

Dragon Dossier

Information on the major players of St. Eliga

House Carlona

Metal: Brass

Symbol: Brass Anvil

Patron: St. Naberius

Overall Dynamic: Fractious

HQ: **The Carlona Cornet**, Bunker Ward

Name: Brandt

Alias: the Editor, the Inquisition

Position: Patriarch

Age Category: Adult

Gender: Male

Patron: St. Eliga

Current Partner(s): Armin Kappakho, ostrichfolk cameraman

Eyes: Amber

Scales: Leaflike

Build: Trim

Distinctive Gear: aviator hat

Servitor Form: golden eaglefolk

Characteristics: transatlantic speech, brand of St. Eliga's symbol on shoulder

Likes: bullying, flying marathons, seduction

Dislikes: foggy weather, red tape, graffiti

Notes: Deposed Alcyone as Matriarch rather suddenly—paper trail only states “moral failure” as her reason for stepping down. Brandt is a capital F Force. He talks fast and thinks even faster, and he makes great use of his birdfolk form to keep an earhole to the ground at all times. With his 20 years at the Carlona Coronet's helm, the family has exposed crimes, tapped trends and brought the world of social media to St. Eliga. But most of all, they've put on one hell of a show. Brandt is all about the future, and he holds nothing but sneering disdain for those who cling to the past, or who can't keep up with him. His relations are almost hostile with Alcyone, jovially indifferent to Durango, playfully coy with Tony and outright disdainful of Makaso. He is currently dating his main cameraman, and many people say Armin's been a good influence on him.

Hangout: When not directing traffic at the Carlona Cornet, Brandt can be found at the **Aer Dingus Aerial Gymnasium** in the Bunker Ward, where he dedicatedly trains to be one of the best flyers in town and beat the Volkstaia “clowns” at their own game.

Name: Alcyone

Alias: the Old One, Miss Yesterday

Position: Director of Digital Media

Relation to Triarch: Aunt
Age Category: Ancient
Gender: Female
Patron: St. Balam
Current Partner(s): None

Eyes: Chocolate Brown
Scales: Folded
Build: Slim
Distinctive Gear: blue ascot
Servitor Form: barn owl
Characteristics: obsessively clean, great with names
Likes: fractal motifs, antiques, objectivity, eulogies
Dislikes: neophytes, rain, intense light

Notes: Brandt's great-aunt, the sister of his grandmother. Was Matriarch of the Carlona family for over a hundred years and oversaw the introduction of television and the early internet as forms of spreading information. She has always placed an emphasis on finding the truth and sharing objective facts with the public. Her appointment as director of digital media was an open slap in the face, as she has publicly decried the use of social media many times. However, she is intensely loyal to her family and so does as Brandt bids, even as she chafes at his antics and reminisces about the golden age of the news. The only dragon she likes in her family is Makaso.

Hangout: Alcyone loves antiquing, so she frequents the **Boss Street Flea Market** that happens every Friday.

Name: Durango
Alias: the It Boy, the Kid
Position: Head of Advertising Services
Relation to Triarch: Son
Age Category: Young
Gender: Male
Patron: St. Halphax
Current Partner(s): Shawnee Simms, bugbear adult actor

Eyes: Green
Scales: arched
Build: Chubby
Distinctive Gear: red bow tie
Servitor Form: green budgiefolk
Characteristics: gentle voice, tries to perch if possible
Likes: high places, popularity, girls, astrology
Dislikes: intellectuals, being inferior, the piano

Notes: Durango is Brandt's son. It's hard living in his dad's shadow, so he does everything he can to stay in the spotlight. With his great head for psychology and advertising, he's been very successful, with a big Youtube channel where he talks about nothing, millions in sponsorships and a porn star girlfriend to boot. He's been cancelled multiple times but always finds a way to worm his way back into public grace. His family does control the narrative, after all. He resents his father, hates Alcyone & doesn't care much about Tony or Makaso. He's focused on his own legend.

Hangout: **The Roost** is the McMansion in the Batar District where Durango lives and films most of his content, usually just parties that are thinly veiled ads for whatever family's trying to show off its products that day.

