

Avalonian Species Information



Avalonians, as their name suggests, are natives to the planet of Avalon and a demi-feral species. As far as non-enhanced races go, Avalonians are some of the most resilient, long lived, intelligent and strong organisms in the Milky way. Many consider Avalonians to be near or entirely biologically perfect creatures. While most races had yet to evolve, Avalonians were busy exploring the stars. Though unlike many species, Avalonians are strictly non-expansionistic.

Avalon itself is a very complex and unique planetary system. Where a number of planetoids orbit close to the primary planet's [Roche limit](#), and close enough to the orbital gas cloud to share tethers of atmosphere. The complex atmosphere system is known as 'the veil,' as it obscures both space from the surface and the surface from space. This 'veil' makes Avalon seem as though it's an extreme low-density gas giant from the view of another star's orbit and masks the existence of complex life.

Closer up the true nature of Avalon is more apparent, including its rather striking rings. Avalon's climate is rather cold, due to the veil. The atmosphere upon the primary planet is also quite dense. The upper atmosphere actually thins before the veil starts, a delicate balancing act that keeps the upper veil from slowing to sub-orbital velocity.

Adult age:

70 [ISY](#).

Average lifespan:

Biologically immortal.

Feral regression generally sets in around 700 [ISY](#) of age or so.

Average height/length:

2-3m Juvenile, 5-8m Adolescent, 8-10m Young Adult, 15m+ Full Adult.

Dominant Gender:

N/A.

Physiology:

General Avalonian physiology is what one might expect from an avian-esque race, their feathers are overall similar in structure to what you'd find in Earth avians. Avalonians also possess down and fine hair in addition to their fully formed feathers, providing both extra warmth and decoration to their bodies. Their exposed hide is covered in hard, durable scales made from durable metal based polymers. Under their feathers the rest of the body is covered in smaller but similarly durable scales as well.

One major difference to Earth avians is in the Avalonian bone structure, their bones are far more solidly built, and like their scaled hides incorporate durable metal alloys. The metal alloys used in Avalonian physiology are a mix of carbon, aluminium, titanium and in areas that need the utmost strength, tungsten. Avalonians tend to consume metal-rich ore as part of their diet to supply what they need to grow. Each Avalonian tends to have a more distinct metal makeup in their body, with family members (specifically siblings) having similar makeup.

Avalonian physiology is built around a set of two highly efficient lungs and what one might call a double heart. Rather than having a single large heart, Avalonians have two smaller cardiovascular pumps. One resides in the chest, towards the rear to supply the brain. While the other sits lower in the torso to keep blood from pooling in the legs. This combined with strong and muscular vascular walls makes Avalonians resistant to even prolonged high-G forces. Avalonian blood uses a mix of metalloproteins to achieve the most efficient transport of oxygen.

Avalonians respire primarily through their noses, with a trachea that's separate from their esophagus. This breathing tube runs behind the esophagus from the nose down to the lungs, which reside behind the gullet along with the heart. A series of air-sacks in an Avalonian's body transport air from the lungs in a one-way flow where it is then exhaled through the upper esophagus, though this is mostly to dispose of gasses not absorbed in the lungs.

With concentration; the system can be forced to flow backwards, but it generally doesn't to prevent potential aspiration of food. Much of the waste gases produced by Avalonians are secreted through their skin (nearly 60% in fact), making the flow of gasses in their bodies even more one-way. This heavily one-way flow makes Avalonians even more efficient in low oxygen environments, to the point they are un-hampered when most others are unconscious and suffocating.

Not having to try and flush waste gases up out of the same opening allows much greater concentrations of oxygen in the lungs at all times, which combines with smaller, but overall more efficient lungs. All of this makes Avalonians *particularly* adept cosmonauts, not even requiring waste gas scrubbers inside their suits as waste gas can just be vented without wasting unused oxygen to save on the added mass of a rebreather that other species would need.

One of the most noteworthy things about Avalonians is that they are sexually mono-morphic. All Avalonians are the same sex, able to reproduce as male or female. From time to time an Avalonian will switch which sex is active, usually in response to the acts of breeding or courtship. Biologically Avalonians are capable of breeding at any point during their home-world's solar orbit. As such sexual changes can happen at just about any time, and are not directly tied to a viable pregnancy.

