





Mystic

TLDR Mystic Enderianwings can harness the powers of other classes through drawn runes with their staffs. Their staffs, made from magic tree roots, enable them to wield various abilities, with potential for magic swords and unique magical sources.

Mystic Enderianwings can learn to harness the power of the other classes through drawing runes with their staffs. Their staffs are made from magic tree roots that they grow around a special crystal fruit that comes from the tree as well. They learned the plant manipulation powers and synergy fire of the Grixis Class Magics for this practice. Some staffs can even perform and or transform into magic swords.

Magical Nexus: Mystic dragons possess a rare and powerful connection to magic itself. They can draw on the essence of different classes and their abilities, channeling them through their staffs and runes.

Staff and Rune Bond:

Each Mystic dragon has a staff made from the roots of a magic tree. Paired with a crystal fruit from the same tree, these staffs and fruits form a magical bond. This bond enables the Mystic to channel and amplify their abilities through runes drawn in the air or on the ground.

Ability Transfer:

By drawing specific runes in the air or on the ground with their staffs, Mystics temporarily adopt abilities from other Enderianwing subclasses. For instance, a Mystic dragon could create a rune to harness fire manipulation similar to a Nether dragon, or they could draw an intricate pattern to invoke wind currents like an Aether dragon.

Rune Magic:

Drawing runes in the air or on the ground acts as conduits for the Mystic's magic. Each rune corresponds to a specific ability they can invoke. The complexity of the rune and the Mystic's mastery determine the potency and duration of the invoked ability.

Limitations and Mastery:

Mastery of the Mystic class requires a deep understanding of each class's magic and the ability to create and draw intricate runes quickly. Overusing a specific ability might lead to magical exhaustion or instability.

Symbolism and Traditions:

The art of drawing runes in the air or on the ground with their staffs is a revered tradition among the Mystic class. These rituals are taught from one generation to the next, often within secret enclaves where Mystics gather to exchange knowledge and experiences.

Magic Source:

Mystics draw their magic from a unique source at the core of their magical tree. This source provides the energy needed to activate runes and channel abilities. The source's nature and origins are a mystery or closely guarded secret.

Mystic Scholars:

Beyond combat and practical applications, Mystics often serve as scholars, chroniclers, and advisors. Their extensive knowledge of various classes' abilities makes them valuable sources of information for strategic planning and problem-solving.

Appearance:

Glowing Runes: Mystic dragons' bodies are adorned with intricate, bioluminescent glow tattoos. These tattoos might shimmer and pulse with a soft light, becoming more vibrant when the dragon invokes their abilities by drawing runes.

Mystic Attire: They might wear ornate, flowing garments that complement their magical aesthetic. These garments could have flowing sleeves or trailing hems, adding to their mystical and ethereal appearance.

Habitat:

Enchanted Glades: Mystics can inhabit secluded glades within ancient forests, creating an environment in which they can practice their rune magic without disruption. These glades might be hidden from plain sight, accessible only to those who know the way.

Sacred Clearings: Within their habitats, there are central clearings where Mystics gather to exchange knowledge and experiences. These clearings might hold an array of intricate, permanent runes etched into the ground, serving as communal rune magic practice spaces.

Magical Tree Groves: The magical trees from which their staffs and crystal fruits are derived, form the heart of their habitats. These groves might emit a faint, enchanting glow and exude a calming energy, adding to the mystical atmosphere.

Runic Resonance: The very ground of their habitat might hold residual traces of the runes they draw. As Mystics practice their abilities over time, the area can become infused with magical energy, creating an atmosphere that resonates with their powers.

Astral Observatories: Mystics have built observatories or platforms that allow them to gaze at the stars and celestial bodies. These platforms are used for stargazing, divination, and connecting with cosmic forces that align with their magical prowess.

Harmony with Nature:

They maintain a deep connection with nature. They cultivate gardens filled with unique magical plants or have animals that are drawn to their aura and energies.

Aether

TLDR Inhabitants of floating islands, Aether Enderianwings can manipulate air currents and float without using their wings. Their appearance features petite legs, long tails, and cloud-like bodies that levitate due to their island's magic.