Name: Tominikas

Alias: Tony, the Runner

Position: Liaison to the Imperial Court

Relation to Triarch: Older Brother

Age Category: Adult

Gender: Male

Patron: St. Arete

Current Partner(s): Shineesa Tremblay, bearded devil ambassador to Stygia II

Eyes: Orange

Scales: Puzzle-like

Build: Average

Distinctive Gear: glasses, talisman of St. Arete

Servitor Form: Anthropologie-ass ravenfolk

Characteristics: pointy shoulder blades, uses weird transition words

Likes: re-election, ice cream, public places, things that rotate

Dislikes: scandal, animal skins, people with good memories

Notes: Tominikas "Tony" Carlona is the direct representative from the family to the government and one of the only dragons in the city who is allowed to interview them directly. He retains a humble, folksy demeanor despite his privilege, and he's poured most of his coin into his ice cream parlor, which he says is his true passion. Any scandals in his past are well hidden indeed. He respects the other members of his family, though he's really only friendly with his brother Brandt.

Hangout: **The Scoop**, Tony's ice cream parlor, is classic, charming and chintzy all at once. It's supposed to represent one of the first ice cream parlors ever, and Tony himself is often behind the register. Most of the product is free; his family can afford it, after all! And a lot of important people drop by to schmooze him, so it's quite the hot spot.

Name: Makaso

Alias: the one behind the screen

Position: Head Researcher
Relation to Triarch: Aunt
Age Category: Adult
Gender: Agender
Patron: St. Amon
Current Partner(s): Brego Hammerhand, minotaur factory manager

Eyes: Black
Scales: Napped
Build: Chubby
Distinctive Gear: black flat hat
Servitor Form: ugly little kenku
Characteristics: big feet, tired voice
Likes: facts, computers, gems, poems
Dislikes: lifting heavy things, the military, change

Notes: Oh, Makaso. The underappreciated head researcher and data cruncher for the Coronet, Makaso is the workhorse and buttmonkey for the whole family business. The only member who doesn't ridicule them is Alycone. Despite how incompetent and spineless they seem, they do great work, though, and they have a wonderful relationship with their husband Brego and three half-dragon minotaur children that is much stabler than the rest of the family.

Hangout: Makaso loves gemstones and can often be found in many of the gem dragon families' establishments, especially the Amanderans, who they have a strong friendship with.

House Jainsaint

Metal: Bronze
Symbol: Bronze Orca
Patron: St. Zagan
Overall Dynamic: Friendly
HQ: **Fort Swensia**, Garden Ward

Name: Andress
Alias: the Admiral, the Whale Whisperer
Position: Matriarch
Age Category: Adult
Gender: Female
Patron: St. Acererak
Current Partner(s): Haug, one of the sinister illhveli, or demon whales

Eyes: Teal
Scales: Poofy
Build: Formerly Athletic
Distinctive Gear: wallet full of business cards, spiky cape

Servitor Form: sports aunt triton

Characteristics: always has clipboard, surfer cadence

Likes: whales, games, kids, the ocean

Dislikes: disease, the desert, church

Notes: Admiral Andress Jainsaint took command from Exarch Hloth nine years ago. It was a very public and very cordial transition, and Andress has shifted the family's major foci from more military and defensive operations to more ecological, educational and energy-based activities. She's gentle, hard to faze and in love with the sea. The Mapus are kind of creeped out by how much she loves the sea-and them-by proxy. Hloth has been dubious of her goals but likes her on the whole, Junji is one of her close confidantes, and she's mollified Katarmo for now, though Katarmo still chafes at her schmaltzy schtick.

Hangout: Andress is almost always at **Fort Swensia** unless she's at a meeting or event.

Name: Katarmo

Alias: Vice-Admiral, the Firebrand

Position: Ecotactician

Relation to Triarch: Brother

Age Category: Adult

Gender: Male

Patron: St. Naberius

Current Partner(s): None

Eyes: Red

Scales: Puffer Jacket-esque

Build: Athletic

Distinctive Gear: dark green swim shirt

Servitor Form: murderous-looking merrow

Characteristics:

Likes: sandwiches, research, reptiles, big thinking

Dislikes: gossip, similarity, stupidity

Notes: Andress's younger brother Katarmo is a big thinker who tends to view everyone and everything as part of an ecological system rather than, like, a country. This makes him both an excellent military tactician and environmentalist, and he has several huge ideas for how to reduce St. Eliga's footprint and protect its natural species. Alas, these ideas often make life incredibly inconvenient for most of St. Eliga's citizens, and Katarmo is not well liked by anyone other than Andress, though Katarmo often feels Andress co-opts his beliefs into propaganda.

