
Ruby

Well, I grew up quick and I grew up mean//My fist got hard and my wits got keen. - Johnny Cash

Finally! They've finally recognized your greatness. Ever since your father left, you've had to fight for respect. It is a common misnomer that Dragons are bad parents or that they leave their offspring to fend for themselves. Only those beyond saving are abandoned by their parents, and even then, usually not until they've given it a good try for a few centuries. Onyx abandoned you and your mother a mere three decades after you were hatched. Everyone knows that Onyx left you, and assume it was for good reason. It made every day of your youth a living hell.

Every time you introduced yourself to someone new, they would laugh at you for being Onyx's failed brat. So you would bash in their head. The constant fighting made you the roughest, toughest dragon in the entire southern Dragon kingdom. You fought your way through the ranks of the army and became the youngest war leader that the southern Dragon kingdom's ever seen. No one alive disputes the fact that the only dragon more fierce than you is giant black dragon, your father, Onyx. You hate your father, and you've sworn an oath to kill him and take his place as the undisputed master of all of the dragons on the continent of Astyria.

Now you are faced with both a golden opportunity. Onyx has *finally* recognized how great you are by inviting you to this council and asking you for your army. How far the great have fallen. He must be weak, if he's asking for help against the pathetic humans. This is the perfect time to fulfill your oath.

No human has ever set foot in the southern kingdom, thanks to your stalwart army and your tactical brilliance. There was one close call however, that you suppose is worth mentioning. Not so long ago, an army of humans managed to penetrate the monster lands right to your very border. Only through a temporary alliance with Xavier did you manage to rid yourself of those pests. Still, after the scorched earth tactics you used, you don't expect they will be foolish enough to try again. You and your army burned the entire forest in which the humans had taken refuge. You congratulate yourself regularly on such a brilliant tactic, but Strong, the leader of the Ents sees things differently for some stupid reason. He has had it out for you ever since.

You are undoubtedly the most clever dragon in Astyria, but you find yourself needing to prove it to everyone yet again. If you send your force to deal with the human "threat", you demand to be the supreme commander, as you're far and away the best choice. With you in command, it will be a trivial matter to squash the pathetic humans.

As part of your rise to power in the southern dragon kingdom, you became the leader of the Power Society a few centuries back. The society could use more members, and the leaders of the other monster factions seem a reasonable place to recruit subordinates. One of the things you hope to accomplish through the society tonight is raiding Onyx's treasure room and relieving him of some powerful artifacts. After all, it's about time you started your own horde of treasure and Onyx has the best stuff. You've heard rumors that he has a sword that has the power to slay dragons, an Orb of Power, and even a few fragments of a second mighty sword. If you could find all of the parts to the sword, you could reforge it into a mighty weapon.

Goals

- Become Supreme Leader of the alliance against humans.
- Recruit as many people as possible to the power society.
- Best someone in combat with a large audience of at least 5 people
- Kill Onyx to extract your revenge. If that proves temporarily beyond your means, embarrass Onyx as much as possible by causing problems.
- Collect all the Sword fragment (123)s and find a way to reforge them into a mighty weapon.

Contacts

- Onyx: The black dragon who called the council. Most people believe that he's the strongest dragon Astyria has ever known.

You intend to prove that you're better than him.

- Gulfim Rozghar: A member of the power society.

Memory/Event Packets

- If you see the number 978, open the packet

Bluesheets

- Power Society
- The Continent of Astyria

Greensheets

- Alpha (out-of-game notebook)
- The Battle
- Decking Instructions
- Alpha (out-of-game notebook)
- Power Society Member
- The Deadly Ritual of Bloody Demise

Abilities

- Impenetrable Scales
- Dispatch Forces or Request Asylum
- Fly
- Healer
- Firebreath

Items

- Zumwalt's Golem Construction Manual, Part 4 (994)

Stats

- Combat Rating: 15