadership" has some form of access to FTL communications. How is unknown.	

General Concepts

Tables containing general concepts presented in various EU stories. Please feel free to include any further additions where they appear to fit!

Mixed Species

Locations

<i>Protector's Quarry</i> <i>[Sivkit]</i>	An old Sivkit mining colony in the Dead Man's Belt, abandoned when the planetside collapsed. Now it's inhabited by Arxur escapees, Federation pirates, thieves, and other unsavory types.	Discord D&D Game, by ImBadAtNamingThings (u/AnEldritchRoflcopter)
<i>Light Bastion</i> <i>[Human/Mixed]</i>	Light's Bastion, shorthand Light, is one of the three Bastion colonies created by the UN. Emergency-built colonies created shortly after the Battle of Earth, their initial designs are extremely makeshift and lackluster, with prefabricated buildings and a skeleton crew. Light's Bastion is unique in how, being the third and last Bastion as well as its placement in the galactic map, it has received massive amounts of help from alien private companies and volunteers. The large amount of aid it received caused an increase in alien population, which in turn gave it a fame as a very alien-friendly and human-led location, leading to attracting even more aliens. Eventually, Light's Bastion population would even out at only approximately 20% human, which still maintained humans as the majority of the population as nearly if not all three hundred species are present in some degree in the colony.	Deliverer , by u/JulianSkies

Flora

<i>Fissian Zelzfruit</i> <i>[Fissian]</i>	A rather nondescript melon-like fruit native to the Fissian home world and a popular export due to its resilience and long shelf life after harvest. This fruit is noted to have - at least to Venlil tastes - an extremely bitter tasting outer portion followed by an extremely sweet core section.	Into The Unknown (subtitle: Into The Unknown), by Alanharha and SamakSalmon
--	---	---

<i>Lum Leaves</i> [Zurulian]	The light-red leaves of a short bush native to Colia with completely inedible berries. Lum leaves when burned emit a thin white smoke with an anesthetic effect on most species, but on Zurulians it serves as a minor psychotropic instead, leaving them with a light buzz equivalent to beer consumption.	Field Medic Technical Exchange by u/JulianSkies
<i>Hellspores</i>	A type of fungal plant that is extremely nutritious and biocompatible across several species, these plants are despised by Exterminators due to how flammable they are. Farms with these typically staff dedicated exterminators with kinetic weapons, and planets that depend on them - mainly due to their ability to thrive in even the harshest environments provided the temperature is above freezing - are considered the worst posts for Exterminators	u/Alanharha, intended for use in "Into The Unknown"
<i>Faral Leaves</i> [Dossur]	A veggie native to Mileau, popular in a variety of Salads.	Solsbury Hill u/Braquen
<i>Ruje</i> [Yotul]	Onion like vegetable native to Leirn.	Radiotropic (content applicable for extended universe)
<i>Free concept: Coldbark</i> (Better name TBD, anyone is free to take a shot at it) [Yotul]	A small tree native to Leirn akin to Cinnamon used to brew "Coldbark Tea" Its bark contains a unique stimulant akin to caffeine that has retrograde solubility, meaning that it is more soluble in cold water than hot. To extract the stimulant the bark has to be ground and left in cold or freezing water where the stimulant will then leach out. It may have an alternate use as "mint, but bark".	Original concept by: u/Killsode-slugcat
<i>Teket</i> [Yotul]	A broad leafed seaside plant cultivated by the Yotul for use in various forms of smoking products. Produces a wispy bluish smoke that has a very salty taste. Often smoked by sailors and dockworkers	Letter of Marque by u/Liberty-Prime76

Fauna

<i>Tayran</i> [Yotul]	Like a shaggy woolen anteater, with six legs and a long tail, used for both balance and for mate selection. An omnivore which subsists primarily on insects native to boreal forests on Leirn, it is a bit of a pest for orchards. While it will keep the trees and bushes clear of insects, it will also consume any fruit they produce. Escaped culling due to most feds thinking it's a frugivore.	Created by u/JulianSkies for Protean Fireclaw
<i>Davar</i> [Yotul]	A now nearly extinct bird of prey native to the mountainous areas of Leirn, kills by dropping their mark from a great height over and over. Leaves a lot of blood marks, and some superstitions about their hunting grounds being cursed areas exist.	Created by u/JulianSkies for Protean Fire
<i>Tai-tai</i> [Yotul]	A migratory bird native to Leirn with a large wingspan most easily identified by its musical calls possessing almost identifiable 'syllables', which they arrange in multiple ways to communicate long distances. Tai-tai long-range calls are eerily similar to Krakotl language, leading to many Yotul to associate their image with the sophont avians. Little is known about their diets and habits, as they're almost only seen during their migration.	Created by u/JulianSkies for Protean Fire
<i>Inyam (Sailor's Bane)</i> [Yotul]	Tough octopod native to Leirn that likes to hide in nooks and crannies for safety. Something in the wood normally used in boats attracts them, and they find themselves stuck all over in boats, from weighting down paddles to gunking up rudders.	Created by u/JulianSkies for Protean Fire
<i>Rolliv</i> [Yotul]	Medium-sized rodent with strangely elastic bones, thick skin and a wonderfully soft coat of fur. Rollivs are native to the hilly flats of central Leirn and are famous for being so light, a strong gust could throw them around. They've evolved to take advantage of that, and when the wind's direction is favorable will curl into a ball and let the wind toss them in the right direction. The combination of their fur, thick skin and elastic bones makes them very impact-resistant.	Created by u/JulianSkies for Protean Fire

	Some frontier Yotul will lure them in with fruits and take care of them as pets, as the softness of their fur is matched by no other; fancy chairs with Rolliv fur upholstery can still be found in the black market to this day.	
<i>Tilkan</i> [Yotul]	A wolf-adjacent native to the hotter climates of Leirn, at first its light shaggy fur might indicate insulating capacities. The fur has thicker strands than most fur in the ears and spine and does in fact have microcapillary veins in it, allowing the fur itself in those areas to serve as a radiator. Tilkan have caused the death of many a Yotul as those ambushers will spring on and chase anyone that walks into their territory, and they're not afraid of walking into populated zones. Their sharp fangs and retractable, feline-line, claws can make short work of anything. Tilkan are known as a bane of Hensa, finding the felids both a threat to their territory and a favorite prey.	Created by u/JulianSkies for Protean Fire
<i>Scrit</i> [Yotul]	A rodent native to Leirn, small and ravenous, they multiply quickly and prove to be a plague for any farm. When driven to famine by their numbers they will turn on each other and even attack Yotul. They're the main prey of the Hensa.	Created by u/PrimaryInterest351 for Compact , later used by others

Misc. Concepts

<i>Mazic architecture</i> [Mazic]	Mazics, due to their large size and weight, construct their smaller buildings (suburban, and single family homes) with the floors and support beams/pillars coming first, before adding on the walls and roofs once everything is stable. This leads to the walls sloping slightly inwards, and very flat-sided structures. Many buildings also have flat sections of the roof. To a human, this style would be distinctly reminiscent of simpler buildings from the middle east.	Headcanon, by Alanharha
<i>Krakotl stilt cities</i> [Krakotl]	Mentioned briefly in canon, Krakotl have built entire cities on stilts, if they are within marshy areas. This likely leads to a very vertical environment with tiered	Canon, expanded upon here

	platforms and lowered thoroughfares in between the support pillars, as well as shadowed areas under the raised platforms that may be inhabited by the less affluent members of Krakotl society. The higher up you live, the more “wealthy” you are, a hold over from when predators would prey on those closer to ground level.	
<i>Species: Zhetsians</i>	A likely former omnivore species in the Federation who are marked by their pragmatism in comparison to other species. The inhabitants of their third colony world have been a consistent problem for the Federation, and the species as a whole has a known dissident problem.	The History of Nonsapient Predators , by u/creeperflint
<i>Species: The Hive</i>	An insectoid species that used to be omnivores, more information can be found here . Territory location and lack of notable exports generally means that they are of little consequence on the galactic stage, and fall around the level of planet-less species such as the Thafki.	Into The Unknown (Into the Unknown) , by Alanharha and SamakSalmon

Arxur

Locations

<i>Major orbital facilities (Wriss); The maw, The left Claw, The right Claw</i>	Three utterly massive orbital facilities dedicated to military endeavors. These three are connected to the ground through space elevators and are built along the equator of the planet. The three stations are built at the same distance between one another and covering all sides of the planet. These three stations are used as needed by the army and navy: massive shipyards, dry docks, training facilities, medical facilities, cargo storage and residence for any military asset that spends a few days unable to access their ship. The two claws are used for regular navy, but the Maw is a betterment exclusive facility, sporting the dominions most important war rooms, most advanced dockyards, and generally being better in most factors compared to the other two.	Radiotropic (applicable for extended universe) / Arxur worldbuilding, by Archimond
---	---	--

<i>Major space facility (Wriss star system); The hatchery</i>	Nestled in a very distant orbit from Wriss's star, "The hatchery" is a single facility whose grounds are perhaps the biggest of the entire dominion's individual facilities. The hatchery is a training ground for military assets: captains practicing ship maneuvers, soldiers training on ship breaching and clearing. Their ground comprises the orbits of three ice giants in the outermost reaches of the Wriss system. Dubbed the eyes, these ice giants offer perfect conditions for training with their ring systems with their abundant number of moons, strong electromagnetic fields, and radiation belts. If any military endeavor in The dominion needs to be practically practiced in a perfect environment, one should go to the Hatchery.	Radiotrophic (content applicable for extended universe) / Arxur worldbuilding, by Archimond
<i>Major astronomical bodies (Wriss star system); "The eyes"</i>	The eyes are perhaps one of Wriss's system most recognizable features, three massive ice giants all orbiting together, each of them has unique features like asteroid rings, a massive amount of moons, a strong magnetic field and radiation belt etc. Some tradition says that the ice giants are indeed the eyes of ancestors watching upon their descendants training for warfare, it's unknown whether this is actual tradition or a ploy by betterment for their trainees to try even harder.	Radiotrophic (content applicable for extended universe) / Arxur worldbuilding, by Archimond
<i>Independent federation colony founded under the joint colonization initiative; Sheryt's Hope</i>	Located in the lifeless planet Sheryt this colony experienced moderate levels of development before being abandoned. Originally founded with the hope of showcasing federation terraforming technology and turning the lifeless world into a paradise. Corruption and the general failure of the mixed colony development council has left the entire initiative dead and rotting. Sheryt was the crowning jewel and is in a deplorable state, the people still living there stay due to the more or less relaxed setting and the basically null chance of a Arxur raid.	Radiotrophic (content applicable for extended universe), by Archimond

The half-baked environment leftover is barely habitable due to cold, encouraging the design of enclosed interconnected rainproof buildings. The only greenery ever in Sheryt is either artificial or around the moss covered terraforming towers.

Sheryt's defense systems are the best maintained section of the colony, sporadically placed missile silos ready to burst any starship within their firing envelopes into scrap.

The leftover satellite infrastructure and ground side sensors arrays provide excellent precision and lethality, on top of that the entire silo control is under the colony, making any bombardment attempt an unwinnable situation: Any bunker buster capable of destroying the small control bunker will also destroy the entire colony, which means no cattle.

The local exterminator squads are either green psychopaths fresh from Ext HQ, or cherry-picked by Jellaq, the head exterminator of the place. The average patrol is average but Jellaq maintains what is possibly the best ground side search and destroy team on this side of the federation, plus an arsenal capable of bringing down raiding shuttles that slip through: silo firing envelopes with MANPADS, old motion sensors and a protocol to seal cleared rooms in the colony by welder, locking predators out.

Under raid normal patrols hunker down or try to do evacuation while the search and destroy party gears up to kick ass. Search and destroy attacks with overwhelming firepower to crush small hunt groups within the confined environment thanks to stim aids, shotguns, flamethrowers, and whatever else one could dig from old military depots.

Due to restrictions by the council the colony doesn't have an actual armed forces present, as no force was founded by the council and no species wants to risk protecting a mineral supplier. This encouraged

	the explosive growth of exterminator budgets and their overall effectiveness. Sheryt sustains itself on mineral imports and anything that can turn moderate profit: contraband or other less legal activities are allowed by low ranking officials, as long as they're kept under wraps and the docking, refuel and refit fees are paid in full and in time.	
<i>Independent federation colony planet; Sheryt</i>	An anomaly among the stars, a planet with a full water cycle and a barely breathable atmosphere, but completely devoid of life even to the bacterial degree. This anomaly, while making the best scientists scratch their heads, posed a golden opportunity for terraforming, but due to corruption and circumstance the world has remained pretty lifeless even to this day. Sheryt's environment is freezing, almost always raining, and full of jagged rocks and insanely muddy fields, not really habitable outside the only settlement on the planet Sheryt's hope, ice and snowing being a regular occurrence around its poles.	
<i>Tilfish Egg Quickening [Tilfish]</i>	Tilfish eggs do not start developing normally once laid, they require a special hormone to quicken. The hormone is 99.94% similar between each individual, but the final difference is unique to the person, said hormone must be a perfect match to the egg, therefore only the mother of the egg can cause it to quicken. The quickening hormone is produced in a gland in the mouth, which requires active effort from the mother to secrete. The process to quicken their chosen egg requires the mother to put her mouth against the egg and let the secretion out, which gets absorbed by the egg's slightly porous surface and proceeds to take effect. For a human outside observer, it appears as if a gentle kiss.	Concept created by u/JulianSkies for use in future one-shot Deliverer

Flora

<i>Rasvin (synthetic)</i>	A bioengineered food that grows like a plant, created by Dominion scientists in a search for more efficient ways to feed their cattle population. Rasvin can only grow on synthetic farm grounds due to its engineered nature and is, to the Arxur, nutritionally useless. The plant grows in the chemical medium of the synthetic farms as vast sheets of white material. Small veins can be seen within the Rasvin when submerged under the chemicals. On taste, touch, and visually Rasvin is almost indistinguishable from pasta and has the same nutritional values as normal pasta from earth.	Radiotrophic (content applicable for extended universe) / Arxur worldbuilding, by Archimond
---------------------------	--	---

Misc. Concepts

<i>Vrassi smoking (Original concept of Vrassi by u/JulianSkies)</i>	A tradition that is overlooked when done by Arxur of higher social strata. Either the dried leaf is ground down and smoked the normal way, or in more traditional occasions a cauldron is filled with hot water and the dry leafs are slowly added over time, the vapors carry a softened effect of Vrassi but nurse the Arxur of higher strata when they suffer Vrassi or other types of drug withdrawal	Radiotrophic (content applicable for extended universe) / Arxur worldbuilding, by Archimond
<i>Vrassi tea (Original concept of Vrassi by u/JulianSkies)</i>	A tradition that is overlooked when done by Arxur of higher social strata. Like normal tea Vrassi leafs are added to hot water, the drink carries the strong flavor of Vrassi and its effects, normally done to appear much more sophisticated than actually just munching on some leafs.	Radiotrophic (content applicable for extended universe) / Arxur worldbuilding, by Archimond
<i>Synthetic farming</i>	A more recent phenomenon within the Dominion, these type of farms grow large stocks of synthetic plants and other products, often not nutritious for normal Arxur but very useful for cattle feeding, the	Radiotrophic (content applicable for extended universe) / Arxur worldbuilding, by Archimond

	grounds for these are easily recognizable thanks to great expanses of white tarps covering every inch possible of ground. Under the tarps are the protein farms, normally a deep hole in the ground hooked with chemical nutrition for the object being grown and flooded in yellowish water which acts as a medium for plant growth. Use of chemical suits and respirators is necessary due to the harmful chemical nature of the medium where the plants are grown and to avoid contamination of the crop.	
<i>Keirsho</i>	Keirsho is an old pre dominion tradition, the first prophet took it and transformed it into a tool of control against the new military nobility it founded within Betterment and the Chief hunters. The Keirsho blades are classified under three different types: Long swords, Short swords, and daggers. These blades are gifted by betterment to exceptional individuals, and sometimes noble families. These become signs of status for the individual and extremely valuable relics for said families. The blades are constantly controlled by Betterment, the status only passing to the ones that inherit the Keirsho blades; in other words, the first three children of the family. These children are normally only allowed to add a partner from the same high strata and will earn the ire of Betterment should the descendants of houses mix together, which inadvertently gives an option of upwards mobility. There are many Keirsho blades, but each archetype has a special purpose: the longer blades are tasked with Tliskis duels, the shorter swords are political tools, thanks to them being easier to carry and show around, and daggers are used and awarded to those who are either unexceptional but important enough to garner a gift, or a quiet nod to those who do great secret services to the dominion, like cooperation with the Kolshian conspiracy, or spearheading the hunt for non-sapient animals that could substitute the use of sentient cattle.	Radiotropic (content applicable for extended universe) / Arxur worldbuilding, by Archimond

	Or in the more ancient role, those who betrayed the charter and strengthened the dominions power during a crucial time. The maintenance of the blade is mandated, by law, should a Keirsho go unmaintained by its owner while this one is capable of maintaining it they could be punished, or executed. Another aspect of Keirsho are the sheaths for the blades, most of them being unique for each blade, as the Betterment controlled artisans who make them find the time to make the sheath one where they can be as creative and colorful as possible without being suspected of prey disease.	
Arxur society bits	Too long, just use the link	Radiotropic (content applicable for extended universe) / Arxur worldbuilding, by Archimond

Gojid

Locations

<i>Gojid colony world Frontier-G7</i>	This designation was given to the unnamed Gojid colony world that Sovlin was stationed near during the attack on the Gojid cradle.	Main story, elaborated on in NoO(s:ITU), by u/AlnahrTheRiver
<i>Town: Tarn</i>	A former mining town in a mountainous region of the colony world Frontier-G7, the town maintains a minimal footprint and is self-sufficient. Due to this hiding tactic rather than evacuation prep, people from Tarn are stereotyped as isolated, resilient, and paranoid.	Into The Unknown (subtitle: Into The Unknown) & additional world building idea , by u/AlnahrTheRiver

Flora

<i>Dacham</i>	A Gojid plant from the cradle that grows by the sides of freshwater rivers and lakes. The body of which is reed like, ending in a large tuft of pinkish natural fibers, which is harvested for use in textiles, linens, and blankets for colder regions. Flower blooms are large red bells.	Foundations of Humanity by u/CruisingNW
<i>Spiritwood</i>	Though not its original name, this Cradle-native slightly red-tinted tree is commonly known as “Spiritwood” as it was once used in some form of spiritual rite of the past. Spiritwood bark is commonly used as a form of intoxicant, the bark would be peeled from the tree (usually by manually) and then burned. Generally, this procedure is done in an underground chamber, however, it is also acceptable to be done in an above-ground room, but it must be sealed. The near-translucent smoke coming from burning spiritwood bark causes a sense of relaxation and comfort, though it does not affect all species the same, causing a stronger sense of high in humans and a sense of exhilaration on Yotul instead. Liquors aged in spiritwood casks are extremely valuable as the process of aging will cause the psychotropic compounds of spiritwood to soak into the spirit, making it a mild drug in addition to the alcoholic beverage, however, this property can only be passed on to the first three batches (approximately) produced in any cask and after that point, the compounds will be exhausted. This makes spiritwood-aged liquors both rare and valuable.	Created by u/JulianSkies for Protean Fire