In some cases, Avalonians may enter periods where both their sexes are simultaneously viable. The resulting clash of male and female hormones tends to make them irritable, aggressive, lustful and gluttonous. These rare periods are somewhat frowned upon in Avalonian culture, while also being somewhat of a popular sexual taboo at the same time. This state has its own name in Avalonian culture, and can both be triggered and suppressed by use of medications and certain herbal mixtures.

Avalonians possess two sets of gonads, the external male pair, and the internal female pair. While both sets are rarely active simultaneously, they do not shrink much when inactive. Other changes during sexual shifts include the activation of mammary glands and changes to the pitch of voice and subtle changes in colouration. Avalonians do not rely on pregnancy to produce milk, instead producing it when the individual feels a demand to feed offspring or younger family members.

Avalonians are partially oviparous, young are started out within a mother's womb, but after part of the term an egg-yolk is formed and the fetus encased in a protective shell before being laid. Each ovum develops in its own embryonic sack, with twins that come from the same ovum sharing a sack and eventually an egg. Avalonians can support up to three developing sacks at once in their deep Y shaped uterus. But can hold upwards of a dozen formed eggs in a specialised internal sack before the vaginal canal.

The more eggs produced in a single clutch, the less developed the embryos will be before they are pushed along into eggs. Typically being less developed in the womb results in a smaller offspring overall, and costs more energy up-front to form a suitable yolk for full development. It is more rare for Avalonians to lay large amounts of viable eggs, due to the offspring suffering in individual quality because of the reduced in-utero developmental period.

Avalonians require a large amount of food to support their bodies, their metabolisms are such that their bodies hover above the boiling point of water near their core. Avalonian physiology is of course optimised for such a temperature. The temperature reduces steadily towards the extremities though, only peeking below a scald at areas with large amounts of blood vessels. In order to process the vast quantities of food needed, Avalonians have quite a complex digestive tract.

Avalonians possess a 4 stomach digestive system, starting with a crop for storage, two stomachs and a gizzard. Avalonian gizzards can pulverise just about anything with their strong toothed walls, from metallic tungsten to even diamond. The denticles lining the gizzard are formed from a biologically generated tungsten carbide which is also found in their actual teeth and beaks. Creatures in the same taxonomic branch as Avalonians share tungsten bone and also make up most of Avalonian prey.

Past the gizzard they have a large hind-gut for fermenting their food to extract the maximum amount of energy from it and have a widely varied diet. Avalonians can eat anything from meat, to fruit and vegetation, including tough high fibre vegetable matter. While Avalonians can eat just about anything; they are obligate carnivores, and must either consume other lifeforms sharing their physiology or supplements. Aside from meat, they prefer sweet and juicy fruit and a variety of energy dense nuts.

Avalonians tend to swallow prey whole and digest everything save for fur and feathers, spitting those up as a pellet. Flesh, connective tissue and organs are all processed, with the gizzard particularly designed to process bone as marrow is a good source of rare nutrients on Avalon. As well as consuming bone, Avalonians will swallow mineral rich rocks which their gizzards can pulverize to free essential minerals as well. The whole taxonomic branch containing avalonians relies on less common elements.

Avalonian physiology does not rely on water as a biological solvent, outside of passing through to help remove waste and being sweat out for cooling, water serves little purpose in their bodies. Instead a dense oil-like liquid forms their blood and other essential fluids. This liquid is produced in an Avalonian's liver and is rarely lost outside of injuries that result in blood-loss. The main points of loss are via saliva that isn't swallowed, and small amounts lost in solid waste.

Aside from creating their bio-oils in their body from food and small amounts of water, Avalonians also seek out oil seeps and drink from them. Due to the oil-like biological solvent, most of an Avalonian's bodily fluids are black. Saliva, sexual fluids, tears and mucous are all dyed a nearly opaque black. Their blood has a somewhat silvery-black colour to it, due to the high concentration of metaloproteins suspended in the oily base. Urine is however not dyed black, as it does not contain any of their oily biological solvent and is mostly water.

