

Fuck it. Serptails.

This document is very messy, long, and not formatted consistently, but it doesn't matter because we (max, plas, acii, and others) had fun making it.

It is advised that if you are interested in Serptails or own one yourself that you read this document, as well as our document specifically about designing Serptails (traits and such) which is available [here](#).

The TOS/rules for the species are available [here](#).

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SERPTAILS - General Information, Biology, and Lore.

Origins/Evolution:

First Evolution

Serptails descended from a species of wingless dragons hailing from a small island chain off of Pyrrhia. This island chain broke off from Pyrrhia in its early days during the continental shift, bringing this species with it. These ancestors shared many traits with modern-day Python types, such as heat pits and a prehensile tail, as well as the general body plan.

Over time this population evolved to the point of manufacturing boats, at which point they stumbled across Pyrrhia. Upon seeing its abundant resources and plentiful space, the Serptail ancestors settled down in Pyrrhia (slightly after book time). They gravitated toward the Rainforest due to the humidity (for skin shedding) and closeness to the beach, as well as the chill attitudes most Rainwings greeted them with.

For over 200 years, these ancestors bred with Rainwings to create the proto-Serptails. These early-stage Serps spread out and diversified, moving to the sky and Sandwing territories specifically.

Crossbreeding between proto-serps and Skywings hailed the Colubrids creating Venomous types while crossbreeding with Sandwings. The proto-Serps who remained in the rainforest continued breeding among themselves and with Mudwings and Rainwings to create modern-day Python types.

The proto Serps all eventually lost their frills and grew more distinct from both the original species and the Pyrrhian tribes. At this point, the three types of Serptails are established, with reliable populations making crossbreeding no longer common, as Serptails are able to breed among their own kind.

Second Evolution

The semi-aquatic Venomous (and to a lesser extent- semi-aquatic Python) type Serptails are more recently evolved, hailing from hybridization between Venomous/Python types and Seawings. They are still genetically similar to their parent types and may breed with them interchangeably with little to no ill effects. Differences between semi-aquatic Venomous types and standard Serptails include webbed spine hoods and other fins, a more muscular tail, and webbed talons.

Semi-aquatic Python types do not possess fins, and tend to dwell more in rivers leading into the rainforest rather than the open ocean. They have whiskers like that of a catfish and have very muscular, robust bodies to propel themselves in the water, similar to crocodiles.

All semi-aquatic Serptails are able to hold their breath underwater for 1-2 hours and dive to depths of over 250 feet (more so the Venomous types, however).

Electroreception is also possible (able to sense electric currents underwater, similarly to how the standard Venomous + Pythons can sense heat above water.)



* Note: semi-aquatic types must be based on aquatic snakes, like the sea krait or anaconda. *

Biological Susceptibility of Electoreception?

Vertebrate species like Serptails are among the group of organisms that usually express electoreception in their genotype. Specifically, species of shark and monotremes, or egg-laying animals, have this gene.

Paleontological records indicate the origin is in shark and bony fish ancestors. These ancestors eventually integrated with land species, and the receptors resurfaced in semi-aquatic variants upon mixing with Seawings.

Not all semi-aquatic individuals possess this ability, but some do. This is more prevalent among semi-aquatic Venomous types, as they have more use for it in the sea.

How Does Electroreception Work?

A normal Serptail with heat-sensing pits has pit receptors located in the holes in their face. These pits contain [TRPA1](#), which is a receptor that reflects radiation rather than light. In the case of aquatic Serptails, however, for some individuals these organs evolved to support electroreception.

The gene expression as a result of breeding with SeaWings alters the type of reception that the sensory organs intake. The structures in their place are far more bulb-like and have a consistency similar to jelly. The jelly connects to tissue called Cilia, which is the same material in ears that alerts the brain of sounds. The content is highly conductive, and because of that conductivity, it can pick up electric fields generated by animals.

Muscular movements of creatures in the water give off energy that creates a small electrical current. Amplification of said currents occurs due to the consistency of saltwater; sodium and chlorine levels in ocean water allow electric currents to travel around easily. The difference in electrical energy from creatures as compared to the surrounding electrically charged water creates currents.

Since Serptails are not related to sharks, they do not have a lateral line to which the electroreceptive organs attach. Instead, the receptors are part of the somatosensory system. This trait also causes the manifestation of a small, weak electric organ capable of generating (imperceptible) electric fields as well.

Electrocommunication

Semi-aquatic Serptails with the Electroreception ability can communicate with each other underwater using electrocommunication. This is similar to the Seawing's Aquatic but utilizes electric signaling instead.

To use electrocommunication, a Serptail will generate an electric field which can be received through the electroreceptors of another individual. The message is interpreted using frequencies, waveforms, and delay. This is similar to the way weakly electric fish communicate, as it is uncommon for species to be able to both receive and generate electric fields.