Hangout: Katarmo can often be found on his boat, the **Flydog**, studying and talking to fish in the bay off of Okala Harbor. He practically lives there, and he typically likes to be in dragon form, so don't be too alarmed!

Name: Junji
Alias: Vice-Admiral, the Merchant Prince
Position: Quartermaster
Relation to Triarch: Cousin
Age Category: Adult
Gender: Male
Patron: St. Abysm
Current Partner(s): None

Eyes: Coffee Brown
Scales: Swirly Patterns
Build: Voluptuous
Distinctive Gear: ocean tattoos, horns or hair surrounding face
Servitor Form: lo-fi triton
Characteristics: trustworthy vibes, shit talker
Likes: chowder, coffee, gossip, travel
Dislikes: boredom, intellectuals, 2d art

Notes: As quartermaster of the fleet, Junji is in charge of most of the water-based transport of St. Eliga's goods. He's good at his job, been doing it since his mom was killed by adventurers 22 years ago. He can put just about anybody at ease, though he'll gladly talk shit about you to anyone else (hey, you knew what you were signing up for!) Almost nothing slips past his gregarious net, except for Katarmo's godsdamned reforms. He's livid that Andress is backing him and damaging the city's economy. What are dragons even doing if they're not hoarding?

Hangout: **Hotkettle Plinth** is an unassuming, homey cafe in the Garden Ward that maintains its low-key atmosphere by being invite only. It's open to residents of one city block a day, on top of Junji's pre-approved guests. The food is spectacular, and the conversation sometimes game-changing.

Name: Hloth
Alias: Vice-Admiral, the Salt-Witch
Position: Harbormaster
Relation to Triarch: Aunt
Age Category: Ancient
Gender: Female
Patron: St. Andras
Current Partner(s): Surula, a cecaelia sea witch

Eyes: Gray
Scales: Spiky
Build: Formerly athletic
Distinctive Gear: captain hat, beige turtleneck
Servitor Form: grizzled merrow

Characteristics: husky voice, wooden hand/claw

Likes: work, the city, boats, donnybrooks

Dislikes: sissy stuff, excuses, electronics

Notes: Hloth Jainsaint was the matriarch of the family for a long time before ceding the position to Andress so she could focus on her one true passion of defending and improving the harbor. She's got that on lock, and everybody kind of just lets her do her often very intense thing. To her, being an Eligan is being in the harbor, and greenhorns from the desert should leave shipyard tasks and trades to her and her highly trained crew. She gets on well enough with Andress, loves Junji, and -like the rest of the family- despises Katarmo.

Hangout: When not at the harbor, Hloth can often be found chatting with Junji at **Hotkettle Plinth**.

House Mallory

Element: Flame

Symbol: Scarlet Jetpack

Patron: St. Savnok

Overall Dynamic: Panic

HQ: **Castle Alloys**, their homestead and forge/factory in the Rust Ward

Name: Fjornagar

Alias: the Forgemaster, Lord Cinder

Position: Patriarch

Status: Missing

Age Category: Ancient

Gender: Male

Patron: St. Orthos

Current Partner(s): None

Eyes: White

Scales: Flaky

Build: Willowy

Distinctive Gear: soiled white robe

Servitor Form: none

Characteristics: mute, graceful movements

Likes: craft, fire, naturalism, flying

Dislikes: being alone, explosions, fish

Notes: Fjornagar is currently missing. No one knows how an ancient dragon goes missing, but Fjornagar has been mysterious for the hundreds of years he's been patriarch. This is...out of character though. His family is in a lurch, and his grandson Kysar has tried to take the reins, but his expertise is sorely missed.

Name: Kysar
Alias: Lord Simper, Mr. Shakes
Position: Interim Forgemaster
Relation to Triarch: Grandson
Age Category: Young
Gender: Male
Patron: St. Paimonia
Current Partner(s): Matria (see below)

Eyes: Jade
Scales: Bushy
Build: Average
Distinctive Gear: green bandana, silver locket
Servitor Form: anxious firenewt
Characteristics: gentle voice, grinds teeth
Likes: history, family, theories, books
Dislikes: cruelty, inadequate work, cold food

Notes: Kysar is doing his best, and his best is pretty good, considering how turbulent everything in his family is. But it's nowhere near as good as Fjornagar, and that weighs on him heavily. He's small and weak for a flame dragon, and he's been bullied by most of the other dragons in the city his whole life. He was thought to have finally caught a break by marrying the lively Matria Yi Chen, but the two argue constantly, and many wonder if he might actually have had a tryst with his cousin Kitty in the past...