Excess water ingested is urinated out along with certain types of water soluble waste, though if water is more scarce; Avalonians pass this waste as a gel along with their feces; similar to how birds pass uric acid. It is normal for active Avalonians with a healthy diet to pass both urine and waste gel in moderate quantities. Sweat is another way Avalonians rid themselves of water, their bodies often keeping a small reserve bound up in special molecules to provide cooling in case of overheating and exertion.

Avalonians have long beaks with teeth lining them to cater to the needs of their wide diet as well. Up front they have six interlocking conical teeth per side, three above and three below with a similar 3 sets of molars just behind. In some cases Avalonians have only the front conical teeth and lack molars, though this is rather rare and usually only seen in very old individuals. Avalonians chew vegetable matter quite well before ingesting it, making ample use of their molars. The beak itself has a very sharp edge, useful for cutting and skinning prey.

Avalonians have quite a tongue too, extending to around about as long as they are tall and fully prehensile. The tongue is held up by a flexible cartilaginous skeleton, similar to the spinal structure found in most tails. An Avalonian's tongue is quite sensitive, dexterous and strong, making for a nimble fifth limb. The tongue is used to manipulate and subdue food and for courting rituals and sharing of affection. Avalonians also use their tongue to smell, as their actual nose is relatively small, underdeveloped and weak.

It is not uncommon to see Avalonians flick their tongues out to taste the air in similar fashion to some reptiles. With so many uses and duties, the tongue is one of an Avalonian's more important limbs. When not in use, the bulk of the tongue rests curled up in a pouch down in the thoracic cavity. This pouch is connected to the mouth via a long tube that lets the tongue out just before the gullet. As one can imagine; there is no connection to the body aside from at the base of the tongue.

In terms of sensory ability, aside from their weak nose; Avalonians are nearly unrivalled. Avalonians have excellent hearing with their large ears, able to pick up even distant sounds, as well as possessing exquisite directional acuity as well. Avalonian eyes are hexa-chromatic, having photoreceptor cells able to see the RGBY of 'visible light' and into infrared and violet-ultraviolet as well. Some rare mutations also exist that let some Avalonians see *just* into radio and X-ray as well.

Relative to body-size Avalonians have an impressive brain, one not fully centralised to their heads. Much of an Avalonian's brain is within their skull, but their thick spinal chords house much more brain matter. This will extend right down into the tail in older avalonians, giving them more cognitive prowess as they age. Most large clusters of nerve tissues in their body are nearly identical to their brains, giving them unparalleled reaction speed to stimuli.

To make up for their size, Avalonians not only use a distributed brain, but also possess special optical nerves. Nerves that travel over long distances within an Avalonian's body act like fibre-optics, with more local areas serviced by purely electrical signals. The optical nerves terminate in cell clusters that produce electrical pulses in response to optical stimulation. These electrocyte cells are also combined with chemical producing cells for signals that require less priority and speed but a further reach.

These optical nerves work in tandem with the distributed brain to give Avalonians not just adequate reflexes, but unparalleled reflexes and reaction speed. All the extra brain matter Avalonians have pairs well with their longevity, giving them ample memory for their often multi-millenia long lives to avoid the mental issues some face as they reach the upper limits of their biological memory with age. However Avalonians have their own unique issues with extreme age.

Given their brain size, and how their eyes work; Avalonians see the world moving in what many would likely describe as 'slow motion.' The further they focus on a detail, the longer a moment can effectively be for them. Combined with their insanely fast reflexes, this gives Avalonians a quality many have misinterpreted for being precognitive. When put against species with only electrochemical nerves Avalonians can start to react to stimuli before others have even fully processed them.

Avalonians come in a wide array of colours, from white to blue and even yellows. Their distinctive long limbs are usually bare from near the shoulder or hip down and covered in thick plate-like scales. Most also have a thick and long mane of fine fur-like hair on their heads that progresses down the back of the skull and part of the neck. Often an Avalonian's mane will be a contrasting colour and is a point of pride for them as well as a tool to attract a mate.

Patterns and sub-colours tend to be unique to the individual, while sharing similarities in a family tree. Colours are most often determined by family, while individual patterns are more unique to the individual, similar to a fingerprint. Vibrant colours are the norm for Avalonians over most of the solar cycle, but the very long years of Avalon make for extended winters that only come around once every 7 ISY or so.

