

--- New information ---

Height/Weight:

-Males average 12-16 ft tall, and weigh around 450lbs.

-Females are 10-12 ft tall, and weigh around 375lbs.

-This is a LARGE, heavily muscled, dragon/alien race. If you want yours to be very thin, they'd have to focus entirely in magic and be either starved or sedentary. Their bones are heavy so losing muscle mass would still mean they weigh a lot.

-Females have webbing like a flying squirrel, but they cannot fly. It's used to halt their movement in water, and they can glide down from high places. This is useful for retrieving young that have fallen or gotten stuck somewhere. It's also found very attractive by the males so they keep it very clean and presentable. Females are typically attracted to males with the largest horns or manes.

Swimming:

-Pythios are swimmers. They swim like eels, with their arms to their sides, legs tucked against their tails, and they undulate and plow through the water headfirst. Their fur is closer to crystal fibers than regular fur we're used to. Even in the tundra, they create large holes in the ice and hunt there. Fish are their primary food source, but they are omnivorous like humans.

-Both males and females have the ability to close up their genitals in the water so that no invasive bacteria or fish can swim into them. The female clamps shut her labia, and the male has a fleshy muscular plug that blocks the urethra.

Color:

-Their original colors are white, cream, purple on their gems, brown and black without fur patterns. However, as their scientists have learned to give tattoos to their skin, plates and hair follicles. These have completely flexible color schemes.

-In addition, there are tattoos that embed crystals under their skin that glow alongside their gemstones and eyes. Originally they honored their fallen in battle by carrying their strength and soul by inserting their crushed gemstones into the tattoo ink. Now these crystals are grown in labs as well, so wild patterns that glow brightly have shown up on Pythios all over the stars, it being an incredibly popular way to show influence and power. The increase in capacity for

magical energy means their body must acclimate as to not overheat or make them ill, but it can extra reserves can be mastered and capacity increased safely.

Environments:

They tend to live in extreme environments and are used to exploring the stars of their solar system and colonizing barren planets. Their preferred living spaces are Tundra, Desert, deep in the ocean near trenches, or in a lush Jungle near an underground river or stream/lake.

Race abilities/traits:

-They are an Erudite-ish, magelike, telepathic/energy-wielding race. Their magic-incapable young are not allowed to breed and form the bulk of their soldiers. Homosexual pairings are encouraged in these people to give release to their pent up instincts and answer to pheromones, as they'll never have children of their own. It's completely normal, natural, and casual.

-They have organic crystal-gems embedded in their flesh (since birth) that constantly store excess energy for spellcasting. These gems, along with their 6 eyes, glow when the creature is casting spells. These come in different colors based on their family's bloodline. They come in flat and multicolor. Flat colors are purebreds and royal. Multicolor gems are mutts genetically, like most people, but that does not mean weaker. Perhaps less specialized and more able in other areas.

-They have lightweight, stiff, flexible fur. The roots are fairly rigid and have muscles that allow the various fur bristle patterns to move, contract, and flare at will. Males and females flare their fur to make them larger and more intimidating, or to show off their chosen colors and patterns.

-They have hard carapaces, soft-leathery skin, and fur. Their genitals are soft like humans.

-Their antlers are a bark-like material. There's often a lot of customization when it comes to their horns, competing for sexual appeal. For example: They'll hollow out a ring like a gauge and hang jewelry like metal bands, crystals, etc... Cap their horn tips in metal, or engrave patterns and fill them with crushed gems and resin or metal.

-The males have a bladed, highly-flexible tail that is used for combat. It can literally wrap around their body *almost* twice, it's extremely flexible and prehensile.

-They have webbed feet and gills on their necks.

-They have teeth which are a mix of many fine, serrated cutting teeth in the front and molars in the back, marking them as omnivorous but their mouths incapable or not adapted to bone-crushing or marrow collecting.

-Their ears are hidden and like birds ears. Very sensitive to specific frequencies, vibrations, or calls. As this race is primarily telepathic, their ears have developed for long range communication and sensing weather patterns.

-Unless they are clean shaven, they won't have short hair, but other fur patterns do surface. Only baby's are born with short fluff.

