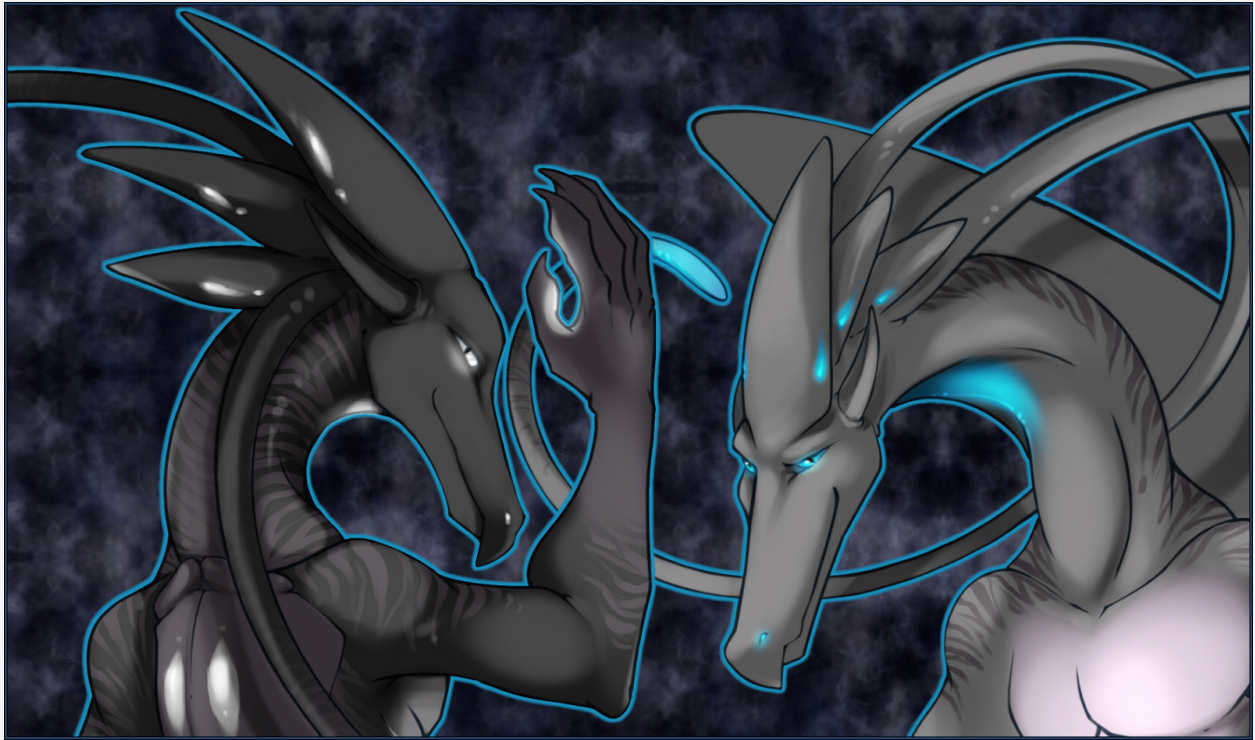


Ixxith Species Information



Ixxith, the quintessential dragons of [Zeiophine](#) legend, large, mysterious and seemingly wild. Though far more about them could be discovered by the curious and bold. These seemingly wild creatures were once part of a space faring civilisation that spanned their home system of Zeiophine. While they never escaped their home star, their achievements and advances shaped the future of all habitable worlds in the system.

The Ixxith were the first sapient species upon [Zeiophine Prime](#), although in the modern Empire it is named for the Zeioph who now dominate it while a more isolated world in the system is named for the Ixxith due to Zeiophine legends based around these mysterious creatures. In truth, this world housed much of the Ixxith's bio-engineering facilities that were used to create the other sapients.

In canon proper, the full truth of the Ixxithian civilisation is a mystery yet to be unlocked. But in this document I will go into greater detail about them than would be available canonically.

Adult age:

60 ISY.

Average lifespan:

Biologically immortal.

Average height/length:

4-6m Juvenile, 8-15m Adolescent, 16-25m Adult, 25-30m+ Elder.

Dominant Gender:

Male.