Electrocommunication can very rarely manifest as stronger electrical abilities in the electric eel mutation, allowing a Serptail to produce powerful shockwaves through a much stronger electric organ.

Thank you acii for this awesome explanation your brain is huge ^ - yw :>

Life Cycle and Biology:

Serptails hatch from leathery eggs like those of sea turtles and snakes. Eggs are carried for around 2-3 months after conception before they are laid, at which point eggs will take another 4-5 months to hatch. These are often in clutches of 1-3. Parents will stay with their eggs through this process and afterward as well, creating tight-knit family groups.

Serptails often stay with their parents past the juvenile period up into early adulthood, usually up until 16-20. Early adult Serptails often help out their parents for a number of years before leaving.

Serptails mature similarly to other Pyrrhian dragons, being babies/toddlers for their first couple of years, being children from ages 3-7, and mature by age 7. However, there is still a period between the ages of 7-10 in which their brains are still developing.

Serptails are considered elderly onwards from age 100 and usually live between 120 and 150 years.

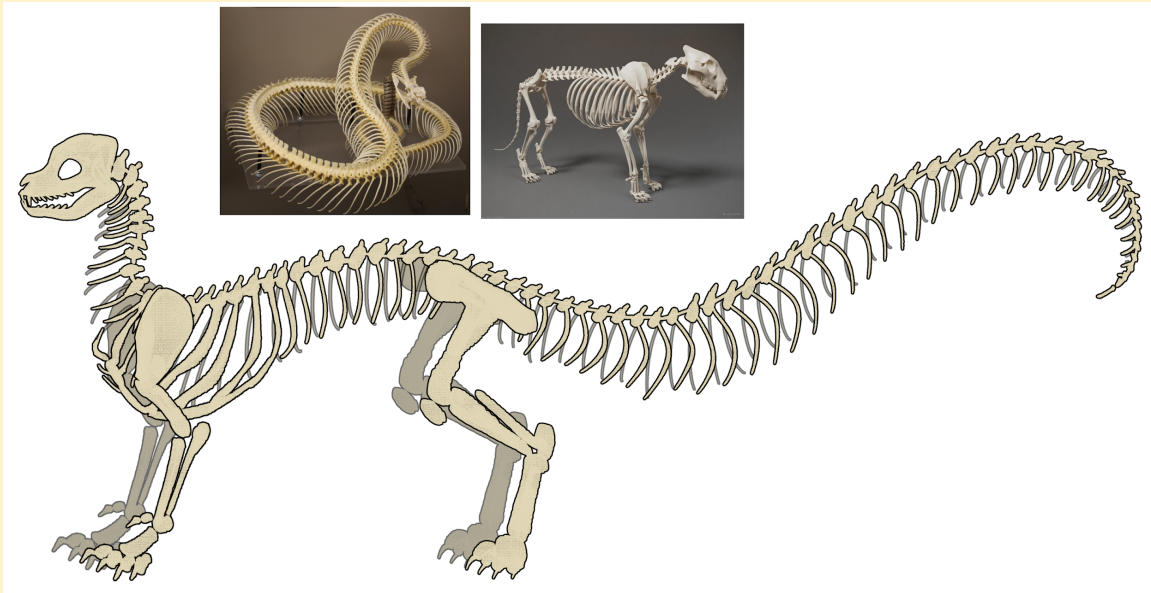
Diet:

Serptails are mostly carnivorous. The exception to this rule is for those who live alongside Rainwings and choose to eat fruit either out of respect or from developing a taste for it. Most Serptails eat whatever animals are available.

Serptails are able to eat very large prey and live for up to a month without food. They accomplish this with flexible jawbones that allow them to open their mouths wider than other dragons. They take quite some time to digest, however, so a Serptail may be dormant for a while after eating a large kill.

Venomous Serptails can often immobilize prey with their bite, while some Python and Colubrid types are known to constrict prey. Semi-aquatic Serps will often hunt for + eat fish, but other prey too when it is available.

Anatomy:



Serptails are inspired by both big cats and snakes. I (Max) don't know how to draw skeletons, so don't take this drawing *too* seriously. Additionally, Serptails can vary a lot in terms of body shape. They vary in both body length (amount of body between front and back legs) and body type (amount of muscle and fat).

Height:

The average Serptail height is 14 ft at the head and 9.3 ft at the shoulder.

Pythons are the largest typically, with Colubrid being the smallest and Venomous being diverse on the size spectrum.

