

Humans.....	3
Elves.....	4
Dwarves.....	5
Kobolds.....	6
Goblins.....	10
Baines.....	11
Gralls.....	17
Ogres.....	18
Dragons.....	19
Giants.....	24
Tains/Trogs.....	25

Races in the World of Siliar

The world of Siliar is populated by a number of thinking races. The elves, the first in Siliar, though not of Siliar originally, account humans to be the natural thinking race.

Elves came to the world of Siliar by their own choosing thinking they had found a world with no thinking race. They fled their own world by use of magic – a “World Portal” -- to escape invasion from another race of thinking creatures – the dragons.

Only after they had surrendered their home world to the dragons and forfeited all hope of returning there did they discover the humans in infancy of their civilization. After some debate, they decided they would share Siliar with humans.

In time, since magical forces were not suppressed on Siliar, humans began to develop the art among themselves. Eventually, they discovered the World Portal and used it for a number of reasons, mostly greed driven, to bring other races to Siliar.

Thus, the world of Siliar is shared by humans, elves, dwarves, kobolds, goblins, baines, dragons, giants, and tanes/trogs.

Humans

Elves

Dwarves

Kobolds

Kobolds -- small relatively weak creatures with great natural ability in stealth.

(Tostary)

- By 4030, the dragons had managed to conquer half of Seth. The High Council was joined by a suddenly discovered group of Adoros and all took refuge from dragon strike forces in the foundations of Arokdell. A gate was opened to the world of Kobolds and these small, stealthy creatures were enlisted to do sabotage to the dragons as they could.
- In 4135, the dragon made a great stand at the Opus Hari at the Dragon Gates which would be available to open again in fifty years. In the battle, many dragons were destroyed and a few captured. Fully 500 sets of Pordoon Shire were destroyed. The kobolds proved adept at moving among the dragons without instant detection and reeked havoc on them by stealing items and a few weapons they had captured. On one of their sneak-thief missions, they stole the keys to the dragon gates. Thinking them only gems and jewelry, they kept them to themselves, for the High Council had granted them rights to loot for the return of captured weapons, especially the Pordoon Shire.

(By the time their loss was discovered by the High Council, several years later, the keys could not be found.)

- By 4240, Siliar had achieved peace. The elves had suggested that the dwarves, free from the dragons, be given the Reane Corpus as home. The orcs protested, but finally conceded when promised the northern plains of Perandis Sheen and the northern ranges of the Odandi Elaro. The Opus Hari, where the Dragon Gates were, became desolate. Perandis Blune was left to the few giants, ogres, and trolls that remained and what orcs choose to live among them. The Pinewood was once more home to the orcs, goblins, and hobgoblins. The kobolds dispersed among the mountains and woods and were all but forgotten.
- (4350) The kobolds had dispersed throughout Siliar as well. Wherever orcs dug tunnels, kobolds were there to lurk in the side passages. Where dwarves built great caverns, kobolds followed them too. Where humans dug basements, kobolds were often found moving in. Where cities were built with sewers, surely kobolds would move in. They lived like parasites within the cultures of the other races. They collected lost items and sold or traded them back to their former owners. Occasionally, groups would band together and create villages of their own in deep woods. They did not grow or manufacture, but lived by gathering what they thought was lost or abandoned. Their definition of lost was rather loose and they were generally considered thieves by humans. They

followed wars eagerly and collected weapons and armor of the fallen and traded them back to whoever would pay the most for them.

- "This is just great!" said Edwin sarcastically, "We come half way across Perandis Sheen and now we are probably going to be killed by a bunch of sewer rats...."
"Rats!" moaned Hob. "Oh that's great...."
"If the rats don't get us," Lansal added continuing Edwin's sarcasm, "then the kobolds probably will."
"Are you serious?" Hob asked.
"Never knew of a city that didn't have kobolds running around stealing everything that is not watched," replied Lansal. "Where do you suppose they live?"
Hob was not sure if Lansal was serious or not, but decided to keep a close watch anyway. He knew there were kobolds in the area because some had been seen around the estate from time to time.
- "Really.... We live out of town to the north and not much traffic goes that way, so it was a big event. I mean it was really something to talk about. I can see us vividly.... When they were gone, we just sat back and talked about it like it was some great parade.... 'Did you notice, two of the wagons had matching horses?' 'Yea, one had two black ones and the other had two white ones.'"
Ericka laughed a little as Hob imitated Nathan's voice.
"I bet we talked about it for two days.... Then, about two weeks later, we heard a rumor about a band of kobolds in a town about ten miles to the north. We spent the better part of the next week inventorying all the tools and stuff. Then, for the next month, every lost shovel was blamed on kobold scavengers. It was the most excitement we could remember."
"Were there really kobolds?"
"I don't know, but the point is, by the end of the summer Nathan and I were talking about 'that month when we saw the caravan and had the kobolds' like it was something great.... Now, look at us...."
"Everything has changed," Ericka declared.
- "You honor me, my comrade, but I find myself lacking experience in combat of this scale. Were we facing three hundred individual groups of ten, I could offer great wisdom. But one group, one army, of this magnitude is beyond my experience. Gloom has never faced more than orc and kobold raids since I was born.... Never an army."
- Proceeding south from East Camp, they were no longer able to follow a road, for no road was built in the direction they needed to go. They were entering an area of wilderness where the potential for encounters with scattered bands of orcs, goblins, or kobolds was high. They hoped to attract no attention and pass unhindered.