Fauna

<i>Unnamed Predator Species</i> [Gojid Colony]	A blood-sucking mostly-aquatic animal native to the unnamed Gojid colony world mentioned by Sovlin in	Into The Unknown (subtitle: Into The Unknown), by
---	---	---

<i>World]</i>	the main story, they have an elongated clam-like shell covering their back and sides, with long tendrils that can snake out of the forward gap.	u/AlnahrTheRiver and u/SamakSalmon
---------------	---	------------------------------------

Misc. Concepts

<i>Measuring system: "quills"</i>	Measuring system used by the Gojids, 10 quills is equal to six feet, so each "quill" is about 7.2 inches	Nature of a Giant (chapter 46 to be precise), by u/Acceptable_Egg5560
-----------------------------------	--	---

Humans

locations

<i>Name</i>	<i>Description</i>	<i>Originally Created by</i>
<i>I-Industries Refueling Station and Shipyards</i>	A sizable station located in the Jovian system of Jupiter, which possesses three large rings for spin gravity and infrastructure for building and maintaining ships	Into The Unknown, by u/AlnahrTheRiver and u/SamakSalmon

Venlil

Locations

<i>Name</i>	<i>Description</i>	<i>Originally Created by</i>
<i>The Day</i>	The half of the planet facing toward the sun. Also, a euphemism for the concept of hope, life, and light.	Foundations of Humanity by u/Cruising NW

<i>The Night</i>	The half of the planet facing away from the sun. Also, a euphemism for the concept of oppressive darkness, such as space.	Foundations of Humanity by u/Cruising NW
<i>The Sun Wastes</i>	The point and surrounding area of VP closest to the Sun, this section of the planet is akin to a lifeless planet too close to its sun. It may house advanced settlements such as resource outposts, but it does not have enough life or resources to ever be self-sufficient.	Foundations of Humanity by u/Cruising NW
<i>The Burning</i>	A hot desert band around the planet, between the Sun Wastes and The Green. Settled by permanent settlements, though extremely difficult to survive.	Foundations of Humanity by u/Cruising NW
<i>The Green</i>	The most vibrant and fertile section of VP's habitable band.	Foundations of Humanity by u/Cruising NW
<i>The Twilight</i>	Perpetually sunset or later though still light, may house settlements that struggle with light, cold, and a more vibrant ecology.	Foundations of Humanity by u/Cruising NW
<i>The Night</i>	Perpetual darkness. May have some permanent settlements, but life is very hard.	Foundations of Humanity by u/Cruising NW
<i>The Frozen Wastes</i>	The point and surrounding area of VP furthest from the sun. This area is akin to a lifeless comet or icy planetoid. Surface level cannot support life without support.	Foundations of Humanity by u/Cruising NW
<i>[REDACTED]</i>	The as-yet-undiscovered super ocean under the Frozen Wastes. As water evaporates from the Day and transitions to the Night, this water is frozen and kept on the Night in perpetuity, except when melted by the temperature and pressure of this superocean, and its denizens. Teeming with life that has never seen the sun, this area is given energy and nutrients by thermal vents. Surrounded on all sides by high mountains, which contain this massive body of water. The water from this ocean flows back towards the day through underground aquifers.	Foundations of Humanity by u/Cruising NW
<i>Town: Sweetwater</i>	A rural town with a small human refugee population. Very anti-predator compared with the rest of Venlil Prime.	a Recipe for Disaster, by YakiTapioca

<i>Town: Hidden Valley</i>	Large city, including a hub on the Ring. Includes an old-construct Library and a University. The university is a popular Exterminator pipeline.	Foundations of Humanity by u/Cruising NW
<i>Town: The Grove</i>	Small farming town ~30 min drive from Hidden Valley via shuttle bus. Residents have free passes by card provided by The State. Those without card pay credits. Very old village, visually similar to a rural Italian village .	Foundations of Humanity by u/Cruising NW
<i>Town: Dawn Creek</i>	A Large industrial city more than 5 paws train travel from the capital. Its main exports are lumber from its sustainable lumber industry and canned foods from its canning factories. It's the only city to have shut down its correctional facility before contact.	A Nature of a Giant, by Acceptable-egg
<i>Town: Heartwood River</i>	Agricultural town at the outermost band of Twilight, near Night. Built in a wide river valley. Hosts the Heartwood Festival of Night on the edge of the Coolwater Basin. Most of the town is built with blocks of rock quarried from the sides of the valley.	Letter of Marque, by Liberty-Prime76
<i>Town: Sidestar</i>	Relatively small town lacking air or rail connections, located along a mountain range well within the twilight ring.	Persistence Journalism, by u/Acceptable_Egg5560 and u/TheManwithaNoPlan
<i>Town: Greenmeadow</i>	Rural town that hosts/hosted a human refugee center. Centerpiece of the drama involving the exterminator terrorist cell known as the "Liberators"	To Kill a Predator , by u/tulpacat1
<i>Town: Mountain Pass</i>	Houses community of 'Fainters'. Located in a sheltered mountain pass.	Have a predator friend, they said by Street-Accountant796
<i>Town: Darkwater</i>	A very rural town located in the twilight zone of Venlil Prime.	Blue Roses by u/SepticSauces
<i>City: Duskvalley</i>	A large city located on the border of the Green and Twilight. The Starpeak mountains on the sunward side significantly raise the horizon, causing the entire area to experience exceptionally long nights. The city is famous for its spas, which take full advantage of the numerous volcanic hot springs present. Architecture takes inspiration from Prague's Old Town, with large blocks of interconnected buildings.	Two Faces by u/Sam_S_011
<i>Venlil Prime capitol city Bio-lab</i>	A laboratory located in the Venlil prime capital that is used mainly by the Exterminators for biology	Into The Unknown (Subtitle: Into The Unknown), by

	research, as well as several other long-running projects. Due to budget constraints and sterilization procedures, most of the samples are routinely destroyed and as such research projects struggle to progress.	u/AlnahrTheRiver and u/SamakSalmon
<i>The Ring</i>	The name of the primary super-speed rail line that circumnavigates Venlil Prime. Connects to several large cities called Hubs, which then connect to surrounding localities via several means of public transport separate and distinct from The Ring. Hub Cities include but are not limited to The Capital, Hidden Plains, Sweetwater, Dawn Creek, and Clegal Falls.	Foundations of Humanity by u/Cruising NW
<i>Town: Bellowing Forest</i>	A small and mostly rural community. It is located southwest of <i>The Grove</i> and southeast of <i>Dawn Creek</i> . So named due to its proximity to a large forested area. Has a church devoted to Venlil Sun-Worship, as well as smaller religious centers for The Herd and The Three Tenets. In the forest, near town, stands an abandoned tower of unknown origin.	The Arxur of Venlil Prime, by u/ImaginationSea3679
<i>Town: Glacierview</i>	A small city on the colder side of Venlil prime. It lies in a plain before a range of sheer cliffs, carved flat by a glacier. The sun is just below the horizon, though when it rises above the horizon each year the cliff fire vines on the face of the cliffs bloom a brilliant orange, and the Festival of the Bloom is celebrated. This city is home to a sizeable population of both human and Gojid refugees.	Sweater Weather, by u/Braquen
<i>Town: Star Lake</i>	A large town in the Twilight, built along the shore of a giant freshwater lake that shares the town's name. Known for its Star Bloom festivities, where aquatic bioluminescent flowers in the lake glow during the brief nights of Venlil Prime. It's promoted as a tourist destination because of this.	Terran Zoology, by Still_Performance_39
<i>Town: Eucedgee</i>	A Gojid town on Venlil Prime. Its economy is industrial and agricultural, and houses a refugee camp. The town is very anti-predator, and humans don't feel safe there.	Attrition in Our Hearts , by u/Randomness4

<i>Town: Luminaire</i>	Luminaire is a city on Skalga's habitable zone near the dark-side. It is a city filled with a diverse collection of lights that acts as a beacon for road-travelers and the nearby spaceport. It is inspired by NOT Las Vegas but instead Paris, specifically on its moniker: City of Lights. Most buildings have light decorating the side of their buildings with owners, renters, or tenants decorating said buildings with their own selection of lights, with some businesses even having claim over a unique pattern of light.	Luminaire by Marlim (u/MarlimThePhoenix)
<i>Town: Deeplake</i>	A moderately sized town that's primarily agricultural, as well as having various farming related industries. It has a small but dense city center around the lake, where the majority of citizens live. On the opposite side of the lake, a moderate agricultural industrial zone exists, which acts as a shipping and intermediary processing hub for foods and agricultural produce. (e.g. Ipsom grain into Ipsom powder.) Strong Anti and Pro human sentiments exist here and come into conflict. Has no shelter of its own, and by extension a low human population. Not far away from Greenmeadow (to kill a predator)	Venlil Metal, by u/oobanooba-

<i>City: Twilight Valley</i>	A large city located in the Twilight region of Venlil Prime. The city was originally a factory town, boasting a large shipyard and industrial capacity that fell into disrepair during an economic downturn. The city saw several notable surges of growth. The first was with the settlement of Yotul immigrants following their uplift into the now decrepit “Primitive District”. The second was during human first-contact, where the city was used as a staging ground for UN personnel and logistical support. Humans were settled within the “Primitive District” until after the Battle of Earth, when the city was used to house a large wave of human Refugees and new construction was required. The city also boasts a more refined Commercial District and is surrounded by untamed wilderness known to be filled with dangerous wildlife. Neon signs and faulty streetlamps are commonly used for illumination. The city boasts a high degree of interracial conflict and anti-human sentiment. Conflicts between the local Exterminators Guild and the Capozzi Crime Family are common.	The Nature of Family, by Ben_Elohim_2020
<i>Major City; Frozen Mountain</i>	Venlil Prime’s second-largest city and home to a significant amount of its production with a staggering 117 factories and plants. Built in a valley along a twilightzone mountain range, the tallest skyscrapers of this depressing place fail to even touch the sunlight that gently caresses the top of the Frozen Mountain the city is named after in the height of summer. A common saying is the Sun never shines on the Frozen Mountain, referring to the city, not the actual mountain. Most of the architecture is drab gray and monolithic in nature to fight against the ever present cold of the city. The activities and recreations are sparse at best. <i>“No one moves to Frozen Mountain. You just... wake up here.” - Very, Venlil, FMEG rookie.</i>	Nature of Humanity, by BiasMushroom

<i>Town: Blackriver</i>	A small farming town nearer the Burn, Blackriver boasts slightly over a thousand people and mostly of its income comes from its two primary exports: Ipsom and Firefruit. The town is built as two concentric rings, with a park in the absolute center and the farms at the furthest outer edges. Blackriver has two notable features: First is the river that cuts across the town and gives it its name after the many black, smooth pebbles that form the base of the river. The second is a tree at the center of the park known as the forgotten tree. It has been grafted with countless scions from multiple different other trees, each different scion decorated with something, a memento from someone. It serves as a memorial and grave for people who have disappeared or have otherwise been deemed fit to be forgotten by people.	Blackriver Cases, by u/JulianSkies

Flora

Name	Description	Originally Created by
<i>Sun-plumes</i>	A flower native to Venlil prime that bears superficial similarities to goldenrod.	Into The Unknown, by u/AlnahrTheRiver and u/SamakSalmon
<i>Shadeflares</i>	A flower native to Venlil prime that bears superficial similarities to Borage.	Into The Unknown, by u/AlnahrTheRiver and u/SamakSalmon
<i>Goldcores</i>	A flower native to Venlil prime that bears superficial similarities to Chamomile.	Into The Unknown, by u/AlnahrTheRiver and u/SamakSalmon
<i>Azure-edge bush</i>	A shrub with blue-tipped leaves that is noted to burn up extremely quickly. Exterminator CCG equipment is basically useless at containing a blaze that gets to these.	Into The Unknown, by u/AlnahrTheRiver and u/SamakSalmon

<i>Eltavi Flower</i>	High-nectar content flower with a large and heavy blossom. Wild Eltavi is normally red, but varieties may exist. Bloom is about the size of an adult's outstretched hand.	Foundations of Humanity by u/CruisingNW
<i>Shivi Flower</i>	A wildflower native to wide plains along the Green. Flowers are very small but come in bunches, each filled with nectar; very similar to clover. Non-toxic, something of a tasty treat one would find in nature.	Foundations of Humanity by u/CruisingNW
<i>Topo Flower</i>	A flower with deep blue and vibrant red petals. Often used in teas to help with calming or preparing for bed. Has taste and smell similar to that of a Chamomile Tea.	Letter of Marque by u/Liberty-Prime97
<i>Stringfruit</i>	A fruit very similar to the spaghetti squash of earth. It is a large and yellow plant, growing from climbing vines. Has a relatively high amount of natural protein.	Nature of a Giant by u/Acceptable_Egg5560
<i>Bunt Leaves</i>	A Spinach like plant primarily used in salads.	Nature of a Giant by u/Acceptable_Egg5560
<i>Ipsom Grain</i>	A grain native to Venlil Prime. The main ingredient in their generic grain loaf "bread" (just the ground grain and water baked together) and the amazing food, Strayu.	Recipe for Disaster by u/YakiTapioka
<i>Juicefruit</i>	This dark purple fruit is packed with juices. Its skin can be fairly tart, but the inside of the fruit is incredibly sweet and juicy. It is recommended to bite the fruit and suck out the juice before attempting to bite a whole piece off.	Pack Bonding by u/RebelHero
<i>Lampan Melon</i>	Similar to a cantaloupe, though sweet and juicy like a grape.	Foundations of Humanity by u/Cruising NW
<i>Firefruit</i>	Yellow/Orange tree-fruit, brittle skin, flesh is soft and oily, solid all through with small seeds, flesh is largely flavorless, but contains the oil, which may be extracted via press. Oil has a high sharp heat, similar to horseradish or wasabi.	Foundations of Humanity by u/Cruising NW

<i>Sweetwater Juicefruit</i>	It has a purple fibrous rind, holding a very wet slush flesh inside. Tastes like a cross between mint-chocolate and banana.	Foundations of Humanity by u/Cruising NW
<i>Greeol</i>	Grows in bushels on trees, light green while ripe. Skin has high salt content, while orange-like flesh is refreshingly sweet.	Foundations of Humanity by u/Cruising NW
<i>Starberries</i>	Native to twilight, but cultivation has them further spread. Purple/blue/white spectrum, with blue/white spectrum flesh. Otherwise, similar to strawberries in shape, seed, and flesh, though the flavor is sweeter with a menthol chill. Speckled varieties are especially sweet and refreshing, common as a dessert garnish or wine flavorant.	Foundations of Humanity by u/Cruising NW
<i>Deeproot</i>	Native to the warmer Green and the Burning, grows quickly in cool wet mineral soil, such as deep sand in desert environments. Very ginger flavor, though cooking brings out a carrot-like sweet.	Foundations of Humanity by u/Cruising NW
<i>Mel Root</i>	A hardy sweet potato like tuber growing in the border zone between Twilight and Night. The stems extending above the soil grow to around 5-6" in height with a deep purple coloration, shortly before harvest the stems will bloom vibrant yellow flowers and bitter fruits which are widely considered useless. Each individual stalk yields between 3 and 4 tubers. Often served raw or chopped into large chunks and then caramelized over high heat for festivals.	Letter of Marque by u/Liberty-Prime76
<i>Shade Berries</i>	A tart pitch black berry with a solid pit at its center, native to the border zone between Twilight and Night. A creeping vine that grows up any vertical surface it can find. It is commonplace to find them growing in towns or up the sides of country homes. Wide scale cultivation is done down the sides of sunward facing cliffs or mountains.	Letter of Marque by u/Liberty-Prime76
<i>Bright Star Beans</i>	Pale white beans, grown in sturdy pods, usually 4-8 beans per pod, native to the border zone between Twilight and Night, a thick bush like plant usually growing to 34" in height by harvest time. The pods	Letter of Marque by u/Liberty-Prime76

	are usually dried with the beans still inside and eaten as a snack or used as an ingredient for soups.	
<i>Fireberry</i>	A small berry, similar in structure to a raspberry or blackberry on Earth, that has vivid red and orange colors, resembling flame. They grow on similar bushes on Venlil Prime These berries are quite spicy, with a rather fleshy structure. Rare genetic mutations can cause a blue vivid Fireberry with a small amount of normal colors at the top. The blue Fireberries were normally slightly spicier than the red and orange ones, but selective breeding has ended up making these blue Fireberries incredibly spicy. These berries can be mashed into a salsa quite easily, since their fleshy but slightly-soft interiors end up creating a mixture with perfect consistency when mashed.	Made by Astro27#8431 (planned for a fanfic)
<i>Menten</i>	A dark red berry with a tart flavor. While able to be eaten raw, caramelizing the berry is the most common form of consumption.	Letter of Marque by u/Liberty-Prime76
<i>Fenen</i>	A small, vibrant, Green fruit filled with succulent juice. It can be eaten as normal, although commonly roasted and then doused in molten sugar to make a delicious sweet treat. A small Pit at the center can prove dangerous for Humans dental health!	Letter of Marque by u/Liberty-Prime76
<i>Rousebloom</i>	A mountainous flower specialized for long periods without sunlight, endemic to the Starpeak mountains. It performs its metabolic functions in cycles corresponding to the night. The plant produces glucose when sunlight is available through its leaves, while its petals store and metabolize it during the night. Its glacial blue and pink petals are harvested right before the night begins for their high sugar and caffeine content. They are then either dried for tea or processed into energy drinks.	Two Faces by u/Sam_S_011
<i>Spire Trees</i>	Very thick at the base and taper off as they grow upwards. The top of the tree is flat and angled	Pack Bonding by u/Rebelhero

	towards the sun. There are very few branches on these trees, except towards the top.	
<i>Everwood</i>	Long-lived hardwood tree that grows in the Night and Twilight. Enters a hibernation state when in high sun, so it was a popular-cultivated growth to move to other localities. Given limited supply and slow growth, such fixtures in new areas are extremely expensive, though may be present among very old rural establishments.	Foundations of Humanity by u/Cruising NW
<i>Heartwood</i>	Towering trees capable of growing for thousands of years. Bark and structure are akin to that of a Sequoia with deep roots to moor the tree down against wind pulling through its wide tall canopy. Feeder roots like cypress trees are common throughout the species, as they are often found along rivers or on Islands. Native to the outer border zone between twilight and night they grow tall very quickly to attempt to reach as much of the sun's rays as possible.	Letter of Marque by u/Liberty-Prime76
<i>Basinwood</i>	Short mangrove like trees that are common around dayside marshes. The oil in their wood is often used in cleaning products like conditioners, shampoos and dry powders. It has a creamy spiced scent like Cardamom mixed with cedarwood. The root system consists of a singular deep root accompanied by a spread of feeder roots that break the soil surface within the radius of its canopy. Taller examples reach around 4–5 feet in height and 6–8 feet in diameter.	Letter of Marque by u/Liberty-Prime76
<i>Aramek Trees</i>	Tall trees that grow on the border between the Burning and the Green. Golden leaves and wide canopies with Oak like bark are their signature markers. Aramek commonly form massive groves over underground water reservoirs. Their leaves are used for a tea equivalent caffeine content to a light green tea while having a golden hue.	Letter of Marque by u/Liberty-Prime76
<i>Nightwood</i>	Short dark-wooded trees with wide, overarching crowns of black leaves specialized to capture as much ambient light as possible. Native to Starpeak	Two Faces by u/Sam_S_011

	mountains and other locations with little direct sunlight.	
<i>Gallek Trees</i>	A species of towering tree on Venlil Prime, featuring beautiful leaves fanned out so that they all face the sun. It is very significant in Venlil Sun Worship. Humans say they resemble a fanned out peacock's tail.	The Arxur of Venlil Prime by u/ImaginationSea3679
<i>Sunsap Trees</i>	A relatively short and thick tree with dense hardwood trunks native to the day-side of Venlil prime. Trunks are full of sap to help keep them cool enough to survive. This high sap content makes them popular for use as a flavoring, both in aging liquor and as a refined topping.	Letter of Marque by u/Liberty-Prime76
<i>Magmaroot</i>	This tough root has a rough ashen gray exterior and an equally tough yet vibrantly red core. Used mostly as a spice or flavoring, Magmaroot has a fiery kick to match its name.	Terran Zoology by u/Still_Performance_39
<i>Stingfruit</i>	A sour, bright violet spherical fruit with a somewhat crunchy interior. Typically skinned and then broken into chunks for ease of consumption. A sour, bright violet, mostly spherical fruit native to the more tropic sun-ward zones of the Green. It has a tough but pliable rind, hosting a layer of smooth soft-fiber flesh not unlike kiwi or dragonfruit, though of a pale pink color; hundreds of tiny seeds are suspended throughout this layer. This layer fully surrounds a hollow center, within which a very acidic juice floats freely; one can hear it slosh if it were to be shaken. The fruit steadily develops a three-chamber shape as it ripens, before it naturally falls to the ground, the impact splitting its skin open along the inner seams between each chamber and spilling its juice onto the ground beneath it. While the juice has a pungent citric smell to attract creatures to eat the seeds and distribute them afield, this also has the dual purpose of fortifying the ground with nutrients to help seeds grow where they land, should no animal come eat it.	Terran Zoology by u/Still_Performance_39

