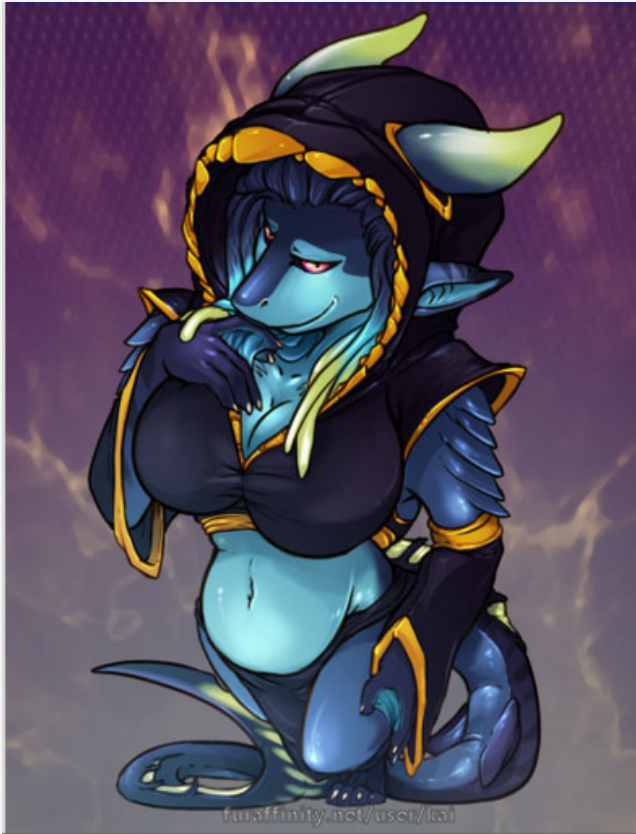
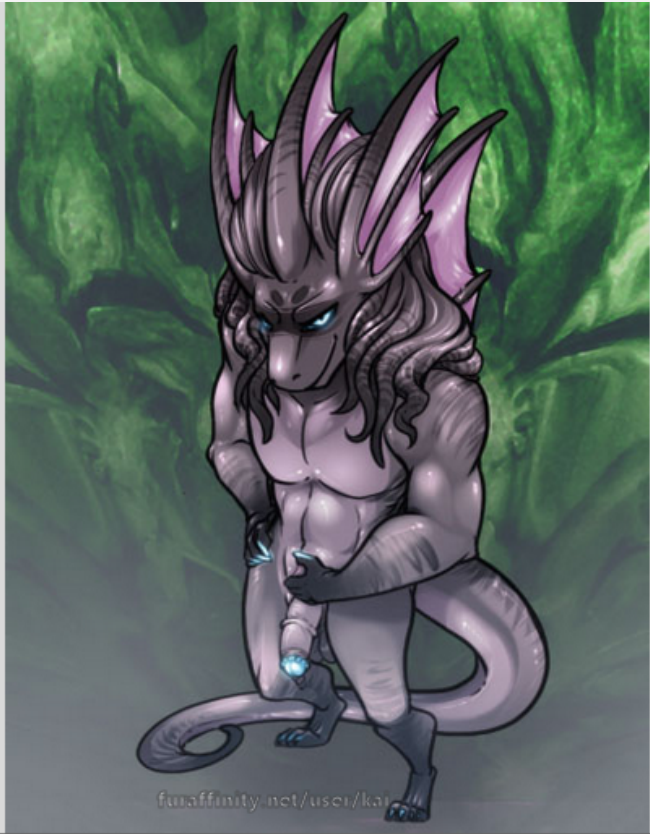


Zeiooph Species Information



Feminine



Masculine

Zeiooph are the native and dominant sapient of their titular homeworld, Zeioophine prime. These masterfully adapted creatures are theorized to have been engineered by a now lost civilization consisting of Ixxith, a sapient, but now feral race that inhabits many of the Zeioophine worlds. Despite their mysterious origins, and quite possibly thanks to them, Zeiooph found a welcoming home within the Empire.