Physiology:

At first glance, one might notice the similarities between the Ixxith and Zeioph. More so than all the Zeiophine species, these two share aesthetics, physiological traits and even behaviours. On the genetic level, the two share an incredible amount of genes as well. However unlike Verroth and Dross, Ixxith can rarely cross breed successfully with Zeioph. Almost all live offspring produced are at least sterile, if not malformed due to a few key genetic differences and incompatibilities. This genetic roadblock is even stronger with Verroth and Dross, preventing any form of cross breeding.

Just like Zeioph, Ixxith bodily fluids hover around the 9-14 range on the pH scale, full of hydroxides. Having evolved in the Caustic swamps of Zeiophine Prime this comes as no surprise. Saliva and digestive juices range from 10-12 in the mouth up to 14+ in the stomach, and Ixxith have been known to spit streams of super-bases aggressively and defensively. Like Zeioph, Ixxith also secrete thick basic compounds onto their claws too, making these aquatic swamp dragons the most dangerous life-form in the Zeiophine system. This is especially evident when you factor in their aggressive nature.

Unlike their Zeioph cousins, Ixxith have a rather complex digestive system and do not require to eat their food again after passing it through once. Their digestive tracts are comprised of three stomachs, a moderate small intestine and a large fermentive bowel. Another differing point from the Zeioph cousins is that Ixxith reproduce in more standard 1:1 pairings, instead of the two males and one female that Zeioph physiology requires. Ixxith are also unique from the other species in their ability to fly.

Ixxith possess fully functional, retractable wings. Most Ixxith are just as at home flying through the air as gliding through water, a rare trait in the galaxy at large. Ixxith are fully capable of respiration in air or underwater without the need of any vaporator regardless of humidity or lack thereof. Zeioph are the second best aquatic Zeiophine species out of water, but are still susceptible to drying out in excessively arid climates. Ixxith have no such limitations as their gills restructure to better work in the air, as does their skin to conserve moisture when its dermis dries out.

Ixxith possess a similar healing factor to their Zeioph cousins as well, able to recover from catastrophic injuries. Lost limbs, deep wounds and even serious brain damage are not enough alone to kill these resilient creatures. Supplementary nerve clusters can keep their bodies functional and even conscious after catastrophic damage to their primary brain. However these secondary brains are simplistic and animistic next to the primary one. Ixxith are truly impeccable specimens amongst all those catalogued by the Empire, easily on par with any enhanced species produced by Imperial science.

Based on observations Ixxith are seemingly ageless as well, from accounts of Zeioph and those Ixxith who display sentience, some are thousands of ISY old. But while the body might be ageless, the mind isn't. Many of the eldest observed Ixxith have long since lost mental continence. Arguably worse off then their animal-like brethren, as they do not even enjoy contented life as a feral beast. Outside of the most advanced synthetics, mental deterioration is not uncommon in most observed ultra-long lived species.

A mind can only contain a finite amount of information, biologically. Even if one can regenerate their neurons infinitely, the connections are not forever. And with time it will all deteriorate into a mess, leaving only the most base animal instincts behind. Coupled with crippling dementia, a fate all too common for Ixxith believed to be old enough to have first hand knowledge of their lost civilisation. In spite of this though, there are some examples who's good genetics and lifestyle promoted retained mental faculties. These few however exist in the deepest seclusion.

Ixxith have another very noteworthy feature, as mentioned previously, much like Zeioph their bodily secretions are incredibly basic. This has been evolutionarily turned into an offensive natural weapon, and as mentioned Ixxith are capable of spitting a stream of adhesive and extremely corrosive lye and catalysts. While Zeioph often spit at things as a form of attack and aggression, it's nowhere as damaging as an adult Ixxith. Due to potent catalysts and the purity of the hydroxides in this liquid weapon it can cause considerable damage to rubber, aluminum and other materials normally resistant to lye.

Sealed pressure suits are no guarantee of safety from the adhesive stream which also serves to immobilize targets. Another nasty feature due to its adhesive nature is to cause struggling victims to deglove themselves as the concoction blisters the skin. To non-Zeiophine natives Ixxith should be considered an extreme threat, especially coupled with their size and predatory nature. Even for Zeiophine natives, Ixxith often predate upon them when other easier prey is scarce.