	Its taste is very clear, bright, and fresh, and while its citric nature makes it an excellent scurvy preventative, its strong acidic taste is unpalatable to most people. Because of this, it is often eaten sprinkled with sugar of varying kinds, including 'Uin'. It is typical for children to creatively claw into the flesh to draw or to write. This is seen with the same level of childish nostalgia as we see children playing with their food.	
<i>Ulren</i>	A dark yellow bamboo-like plant, native to the dayside, grows very quickly. It is very good for use as a carb base in various dishes. Usually chopped into sections for consumption, cooking it gives it a very savory taste with a satisfying <i>crunch</i> .	Letter of Marque by u/Liberty-Prime76
<i>Sturen</i>	A gourd with a dense pit of seeds at its center. The flesh of the plant is very soft with a pumpkin-like taste and consistency when cooked.	Letter of Marque by u/Liberty-Prime76
<i>Spew Melon</i>	A palm sized fruit that shares the appearance and texture of honeydew. The melon has no noticeable scent but tastes absolutely vile, inducing vomiting in anyone unfortunate or stubborn enough to swallow a bite.	Terran Zoology by u/Still_Performance_39
<i>Woolgrass</i>	Basically flax. Tall grain grass that is harvested in bulk and can be processed into textiles. The seeds are pressed for oil which is used to maintain such textiles, as well as wool care.	Foundations of Humanity u/CruisingNW
<i>Cliff Fire</i>	A vine native to Glacierview that blooms a brilliant orange when the sun rises over the Horizon.	u/Braquen

Fauna

Name	Description	Originally Created by
<i>Flower-bird</i>	A dumb as bricks food motivated small bird found on Venlil prime, often found in solid pastel colors.	The Nature of Crows by Illwood_
<i>Shadestalker</i>	White fluffy wolf-like obligate carnivore on VP, native	Foundations of Humanity by

	to the Night but ventures into Twilight. Fur has reflective and irritant properties similar to fiberglass. Hunt by pack ambush and controlled distraction.	u/Cruising NW
<i>Humdrum</i>	Small birds that move similarly in fashion to hummingbirds.	Pack Bonding by u/Rebelhero
<i>Talth</i>	Small aquatic creatures that live in ponds. They resemble frog tadpoles	Pack Bonding by u/Rebelhero
<i>Laysi</i>	Resembles a very large spider. Described as looking like a black widow and a mosquito had 'an enormous, and absolutely cursed, love child'. Black and red with eight legs, a head separate from its body and a long curving proboscis. It is a very prolific pollinator with long membranous iridescent wings.	Shoot your shot by u/Macfenzie
<i>Blue Backed Beetle</i>	Medium-sized hard shell beetle. Similar to a Junebug but blue. Lighting may shift its color from Sky to Deep Ocean.	Foundations of Humanity by u/Cruising NW
<i>Rekan</i>	A woodpecker-like bird, full-grown adults of the species are approximately 24" in height with a 30" wing span. Coloration depends on locale, the most common coloration, being native to Twilight, is a dark purple and gray coloration with red splotches about the body. Assumed to be a herbivore due to its pecking at trees, it actually eats bugs it hears within the trees and ground. Its calls and rhythmic beating against trees are incredibly loud.	Letter of Marque by u/Liberty-Prime76
<i>Talkan</i>	A water bird distantly related to the Rekan, adapted to scoop algae off the surface as well as eat small insects. Base black feathers with white specks to mimic the stars reflected on the surface of Twilights more nightly basins. Loud songs that ring out over basins are common features of areas they have taken roost	Letter of Marque by u/Liberty-Prime76
<i>Voidpin</i>	A small rodent with a pure black body. A known pest that is a problem for many local crops. Very hard to catch.	Blue Roses by u/SepticSauces
<i>Rocktumbler</i>	A rather small, dog-sized cervid with bowl-shaped antlers, a dark greenish coat and a spotted pattern	Blackriver Cases by u/JulianSkies, based off of a

	on their hind end. They're urban scavengers first and foremost but take their name from their habit of shoving around large rocks to get at the moss under them that they eat for minerals.	description of an unnamed aggressive herbivore in the Human Exterminator side-story
<i>Kelach</i>	A large predator native to the forests of twilight near less populated areas. Described as being black and bear-like in size with longer legs, a bulkier head and a smaller main body. Colorations vary from mottled browns, tans and grays, with possibilities of one color being substantially more dominant than others. Diet consists primarily of medium to small sized animals, roots and berries. Considered destructive by farmers as they destroy field constructs and small sheds when hunting or foraging.	Letter of Marque by u/Liberty-Prime76
<i>Tangar</i>	Best described as a ball of fluff with floppy ears, Tangar are roughly defined as a leporid, their fur is snow-white and soft meant both to insulate and camouflage against the snows of the warmer edges of the Night Tangar have stubby snouts and a strong sense of smell, their mouths mostly possess crushing teeth, but four powerful cutting teeth are present at the front as well as two pairs of piercing canines, their biting strength is powerful enough to crush bone. Despite all that they are lethargic creatures that prefer to avoid spending energy, those carrion-eaters only consume already-dead animals and will generally track through the scent of decay rather than wait for a beast to expire. Tangar are skittish and flighty, using their jaws in self defense only as a final last resort, and are capable of immense explosive sprints with all the energy they save up avoiding exertion. The ones who are alive today know to fear the presence of any sophont.	Blackriver Cases by u/JulianSkies
<i>Flisker</i>	A large freshwater fish with dark scales and a large mouth native to the rivers at the center of the habitable band of Venlil Prime. Despite the large mouth they're primarily bottom feeders, dragging in large amounts of dirt and debris into the mouth, filtering out nutrients and spitting the rest back out of a vent on the top of their heads,	Illegal Exchange by u/JulianSkies

	generally causing their movement to be obscured by a cloud of dust as they feed. They will, however, happily swallow any other fish dumb enough to stay on their mouths. Their flesh is also completely translucent and they have very thin spines, cooking Flisker is a fool's errand as it'll fall apart and be almost impossible to eat unless you're mixing it with something else but it has a very light reminiscent of salmon taste when eaten raw.	
<i>Ninkel</i>	A wide winged albatross like bird that spends most of its life living in dayside roosting around large bodies of water. Mated pairs routinely migrate to the desert oases of the burning that the mother was born into to Nest and hatch chicks. Primarily eat berries, nuts and small insects	Letter of Marque by u/Liberty-Prime76
<i>Shali</i>	A small rodent that has taken advantage of Skalga's lack of meaningful predators to wreak havoc on crop and grain in storehouses and the field. Considered a persistent pest in rural communities. Prefers warmer climates, so is progressively less common as one gets closer to Night.	Foundations of Humanity by u/CruisingNW
<i>Vlarkell</i>	Is a large white furred bear-like mole, about twice the size of a polar bear. They have massive forelimbs and large claws for excavating. A 10 foot (3m) long prehensile tail for manipulation and and detecting. They have a star-nosed mole's snout, large bat-like ears, and tiny beady eyes that can only detect light or no light. They exist in VP's unique unexplored ecosystem, the "under Ice" in the night zone. All interactions so far have been with starved Vlarkell that venture out of the Under-ice in a desperate search for food. It is suspected that the Obligate carnivore is the apex of its biome but that is not confirmed. Judging by scars on their hides it could either have a predator when young or so far all encountered Vlarkell are Juveniles. Little records exist of the Vlarkell and both the Venlil Republic and UN have denied all requests to explore this ecosystem due to safety concerns.	Nature of Humanity by BiasMushroom

<i>Inferre</i>	A fish roughly the size of a large mouth bass native to the basins of Twilight, sky blue with bioluminescent lines going along it's dorsal fins and a thick bump on it's head used to 'locate predators'. Thought to eat algae off the surface of the water and bioluminescent seagrass from the bottom. Fish is omnivorous, consuming seagrass from the bottom and chasing small fish at the surface, leading to its breaching behavior. Noted to be able to burst swim at 50mph.	Letter of Marque by u/Liberty-Prime76
<i>Athai</i>	A small, long-bodied reptile approximately the size of a human hand. Athai are omnivorous ambush hunters with a slow metabolism and a lazy and skittish disposition who usually feed on smaller insects but will periodically also grab at low-hanging berries in bushes. Athai are notable for being able to spit a sort of anesthetic venom that serves as a paralytic agent for something as small as their normal prey, but said venom works at best as a strong painkiller even for something as small as a dossur. Venlil are particularly resilient against this as they usually spit at ankle-height, their leg fur generally keeping them safe from any effects of it, aside from the discoloration it causes.	Blackriver Cases by u/JulianSkies

Misc.

Name	Description	Originally Created by
<i>Strayu</i>	A "super bread" which is considered the epitome of Venlil cuisine, focusing on using Ipsom grain as the base. Described by Yaki as 'kind of round, like sourdough, with a visably crunchy crust like crack bread and a dark color like banana bread' and tasting like 'an extremely rich baguette' [Sept 02/2023].	a Recipe for Disaster , by YakiTapioca
<i>Sprunk</i>	A high Caffeine (for Venlil) soda popular on Venlil Prime	A Nature of a Giant, by Acceptable-egg
Bonk!	A soft drink in the same vein as Sprunk, it's the Pepsi to your coca-cola.	Venlil Metal, by oobanooba
<i>Shadesparkle</i>	A champagne-like alcoholic drink from Venlil Prime, made from fermented Shadeberries.	Letter of Marque by u/Liberty-Prime76

<i>The Exterminators (Fleshed out details)</i>	A federation propaganda show around a team of fictional Exterminators. Latest reboot has 9 seasons, with the latest season offering Humans as the villains, with THE OFFICER being the main villain. Considered well written, if at times flawed. More detailed information can be found here and here	The Nature of Predators by SpacePaladin, but greatly expanded by multiple creators
<i>Exterminator Cut</i>	A Venlil Wool style in which the wool is sheared close to the skin, in order to reduce the chance of setting yourself on fire and to prevent fur snags with their uniforms.	Sweater Weather by Braquen
<i>Speh/Brahk</i>	a Venlil curse word said as if you were spitting at someone. "You are a puddle of Speh!" The other meaning "to be destroyed"	A Nature of a Giant, by Acceptable-egg
<i>Vyalpic</i>	A Venlil curse word meaning 'malicious untruth'	Letter of Marque by Liberty-Prime76
<i>Fainters</i>	A minority of Venlil have a condition where fear causes them to lock up and fall over, or "faint" (Rather like the goats who have the same condition). Due to their issue they are often housed in specialized hidden locations.	Have a predator friend. they said by Street-Accountant796
<i>Humouth Challenge.</i>	A Venlil Prime social media challenge where Venlil will put their paws into the mouths of humans, with or without their permission.	Venlil Internet Challenge by ProbablyWrongSmarty
<i>Bleat</i>	A social media site used on Venlil prime. It serves as host to a variety of strange and extreme communities.	Foundations of Humanity by CruisingNW
<i>Rainbow socks</i>	Worn by "Xenophilic" Federation species in order to "attract" humans and signal their interest in such relationships. Often used in a LGBT manner	If Your Going to Eat Me... , by Tabaxi499
<i>Regeneration Printer</i>	Advanced piece of very expensive medical technology used relatively sparingly across the Federation. The least expensive thing to regrow is an incisor tooth, which takes about an hour to regenerate and costs the equivalent of \$2,000.00. Prices and time escalate from there.	For Want of a Friend by u/ImaginationSea3679
<i>Caffeine Tolerance</i>	Fed species are familiar with stimulants, but only as pharmaceuticals and only in official need, such as war or sieges. Fed species have caffeine and consume recreationally, but in far lower	CruisingNW

	concentrations than what humans consider normal. The strongest energy drink the Venlil have commercially available is on par with a human's weak tea.	
<i>Velek's Herd</i>	A Venlil children's show that focuses on lessons for being a good herd member. The show had a total of 9 seasons, debuting in 2130, going on hiatus in 2136, then returning for 2139-2141.	Velek's Herd S4E4b, by u/Braquen
<i>Hiikic</i>	A mulled wine like drink made from fermented Shadeberries. After fermentation Stingfruit, and Rousebloom petals are boiled into the wine and then kept warm to stave off the cold air of night during the Festival of Night.	Letter of Marque by u/Liberty-Prime76
<i>Noltes</i>	Shadeberries and Fenten folded into melted sugar pressed from the Ulren shoot.	Letter of Marque by u/Liberty-Prime76
<i>Lotenk</i>	A mixture of ground juicefruit and surplus Ipsom flour mixed together to make a soft doughy ball reminiscent of old style doughnuts. Fried in firefruit oil and then lightly doused with molten Ulren sugar.	Letter of Marque by u/Liberty-Prime76

Instrumentation, courtesy of Playing By Ear:

Name (Type)	Description
Shenlit (Percussion)	Hollowed-out, close-bottom drum covered by flexible plant-based membrane made from processed Slickbark leaves.
Glyndi (Percussion)	Bell with outer structure that causes sound to reverberate back into itself causing an echo effect
Aelish (Percussion)	Glass bowl that is vibrated by pulling a bow-like instrument called a schtok across the edge; sounds similar to the resonance of a wine glass.
Plehr (Plucked String)	Similar to a guitar but fretless; includes a round open body with strings that extend down past said body to a somewhat pointed tip.

Vlupik (Wind)	Reeded instrument that lacks microtonal properties; makes airy buzzy sound.
Kinpol (Wind)	Instrument that relies on a foot pedal and air bag to maintain a pressurized air column; sound controlled by numerous tubes, valves, and a stretchy length made of processed Slickback leaves
Flytser (Keyboard)	Longboard housing several buttons that each pertain to a length of round tubing below; each key taps the tube as foot pedals change the available space within the tube by moving damping material

Organizations

Many of the stories involved have introduced different organizations or groups that may frequent particular locales, and which all have their own hierarchies. To reduce the odds of contradictions, the following list will begin to compile them.

(NOTE: the first block is a template. While it isn't necessary to follow, please don't disturb it)

[Organization Name]

Original fanfic: [fanfic title], by [fanfic author(s)]

Purpose and general information:
[Information here]

Location(s): [list here. (Bullet point list could be used as well)]

Prominent members:

- [Member name]: [position/role in organization] – [fanfic that character is from]
- [(continue as necessary)]

Venlil Prime Exterminators Union

Original Fanfic: N/A

Purpose and general information:
The exterminators who are assigned to Venlil prime. The locations section is absent, and members are separated by city/town that they are/were assigned to. All members are Venlil unless otherwise specified.

Members

Capitol city

- Rejio: captain of pod LC-38 assigned to the landing fields, deceased – Into The Unknown
- Kalne: captain of pod CR-13, stampede control - Into The Unknown
- Jalnak: exterminator specializing in tranquilizers – Into The Unknown
- Tamak: member of pod LC-38 – Into The Unknown
- Larka: member of pod LC-38 – Into The Unknown
- Relwan: exterminator specializing in chemical research and addictions as a sign of Predator Disease. Co-workers with Jalnak – Into The Unknown
- Zeleveya (technically): former security officer, employment was associated with Exterminators due to overlap of duties within the area that security officers are stationed to – Into The Unknown
- Tova: very tall exterminator who is married to a diminutive Venlil named Quilix and owns an old sword that is a family heirloom. Traveled to earth – Trouble Maker
- Pasala: krakotl exterminator captain in charge of Tova and several members of the capitol south Exterminator office – Trouble Maker
- Trivi: blond exterminator who works alongside Tova and Pasala, single. Went to earth with Tova, Quilix, and the human Arwen Conway – Trouble Maker
- Gogla: gojid exterminator stations at the south office, appears to possess matchmaking tendencies as evidenced when she tried to pair Trivi with Arwen – Trouble Maker

- Pavi: exterminator at the south office, implied to be somewhat of a gossip – Trouble Maker
- Favi: basically the same as Pavi – Trouble Maker
- Hive Soldier: towering and brutal Hive exterminator who is a stickler for rules and regulations, tried to instigate a coup following first contact with humanity. Was executed by pod LC-38 – Into The Unknown
- William Kane: human hired by an Exterminator office in the capitol – canon patreon exclusives

Town: Dawn Creek

- Kevros: krakotl head of the dawn creek branch – Nature of a Giant
- Kalek: krakotl exterminator – Nature of a Giant
- Treven: exterminator washout and addict – Nature of a Giant
- Sol-Vah: gojid exterminator, considered to be the chief reason why Tarlim was falsely diagnosed with Predator Disease – Nature of a Giant
- Orhew/"Mute": exterminator with malformed larynx, possibly a serial killer – Nature of a Giant
- Ulmic: elder gojid exterminator who is somewhat philosophical – Foundations of Humanity
- Estala: krakotl exterminator instructor briefly transferred to Dawn Creek following Tarlim's lawsuit in order to provide training – Death of a Monster

Town: Greenmeadow

- Renak: leader of the splinter group "liberators", deceased – To Kill a Predator
- Jarkim: krakotl former exterminator and eventual private investigator – To Kill a Predator

Town: Bellowing Forest

- Vruka: secret Arxur exterminator believed to be a mute harchen – The Arxur of Venlil Prime
-

Town: Blackriver

- Keya: Chief of the Blackriver exterminators, plagued with night terrors and minor bipolar disorder – Blackriver Cases
- Santos: Human instructor working for the exterminators – Blackriver Cases
- Marik: One of the two armorers, has hyperchromia (melanism) and is mostly blind – Blackriver Cases
- Aren: Respectfully pyromaniac unofficial chemical tech – Blackriver Cases
- Lunek: Newbie with an absolute John Doe face, has a two-year-old child – Blackriver Cases
- Nila: Incredibly kind and with a penchant for helping people feel better about themselves, taking psychology lessons on her own after the events of December – Blackriver Cases
- Kessa: Excessively interested in dealing with PD cases – Blackriver Cases

Town: Long Cliff

- Jinn: Krakotl exterminator with red feathers and a crack in his beak – Blackriver Cases

Town: Star Lake

- Frema: Chief of the Star Lake exterminators. Subscribes heavily to the notion that Venlil are weak - Terran Zoology.
- Kailo: A young recruit who has hero worship for Frema. Taking part in the exchange programme - Terran Zoology.
- Lamet: Retired ex-chief of the Star Lake exterminators. Believes a community is better served through charity and volunteering instead of more flamethrowers. - Terran Zoology.

