

Draconia

Summary

Draconia is a *Dungeons & Dragons* world. It is one of the Middle Worlds in the Astral Sea, and is often called the Dragon Plane. In a meta sense it was developed based on draconic lore taken from several D&D publications.

[Would you like me to write about the Unique Player Options? For that matter, do you want me to talk in this document about the meta properties of this world at all?] [Oh yes :) That would be nice. I would like to have such meta properties mentioned along with the unique player options.]

Focus of World

[Section to be discussed further.]

Major Locations

[Summary to be written when this section has more content.]

Location Group 1

[Section to be discussed further.]

Location Group 2

[Section to be discussed further.]

Geography

[Summary to be written when this section has more content.]

Climate

[Section to be discussed further.]

Ecosystem

[Summary to be written when this section has more content.]

Main Species

Most species in Draconia are extinct. However, a few remain. These are the main ones.

Dragons

Enter text here.

Dragonborn

This species is derived from a melding of humans and dragons.

Due to their human and dragon heritage, Dragonborn lay eggs but still have some mammalian attributes. [Placeholder note: you may want us to expand on this some more but I think for now (28/12/19) you have things you want to think through.]

Dragonkin

The orc equivalent of Dragonborn. The dragon goddess of Greed, Taikhisis or her mother Tiamat, attempted to do what Bahamut had done with humans. The result was a taller, winged

creature with a tendency to bully and intimidate others. Dragonkin did more harm than good to society and have yet to integrate meaningfully with it.

Kobolds

Unlike in most *Dungeons & Dragons* settings, kobolds in Draconia are not evil.

Kobolds are loyal towards dragons but are suspicious of humanesque species, including spellscales. This is due to an old legend of the kobolds in which they were betrayed by the gnomes.

Spellscales

A species derived from elves. Dragons occasionally polymorphed into elves and procreated with true elves. This created sorcerers who had dragon magic. In the longer term some spellscales developed dragonesque features to a minor degree, including but not limited to scaled hands.

Elves are generally accepted to be extinct. Only spellscales remain.

Kobolds find spellscales unsettling. [\[How come?\]](#)

History

[\[Summary to be written when this section has more content.\]](#)

Major Events

Humans and Dragonborn

Humans are technically extinct in the current day of this world. However their heirs live on as a derivative species called Dragonborn.

A long time ago humans lived in many kingdoms scattered across the globe. They were initially hostile towards dragons. However, both sides joined Dragon Rider corps for mutual benefit and this helped to warm both sides towards each other.

Dragons became more prominent in human societies. Dragon generals and nobles came to be recognised as such within human culture, and some of these dragons commissioned the building of temples to their own gods in human lands. Bahamut was the most notable of these. Humans began to adopt this dragon religion and in time, began to produce fighters for the cause.

This led to the creation of the Dragonborn species. The first Dragonborn was a paladin who engaged with a ritual to take on dragon qualities in order to fight divine evil in Bahamut's name. The ritual involved the paladin entering by their own choice into an egg-shaped structure made of crystal and to remain there for a week. When the paladin emerged, they had become Dragonborn.

Subsequent to this, more humans became Dragonborn and the Dragonborn began to breed. By the time of this world's current day Dragonborn hold the position humans used to have, and humans are widely considered to be extinct.

Dragon Rider corps

[I wonder if it's worth looking into the dragons' early involvement in this? I briefly touch on it in the above section but I also want to acknowledge that there might be more to it.]

Myths and Legends

The various species of Draconia have legends about each other. Some have fallen into disuse more recently and some are still known and considered to be in poor taste, but here are the major ones.

Humans about Dragons

During their early days the humans had legends that were typically persecutory towards dragons as they saw them as villains, even demonic. Slaying dragons was a popular early legend but as humans began to interact with dragons (and more so when Dragonborn became common) these became unpopular for obvious reasons.

As the first generation of Dragonborn passed the emphasis of dragon legends began to shift. In the current day most dragon legends portray dragons in a positive light and are often told from the dragon protagonist's perspective.

Dragons and Humans

Most current day dragons believe that humans were egg-layers. Only a few know that this is not true. [I am thinking of using a variation of the 'St. George and the Dragon' story that has been done before, so not original but I feel it would add to the setting. The premise of this iteration is that a Human soldier of Fortune 'Gregory or Gregor or Greg' was returning from a war disappointed in a lack of recognition for his involvement. On this journey he heard word of a Dragon sighting, raids upon herds, and a growing fear. Longing for a fame he did not (in his mind rightfully receive) Greg offered to slay the Dragon believing that he'd be immortalized in statue form for this deed. Making his way to the Dragon's Lair an adult emerged- flame ushered in warning as Gregor made his charge intending to build up momentum to pierce the hide of the Dragon- however the terrain had been chosen carefully and the task was difficult yet by a shere misfortune (some would say a called upon curse) the Dragon was struck by a force of nature and died obviously of such. Gregor couldn't simply fool anyone into believing him responsible and so he strode into the lair hoping that perhaps there was something he could use- another dragon perhaps- and indeed he found one- a tiny one that was hiding from him. Realizing he'd be laughed at if he came back with that he began to leave. The story would involve Gregor coming up with some plan involving waiting for such being to mature and then saying that he had been fighting it for decades only for as decades passed him to grow older and weaker while the dragon grew stronger and larger. The interactions between the two, with the Dragon being his only company- well he gets attached to it and can't go through with his plan. As a Dragon would see it, the young one changed him. He eventually came clean about what he had originally intended largely out of guilt. The Dragon eventually becomes a local protector, largely from idolizing the man's mostly self flattering stories of his deeds prior. Though I'm not entirely sure how to fill certain potential holes in the idea but see it as possibly leading towards dragon riders at some point.]



[Summary to be written when this section has more content.]

Art

Music

Bards of Draconia are able to sing in Dragonsong. Dragonsong is the most common style of performance in Draconia and is derived from the dragons (and subsequently adopted and added to by their derivative races).

♟ Politics ♟

[Summary to be written when this section has more content.]

Religion

Draconic religions can be classified as Good, Neutral, and Evil. [Most people do not consider themselves evil (and if they do it's usually because they have a severe downer on themselves, not because they want to go out and do evil things), so I'm keen to ask here what would prompt any given person to choose to follow an evil god?] [I take an approach of looking at it from the perspective of one who doesn't quite believe in good or evil- but rather sees the religion as a philosophy (since a lack of moral clarity or devotion to right or a feeling of one's own nature being negative so that acts that are 'wrong' feel good to this one whose perspective is being viewed). Take... Greed. One could argue that Greed is good. One could argue that it's people's nature to be wicked and that laws are needed to temper the wickedness so society can function- one could argue that punishments need to be harsh to deter such while creating an environment where upon a person can explore their ambition with in a set of rules (laws) that create a structure for that ambition to be fulfilled without causing society as a whole to suffer. A Lawful Evil perspective]

Good

Bahumat, Hlal, or Tamara.

Neutral

Aasterinian, Astiabor, Chronepsis, Io, or Lendy.

Evil

Falazure, Garyx, or Tiamat.

💰 Economy 💰

[Summary to be written when this section has more content.]

Major Businesses

[Summary to be written when this section has more content.]

Example 1

[We need a name and history for this company, even if it's just a token one. It sounds like it doesn't get involved with the serum politics but let's see what arises as we talk more.]

Credits

Draconia © [BaronJoshua](#)

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