

General:

Overview

text

Appearance

text

Abilities

text

Dislikes / Vulnerabilities

text

Culture

text

Ranking

text

Glow Tattoos

text

Holidays

text

Friends / alliances

text

Government

Text

Mutation Traits:

Common

- **Muddy feet** (Leave mud prints wherever they go)
- **Alpha Gene** (1/2 dragon bigger than average)
- **Growth** (Non water based plants grow on the dragon to obtain energy from sunlight)
- **Clipper claws**

- **Staghorn Beetle spines**
- **Mandibles**
- **Extra fluffy!:** Mane, fluff covered feet, and more!

Uncommon

- **Green Thumb** (Leave a trail of growth wherever they go)
- **Gigantism** (2-3x average size)
- **Aromathist**(Plant like aroma seeps out of scales unless it learned to be controlled, can either be harmless, healing, or deadly, but never all three)
- **Briarwind Trail:** Leaves behind a trail of magical vines and thorny undergrowth, creating a natural barrier that hinders pursuit.

Legendary

- **Plant growth limbs** (Can grow on command and make them much taller, can also work like web shooters/grappling hook!)
- **Advanced Aromathist**(Plant like aromas seep out of scales unless it learned to be controlled, can learn to secrete different types of aromas that can be harmless, healing, or deadly.)
- **Vorpal Vines:** Possesses sentient, razor-sharp vines that can be directed at enemies, acting as both weapons and a means of entanglement.

- **Vivisectionary Vines:** Possesses vines with surgical precision, allowing for delicate operations or healing touch through controlled botanical manipulation.
- **Plant Vitality Absorption:** Can rapidly regenerate and repair any damage by drawing energy from the surrounding plant life.

Royal

- **Verdant Monarchy:** Develops a majestic crown of living vines and flowers, symbolizing their royal connection to nature.
- **Floral Dominion:** Possesses the ability to summon and control a variety of unique, large-scale plants, showcasing their mastery over the botanical world.
- **Photosynthesis Mastery:** Can harness sunlight for energy through an advanced form of photosynthesis, granting increased vitality and endurance. This means they not only gain energy from the darkness as an Enderianwing does, they also recharge in the light giving them a great advantage.
- **Forest Sovereignty:** Projects an illusionary forest around them, creating an environment that reflects their dominion over nature.

Diseases/Sicknesses:

Ancient to Classed Design Guide:

Color: GREEEN, also browns, lime greens, turquoises, for their main body colors, average darkness for an enderianwing and often have yellow, green or yellow-orange Eyes/Tattoos/Blood.

Class Specific: Rock Scales, collect plants and animal friends that nest on their backs that they guard with their life.

Horns: They often have antler-like horns, but they can also have a lot of variety like Mystic class.

Ears: They have big ears that they can extend to let critters sit on. No ears or small ears are pretty uncommon, but not impossible.

Fluff: Their fluff only comes in patches, this is due to the rocky scales they have that cover their bodies. Fluff is not uncommon though.

Spines: Grixis have feathers a lot of the time, this way critters and pets can ride on their backs. Other spines are not very rare though.

Wings: HUGE wings so they can support their large stature when flying. They mostly have large webbed wings, other types are pretty rare, for instance feathered wings are an uncommon mutation for them.

Tails: Big heavy tails they use for digging. They also have a shovel or spade shaped tip for digging, when they're a dragonet it's so heavy for them it causes their tail to drag behind them all the time very adorably.

Eyes: Large kind eyes, their eyes are anything adjacent to the "normal" eye ancient trait where their iris glows a color and they have a bright white or almost white center, but any fantastical shapes are open like stars, Xs, etc. Scenery is okay, glossy as well, just not quite as common!

Legs: Large muscular legs to match their large bodies.