Town: Heartwood River, HREO

- Lentan: Venlil Head Exterminator. Level headed and follows the edicts and operational standards of the Capitol to a T. Expects compliance to orders from his officers, rarely wavers from his orders.
- Estrea: Venlil Dispatcher. Works as the lead dispatcher for HREO, accepts calls and distributes taskings for predator sightings and local assistance for farmers.
- Shenod: Takkan Lead Field Exterminator. Has been an Exterminator for 27 years. A generally agreeable person, currently has achieved the rank of Honored Exterminator.
- Salamar: Gojid Field Exterminator. Was adopted by the HREO as a young child after having been abandoned by his family, has issues.

- Barast: Venlil Field Exterminator.
- Farzen: Nevok Field Exterminator. HREO's only officer certified for PD diagnosis, has a contract stipulating that she is paid by the test, motivating her to test any and all instances that *might* have merit.
- Marlek: Venlil Field Exterminator. Close friend of Farzen, always works in tandem with Farzen and supports her testing operations. Very defensive of Farzen.
- Cistara: Krakotl Field Exterminator.

Town: Twilight Valley

- Akrim: Krakotl Veteran Extermination Officer [Deceased]. Brother to Intalran. Strong Anti-human bias. Killed in retaliation by the Capozzi Crime Family for assaulting Pomela. – Nature of Family
- Intalran: Krakotl Extermination Officer. Brother to Akrim. Strong Anti-human bias, and strong religious faith in Intala. Paranoid and obsessed with killing humans after the disappearance of his brother. – Nature of Family
- Sawvek: Junior Extermination Officer. Predatory tendencies, anger issues, crippling self-doubt, Strong Anti-human bias. Brother to Quinlim. Former would-be college student who was conscripted under threat of predator disease diagnosis. Worships the Protector. – Nature of Family

Irons Industries

Original fanfic: Into The Unknown (subtitle: Into The Unknown) by Alanharha and SamakSalmon

Purpose and general information:

A former manufacturer of military equipment turned towards civilian pursuits, this sizable company is primarily based in the Jovian system and on Luna (earth's moon).

The company has specialized in retrofitting old warships from the satellite war to serve as civil transports, and largely produces transport craft and habitation modules for interplanetary living.

Following first contact and learning of the Arxur, the company's facilities were acquired by the UN to prepare warships.

Location(s): Facilities in/on Earth, Luna, and the Jovian system (Jupiter's orbit and moons)

Prominent members:

- Leia Kieran Irons-N: CEO – Into The Unknown
- Frank Durante: chief assistant to Leia Irons – Into The Unknown
- Piper Arud: Jovian facility chief of security – Into The Unknown
- AEGIS: VI assistant and "computational specialist" – Into The Unknown
- [REDACTED]: shuttle pilot – Into The Unknown
- Jessica Arud: financial expert recently promoted to CFO – Into The Unknown
- Dominic Henshaw: senior board member – Into The Unknown
- Alix Miller: I-industries representative – Into The Unknown

Venlil Prime spaceport guard

Original fanfic: Into The Unknown (subtitle: Into The Unknown) by Alanharha and SamakSalmon

Purpose and general information:

Security and customs staff at the Venlil Prime spaceport. They work alongside Exterminator pods to ensure safety from possible pests or unstable pilots, as well as conduct inspections of cargo, manage customs and keep track of people onsite, and more general tasks.

Location(s): Venlil Prime capitol landing field and surrounding port zone

Prominent members:

- Zeleveya of Tarn: security shift overseer (resigned) – Into The Unknown
- Captain Rejio: exterminator pod leader (deceased) – Into The Unknown
- Jalnak: Exterminator – Into The Unknown

Linked Chains

Original fanfic: [The History of Non-Sapient Predators](#), by u/creeperflint

Purpose and general information:

A group that forms around a school of thought which posits that certain species of predator are beneficial to the environment and proper functions of an ecosystem, as well as the belief that the delineation between predator and prey is not clear cut. They tend to oppose the Federation in other ways too.

The Federation's official stance on the group labels it as a death cult and renders participating in it a crime.

Location(s):

- no official ones, has appeared on zhetsian colony world 3 and a library in the town of Hidden Valley

Prominent members:

- Bilte: author whose works served as an initial inspiration for the linked chains philosophy, and as such the unofficial founder – The History of Non-Sapient Predators
- Keneles: Kolishian librarian in Hidden Valley, and a member of Linked Chains – Foundations of Humanity
- Luvak: cab driver near sidestar who has a few copies of the linked chain manifesto – Persistence Journalism
- Arvi: exchange program overseer – Enough!

Barlethy Shipping

Original fanfic: [The History of Non-Sapient Predators](#), by u/creeperflint

Purpose and general information:

A shipping company established around 2086 that managed to purchase several subspace-capable vessels for private use, and has experience in interplanetary freight.

It is also noted that they have used some underhanded methods in business negotiations, which can include blackmail.

Location(s): Earth

Prominent members:

- Luke Schmidt: off-world business representative who visited Venlil Prime during the Battle of Earth and later in December to make business deals in order to expand the market that Barlethy Shipping can be involved in – The History of Non-Sapient Predators
- The Barlethy family: owners of the company, and individuals who were wealthy enough to obtain several FTL-capable ships for use by employees in the pursuit of opening trade with aliens – The History of Non-Sapient Predators

Exchange program security

Original fanfic: N/A, informal

Purpose and general information:

Security personnel tasked with ensuring that the exchange program remains safe & calm for the participants

Location(s): Venlil-human exchange outposts

Prominent members:

- Alexi: human-side chief of security of prime station – Enough!
- Zeleveya of Tarn: security officer and exchange program participant – Into The Unknown
- Tarrem: Venlil security officer – Into The Unknown
- Kaveel: Venlil security officer, outranks Tarrem and Zeleveya – Into The Unknown
- Ivan: human security officer, future member of Capozzi Crime Family – Nature of Family

Exchange program medical

Original fanfic: N/A, informal

Purpose and general information:

Medical personnel present at the stations where the exchange program takes place on

Location(s): Venlil-human exchange outposts

Prominent members:

- Ilja: Venlil head doctor – main story
- Sara Rosario – main story
- Jarun-del: Venlil doctor and team member for empathy testing (bit of a prick) – Into The Unknown
- Zeitaff: Venlil physician and team member for empathy testing who participates in the screening of prospective exchange program members – Into The Unknown
- Caoimhe Mcloughlin: Professor of Clinical Nutrition who visited prime outpost to offer advice medical advice on injuries that some humans suffered during the Arxur attack – medical conference
- Doc Goldstein: Human doctor – Nature of Family
- Alfonse Palluso: Human Psychology assistant (psychological warfare specialist) – Nature of Family

Exchange program operations

Original fanfic: N/A, informal

Purpose and general information:

Individuals overseeing the exchange program that do not include security or medical staff

Location(s): Venlil-human exchange outposts

Prominent members:

- Arvi: Venlil director and overseer on prime outpost - Enough!
- Oliver: human-side director and overseer on prime outpost - Enough!
- Thomas: head of logistics on Prime outpost, directly below Oliver in the hierarchy - Into The Unknown
- Professor Tarva (no relation): lead empathy scientist on Beta Station, primary judge of human/Venlil qualification for 'Integration Program', which follows humans living on Venlil Prime in a non-military capacity. - Foundations of Humanity
- Barry: human government liaison for the exchange program, assigned to the second station - Foundations of Humanity
- Borven: Venlil liaison for the exchange program, assigned to the second station - Foundations of Humanity
- Sam: exchange program integration handler for the area around Hidden Valley - Foundations of Humanity
- Captain Donald "Don" Capozzi: Flight command. – Nature of Family
- Jonesy: Communications. – Nature of Family
- Mac: Waste Management – Nature of Family
- Marcus: Equipment maintenance/repair – Nature of Family

Exchange program participants (humans)

Original fanfic: N/A, informal

Purpose and general information:

All of the humans who were participants in the program

Location(s): Venlil-human exchange outposts

Prominent members:

Individuals on prime outpost:

- Marcel - main story
- Jade Novikhan: pilot and participant - Into The Unknown
- Jacob Brian: Blue Spaceman- The Nature of a Giant.
- Markéta Fialová - Two Faces
- Solomon: Pilot, wounded in battle, murdered by Exterminators. - Nature of Family
- Taylor: Flamboyant fashion lover – Nature of Family
-

Individuals on the second outpost

- Maeve - foundations of Humanity
- Kaeden - Pack Bonding
- Raven - Pack Bonding
- Christopher A. Dewey - Letter of Marque
- Bernard MacEwan - Terran Zoology
- Franz - Two Faces
-

Exchange program participants (Venlil)

Original fanfic: N/A, informal
Purpose and general information: All of the Venlil who were participants on the program
Location(s): Venlil-human exchange outposts
Prominent members: Individuals on prime outpost: • Slanek - Main Story • Zeleveya of Tarn: security officer and participant - Into The Unknown • Kivri - Two Faces • Velan - Two Faces • Trilvri: Pilot & Participant - Nature of Family • Pomela - Nature of Family • Bocsen: Military Barber & Participant - Nature of Family • Individuals on the second outpost • Valek - Foundations of Humanity • Kaabra - Pack Bonding • Taisa - Letter of Marque • Rysel - Terran Zoology • Vilik - Two Faces

Project Corvus

Original fanfic: Into The Unknown (subtitle: Into the Unknown) by Alanharha and SamakSalmon
Purpose and general information: A special forces unit formed to specialize in boarding actions, particularly against arxur bombers
Location(s): UN spacefleet
Prominent members: • Jacob Martin: project corvus recruiter - Into The Unknown • Commander Morgan: officer in the project during the attack on the Gojid cradle - Into The Unknown • Jacques Peterson: founder of project corvus - Into The Unknown

Against the Herd (TV show)

Original fanfic: Against the Herd - Predator Fever , by u/SavingsSyllabub7788
Purpose and general information: Anti-human TV news show, hosted by a Venlil called Kurlek who has been seen meeting with a human. Recently gained in popularity since pro-predator programming has dominated the airwaves.
Location(s): N/A

Prominent members:

- Kurlek: host of the show
- Alice: ???

The Humanity Initiative

Original fanfic: For Want of a Friend, by u/ImaginationSea3679

Purpose and general information:

Founded in an effort to create a better society, specifically one that emulates human culture and society. The main function of the Initiative is to act as a second exchange program, with Humans coming in to be in an environment that actually wants to be their friend, Federation species human empathizers coming in to be re-educated, and Yotul seeking an escape from the discrimination that they face.

There are various unsavoury things being carried out in the Humanity Initiative in secret, mainly in the form of “side projects” that the founder intends to use to bolster everything the Initiative stands for.

- Project Rebirth: Federation Sympathizers and other figures that the founder considers failed members of society are kidnapped and tortured to such an extreme degree that their identities are shattered, undoing all Federation brainwashing and restarting their lives. The Initiative takes all of the money out of their victim’s bank accounts as “funding”.
 - Project Cleanse: [Redacted]
- Project Wildfire: [Redacted]
- Project New-Lands: [Redacted]
 - Project Railroad: [Redacted]
 - Project Cabin: [Redacted]
- Project Steel: [Redacted]
- Project Dragon: [Redacted]

Location(s): Facility in an unspecified area in the Twilight.

Prominent members:

- Professor Torran: Founder – For Want of a Friend
- Doctor Bulvan: Chief Medical Officer – For Want of a Friend
- Officer Kolak: Chief Security Officer – For Want of a Friend
- Blyatt: Prestige Mediator – For Want of a Friend

Para-Sol

Original fanfic: Human Security Service, by Darman Arius

Purpose and general information:

Created from a joint effort by a collection of human corporations and existing private military company groups, Para-Sol was created to capitalize on the fed species’ ingrained fear of humanity and what they viewed as an “empty market” for PMC groups in fed and unaffiliated space.

Officially they specialize in providing private security for companies and dealing with “incidents that local governments will not help with due to highly hazardous conditions.” Unofficially they will do pretty much anything for the right amount of money. These jobs include:

- Intimidating locals

- Securing sites in “contested” areas
- Murder
- Corporate espionage
- Destroying and covering up incidents
- Smuggling

Later on, they will even hire Arxur defectors as well to help bolster their numbers and “offerings.” The Federation would love to use them as examples of human predatory tactics, but due to the fact the company also employs a wide range of prey species as well as many Fed companies hiring them, the accusations never take hold.

After the bombing of Earth, they became violently anti-fed. Doing missions for a discount if it led to damage to federation property, and a bigger discount if the mission led to warranted loss of federation life. The UN uses them only as an absolute last resort and has refused to integrate them into UN forces due to their more cold and brutal nature with them doubling their efforts to hire anyone wanting to hurt the federation

Their largest employer is “Lupus Legacy LLC.” With the CEO Alex Wellerby, who owns both para-sol and Lupus, using them as his private army to carry out tasks.

Location(s): Their headquarters starts on a small island chain on Earth outside of the U.N. jurisdiction. Once they grow larger they plan to move to a small off-world colony.

They will go wherever they are paid to.

Prominent members:

- Raymon Kennedy: Elite operator- One of the first ones to be sent on official business to help introduce them to the market. One of their best and most lethal.- Human Security Service
- Zaida: Operator, A harchen that helped Raymon on his first mission. One of the first inter-species hires.- Human Security Service
- Alex Wellerby: CEO- The leader of the organization. Familiar with major companies and has no morals at all. Anything to bring in profit.

Big Sky Militia

Original fanfic: [Attempted Interrogation](#), by [u/Seamoose Art](#)

Purpose and general information:

Militia group located in Missoula MT, on a vengeance quest following the battle of Earth due to the destruction of most of the city by a crashing Federation ship, and the subsequent massacre of the bunker civilians by Exterminator forces that had survived the crash.

Location(s): Missoula, Montana.

Prominent members:

- Eileen Marness: Militia member and apparent interrogator – Attempted Interrogation

White Pine Militia

Original fanfic: [StateSide](#), by [u/Rand0mness4](#)

Purpose and general information:

A militia formed in the midwest sometime before the Satellite Wars, based heavily in the state of Michigan. They're partially credited for keeping the country fed during the war. After the bombings they played a major role throughout North America by starting the Civilian Emergency Relief Corps, aiding several federal agencies as well as UN relief forces independently from any governing agencies. Reports suggest they had fifteen to twenty thousand confirmed members, with 60% being former military or law enforcement. They often took security contracts, and are generally liked by local governments but less so by the United Nations over their stances on governance.

Location(s): North America

Prominent members:

- Bigs: Former biker gang member- Seen in Detroit during the bombings and following relief efforts, has summarily vanished despite search efforts from his old gang and influential parents.
- Four-oh-Four: Bike gang member- Was part of the evacuations in and around the Southwest after the bombings, and risked her life to evacuate civilians in a firestorm in California.
- Beamer: Bike gang member: Was part of the relief efforts out in Canada trucking supplies to triage camps.

The Wolverines

Original fanfic: [The Martian](#), by [u/Rand0mness4](#)

Purpose and general information:

A heavily militarized and elusive Humanity First cell. Attempts to entrap them have failed, and current searches for them have yielded no results. They have proven themselves willing to cooperate with the UN and are not viewed as a threat against the allied species nor the UN themselves. Currently all evidence of their existence is being sealed until they can be uncovered. The Risk of exposing their actions to the universe at large and undermining the UN's message is too great to include UN allies in the search. This cell shares similar beliefs to Humanity First and the UN and mainly disagrees with how the UN takes risks and endangers lives. They often assist with domestic issues and are making attempts to integrate what remains of the Krakotl into the UN.

Confirmed Location(s): Venlil Prime, Sol.

Prominent members:

- Bigs: American contractor lent to the UN- remained busy while on Venlil Prime, before being shipped to Sillis to assist in the occupation and partake in the exchange program.
- Hope: Social worker- An engineer focused on settling PD patients liberated from Sillis. The brainchild behind The Network, focuses on protecting the vulnerable in this new world.
- Adrian Stien: prior cargo pilot- captured by UN forces and interrogated. Revealed some of the extent of the group's power and motives. He was exchanged in a prisoner swap and is believed to still be hunting down Federation Merchant ships in hostile territory.
- Unnamed black market dealer: Likely funding the Wolverines, this man is a source of unauthorized firearms and foodstuffs appearing in allied space. Caught and released a UN investigator, and actively toys with him.

- Anita Elizabeth: recruited refugee- Due to a hostile environment around her camp, Anita was recruited to protect the refugees from further harm. She is responsible for the camp's militarization, and pseudo fight against the Exterminator office in the nearby town.

Redders

Original fanfic: Discord D&D Game, by ImBadAtNamingThings ([u/AnEldritchRoflcopter](#))

Purpose and general information: What's become of the Russian Mafia in 2136. They've already infected portions of the criminal galaxy nearest to Sol ever since the discovery of FTL. They move fast, are organized, and have connections other organizations would dream of.

Their members get a tattoo of a red star to denote their membership and are exclusively human. Associates report to their local chapter leader, who reports to a regional leader, who reports directly to Yvetski himself. The boss Yvetski is a brutal man but prefers to scare rather than kill. He spreads his influence through fear and word of mouth.

Location(s): Protector's Quarry, Dayside City, Sol

Prominent members:

- Yvetski Redder: Boss – Discord D&D Game

Kintsugi subdivision

Original fanfic: [Human Chat Logs](#), by Alanharha. Ties in with Into The Unknown

Purpose and general information:

A loose group of humans in the exchange program who have a larger chance of breaking the worldviews of the Federation and as such were given some additional preparation and warnings prior to the in-person meetings.

Location(s): Exchange program outposts

Prominent members:

- Jade Novikhan: shows human neural problems and how they are handled – NoO(ITU)
- Bernard MacEwan: can break apart the pred/prey binary views of the federation – Terran Zoology
- Lee Hansen: will talk sports and ways that combat was shaped to minimize death – NoO(ITU)

Capozzi Crime Family

Original fanfic: The Nature of Family, by Ben_Elohim_2020

Purpose and general information:

A criminal organization composed primarily of former UN service members and human refugees that includes some non-human members, primarily Venlil and Yotul. The organization was formed in response to a combination of Exterminator Brutality and UN neglect, with the murder of wounded servicemen and exchange participant Soloman by Exterminators acting as a flashpoint.