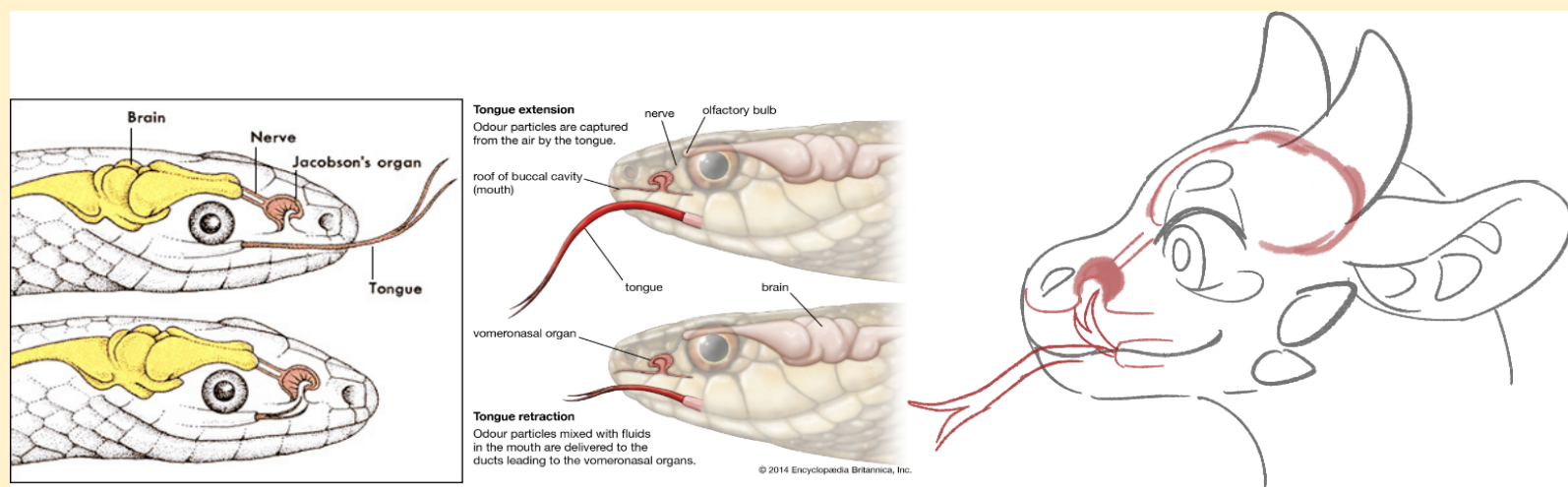
The maximum height of a regular Serptail is 20 ft at the head and 13.3 ft at the shoulder; the minimum is 10 ft at the head and 6.6 ft at the shoulder.

A Serptail with gigantism can reach a height of 30 ft at the head and 20 ft at the shoulder. Serptails with dwarfism can be as small as 5 feet at the head and 3.3 ft at the shoulder

It is a good general idea to base the size of your Serptail on the snake it's based on.

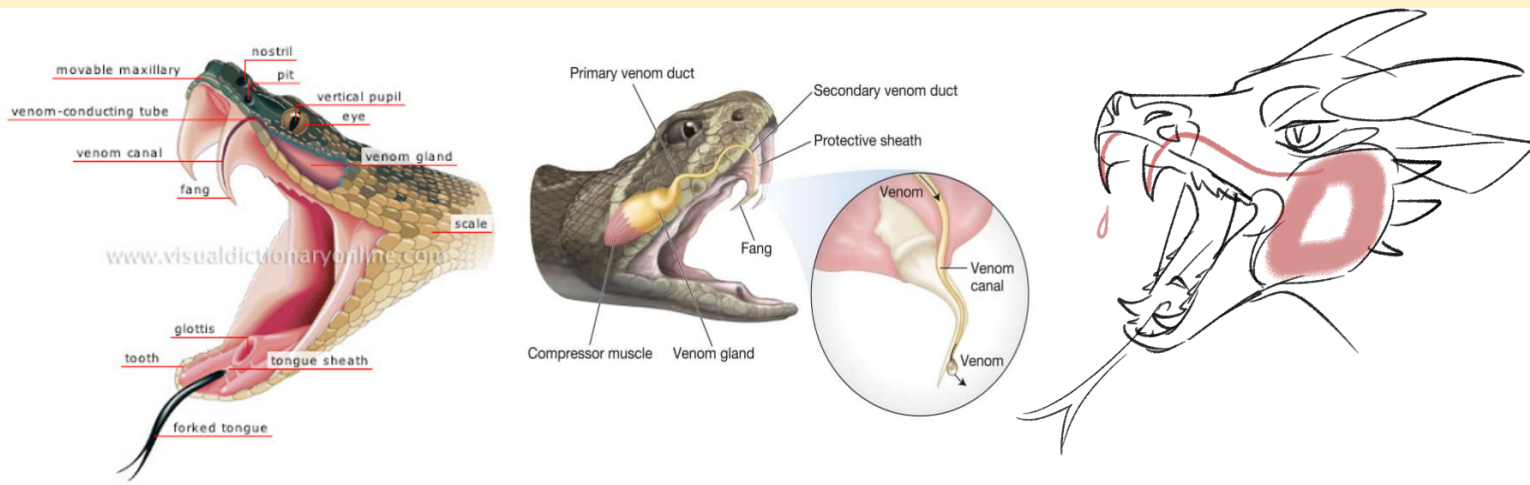
Mouth and Fangs:

Serptails smell with their tongue like a snake would!



