

## Dragons

Dragons are rare creatures *in The Five Corners*, but they are also of the few fixed Magical Beings in the world. They are not a proper race in the sense that they do not procreate normally and there is no significant population of them. They are manifestations of magic that can take many physical forms, though their primary form is of the great winged reptiles known of in legend.

In the past few millennia, Dragons rarely make themselves known. There was a time in ancient history when they played a primary role in civilization, were revered like gods, or acted as servants to the gods themselves. Conflicts lost to time changed their perspective on how they should participate in the world, their population was overall reduced, and most of them choose now to live in hiding, influencing the world from the shadows or disregarding civilization entirely.

## Psychology and Behavior

All Dragons are ultimately in it for themselves above all else. They are inherently egotistic individuals due to their nature—incredibly long-lived, of very, very small population, and manifestations of magic that are tapped into the forces of the world in a way no mortals can be. However, the trade-off for their general intellectual prowess and power is that they are incredibly resistant to change. Each Dragon receives fundamental philosophies from their Elder Dragon—the being from which they were reborn—and only adapt somewhat when brought into their life as a new individual.

After their early life as a Young Dragon, the identity of a Dragon becomes mostly fixed, and this includes an inability to imagine unique outcomes or progress knowledge in the ways that mortals can. This does not stop Dragons from being unimaginably clever and knowledgeable. Despite becoming a new individual at birth, they retain a great deal of instinctual information from their Elder Dragon parent. In their own life, the more intelligent of Dragons learn fact-based information voraciously, and more forward-thinking individuals find the process of receiving new information simultaneously thrilling and utterly baffling.

Dragons base their assumptions and understanding of present circumstances on historical data rather than on intuitive projections. Because of this, they may sometimes be wrong, and they are almost always dogmatic, arrogant, and incredibly difficult to persuade of any position that they do not already hold. The best way to overcome a Dragon (whether in combat or discourse) is to use tactics it or its ancestors have never seen before—certainly no small order, given their vast histories.

## Shepherds of Magic

Dragons can be considered “shepherds of magic,” embodiments of it that are drawn to it in its richest and purest forms. They're often the overseers of great magic regions or sources (such as the bronze dragon, once Derim'Da, who oversaw the *Yrrial Forest* of *Yggis* and made it what it is today), and they help to shape these regions into something stable and habitable (whether for

sentient mortals or other beings). When natural or mortal events create arcane scars and pockets of *Magic Residuum* in the world, dragons are the last resort to tame and deal with such regions.

Dragons are not tenders of the *leylines*, though they are aware of them and able to actively feel their flow. Magical events and ecosystems are amplified when along leylines or near leyline points and intersections, and the dragons understand the structure and purpose of the leylines (either subconsciously or intellectually), but ultimately the dragons play no real role in protecting or policing them. This is mostly because they understand no mortal could ever be powerful enough to *truly damage* the leylines, being the most stable aspect of magic in the world.

Dragons are instinctively drawn to sites of unstable magic residuum. At times they might even be drawn to significant magical events before they happen, anticipating future actions taken by mortals that will unleash new or large magical forces. If multiple dragons happen to arrive in the same location simultaneously, it is a portentous sign. They can recognize each other instantly, and they know that crossing paths with another of their kind means something significant is to occur. To most dragons, this is simply yet another reason to avoid consorting with their own kind.

Crystal dragons will actively tend to unstable magical regions and work with mortals to profit off and learn from them in some way. Metallic dragons will simply stabilize such regions and move on, doing their best to help from compulsion and obligation more than from benevolence. Chromatic dragons will actively feed off magic residuum, helping to stabilize it in the long run, but doing so for selfish reasons, not necessarily making the region any more livable to civilization and picking locations at random regardless of nearby ecosystems or people.

## Types of Dragons

The average person knows of Dragons and believes in their existence, but there are many varied stories about why Dragons are so uncommon and generally unseen. A common thread is that there was once a war between mortals and many magical races countless millennia ago. The outcome of that war was the loss of the more civil Crystal and Metallic Dragons. People assume Chromatic Dragons survived due to their monstrous nature, and these remaining Dragons are generally considered to be unintelligent and horrific beasts to be avoided at any cost.

### **Crystal Dragons, or The Socialites**

Few dragons have ever involved themselves actively in civilization, but it has always been the Crystal Dragons who interact the most with mortals. Due to their generally egotistic and knowledge-obsessed nature, Crystal Dragons tend to leave a large impact on the world around them and prefer to be in positions of influence. The Socialites do not often take their natural form, especially in front of mortals, and greatly enjoy their ability to embody and enjoy many aspects of life.

They are uniquely obsessed with magic in particular, and they bristle at the fact that they must often rely on mortal races to push the limits of magic further using imaginations and tiers of inventiveness that the Dragons themselves are not equipped with. This, however, turns into a

symbiotic relationship, with Crystal Dragons providing ancient knowledge that mortals more readily forget and in return receiving newly invented magical skills, abilities, and artifacts.