Aether Class, this class resides on floating islands and due to the strong magic that resides in these islands that allows them to float, it also affects the Aether class since birth, basically allowing them to fly like Santa's Reindeer rather than use their wings. They can also learn to wield air currents much like the Nether class does with their fire. And they have more petite legs and long winding tails. Their fur also shifts into these mystifying cloud like bodies that levitate due to their floaty magic from the islands where they live.

Appearance:

Cloud-like Fur: Their fur has a wispy, ethereal quality, resembling clouds. Some carry a mutation that causes a variety of color from soft pastels to vibrant shades, reflecting the hues of the sky during different times of day.

Floating Accessories: Aether dragons can wear accessories made from lightweight materials that float alongside them. These are adorned with imported **Auranthos crystals** (Look, Crystal Varieties in [Cryxis Enderianwings - Google Docs](#)) or feathers, enhancing their mystical appearance.

Magical Abilities:

Air Current Manipulation: Expanding on their ability to fly, Aether dragons can master the manipulation of air currents. They might create gusts of wind to propel themselves, manipulate the trajectory of projectiles, or create air barriers for defense.

Aerial Acrobatics: Their mastery of air currents can make them exceptional aerial acrobats. They might perform intricate maneuvers, twists, and spins that leave streaks of clouds in their wake.

Habitat and Culture:

Floating Island Colonies: They establish colonies on the floating islands they inhabit. These colonies are connected by aerial bridges and platforms, forming a unique and interconnected society.

Sky Gardens: Aether dragons cultivate sky gardens on their islands, growing unique plants that thrive in the high-altitude environment. These gardens also serve as meditation or relaxation spaces.

Celestial Connection: Their affinity for the skies lead them to study celestial bodies. They have observatories or structures dedicated to stargazing and connecting with the cosmos. This is also due to them being so high in the sky they can build structures that go above the clouds so it's always a clear day to study the stars.

Grixis

<p>TLDR Protectors of nature, Grixis Enderianwings manipulate earth and plants. They specialize in using their life energy to wield Synergy fire, aiding in plant growth and purifying rocks. They excel in mining and gem-finding due to their earthbending abilities.</p>
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Grixis class, these are very inspired by the robots from Ghibli's Castle in the Sky, Leafwings from Wings of Fire, and the Earthbenders from Avatar the Last Airbender. They protect nature, many learn to manipulate the earth, and/or plants. Some master the ability to do those things but also their life energy to breathe and wield Synergy fire, it helps plants to grow and for rocks to purify into what material they so choose (that the original rock contains) This makes them fantastic miners and can find rare minerals and gems like diamonds!

Animal Bonds: Grixis take care of animals, and go so far to even house bird nests on their backs. They greatly value animal companions.

Nether

TLDR, Inhabiting volcanic regions, Nether Enderianwings have long, spindly legs like deer and breathe void fire. They can manipulate fire and scars caused by their fire attacks resemble black scars, similar to Hogweed burns.

Nether class, they reside in places like the Minecraft nether and fiery volcanic places. They've adapted to the heat and their legs are very long and spindly like a deer's. They can breathe something called void fire, which is an intermixing of void breath the average dragon's firebreath. It can leave terrible black scars much like Hogweed does on Earth, these wounds can be deadly. Some Nether Enderianwings have mastered the ability of fire manipulation and can wield their fire breath, making them formidable adversaries in battle.

Habitat: Nether Enderianwings primarily reside in fiery volcanic regions and places reminiscent of the Minecraft Nether. These harsh and extreme environments have shaped their physical characteristics and abilities.

Physical Traits:

Spindly Legs: Nether Enderianwings have long and spindly legs, similar in appearance to a deer's. These legs are adapted for traversing the challenging terrain of their volcanic homes.

Fire Abilities:

Void Fire: Nether Enderianwings possess the unique ability to breathe a specialized form of fire known as "Void Fire." This fire is an intermix of their Void Breath and the average dragon's fire breath. It burns at extremely high temperatures, capable of leaving terrible black scars on those it touches. These wounds can be particularly dangerous and hard to heal.