[Transcript, Image 1, left to right] Brain, Nerve, [Jacobson's organ](#), Tongue.

[Transcript, Image 2, left to right with paragraphs under headings] **Tongue Extension** Odour particles are captured from the air by the tongue. Nerve. Olfactory bulb. Roof of buccal cavity (mouth). Tongue. Brain. Vomernasal organ. **Tongue retraction** Odour particles mized with fluids in the mouth are delivered to the ducts leading to the vomeronasal organs.



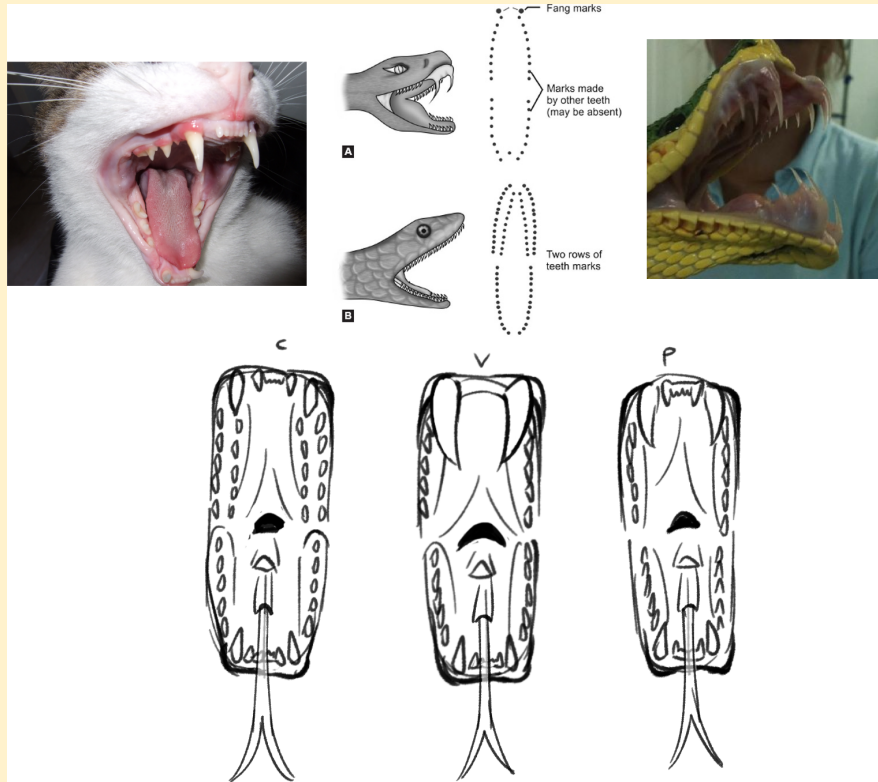
[Transcript, Image 1, along the snake's head left to right] Nostrils, pit, vertical pupil, venom gland, scale.

[1, In front of jaws] movable [maxillary](#) (<- under "How do snakes eat such big things?") , venom-conducting tube, venom canal, fang.

[1, Mandible/Lower Jaw] glottis, tooth, tongue sheath, forked tongue.

[Transcript, Image 2, left to right] Primary venom duct, Secondary venom duct, Protective Sheath, Fang, Compressor muscle, Venom gland.

[2, Circle graphic, going down] Venom, venom canal, venom.



Serptail mouths and teeth are a mixture of feline and snake, don't worry about it too much. Fang specifics, however, vary from type to type. Colubrids have the smallest fangs, Pythons are in the middle, and Venomous have the biggest.

Colubrids notably have 2 rows of upper teeth.

Venomous fang length on average are 10.6 inches, with the minimum being 7.6 inches and the maximum being 15.2 inches, or 1 foot and 3.2 inches.

Venomous types with dwarfism have a fang length of at least 3.7 inches. Venomous with gigantism have 22.8 inch fangs, or 1 foot and 10.8 inches.

All Serptail classes have a glottis and tongue sheath.

Additional anatomy notes:

- Serptails shed their skin! Sometimes they can get stuck in shed and may need help :(
 - The bones in their lower jaw are not connected so they can stretch em out and eat big prey. This means there's kind of a "seam" line down the middle of their lower jaw where the teeth and bones aren't connected so that it can split there.
 - Their lungs are fucked up I'll draw this some time (right lung huge left lung small. Why? Who knows)
 - Serptails have paw beans!
 - Serptails have non-retractable claws.
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Common Serptail illnesses/conditions:

Siccoquarosis/"Stuck scales"

- Venomous type only.
- Some venomous types will hatch with extremely potent and dangerous venom. They may face difficulties in their lives due to accidentally hurting others.