Although a bit of voluntary cultural segregation remains, Zeiooph forces are a very common sight within the Imperial military. In particular, young males find service a great way to deal with hormonally induced aggression. Strong bonds unite the Zeiooph and their cousin species with the rest of the Empire, there's a certain camaraderie due to the prevalence of engineered species in the Empire as a whole.

Adult age:

20 [ISY](#).

Average lifespan:

Biologically immortal.

Average height:

1.5-2m Juvenile, 3-4m Adolescent, 6-10m Adult, 12-20m+ Elder.

Dominant Gender:

Female and Feminine Hermaphrodites.

Physiology:

Zeioth have a unique physiology, even among the creatures of their home system, the most notable aspect they have is their caustic nature, many of their bodily fluids are rather high on the PH scale, particularly their digestive systems and saliva. Zeioth claws also secrete a caustic substance at their base that gets into wounds inflicted by their claws, causing further damage and keeping the wounds open. Spitting caustic mucous is also another common attribute of Zeioth while fighting and hunting.

The Zeioth physiology is markedly similar to that of Ixxith, though in some ways more simplified and improved, further supporting the theory that they, and other Zeiothine species were engineered by a long lost Ixxithian civilization. Like other Zeiothine prime natives, Zeioths have a chemistry conducive to their basic PH, making them wildly different from most creatures and classifying them firmly in the realm of [xenobiology](#).

Another notable aspect is their short two way digestive system, comprised of a chemical digestion chamber, gizzard, and bowel, the digestion chamber also functions for food absorption. When Zeioth consume food, it is soaked in their basic stomach fluids and enzymes until soft, then pushed down into the long gizzard and mulched before being passed and eaten again to get more out of their meals, and to share food.

Their short system also works in reverse, should Zeioth decide to insert food in the far end. This doesn't necessarily offer any survival advantage, and isn't entirely a 'normal' feature of their physiology. However, many Zeioth find this a pleasurable indulgence, males particularly. While the Zeioth's jaws have a limit to how wide they can open, Zeioth hips are far more pliable, and combined with their gizzard they can ingest sizable meals this way.

Zeioth are primarily water dwelling, but their resilient nature allows them to breathe air with their gills for extensive periods of time without even a vaporator, Zeioth are also noteworthy for their healing aptitude, able to regenerate lost limbs with relative ease and heal even serious wounds given enough rest and nutrition. Their theorized Ixxith creators are able to regenerate similarly, but nowhere near as well as Zeioth.

Zeioth also naturally breed in groups of 3, 2 males inseminating one female, all contributing around 1/3 of the genes for their offspring each. Female Zeioth possess a pseudo male organ, for use in courting pairs of males during breeding season, though it's not unheard of for females with fully working male organs.

Zeioth regenerative abilities are some of the most powerful in all catalogued species within the galaxy. Biologically speaking, Zeioth are immortal and ageless. They self regulate and repair their genetics extremely effectively. In terms of raw ability to regrow lost or damaged parts, even adult Zeioth are able to regrow limbs and even organs.

The main threat to a severely injured Zeioph in the wild is the inability to feed themselves. Given time, Zeioph can regenerate any not fatal injury to a point of it being as good as new. This extends from limbs, to even internal organs. Providing they can be kept alive and nourished, even essential organs will regrow. Zeioph who suffer catastrophic brain damage can regenerate the damage so long as the supplementary nerve clusters in their spine are unharmed, and someone feeds them.

With brain damage, while they can regrow lost parts of the brain, memories contained within them will be lost or severely damaged. All subjects who have recovered from catastrophic brain damage are usually reduced to a child like, or feral state. However, the individual could be re-taught and go on living healthily. Zeioph do not form scar tissue or leave any other effects of injury, similar to extremely young animals.

The Zeiophine nervous system itself is one based on optical pulses, similar in nature to to what is seen in Avalonians. This gives Zeiophs and closely related species on the Zeiophine worlds an incredibly astute reaction time that would otherwise be impossible for a creature of their size. Combined with supplementary neuro clusters, Zeioph in particular can react to stimulus in a way that gives the layman the impression that they might be slightly precognicent.

