

# { Flammaesurit / Vampyre Species Info }



*Flammaesurit/Vampyres are a CLOSED species.*

*That means you can't make your own, or copy this species information for your own species or character/s. Please don't copy, reference, be heavily inspired or make your own without my explicit written permission.*

*Thank you!*

<https://www.deviantart.com/desireeu/journal/Original-Species-Flammaesurit-Info-427355699>

*(this is still a big WIP ---linking above the old info in case I show this to anyone xD)*



## { Introduction }

*Flammaesurit (more colloquially known as Vampyres) are otherworldly creatures, stuck between Life and Afterlife. Their name comes from latin, meaning "hungry flames", but with the centuries they have been rebranded by commonfolk with the easier on the tongue Vampyre, a simple portmanteau of vampire and pyro (fire).*

*Both names, though, allude to the same core of the species: they all burn with their own inner fire, a flaming pit of insatiable hunger that feeds off of other living beings.*

*Since Flammaesurit are mostly hollow beings, they focus on their physical looks and belongings to feel any sort of fulfillment or mock-happiness, and as such, some may consider them as vain.*

*They usually like to surround themselves in luxury, or anything they deem "worthy", depending on personal taste. Most tend to dress themselves in expensive outfits and several accessories, paying especially attention to how they display their candle tail: as it is the part most important to them, Flammaesurit enjoy adorning their tails with candle holders of all shapes and sizes, from the most classic ones to the most bizarre.*

*Flammaesurit come in different species, ranging from feral to anthropomorphic to human kemonomimi, but they all have a tail ending up with a candle (if their species has a tail shape not fitted for the candle, they'll have a generic whip-like tail).*

*This candle has a vital function for them, as it burns with their own soul to keep them "alive".*

*The "soul flame" stays alive by consuming emotions and feelings from living beings, such as happiness, depression, faith, fear, laughter, and so on. Every Flammaesurit has only one candle and the ability to feed off only one type of emotion/feeling, save rare cases (see "Traits" section below).*

*Being spirits, they can turn invisible or float at will, but it consumes higher amounts of energy so they prefer doing it just when necessary (i.e. during hunting).*

*If they fail to feed appropriately their soul flame, the flame slowly extinguishes, their body completely melts like wax, and the Flammaesurit is no more.*

*They can choose to pass to the Afterlife before it's too late, but most Flammaesurit are too stubborn or simply don't realize when it's actually too late.*

*There is also another occasion when their body could melt, and it is in the opposite event, alias if they exceed in consuming feelings/emotions. In fact, if they're not powerful enough, their body can't contain all the power and it completely melts.*

*They can have some slightly melty bits, but that usually isn't a big concern, more of an aesthetic factor.*

*The soul flame can be any color, but it's always the same color as the Flammaesurit eyes, as they too are a manifestation of their soul.*

*The eyes are always hollow, and the irises are usually very small (but very bright, like an inner fire), especially if the Flammaesurit is a place/object embodiment; if they're of a normal size it's usually because they're either a soul who became a Flammaesurit pretty recently, or a very good soul, meaning in both cases they're still very attached to their living self/"humanity".*

*It is very possible for a Flammaesurit to be genderless, especially if it's a place/object embodiment. Being just spirits, they cannot breed/have children of course.*

*It may happen however, for them to create new place/objects embodiments, but it's a very rare case since Flammaesurit usually have lost much of their sensitive side/humanity (it's also difficult for them to feel deep, complex feelings -like love-, it may even cause them to melt if they can't contain such emotions).*

*Due to this, they're also mainly loners, and don't like long-lasting attachments like family, friends and serious lovers, as they usually hardly feel true deep emotions and it's difficult to get their trust.*

*They prefer wandering in solitude or haunting specific places, it mainly depends on their lifestyle/what they need to feed off (for example, they'd prefer a hotel over a creepy mansion despite being loner spirits because they'd have more "oneshot" prey).*

*There is still much to be discovered about these enigmatic creatures, but this researcher suggests not to seek Flammaesurit on your own unless extremely prepared; in the case of the most malicious of them, it may very well be the last thing you do.*