Fire Manipulation: Some Nether Enderianwings have mastered the art of manipulating their Void Fire. They can control and direct it with precision, making them formidable adversaries in battle. This control allows them to wield their fire breath like a weapon, increasing their combat effectiveness.

Survival Skills:

Heat Resistance: Nether Enderianwings have developed a high tolerance for extreme heat due to their volcanic habitat. They can withstand scorching temperatures that would be unbearable for other dragons.

Fire Immunity: They are not completely immune to their own Void Fire, but they have a degree of resistance to its effects, allowing them to use their abilities without harming themselves.

Personality and Culture:

Adventurous: Nether Enderianwings tend to be adventurous and thrill-seeking. Their fiery environment has made them bold and fearless explorers, always eager to push their limits.

Fire Mastery: They take great pride in their mastery of fire and often engage in fire-related rituals and competitions to showcase their skills.

Protectors of Volcanic Realms: Nether Enderianwings see themselves as protectors of the volcanic regions they inhabit. They guard the secrets hidden within these fiery landscapes and defend their territory fiercely.

Adryniz

TLDR Masters of lightning manipulation, Adryniz dragons can become shadowed before initiating lightning attacks. They possess Static Bonds, manipulate weather through Lightning Resonance, and engage in precise, sneak attack combat.

Powers

Static Bonds:

Static Bonds are a unique ability of the Adryniz class, allowing them to manipulate static electricity to create temporary connections between objects.

Binding Restraints: Adryniz dragons can use their static bonds to immobilize opponents during a battle. By creating threads of static electricity that wrap around their target, they can restrict their movement and limit their ability to fight back.

Electric Barriers: These dragons create electrified barriers by connecting static bonds between multiple points. These barriers can serve as defensive shields, obstacles to hinder pursuers, or traps to catch opponents off guard.

Lightning Resonance:

Lightning Resonance involves the Adryniz dragons' ability to sense and manipulate ambient electrical currents. This skill can be expanded in various ways:

Electromagnetic Vision: Adryniz dragons have an innate ability to detect even the slightest variations in electromagnetic fields. This would allow them to sense movements, energy sources, and even the approach of other dragons by their electrical signatures.

Energy Manipulation: Drawing from the electrical currents around them, these dragons are able to temporarily enhance their physical abilities. By channeling this energy, they can boost their speed, agility, or strength for short bursts, making them formidable opponents in combat.

Electrolocation: Similar to how some aquatic animals use electrolocation, Adryniz dragons can navigate their surroundings by sensing changes in electrical fields. This would make them exceptional at tracking targets, even in complete darkness.

Weather Manipulation:

Stormcalling: The power to attract or intensify lightning storms. They might use this ability strategically to create distractions, disorient opponents, or enhance their own lightning-based attacks.

Atmospheric Manipulation: Subtly alter atmospheric conditions to induce changes in the environment. This could include creating gusts of wind to alter trajectories of projectiles, or even manipulating humidity levels to create localized mist or fog.

Electric Rain: The ability to generate electrically charged raindrops during a storm. These raindrops carry a mild static charge, making them uncomfortable or even damaging to touch.

Mydnis

<p>TLDR Practitioners of dark magic, Mydnis dragons have dark glow tattoos and wear bones of the dead. They specialize in shadow manipulation, void-touched, and forbidden magic. They emit a mysterious dark aura and are skilled in the darkest forms of magic.</p>
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Dark Magic Mastery:

Mydnis dragons have a deep connection to the darkest forms of magic. They excel in manipulating shadows, necromancy, or even tapping into the energy of the void.

Their dark magic abilities involve conjuring illusions, casting curses, or harnessing the power of fear. Their spells have effects that unsettle opponents or distort reality.

Glowing Tattoos:

The tattoos pulse with dark energy and become black when they cast spells or channel their abilities, adding a dynamic forboding aspect to their magic use.

Darkness Auras:

Mydnis dragons have an ethereal, mist-like aura that surrounds them, hinting at their connection to the realm of shadows. This aura could grow more intense when they harness their dark magic.