During winter Avalonians grow out thicker and whiter plumage, shedding the vibrant colours seen in the rest of the year. This is combined with extra plumage growing in on the arms and legs for better insulation against the bitter cold Avalon winters. The winter transformation itself is brought on by changes in the day-night cycle, extreme cold and chemical signals from local flora on Avalon. When off-world, Avalonians are *much* less prone to their winter change.

There is an exception to the rule, however. When living on colder, more arctic-like worlds, Avalonians can sometimes permanently enter their winter state in response to the cold alone. This state usually only ends after significant time spent in a warmer climate with longer daylight hours than dark hours or by use of concentrated signal chemicals from Avalonian flora.

Avalonians possess wingspans of similar widths to larger aircraft, allowing for nearly effortless gliding. These are powered by extremely dense muscles on their backs that partly extend onto their sides. These powerful muscles are connected across the chest with extremely tough tendons to allow them to beat the large wings strongly enough for flight. Avalonians require a long running start to get aloft, but many supplement this with technology in the form of thruster-packs.

Very young Avalonians are lighter with smaller wings, and fly more akin to smaller earth-birds. But as they age their wings grow to match their rapidly multiplying mass. Another notable change with age is the relative length of limbs and way they walk. Pups walk primarily on all-fours, or tuck their forelimbs in and hop on their rear two. As they reach adult age, they become more built towards and capable of upright walking until it is more preferred.

As Avalonians age, they also grow a long prehensile tail, this usually comes in at full maturity, close to when an Avalonian stops increasing in size. Along with the tail, fully mature Avalonians grow long fluffy barble-like whiskers from the bridge of the beak, along with a feathery tuft from the lower jaw where the beak meets their hide. All together these usually mark an Avalonian who is thousands of ISY old.

Much past the age of full maturity, Avalonians deteriorate a bit. Mentally they tend to regress to a more feral state, similar to as they were as children, as well as reverting to a more quadrupedal stance. With advanced ageing, Avalonians will eventually deteriorate into wild beasts that are almost entirely quadrupedal. It is also common in this state for them to grow horn-like protrusions from their heads.

These horns are somewhat short, conical and angled backwards. With additional age they tend to grow out into branches ending in sharp points. The horns are mostly covered in a soft downy skin, but as points form the down recedes back to the main body of the horn. Eventually horn growth will cease and the skin will recede nearly to the base.

In this wild and feral state, Avalonians are known as [Othilax](#), meaning outcast. They are often too violent and wild to remain in civilization and are exiled, usually to worlds not inhabited by sapients. Over time this has spread Othilax across many uninhabited worlds and left a mystery for those who are unaware of the Avalonians.

Behaviours:

Avalonians are somewhat naturally vain creatures with a focus on their own and others' looks and dress. Being well groomed and bodily colouration factor heavily in Avalonian perceptions, to the point of seeping heavily into their culture. In line with their natural vanity, Avalonians have a consistent urge to self groom and primp, not to mention show off how well groomed they are. Not a single feather out of place nor any foreign contaminants in their plumage will be tolerated for long.

Mutual grooming between Avalonians is a very prevalent form of affection in this vane. From casual affection, to romance, grooming is a common way for Avalonians to act cuddly with each other. It is rather common for Avalonians to have a strong focus on the visual and almost as notoriously; the auditory thanks to their brain architecture and acute sense of sight and hearing. Which explains another trait Avalonians are known for, being very chatty.

Whether it's long and in depth conversations, or singing and courtship, it's hard to find an Avalonian in company being silent. Often groups of Avalonians will sing together in a mutual serenade, enjoying each other's voices as much as their own. Their natural talkativeness and charisma makes most Avalonians superb choices for diplomatic tasks. With their natural inclination towards being silver tongued Avalonians tend to excel in most social situations with members outside their race.

As a whole, Avalonians are very sexually active, and enjoy intercourse with a vast multitude of partners over their long lives. However, when it comes to reproductive sex, Avalonians are almost always monogamous for life. If they lose their reproductive mate they will often not take another. Even with a breeding partner Avalonians will continue to have intercourse with others for pleasure, though if any offspring are born with other partners it's normal for Avalonians to eat them to preserve their monogamy.

