

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

- **Aiming teeth**
- **Scorpion Tail**
- **Mandibles**
- **Stag Beetle Spines**

Uncommon

- **Insectoid**
- **Abomination mud generation holes**
- **Gooping Vents** (can be poisonous or not poisonous)

Legendary

- **Abomination Summoner**
- **Ultraviolet** (2nd pair of eyes that can slowly melt what they come in eye contact with. They also sometimes use veils to cover these eyes for others' safety)

Royal

Serpent's Covenant (Forges a telepathic connection with venomous snake companions, allowing for shared senses and strategic coordination in battles.)

-White Void eyes

-White Venom / Coloration

Diseases/Sicknesses:

Ancient to Classed Design Guide:

Color: Bolder, darker, and richer colors Deep purples, rich blacks, and vibrant greens could dominate Death Intox scales. Death Intox dragons might feature bolder and darker colors in comparison to the soothing and light hues of the Pure Intox. Pure Intox dragons could have a color

palette that emphasizes purity and healing. Light, soothing colors such as pale blues, soft greens, and gentle whites could dominate their scales and markings (Pulled from other doc). Has glowing accents that can either be soft and gentle (pure) or intense or sinister vibes (normal) such as their eyes, tail tips, and any special markings.

Class Specific: Long fangs

Horns: Sharper, slightly crystal-like horns that can shimmer in correct lighting. Common horns may be regular horns and/or a unicorn-like horn with a gap in the middle/within it.

Ears: Small or no ears

Fluff: Short haired/amount of fluff, sharper angles rather than softer. May range depending on normal Intox versus Pure Intox.

Spines: Pure Intox dragons possess delicate antennae or whisker-like extensions near their snouts. These could aid in sensing toxins and ailments in the environment but otherwise mostly sleek. Normal Intox's otherwise appear to be mostly sleek with minimum extra spines beyond the tail which can have a sharp triangle-like tip.

Wings: Pure Intox's have more delicate Wings, which can be translucent. These wings might have a faint shimmer, evoking the image of a butterfly's wings catching the light. Normal intoxic's have a sharper build of wing.

Tails: Long, thin tails that can have a sharp triangle-like tip and some can inject poison into their enemies.

Eyes: Blackened irises and bright glowing pupils

Legs: Normal Intox has sturdier and sharper build in general, may be lengthy/sharper in appearance if normal Intox. Pure intoxic's tend to be more graceful, lean build