Those inside the organization see themselves as protectors acting for the common good of all, fighting back against unjust authority and imposing their own code of honor. The Family is involved with overseeing several illicit enterprises (taking a very laissez-faire approach) including protection rackets, smuggling and distribution of illegal goods (weapons, drugs, meat (cloned and real), media, etc.), money laundering, election racketeering, and more.

The Family is unapologetically human with mild favorability towards Humanity First initiatives, but will happily welcome any alien that will abide by their rules and integrate with their members. Most non-human members have personal grudges against Exterminators and the Federation at large.

The Family draws heavy stylistic inspiration from human mobsters of the 1920s and wear distinctive suits. When given the option the Family prefers to settle matters “peacefully” through subterfuge, intimidation, and persuasion but will swiftly and suddenly utilize violence if necessary. Despite their nature as a criminal organization, the Family goes to great lengths to maintain their reputation and good relations with the communities they “service”, seeing it as beneficial to have the support of those around them.

Location(s): Twilight Valley (with expansion underway)

Prominent members:

- Quinlim: Venlil Associate, prospective Soldier – Nature of Family
- Donald “Don” Capozzi: Founder and Leader – Nature of Family
- Trilvri: Venlil Soldier/Triggerman/Hatchetman – Nature of Family
- Alfonse Palluso: Caporegime (sub-boss) – Nature of Family
- Jonesy: Soldier – Nature of Family
- Mac: Soldier – Nature of Family
- Ivan: Soldier – Nature of Family
- Marcus: Made Man, Arms Dealer/Manufacturer – Nature of Family
- Doc Goldstein: Consigliere (Advisor), Mob Doctor – Nature of Family
- Archibald: (Frequently delinquent) Associate, Drug Dealer – Nature of Family
- Pomela: Venlil Fiance of Don, Money Laundering (Flower/Gift Shop) – Nature of Family
- Murseppi: Yotul Associate, Money Laundering (Bar), Oversees Speakeasy – Nature of Family
- Bocsen: Venlil Associate, Money Laundering (Barbershop), Exchange Partner to Taylor – NoF
- Taylor: Associate, Money Laundering (Clothing Store), Exchange Partner to Bocsen – NoF

Sheryt’s hope administrative council

Original fanfic: Radiotropic (content applicable for extended universe), by Archimond

Purpose and general information:

These are the high level officials that govern the settlement of Sheryt’s hope, and other high profile associates or activist in the colony

Location(s): Sheryt’s hope

Prominent members:

- Velloy (Thafki) : Official colony administrator, former head engineer – Radiotropic
- Jellaq (Venlil) : Head exterminator, Venlil space force veteran – Radiotropic
- Erix (Tilfish) : Head sensors official and air traffic control during day cycle – Radiotropic

- Ervol (Gojid) : Shipments official, fixer for contraband crossing Sheryt – Radiotrophic (Not used yet, in case anyone wants to include Sheryt into their works)
- Jadix (Gojid) : Head for newfound Sheryt miners union, refugee from Cradle attacks – Radiotrophic (Not used yet)

Crystal Star Shipping

Original fanfic: Letter of Marque, by Liberty-Prime76

Purpose and general information:

Location(s): Based in Heartwood out of a hangar purchased to store extra parts, cargo and tools. Ships to anywhere they need to.

Prominent members:

- Christopher Dewey: Co-Owner, Pilot – Letter of Marque
- Taisa: Co-Owner, Chief Engineer - Letter of Marque
- Darno: Employee, Assistant Engineer - Letter of Marque

Core EU stories.

While there are tens of stories currently all referencing each other, there is an ad hoc “Core” set of stories. Core stories are ones that have been referenced so often by other works that removing them would “negatively impact” a vast majority of other stories. Core is not an indication of quality, but rather the importance of the story in terms of forming the “lore” of the EU. It is suggested to read these in order to get a feel for the world.

As of right now, there are 5 of these, which are:

Nature Of a Giant
Recipe for disaster.
Pack Bonding
Foundations of humanity.
Letter of Marque

[Nature of a Giant](#)

Author: u/Acceptable_Egg5560

Status: <not finished, ongoing >

Open to Collaborations: <Yes, very much so!>

Details: A Venlil named Tarlim with Gigantism has to navigate the prejudice and fear his condition brings upon him.

Additions:

Locations: Dawn Creek. An Industrial city in the middle of the habitable zone, so the sun only reaches the horizon without passing below it. Characters that people can use, organizations, concepts, etc etc. its main output is lumber in its sustainable lumber industry, and canned foods from the canning factories.

Gravity Dome Arcade: the arcade is an entertainment complex holding a large arcade, food court, movie theatres, and an entire city cell [block] gravitationally insulated, allowing paying customers to experience zero gravity.

The Apartment Complex: a large area where many people live.

Characters:

Tarlim: a 20-year-old Venlil with Marklen-Jauntes syndrome. In a condition similar to gigantism, he stands at 2.5 meters (8 feet 2.5 inches) tall, requiring blue leg braces to move on his feet. Was wrongly incarcerated in a correctional facility, and it took a lawsuit to get the diagnosis revoked.

Jacob Brian: a Texan from Austin. Came to the exchange program wearing a personal Blue Space Suit.

The Exterminators:

- Treven: a very privileged and entitled tan Venlil. Very prejudiced, and got fired after attacking Jacob.
- Kalek: former Krakotl chief of the office. Ordered the incarceration of Tarlim under the belief that he was a threat to others. Unique among most Krakotl in that his feathers are green. Took Sol-Vah under his wing when she became an exterminator.
- Sol-Vah: a Gojid officer. Was the one to give the faulty diagnosis. In a lot of denial about that action. Was one of the child recruits.
- [Spoiler], alias "Mute": a white stoic Venlil without the ability to speak.

Limitations: N/A

[Letter of Marque](#)

Author: Liberty-Prime76

Status: Ongoing

Open to Collaborations: Yes

Details: A story about a very large Human and a very small Venlil meeting through the exchange program, getting to know each other and eventually heading into the stars for wealth, adventure and perhaps a spot or two of Privateering later.

Additions:

Locations:

- Heartwood River. Agricultural town at the outermost band of Twilight, near Night. Hosts the Heartwood Festival of Night on the edge of the Coolwater Basin.
- Shining Waterfall. A tourist, manufacturing and engineering town built at the base of a large waterfall in The Green.
- The Genori River. A wide, deep and fast moving black river that has cut it's way from the Prinlet Basin towards the Burning.

Religious: Adds a local spiritual teaching/pseudo-religion to the Heartwood River Valley following the story of [Polani, the Guardian](#), the loss of her pups and how she used her grief to protect her herd.

Characters:

- Christopher A. Dewey - Human, Male, 32 - American merchant sailor, pre-contact employed aboard the Freighter *M/V Trepassy*. Shortly after first contact he took up with the exchange program, wishing to make new friends and sensing the possibility to carry on his family's seaborne legacy into the stars. 6'6", ~290 lbs, Brown Hair, Brown Eyes.
- Taisa - Venlil, Female, 25 - Joined the Exchange program as she was out of work having recently graduated from university, lacking prospects and found it unlikely he would get anywhere going on as she was as well as a hefty reluctance to return home to

her parents farm. 4 '0 " ~80 lbs Russet Brown fur coat spotted by golden flecks throughout with tan face and top tuft. Amber Eyes

- Darno - Yotul, Male, 55 - Yotul engineer and sailor from before the federation arrived. Before being hired to work with Crystal Star Shipping he was bouncing around various shuttle ports on VP. Angry with the federation and his previous managers decided to accept the job for a hopeful change of pace.

Organizations:

- Heartwood River Exterminator Office - Exterminator office of the town and surrounding area of Heartwood River.
- Crystal Star Shipping - A joint shipping venture between Taisa and Christopher Dewey as a result of their time in the exchange program.

Misc.:

- Shadeparkle: A champagne-like alcoholic beverage made from Shadeberries.
- Hiikic: A mulled wine like drink made from fermented Shadeberries. After fermentation Stingfruit, and Rousebloom petals are boiled into the wine and then kept warm to stave off the cold air of night during the Festival of Night.
- Noltes: Shadeberries and Fenten folded into melted sugar pressed from the Ulren shoot.
- Lotenk: A mixture of ground juicefruit and surplus Ipsom flour mixed together to make a soft doughy ball reminiscent of old style doughnuts. Fried in firefruit oil and then lightly doused with molten Ulren sugar.

Limitations: No limitations for use of concepts/place(s). Please contact if interested in referencing or including characters, and the services of Crystal Star Shipping, in a story.

[Recipe for Disaster](#)

Author: YakiTapioca

Status: Ongoing

Open to Collaborations: N/A

Details: N/A

Flora: Ipsom grain: a grain native to Venlil Prime. The main ingredient in their generic grain loaf "bread" (just the ground grain and water baked together) and the amazing food Strayu.

Limitations: N/A

[Pack Bonding](#)

Author: u/Rebelhero

Status: Not Finished

Open to Collaborations: Yes

Details: Put details about what the story you've written adds to the universe. Characters that people can use, organizations, concepts, etc etc.

Additions:

Locations:

The "secondary" station, and the referral of the station from the Canon as "Prime" Station.

The Exchange hub: A large building on the outskirts of the Capitol, hidden behind massive thick trees. It was once a hospital of some kind, possibly a correctional facility.

Characters:

Kaeden: A "Super Soldier" from Earth, snuck aboard the transport to get to the exchange program station. Partners with Kaabra and later Venik. In a relationship with Kaabra and Venik. He lost his eyes and arm after being wounded in Russia, they have been replaced with state of the art prosthetics.

Kaabra: Kaeden's exchange partner. A short, light gray Venil. Adventurous and mischievous. Has a secret love of raunchy interspecies romance novels. Ran away from home after her parents arranged a mating with her best friend Venik as soon as she was of age.

Venik: A Venlil runt. He's much shorter than other Venlil, and a dark gray color. Has a love of federation heroes and hopes to eventually be the first Venlil hero. Developed the very first Martial Arts in the federation by studying the different species' natural defenses. He is quick to fight and is more aggressive than the average Venlil.

Raven: Kaeden's best friend. Joined the exchange program with him and helped him sneak aboard the first shuttle.

Vichee: A Krakotl Gynandromorph, meaning they are literally Half Male and Half Female. This split occurs exactly in the middle of their body, vertically split. Their Right half is Male, and the Left is Female. They are curious and lonely, having been rejected by both Flock and Herd due to their strange condition.

Concepts:

The "Cycle" and Venlil pheromones. The Cycle is the biological mating time for Venlil. It occurs several times per year and only affects the Females. However, during this period the Females begin to produce a Pheromone that affects nearby males, causing an intense desire to reproduce. This pheromone seems to also affect humans but to a MUCH lesser extent. The effects of the Cycle get worse every year until a female bears her first child. The effects of the Cycle are treatable with freely available medication and eliminated with a permanent surgery. Venlil are able to engage in sex outside these cycles, however, they are only able to procreate during them.

Venlil Scruff: The scruff on the back of a Venlil's neck causes them to become docile when gripped. However, this is mostly only used for young children. To grab an adult this way carries different connotations.

Venlil grooming: See the Deep Dive: Venlil edition, linked above, under "Relationships" for the details on Venlil grooming.

Limitations: N/A

Foundations of Humanity

Author: CruisingNW

Status: Continuing

Open to Collaborations: Yes

Additions:

Locations:

Breakdown of Habitable Bands of VP: see above

The Ring: The name of the primary super-speed rail line that circumnavigates Venlil Prime. Connects to several large cities called Hubs, which then connect to surrounding localities via several means of public transport separate and distinct from The Ring. Hub Cities include but are not limited to The Capital, Hidden Plains, Sweetwater, Dawn Creek, and Clegal Falls.

Hidden Plains is a large city located in The Green.

The Grove: a farming town about a 30-minute drive from Hidden Plains via road shuttle. Partly in Twilight, constant ~5 pm sunset.

Characters:

Maeve: Female Human. Slightly less than average height, Ginger, Bright orange 'Venlil-blooded' hair, freckles, very bright green eyes, slight build. Fight-Freeze response. Partnered intimately with Valek and Alvi [as of Sept11 Ch34]. Knows slightly more than surface-level information on a vast array of topics, most especially history, biology, and zoology. Struggles with impulsive thoughts, so has overcompensated by learning to control and deescalate conversations to extreme levels. Believes that Love, Kindness, and Understanding will solve most problems; and Violence will solve everything else.

Valek: Male Venlil. Slightly less than average height, up to Maeve's collarbone. Black tuft at top of the head, connected to black stripe down the spine and over top of the tail, ending is a black-spotted tuft. Black spotted gradient at elbows, wrists, knees, and mane. White wool elsewhere. Salt and pepper velvet over the snout. Flight-Fight response. Completely head-over-heels in love with Maeve.

Alvi: Female Venlil, up to Valek's sternum and Maeve's diaphragm. Color and pattern are identical to Grey Tabby cat. Freeze-Flight response. Struggles with internalized fear of what she has been taught as 'predatory behavior'. Is not special needs or autistic, simply suffers from severe abandonment issues and a complete lack of support or healthy coping mechanisms.

Barry and Borven: Human/Venlil exchange pair, hired as cooperative administration for Beta Station. Location and condition unknown after station closure. Barry looks and sounds like JK Simmons, uses his hard exterior, but is actually very playful. Borven is a very no-nonsense fixer, constantly surprised by Barry's guile, normally by losing bets.

Professor Tarva: no relation to the Governor. Affected by Dwarfism, only coming up to the average human's knee. Also Albino; see lab rats but with orange iris and pupils. Very neurotypical, but takes great advantage of her apparent harmlessness. Very aware of and enthusiastically participates in human proclivities.

Leksi: Valek's Father, and Elva's Husband. White with a bold black stripe along his spine, stopping at his scruff and ringing around his mane. Fight-Freeze response. Very aggressive, and will stand his ground and protect against any perceived aggressor. The 'Farmer' of the Berrypatch, is very analogue.

Elva: Valek's Mother and Leksi's Wife. Black with white spots, spots are on her haunches, shoulders, and snout. Freeze-Flight response. Supportive and protective, very family focused. Quick in the head and quicker tongue, practiced mechanic and diplomat.

Concepts: See My Detail Dives for species descriptions and functions.

Limitations: Using my significant characters in speaking or acting roles only possibly via collaboration. Background presence or visual descriptions are permitted, though not considered canon in my story to avoid conflicts. DM me on Discord to see a timeline of where they have been. You may use side characters outside the Grove freely.

Secondary EU Stories

Secondary EU stories make up the "Bulk" of the EU, and basically refer to "everything else". These are stories that are often "On the sidelines", in that while they may add ideas and characters for others to use, the lack of additional references and ideas provides them less "importance" in terms of world-building.

These stories should connect with the other stories in some manner, references, connections, world extensions, etc etc.

Use this template below to add your fanfic to the list.

Story Template: Story Name + link here

Author: <Author Name>

Status: <Finished, ongoing, oneshot>

Open to Collaborations: <Yes/No>

Details: Put details about what the story you've written adds to the universe. Characters that people can use, organizations, concepts, etc etc.

Limitations: Put limitations here on what people could avoid doing with these additions. For instance "Character X should not be involved in anything between Y and Z dates due to being preoccupied with <Thing that happened in your story>

References: Put any direct references to other EU stories here.

Two Faces

Author: Sam_S_011

Status: Ongoing

Open to Collaborations: Absolutely!

Details: Two Faces follows the story of Kiki, a young powerplant technician, meeting her first genuine friend in years through the exchange program. But as she's very soon about to find out, the friendly, eccentric chatterbox that is Maky is only one side of the coin.

Additions:

Locations:

- Duskvalley - A large city located on the border of the Green and Twilight. The Starpeak mountains on the sunward side significantly raise the horizon, causing the entire area to experience exceptionally long nights. Architecture takes inspiration from Prague's Old Town, with large blocks of interconnected buildings.
- Powerplant - Vast majority of Duskvalley's electricity is produced in a geothermal powerplant on the outskirts of the city. It is also the primary control point for the entire power grid.
- Blackpark square - A central square in Duskvalley. It is one of the main commercial centres in the city, with many smaller shops and restaurants. The square is named after the park it surrounds, known for the signature Nightwood trees.

Characters:

- Kivri (Kiki): Female Venlil, 25. Taller than average Venlil, with a thick light coat of wool and a darker shade on top of her head and down her spine and tail. Fight-Flight response. Works at the Duskvalley geothermal powerplant as a technician (the best one they have!). Hates her legal name.
- Vilik: Male Venlil. Quite a bit shorter than average. Thick white wool with a dark-striped pattern on the end of his limbs. Flight-Fawn response. Owns a small café at *Blackpark Square* named *Glacial Flower*.
- Velan: Female Venlil. Gray wool with small black spots. Stranded on Prime station after her partner got thrown out of the exchange program.
- Markéta Fialová (Maky): Female Human, 28. Dirty blonde hair in a side-shave cut, dressed in a long black coat. Has artificial PreyVision™. Fight-Freeze response. Works in neural interfacing research.
- Franz: Male human. Works as a baker in Hamburg.

Limitations: The night cycle for Duskvalley is scheduled, ask me directly if you want to use the location!

Also please ask if you'd want any characters featured, some of their schedules are quite packed.

References:

- Sharnet's article 'Are you ready to be in a slave farm: what you need to know' - Nature of a Giant
- Strayu, Sylvanas, day/night cycle - Recipe for Disaster

Death of a Monster

Author: /u/SavingsSyllabub7788 / Bainshie on Discord

Status: Finished

Open to Collaborations: Yes

Details:

- FederationColdCases: A human website focused on solving federation murders (which are mostly attributed to "predator attacks". Style is very "Reddit/4chan" and open to anyone, with the main rule being no leaking private information (To avoid witch hunts and to keep the respect of the victims).
- No security: The security on federation systems is terrible, with mass reusing of passwords, passwords stored and sent in plain text, and a lack of normal firewalls + protections. This means that humans basically have full access to all federation systems on Venlil Prime (Including exterminator records, CCTV, etc etc)
- Murder is Thy name: Around about 30% of all "predator attacks" are actually murders.
- Character - Estala, pre-DoaM: Estala is a Nishtal based exterminator sent to provide training and support to the Venlil Exterminator Guild, in response to the public backlash from the Tarlim court case. Estala is exceptionally competent and a stickler for the official rules. Is extremely anti-human, but hides it outside the company she doesn't believe has the same ideology. Has been generating plans for when the humans "Show their true colors".
- Character - Estala, post-DoaM: After DoaM, Estala goes back to work for the exterminators, but now attempting to bring the ideals of humanity, attempting to reform the exterminators into something closer to a human police force + pest control. Highly stressed due to feeling like she's the only one attempting to make changes.
- Character - Joseph: Happy-go-lucky human who was placed on the refugee program due to being an Ecology degree student. Enthusiastic, loves reading about alien cultures, and in general exceptionally open-minded. Currently working on increasing farm yields. Fan of Heavy Metal.

Limitations: Esttal goes AWOL from 31st October to Jan 10th.

References: The Tarlim court case in Nature Of A Giant

Love Languages

Author: u/Eager_Question

Status: Ongoing

Open to Collaborations: Yes

Details:

Love Languages is about a neurolinguist working at a Venlil rehabilitation facility for children who need translator implants, only to find that a bunch of the kids (classed as having predator disease) are native speakers of Arxur.