Sun sickness

- Python type only.
- Some Python-types with more Rainwing genetics will often need to recharge in the sun like Rainwings to a certain degree and require frequent sunbaths. The scales will dull if this requirement is not met, and the Serptail will grow sickly.

Idk some kinda scale disease. Dry/rough scales?

- Any Serptail type.

- It is very difficult for these Serptails to shed, and they often require help in doing so. A stuck shed is much more likely, which can lead to necrosis of the tail and digits. These Serptails often live in the rainforest because of the high humidity.

Metabolic bone disease

- Possible in any type of Serptail.
- It is common for calcium/phosphorus imbalance in the body causes weakened bones in Serptails, resulting in weakness and bone fractures.

Heat pits machine broke

- Only in Venomous and Python types.
- A condition since hatching in which the heat detecting pits of a Venomous or Python type Serptail do not function.

Bubonic plague !

- (THIS IS A JOKE..UNLESS..?)

Other diseases and conditions are possible as well.

Religion:

Overview

- Religions and their exploration are designed to allow owners to incorporate them into their lore as they see fit, while also creating a rich world for those who opt in.
- Religions are meant to remain open-ended and ambiguous regarding their truthfulness, allowing validity for both those who adopt them and those who do not, with their stories.

Mainstream: The Sky Legend

- The most popular and common belief among Serptails is of the deities that inhabit the universe. There are three goddesses: Solara the Venomous, the sun goddess; Nyxara the Python, the moon goddess; and Astrielle the Colubrid, the star goddess.
- The legend is that the three goddesses once existed in the universe as “dragonets” and were all best friends, gliding among the cosmos together, playing with stars, and bending light in any way they could. But as they grew, so did their ambitions. One day, they stumbled upon a barren, empty planet—an empty canvas. They were inspired, but the three bickered and fought over how to shape the world, rather than working together.

Solara the Venomous wanted a land of powerful fire and rivers of red and orange. “A world must be powerful to survive,” she declared. “It must be fierce like the mountains that will pierce the sky!”

Nyxara the Python envisioned an endless, dark, and mysterious ocean where the tides crashed against one another, and life was hidden in the depths. “No,” she argued. “Water is the lifeblood of all things. A world must be **fluid and ever-changing**, like the tides of the universe.”

Astrielle the Colubrid advocated a sky filled with floating islands, swirling galaxies, and ethereal winds. “You both think so small,” she scoffed. “The sky should be **boundless**, a realm of wonder and endless possibilities!”

- Their argument led to chaos. Solara scorched the void with her fire and mountains, Nyxara flooded the land with powerful waves, and Astrielle sent shooting stars to crash into their battlefield. The entire universe could feel their fight beneath their talons. It even caused the universe itself to intervene.
- As punishment, the dragonets were torn from their playful existence. They were cast and became gods of the sky, bound to the Earth, and they destroyed and were forced to work together to create a beautiful Earth. Though it took eons, they finally made an inhabitable Earth; Solara the Venomous grew the green, brown, and grey land as far as the eye could see. Nyxara the Python filled the gaps with a deep blue sea. Astrielle the Colubrid stretched the sky above into infinity.
- After the first Serptail prototypes existed and lived on Earth, it is believed that the goddesses came down to introduce themselves and share their stories. Since

then, they have been ethereal figures of trust and creation to the Serptails, and generations have passed down their story, a reminder that even the most powerful beings must learn to listen, adapt, and work together.

- A symbol of the goddesses' words and the religion includes tubular wind chimes. The goddesses also use it as a way to communicate with mortals. When they send wind, it makes the windchimes sound. Different sounds mean different things, whether that's good or bad. A more aggressive wind signifies that something dangerous is approaching, whether physical or metaphorical. A softer wind means something positive and/or abundant is on the way.

Different types of wind chimes have their own symbolic meanings. When Serptails receive it as a gift, they see it as a token of the giver's infinite love and affection, whether it is romantic or platonic.

- **Windchimes**- Symbolize health & longevity. A Serptail may own these windchimes, signifying wanting to live a long life.
 - **Bamboo Windchimes**- Symbolizes wealth & prosperity. When Serptails have these windchimes, they likely want to be wealthy in some form (money or experiences),
 - **Metal Windchimes**- Symbolize good fortune. When a Serptail has these windchimes, they request good fortune throughout their lives.
 - **Seashell Windchimes**- Symbolize academic success. Typically, Serptails of younger ages have these windchimes, hoping to have aid in educational success.
 - **Seaglass Windchimes**- Symbolizes physical and/or mental well-being. Usually seen outside of houses of Serptails that are unwell.
 - **Glass Windchimes**- Symbolizes fertility/safety in dragonets. Serptails who wish to have an egg or find safety for their dragonets may have these windchimes.
 - **Ceramic Windchimes**- Symbolize romance/success in finding love. The most significant romantic gesture anyone can make to a Serptail. If these are given, it is a symbol of the giver's infinite love and affection, romantically.
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Culture:

Overarching cultural elements

- It is an unspoken rule that if another Serptail is stuck in shed, other Serptails should help them, even if they aren't family or friends.
- A Serptail's first shed is generally considered an important event, similar to a first birthday. Culturally it is a big deal and it's often celebrated with parties and gifts from family members or close friends.
- Serptails are often nomadic and take up merchant jobs frequently.
- Most serptails are pretty afraid of/have a distaste for large bodies of water despite loving taking paths/chilling in ponds. They aren't the best swimmers but like soaking, so they hate deep water. (Excluding semi-aquatic Venomous types)
- Serptails don't have many universal holidays/celebrations because of their lack of a central government. Serptails may have wildly different cultures from place to place. One event celebrated globally, however, is the **summer solstice**.
 - Serptails will often gather in groups for this event, and many travel to the few large Serptail settlements for it. For many it is a time to see loved ones they may not see often due to their nomadic nature and tendency to spread out.
 - It is an entire day of celebration, the longest day of the year to celebrate your loved ones. They celebrate children hatched since the last solstice, any new bondings, new developments in general!

- It is a time to catch up and celebrate with one another. They spend the day eating and playing and talking, music is often a large part of these festivals.
- **Eclipses** are also viewed with cultural significance and are pretty important to serptails. It is believed that they are closer to the spirits during eclipses, and that they may speak with deceased loved ones.
 - Often this will elicit offerings being set out or other festivities, not as loud as the solstice festivals though. It is a quieter celebration

Communities

- Serptails are not united under a queen like the other Pyrrhian tribes. While many Serptails spread out and live more solitary lives, there are a few large Serptail communities between the desert and rainforest regions. Not nearly as big as other kingdoms' capitals, but they have substantial Serp communities.
 - Smaller communities litter Pyrrhia, as well as communities of Serptails living with other tribes in their towns and settlements.

Desert-dwelling culture

- Tend to be nomads or merchants, or otherwise settle down in Sandwing towns.
- Venomous Serptails settling near the Scorpion Den are more likely to sell their venom, and their young have a ceremony about doing their first venom milking as it's seen as a rite of passage into making a living

- Because venom is just modified saliva, venomous Serptails are conscious about not accidentally spitting while talking, especially those with heavy accents.
 - Different accents depend on different parts of Pyrrhia, Serptail speech patterns and accents generally present themselves through the variation of length/sound quality of the 'ssss' sound when speaking words with the sound.
- Small trinkets or objects crafted using an individual's talents (ex: a blacksmith making a sword or a jeweler making jewelry) are often considered the best gifts, and hold a lot of cultural significance.
- Nomadic serptails often have a habit of collecting small trinkets.

Rainforest-dwelling culture

- Rainforest dwelling Serptails who live alongside Rainwings may choose to eat fruit either out of respect, or from developing a taste for it.
- While they still eat some meat, fruit makes up a substantial part of their diets compared to Serptails located elsewhere.
- Due to the general abundance of resources in the rainforest, Serptails located here often engage in more leisurely activities as well as the arts. This is reflected in any settlements with substantial resources, but is most prominent in the rainforest.
- Music, performance, instrument-crafting, painting, flower arrangement, dye-making, and plant fiber weaving are just a few examples of art forms common for rainforest Serptails.

- Many Serptails partake in sun-time alongside Rainwings

Mountain-dwelling culture:

- Not many serptails choose to live in the sky kingdom, as it is a majorly flight-centric society.
- Those who have gliding mutations choose to live in the mountains, those who don't live closer to the ground/in solitude away from most Skywing settlements. The Skywing kingdom with its platforms and high places are not very suitable for flightless dragons, but some taxi-like services are available in select areas.
 - 'Taxi' meaning a couple of large strong flighted dragons willing to transport a serptail by carrying them in a suspended net/platform of sorts.
- Serptails who live here are often living in mountain valleys or plains alone, usually as farmers. Their livestock is a vital attribute to the Skywing kingdom.
- Those who live among the Skywings may find it difficult due to their lack of flight.

Marsh-dwelling culture:

- It is common for Serptails to be found in the marsh, due to its location near the rainforest.
- Some Serptails enjoy partaking in mud baths, alongside Mudwings.
- Most marsh-dwellers make frequent visits to the rainforest for resources, leisure activities, or to visit friends.

- Farming is also common.