-Their genitals are designed so I don't want them interchanged with other species. They can be as long as their forearm but no more. The male's ridges on the head of his penis and shaft are soft and pliable and they can be larger or smaller if desired. They become more rigid and stand out if aroused. Same with the ridges on their head/face, except that THOSE only become rigid in anger or if roaring/scaring off enemies.

-Their claws are sharp as obsidian. They often polish and round them off, specifically high spell casters with complex hand movements to make.

-The top of their head is beaklike, but not hard like a beak. It's soft like a muzzle, and they have an upper and lower lip, the upper being hidden somewhat by the beak.

-There are parts of their body that are smooth like skin, and hard like a beetle or dragon scales; not everything is fluffy.

-Males have a lot of horns and fur under their chin, and are overall more bulky with a hunched over stance, which they can straighten to see further.

-Their hands are not the same as human, between their middle and ring fingers, there is a LARGE gap, rather like pincers, and their hand pads show that off by being split separately.

FEMALE specific:

-The females are slender and shapely, but also large and bulky, and though they lay eggs, they care for their young and do nurse them. Their tails are half as long as the male, and three times fluffier/longer fur.

-Their bodies have FAR less fur than the males, and a lot more curves.

-They have no blade, but they do have a horn on their tail. They have a shapely, barbarian-ish build, and unlike the males, they have webbing like a sugar-glider that goes from their arms, down their sides and along their legs. All of their webbing is slightly transparent and you can see what's behind it.

-Females have no mane and their gems are in their arm webbing instead.

-They have only 1 set of horns and two tufts of fur behind their head ridges. No beards.

-The female's genitals make egg laying easier. Instead of one vertical slit for the vaginal opening, it also has a horizontal slit and protrudes 3 inches or so between the legs. It can open up in 4 segments to lay the egg. It naturally is tight, clamping onto the egg to allow for smooth, controlled descent. It has many nerves to help control and feel the egg laying process, which aid in pleasure during intercourse. This can be exercised to be exceptionally pleasurable for the male as their muscular dexterity increases.

EGGS:

-Eggs are very round - not too large for the canal (think of giving birth to human baby, and how big that would be, except it's a limbless egg.)

-They have a ring of organic gems around the egg, 1/3rd down from the top of it. These gems match the baby's gem color, and are there to add the magical gene to the baby while it's incubating. These crystals are harvested from the shell and proudly displayed in art around the house, typically placed in front of windows.

-Eggs are laid after the female is pregnant for 3 months, she can have up to 5 at once. Standard is 1-3.

-They must keep the egg warm either with a magic spell/warming shield that must be renewed in the morning and before nightfall, or, if they are lucky they have a constructed, heated chamber. At worst and slightly humiliating as this severely impacts their daily life, they can sit on it like a chicken, but they often prepare and have the means to bypass that step.

-Talking to and nurturing the hatchling while still in the egg helps the baby to develop a higher intelligence and is highly encouraged. Songs and keens and stories of adventure are told to them. Since they have little time to bond in the womb, this must be done up until they first walk, at minimum, to develop close family ties.

HATCHLINGS:

-Have the same physical appearance as their parents, but are born without their organic gems (they always have 6 eyes, however. The gems grow in (like teeth) until they are 8 years old. This takes up to 2 months and it can be painful, but that's when they begin to learn and control their magic.

-Their fur is extremely short all over, and may puff straight out.

-Are 6 inches tall when born, and double in size every two weeks until they reach their full adult height.

Magic & Science:

-Magic defined by scientists would be energy manipulation not yet fully understood. There are two mechanisms which grant magical or energy manipulating power to these creatures. The first is the essence or soul in each living creature which acts as a hidden energy source that spreads ambient rays and waves through living bodies. This flows along nerve and electrical pathways, but is not electricity but another energy type entirely. The second is the magical essence passed down from parents in the form of their gemlike scales, which recharge through bodily connection or from solar rays. Like genes passed down that can be studied and catalogued, magic passes down and is subject to wide variance based on its own set of genes, and is influenced as well by genetic traits of the user. Magic is a wild type of energy existing between dimensional planes and so is notoriously difficult to study and requires high technology to even begin to foster or manipulate. Pythios' top scientists have tackled the immense task of locating, cataloging and later altering magic by multiple means. One by machines that see multiple dimensions in layers upon one another, thus getting a full picture, like puzzle pieces existing galaxies apart but belonging to a whole, of where essence resides and interacts, and another by utilizing magic users themselves and drawing conclusions about the end result of that combination of energy.