Characters:

- Andes Savulescu-Ruiz - Human director, PhD(ish)
- Larzo
 - Yotul geneticist and doctor
 - Atheist,
- Larzo's Mother
 - Used to play "the bells"
- Petra Andropova - UN personnel
- Miranda Rodriguez - Human Psychiatrist
- Varla - Venlil Nurse
- Karim - Venlil director, PhD
- Lieutenant Dan - Worked as a guard

Notes for later

- Mountain just into the edge of the night with a peak that is hit by the sun
- human speciality store near a refugee settlement
- apartment building that allows humans to rent
- Montreal rubble
- PetriBird: Chicken (and other bird) focused artificial meat company that was selling "Velociraptor Legs" at some point before the bombings, which claimed to be based on velociraptor DNA but were basically just differently engineered chicken
- Karaoke bar near a refugee camp
- Venlil Rehabilitations and Reintegration Facility focusing on children
 - Yotul Religion thoughts:
 - Yotul Religion (or, one of them, there should be a variety of them) frames the world and the gods as largely indifferent to individual action.
 - The Great Mother is an entity that has some set of moral teachings, but they are seen as fundamentally sacrificial to adhere to because there is no available concept of prayer / the notion of demanding a god do something for you is kind of silly

Limitations: [TBA]

[The Arxur of Venlil Prime](#)

Author: u/ImaginationSea3679

Status: Not Finished

Open to collaborations: Yes, please

Details: With a plot directly inspired by “The Hunchback of Notre Dame”, a junior exterminator of very peculiar origin slowly uncovers the lies of the Exterminator Guild, gaining a proper life as he does so.

Characters:

Vruka: A Male Arxur hatchling taken in by Commander Dalak to be trained to be a killing machine. Is employed as a Junior Exterminator. His identity is kept a complete secret from the outside world.

Commander Dalak: A Male Venlil Exterminator Commander, Head of the Bellowing Forest Exterminator Office. Is a highly manipulative religious zealot, who seeks to take advantage of predators and their “nature” whenever he can. Has been trying to raise Vruka into a killing machine.

Hyla: A Female Venlil field medic employed at the Exterminator office run by Commander Dalak. Is a kind-hearted individual that encourages Vruka to explore his creativity.

Valho: A Male Venlil Prestige Exterminator taking private residence on the outskirts of the Grove. Has been disillusioned with the Federation’s Hypocrisy with age, and dedicates himself to saving and improving lives wherever he can. He does, however, still occasionally fail to see some flaws, a quality that he is ashamed of. Actively dislikes the slaughtering of predators, and secretly believes that they are capable of peace.

Gabrielle Esmy: A Female Human teenager coming from a family of artists in France. Has art put into especially high reverence, claiming that it defines humanity itself.

Additions:

Bellowing Forest: A small, rural, and highly religious community set up in proximity to both the Grove and Dawn Creek.

Exterminator Guild Hierarchy: In some Exterminator Offices, there are five main sects to Exterminator guilds:

- *Junior Exterminator:* Child Soldiers.
- *Exterminator:* Adults in the trade.
 - Exterminator
 - Senior/Professional Exterminator
 - Honorary Exterminator
- *Medic:* The Medical team.
- *Prestige Exterminator:* Equivalent to war heroes.
- *Exterminator Commander:* Leads the office.

Limitations: None yet figured out.

References:

Tarlim, Jacob, and Maeve are all mentioned in passing thoughts and conversations between Commander Dalak and Valho.

The word *vyalpic* from Letter of Marque is used by Dalak as a common curse.

Crossovers:

Valho, Dalak, and Vruka all interact with Tarlim and Jacob while escorting refugees to an apartment complex in Dawn Creek. Valho and Vruka also interact with Sol-Vah during the same event, with both interactions breaking her misguided ideals.

[To Kill a Predator](#)

Author: u/Tulpacat1 / Tulpacat on Discord

Status: Finished

Open to Collaborations: Yes

Details: The trials and tribulations of a human refugee on Venlil Prime, who encounters Exterminators.

Organizations:

- Liberators, Venlil Prime's anti-human separatists/Federation reunionists
- 89sama, Humanity First web forum akin to modern 4chan

Location: Greenmeadow, rural district, not very pro-human, District Magister named Vaska

Characters:

- Martin Russo, human refugee from New York, Sicilian-American
- Thiva, Venlil student
- Vilek, Venlil student
- Vansi, Venlil civilian, deeply unwell
- Renak, Venlil Exterminator and Liberator, deeply unwell
- Jarkim, Krakotl Exterminator

Limitations: N/A, use away!

References: "FederationColdCases" from Death of a Monster, Laysi from Shoot Your Shot, "ResistThePreds" from Don't Look A Human In The Eyes

[Blue Roses](#)

Author: SepticSauces

Status: Ongoing

Open to Collaborations: Yes

Details: This is a relatively silly story following a group of Gojid refugees going on an adventure through Earth. All because one character developed a minor crush on a human!

Additions: Most of the additions occur within the prologue, [Made With Love](#).

- Voidpin: A small rodent with a pure black body. A known pest that is a problem for many local crops. Very hard to catch.
- DarkWater: A very rural town located in the twilight zone of Venlil Prime!

Main Characters:

- Barlim: Our protagonist and a rare form of Gojid known as a [goiya](#)! A twenty-year-old female and a country bumpkin. She's known for digging in her paws and pushing on - Even through idiotic plans!
- Pragh: The other female of the group. A thirty-year-old data analyst that's rather prude and straightforward.
- Tack: The youngest of our group at eighteen. He's often nervous and tepid but always wants to do the right thing.
- Telg: The oldest at forty-nine. An insatiable flirt and xenophile.
- Jaxton Wellington: The son of a sheep rancher and Barlim's crush. He's almost always level-headed and a bit smug about it.

Side Characters:

- Jameson Wellington: Jaxton's father, a good man, and doesn't ask many questions. Polite.
- Morgan Wellington: Jaxton's mother, very similar to Jaxton's father.
- Lacey: Jaxton's doggo! Goodest of girls!
- Daniel Smith: This individual is an old war hero from Georgia, US. He now runs a Gojid refugee camp after the Cradle war.
- Carolina Smith: Daniel Smith's many times great granddaughter. She's sixteen and enjoys playing with the Gojid refugees!
- Atar: Tack's many time's great grandfather!
- Arwen Conway: A character from Trouble Maker. Artist, poet, writer, sculptor, and doll maker. She has orange hair and green eyes with many freckles. She's five feet tall and has modest breasts. She's friendly, jovial, and non-violent. Twenty-years-old.
- Quilix: A character from Trouble Maker. A writer. He's used to using his cuteness to get what he wants. He has white wool, blue eyes, and is 3'10. Twenty-one-years-old
- Tova: A character from Trouble Maker. A professional exterminator officer. She's 5'8", has black wool, and red eyes. She's described as very muscular and loves her Quilix. After that, she's fond of Venlilian martial arts! Twenty-five-years-old

Unimportant Characters:

- Sophia Williams: A random woman Telg asks out on a date!
- Tori: A random CIA agent.

- Jonathan: A random ticket agent from the airport.

Limitations: Most characters are occupied during October of 2136. The story will officially end within a few weeks post-bombing of Earth. By this point, the characters will mostly be free reign!

Barlim and Jaxton, the official main characters, will be on Earth for a little while longer. Then by the next month, they move to the rural town called DarkWater on Venlil Prime, a twilight location.

References:

- The prologue to [Made With Love](#).
- Religions are referenced to [Offspring](#).
- Collab with [Trouble Maker](#).

Near-Tragedies of Venlil Prime

Author: u/ImaginationSea3679

Status: Technically Ongoing

Open to Collaborations: Yes

Details: Near-Tragedies of Venlil Prime is a series of short stories, roughly 9-11 chapters each, discussing traumatic and near tragic moments between humans and Venlil on Venlil prime.

[Outburst](#)

- **Completed**
- **Characters:**
 - *Tarho:* A schizophrenic predator disease patient with multiple personalities, physically and mentally worn down over time by continuous ingestion of dangerous combinations of drugs. The story ends with him being brought to a hospital and receiving proper care for his mental illnesses.
 - *Rita Sydney:* A former drug addict receiving care from her Venlil boyfriend. The story ends with her giving Tarho a quick pep talk about proper care.
 - *Rovan:* Rita's boyfriend.
- **References:**
 - Tarlim's lawsuit was referenced by Rovan during a comparison.

[Crash](#)

- **Completed**
- **Characters**
 - *Belo:* An 8 year old Venlil pup raised by a secretly monstrous mother figure. Is somewhat accident prone. The story ends with him being reunited with his father.
 - *Velbe:* Mother of Belo and an absolute karen. Violently attacks anyone who dares to oppose her. Domestically abused her husband, and eventually got him sent to a correctional facility. The story ends with her being legally considered deceased after a serious incident involving the murder of an exterminator.
 - *Charlie:* A human refugee. He saved Belo from getting hit by a car, and kickstarted the events of the story. Makes a full recovery after the end.

- *Olek*: A Venlil nurse who helped nurse Charlie back to health. Was attacked and almost murdered by Velbe, but is fine now.
- *Dallo*: Belo's father. Was domestically abused by his wife and sent to a correctional facility. Continues to suffer from PTSD even after being reunited with Belo. His name isn't directly said in any chapter.

Limitations: N/A

[For Want of a Friend](#)

Author: u/ImaginationSea3679

Status: not finished

Open to Collaborations: Yes, please

Details: After the bombing of Earth, a mysterious program is formed known as the Humanity Initiative, which claims to be aiming towards making the galaxy a better place for all parties. Several individuals are drawn to the place, and slowly uncover the secrets going on behind everything.

Characters:

Henry Wright: A human exchange program participant who's partnership ended due to [REDACTED]. Despises bigotry, despite being a bigoted asshole himself. Joined the humanity initiative out of simply not having a better option.

Blyatt: A Yotul immigrant who applied for a job at the Humanity initiative. Is an incredibly kind hearted and understanding individual and is open to change and peace between everyone, though he may have some personal issues. Joined the initiative to escape a hard and unforgiving life.

Lakila: A Farsul citizen of Venlil Prime. She is a struggling single mother who has recently become a target to the hatred of society due to her species. Has a relatively high capacity for empathy by the Initiative's standards. Joined the initiative out of desperation, and brought her son with her.

Lorran: Lakila's four year old son, and one of the most precious boys anyone can ask for. Has a fond appreciation for the Yotul after Blyatt helped his mother in a time of need.

Professor Torran: Founder of the Humanity Initiative. Was a manager of the Human/Venlil exchange program. Has a very explicit and profound hatred for anything that stands against humanity or the downtrodden members of society, and is more than willing to use violence and manipulation to solve his problems. Has several side projects to his initiative that involve various criminal acts.

Doctor Bulvan: Main medical professional in the Humanity Initiative. Has a human romantic partner named Trisha, who is currently in a coma caused by an exterminator attack.

Officer Kolak: Head Security Officer of the Humanity Initiative. Has managed to become head of an exterminator office in the past through subterfuge, torture, murder, and various other unsavory courses of action. Is involved with Professor Torran's side projects.

Additions:

The Humanity Initiative: A semi-secret project going on in a remote facility in the Twilight, Far away from most cities. Has various sub projects that are all meant to make everything better suited for humans on Venlil Prime.

The Regeneration Printer: An extremely expensive and highly advanced piece of medical technology used for regrowing lost body parts, with larger bodyparts taking more time and money to regrow. A gouged eye or a missing tooth usually takes a little less than half a day to regrow, and costs somewhere around \$2000-3000. Meanwhile, an arm would take a whole week of operation, plus an extra couple of days for physiotherapy, and would cost many millions of dollars.

Limitations: For now, all characters are restricted unless your characters visit the initiative.

Into The Unknown

Note: story was formerly titled as Now Boarding and later Insertion, and a table of contents can be found [here](#). If you want the most streamlined version (with a few additions that aren't strictly necessary but are something that I'm going to be proud of), then I'm starting to put it up on AO3 [here](#), and Royalroad [here](#). –Alanharha

Author(s): Alanharha, across several accounts. Former cowriter was SamakSalmon

Status: Ongoing, hiatus

Open to Collaborations: Yes. most sincerely so. I've filled this story with references to other fics, but currently there aren't any crossovers with anything else.

Details: story about an assortment of outcasts find the holding pattern of their lives upended by First Contact and begin to search for something that they may call a new home.

Additions

Locations:

- Venlil Prime capitol landing fields sector - location of first contact with humanity and a large freight area.
- I-Industries refueling station and shipyard - a sizable station located in the jovian system of jupiter, which possesses three large rings for spin gravity and infrastructure or building and maintaining ships
- Colony Frontier-G7 - the designation given to the unnamed gojid colony world that sovlin was stationed near during the attack on the gojid cradle.

Sapient Species: the Hive, an insectoid species detailed [here](#). Their territory is a backwater among backwaters and they hold little significance to galactic events.

Fauna:

- [unnamed predator species native to gojid colony world]: a blood-sucking mostly-aquatic animal native to the unnamed gojid colony world mentioned by Sovlin in the main story, they have an elongated clam-like shell covering their back and sides with long tendrils that can snake out of the forward gap.

Important Characters:

- Zeleveya of Tarn – a Venlil born on a gojid colony world. She witnessed first contact with humanity from her position as a security officer at the landing fields, joined the exchange program and got paired up with a human known as lieutenant Novikhan.
- Lieutenant Novikhan – a human who used to work in the navy, they possess what is known as OSDD-1b². The host alter of the system is named Jade, and another named Garnet also appears frequently. Jade is actually the second host of the system, the previous one was named Lazuli, but she passed and Jade took over.
- Leia Kieran Irons-N – current CEO of Irons Industries, a company that made it rich by selling weapons and ships to the different factions of the satellite war. Leia managed to gather a group of supporters and gain control of the company that she was to be the heir to, and began trying to turn it around. This, however, has been put to a stop by First Contact, and she is making preparations to put her other training as a commander rather than a businesswoman to use as she wants no part in the dismantling of her life's work. If the ships that she has built will be readied for war, she's leaving on the first one of them.
- Jalnak – an acerbic Exterminator with a penchant for tranquilizers, Jalnak has a bit of a rivalry with Zeleveya. Like her, he would be diagnosed as having predator disease, and he has a severe hatred for those who are, as his brother was found to have predator disease and attempts to detain him had gone wrong and resulted in the deaths of most of his family.
- Kalne – a cheerful and earnest member of the Exterminators who works in stampede control. She is one of a minority of Exterminators who don't actually carry weapons, and she has only once been involved in the taking of a life. Among other things, Kalne is noted to be quick-thinking but easily startled, and when under stress she will default to different behaviors that might not be befitting of the situation.

Other Characters

- Rejio - Exterminator in command of pod LC-38, generally regarded as kind, methodical, and a father to those under his command
- Jason - an energetic soldier assigned to keep an eye on Jade during the Exchange Program.
- Jarna Arkwright - a human detective with a cybernetic implant in the place of her eyes

Organizations:

- The Hive's exterminator forces on Venlil Prime - a team of roughly 2-dozen Hive Exterminators currently located on Venlil Prime, one of them tried to enact a military coup

² OSDD-1b, or "other specified dissociative disorder type 1B" is a subset of Dissociative Identity Disorder wherein multiple alters exist but the person doesn't actually dissociate, instead experiences grey-outs, distortion of perception of time, emotional dissociation from the memories, and a few other things. Writing a character to have OSDD-1b rather than traditional DID is a bit of a cop out in comparison, as the writer doesn't have to worry about accurately portraying the subject dissociating, nor do they have to worry about loss of information if writing from the PoV of a single alter.

using members of the exterminators who witnessed first contact, but it was swiftly executed when it decided that a civilian (Zelevaya) should be summarily ruled as having predator disease and either detained or executed. The others have mostly stayed quiet and have vanished, but they are a possible threat.

- Irons Industries - a former manufacturer of military equipment turned towards civilian pursuits, this sizable company is primarily based in the jovian system and on luna. The company has specialized in retrofitting old warships from the satellite war to serve as civil transports, and largely produce transport craft and habitation modules for interplanetary living.
- Exterminator pod CR-13 - a team of four exterminators plus exterminator captain Kalne, this group focuses on stampede control and response alongside other CR-designated pods and the occasional other groups such as medical teams or a fireteam of traditional Exterminators.
- Exterminator pod LC-38 - a group of five Exterminators assigned to the capitol landing fields of Venlil prime. They disbanded following an attempted coup against the government that they managed to nip in the bud.

References:

- Dark Impulses - vague, takes script from Tarva's speech following first contact with humanity
- Medical Conference - very direct, features a cameo of doctor Caoimhe MacLoughlin
- Charge of the Minas Gerais - oblique, mentions the ship and says that it is going to the frontier colony world that Zelevaya was born on
- Offspring - oblique, multiple mentions of the shadow moon Ki-yu
- Death of a monster - hidden, mentions that a Krakotl named Estala was transferred to VP alongside the Hive Exterminator
- Pack Bonding - mentioned that a human got into two romantic entanglements on the second station, with some additional references planned
- Nature of a Giant - multiple, massive reference planned with hopefully a few cameos in the prologue arc
- Operation Blindside - vague, Zelevaya makes the recommendation of a preemptive strike against the Gojids to General Jones and she says that she'll bring up the topic to Meier, something that could set up the mission
- Trauma Centre - mention of the xenomedical grand complex
- Lost and Found - minor and kind of superfluous, but we took the idea of the translator implants being biochips inserted near the brain stem and decided to throw in that tidbit
- foundations of humanity - planned for the prologue arc, Maeve might make a cameo
- recipe for disaster, history of non-sapient predators, have a predator friend they said, to kill a predator - all of these have references planned, with more being thought up.

(I could go further, but basically as it is Insertion has possessed the largest number of references to other stories)

Limitations: No limitations for use of concepts/place(s). Please contact if interested in referencing or including characters in a story.

Notes: while there are two sections, the “original arc” and the “prologue arc,” the original arc will likely be undergoing some rewrites as we go along, so there is plenty of opportunity to slot in crossovers and references there. Contact [u/AlnahrTheRiver](#) if you have questions.

The History of Non-Sapient Predators

Author: u/creeperflint

Status: Finished

Open to Collaborations: Yes

Details: This story is a collection of documents describing a peculiarly pro-predator movement on the Zhetsian Colony World 3 and the context it took place in.

The primary contribution of this story to the extended universe is Linked Chains, which is a movement of people who think that some predators are necessary to the ecosystem, and who generally know about how ecosystems function and oppose how the Federation destroys them. Most members are against the Federation in other ways, too. This group’s ideology has led to the Federation deeming it a death cult, and anyone caught supporting it is imprisoned or diagnosed with predator disease.

This fanfic also introduces Zhetsians. Zhetsians are a fanon Federation race that is notably more pragmatic and less gripped by ideology than the Federation; this leads to them having a reputation for being rebellious due to the proliferation of unwanted ideologies, religions, and movements in the species. They have a homeworld (Mother Plains) and 4 colonies by the time of the main canon. They were neither humanity’s allies nor part of the Extermination Fleet, and after Cilany’s broadcast, all planets were engulfed in civil unrest, often escalating to civil war.