Hangout: Kysar tries to get out of Castle Alloys as much as he can, and his favorite place to hang out is the **Library of Inelegance** run by the Huguemonts in the Rust Ward. There he can read the filthiest books he wants with no one to judge or belittle him.

Name: Matria
Alias: Mrs. Sparks, the Virago
Position: Forgemaster's Assistant
Relation to Triarch: Granddaughter-in-law
Age Category: Young
Gender: Female
Patron: St. Acererak
Current Partner(s): Kysar

Eyes: Brown
Scales: Copper, streamlike
Build: Fat
Distinctive Gear: glasses, nerdy t-shirts
Servitor Form: goofy bugbear

Characteristics: squints even with glasses, makes a lot of bodily noises

Likes: fart sounds, pranks, exploring, vidya

Dislikes: seriousness, hair, sticky stuff

Notes: Matria's marriage to Kysar was contentious for a lot of reasons. She's not exactly considered one of the most eligible dragons in the circuit, but Kysar was charmed by her carefree attitudes and passion for things most dragons would consider beneath them. Now that same attitude is what causes them to fight incessantly, especially since they're both professional and romantic partners. Yeesh.

Hangout: Matria frequents the **Stein Swill Zone**, a popular barcade in the Tesser Ward, where she can be found pretending to be bad at games only to demolish her competitors once they get cocky.

Name: Kitiara "Kitty"

Alias: the Drafter, Ms. Brawly

Position: Head of Development

Relation to Triarch: Cousin

Age Category: Young

Gender: Female

Patron: St. Dantalion

Current Partner(s): None

Eyes: Blue

Scales: Chrome

Build: Trim

Distinctive Gear: purple scarf, hand wraps

Servitor Form: ruggedly beautiful salamander

Characteristics: mussed clothes, often injured

Likes: drawing, imagining, plotting, fighting

Dislikes: Matria, the unknown, spirals

Notes: Kitty Mallory is known for her brilliant ambitions, slipshod executions, and having a *little* too much involvement in Kysar's life. She was the most opposed to his marriage to Matria, and the rumors to why are rarely friendly. She's good at her job, though, if a little corner-cutting. What's a few workplace accidents or the demolition of a sacred site when progress is on the line, after all?

Hangout: Kitty likes to punch stuff and can fittingly be found at the **Punch Pit** gymnasium in the Bunker Ward.

Name: Donatela

Alias: the Custodian, the Fire Witch

Position: Spiritual Consultant

Relation to Triarch: Great-Aunt
Age Category: Ancient
Gender: Female
Patron: St. Eurynome
Current Partner(s): Ordovia, a salamander master smith

Eyes: Black
Scales: Coin-esque
Build: Shriveled
Distinctive Gear: old-fashioned hat, sweater vests
Servitor Form: wizened firenewt
Characteristics: distinct slouch, shrill voice
Likes: the forge, the fey, history
Dislikes: being wrong, newfangled things, unicorns

Notes: Donatela is Fjornagar's sister. They were clutchmates, and helped each other survive instead of burning and eating each other as flame dragons are wont to do in the nest. They are direct descendants of the first flame dragons Yocheved birthed, and Donatela sure acts like it. She's deeply attuned to the elemental and fey spirits of fire that surround that region, and her favorite thing is letting people know when those spirits are angry. Though her claws don't work like they used to, she still dreams up masterful visions for metal and flame, and has her younger (though not by much) wife wield her hammer in her stead.

Hangout: Donatela hangs out at the **Fire Shrine** in the Rust Ward, a smoky little pavilion dedicated to the worship of both Nerekti god of nature and Pama god of light.

House Sinclair

Gem: Topaz
Symbol: Orange Hand
Patron: St. Focalor
Overall Dynamic: Chill
HQ: **Rill Breach Museum**, Bunker Ward

Name: Taigenia
Alias: the Death-Dealer, the Procurer
Position: Matriarch
Age Category: Adult
Gender: Female
Patron: St. Amun-her Khepeshef
Current Partner(s): None

Eyes: Yellow
Scales: Grapey
Build: Plump

Distinctive Gear: Mayan-inspired prints, little black earrings

Servitor Form: herself but zombie

Characteristics: expressive hands, dramatic oeuvre

Likes: art, history, money, stories

Dislikes: honesty, integrity, health food

Notes: Taigenia Sinclair is a sleazy little woman who couldn't be more divorced from her family's patron saint. Since she took over family operations 60 years ago, it's been all about celebrating the dead rather than mourning them, especially when you can celebrate the dead with a lucrative party or museum. Taigenia's involvement in the black market is an open secret. She's been arrested many times, but it's said even the Imperials have gotten art from her, so what's the harm? Her family loves her, except for the "sentimental" Alhambra.