MAGIC - ABILITY & MANIFESTATION:

-Thus far there are several defined schools of magic, allowing for deviations and for the inevitable extreme combination that forces redefinition.

-**Elemental** - Fire, Ice, Lightning users: are afflicted with advanced awareness of the sensations these elements bring. For fire and ice, the users seem to be particularly sensitive about the opposite element, which allows them to control it. Elemental casters are the most common occurrence and make up an estimated 70% of the entire population.

-Ice They produce cold by calling all heat from an area into a fine point, like a pea sized ball of energy, and freeze their surroundings. This expends and transforms the thermal energy, as it cannot exist in the extreme cold, and it becomes something else, ice, which can then be manipulated into other ice forms like shards, snow, hail, etc.

Summary: Ice casters collect frost in a fine coating on their bodies and hair, and the sites of casting, hands, tail or mouth primarily, are more heavily frosted, which melts when they leave the area of their casting. 40% of Elemental casters receive this ability.

Detailed explanation: Ice casters sense heat everywhere they go and are very aware of their own body heat and how it flows within them and others. They cannot be killed by their own element, as their essence protects them, unless they expend all oxygen and destroy their environment. As the ice melts and becomes water, it is still able to be manipulated but is much more difficult and volatile to form and move.

-Fire users are very sensitive to cold weather and liquids, which can impede their abilities. They do not need a spark or any fire source to light objects ablaze and depending on their willpower they can whip up a mighty blaze in an instant.

Summary: They have the ability to draw on extra energy, as long as oxygen is present to support the flame, and manifest it. Their claws or muzzles, depending on where the blaze was set, are permanently blackened and scorched. Their claws show wear over time and break off. These are able to regrow but their claws are often uneven, showing different stages of damage and regrowth all at once. 35% of Elemental casters receive this ability.

Detailed explanation: Their body temperatures run hotter than in others, and they seem unaffected by flame or radiation. This needs fuel (like a vessel to burn in) so they must use wood nearby, or hold coal or other minerals, alcohol, or even an oil soaked cloth; anything flammable to maintain its presence. They often live in locations where thermal energy is produced in excess, like an underwater thermal vent, volcano, or desert.

-Lightning users produce a lot of static electricity within their essence and bodies in abundance, which interacts with other energy sources in the environment. It is difficult for these users to interact in society without static diffusers added to their bodies, and they zap and break both objects or people.

Summary: Their appearance is changed as their fur sticks straight out at all ends and their eyes and gems were permanently the sizzling white of lightning. Without static diffusers crackles of lightning escaped from gem to gem, travelling and arcing off of their bodies. 25% of Elemental casters receive this ability.

Detailed explanation: These casters are volatile and often collected and sent to a school where they can be taught to control their energy flow. Before this practice they were abandoned into the wild where their destructive powers fell upon the world versus the people, or were slain outright. These casters need metallic or crystalline objects to dump excess energy into in order to avoid expelling in a destructive way. They generate energy and heat, and can cause storms if they change the environment enough. This ability is highly controversial in their society due to its ability to be manipulated for gain, as they generate enough power to be used as rechargeable batteries for technology, which is where many of them were found after many random disappearances. Free, clean energy and enslavement. There are laws protecting them and they are taught to use it for the good of society, while living amongst it. Rogue groups with dark agendas still kidnap children who possess this ability.

Matter Manipulation - Healing, Time Altering, Magnetic Field Disruption: these fields are under heavy study and have the largest ability to affect living organisms. Manipulation casters are a rare occurrence and make up an estimated 30% of the entire population.

-Healing is a form of time alteration.

Summary: Rather than knitting back flesh from nothing or destroying cancerous tumors with radiation, they sense the previous, healthy state of the individual and reverse the growth or damage, restoring them to their previous state. The healing energy emitted is green, and when used all their gems and eyes glow a vibrant green regardless of their coloration, and fade back to normal when not in use. 60% of manipulation casters receive this ability.

