

## Celestial Cows

Clear Affinity

Ability: Milk Potion



Celestial Cows are also called Starcows by many, though this also happens to be the name of a variant of Celestial Cows.

Celestial Cows have an ability that allows them to collect magic in their stomachs and refine it into a potion through their biology. They are therefore much more affected by things they happen to ingest. They cannot consume anything harmful for use in poisons unless they have an

affinity that would allow them to, or if the Celestial Cow happens to be a hybrid species that can consume it (such as Satyrs or Scrapgoats).

Things that may not be as harmful in regular doses such as alcohol and caffeine also affect Celestial Cows greatly, as their stomachs concentrate what they eat. This includes medicines as well, so care should be taken to ration a proper dose when used on a Celestial Cow.

There are 3 main variations of Celestial Cows. Starcows are the most common variant. There are also Sun cows and Lunar cows. The celestial body each cow is tied to determines when their milk production is at its highest, as well as the patterns on their body and halo. Star cows produce more milk at night, or when the stars are clearer in the sky. Sun cows produce more milk during the day, especially when the weather is clear, or on hotter days. Lunar cows produce more milk when the moon is fuller, and subsequently produce double the amount on Double Mondays, and Triple the amount on Triple Mondays.

Celestial Cows usually have at least one marking on them relating to their celestial body, though they often vary in symbolism. If a Celestial Cow ends up living in Hellside, their body will usually resonate with a Hellside celestial body similar to their native one. They will eventually change their halo and markings to reflect this.

Each variant of Celestial Cow has a slightly different build. Starcows tend to be smaller, around 3-5 feet tall. They also tend to have much longer fur than the other two variants. Their horns are quite variable. Sun Cows tend to build muscle rather quickly, and are often much taller than other variants, at around 5-7 feet. They also tend to have smaller ears and longer or thicker

horns. Lunar cows have horns that grow to connect, either ending up in a loop or twisted and merged into each other. They also tend to have longer ears. All Celestial cows have horns and udders, regardless of gender, aside from hybrid cows, and Comet cows, which tend to be wild cards as to their traits.

Genetics are the main determinant factor on which variant a Celestial cow will be, tending towards resonating with the same celestial body as their parents. However, if their parents happen to resonate with different celestial bodies, the child's resonant body will correspond with the more powerful celestial body at their birth.

Celestial Cows each have halos that are representative of either their markings, or their own means of expression. These halos are made of the excess magic they produce when processing potions, as a means of venting this magic. They are therefore not always present, but are usually present during the process of refining potions.



Hybrid Celestial Cows produce many different effects, and are highly variable in what their potion making skills can do.

Scrapgoat hybrids (Satellite Cows) are able to devour metal and produce potions relating to liquid metals or energy production. Their potions can sometimes end up working as a liquid battery. Some variants are also able to integrate tanks into their stomachs in order to collect milk more efficiently.

Singing Rabbat hybrids (Oracle Cows) tend to be able to hear the quality of their ingredients better, and can usually make a potion tailor-made for the recipient, even if the recipient did not seek them out before-hand.

Manticore hybrids (Meteocore Cows) are able to consume slightly more dangerous ingredients to use them in their poisons. Their milk comes out as the poison in their stinger, and as such their poison effects are highly variable, and dependent on what they eat.