Ixxith themselves are readily capable of digesting the hydroxide resistant flesh of their (theorized) creations due to special enzymes in their gut. It is unknown whether this was engineered into their creations, or engineered into themselves so their creations could serve as an emergency food source or if they were intended as livestock for food ontop of other theorized uses. This particular fact has swayed a lot of modern Zeiophines away from the past worship of the Ixxith.

Behaviours:

Ixxith, having returned to a wild and pre-civilised state are known for aggression, predation and avoidance of other sapients. Ixxith are pack oriented and social, reinforcing that at one point they were fully sapient. Their tight familial bonds drive much of their behaviour, hunting, eating and living together as a group. These Ixxith packs are generally from 4-12 individuals, usually familially related in some manner or mates of the alpha male of the pack.

Just like Zeioph, Ixxith rely on a strong chromatic component to their communication. For more insight on the chromatic portion of their language, one might wish to read the Zeioph document. I'd rather not repeat it in depth here. Emotions are conveyed mostly via colour with intensity of luminance defining the intensity of emotional states. Around this chromatic language, their vocalisations are minimal and primitive with more body-language to define their intents and wants.

There isn't a whole lot to say on Ixxith language that hasn't been covered in the Zeioph document, it does vary from pack to pack, and somewhat from individual to individual. Behaviors overall also vary between individuals and groups. Some are more territorial, others reclusive, and yet others curious to those who wander into their haunts. An even fewer number still display traits of true sapience. And an even smaller percentage of those that do can communicate meaningfully with outsiders.

Those few who still seem to cling to sapience tend to be more docile, reclusive and isolated from the rest of their kind. Seemingly they are outcasts to their wild brethren. It's likely they can't function with the other feral Ixxith and turn to a solitary life. Or perhaps they are shunned for being different. A variety of reasons do come into play, and not every circumstance is the same.

Most Ixxith, sapient or feral, keep out of the modern world, content with life as intelligent animals. They have no interest in anything the Empire or modern Zeioph culture has to offer. The modernisation of the other three species only served to drive them deeper into seclusion. Further fading their memory from history as they hid in the most remote areas of the Caustic swamps on all Zeiophine worlds.

Cultural Traits:

Ixxith Culture has long been lost to the ages, leaving only scraps of it here and there with other species. the Ixxith themselves are mostly wild creatures with few if any traditions remaining, though a few remain who display true sapience. From talks with these few and Zeiophine legends, a working picture of their past has been put together by Zeiophine and Imperial anthropologists.

In the Ixxithian civilisation's halcyon days, the pursuit of knowledge and discovery was very important, making their civilisation a scientific technocracy. Countless advancements in genetic engineering, terraforming, physics, mathematics and chemistry made them a promising civilisation. But an unfortunate schism would take it all away before they could truly spread their wings and shoot for even the closest neighbouring stars.

Ixxith interestingly never had a religion, even in their more early days, preferring logical analyses of their world to any sort of blind faith. This likely contributed to the level of advancement their civilisation reached in only the time span of a few Imperial millennia. It is theorised that at their peak, the Ixxith were a type one civilisation, harnessing most if not all the energy that fell upon the worlds they colonised.

Along with a belief in science and advancement, the Ixxith valued strong familial bonds. The bonds have endured the fall of their civilisation with Ixxith forming tight knit packs in the wild and long lasting mateships. Ixxith family units are very tight knit and have been observed to revolve around intimacy with few boundaries for expression of affection.

Some facets of Ixxith live on in their creations however, from cuisine, to naming customs and even fashion. But since the Empire helped uplift the other Zeiophine races, these traces are fading and assimilating, becoming truly lost to time. This along with the ever deteriorating ruins of the Ixxith society mean one day, every trace of their culture will be consumed by the march of time.

History:

The Ixxith have a long history that pre-dates the Empire's creation, and even the human earth civilisation that allowed it to rise. By the time technology was starting to bloom on earth, the Ixxith civilisation had long since passed its twilight. The long lost Ixxith civilisation was a grand creation, who's grasp of technology and the universe extended deep enough to make them nearly godlike, although they did not venture far into space, they left a lasting legacy in the Zeiophine system.

The Ixxith created many species in their home system, and terraformed most of the planets to be liveable to them and their creations, along with sculpting even the entire biosphere to their will before their fall. In their time the Ixxith created the Dross, gifting them with their wisdom and intelligence. Then the Verroth, gifting them with their honour, warrior spirit and martial prowess. And last, but certainly not least, the Zeioph, gifting them with their survival aptitude, and powerful biological weaponry and ability to change their land to their needs.

