

Mago Magros Explained

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Here's EVERYTHING you need to know about Mago Magros! Here's a picture of their anatomy illustrated, by the way:

<http://flammingscorn.deviantart.com/art/Mago-Magro-Anatomy-73822550>

Provided by Fanart Central.

<http://www.fanart-central.net/stories/user/flammingscorn/50720/Mago-Magros-Explained>

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1 - Magro Magros

MAGO MAGROS

Part I) Anatomy

Body: Mago Magros, otherwise shortened to Mags (mogs) or Magros, have mostly humanoid traits. Their systems in their bodies are like that of a human, and they reproduce sexually. There are quite a few notable differences though. The most obvious is the head, with a nub and huge ears where a nose and "normal" sized ears should be. Another is height. While humans have quite a variation in their heights, Magros are very limited. The tallest Magro would be the alpha male. Not including his giagantic ears (normally 1 1/4ft to 1 1/2ft in length), he stands at only 5'7. Average males are a bit shorter (also not including the ears, which are normally a foot in length), with only a short height of 5'4. Females are very short, with only a height of 5'1 (again, the ears not included, though their only a 1/2 a foot in length). Another very notable difference is the body's build and weight. Magros are very thin. Their motabolisms make it so. A Magro's motabolism is so fast, that even a simple "gut" on a Magro seems quite obese. The most a Magro will weigh is 125lbs to 130lbs, and that's normally the alpha male's weight. "Magro" does translate into "skinny" after all!

Ears: To Mags, ears mean EVERYTHING! For one, a Mag's emotions can be portrayed through his ears. Here are a few examples;

- Relaxed ears are a sign of happiness, or show a state of being content.
- Erect ears mean aggression. That ranges from territorial aggression ("That's mine, don't bother it!") to sexual aggression (that's right..."spoing!" ^_^). This is usually sported among alpha males showing their authority, or used in a Magro's mating ritual. Surprise can make a Magro's ears shoot up like this, but it'll only last for a second.
- Limp, hanging ears are a sign of sadness, as well as illness and/or weakness. A Magro drained of his magic will show these characteristics.
- Ears that are pinned back are another sign of aggression, but are commonly associated with anger. Usually used in less territorial issues.

That's not all! Ears are also a way of determining a Mag's sex as well. All Mag's may have huge ears, but it's exactly HOW huge that makes all the difference.

- Females have the smallest ears. Compared to her male counterpart, they are hardly even noticable. These usually measure in about half a foot or smaller.
- Males have huge ears that reach a length of one foot. Males use these long ears as means of attracting a mate. The bigger a male's ears are, the more attractive he is to a female.
- Alpha males have ears that are GIGANTIC! At their smallest, they're about a foot and a quarter. At their largest they measure up to a whopping foot and a half! Needless to say, he can have any female that he desires.

Nubs: Mags have no sense of smell. This is because Mags have no noses. They have no nostrils either. What a Mag DOES have can only be described as a nub. A nub is a little hump on a Mag's face where a nose should be. It leads into the mouth and forms some-what of a muzzle. Between the lack of a nose and having huge ears, Mags must have INCREDIBLE hearing!

Skin: Magros can come in two colours; black and white. This does NOT mean African American and Caucasian. It literally means black or white. 90% of Magros are black, while the other 10% are white, better known as albinos. It is theorized that the mating between a Mag and albino Mag can spawn a gray Mag, but as albinos are so rare, a gray Mag has never really been created.

Eyes: Regardless of a Mag's skin colour, his eye colour will be red. No other colour variations have been noted among the entire Magro species.

Teeth: While Magros are mostly omnivores, and pretty much have the same teeth structure as humans do, they have fangs instead of average canine teeth. Magros were originally a carnivorous race, so it has been said, and this trait still exists in their genes. These fangs are normally only noticeable when a Magro opens his mouth, but a few Magros have been known to produce large fangs that hang over the lower lip. This trait is very rare. Even more rarely is it that only one fang will show this trait. It IS possible, however.