## **{ Origins }**

*Many have speculated about the origin of Flammaesurit, some considering them as ghosts, others as demons; truth being, both and none of these possibilities are correct at the same time.*

*As mentioned above, Flammaesurit are thought to be spirits who can't (or don't want to) cross the borderline to the Afterlife, still anchored to Earth and its mortal beings. As such, they **need** to feed off life sources to keep their soul existent; failure to do so will result in their soul simply vanishing, without even going to the Afterlife...they just disappear from existence.*

*They don't need to be strictly living beings' souls, sometimes they can be the spirit embodiment of an object due to its sentimental value, or of a place where something intense happened, leaving traces of the emotions of the event.*

*In case of an ex-living being soul, it may happen that their appearance as a Flammaesurit doesn't match with their appearance as a living being; that's because it is based off their soul, which may drastically be different from the body (like a very ugly person, but with a good and kind, "beautiful" soul, appearing as handsome, or a trans person appearing with the gender they identify with rather than their biological one).*

*In all cases, Flammaesurit are bound to haunt the living to keep themselves alive, sometimes even resorting to their supernatural abilities to get what they need, hence the association by commonfolk with ghosts or, with the more malicious Flammaesurit, even demons ---and just like demons, not all of them were even human once, which makes for some terrifyingly heartless predators.*

### **{ Traits and Abilities }**

*Flammaesurit have a set of recognizable physical traits that set them apart from other species; as mentioned above, they are their soul flame on a candle tail, and hollow eyes burning with their inner soul.*

*But there is more to that to Flammaesurit, although rarely, and research is still ongoing on the matter to discover even more.*

✧ - mandatory trait | ◆ - uncommon trait | 👑 - rare trait

### ✧ -Candle Tail

*Every Flammaesurit has their own candle tail, which can be either the tip of their natural tail turned to wax, or the tail their species should usually have is replaced by a whip-like tail, ending with a literal candle. The candle burns with what it's called a Soul Flame, the only true embodiment of the Flammaesurit's spirit.*

*While the most common candle color is a classic white, other colors are possible as well!*

### ✧ -Black Sclera

*A Flammaesurit's eyes are always hollow, representing their current body being but a husk of their former life, with a void, black-looking sclera and just a little bit of iris visible -manifestation of what of their soul is left, and of the same color as their candle flame. Their iris can be bigger or smaller, depending on how recent their transition from being to Flammaesurit has been, and/or to the kindness of their soul: new/kind Flammaesurit have bigger irises, old/malicious Flammaesurit have but mere pinpricks of burning color visible in the void of their eyes.*

### ◆ -Multiple Candles

*Self explanatory, a Flammaesurit with more than one candle.*

*It's most commonly a rare trait for those who have horns or other features suitable for multiple candles, but their tail can split in two as well to allow an extra candle. Multiple candles allow more soul power (they can endure more emotions/feelings, and feel themselves with less risks), but they need to be fed more often as they burn more energy.*

### ◆ -Multicolored Flame/s

*Self explanatory, a Flammaesurit with their soul flame/s with two different colors.*

*It is usually associated with multiple personality disorders and/or the "multiple feeding" rare trait. It can be a single bicolored soul flame or multiple soul flames each of a different color (max. 2 if completely different colors, max. 4 if different shades of the same color).*

*It always brings heterochromia as well.*

### *-Alive Flame*

*Very rarely, Flammaesurits go as far as to devour a whole soul from an alive being (most likely when they're starving or feel threatened). And even more rarely, the victim's soul isn't fully "digested" (either by the Flammaesurit's fault or 'cause the soul is too strong) and can manifest through the flame in the candle tail.*

*The flame will either take a different form (like of an animal or a ghost) or produce a shaped smoke, and it will be able to talk from time to time.*

*The Flammaesurit will be stuck with this new companion forever, and will always drip wax from its body due to the effort it takes to sustain the companion.*

*Aside from these physical traits, Flammaesurit may also possess a range of supernatural abilities. Usually a Flammaesurit will have 0-1 of these, more rarely 2-3, and only in exceptional cases more than 3.*