Sea-dwelling culture:

- Serptails living on or around Pyrrhia's coast and island chains are mostly of the semi-aquatic variety
- These snakes are commonly enlisted as detectives, for surveillance, or as guards (especially venomous types and those with electrocommunication) which is a direct parallel to venomous and python types heat sensing abilities/jobs elsewhere on the continent.
- A lot of semi-aquatic aquatic individuals learn the aquatic language to understand Seawings! They must communicate using a rudimentary sign language, but can understand the Seawings under water.
- Individuals with the Electoreception ability may communicate with each other through electrocommunication! This ability is also what makes them such good detectives/surveillance, as they can detect living things nearby and speak to each other silently with no evidence they are communicating (while Seawing lights are rather revealing)
- Dragonets often like to play hide and seek with seawings under water, as they can detect where they are with electroreception and find it rather amusing
- Semi-aquatic Serptails often have a diet of mostly fish, and many individuals who lack Electoreception or simply don't want to pursue a career working for

seawings will take up fishing. A large part of Pyrrhia's fish supply comes from these communities

- These serptails tend to gift each other pretty tropical flowers or coral and sea life, or jewelry made from shells and glass. They appreciate beauty and the thought behind pretty objects as gifts.

Serptail accents:

- standard/common accent: a slight exaggeration of the S/soft C/X sound.
 - desert dwelling accent: S sound is sharp and high pitched.
 - rainforest dwelling accent: S sound is a bit lower and sounds almost like a Sh sound or a whistling sound sometimes?
 - other: other accents/ways of speaking depending on formality of speech, more slurred S's being less formal
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Abilities:

Colubrid type Serptails

- adaptable
- fast-moving
- good hunters
- some are known to be venomous, however it is not common
- prehensile tails (sometimes)
- It is rare, but some communities of Colubrid serptails have been seen with mutations that cause flaps of skin between or connecting their legs, which gives them mild gliding abilities. These individuals are most often found in the sky kingdom

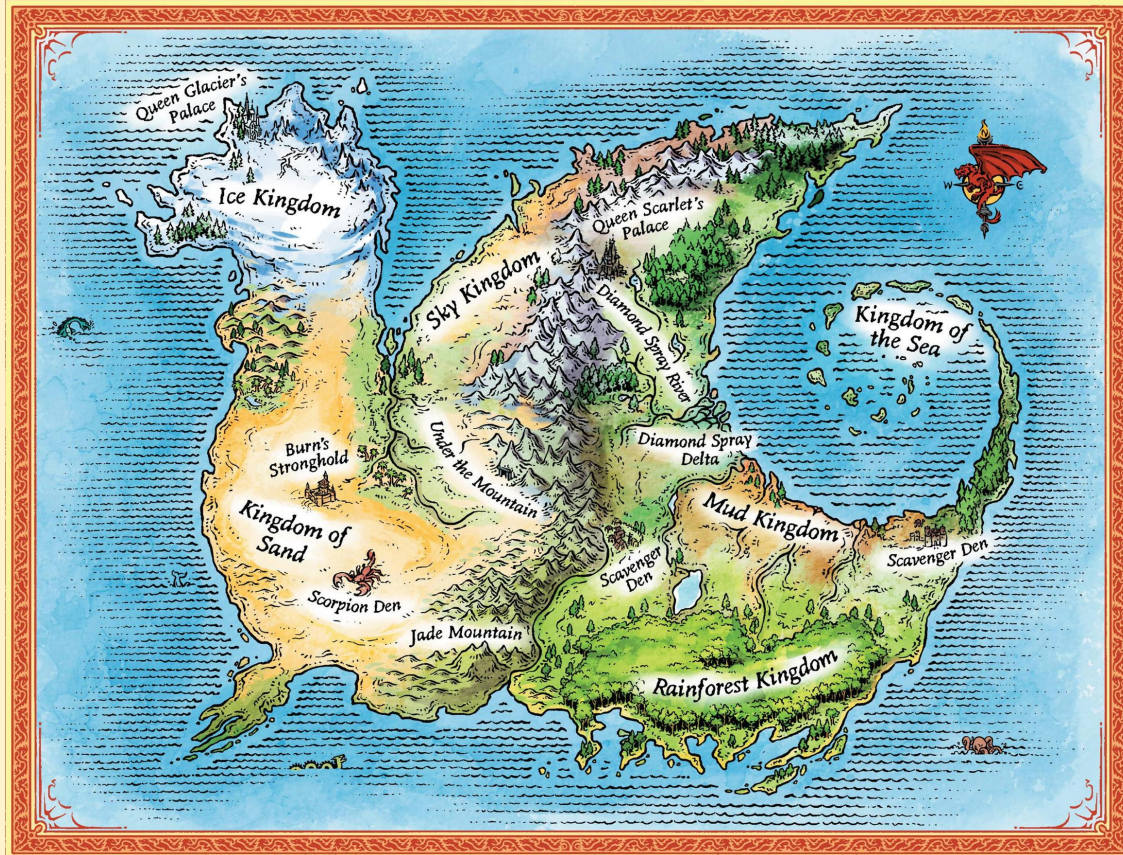
Venomous type Serptails

- venom injecting fangs, large venom sacs on their cheeks
- some may have hoods of spines that they can use to intimidate others
- fast-moving
- good camouflage skills
- heat pits (able to “see” body heat)
- semi-aquatic Venomous Serptails may have webbed spine hoods and the ability to hold their breath for an extended period of time. Electric sense is also possible
- prehensile tails (sometimes)

Python type Serptails

- strong bodied
- known to be energy efficient
- good climbers
- heat pits (able to “see” body heat)
- prehensile tails
- semi-aquatic Python Serptails may be much larger/more muscular and have the ability to hold their breath for an extended period of time. They also have catfish sensory whiskers (these can help with electroreception if they possess this trait- otherwise it is for detection in the dark.)