There are a few other usable things mentioned, such as the WidespreadEyes multispecies media critic organization, some details about how the Farsul operate, Barlethy Shipping, Luke Schmidt the shady businessman, Polkif the paranoid Venlil Prime-dwelling Zhetsian, and the fact that The History of Non-Sapient Predators is a published anthology of Galactic Archives documents in-universe.

Limitations: I do not mind people including Linked Chains in their fics as long as it does not contradict my depictions of it. In my fanon, it’s decently widespread and very loosely constructed, so members or individual branches of Linked Chains could behave in a number of ways. I have depicted very little of what it looks like when the main canon takes place, so there’s lots of room there too.

Really, any depiction of any part of my fic is acceptable as long as you don’t contradict me or make huge changes or additions to what I’ve written. If you do use my concepts in your story, especially if you are unsure if it’s a good depiction, please DM me. I like to know when people are writing about my concepts.

Keep in mind that all parts of my fic except for the epilogue take place over a hundred years before the main story. If you want to write about the main canon present day, either take into

account how things may have changed over the years or take your information from the epilogue.

References: There is an oblique reference to Offspring in Document 5 in which Gojid ecologists are mentioned.

Venlil Metal

Author: u/oobanooba- (oobanooba on discord)

Status: ongoing

Open to Collaborations: yeah go for it

Details: (spoilers lol)

Main Characters:

Colton anderson: Human male refugee, skilled guitarist. Went to the greenmeadow shelter. Now lives in Deeplake and works at an orchid warehouse.

Anaw: Short black Venlil male- New metal convert. Works at cafe 5 claws. Is an electrical engineering student at a local university.

Vemly: White with black splotch Venlil female- former military, Works at cafe 5 claws in the kitchen, Studies at the same university (idk what they study yet though)

Reuki: a sandy brown yotul who was friends with a human named Ashar.

Ezin: Extremely fluffy gray Venlil male, works as an exterminator and is very much a narcissist, hero complex type thing. He has two other exterminators who often follow him

Exterminator Koll: A Venlil exterminator at the Deep lake extermination office, generally considered to be in charge. He is exceptionally buff and people often have extravagant theories about his past as a soldier who participated in many battles against the arxur. He doesn't take no shit from anyone. He's a good dude who's an exterminator because he genuinely wants to protect the people. I've left this guys past purposely vague, if you want to you have free reign to write about him.

Side characters:

Exterminator Office Receptionist: Unnamed, Is a receptionist at the Deep Lake extermination office. Too busy playing candy crush or something.

Ashar: A human refugee in the Greenmeadow shelter who committed suicide by slit wrist after his brother died, was friends with Reuki for a short time. He used to own a Red les paul guitar now dubbed "pristine ruby"

Gojid Neighbor: Coltons neighbor. A Gojid refugee who was moved from the cradle to Venlil prime after they lost their kids in the arxur invasion of the cradle.

Alexander Wright: older man at Greenmeadow shelter, takes care of a kid who was orphaned in the attack on earth.

Gela: She is an obsessive exterminator who wants nothing else than to “cleanse the taint” ; her solution to virtually every problem is to kill it. She idolizes Ezin and acts as his left hand. Gray wool and slightly above average height.

Nekrin: soon

Jobek: He is a relatively quiet and polite exterminator. Considers humans a threat, but harbors no hatred towards them for their nature.

Locations:

Deep lake: A moderately sized town thats primarily agricultural, as well as having various farming related industries.

It has a small but dense city center around the lake where the majority of citizens live. On the opposite side of the lake a moderate agricultural industrial zone exists, which acts as a shipping and intermediary processing hub for foods and agricultural produce. (eg Ipsom grain into ipsom powder.) Strong Anti and Pro human sentiments exist here and come into conflict.

Has no shelter of its own, and by extension a low human population. Not far away from Greenmeadow (to kill a predator)

Cafe 5 claws: a small cafe in Deep lake. Not a particularly interesting location, they do often hold live performances of small bands.

Vea Hardware: an all purpose hardware store that shares its design philosophy with IKEA. dont get lost. Reuki works here.

Things:

Frone fruit: A purple fruit about the size of an apple. It has a Hard shell exterior. The flesh on the inside is pink and very soft. It has a sweet flavor. It's commonly used to make juice or smoothies.

Juicefruit Fruitjuice: a fruit juice made of juicefruit by juicing the juicefruit juice into a fruit juice made of juicefruit.

Miitfruit: a fruit native to Venlil prime that has a similar texture and flavour to meat. The similarity is relatively unknown to Venlil but since the humans arrived and pointed it out, the fruit has been viewed with some suspicion.

Choir nuts: A tasty nut from the krakotl homeworld.

Frien Chips: a dossur variant of the potato chip. (its not made of potato)

Vekin bark: a tough bark from the vekin tree. It tastes like very bitter cinnamon to a human, absolutely disgusting, however the Venlil find it delicious.

Colton's guitar "Coal": coltons first guitar, which he got from his father. Now quite literally coal. A black and white stratocaster.

Anaw's guitar "Ruby": A red les paul guitar, formerly owned by ashar, now owned by Anaw.

Quantum Plasma Manifold: A device that does... something?

Boltep: an amphibious herbivore that lives in lakes. Particularly in the deeplake area. These creatures are small and stout with powerful back legs, not looking too dissimilar to a frog with a tail. Their front legs are minimally developed, existing only for the purpose of walking short distances on land.

They mostly eat algae and moss. They reach a their max size of about a hand.

Guleni: an amphibian predator about the size of a small cat. Lives primarily on land. It looks that looks a bit like a smooth lizard with webbed feet and a stumpy tail. they have relatively tough skin to allow for land dwelling.

They're a matured form of the Boltep, however the Venlil are unaware of this and believe the Guleni a separate creature from the Boltep. Due to their observations of an increase in Guleni population being related to a fall in Boltep populations, they believe that the Guleni prey on the Boltep.

The Guleni like to find tight enclosed spaces to nest and lay their eggs. The female will sit around almost completely immobile until the eggs are laid while the male feeds them. This allows for a fast egg laying cycle. Once the eggs are laid the female and male will take turns defending the nest while the other hunts. When the nox starts they will drag the eggs into water where they hatch into small Bolteps.

Nox: basically a word for night on tidally locked planets. A nox is the period of time where it is night. Deeplake has a 3paw nox once every 25 paw cycle. The first such nox spans between november 18 to november 20

Limitations: Generally just talk to me I got you.

Future of my characters is uncertain but most have pasts available.
Deep lake is to be absent from other humans at least until november 19th 2136.

References:

To kill a predator:

Colton comes from a shelter in Greenmeadow. The shelter and Greenmeadow as a whole comes from to kill a predator.

Playing by ear:

Venlil music norms described in chapter 5 are based on the descriptions from playing by ear.

[Sweater Weather](#)

Author: u/Braquen

Status: complete

Open to Collaborations: Always

Details: THIS STORY IS POST WAR. Keehl has never had a problem with humans, until he notices his heart beating faster and his nerves running higher when he's near his friend Lily. Where has this sudden Humanophobia come from?

Main Characters:

Keehl: Venlil highschool student. Black wool worn long (until after the story) with floppy ears

Lily: Human highschool student, attends the same school as Keehl

Limitations: Just message me and ask about what you want to do and I'll help you work it out.

[Don't Look a Human in the Eyes](#)

Author: u/Braquen

Status: This was originally a one shot, but I have made a few stand alone sequels, which are "complete." I may write more in this series, however

Open to Collaborations: Always

Details: A brave Krakotl truth seeker tries to stay strong as the predator infiltrators on Venlil Prime try to invade his very mind, leaving him with very confusing and conflicting emotions! Can he stay strong, or will he serve himself to the savage predator that's moved in next door?

Main Characters:

Kriie: Predatorphobic Krakotl who has watched too much against the herd, and listened to too much Rux Limpbut.

Ryan: An unwitting human refugee and Kriie's neighbor.

Limitations: Just message me and ask about what you want to do and I'll help you work it out.

[An Introduction to Terran Zoology](#)

Author: u/Still_Performance_39

Status: Ongoing

Open to Collaborations: Absolutely

Premise - A group of Venlil take part in a class on Earth's wildlife aptly named An Introduction to Terran Zoology. From animal loving goof to actively antagonistic exterminator, the story brings a whole host of animals and ecological concepts to the Venlil to gauge how their populace at large may react to humanity's approach and understanding of nature.

Characters

Rysel - 28 rotations old Venlil. Sleek black wool with a tan ring in his chest. Green eyes. An animal lover who goes giddy over the many alien creatures of Earth. Forms a swift friendship with Bernard.

Bernard MacEwan - 74 year old zoology professor from Edinburgh Scotland. Joined the exchange to educate aliens about the diversity of Earth's habitats and share humanities ecological understanding.

Milam - 29 rotations old Venlil. Cloud like snow white wool. Silver eyes. Joined the botany course of the exchange programme to help her family's struggling farm.

Tolim - 35 rotations old Venlil. Scruffy tan wool. Blue eyes. A coordinator for one of the groups taking part in the exchange programme. He has an affinity for humans from day one and has a budding romantic relationship with his own exchange partner.

Sandi - 47 rotations old Venlil. Medium length striped gray fur. Amber eyes. An astrobiologist that joined the programme out of a desire to see how a meat eating species' understanding of the environment compares to the entrenched Federation beliefs she's begun to doubt.

Kailo - 15 rotations old Venlil. Shorn tan wool. Blue eyes. A newly minted exterminator eager to make his chief proud. Claims to be in the exchange to learn about Earth's many "dangers" but due to his immaturity he often ends up just arguing and interrupting the lessons.

The Nature of Family

Author: Ben_Elohim_2020

Status: Ongoing main story + Oneshots

Open to Collaborations: I'd love to (Oneshots or cameos in your story only though)

Premise: A poor, struggling Venlil by the name of Quinlim is at his rope trying to provide for his sick mother and younger brother when a chance encounter with the Mafia thrusts him into the seedy underworld of Venlil Prime.

Characters:

- Quinlim - The newest associate of the Capozzi Crime Family, working hard to provide for his sick mother and younger brother. He's frequently uncomfortable and conflicted with the things he's asked to do.
- Sawvek - Quinlim's Brother who struggles with anger issues and self-doubt. Recently conscripted into the Exterminators Guild.
- Treila - Quinlim and Sawvek's mother. Bed-ridden with a genetic illness known as Terminal Wasting Disease.
- Weqvin - Quinlim and Sawvek's Father. A Space Corps fighter pilot taken by arxur and presumed dead.
- Trilvri - Resident badass of the Family with evil eyes and a tragic backstory. Former Pilot and exchange program participant.
- Donald "Don" Capozzi - Founder and leader of the Family. Former Space Force Captain who lost two legs and an arm as a test pilot. Natural leader with lots of charisma.
- Pomela - Venlil fiancée of Don Capozzi. Launders money out of her gift shop.
- Alfonse Palluso - Sub-boss in charge of Quinlim's crew. Physically imposing former soldier with a background in psychological warfare.
- Jonesy - Made Man. Joined the military to meet aliens. Favors a knife.
- Mac - Made Man. Bar brawler and general tough guy with scars to match.
- Ivan - Made Man. Smooth-talking Russian pretty boy. Always smoking.
- Archibald - Associate (in poor standing). Drug Dealer. Racist.
- Marcus - Made Man. Arms Dealer. That one crazy libertarian everyone knows.
- Doc Goldstein - Advisor to the Family and medical doctor.
- Cousin Vinny - Associate. Everyone's cousin. Grey man with a lot of clones. Smuggler.
- Owen - Associate. Black Market Farmer. Unfinished degree in agricultural engineering.
- Murseppi - Associate. Yotul Bar owner. Oversees the hideout/speakeasy.
- Bocsen - Associate. Venlil barber & money launderer. Exchange Partner of Taylor.
- Taylor - Associate. Launders money with clothing store. Exchange Partner of Bocsen.
- Akrim - Krakotl Veteran Exterminator. Deceased. Brother of Intalran.
- Intalrim - Krakotl Exterminator. Brother of Akrim. Paranoid, religious, hates humans.
- Vaesh - Gojid Extermination Officer. Nice guy actually.

Limitations:

Feel free to contact me with any questions if you'd like to reference or include anything from the Nature of Family. I normally respond to Discord messages fairly quickly. Everything else here is mostly just a style-guide more than anything else.

- Generally the Family should avoid doing anything blatantly or outright evil, instead existing in a nebulous sea of moral grey. They are certainly not the good guys, but they're also not quite villains either. Oppressed revolutionaries, Righteous Vigilantes, Robin Hoods, Heroic Western Outlaws. They see themselves as a higher caliber of criminal, professional, sophisticated, and bound by a code of honor that puts them above even "legitimate" sources of authority. Everything they do should have some moral foundation to stand on, even if that ground is shaky and you might not agree with it. If anyone does cross the line, damaging the Family's carefully maintained reputation, they can expect to be disowned and *dealt with* rather quickly.
- The Family is a Fraternal organization. Men only. Women may be wives or girlfriends and even have limited involvement with the group, but they are not granted membership. In exchange they are afforded certain protections in line with notions of chivalry. Children are likewise off-limits and kept away from the more violent aspects of business.
- Despite their very pro-humanity stance the Family is not innately opposed to aliens and should not have any inherent biases against individuals. They may however hold biases about their governments or cultures, particularly anything in opposition to humanity.
- For applicable tropes see [Neighborhood-Friendly Gangsters](#), [Criminal Found Family](#), [Even Evil Has Standards](#), [Anti-Villain](#), [Affably Evil](#), [Tranquil Fury](#), [Wicked Cultured](#), [Even Evil Can Be Loved](#), [Even Evil Has Loved Ones](#), [Better Off With The Bad Guys](#), and [Villain Has a Point](#)

References:

Foundations of humanity: The Family occasionally disposes of bodies by having their victims "sleep with the predators" (read as "eaten alive by shadestalkers")

[The Nature of Vigilantes](#)

Author: Blackwhite35-75 (Blackwhite35-75 on Discord)

Status: Ongoing

Open to Collaborations: Yes

Details: This story is moving from November but has past references to September and October.

Premise: This series follows a Yotul Vigilante named Karma as, with the help of a human former Intelligence Officer named Colins, tries to deal with the radical and criminal elements of Venlil Prime as they deal with the worst of Venlil Prime, governmental incompetency, exterminator foolery and more.

Characters:

- Sednak: A 30+ rotation Yotul from Leirn, he was quite young when the Federation came to his planet for Uplifting. His backstory will be developed over time but after escaping his past from Leirn and dealing with some people from his home planet, he tried to live a normal life on VP but after the humans were discovered and he had found Colins through the Exchange Program that Sednak decided to embrace who he was back then and ever since then he has been an active vigilante.
- Colins: A human from Earth. He had been a Intelligence officer for the US Armed forces and was very active post-Satelite wars. He's the one who helps Karma with the technicalities along with training him on human ways of warfare and subterfuge.

Limitations: Just ask me what you want to do and I'll answer

[Nature of Humanity](#)

Author: u/BiasMushroom

Status: Still in the works!

Open to Collaborations: Happily

Details: The Story is set up to hopefully flow like NoP's does with 4 arcs.

In '**A Rose by Any Other Name**' Follow Talen as the galaxy breaks him but his love for others saves him and a young woman very dear to him.

In '**The First Human Exterminator**' follow John as he bumbles through his own story, and Loke the Gojid who bumbles through learning what the heck is wrong with the galaxy.

In '**Destination; Wriss**' ... Well let's just say Elva is not going to have a great time but she's tougher than what's coming for her.

In '**Under Pressure**' Follow Silvera the Sivkit, Uska the Gojid, and Jamie as they deal with feeding the growing war machine under the cold gaze of Frozen Mountain.

Additions:

Locations:

Frozen Mountain: Venlil Prime's second largest city and home to a significant amount of its production with a staggering 117 factories and plants. Built in a valley along a twilightzone mountain range, the tallest skyscrapers of this depressing place fail to even touch the sunlight that gently caresses the top of the Frozen Mountain the city is named after in the height of summer. A common saying is the Sun never shines on the Frozen Mountain, referring to the city not the actual mountain. Most of the architecture is drab gray and monolithic in nature to fight against the ever present cold of the city. The activities and recreations are sparse at best. "No one moves to Frozen Mountain. You just... wake up here." - Very, Venlil, FMEG rookie.

Houston Gojid Refugee Complex: One of the large Refugee camps set up on Earth. Not far outside of Houston itself, the Complex was meant to be housing for a since discontinued project, but thankfully the place only needed a few pests removed and the water and power turned back on to welcome in new alien residents.

Prime News Station: Based in the Capital of Venlil Prime. Ran by Kotaka as the Decider. The Venlil News companies work with a rather straightforward hierarchy. The Seekers scour VP and the galactic web for stories of interest to follow. The Journalists work closely with them to develop the story and the Decider makes the final decision on whether to air it or not.

Characters: (Not all are introduced yet)

Talen: Senior Journalist at Prime News. A failed exchange program partner Venlil that smashed his own head open upon having a panic attack set off by meeting Rose.

Rose McDermott: Human Teenager, Her father died in the evacuation of the Cradle, and her mother above Earth when the Extermination Fleet attacked.

Elva: A Venlil medic and daughter of Talen. Joined the UN in their assault on the cradle to help save lives, but failed to save her friends. She now works to become strong enough to fight and keep them safe

Crevan: The Arxur that disemboweled Elva. An Auditor for Betterment, Few risk challenging him. He's proven to be more than ready to kill.

Johnathon Periwinkle Hunter: An exterminator on Earth, that lucked into greeting the Gojid's that arrived and lucked into becoming friends with one small broken herd.

Loke: A Gojid that failed to protect his son Taumy, and his wife on the Cradle when attacked by a Rhot. UN soldiers saved Taumy, but where not fast enough to save his wife or his legs. His time on Earth has left him questioning his faith in the Krakotl god Inatala.

Jamiethon Appleseed Hunter: UN soldier and dear friend of Elva. Barely survived the evacuation from the Cradle. Recently hired by Factory 13 to help triple production of Starship fuel and components.

Silvera: Manager of Factory 13. The Sivkit earned a reputation as smart and reliable in Factory 13 and has made it one of Frozen Mountain's safest factories. Though she will have her work cut out for her with the planned renovations to a live and working plant.

References: (TBA currently Tight Money, Pack Bonding, and Nature of a Giant but I do hope to expand this list.)

Limitations: Give me a shoutout, and if you might want something to be cannon with my fannon, ask and we might be able to work something out.

Hazardous Recovery

Author: u/Xerxes250 (Xerxes on discord)

Status: ongoing

Open to Collaborations: Hell yeah! Find me on the Discord and we'll plan it out!

Details: 3 Venlil volunteers to help the post-battle cleanup on earth so they can lay their dead friend Erich to rest. When they arrive they discover that the mission and their host, Erich's sole living relative, are a lot more complicated than they expected.

(The opening chapters are pretty grim, but it doesn't stay that way for long)

Main Characters:

Kimmich: 5'10 and **HEUG** for a Venlil. "He's like Dwayne 'the Sheep' Johnson" -[RegulusPratus](#)
Pitch black body wool, static coloured head/neck/tailpoof, emerald eyes. Missing his RIGHT EYE. Hero of [REDACTED] colony raid. Former badassman, current exterminator detective. Hardass, but loves his kids more than anything [Protective, almost infantilizing] Got a softer centre than he'd admit. Expert at Venlil martial art Spring and Tumble. Lingerin Trauma over dead wife. Suspicious, slow to trust, says/believes some racist shit, but redeemable. Retains ability to kill, but isn't eager. Always has an emotional support side-arm when possible. Narration is terse, low on poetic details.