*\*There can be other abilities not listed, ask away if in doubt! As a rule of thumb though, a Flammaesurit's special abilities tend to not be physical (like super strength or physical metamorphosis ---for the latter they'd rely on illusions!)*

### *\* Mind Reading*

*Self-explanatory, the ability to read another being's thoughts; if the Flammaesurit is strong enough, they may even dig into the other being's memories.*

### *\* Telekinesis*

*The ability to move objects with the power of the mind; usually limited to smaller, inanimate objects, but if a Flammaesurit is strong enough they may even move larger objects or even living beings.*

 *Very rarely, a Flammaesurit may be so strong as to able to control the victim's movements, without having to control the victim's mind (the victim may struggle, or even break away, but most times they can only watch helplessly their body moving against their will)*

◦: +\* *Weather Change*

*Flammaesurit have light weather manipulation abilities, since many work better in the darkness as to not be easily detected, and can cause sun obstruction by clouds, fog, rain, etc. but some may prefer creating more sunshine if they feed off of more positive things, such as happiness, hope, or awe.*

*In rare cases they're strong enough to create "pockets" of darkness to better hunt!*

◦: +\* *Premonition*

*Some Flammaesurit have the gift of premonition; it's never strong enough to be considered proper clairvoyance, as they can't see clearly future events, but they are so sensitive to the environment and surrounding souls that they "feel" what's roughly gonna happen (like imminent danger, an emotional breakdown, an opening to attack their prey, etc.). It is very useful during hunting and combat!*

◦: +\* *Language Knowledge*

*As Flammaesurit are spiritual beings who get in touch with another's soul through absorption, they can immediately link their mind to their victim's and learn their spoken language to better communicate. Stronger Flammaesurit keep such knowledge, most ones tend to forget about it after they're done using all the victim's energy!*

👑 *Very strong Flammaesurit may absorb the victim's knowledge so well, they may retain more information other than language! (like being tech-savvy)*

◦: +\* *Mind Manipulation* 👑

*A rare ability, only the strongest of Flammaesurit are capable of pulling it off. When connecting their soul to the prey's while feeding, they can take a hold of the prey's mind, establishing a parasitic contact and controlling them for as long as their energies allow. This will cause visions in the prey's mind, their thoughts and feelings to be twisted, and even their actions to be controlled by the Flammaesurit.*

◦: +\* *Illusions* 👑

*Another rare ability that only a few Flammaesurit are known to possess. These Flammaesurit are capable of creating very realistic visions, either to a single person or, in rare cases, casting them in their whole surroundings. They are living nightmares (or dreams) that can even simulate the sense of touch, and drive prey to madness.*

*It is rumored there are two subspecies of Flammaesurit, **Daemon** and **Angelus**, each with their own unique traits; all of this is however pure speculation, and still under research...were these subspecies to truly exist, they'd be of exceptional rarity!*

*{ F.A.Q. }*

- *[Q-01] If the candle on the Flammaesurit's tail breaks, what happens?*

*[A-01] Contrary to popular belief, having their candle broken or even cut off isn't lethal for a Flammaesurit; a new flame immediately starts burning, and the tail tip starts melting like wax very fast until they make a new candle. As the Flammaesurit feeds more, more of the candle's body is rebuilt.*

- *[Q-02] If Flammaesurit "feed" off emotions, does that mean the victim gets deprived of said feeling?*

*[A-02] Not at all. They don't really "absorb" the feeling, but are more affected/influenced by it than anything, like an hyper empathic person. That's why "malicious" Flammaesurit feed off fear, killer instincts, etc. while the "nicer" ones prefer happiness, hope, etc. To make an example, it would be like smelling your favorite food would be enough to feed you, without taking any of it.*

*Plus, the longer the feeling stays, the more they can feed off it, so taking it away would result in them not being able to eat from that person anymore for the time being!*



- *[Q-03] How can I get a Flammaesurit of my own?*

*[A-03] You can either purchase a premade adoptable design made by me, or purchase a MYO (Make Your Own) slot and design your own Flammaesurit! At the moment MYO slots are € 15 each (€ 25 if you want to use up to 3 uncommon/rare traits); I don't offer custom designs right now, sorry.*

- *Got more? Ask anytime!*