- As they were working their way across a rough gully, a small party of grey skinned kobolds came upon them, their yellow eyes wide with delight. They were excited by the opportunity of plunder until three swords emerged from beneath the cloaks and Thasmius produced his spear. Despite having the party outnumbered three to one, they turned and ran away.

As the kobolds scattered, their three foot stature and their squeals of distress made them appear like children fleeing from some terrible sight. They scrambled out of the gully sometimes pulling their comrades down in their flight.

When they were out of sight Dartanial declared, "That won't be the last we see of them...."

"Were those goblins or kobolds?" Thasmius asked.

"Those were kobolds," Lansal replied.

"Aren't they about the same thing?" asked Euric.

"Not really," Lansal explained. "Goblins and orcs are essentially the same creature but different races or something, but kobolds are entirely different. They even have a different language.... You can tell kobolds from goblins by their ears and hands. I've never seen for myself, but kobolds are supposed to have a tail under their clothes."
- Over the next few days, they encountered four other parties of kobolds, but never were forced to actually come to blows.

"Why don't they attack in force?" Thasmius asked although he was glad they did not. "If they all came at once, they could overpower us for sure."

"Well," Euric began, "if these are anything like the kobolds I'm used to, it has to do with territory and all. Gatewood is just across the mountain there and we sometimes have contact with kobolds and goblins and all. Kobolds seem to be really territorial. Maybe a hundred... two hundred... they will be this clan or something with really rigid territory. What we keep seeing are hunting parties or patrols or something. By the time they can get back to their holes for more forces, we pass out of their territory."

"That makes sense," nodded Dartanial.
- Korgol pulled on his short beard and said, "Hmm.... I have never been near anything to do with orcs that wasn't all but covered with refuse.... Seems they just go to the door or entrance of their cave and heave their trash.... This is odd."

"Maybe its not orcs...." Nathan declared. "Maybe its something else...."

"Goblins and Kobolds are about the same," Lansal added. "Ogres too.... They all have pretty poor housekeeping habits."
- Seeing the host of men coming upon them under the banner of Terantis, the kobolds scrambled to their feet and assembled in a mass. They swayed as they stood back and forth and side to side in no particular

order, stooped over slightly. They kept their hands in front of their chest, often rubbing them together.

Hob noticed their yellow eyes first, but his attention was captured by their large feet. Though half the size in height, a quarter the weight, their feet were easily as large as any man's. They wore soft soled boots, much like those Lansal wore. Their legs were bare from the knee to the boot and their grey skin was smooth and leathery. They wore britches that came to the knee and, beneath their leather armor, they wore shirts without sleeves. Their faces were oval shaped, long and thin making their large eyes seem even more out of place. They had no hair on their heads and most of them wore leather helmets with flaps covering their ears. As a rule, they were armed with a short sword, hardly longer than a large hunting knife for a human. Some carried short bows and compact quivers of arrows.

Once, when he and Rolon had been at work far in the fields, three kobolds had been "gathering" in the barn. Although in their culture, "things touching the ground, but not a being's hand" were considered lost and were, therefore free to be taken, Rose and Jessil disagreed. Where words failed to persuade, the fifteen-year-old farm girl, equal in size to the largest of the gatherers, brandishing a sword had prevailed.

Goblins

Baines

Baines are creatures that are highly disdained by the other races in Siliar because they are generally aggressive and antisocial to the other races stemming from a fundamental belief among them that the other races inferior competitors for food and resources. In truth, however, there are two races collectively known as Baines: The Dreg Nag and the Dorg Galla. Though very similar in many ways, genetically, physiologically and socially, these two races are different.