Avalonians are avid kleptomaniacs, having a sharp eye for shiny and pretty objects. Once something that catches their eye is spotted, most will endeavour to take it on compulsion. The usual method of hoarding such illicitly acquired goods is via ingestion to store them within their crops. Avalonians are usually only satisfied with their horde once their belly is well distended with trinkets. In particular they are fond of precious metals, gemstones and polished colourful items. Though as each has their own specific likes for colours and patterns they can be finicky with what treasures they want.

Getting Avalonians to relinquish items from their horde is notoriously difficult. Even if they have been caught in the act of stealing. Overcoming this compulsion is one major factor that keeps Avalonians isolated from other species within the Empire. Overfilling their guts with trinkets can also prove problematic for their health as they won't relinquish the offending hoard even when it's causing them pain and damage. The solution for this problem is typically by feeding an Avalonian oil from a specific fruit native to their homeworld.

This oil gets an Avalonian's guts worked up and makes them pass everything through within a couple of days. However the Avalonian in question will process everything that was stored in their crops, in particular their gizzards tend to pulverise everything into dust which passes with their waste later. Most actually find the experience very pleasing, feeling sated that their horde has been irrefutably made theirs by being processed so utterly.

As Avalonians age they tend to undergo a feral reversion that makes them undesirable within Avalonian civilisation. After this point is reached it is common for an Avalonian to be sedated and transported to an uninhabited (and commonly arctic) world. These outcast Avalonians are referred to as Othilax (literally outcast) and are quite dangerous and violent, much more so than their non-feral counterparts.

The major factors in this feral reversion seem to be from genetic damage due to radiation and certain metal contaminants in their diets. In particular [Metatron](#) alloys have been strongly linked to vast acceleration and and worsening of feral reversion. Which is problematic as Othilax are attracted to consuming it, worsening their mental state and exacerbating their growth.

Cultural Traits:

Avalon overall has a rather homogeneous culture as very little provides a true geological barrier meaning that for as long as Avalonian civilization has existed, it has freely intermixed without solid borders. This homogeneity is not really seen in other species often, who usually possess more diverse sub-cultures and traditions. This is both a uniting factor for Avalonians overall, and a factor that drives some to leave in search of more novel experiences.

Avalon itself is governed by an elected body of 7 representatives, known as the Council of Seven. One spot on that council is permanently reserved for an Avalonian made Seraph who moderates the others and catalogues everything done within the council. This ruling body oversees a structured hierarchy below that runs down into city and other local councils. In more modern times, a lot of decision making has gone to AI's to lighten the load on the councils and improve quality of life (a distinct Imperial influence).

A major cornerstone of Avalonian culture is rooted in their overall vanity. Self grooming, clothing, jewelry and other decorations are highly prized and considered of the utmost importance. Keeping one's composure and an air of regality are looked upon quite favourably in Avalonian culture. Mutual compliments are also highly favoured in general social customs, the more flattering the compliments the better. This culture of mutual flattering tends to lead to much in the way of open sexual relationships within Avalonian culture.

It's typical for Avalonians to wear outfits that highlight and accentuate their natural colours whenever possible. In and of itself clothing and jewelry are important and culturally significant gifts. For Avalonians, a good gift of clothing is quite the statement of endearment, while conversely a gift of an unflattering outfit can be a powerful statement of disapproval or mockery. Gifts of jewelry are almost always tied to flirtatious and sexual meanings.

Gifts of feathers are also quite a statement, particularly primary flight feathers. Most molted feathers will go into an Avalonian's own nest, but on occasion Avalonians save feathers and give them to non-Avalonians as a sign of endearment. On the flip-side, asking for feathers is seen as a faux-pas; and can really rile up an Avalonian. This is doubly true if one is pushy after they are denied and can even provoke violence if one is pushy with it.

Avalonians are also known for their love of celebratory occasions where excessive food and drink consumption is coupled with much sexual promiscuity. Often Avalonians will indulge at such celebrations until encumbered too much to walk much less fly. Once gorged it's common for such events to erupt into orgies of intimacy. The term Hedonistic only begins to describe the Avalonian celebratory culture.

