

## *Dragonkin*

### *Excerpt from the Rulebook*

*These scaled humanoids some would call more beast than civilized, however one would be wise not to be as quick to judge. The Dragonkin are able to adapt to their environment and use it as an advantage.*

### *Quirks*

*Each breed of Dragonkin was created to mirror the dragons of our world. They are fierce warriors with a sense of honor and bravery. Sometimes they are rash, but only because they are so eager to prove their strength*

### *Origins and culture*

*Throughout history dragons have been known to be greedy, cunning and bloodthirsty for power. In the early days of Candrea Bay, three dragons were able to attain a power the surpassed all other beings. Up to this point dragons could be classified by color and their strength was measured this way. These three, which were once like a family, became something different and horrible. Through a technique lost to time, they were able to absorb and maintain massive amounts of magical energy, until they finally came to be known as Mana Dragons. The surge of mana changed them. With every passing day they grew in power and intolerance of each other. Now these three were untrusting of each other and aggressive towards anyone that threatened their sources of energy. The three filled with mistrust and moved away from each other, grabbing as much power and territory as they could.*

*The dragons separated the continent into three war zones. One dragon barricaded himself on the eastern side of the mountains, while the other*

two split the western side of the continent. Each, a total master of the arcane, created armies of undead and wielded magic that could not be countered. The races of the continent were caught in the middle of a war where they were the only ones suffering casualties. It was in this time of desperation that the races came together to devise a plan.

This council agreed upon a solution delivered by the High Elves. They proposed they fight the dragons with their own strength and create a species specifically designed for war. They used the blood and bodies of dragons for strength, but also used the blood of Shenthia to soothe the beast inside them. The council agreed to a massive effort. Hundreds of mages met in the smallest mountain range in the north and created a stronghold. This range's original name has been lost but we now know it as Kovah Ranges. This outcropping of short sharp mountains was far from the battle and secluded enough for the soldiers to be created away from danger and discovery.

A new race was born at the foot of the mountains and far exceeded the expectations of their creators. They were a hearty race, strong in spirit and body. They were quick learners mastering martial combat but they also had keen minds for tactics. It took no time to prepare them for a battle that would determine the fate of the continent.

Much of this war is still shrouded in mystery. Many of the Dragonkin don't really know what happened to the Mana Dragons. All we know is that the threat has passed. The Dragonkin were bred for war and perhaps faced their greatest challenge once the dust had settled. They had to go on living. Alongside the Elves they built a new society. They insisted on doing all of the work themselves, only relying on the experience and knowledge the Elves could lend them. The Elves helped them determine locations to create four settlements, each town learning and mastering specific trades in order to ensure the livelihood of its people.

*Dragonkin are governed much the same way the High Elves are. They followed the example of their oldest friends and maintain a council made up of two representatives from each settlement. In every other way they are their own people. They are perhaps the proudest of all beings. They know their origins may be humble but their purpose is the truest. Those that know the secrets of the Dragon War pass them down as a treasure. They know that without Dragonkin, Elizadale would not be the gem it has become over the centuries. It's this pride that allows them to integrate into other cities and cultures across the continent. They lend their strength wherever it is needed, some even joining guilds or the military itself.*