Sevkan: 5' Average Venlil size. White and brown wool, with blue and black beads braided in. sky blue eyes. Youngest, softest, medical doctor. Total sweetheart always wants to help. Adopted by Kimmich after the [REDACTED] raid. Closest to Erich, feels responsible. Seems timid, is not. Opposite of Kimmich, Soft exterior, steel interior. Also knows Spring and tumble. Broadly unhorrorified by humanity, Quickest Venlil to adapt to earth. Narration is the most empathic and vaguely sad.

Venmka: 5'5 and almost as hueg as her dad. Share's Kim's colours, but also has brown speckles across the top of her shoulders. Jade green eyes. Perceptive, excitable, cheery, curious. Absolutely adorable and keenly and *tactically* aware of it. Puppydog eyes always works. Could befriend a rock with one conversation. Young, like 22 equivalent. Just out of space ship engineer school with HAZCOM ship breaking degree. Learned Spring and Tumble

from dad. Too young to share dad trauma, feels slightly smothered by him. Excited to learn about mankind, and is not scared of them. Narration is rambling and cheerful and occasionally overdescriptive.

Andre Mackenzie: 6'4, broad at the shoulders but slight overall build. Short black hair, with a mustache and chin patch. Mechanical Man. Rebuilt body after pulling a chernobyl diver in a nuclear meltdown on an icebreaker. Eyes, ears, nose, throat, spine, arms, and everything from the navel down was replaced. Also a bunch of internal support stuff. Considers himself an Einherjar, either genuinely, or as a cope. Got famous for being the "Cyborg Guitarist" in the band Neon Knights, now runs Coldwater Robotics. Easygoing, frank, and articulate. Had enlightened dreams, but the bombing has made him cynical. No angst about borg bits. Became tech expert to help improve them and invent the Mega-HEV suit and others. Narration is anecdotal, vulgar, reference filled. Aedificatus sum. Iterum aedifico.

Erich: Sevkan's exchange partner, they were close. Threw himself off a cliff on bomb day, when he got news his whole family died. Bringing his body back to earth is the Venlil's initial motivation for coming.

concepts

Hazardous Recovery Teams: Mixed species and specialization teams called in to deal with the most dangerous parts of ship salvaging after the battle of earth. Extracting reactors, dealing with unexploded ordnance, or dealing with wrecks in extreme environments.

Coldwater Robotics: Andre's company named after the town, started by him and a few of his bandmates. Andre is currently the only employee [everyone else died]. The company makes drones, cybernetic replacements, and space/environment suits. Currently working on recovery efforts and cybernetics design for Venlil and fed species.

Spring and Tumble: Venlil martial art, basically a mix of parkour and capoeira. Suppressed for being 'predatory'

Lost Media: Between the 2030's and the 2100's was lost to electronic warfare and EMP's during the satellite wars. This is why modern references happen, even though it's the 2130's. This is coupled with a resurgence of physical storage media, as you can't emp a vinyl.

The 2120's Heavy Metal revival. For some reason, metal got big again. Spearheaded by bands like Infinite Black Fire, Neon Knights, and Ghosthorse, they spent the 20s touring and tearing it up wherever they went. In the present of 2136, the

[Neon Knights](#): Andre's band. The linked doc has the details

Firelink: a Human social media network popular in Canada

Acorn Aeronautical and Osiron Life Support Technologies: Rival tech companies that Andre hates. Acorn; because their stupid ideas always get funding over his, and Osiron; because they cheap out and cut corners on everything, so their tech is shit and gets people killed. "BuT iT's sO cHeAp!"

"Vulgar Cybernetics" movement: A subculture of people with cybernetic replacements who, for some personal reason, refuse to cover up their prosthetics with artificial skin. Instead they choose to lean into their artificiality, often making elaborate art pieces of their limbs.

Important Technology

Nervlinks: Mind/body/machine interfaces plugged into the nervous system for superior control and sensory feedback. Plug and play nanotech that installs easy, a sister technology to translators. Human designed versions have like 8 layers of redundant security and are specifically designed to prevent ASSUMING DIRECT CONTROL stuff from happening.

Myolin: artificial muscle fibres used in most Coldwater Robotics stuff. It's literally just [myomer](#) from Battletech spelled differently.

Coldwater Haz-suits: Battery powered, myolin operated, and highly customizable nervlinked environmental suits. Everything from your run of the mill basic voidsuit to the hulking 8ft HEVRAR. Features vary depending on the model, but as a whole they have a reputation for being some of the best protective equipment money can buy.

Coldwater Prosthetics: Various cyberlimbs designed, built, and potentially installed by Andre. Like the suits, Nervlinked and myolin driven. Almost exclusively used to replace lost limbs, they flawlessly mimic the function and feeling of a regular body part, but tougher and stronger.

Places

Coldwater Bay: A small town on the western coast of King Island BC. 10k population at most. Built after the satellite wars, made up of various refugee and First Nations peoples. A frontier town full of weirdos and outcasts, surrounded on three sides by the Great Bear Rainforest. Economy runs mostly on outdoors tourism. [skiing, hiking, camping]

Starside: Kim and co. hometown. The city deepest in the night side of Venlil Prime. It's night 4 days a week and spectacular orange twilight for the other 3. It's kept warm by constant air currents from the sunny side. It's a lot like Venlil Vegas, or Reno. With a bit of Hollywood mixed in. Glitzy, glamorous, and waaaay greasier than you imagined. Gambling, showbiz, tourism, the *other* tourism, and all the *fun* stuff that comes with it.

Curing Malpractice

Author: Cummy_wummys

Status: Ongoing

Open to Collaborations: Yes

Details: The story starts just before the battle for Earth and follows a young Kolshian scientist/college dropout named Novel as she researches and studies the local Human refugees to disprove all the misinformation about the new predators. Along the way we meet several characters who show the naive squid the many different facets of what it means to be a Human. Perhaps, even, learn something about herself along the way.

The story also contains several lore statements on Kolshian society, biology, physiology, and a couple fruits, roots, and vegetables.

Cast:

Novel - Good hearted but naive Kolshian teenager who perhaps trusts people on the internet a little too much. Standing at 4'10" and weighs 57 lbs, also has dark green skin and black wavy stripes on her head.

Ada Lebwitz - Human refugee sent from Germany to Venlil Prime who becomes a quick friend to Novel when she arrives at the shelter. She stands at 5'8" and is of syrian descent, having a light brown skin color

Emmanual Nangolo - Head overseer of the refugee shelter Novel visits. He stands at 5'11 and has a deep black skin color.

Ledo - Jaur guard at the refugee shelter. Silver fur with black stripes, standing on back legs at 4'9" and 2'3" on 4 legs.

Harba - Racist Yotul that runs a fruit stand in the farmers market, hates Kolshian, Krakotl, and Farsul for discrimination on her home world. Stands at 5'3" with rust covered fur and cream colored hind paws.

Limitations: Any time before October 16th and after November 11th is fair game, just ask for permission first please.

References: Recipe for Disaster, ENOUGH!, Tight Money, Nature of A Giant

Misc EU Concepts

A list of ideas or concepts that you would like to add to the EU, but either aren't in a story yet, or are part of oneshots/small ideas that aren't big enough to justify your own entry. Used as an idea board for authors to read to get inspiration.

Name	Description	Source/Author
The Happy Flowerbird	Pro Human bar/cafe in Dawn Creek	/u/SavingsSyllabub7788 Survivor's Guilt

Forbidden Meat	Earth based restaurant that specializes in strange lab meat, including extinct species, and “human”. 100% hidden from the Federation	/u/SavingsSyllabub7788 [Head cannon]
“FTL comm drones”	Small subspace capable drones that humanity has employed to maintain a decentralized FTL communication network without needing large relay stations like the Arxur and Federation	/u/SamakSalmon [headcanon]
Sliding doors	The doors of federation buildings, or at least for the Venlil, are almost entirely sliding doors, as it avoids the risk of their tails getting trapped. Cupboards, lockers, and some other doors are still hinged though.	Made up by a few people on the Discord.
Low income Venlil houses	Venlil houses vary in key ways depending on how much money the owner has and how old it is. The poorest houses favor function over form and are little more than cheap fillcrete bubbles with interior walls. The age, design and material of the carvings in the door panels are good indicators of the owner’s wealth.	Made up by a few people on the Discord.
High income Venlil houses	The wealthiest houses have stained glass windows, exterior and interior natural building materials and hanging plants from different climates that are difficult and expensive to maintain outside their entrance. Venlil also show off their wealth by having sliding doors with interchangeable panels that can be swapped out to keep up with whatever the current fashion is. These homes are also richly decorated with art.	Made up by a few people on the Discord.
Arxur numbers	Arxur use a base 12 number system	Love Languages by Eager_Question
Fabricators	Fabricators are large machines that can take up an entire room or more. These machines combine several manufacturing processes into a single machine. Humans have compared it to combining 3D printers, CNC milling machines, plasma cutters, sewing machines and all manner of other manufacturing machines into a single room sized factory. Many different models of Fabricator exist to manufacture different types of products. These range from the simple models that only produce simple products to highly advanced medical Fabricators capable of making biomechanical translators.	Tight Money by Thirsha_42
“Negative Spaces”	Unofficial dwelling spaces created by gaps and blank spots on planning documents, that are within property lines yet are demonstrably not considered part of the	Created by u/AlanharTheRiver and u/SamakSalmon, will

	property in taxes due to bureaucratic errors, which homeless citizens can claim squatters' rights and the status of the building associated with the space while being safe from eviction. On Venlil prime, these spaces are one of the safest spots for homeless Venlil to live without being added to registries of "potential predator disease cases" like they would be if they chose to sleep in public shelters	appear in NoO(ITU)
Daish	Daish is a bit of a complex cooking aid, generally only used to aid heat-treating food in shallow pans, but it is also used to add salt and flavor to some dishes. Daish is made first by extracting oils from seeds, usually any variety of flower seeds with different oils giving different flavor profiles. The oils of at least three different seed varieties are then emulsified together creating a thick slurry-like mixture that some have found distressingly similar in color and texture to tilfish blood. But grim appearance aside, it is often heavily salted to use as an additive on food for the added floral tastes but can also be made unsalted for its usage as a heat transfer medium or non-sticking properties. Large quantities of Daish are not advisable to be eaten by some species, Daish is essentially made of 80% fats and some species (the true herbivores) are not fully capable of digesting the entirety of it. Humans have likened Daish to a much more flavorful margarine, though they tend to prefer to unsalted version as salted Daish tends to be overwhelmingly salty for them.	Created by u/JulianSkies for eventual use
Banefire Accelerant	Banefire is a high-temperature short-burn accelerant capable of reaching over 3000C, being usable to destroy heavy machinery. Both due to its extreme destructive power and the necessity to use exotic materials in its production, Exterminator precincts may have anywhere from one to three Banefire tanks available to them, depending on the size of the precinct, with only the precincts serving the largest cities even having Banefires to begin with. There is exactly one situation in which the application of Banefires is permitted: Militia mobilization.	Created by u/JulianSkies for Blackriver Cases

	As Exterminators are mobilized as militia fighters during Arxur raids, Banefires are employed in those situations. Usage of Banefires is strictly forbidden otherwise for two reasons: Its destructive power means that utilizing it will <i>always</i> lead to tremendous collateral and friendly casualties. Exterminator protective gear is not sufficient to protect the wielder from the heat backblast, using a Banefire means accepting you're going to burn yourself alongside your target, hence why even during raids exterminators are reluctant to strap in a Banefire tank. Banefire tanks are identified by their black color.	
<i>The Network:</i>	The Network is a social safety net created by the Wolverines. It is in use to protect aliens under their care that were liberated from a Predator Disease facility, and can be relied on to get them out of trouble should it come for them again. Attempts at reuniting them with their families are made should it be safe to do so. Due to the nature of the program other vulnerable people can end up under its veil by word of mouth, and many Human refugee camps are unwittingly caught up in this program to offer safe shelter for those that need it. The network runs off of trusted humans and aliens alike and is spread all over Venlil Prime.	Created by Rand0mness4, from To Dream of Clear Skies.
<i>Ellis Plummer</i>	An unidentified human Vagabond on Venlil Prime. Rather popular for his unorthodox and never-before-seen street art, he has irritated the UN and local governments alike due to his tagging of government buildings and fighting craft. His murals and art pieces are appearing across most of the planet, and many shipping companies and railroads are sporting his works.	Created by Randomness4, from Unconventional Warfare.
<i>The Venlil Prime deportations.</i>	The Venlil Prime Deportations scandal was a series of controversial deportations of humans from Venlil Prime for alleged Order 56 violations, with various Venlil Prime Residents complaining that humans had mentioned highly predatory concepts around them. Unfortunately, in at least 97 cases these were later deemed false. The UN would later apologize for their slow action on updating the guidelines and ended up paying out over 2.3 billion dollars in restitution. Restitution that didn't end up reaching the 8 members of this group who would later perish during the battle for earth.	/u/SavingsSyllabub7788 Predator War Uncovered - Emergency Order 56

<i>Vrassi</i>	A short, leafy bush with a deep jade color. Vrassi leaves when chewed upon release a mild narcotic capable of blocking the sensation of hunger as well as acting as a stimulant, if allowed to dry the effects become even more pronounced and on enough dried vrassi it is possible for one to die of hunger without realizing. This dangerous hunger-suppressant is native to Wriss and often used by runts and foot soldiers to help deal with their starvation diet, but the sheer stigma of being a 'leaf-muncher' often works to prevent them from changing social ranks.	Created by u/JulianSkies for The Battle of Itter Farm
<i>Accuracy by Volume</i>	Federation weapons favor low-energy, short-range, and rapid-fire projectiles featuring high ammo capacities and high rates of fire. Human weapons by contrast tend to be the opposite, favoring higher energy projectiles and lower ammo capacities. This is on the basis that the various prey species have less capability with ranged weapons than humans due to innate biological differences and unlike humans have not had to contend with the prevalence of body armor.	Created by u/Ben_Elohim_2020 for The Nature of Family
<i>THUMR</i> - Trayyan Hais Underwater Mining and Research Facility	Underwater research facility known only to high-standing individuals on Venlil Prime during the Federation-Arxur War, its location was kept secret from the general public, known only to high-ranking officials within the Venlil government, those employed within it, and the Farsul overseers who ran it. While it seemed to be a bunker for the elite and high-profile researchers and engineers in Venlil society, the underwater facility (alongside its sister locations across other Federation homeworlds) act as a gene-bank for the best and brightest of a species in the event of either an Arxur raid as to repopulate the species and paint the Federation as benevolent heroes, or in the case of a rebellion, to repopulate and reeducate the new generations. The hiring of high-profile individuals was used as a means to keep them isolated from society as a whole and have them close to Farsul agents who could easily sabotage any research intended to give the individual species any way to stray from their overreliance on Federation aid, keeping them chained to the Federation's trade and resources. During the War, the Farsul agents turned themselves over to the UN, effectively surrendering the facility entirely to the Skalgan government and was retained, though the use of the facility has declined significantly in the following years.	Created by u/Yoshikage_K1ra for <i>Cold Below</i>

<i>The Deep Dark</i>	An underwater trench on the Night Side of Skalga, estimated to reach somewhere between 6 to 12 kilometers below sea level.	Created by u/Yoshikage_K1ra for <i>Cold Below</i>
<i>Froztan</i>	A mineral mined by the THUMR Section 14, a highly sought after in the Night Side of Skalga's oceans that quickly breaks down in higher temperatures. The concentration of NPK in the gelatinous form the mineral is ground into makes it highly valuable for farming ventures as well as a sought-after material for revitalized colonization and terraformation enterprises.	Created by u/Yoshikage_K1ra for <i>Cold Below</i>
<i>Nevok Clothing</i>	Native to an arctic homeworld, Nevok put a great deal of importance in warmth, which is harder to find than food in their world. This has led to an early development of textile industry and a great focus on trade. Clothing holds a specific meaning to the Nevok on accounting to its relation to warmth: Only the poor need clothing to stay warm, therefore, it is a sign of poverty. In their homeworld those who live in the permanently heated areas will go without and those living offworld in warmer climates will also prefer not wearing anything. Most nevok clothing is made from scraps salvaged from larger scale textile industry that is aimed at furniture and protective equipment leading to discordant and colorful designs. Some enterprising younger nevok have taken great advantage of humanity's infatuation with clothes to sell what amounts to rags at the price of luxury items.	Created by u/JulianSkies for Opalfire Festival
<i>The Opalfire Festival</i>	From a world where heat is more important than food, one of the oldest traditions of the nevok is to send their dead off in great ceremonial pyres in a festival remembering all the good things about life. Generally the tradition is old held on to by the poorest folk, with the ones with access to more wealth will generally follow other burial traditions common in the majority of the Federation.	Created by u/JulianSkies for Opalfire Festival
<i>Yulpa Lifekeepers</i>	Though the religious practices of the yulpa are (in)famous, there is a branch of their church known as 'Lifekeepers', who follow an ascetic lifestyle. Same as the primary religion, Lifekeepers see that only life can pay for life, however they also see greed as the	Created by u/JulianSkies for Offerings

	source of ruin and ask only the minimum out of the Spirit of Life. The Lifekeepers have something called 'kashar', it refers both to a publication (which is not specifically legal, getting your hands on the kashar is difficult) and a practice. To perform kashar is to continuously study and re-study the divine as life changes, knowing that you can never grasp the full truth but that you should always strive towards it. The written kashar is a complex publication containing the studies of centuries of previous priests, it holds no answers, only the considerations of those that came before.	
Exterminator/Federation rules	My HC is there's a set of "Actually OK" set of tactics in the federation regulations for defending and attacking the Arxur. However, they are never actually taught to anyone, as the rules are in a 50,000-page document filled with propaganda. Giving the kolshians/Farsul a backup excuse should they ever actually need to be "competent" for a bit	BainshieWrites, Headcanon
Escape from Earth	In the 12 days leading up to the BoE, thousands of private citizens started ferrying humans from Earth to Venlil Prime in a Dunkirk like display.	BainshieWrites, Escape From Earth
Predator Wars, documentary series.	Series created in 2156, a series of documentaries about the events of NoP 1	BainshieWrites, Predator Wars stories.

Venlil turns of phrase in English	
Dead Tail	Cold shoulder
Tastes too sweet	[not yet used]
Too twitch-tailed	[not yet used] Too wishy-washy
Digs too deep	[not yet used]
Over-watered	[not yet used]
A little too ripe	[not yet used]

Not to squeeze an already dry Juice Fruit	Not to beat a dead horse
Krakotl turns of phrase in english	
To dye my/your tail feathers.	Since the full colors of a krakotl's plumage only appear with maturity, young Krakotl will sometimes dye their feathers in order to look older. "To Dye your tail feathers" means to fake experience and/or confidence.
The storm never ends	Meaning: issues/problems just keep piling up today.
Inatala's Talons	Religious exclamation, used similarly to "Jesus Christ!"
Planned only for fair winds during a storm.	To make no backup plans.
Arxur turns of phrase in english	
Oh ye hunter of little faith	Said to people who have low trust on the sayer