You'd think it might have been hubris that was the Ixxith's downfall, but far from it. The Ixxithian downfall came from a great schism in their people. Some felt it was wrong to play at god, to elevate themselves so with technology. In effect some gave up on their civilisation, they believed Ixxith should return to nature and the wild. This would lead to a brutal civil war between naturalists and those who still clung to the society they'd built.

After a lengthy and bloody civil war, the naturalist Ixxith won out. A great purge of those who still resisted naturalisation took place, cities were razed, knowledge and science destroyed or buried. Few Ixxith managed to escape the purge and continued to live on in secret, hoping to keep a civilisation's worth of knowledge alive with them. Eventually some would be found, others would perish and others still became corrupt and used caches of technology to reign like living gods until their ruse resulted in their demise.

As time rolled on the once great Ixxithian civilisation was lost to time. The remaining sapient Ixxith faded or went deep into hiding. Nature swallowed up the charred remains of their cities and achievements. The Verroth, Dross and Zeioph who went free after the fall would then rise to their own sapience and claim the former Ixxith worlds as their own. The once great civilisation living on as their legends.

Time had taken the scientific Ixxith and transformed them into a race of gods, creators who made the Zeioph in their image. Those Ixxith who played god in these times only reinforcing the mythos until Zeiophine's new society evolved past it. Deity worship faded, and the Ixxith were driven deeper and deeper into the darkest and deepest reaches of the Caustic swamps.

Since then seeing an Ixxith is rare indeed, most Zeioph think of them as nothing more than animals their primitive ancestors worshipped for their power. It wouldn't be until being uplifted by the Empire that the past would come to light. But even with the truth being know, the Ixxith would never again play god. Never more push the limits of knowledge or engineer worlds around them.

The Ixxith legacy still lives on, not just in the species they left behind but the watery system of Zeiophine itself. And in living ancients like Moravia, and the remnants and descendants of those who refused to devolve. Recluses hiding away from all others, clinging to their dead civilisation for so long it's driven them mad. But time eventually claims all, and according to many, the Ixxith are long overdue.

While a regressive uprising doomed the Ixxithian civilization, their species still prospers as a feral one overall. Living upon multiple worlds within the Zeiophine system, and under Imperial protection it is likely they will live on, even if their culture and civilization only lives on in Imperial history books. But some Ixxith have taken to the Empire, these precious few taking asylum, usually ancients or their descendants secreting away to once more live in a civilized world.

The future of their kind is not yet sealed, and may not be as grim as its history overall. Perhaps one day, a new Ixxith civilization will arise within the Empire as these few Ixxith repopulate. Or perhaps their shallow gene pool will simply expire, leaving only the wild Ixxith, never knowing their grand past.

Glossary:

- **ISY:** The Imperial standard year, equal to about 3.1 Earth years.
- **Zeiophine:** Often called the "Watery system of life and mystery", this system is quite an interesting one, home to 4 different sapient species of the Ixxith, Zeioph, Dross and Verroth. Atop the multitude of sapients, pre-Imperial arrival, many of the planets had shared fauna and flora, such as dross and Verroth being found on multiple worlds, alongside transposed non-sapient.

Zeiophine itself is a somewhat dim orange main sequence star. Larger than Sol by 25 times, but only 2.5 times brighter. There are 12 total major bodies within the Zeiophine system, all of which show some at least minute traces of Ixxith setting foot upon them. The 4 worlds which fall into the habitable zone are all 80% or more water with exceedingly deep oceans.

- **Zeiophine Prime:** A watery and swampy world, more ancient than earth by a factor of two, and home to an incredible number of sapient species. Zeiophine Prime is divided into five main biomes, Predominantly caustic swamps, freshwater seas being next most common, volcanic mud flats, coastal forests, and lush grasslands in small strips making up a minority.
- **Zeiophine Iota:** The former site of the Ixxithean bio-engineering facilities. Now a cratered former battleground surrounded with legends and folktales known to locals as Ixxith. Due to it being where the other species were engineered, its history became legend as the home of the gods who created their kind.
- **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 Colour reference](#) - [Ixxith Anatomical reference](#)

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