

The Quodyr

A open species created by VIIBECHECK

VISUAL GUIDE:

https://media.discordapp.net/attachments/693530689676509284/1073066866743980113/Illustration396_14.png

A brief history on the Quodyr:

The Quodyr were not created at the beginning of the other race's creation. Nor were they around for the events of yore that would shape the world of Ai'Terra as we know it.

In the aftermath of Az'Maari's fall, the world had been racked with wounds from the god's clashes in their efforts to prevent the mad god from destroying the world, some of these effects had significant consequences to the land and the remnants of the races that dwelled upon it. Places once beautiful havens were now pockmarked with ghastly trails of corruption and suffering that affected even the mortals who dwelt there.

Thus the task of healing the land and purifying the place was tasked upon the Sage, or as known as Syndrea. They would travel across the land, mending the world's wounds and taking the pain away from all who sought after them.

Upon Syndrea's journeys, they encountered a village of Drakyr beset by a dangerous plague brought forth by the aftermath of the disaster.

Upon witnessing the Sage's purification of their lands, the afflicted Drakyr pleaded with the deity for their aid and to cure them of their plague. The Sage was hesitant at first, for the plague was too far along and there would be little the deity could do to restore them to their former selves. However, the deity did agree to help, but not as the Drakyr had thought they would.

With their enchanted breath, the Sage cast upon them a healing aura that not only removed the plague, but shaped these former Drakyr into a completely new form, one better suited to fight off the plague they were once afflicted with. When the former Drakyr had asked why, this was what the Sage responded with:

"Nay are you Drakyr any longer, as the plague had already done too much damage to restore you to your former selves. Rather, you have been reborn unto a new form. From whence you were afflicted as Drakyr, you now walk forth whole again as a new breed. Quodyr."

As soon as the Sage had performed their duties, they left the next moon, leaving the new race to tread forward to a new future, not as what they once were...

Overview:

The Quodyr are a race of bipedal draconic mammalians that live within the world of Ai'Terra, scattered across the lands, from Pax Naria to the outskirts of the Astrines themselves. They are often known to be the youngest of all of Ai'Terran races to have ever been created, their origins spanning 50,000 years ago in the aftermath of Az'Maari's fall. They have close ties to the Drakyr that they were created from and often many will boast of their dragon blood and the blessings they received from the god of purification/healing, the very being that brought the new race into the world.

Appearance:

Quodyr in their most basic appearance, look like a cross between dragons, capuchin monkeys, lykoi cats, and opossums. They tend to have round boxy muzzles/heads with large, semi dropped ears that can vary in shape and length. Their eyes feature light colored scleras and vividly colored irises which reflect with an eery light in the dark, giving them the former name of "The Ghosts of Tarnuga", Tarnuga being the name of the village of the inflicted Drakyr.

The jaws of the Quodyr feature teeth with flat central and lateral incisors, long sharp canines, and sharp pointed molars that allows the Quodyr to adapt to any diet within their current surroundings, and can

inflict a nasty bite with a crushing force of 600 lb that can cause severe, debilitating wounds if the Quodyr is threatened.

Quodyr also sport horns that call back to their draconic lineage that can range from a simple unicorn horn, to the most intricate pair of antlers one may possess.

The body of the Quodyr itself follows a typical digitigrade humanoid plan, with limbs that end in prehensile feet and hands that both have opposable thumbs. Body size and shapes vary from individual to individual, with the smallest Quodyr being documented around 4'5" and the largest at 10'8". The forearms, hindlegs, chest, face and tail are covered in a finer and shorter type of fur from the rest of the body, feeling like velvet or chamois in texture. The inner part of the feet and hands have leathery pads covering the innermost side in its entirety and is very sensitive to touch and heat.

The bodies of the Quodyr often may present as masculine, feminine, both, or neither

Quodyr Breeds:

Quodyr are divided up into three different breeds, ranging from the oldest of the trio, up to the newest of them all.

They are as follows.

Qo'drak: The Elder Breed

The firstborn breed of Quodyr that were created by the deity Syndrea and its subsequent descendants. The Qo'drak is the most draconic of the three breeds, and the only breed of Quodyr to retain a breath weapon and a large percentage of scales upon their body.