Crystalline Dragons are the most open-minded, and while they still have a hard time changing their minds, they do enjoy being surprised. While it might have to be cataclysmic levels of knowledge, a Crystalline Dragon might undergo a great mental change if presented with the data to force them to. Being generally unable to change their fundamental principles means that their influence in a society tends to bolster a specific ideology, and so they are often a major asset to be leveraged by individuals who share that ideology.

The Socialites of the last millennium have become much more secretive than their predecessors, making their true nature known only to a few trusted individuals, and sometimes only under magical duress or contracts that can guarantee their anonymity. As of now, to the average civilized mortal, Crystal Dragons are merely myths, and no one generally knows that there are Dragons influencing three of the largest political and magical powers in the world. Learned individuals might guess that Crystal Dragons are still around, but none are certain unless they are part of the few circles of influencers worthy of this knowledge.

**The Amethyst Dragon**, Tele’Kair (now known as *Alecto*) High Marshal of *The Grey Watch* and overseer of *The Melting Pot*

**The Emerald Dragon**, *Heph Narito*, High Arcane Adviser to the Quelquain *Emperor Arulai Kessin Ra* and leader of the *Quirox Naianti*

**The Diamond Dragon**, *Zephyr O’Mmon*, The Pilgrim of The Five Corners

**The Ruby Dragon**, *Drax Ta Rammas*, Maxim Entax of *The Bronze City*

### **Metallic Dragons, or The Loners**

A strange middle ground between The Socialites and The Monsters, The Loners are relatively intelligent Metallic Dragons who have no real desire to participate in mortal societies. This is mainly due to harboring a general apathy towards mortals, rather than outright hating them as the Chromatic Dragons do. There have been times when Metallic Dragons have made a mark on history and participated in significant events, but such a thing would only happen once or twice in a Loner’s lifetime.

Metallic Dragons enjoy the physical and sensory pleasures of life, but they often seek them out in an introverted fashion. They do not desire attention or relationships. In fact, interacting with mortals for long periods of time causes them immense discomfort, as unlike their Socialite brethren, they actively despise being surprised by new information. They literally find it a horrific prospect to observe how much mortal individuals change over the course of their lifetimes, and so will only maintain casual relationships.

Also unlike Crystalline and Chromatic Dragons, the Metallic Dragons of the last millennia are much more prone to wander. Staying in one place means becoming known and knowing others, and so it is simply easier to not stop moving. However, the more one wanders the more one is surprised by new things, and so a Metallic Dragon might stay in one place for what seems a long

time to a mortal but to them is merely “a passing few years.” They might hide out in the wild for decades at a time and then one day suddenly decide swing by a tavern or brothel, or they might take up an isolated career in a city only to drop it after 40 years due to suddenly noticing that mortals have started to become too familiar with them.

No one really considers much the Metallic Dragons of legend. The Loners never made as big of a mark in history as the two other groups, and so while the prospect of a “gold dragon” might catch the fancy of a bard singing a tale, few of his lyrics would strike true to the nature of these creatures. Those who are acquainted with Crystalline Dragons would likely learn or guess that Metallic Dragons exist, but would have few opportunities to interact with them.

**The Bronze Dragon**, *Nedula Daantz*, currently residing among the *Raksha Sundri* of *Oen’Bemos*

**The Gold Dragon**, Topsy, currently roaming the countryside of *Esedria*

**The Silver Dragon**, Aoushulon the Unwise, currently residing in *Drake’s Rock* of *Pentilos*

**The Copper Dragon**, Eeve Netherdiver, currently living in the sea

### **Chromatic Dragons, or The Monsters**

The flip side to The Socialites, these are the dragons who actively dislike mortal civilization. In forgotten times, they would often show open animosity to social races, and it was the behavior of the Chromatic Dragons that was largely responsible for the major schism that arose between Dragon-kind and the rest of the world.

Now, few in number, the Chromatic Dragons keep to their own realms. They lay claim to islands or other continental regions that they protect fiercely. Some even prey on fringe civilized societies, but stories of this are watered down when delivered back to larger cities. They will raze and devour without a second thought, as they care only for themselves. Due to this, they are generally far more ignorant, far less capable, and much foolhardier than the other Dragons and tend to live shorter lives.

The average civilized mortal assumes that Chromatic Dragons do truly exist, but some might be skeptical, and there is no certain and common evidence of their existence. Learned individuals are well-aware that the Chromatic Dragons still exist, and stories of the troubles they cause are common knowledge to hunters, high ranking army officials, and politicians.

**The Green Dragon**, Venomfang, residing in a region of the Emerald Expanse of Quelquainaia

**The Red Dragon**, unnamed, nesting in an island of Pentilos

**The Blue Dragon**, Quatz, roaming the seas south of Esedria

**The White Dragon**, Darumon, living in the mountains of Duguros