Their healing abilities stem from cells in their bod similar to stem cells in earth creatures. These cells are produced within special glands within a Zeioph's body, rather than via cellular replication. These cells form a key part of Zeiophine immune and damage response. Much like stem cells, these specialized cells can change to replace any cell within the body. This is also theorized, but not entirely proven to be the main force behind their lack of aging.

The Zeophine's glands that create these stem cells seem to specifically generate them and serve no other purpose within the body. If these organs were damaged, or removed it would hamper the regenerative abilities of a Zeioph badly. Even after damage or removal, a surplus of regenerative stem cells would remain, allowing for the possibility of healing or replacing the lost organs. But if they were not able to regenerate, their healing abilities would be permanently hampered. In fact, without these cells present Zeioph have a long and slow healing time and a hard time stemming blood flow when cut.

It's also shown that Zeioph who have lost this glandular system seem to deteriorate with age, which is the basis that the system is a key part of why they do not age. Though as even without it, Zeioph have a very long lifespan, therefore it is far from the only factor.

Behaviours:

Zeioiph for the most part are very wild creatures, but despite their feral nature they possess a high aptitude for intelligence, making them very deadly predators. When it comes to social structure, Females generally take a dominant role, though unless breeding males avoid females.

Socially, Zeioiph males bond with another male as lovers, and when its time to breed will seek out, or be found by a female who will court them, the trio usually does not stick together for a variety of reasons, but occasionally groups of three do stay permanently mated.

Despite their predatory nature, Zeioiph love fruits, often craving the sweet and juicy tropical fruits of their homeworld, it's also notable that they seek out high fibre vegetation as well to make up much of their diet, along with a healthy portion of fish or other protein.

Male Zeioiphs are also notorious for their love of anal stimulation. In a joking and affectionate manner many Imperials refer to them as gay fish. Most males are readily pacified by anal sex, fingering, rimming, or even inserting food into their rumps. This behavior is exploited by females trying to breed with male pairs.

A large part of Zeioiph communication is done via body language and colour-changing photophores on their bodies. This is known as the Zeioiph chromatic language. Similar to human facial expressions and body language and vocal tone, Zeioiph chromatic language gives a lot of context to their communications. The hues of their chromatic areas denote emotional state, while the brightness is an indicator of emotional intensity. This couples with body language and vocal tones to form a language heavily based outside the auditory.

Below I will give a chromagraph of Zeioiph emotions:

Light Blue Tones:

Light blue tones tend to indicate more excited moods, they often are seen when Zeioiph socialize among their closest friends as well. Blue tones are also an expression of sexual aggression and excitement.

Magenta Tones:

Magenta tones are usually seen during more gentle and sensual moods, often paired with lusty feelings. They also tend to accompany relaxed and contented moods. Outside of more romantic feelings, magenta tons are often seen during mating rituals.

Red Tones:

Red tones tend to be coupled with anger and rage, generally speaking, red tends to indicate a Zeioiph who is angered to the point they have lost or are close to losing self control.

Light Green Tones:

Light green tones show aggression, often in territorial disputes, or for more controllable anger. Sometimes green is associated with more aggressive sexual acts, such as rape, or dominance.

Yellow Tones:

Yellow is associated with fear, nervousness and for pale yellows, shyness. When feeling overly cautious or unsure, Zeioph often show yellow colouration.

Violet Tones:

Violet tones are an indication of relaxation and pleasure, usually of the non-sexual variety. Comfy, happy relaxing Zeioph will typically show violet along all their photophoric patches.

Infra Red:

The infrared spectrum shows depression, sadness, lethargy and other very low energy moods. To creatures who cannot see the IR spectrum, a Zeioph's color patches usually look black in color, while their eyes look milky white. Some Zeioph have special training to force their bodies to produce IR regardless of mood. This is usually only seen in Zeioph serving in the military.

Ultra Violet:

The UV spectrum tends to represent the most high energy moods for Zeioph. Particularly intense emotional moments can take Zeioph into the UV spectrum. This will usually happen starting from a previous mood colour. Creatures who cannot see the UV spectrum will see color patches as bright, mildly violet, as with the Zeioph's eyes. This is a byproduct from light pollution caused by intense moods.