Qo'drak are extremely rare and often stay far away from the younger of the breeds, believing themselves as Syndrea's most faithful and worthy of their god's blessings.

While most Qo'drak live away from others, some have rejected the notion of being in some "elite class" and have forsaken the archaic ways of their snobbish brethren to live in civilization and intermingle with others.

Qo'Avir: The Middle Breed

The first deviation in the Quodyr bloodline and the second breed of the species. The Qo'Avir were a cross between Qo'drak and Avyras individuals, which brought forth a variation of Quodyr that had feathers in place of the scales of their elder siblings. The Qo'Avir, while not as rare as the older breed, has been showing signs of decline and fewer birth rates as of recent times, though this is not a concern for the middle breed of the Quodyr. The Qo'Avir see themselves as balancers to the Qo'drak, the antithesis to their fervent zeal and seeing themselves as harbingers of logic and reason to the elder breed's passion and desire.

Qo'Urai: The Younger Breed

The youngest of the Quodyr breeds. The Qo'Urai were a result of the elder breed's crossing lines with Kyrann and Marsuth, that it gave rise to a subspecies that was furthermore detached from the Drakyr roots than that of the Elder breeds. The Qo'Urai were the "Impure" of the Quodyr Species and are often snubbed by the Elder Breed, being seen as a affront to Syndrea themselves and denied access to temples dedicated to the deity ran by the Elder Breed.

In spite of the bad blood with the Elder, the Qo'Urai are the most numerous and successful of the breeds of Quodyr, becoming the very image one thinks of when "Quodyr" is mentioned, and has been the only one growing instead of shrinking compared to the others.

Diet:

The Quodyr are adaptable as a species, being highly omnivorous and able to stomach just about any edible thing they ingest. Their teeth set allows them to chew through the toughest plant fibers and their razor sharp canines are able to shred and rend any meat they can get their hands on.

Quodyr often increase their food intake during the winter, a time when their metabolism kicks into overdrive to warm their bodies in the

freezing cold. This in turn leads to them having a season dependent diet where they may consume more plant material in the warmer seasons and then more meat in the colder times. As a byproduct of this seasonal diet variation, Quodyr are more bulked up in the winter than they are in summer.

Reproduction:

What differentiates the Quodyr from most other species in Ai'Terra is that they are all intersex. The Quodyr possesses both the means to sire and carry offspring, regardless of what the individual may identify as gender wise.

Once the carrying parent and the siring parent have copulated, if successful the gestation period will last up to 11 months. Quodyr bear live pups and often have around 1-3 pups at a given time. Birth is usually not a painful ordeal, but for some, it can be an uncomfortable process.

A biological aspect of the Quodyr is that if outside conditions are unfavorable to bear offspring or the carrying parent is experiencing negative factors (high stress, malnutrition, or illness). The Quodyr's own body may put a halt to the zygote before it grows and divides. This would be what is known as a "Embryotic Stasis" that can last to several months, or up to two years until conditions improve enough to be favorable, to which the Embryo may begin to fully develop into a pup, or

be absorbed back into the Carrying parent's body, terminating the gestation.

Pups are born blind and unable to fend for themselves, and as a result of an inborn instinct and factors, have fully developed canids and may react aggressively to any individual that isn't the parent, that may pose a threat, real or perceived. Pups grow out of this aggressive phase at around six to nine months, at which they are able to see and perceive those around them better.

Lifespan:

The average lifespan for a Quodyr is around 250-300 years, few making it to the age of 350+. Quodyr's aging process is alot slower once they reach adult age at 18 years and usually do not show signs of age until very late in life (255-285 years.)

An elderly Quodyr's features will dull and become more pale until they appear silvery in appearance (known among Quodyr as "Sterling Pelts") and will slowly become more lethargic over time. Quodyr die peacefully, usually in their sleep due to the increasing lethargy elders get.

The soul of the Quodyr does not fade away like the body does, and instead will pass on to a new body via reincarnation, to start the cycle of life anew as Syndrea has blessed them to do.
