

Feel free to add to this as you make stuff up. Let me know if there is any other information you need or want. Editing is turned on; please do not change or delete anything added without discussing it first. Additions are always welcome.

Dragonriders

The dragonriders are the pride of the kingdom of Pridia, an independent (and independent-minded) aerial combat force that has made them the terror of the Northern continent.

Riders frequently engage in combat missions, either alone or in support of the army or navy. In peacetime they engage in regular patrols, as a dragon can overfly the entire kingdom in two days, and make a complete circumnavigation of the border in a week.

Between missions, Riders and dragons make their home in the Aerie, a specially designed lair carved out from a mountain peak overlooking the capital city of Erydo. And of course, living in close quarters with each other (and with their dragons) means they develop strong bonds, and strong rivalries.

Rider candidates are usually given to the Aerie as children and trained by current Riders from a young age. Therefore they tend to be younger sons or daughters, or the children of parents who are too poor to provide for them properly. Occasionally the Aerie accepts adult volunteers, but generally these individuals must have something in particular to recommend them (significant combat experience, for example), and are highly unlikely to take someone with a family.

Riders must live in the Aerie. Relationships between Riders are allowed, so long as they do not interfere with missions.

When a clutch of dragons is hatched, all the current Rider candidates are presented, and the dragonets are allowed to choose their Rider. From this point on the dragon and the Rider are trained together.

If one half of a bonded pair dies, the other can potentially rebond. It is more likely to see a rebonded dragon than a rebonded dragon-rider simply because there are more rider-candidates than there are dragons.

Dragons

The dragons of this game have four limbs and two wings, though you may invent any kind of color and ornamentation variations or subspecies you like (ex. Northern Marsh Dragons are a mottled green-brown and have a water-resistant wax coating on their scales).

Dragons are highly intelligent animals - think on the level of great apes (gorillas, chimps, orangutans) or exceptionally smart dogs. They form telepathic bonds with their Riders which allow them to convey basic emotions and ideas and perhaps a limited subset of words (NOT SENTENCES, words).

Recognized Breeds			
Breed	Characteristics	Contributor(s)	Rarity
Longwing	Enormous wingspan, fully feathered. Black with white (female) or red (male) chests and bellies. Spend most of their time soaring over the ocean. Ideally suited to long distance flights.	Falcon	Very Rare (not native to Pridia)
Frost Dragon	White to Blue scales, chilling breath; darker scales to lighter coloring as they age (e.g., black to grey-white); tufts of fur at the joints as an adaptation to the cold.	Lacrymosa, Prester	Common in the North, uncommon at the Aerie
Deep Dragon	Stony hide, e.g. White-marble-and-black-scar s, ridged spine, purple tongue	april	Rare
Storm Dragon	Deep blue or brown hide that can be electrified, lightning breath created by inhaling ions from the air and creating an electrostatic discharge, known to be extremely fast fliers	CalloohCallay, Amber	Uncommon
Mountain Dragon	Bronze scales, able to exhale thick smokescreens	froyoandpho	
Marsh Dragon	Green color	erindubitably	Common
Steelback Snapper	Steel-scaled, amphibious, heavy-jawed, mildly venomous saliva, sometimes comes into conflict with marsh dragons in the wild	correctDichotomy	Common in the wild but rare at the Aerie

Sun Dragon	Lava-red scales, fire breath, natural enemies of Mountain Dragons	Syrmaticus	Uncommon
Uncertain Breeds			
Breed	Characteristics	Contributor(s)	Rarity
Fire Dragon	breaths fire - should it be the same as the Sun Dragon or different?	Spika, sister of Glory (Amber)	Common
(unnamed breed)	Black color, shimmering golden-yellow eyes	Avaryss	

Organizational Structure

The Riders are fairly informal as an organization. That being said, there is a loose hierarchy based on experience. The King does appoint one Rider to be the leader of the group, and it is this individual who assigns Riders to missions (though often they'll just ask for volunteers).

Missions can be assigned by the King, the Council of Lords, the Commander of the Army, or the head Rider at their discretion.

Locations at the Aerie

The Forge - The forge resides under the Nest, so that the excess heat incubates the dragon eggs. It is high in a stony cliff face, ventilated by the mountain winds, and has a balcony and dragon perch outside.

The Nest - A place where heat-loving dragon eggs are incubated and tended by Aerie personnel. It is carved into the cliff face, with thick sheets of translucent crystal acting as a greenhouse during the day. The Nest is heavily guarded and usually attended by at least two fire dragons.

The Athenaeum - The repository of the Riders' knowledge, located on the Aerie's lower levels in the heart of the mountain. It houses thousands of tomes and scrolls on many subjects, including dragon-lore gathered from almost every nation on the map. Many Riders believe these archives represent the single most comprehensive collection of draconic knowledge in the known world.

The Mess -- large hall where riders gather to eat meals and discuss anything that needs to be discussed in front of everybody. Food is prepared by a handful of cooks with the assistance of the Riders on duty that day; served buffet-style.

NPCs at the Aerie

- Head Rider Ilayda Wendwater
- Leona, a smith; friend and sweetheart of Brindel
- Spika Starhope, Gloriel's sister (two years older). Bonded to a fire dragon.
- Jesper Starhope, Glory's brother (four years older). Bonded to a Steelback.
- Samia Windcrest, Caia's mother. Bonded to Xanthis.
- Rallen Windcrest, Caia's father. A veteran healer.
- Rowan Windcrest, Caia's elder sister. Dragonrider.
- Linhua Chang - Min's escort to the embassy, only shows up at the Aerie to compile reports about Min and to take him to Erydo once a year
- Calypsa Iyrie - a Silver Light, and the best stunt rider in the Aerie. She has a storm dragon named Eratos.
- Margen Redwing - a Silver Light.
- Aidin Lurs, dragonrider. Frequently partners with Spika on patrols. Has a crush on Glory but is too shy to say anything to her.
- Petra Wendwater, dragonrider and flight instructor. Aidin's friend and Ilayda's daughter

Age Chart (So that your poor narrator can keep track of all her ducklings)

PC	Age	NPC	Age
Autius	45	Ilayda	50ish
Brindel	25	Leona	
Caia	22	Spika	27
Chida	17	Jesper	29
Chayton	21	Samia	
Gavin	Around 36/37	Rallen	
Glory	25	Linhua	30
Kara		Aidin	mid 20s
Kennian	25	Petra	30ish
Min	17	Margen	27
Siv	35/36	Calypsa	29
		Essa	32

Nations

Northern Continent

- Pridia - home of the Aerie, ruled by a King and a Council of Lords; capital is Erydo

Southern Continent

- Kunatsunai - Min Song's country, a powerful nation with dragonriders and a history of conflict with Pridia. Currently ruled by the House of Song, which came into power about forty years ago and brought with it an era of uneasy peace with Pridia.
- Akkash - Pridia's neighbor to the south. Vaguely Mediterranean in climate. Has no extant native dragons. Negotiations are underway for the marriage of Princess Cythia of Pridia to the Akkashan heir. Capital is Akkash.

Island

- Than Kar - Chida's country, a small island nation torn by civil war