Embracing the Unknown:

Mydnis dragons often possess a fearless and adventurous spirit, unafraid to delve into the mysteries of dark magic. They're drawn to places others fear and thrive in environments where shadows reign.

Void-Touched Magic:

The Mydnis dragons could possess a unique affinity for the void, allowing them to tap into its energy and channel it through their dark magic. This void-touched magic might enable the most powerful of the Mydnis to even traverse between parallel universes, but this is forbidden magic, even frowned upon by most Mydnis.

Necrotic Affinity:

Their void-touched magic extends to necromancy, enabling them to control or communicate with spirits and the undead. They could use their void breath to awaken or manipulate the life force of creatures, temporarily animating them to serve their purposes. They also draw power from the bones of the dead they wear.

Abyssal Transformation:

Mydnis dragons with exceptional mastery over void-touched magic might be able to temporarily transform into abyssal forms. This transformation could grant them increased power and durability, at the cost of heightened instability. These forms are massive and take tedious amounts of practice to master.

Cryxis

TLDR Inhabitants of caves, Cryxis dragons grow minerals and geodes on their bodies. They can manipulate crystals and geodes, pioneering their own crystals that grant weak abilities. They embrace a connection to caves, minerals, and crystals.

Crystal Mastery:

Cryxis dragons specialize in the manipulation of minerals and crystals. They shape and control crystals with precision, creating intricate structures, weapons, or even using crystals as projectiles. Their Magic also revolves around carving complex and carefully made runes to channel a certain class's magic.

Crystal Bioluminescence:

The minerals and geodes growing on their bodies emit a soft, bioluminescent glow. Cryxis dragons have the ability to enhance or dim this light at will, using it for communication, illumination, and even as a form of camouflage in dark cave environments. Their flashing crystal language is a lot like morse code.

Crystal Growth:

Using their magic Cryxis can make crystals grow faster and into different shapes at their will

Cave Adaptation:

Given their cave-dwelling nature, Cryxis dragons have developed adaptations that allow them to thrive in dark and confined spaces. Enhanced night vision a smaller stature, and the memory to navigate complex cave systems.

Crystal Forging:

Cryxis dragons possess the ability to cultivate and shape special crystals that, when worn or held, grant minor abilities to the user. These abilities can be tailored to the specific properties of each crystal.

Crystal Varieties:

There is a crystal for each class that can channel their magic best

Aether: **Crystal Auranthos** is based off of Aura Split quartz crystal (shown left) But it glows with a light blue light and when carved into the etchings glow a bright pure white.

Grixis: **Crystal Golanetie** is based off of Malachite (pictured left) it glows a yellow green when carved.





Nether:**Crystal Neranfith** is based off of Pyrargyrite (Pictured left) it varies from reds to oranges and either glows bright red or bright orange when carved.



Adryniz: Crystal Ezrinith is based off of the Sulfur Crystal (Shown left) it glows bright light yellow when carved.



Mydnis: **Crystal Miroleath** is based off of Black tourmaline (Example left) except it has deep purple undertones instead of brown, and when carved it radiates a bright violet color from it.



Plasmis: **Crystal Pilantase** is based off of Cobaltoan Calcite (shown left), it glows bright pink when carved into.



Intox:**Crystal Irowenthite** based on Dioptase (Shown left) is much darker and glows a bright trugreen when carved into.



Nautix Magic: **Crystal Walexindrite** is based off of the Blue Titanium Halo Quartz Crystal (Pictured left) when carved it has a bright turquoise glow that seeps through the etchings.

Cultural Significance:

The process of discovering, cultivating, and distributing these crystals holds cultural significance for the Cryxis dragons. They're seen as valuable resources, both for their functional uses and as symbols of unity and cooperation.

Trade and Exchange:

Cryxis dragons trade these crystals with other classes or tribes, creating an opportunity for interaction and cooperation. This trade lead to alliances, shared knowledge, and a sense of interconnectedness with Mystic Class to help them channel their chosen class magic without a need for runes all the time.