Hangout: When not directing affairs at the museum and its attached dealership, Taigenia likes to schmooze at the **Lobo Light Lounge** in the Bunker Ward, a surprisingly classy establishment in the slums that supposedly holds even seedier things in its underbelly.

Name: Johann

Alias: Mr. Moneyhands, Funeral Daddy

Position: Curator

Relation to Triarch: Brother

Age Category: Adult

Gender: Male

Patron: St. Desharis

Current Partner(s): Cara, his dragonborn employee

Eyes: Emerald

Scales: Horizontal Striped pattern

Build: Average

Distinctive Gear: big sweaters, earring/face piercing

Servitor Form: gnoll (from when he was liaising the Huguemonts)

Characteristics: confident swagger, kind demeanor

Likes: money, education, ancient civilizations, magic, giving head

Dislikes: surgery, the zeitgeist, denim

Notes: Johann has been the family's curator for a long while now, a job which entails gathering exhibition pieces as well as bodies. What are corpses, after all, if not just pieces of history? The Sinclairs' approach has worn off on the public after a period of tension, and Johann is largely a part of that. He's great at being a public figure, and the public loves him. People finding out about his secret relationship with Cara would probably barely put a dent in his popularity.

Hangout: Johann is a bit of a homebody. He works with people all day and likes his solitude in the evenings. Thus, he's most likely to be found at the **Sinclair Estate** in the Bunker itself.

Name: Henwen
Alias: the Keening Maven, the Howl
Position: Director of Funerary Services
Relation to Triarch: Aunt
Age Category: Adult, but almost ancient
Gender: Female
Patron: St. Trismagistus
Current Partner(s): None, recently divorced

Eyes: Light blue
Scales: Wavy
Build: Tall & gaunt
Distinctive Gear: facemask, leather gloves
Servitor Form: elegant skeleton
Characteristics: flat affect, poor memory
Likes: helping, cracking codes, remembering things, beauty
Dislikes: not remembering things, yellow, grave robbing

Notes: Henwen is a master scholar, translator and historian, which strangely makes her very well-suited to being a funeral director. She knows exactly how each family chooses to mourn and deal with corpses, and she does so with a clinical but kind tact and professionalism most admire. She is very tight-lipped about what she does when she's not at work, but her family knows she's usually not at the estate in the late hours of the night.

Hangout: ???

Name: Alhambra
Alias: the Returner, Miss Provenance
Position: Head Researcher
Relation to Triarch: Daughter
Age Category: Young
Gender: Female
Patron: St. Haures
Current Partner(s): Gwarro, a bullywug metal musician

Eyes: Bright red
Scales: Motley
Build: Athletic
Distinctive Gear: red & black business suits & sportswear
Servitor Form: track star mummy
Characteristics: loves to shout, confrontational aspect
Likes: indigenous history, other countries, soccer
Dislikes: St. Eliga, colonization, appropriation, excess

Notes: The youngest member of House Sinclair shows a great deal of youthful rebellion and a willingness to question and even condemn tradition that is foreign to most dragons. She believes her family's shady dealings are abhorrent, that they have robbed many nations of their rightful artifacts and resources, and that their profiteering on people's funerals is evil as shit. She is maybe the most hated dragon in the city because of this, though she has a strong following among the "lesser" species. This is the reason why Taigenia has not outright disowned her—Taigenia still thinks Alhambra will grow out of this, and when she does there will be oh so many new markets to corner.

Hangout: **Flags Cafe** is a drink shop specializing in different beverages from around the globe. Alhambra can often be found here drafting plans and doing research, making sure her family has retrieved any artifacts from the deceased or abroad on the level.