Culturally, good food is important to Avalonians, so most perfect their ability to cook and gather the best food. In terms of what Avalonians will eat, they can have a wide palate and like new flavors and textures. While roaming the stars it is common for Avalonians to seek out such new culinary experiences. And with little taboo about eating other sapients, the phrase "I've never seen anything like you before" is disconcerting when coming from an Avalonian.

Almost as important in their enjoyment of food as the eating, is the pleasure they get from processing it. Digestion of a large meal is just another part of enjoying it for an Avalonian, especially with meals still alive when eaten. Avalonians have rather sensitive and tactile guts, letting them enjoy their food from beginning to end when coupled with their good sense of taste. Even excreting the remains of their meals is a pleasurable experience, sometimes to the dismay of other species.

Along with their culture dedicated to the pleasures of food and the flesh, Avalonians are also avidly interested in exploration and understanding. Their curiosity as a species is renowned, as is said curiosity's penchant for syncing up with their other compulsions to get them into trouble. Getting into trouble is exceptionally common among younger Avalonians, who have a keen streak for mischief and kleptomania; particularly for shiny objects.

Avalonians are also fierce warriors when threatened, backed by their strong physiology and size. They are quite a force to be reckoned with in battle, as ontop of their physical prowess Avalonians are extremely intelligent and very fast learners. Combined with their reflexes and perception, this makes Avalonians quite deadly both as predators and in battle. It is quite common for Avalonians to eat their enemies after battle as well, nothing quite shows one's dominance as reducing an enemy to a source of food and enjoyment.

History:

Avalonians come from a well developed, space faring society all their own know as the Avalon Dynasty. While many species were still primitive or even pre-sapient, Avalonians were exploring the galaxy. While Avalonians are not expansionistic, they have been dumping Othilax on worlds that lack native sapients for a long time. Combined with their often secluded nature, this left a galactic question as to why Othilax were found on so many worlds.

While the Avalonians have been allied with the Empire since the Pan-Galactic War, little was known about them in the Empire for nearly half a millennia. The Avalonians kept to themselves and rarely intermingled with their Imperial allies. Even more seldom did they have dealings with anyone else.

Through history though, the Avalonians have had a substantial, if clandestine, impact on the Empire. Most of which was through the Imperial royal family and the leader of the Avalonian Council of Seven, Kacylia. Some Individuals from Avalon have lived within the Empire over the years, and vice versa. But true intermingling did not start until Empress Katsuke tightened the bonds with Avalon via marriage and a child.

Even after intermingling, Avalon itself kept some distance from the Empire. They would remain independent until well into the TSU conflict era, where the Council of Seven was integrated into a newly formed Imperial high council. But the historic separation was used to secure many Avalonian agents as infiltrators in the TSU, under the guise of Avalon's merge into the Empire being a hostile takeover. Avalonian spies are among the best in the Empire due to their cover story and natural talents.

Outside of the public eye, Avalonians have been responsible for much of the Empire's diplomatic dealings. Anonymous agents of Avalon acting as mediators, diplomats and envoys for the Empire have been a staple of Imperial politics since Katsuke took one of their kind as an ally.

Glossary:

- **ISY:** The Imperial standard year, equal to about 3.1 Earth years.
- **Metatron:** Various alloys comprised of both elements from the Island of stability and exotic matter as well as regular elements as well. These materials are the primary way to harness, store and use exotic matter and dark energy.
- **Othilax:** An Avalonian who has turned feral. When Translated, the word would mean something akin to "outcast" and "monster". It is sometimes used as a slur for old or violent Avalonians or an insult among children towards another's parents.
- **The Empire:** An interstellar Empire within the Milky Way, and the largest singular faction within it. Its full name is the Pan-Galactic Oligarchic Hibiki Empire. The Empire is built of many races with a fairly egalitarian society. While semi-autocratic, it's leaders are specifically engineered for the role of leadership. The Empire takes in many sapient species and uplifts them.
- **Seraph:** A powerful class of synthetic life form with very advanced though capabilities including powerful predictive analysis and large stores of reference knowledge. These synthetics are almost always equipped with systems like [Alcubierre drives](#) and antimatter generators, putting them on a level just below a [matryoshka brain](#); but in a smaller package.

Writing and species belong to [Kai](#)
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