Personal Growth:

The experience of finding and using these crystals serves as a catalyst for personal growth and character development among the Cryxis dragons. They embark on quests to discover new crystal varieties or learn to unlock the full potential of the crystals they possess

Crystal Growth:

Crystals and geodes cover various parts of their bodies, resembling armor or natural growths. These crystals are of varying sizes, shapes, and colors, adding to their unique appearance.

Bioluminescence:

The crystals and geodes they collect emit a subtle, bioluminescent glow. This soft illumination could add an ethereal quality to their appearance, especially in low-light environments like caves.

Crystal Adornments:

In addition to the crystals growing on their bodies, Cryxis dragons wear crystal accessories or jewelry made from smaller, specialized crystals. These adornments have practical uses like giving more stamina, strength, luck etc.

To further emphasize their connection to caves, the Cryxis dragons' living spaces and surroundings are designed to mimic the interiors of geode-lined caverns.

Plasmis

TLDR Experts in teleportation magic, Plasmis dragons possess transparent, glowing wing prosthetics. They can teleport objects and beings, and their abilities extend to manipulating teleportation energy for various purposes.

Powers

Teleportation Network: Building on their expertise in teleportation, Plasmis dragons can create a network of teleportation points. This network can allow them to rapidly move across vast distances or even enable others to use their teleportation abilities within the designated points.

Object Teleportation: In addition to teleporting themselves, Plasmis dragons could specialize in teleporting objects. This could lead to innovative strategies in battles, such as redirecting projectiles or even moving obstacles to hinder opponents.

Invisible Wings: Plasmis dragons have honed their abilities to the point where they can create semi-transparent wings of teleportation energy. These wings are used for controlled gliding or short bursts of flight, adding to their agility.

Phase Shift: Drawing inspiration from their manipulation of teleportation energy, Plasmis dragons might develop the ability to phase through solid objects temporarily. These are used for stealth, evasion, or even surprise attacks from unexpected angles.

Appearance

Glowing Accessories: They often boast various glowing accessories, such as intricate glowing jewelry, or energy-emitting clothing.

Pilantase Crystals made by Cryxis: Plasmis dragons sometimes have personal energy crystal necklaces that assist them in channeling and controlling their teleportation energy.

Environment

Cityscape: Live urban or cityscape environments that evoke the cyberpunk atmosphere without hi-tech items and instead of tech it's magic that takes it's place. Their abilities are well-suited for navigating complex city structures and skylines and power the city in magical ways.

Intox

<p>TLDR Specializing in poison manipulation, Intox dragons have black irises with glowing pupils. They can concentrate void breath into lethal poison that disintegrates victims. Some Intox dragons focus on purification skills, becoming designated healers within their society.</p>

They are ALL about poison. They have fangs, and have black irises and Scleras with bright glowing pupils. They have an insane ability to concentrate their void breath into a lethal poison that takes just hours for the victim to completely disintegrate.

Eyes of the Void:

Given their distinctive eye appearance, you could expand on their "Eyes of the Void." Their black irises and bright glowing pupils could grant them enhanced night vision, making them adept at operating in low-light environments.

Their unique eyes also allow them to see toxins, gasses, and other hazardous substances that are normally invisible to the naked eye. This would make them excellent at detecting potential threats and hidden dangers.

Poison Manipulation:

Intox dragons can manipulate the very essence of poison itself. They might have the ability to temporarily transform their surroundings into hazardous zones, releasing volatile toxins that linger in the air or adhere to surfaces.

Their void breath is used to create controlled zones of poison, allowing them to control the dispersion and potency of the toxic effects. These are used strategically in battles or for other purposes such as creating barriers.

Toxic Transmutation:

Intox dragons have a unique ability to transmute non-toxic substances into poisonous ones. This are used to convert water sources, plants, or even minerals into deadly toxins.

This transmutation ability are used creatively for offense, defense, or even resource gathering. It ties in with their theme of poison while offering a distinct twist.

Ephemeral Venom:

This venom's effects are not immediate but rather unfold over a period of hours or days disintegrating the victim from the inside out.