House Varnell

Element: Wind

Symbol: Sky Blue Cyclone

Patron: St. Orthos

Overall Dynamic: Tense

HQ: **Celadon Station**, Tesser Ward

Name: Skeith

Alias: the Storm Tamer, the Authority

Position: Matriarch

Age Category: Adult, but old

Gender: Female

Patron: St. Eurynome

Current Partner(s): None

Eyes: Green/Gold

Scales: Bristly

Build: Husky

Distinctive Gear: class ring, faded jeans

Servitor Form: barrel-chested windblade

Characteristics: always tucks in shirt or blouse, sighs a lot, reedy voice

Likes: stormchasing, right predictions, loud noises

Dislikes: incompetence, faulty equipment, the past

Notes: Skeith Varnell has been slipping, it's said. She is no doubt a brilliant scientist, engineer and meteorologist, who has managed to design St. Eliga's transit and land & air transport systems to work harmoniously with its strange climate. She is first and foremost a complainer, a negative nelly and a very difficult boss. Strange accidents have been plaguing the transit systems lately, and she's on the warpath, the pissy, whiny warpath. Her team respects her, but

she shows nothing but hatred for everyone and everything around her, and they're getting pissed.

Hangout: Skeith is often at the **University of St. Astaroth**, where she teaches meteorology.

Name: DeVeбенon

Alias: the Stage Manager

Position: Director of Operations

Relation to Triarch: Younger brother

Age Category: Adult

Gender: Male

Patron: St. Shami-Amoure

Current Partner(s): Emilie Catangro, a shy ogre

Eyes: Purple

Scales: Sleek

Build: Average

Distinctive Gear: work boots, headset

Servitor Form: pleasant-faced ogre

Characteristics: wears hair or crest pulled back, plucky voice

Likes: community theater, teamwork, woodwork

Dislikes: bodies of water, fire, forgery

Notes: DeVeбенon is a really chipper guy who wants to do his best and help the city run smoothly. He's so enthusiastic it can be unnerving for some people, but he's been running the station behind Skeith's back while she throws her tantrums, and he's doing a great job of troubleshooting the recent accidents. Many people think his family might appoint him Triarch.

Hangout: **The Seven Lanterns** is a tiny theater in the Bunker Ward that has remained open for decades despite its mediocre performances. Anyone can audition for a show here, and DeVeбенon is often stage managing the shows, cheering the cast and crew on whatever talent they may or may not have.

Name: Chessimandrigal "Chess"

Alias: Miss Mechanic

Position: Head Mechanic

Relation to Triarch: Daughter

Age Category: Young

Gender: Female

Patron: St. Ahazu

Current Partner(s): Briko LaMar, goblin drag racer

Eyes: Beige

Scales: Overlain

Build: Chubby

Distinctive Gear: camo hat, rag

Servitor Form: greasy ogre

Characteristics: no distinct crest, scratches a lot

Likes: plain dealing, looking for treasure, family

Dislikes: mysteries, books, bad workmanship

Notes: Chess Varnell's mechanical aptitude was fostered by Skeith from the moment she displayed it. She's a pleasant sort who treats her underlings well, even though she sometimes involves them in her occasional treasure hunting schemes. She's fiercely loyal to her family and is having a lot of trouble admitting that Skeith may not be the best dragon for the job anymore.

Hangout: Chess hangs out at **Raincloud Road**, a drag strip where racers compete in strange crafts on wet roads. She cheers on her boyfriend Briko and acts as his pit crew.

Name: Forsythe

Alias: the Cartographer, the Dame of Design

Position: Lead Drafter

Relation to Triarch: Niece

Age Category: Young

Gender: Female

Patron: St. Ahazu

Current Partner(s): Piselle Mafarik, orc cleric of Dauganord

Eyes: Purple

Scales: Smooth

Build: Skinny

Distinctive Gear: facial piercings, silk shirts, fancy watch

Servitor Form: jacked windblade

Characteristics: no natural crest, exaggerates, flirtatious

Likes: good stories, fine things, storms

Dislikes: failure, poverty, clams

Notes: Forsythe is DeVebeon's daughter, and she hatched at the exact same time as Chess. The two are pretty darn different, though. Where Chess is unassuming, Forsythe is flamboyant. Where Chess looks out for her own, Forsythe looks out for number one. Forsythe is a brilliant designer and architect, and she believes transport should be breathtaking as well as functional. Her grand ideas wear on the family and infuriate Skeith. They're expensive.

Hangout: Forsythe frequents the **Black Chateau**, a fancy club in the Tesser Ward located in a functioning dragoncraft hangar.