UV spectrum emissions cannot be maintained for extended periods, and greatly fatigue a Zeioph's photophores. Prolonged UV emission can also damage the photophores and render them inoperative until they heal.

The provided information is from an outsider perspective, the exact tone and luminosity of Zeiophine chromatic language is highly important, but often non perceptible for those outside the Zeioph and Ixxith species. Chromatic language is entirely instinctive for most Zeioph, thus hard to explain all the nuances of.

Cultural Traits:

Culturally, Zeioph are the most primitive species on their homeworld, but their high intelligence does allow them to live in society with the other species, commonly Zeioph who live within the mixed society with Dross and Verroth take up hunter and forager roles.

A fair bit of the Zeiophine culture can be interpreted similarly to early South American civilizations. The Zeiophine species had a complex culture based on agriculture and cities. And much like the early South American civilizations, Zeiophine species had very limited domesticated animals. Most Zeiophine wildlife is unsuitable for domestication, somewhat holding back Zeiophine progression.

Early Zeiophine structures are quite comparable to Aztec and Mayan structures. Incorporating artwork devoted to their deities, and precisely crafted stone work. Humans both Imperial and non Imperial with knowledge of Earthen South American civilizations often draw parallels between the two including within their naming conventions.

Around the time of Imperial discovery, the culture on Zeiophine Prime was undergoing a major shift, Samira, one of the eldest, largest and most intelligent Zeioph was making a move and unifying the scattered tribes and cities of the 4 intelligent species into an empire of her own.

Current Zeioph culture emulates Imperial culture closely, thanks to the role the Empire played in ensuring Samira's place as empress of her kind, honour, warriorship, and a socialist viewpoint prevail through the modern Zeiophine culture for all the intelligent races therein.

Piercings are important to Zeiophine species ranging from Zeioph themselves right through dross and Verroth. Ixxith themselves do not usually pierce themselves, nor did they during their civilized history.

The exact origins of Zeiophine piercing culture originates from the Dross. Dross initially started to pierce because they did not inherit bioluminescence from their Ixxith creators. Seeking to decorate themselves like Zeioph, Dross began using body piercings and tattoos.

Eventually this evolved into more than just decorative piercings to more functional ones, such as genital piercings to add pleasure to coitus and oral piercings to do the same. After the fall of Ixxithian civilization, the piercing culture began to migrate into both Verroth and Zeioph culture.

Many creatures become more vulnerable to injury and infection when pierced, and can be readily injured by piercings becoming snagged. Zeiophine species all have rather durable hides and an exceptional healing ability. This makes injuries from piercings of little concern to the vast majority of Zeiophines.

This healing ability does create problems, if they remove piercings for any length of time, the holes readily close up, leaving no trace and requiring them to be re-pierced. This is an issue for Zeiophine races who enlist in the Imperial military or other spacefaring jobs.

Ones that go into military service have to remove everything but genital piercings since they pose a risk of damaging pressure suits. Nipple, dorsal fin and even tail piercings could snag, chafe or pierce holes in tight life supporting suits, so only stuff that would be covered up by undergarments is allowed to stay.

The same applies to any other space faring trade. This, combined with the dry environment of spacecraft makes many Zeiophines prefer civil terrestrial occupations. Though it does not discourage in terms of military service.

Zeiophine culture is one of the most rich, and well preserved cultures within the Empire. Many species end up more assimilated in, and use the more Russo oriented names popularized within the Empire. Zeiophine species have their own naming conventions that developed both before and after they joined the Empire.

Many Zeiophine names tend towards a sharp K sound, or soft S, as they are easier for Zeiophine species to pronounce definitively. For example a traditional Zeioph name, Xicoh. It would be pronounced as She-Koh or Gee-Koh. Kaelan and Samira are also good examples of the soft S sharp K rule. Some Zeiophines do use Russo-Imperial naming conventions as well, primarily in last names.