Detailed explanation: They have the ability to sense gene blueprint production and which ones are damaged and produce incorrect cells, utilizing a combination of their and their patient's essence to perform restructuring. This was poorly understood for centuries. They were often feared and thought of as vampires, because after a successful and difficult healing, both them and their patient were exhausted. It was assumed they were gorged, and their patient drained. Scientists and doctors made great leaps in medical care and freed them from mythical legends as frightening beasts. Healers cannot always detect the previous state of the patient, especially in the event of death, as the patient's essence isn't there to guide them. Gene scans, dna tests and full body computer blueprints saved into medical records from milestones throughout their lives provided essential data for healers to do more complex and difficult restorations, guiding them with something more tangible and easy to prove as the before and after healing records were saved and studied.

-Time Alteration is the act of connecting to the previous state of locations or beings and changing their bodies essence to match that state.

Summary: The usefulness of these time casters is evident as they preserve past knowledge, solve crimes, and recover items lost to time. When they are in a meditative trance and make a connection to old energy, their body emits a soft purple aura, like a semi-transparent outline around their body, and they can then become a conduit for the information sought. The most notable physical tell in these individuals comes when they are morphing, as their entire body glows a blinding white-yellow. 30% of manipulation casters receive this ability.

Detailed explanation: These were feared as mimics or devils, as their connection to these places were often discovered by remnants of energy from deceased individuals, personal objects with lingering energy or homes where tragic events occurred. The most confounding thing about these individuals is the erratic and strange way of going about collecting their information. In practice, they physically and mentally take on the aspect of these past events. Their telepathic voices changed, their demeanor, and their knowledge and reaction to stimuli took on unfamiliar patterns to those who knew them. This is the base level of their talents, as the more they practiced, and given enough energy, they were able to change their physical form entirely, liquifying into pure energy and restructuring their body in the likeness - knowledge and memories included - of the deceased. This was extremely difficult to do to the living, as there is a form of protective nature regarding their essence, not unlike the immune system for energy. In a drugged state, their energy blueprints were revealed as their protective systems were confused. This form of time alteration brings past events to the present through a currently living individual, but advanced casters stumbled on something much more complicated. Sometimes, in acclimating to an event past, they would feel a pull as their connection to that place grew, and

in liquifying to transform, actually passed through dimensional barriers and reformed inside of that past event. Some who tried this never returned, and those that did were often horrified, claiming they were stuck to the area they traveled to, but could go no further, blackness surrounding the fringes of the existing space. Those who came across these areas felt watched, haunted, or reacted to emotions they couldn't understand. This happened particularly in isolated buildings or far off sites of events. When travelling back into the past where many beings congregated, such as a large city, much more of their world was accounted for and the mysterious blackness was diminished or non-existent. That spurred many questions as to the importance and meaning of memory formation in regards to persistent energy. Is memory more than a tool for learning, and actually recording and sustaining events. Is the universe static and only we move it forward, is it a complex energy exchange that exists in balance? These and many questions require further examination.

-Magnetic fields emanate from all living things and extend in a torsion field from their hearts. The planet itself has its own form of heart in its core, and it's magnetospheres protect against solar and cosmic radiation. The casters in command of these fields are deadly.

Summary: They bend and call metal, influence torsion fields, and in the extreme, manipulate the gravitational fields of planets. One of their main tells is the hair on their body and their claws accumulate metallic dust at the tips as it's pushed or pulled outwards. 10% of manipulation casters receive this ability.

Detailed explanation: Their most notorious criminal in history used this power to throw their world into an ice age, decimating the population and forcing them to flee the planet, adapt or perish. Xithral was his name, a being they took little note of before incidences of homicide, erupted hearts, bodies peppered with metal filings, began popping up in prominent places. Surrounded by an audience of military forces, he called for an immediate restructuring of society and their practices, lest he visit his wrath on the planet to punish them. His demands were not met and many soldiers, equipped with ships, shields, vehicles and weapons, advanced on him and were slain in the confrontation. Disappointed and enraged he pulled their planet away from the sun, encapsulating them in a devastating ice age. The strain of pulling off this feat ended his life and forever changed the course of their history. Future casters who display this trait are taken and locked away for study. Metal is drawn to their body from the environment. Their body absorbs, extracts and pushes it out from their skin and through their follicles so that their skin breathes and they don't go blind. When utilizing their magic the metal leaves their hair and claws as it's pulled outward and into the air. This often takes the form of tiny metallic pieces or shavings, which explains what they found inside the early victims of Xithral.