Name: Ma

Alias: Madame Husk, the Old Matriarch

Position: Exarch
Relation to Triarch: Great-Grandmother
Age Category: Ancient
Gender: Female
Patron: St. Chupoclops
Current Partner(s): None

Eyes: Steel blue
Scales: Plaid-patterned
Build: Fat
Distinctive Gear: glasses, denim jumpers
Servitor Form: sad, sad ogre
Characteristics: mousy movements, wide eyes, friendly voice
Likes: community theater, local business, bodega candy
Dislikes: storms, walls, death

Notes: Ma is one of the oldest dragons in St. Eliga. The history books state that she was indeed one of the first wind dragons, but she merely shrugs diffidently if asked about the oldest days. Her husband (Pa) was killed during a horrible storm in the Martyrdom, and she's never truly recovered. She eventually gave the city's transit system over to her great-granddaughter Skeith so she could focus on doing little things she loves, mostly helping DeVebeon at the Seven Lanterns.

Hangout: **Vicky's on Fifth** is Ma's favorite bodega. Its deli counter is the best in the Rust Ward, and she's great friends with the gnoll owners.

House Volkstaia

Color: White
Symbol: White wolf
Patron: St. Leraje
Overall Dynamic: Tense
HQ: the **Alphadome**, Bunker Ward

Name: Yavini
Alias: Lady Alacrity, the Demon of the North
Position: Matriarch
Age Category: Adult
Gender: Female
Patron: St. Kas
Current Partner(s): Olga (see below)

Eyes: Blue/Yellow
Scales: Chevron
Build: Muscular

Distinctive Gear: tight jumpsuits

Servitor Form: white wolffolk

Characteristics: regal posture, furrowed brow

Likes: winning, competition, intelligence work, snow vehicles

Dislikes: birds, grandiloquence, elections, losing

Notes: Yavini is the iron-souled matriarch of the Volkstaia clan, and to her athletics is not a show or a game—it is life. Everything is a competition, down to the tiniest cells and largest celestial systems. A fierce vier and strict superior, Yavini holds the respect of her family and the city at large by being damn good on the field herself. The might of dragons must be upheld, and Yavini is one of the main enforcers of that might. Strange accidents similar to the ones plaguing the Varnells have been affecting the city's recreational areas lately, often heralded by the appearance of a huge white wolf. She has vowed to put a bloodthirsty end to whoever is responsible.

Hangout: When not training or coaching at the Alphadome, Yavini likes to spend time honing her mind and body at **Icespire Lodge**, a cabin hidden deep within the maze of the Bunker.

Name: Olga

Alias: Madame Gunnery, the Trapper

Position: Director of Operations

Relation to Triarch: Wife

Age Category: Adult but old

Gender: Female

Patron: St. Zceryll

Current Partner(s): Yavini

Eyes: Dark tan

Scales: Fleecy

Build: Rugged

Distinctive Gear: leather jacket, cowboy hat, rifle

Servitor Form: sage orangutan

Characteristics: raspy voice, squinty eyes

Likes: fixing things, hunting, winter, family

Dislikes: shyness, incompetence, weasels, lying

Notes: Yavini's wife, Olga was shapechanged into a dragon decades ago in honor of her tireless service to the family, and the two were married shortly after, a rare occurrence for dragons (dragons rarely settle with one partner for long). She is just as stoic and intense as her wife, with more wilderness in her and less grandstanding. She likes to keep a low profile so she can get work done. The city doesn't realize how much they need to stay moving and have fun, and it takes somebody who doesn't have any fun to keep all that running.

Hangout: Olga hangs her hat at **Icespire Lodge** when she can. Yavini and she like to unwind and spend quality time together there as Yavini trains and she tinkers.

Name: Bilthrem
Alias: Coach, Fishwife
Position: Coach
Relation to Triarch: Aunt
Age Category: Ancient
Gender: Female
Patron: St. Ansitif
Current Partner(s): Ned Hurley, a very nice old duergar man

Eyes: Cornsilk yellow
Scales: Tweedy
Build: Chubby
Distinctive Gear: glasses or goggles, swim wrap, whistle
Servitor Form: silly bearfolk
Characteristics: musical voice, easily exasperated in a fun way
Likes: fishing, competition, berries, fun
Dislikes: weak scents, endings, meddling

Notes: Bilthrem is the eldest member of the family, but she's never had the slightest desire to be matriarch. She coaches 4 completely different teams year-round, and she lost her touch for it years ago. Getting signed to one of her teams is typically an insult, as it means usually subjecting oneself to her off-the-wall strategies and sometimes maddeningly sweet speeches. Yavini views her as an embarrassment and tries to keep her out of the way. For Bilthrem, sports are all about fun, and as long as she and her players are having fun, that's what matters. It makes one wonder what it would take to get her to care about winning again...