Appearance:

Bold Color Palette: Normal Intox dragons might feature bolder and darker colors in comparison to the soothing and light hues of the Pure Intox. Deep purples, rich blacks, and vibrant greens could dominate their scales.

Chaos in Patterns: Their markings could appear more chaotic and jagged, contrasting the serene and intricate patterns of the Pure Intox. These patterns might be reminiscent of thorns or cracks, symbolizing their poisonous nature.

Dark Glowing Accents: Instead of a soft and gentle glow, the normal Intox could possess a more intense and sinister luminescence. Their eyes, markings, and any glowing elements might emit a dark, foreboding light.

Physique:

Sturdier Build: Normal Intox dragons might have a sturdier and more muscular build, reflecting their poison-focused abilities. This build could suggest strength and resilience rather than the delicateness of the Pure Intox.

Sharper Features: Their wings and other physical features might be more angular and sharper in appearance. This angularity could hint at their poison manipulation skills and the potential dangers they pose.

Expression and Demeanor:

Mysterious and Enigmatic: The normal Intox dragons could have a more mysterious and enigmatic demeanor. Their gaze might hold a hint of danger and intrigue, captivating those around them with an aura of unpredictability.

Confident Stance: Their movements are more assertive and calculated. Their gestures might be deliberate and purposeful, suggesting their mastery over poison manipulation.

Dark Magic Aura: Instead of emitting a calming presence, the normal Intox dragons might have an aura that carries an undertone of dark magic. This aura could unnerve those in close proximity and serve as a visual reminder of their poison-based abilities.

Pure Intox / Uetox :

Rarely some Intox dragons, deemed Uetox, possess exceptional purification skills that allow them to counteract toxins, neutralize poisons, and even heal poison-related ailments. They are revered as vital members of the community, providing essential medical support for their very abundant lethal poison abilities that are common.

These specialized healers have the ability to cleanse environments contaminated with toxins, making them crucial for detoxifying areas affected by hazards.

Potion Mastery:

These skilled healers also excel in potion-making, crafting antidotes, remedies, and elixirs that provide protection against poisons. They're sought after for their expertise in creating potent healing potions that can save lives.

Cultural Roles:

The Uetox among the Intox class play significant cultural roles within their society. They act as spiritual guides, teachers, or even advisors on matters of balance and harmony.

Conflict Resolution:

In times of conflict or tension, Uetox are called upon to mediate and heal both physical and emotional wounds. Their abilities could serve as a means of diplomacy and bridge-building between different factions.

Appearance:

Color Palette: Pure Intox dragons have a color palette that emphasizes purity and healing. Light, soothing colors such as pale blues, soft greens, and gentle whites dominate their scales and markings.

Glowing Accents: To reflect their purification abilities, their scales have gentle, soft glows in their designated colors. These glowing accents are most pronounced around areas associated with their healing magic, such as their eyes, tail tips, and any written markings.

Markings: Unique, intricate markings resembling water, ethereal, or growth patterns could adorn their bodies; a symbol of their healing nature connecting them visually to their purification skillset.

Physique:

Graceful Build: Pure Intox dragons have a lean and graceful physique, embodying their role as healers. Their body structure allows for quick and agile movements, perfect for tending to those in need.

Delicate Wings: Their wings are delicate and translucent, resembling gossamer. These wings have a faint shimmer, evoking the image of a butterfly's wings catching the light.

Antennae or Whiskers: To further enhance their connection to the ethereal and the senses, Pure Intox dragons possess delicate antennae or whisker-like extensions near their snouts. These could aid in sensing toxins and ailments in the environment.

Expression and Demeanor:

Calm and Serene: Pure Intox exhibit a serene and composed demeanor. Their presence might have a calming effect on others, and they are sought after for their wise and gentle guidance.

Empathetic Gaze: Their glowing eyes emit a soothing light when they focus on someone in need. Their gaze might convey understanding and empathy, reflecting their healing nature.

Gentle Gestures: Their movements are characterized by gentle gestures, whether it's tending to wounds, creating healing spells, or administering antidotes. Their motions might exude an air of tranquility and reassurance.

