

Dragonkind

Overview:

The dragons of Revas are social creatures with few exceptions. They prefer to live communally in Dens that are typically segregated by the hue of their scales. Their hue often determines various aspects of their personality as well as the magics they are able to wield. All dragons are innate spellcasters with deep reserves of divine power from the time when the veil was lifted. This power is passed down through their family line, even when mingling species. The various breeds include metallic, gem, and chromatic. The metallic and gem dragons often consider themselves superior to their chromatic brethren, a notion that does not sit well with the chromatics, particularly the reds. Most of dragonkind have now secured war fodder and pawns within the factions to fuel their ambitions for land, and power, but there are tales of elusive breeds that hold themselves apart from the conflicts.

Social Behavior and Hierarchy

Individual Dens follow a hierarchy based on size, age and overall might. The head of the den is usually an ancient dragon with a sizable hoard. They are expected to lead the den in all strategy planning, resource gathering, and battle maneuvers. All other dragons in the den are typically assigned a role that best suits their abilities- Protector, Hunter, Surveyor, Ambassador etc. Resistant to change, assigned roles typically last the entire life of the dragon.

While the head of the den is free to choose a mate at their own leisure, other members of the den must seek approval before bonding. Dragons mate for life and the loss of a mate to battle or disease (incredibly rare) can lead to significant depression (or even death in some cases) which could throw the den into chaos.

Once a dragon has found a mate and decides to put forth a clutch, the eggs are hidden away and protected by savage Broodmothers. The

Broodmothers watch over all clutches so the Eggbearer can continue to support the den in their usual role. As one may imagine, the locations of hatching grounds are heavily protected secrets in high demand.

Chromatics:

Red- Greedy, manipulative, and warmongering, the Reds have allied themselves with the Imperium. They are gifted with size nearing the metallics and are considered the strongest of the chromatics. They are often seen flying above Revas patrolling with and defending Imperium airships. They also act as public executioners, often burning deserters and traitors deemed too dangerous for the Dretch.

Black- Cruel and volatile by nature, the Blacks have taken to the caverns of the Deep. They have found the Drow to be willing servants in exchange for drips of their own power. While this alliance has extended the Drows' lifespans to match their fae counterparts, the volatility of the Black dragons has only increased the frequency of the infighting the Drow are dealing with. They typically act as advisors to the House Matrons, spewing poison and lies in their ears as they push the Drow to further militarization.

White- Smallest of the chromatics and preferring the cold icy mountain peaks, the Whites have started treating with the Orc tribes. Typically aloof and more feral than the other chromatics, they only leave their ice caves when forced to act.

Green: Expert deceivers and highly territorial, the Greens watch from the depths of the forests. They are essential to protecting the Well for their faefolk allies. They also often advise on defenses placed by the Drakenguard.

Blue: Less common throughout Revas, the Blues tend to prefer drier, more arid climates. The Imperium is currently working with the Reds to begin negotiations as they see the Blue dragons' control of lightning as a powerful boon.

Metallics:

Gold- Less destructive by nature with an incredible capacity for spellcasting, the Golds advise on matters of magical education and the training of battlemages for the Children of Maiara. They have a strong preference for defensive maneuvers over offense, wanting to maintain the Well and flood of magic rich throughout the forest.

Silver- Silver dragons are rarely spotted in their true forms. They prefer to take on humanoid forms when they treat with the mountainfolk. Careful to keep their identities secret, the Imperium is currently has little intel on their existence.

Bronze- There have been reports of Bronze dragons flying off the eastern coast lines near the Shrouded Isles but little else is known about them at this time.

Gem:

Emerald- Inherently distrustful, the Emeralds act as foils for the Golds. They believe the faefolk should be pressing back against the Imperium. They carefully maintain historical records that prove time and time again, the Aedusians and their draconic allies cannot be trusted to pause at the forest borders. They champion the faefolk who disagree with the Grand Council and call for action.

Topaz- Antisocial, blunt, and disinterested in anything that does not directly impact them, Topaz dragons have found many commonalities in the Duergar. As their own hunting grounds dwindle and their Dens begin to hunger, they whisper the secrets of the Gold's wards in King Avarr's ear and urge the Duergar forces forward.

Obsidian- The Obsidians are frightfully intelligent and opportunistic. Considered the most dangerous of the gem dragons, they were amongst the first to ally with the mortal Aedusians in the quest for control of Revas. They have shared a terrifying secret, a process that allows them to enslave

others of their kind, forcing them to fly under the banners of the Imperium. They work closely with the Imperium legions and advise on the tactics of the Scalewardens, the Imperium's elite dragonguard.

Ruby- Though often confused with Reds, the Rubies were once thought to hold themselves above conflict. The terrifying manipulations of the Obsidian Dens have now forced the Rubies to fill the ranks of the Scalewardens. They are now the most common draconic mount outside of the lesser drakes, a fate considered worse than death by other dragonkind.