Notes: Bilthrem can often be found at the **Slaughterdock**, the last set of jetties before the harbor opens onto the Great Bay of Swensia. She's usually fishing underwater or fucking with Katarmo Jainsaint when he's around.

Name: Lumi
Alias: Miss X, the Artiste
Position: Director of Merchandise & Development
Relation to Triarch: Daughter
Age Category: Young
Gender: Female
Patron: St. Savnok
Current Partner(s): None

Eyes: Dark blue
Scales: Cross-hatched

Build: Chubby

Distinctive Gear: sports shirts, white cardigan, glasses

Servitor Form: cocksure weasel

Characteristics: slow speech, long pauses, chill demeanor

Likes: art, expression, dynamics, heavy machinery

Dislikes: convention, coziness, being fenced in

Notes: The elder of Yavini & Olga's two children, Lumi is a fairly talented athlete who quickly turned from sports to art in her college-age years. While this was a source of contention between her and her mothers for a while, they quickly found a place for her in the family as its primary designer of merchandise, buildings and even a few new kinds of sports, which still have yet to catch on. Lumi has a detached, almost sleepy oeuvre, but it belies a fierce intensity and a desire not just to win at competition, but at being a person in general.

Hangout: Lumi frequents the **Fox & Geese Game Cafe** in the Bunker Ward, where she rewards herself for finishing work by playing obscure foreign board games with anyone who'll face her.

Name: Frist

Alias: Snow Prince, the White Rat

Position: Heir Apparent

Relation to Triarch: Son

Age Category: Wyrmling

Gender: Male

Patron: St. Diabolus

Current Partner(s): None

Eyes: Pink

Scales: Sandy

Build: Average

Distinctive Gear: White pom-pom beanie, snowsuit

Servitor Form: precocious snow leopard

Characteristics: shrill voice, far too much energy, BRATTY

Likes: being in charge, praise, playing in the snow, throwing stuff, adventures

Dislikes: being inside, heat, plants, girl stuff

Notes: Frist is from Yavini & Olga's most recent clutch, and he's clearly the favorite to be the next patriarch when he grows up. He shows a natural aptitude for athletics and a take-charge attitude that his mothers adore and everyone else fucking hates. He's always off on adventures away from his family as the "Snow Prince Frist," a noble ice wizard and defeater of bad guys...who usually just happen to be passers-by. He's gotten into serious danger many times, and his mothers often have to cover up the messes he's caused.

Hangout: The **Ice Palace** in the Bunker s a play fort of massive proportions designed by Lumi and paid for by the rest of the family. Frist is almost always playing here with poor servants paid handsomely to indulge his every capricious whim.

Name: Ganlardi

Alias: the Tree Hugger, Mr. Vegan

Position: Direct Action Coordinator, Ostradium family

Relation to Triarch: Cousin

Age Category: Adult

Gender: Male

Patron: St. Focalor

Current Partner(s): Salazar Hond, a satyr weed farmer

Eyes: Kelly green

Scales: Leaflike

Build: Trim

Distinctive Gear: dangly earrings, binoculars, big expensive sweaters

Servitor Form: stately stag

Characteristics: regal voice, cocks head a lot, hisses through teeth

Likes: doing lunch, birds, the environment, looking good

Dislikes: foolishness, harm to animals or plants, the Volkstaias

Notes: Ganliardi was exiled from the family about ten years ago after he stopped the construction of a new stadium with the Ostradiums, who proved that destroying the mesa on which it was to be built would decimate the local mosquito population. His family was justifiably angry about this, and he's now pretty much a member of the Ostradiums. They like having him around because his bad boy status makes him a perfect leader for direct actions, and his name draws ire to the Volkstaias rather than them if he goes too far. Ganliardi has absolutely gone too far, at least in St. Eliga's view. His mother Bilthrem is saddened by his antics but just wants him to come home, and his cousins detest him because he's been trying to protect the great white wolf. What a mess.

Hangout: **Winter's Walk Growers** is Ganliardi's husband's pot farm in the Garden Ward, where they can both be found working or chilling when Ganliardi isn't out on a mission.