In Zeiophine culture, last names are not given as a family name, but rather as a descriptor of the individual or a wish for their future. Usually this surname is not given until later in life, usually just before adulthood. This doesn't pose a problem for Zeioph in the Empire as surnames are not the primary way individuals are identified officially.

History:

Zeiof history is interwoven with the other races of their homeworld, as a multi-racial society the Zeiophine species thrived even before the Empire uplifted them. Roughly 40 or so [ISY](#) before the Empire discovered the Zeiophine races, Samira had started a campaign to unify all the cities and tribes into one nation under her control.

Samira succeeded with minimal bloodshed, using diplomacy and charm where she could and luring others into willingly calling her their empress, in situations where such charms would not work, however, Samira was ruthless. This however only extended to the planet of Zeiophine Prime, as before the Empire there was no technology advanced enough to travel to other planets in the system.

Another major factor behind the theory that the Ixxith were significantly advanced is the fact that Zeiophine species are distributed on all habitable planets within the system. Further, they aren't coincidental, as all can interbreed successfully and make viable offspring. This includes cross-species pollination between Zeiof, Dross, Verroth and even Ixxith, producing viable hybrids. This also backs up the genetic engineering theory heavily.

By the time the Empire discovered and intervene to uplift the Zeiophine species, 90% of the planet was under allegiance to Samira, and with the help of Revika, the other 10% quickly fell in line. This of course would spread to the other Zeiophine worlds quickly with the help of the Empire, uniting and uplifting the previously isolated groups of Zeiof, Dross and Verroth under Samira. This would play a big role in Samira forming a lasting allegiance with the Empire.

Sometime after agreeing to unite with the Empire, Revika and Samira entered into a symbolic marriage, bringing their two empires together so they could rule both together, side by side. This of course brought Kaelan, Samira's son and partner into the mateship. Currently Revika and Samira are still mated, and each focus on their own empires to divide the workload, though they do frequently consult one another, particularly on matters that concern both parts working together.

The systems and worlds under Samira's direct control are called the [Lapis Territories](#). These function as a semi-autonomous state within the Empire, though given both Samira and Revika are like-minded, there's not a big cultural divide between them. The most glaring feature is that most worlds in the Lapis Territories are primarily oceanic or covered in swampland. The infrastructure is also more suited to species that are amphibious and can survive for long periods under water.

With the danger of drowning for non-synthetic terrestrial races, this somewhat isolates these species from living long-term in the Lapis Territories. Nonetheless, many an Imperial choose to visit to indulge in Zeiof culture and all its nuances. This isolation has kept many Zeiophine nuances from assimilating or vanishing into the Empire as a whole, keeping it an interesting and unique region of the Empire to visit.

In later years, as part of a project for deeper cultural exchange between not only the Lapis Territories, but also Avalon. A team of delegates lead by [Kacylia](#) from the rest of the Empire and Avalon would take up permanent residence upon Zeiophine prime. At the same time Zeiophine delegates would move into Avalon's territory and the rest of the Empire. The exchange was moderately successful at breaking the cultural segregation, but the entire process remains ongoing.

Glossary:

- **ISY:** The Imperial standard year, equal to about 3.1 Earth years.
- **Xenobiology:** Biology differing significantly from earth-biology. Generally based on non-carbon chemistry or entirely different groups of amino acids. Read also: [Hypothetical Biochemistry](#)
- **Lapis Territories:** A set of Imperial worlds predominantly inhabited by Zeiophine species such as Dross, Verroth and Zeiophs along with other aquatic and semi-aquatic species.
- **Kacylia:** A bio-organic [Seraph](#) originating from Avalon, and the de-facto leader of Avalon's government.
- **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.
- **Ixxith:** A feral but sapient species, believed to once be technologically advanced enough to have engineered all other sapient life within the Zeiophine system.
- **Verroth:** A cousin-species of Zeioph, originating upon the worlds in the Zeiophine system. Also likely engineered by the Ixxith.
- **Dross:** Another cousin-species of the Zeioph, of similar origins and distribution as well.

Writing and species belong to [Kai](#)
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