Habitat:



The Ice Kingdom (Pyrrhia's head):

- VERY RARE- Very few Serptails live in the ice kingdom, due to an intolerance to the cold temperatures. However, some Serptails with snake inspos that can withstand the cold (for example: adder snakes) can be found along the border of the ice kingdom

The Kingdom of Sand (Pyrrhia's neck):

- VERY COMMON- for Serps of all types, but most notably Venomous

The Sky Kingdom (Pyrrhia's wing):

- COMMON- for Serps of all types

The Mud Kingdom (Pyrrhia's back):

COMMON- for Serps of all types

The Rainforest Kingdom (Pyrrhia's back talon):

- VERY COMMON- for Serps of all types, but most notably Python

The Kingdom of The Sea (Pyrrhia's tail):

- RARE- semi-aquatic Venomous + Python Serps do live on the tail islands though they just can't breathe underwater like Seawings can + the other types/non-aquatic Serps may be found living on beaches

Night Kingdom (Pyrrhia's front talon):

- RARE- not much known about Serp/Night interaction

Alliances:

Because they are not united as a tribe with any kind of government, each Serptail possesses unique views and opinions on the other tribes and may choose their own alliances. However, serptails are generally associated with and on good terms with Rainwings, Sandwings, and Mudwings due to living together commonly. They also get along well with Slishwings thanks to semi-aquatic Serptails.

Serptails and Slishwings

- How They Met: The Queen of the Slishwings finally lifted the inland traveling ban, allowing the two to meet and begin trading and interacting.
 - The first Serptails that Slishwings met were the semi-aquatic Serptails, before the land travelling ban was lifted. It took a lot of effort and time, but eventually the semi-aquatic Serps and Slishwings developed underwater sign language as a way to communicate.
 - Once Slishwings were able to go on land, living just off the shore of the RainWing territory, the first Serptails they came across were python types.
- Their Relationship: Queen Tigershark was less keen on being allies at first, but after gaining her trust, the two tribes became good allies. They rely on each other when needed.
 - Serptails help build above-water structures for Slishwings. There is currently a town being built under construction just above Slishwing territory.
 - Serptails get their prosthetics made by Slishwings. Their only requirement is that Serptails bring the Slishwings the materials they need to make them.
- Trading:

- Slishwings trade glasses, metals, underwater minerals, meat from marine animals, and sea plants.
- Serptails commonly trade fruits and vegetables, meat from terrestrial animals, and minerals that cannot be found in underwater caves.
- Other:
 - A popular way of showing romance between the two tribes includes Slishwings making seaglass and seashell windchimes. Serptails may also make wooden or bamboo wind chimes for Slishwings.

Serptails struggle to live alongside Skywings, due to their society being based in dragons with the ability of flight, but it does happen. Seawings are on good terms with and do business with semi-aquatic Serps.

The general relationship between Serptails and Icewings + Nightwings is unknown/non-existent.

Common Ranks/Jobs:

Disconnected from other tribes/from communities:

- Nomad
- Solitary hunter
- Trader

Desert-dwelling:

- Nomad
- Merchant
- Blacksmith
- Jeweler
- Venom seller
- Shopkeeper/Clerk
- Etc.
- ALSO .. possibly mercenary, assassin, etc due to venom ?

Rainforest-dwelling:

- Artist (Fiber Weaver, Berry Juice Painter, Flower/Fruit Arrangement Designer, etc.)
- Florist
- Fruit/Plant Gardener
- And sometimes.. Sloth Raiser :)
- Nursery Workers
- Doctors

Sea-dwelling:

- Fisherman
- Artist (those living closer to the rainforest)
- Jewelry makers

Mountain-dwelling:

- Farmer
- Rancher (raises livestock)
- Merchant
- Occasionally Blacksmiths

Marsh-dwelling:

- Architectural worker
- Cook/chef
- Manual laborers
- Ceramist
- Social Worker

Type specific:

- Venomous + Pythons
 - with heat sensing ability
 - location/tracking of other dragons (be it for good causes like a missing dragon or bad causes like oh you know ;)
- Venomous/Python semi-aquatics
 - with electroreception
 - Guards
 - Detectives
 - or Surveillance in the Kingdom of the Sea.

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For changes to make this document Dyslexia friendly, we referenced this article!