Feet: While Magros may have five fingers, they only have four toes. 'Nuff said.

Part II) Magro Magic

Every Magro is born with magic inside of him. In fact, it is essential to a Magro's very existence. A Magro who does not use his magic will grow weak, become ill, then eventually die. To prevent this, Magros hone their magic through constant use and practice, as well as being aided by a Magic Strap (see "Part III) Magro Fashion").

Magro magic is unlike any other. This is because Magro magic is impossible to teach. Magic comes to a Magro naturally, just like breathing. The spells are even spoken in an untranslatable tongue. When a Magro sets his mind on a spell, his mouth almost seems possessed as the words come out. Then, just as easily as they came, the words disappear as the spell goes through...

Magic School: While the actual magic cannot be taught, it's still essential that one knows how to control it. Magic schools teach young Magros how to do so. It is VERY advisable that every Magro attend one...Otherwise, spells may go wrong!

Spell Books: Again, it does NOT teach the spells. Spell books are more or less guide lines to help make a spell more controllable. Poses and stances can make all the difference when composing a spell, as well as the tone of voice one uses. Spell books tell one such things...

Wands and staves: While a Magro CAN focus his magic through a finger or palm, spells tend to go better when focused through a wand or staff. Average Magros (about 80% of them) use wands. It's small and simple, great for focusing low level to moderate level spells. Some Magros have stronger magic than others. Magros with stronger magic levels need a bigger, stronger means of focusing their magic. These few use staves instead. Only a Magro of very high levels or magic (as well as one with GREAT magic control) can use a staff. In fact, it ADVISABLE for a strong magic leveled Magro to use one...Otherwise, all that pent up magic will have him wired like an electric chair! A Magro's magic needs to be balanced as well as charged up.

Part III) Magro Fasion

Magros have a fasion sense all their own. Not only does it help distinguish their culture, but some clothing items aid a Magro's well being...

Cape: While a cape is not an important item to life, it is popular amongst the Magro kind to wear them. Many variations of capes can be seen in a Magro village. some drape over one's shoulders, while others have high colars that conceal one's face. Some even form a hood. Some button and some lace up, but capes are always a Magro fasion must.

Gloves: There's hardly a single Magro who doesn't wear gloves. These gloves vary as much as the capes do, but as long as their palms are covered, a Magro is pleased. why the obsessive palm covering? A Magro's magic is released through his palms, and a cover gives him more control, as well as keeps down stray magic.

Hats: As Magros have little hair on thier heads, it's custom to wear a hat. These are nearly always in the "wizard/witch" hat variation. The hat always matches a Magro's cape as wel, forming some-what of a "theme" colour. Not ALL Magros wear hats though. some wear hoods, while alpha males wear no hats at all. This is because it downsizes their ears!

Boots: Boots are about the only kind of shoe worn by Magros. They're often strappy boots too...Not uch to say here.

Magic Straps: EVERY Magro has a Magic Strap! What is a Magic Strap you ask? It's a strap usually attached to one pants leg or worn on the belt loops that carries various magical items such as fortune telling bones, magic dust, small potion bottles, or lucky charms tied to it. This keeps a Magro's magic fueled up and strong. Withour strong levels of magic, a Magro becomes weak, ill, or may even die.

Pants: Everyone wears pants! (Hopefully). Magro pants are different from regular pants though. For one, they all fit like capris. Both males and females wear them this way. Another difference is that they don't have buttons on them. A belt is worn in place of a button instead. The most important part of a Magro's pants, however, is that it usually has a Magic Strap built in it.

Wand/Staff Holsters: Like Magic Straps, every Mag has some instrument for focusing their magic. Whether this instrument be a wand or a staff, a Mag needs something to conveniently carry it for him that'll leave his hands free. It also has to be easily accessable for emergencies too. What better way than a holster? It worked for the cowboys with their guns, it'll work for the Mags and their wands!