The term "Baines" was given to these two races because, to the humans who gated them in, they were indistinguishable. The name of the world from which the Dreg Nag and Drog Galla came was called Baine in their shared language and thus, all who came from it were called Baines.

The world of Baine was a harsh world. The light produced by its sun was of longer wavelength than on Siliar and not as bright. Baine was highly geologically active and volcanoes accounted for much of the landmass.

Two of the three main continents of Baine were, in fact, a large grouping of volcanic islands ranging in size up to 400 square miles separated by on average less than a mile and covering an area 3200 miles east to west and 2000 miles north to south. These two areas accounted for the movement of the tectonic plates on the world of Baine. Situated equatorially and about 150 degrees apart, the force of their up swelling drove most of the other geological activity.

Smaller groupings of such islands accounted for a fourth of the total land above sea level and these small groupings were dotted along boundaries of underwater tectonic plates.

The third continent of Baine accounted for just over a third of its landmass. The forces created in the formation of the two island continents had pushed two massive, relatively stable tectonic plates northward from the equator. Beginning at about thirty degrees north and in the 210 degree arch between the two other continents, one of these plates had ridden over the other creating a large area of continuous land. Where the initial collision had occurred, harsh, ragged mountains were created and they rode the geological push to the far north. Above 50 degrees to the north and south, the climate was unsuitable for living. The southern regions of the "dry continent" were typified by rolling undulations created by the friction of the top plate sliding across the bottom.

The oceans on Baine teemed with fish. Fish were the staple food for the Dorg Galla and the Dreg Nag alike. The "dry continent" also included a few species of herding animals. Thus, Baines are carnivorous. With the abundance of so much fish, they never domesticated any animals, though the herds were hunted extensively. Hunting and fishing yielded nearly 100 percent of their needed nutrients with one exception.

Growing in the dark tunnels of the volcanic caves or cultivated with great care in the sulfuric soils, the starchy tuber of the Bordoga plant contained

enzymes and nutrients that were mandatory parts of the diet. Lacking these, the Baines suffered piercing pain behind their eyes and an overall feeling of malaise.

As a result, the Baine men would hunt and fish, while Baine women would tend the offspring and the Bordoga.

Baines were naturally good swimmers. Those who lived other than on the “dry continent” spent much time hunting fish by spear and net in the shallows around the volcanic islands. A swim of half a mile was routine for them. Swimming two or three miles to a nearby island was common. Longer swims were rare and unneeded – the islands within a given grouping were often within that distance of each other.

Baines also were able crafters of metal and it was abundant on the islands, pushed up from their world’s core with the magma of the volcanoes. The ore was smelted in suitable charcoal furnaces and the wrought iron was sometimes subsequently processed into steel in further charcoal furnaces by injection of air from bellows.

The island nations were typically small in population. Each of the continents had many such nations and there was generally little change. War between the islands was uncommon since those on the beaches easily could prevail over those in the surf, yet when war occurred, Baines were fierce.

The “dry continent” nations were generally larger. Fish, even on the shore, were less available, forcing more interaction between groups and the eventual collaboration for the sake of ease.

Approximately 75 percent of the Dreg Nag lived on the “dry continent” and there, made up about 80 percent of the population. Only 15 percent of the Dorg Galla lived on the “dry continent.”

As a result of these different distributions, significant differences in cultural practices emerged between the Dreg Nag and the Dorg Galla.

Cultural Practices: The Dorg Galla

Among the Dorg Galla, nations were organized under a Chief. A male, the Chief was usually the strongest and best warrior. His role was to make sure the islands of his nation(1 to 20, median 4, mean 6) were safe and fed.

It was forbidden to eat anyone from your own nation and forbidden to marry into your own family. Otherwise, anything alive was allowable for food, including other Baines.

The oldest men were given priority for marriage. Thus, no younger male could marry until all males older than him were married. It was the Chief’s job to oversee this and, when necessary to prevent marriage within relations, negotiate trades with other kingdoms. As a rule, the Dorg Galla traded men, not women (see Birth Rate information below).

Though cannibalism was allowed, it was a fair amount of trouble and risk as compared to fishing. As a result, most warring was caused by the lust to capture more women or to obtain access to fishing areas or other natural resources.

Fishing was not without risk. The abundance of fish in the shallows lured not only Baines, but a number of dangerous sea creatures. To fish daily for a year and not be killed was considered a great accomplishment.

The males of the Dorg Galla revered their females, for a female could, after a year, “turn out” a male and take the next male in line by age as a spouse. This practice, in times of ease, was encouraged by the many males waiting for a spouse. When the Dorg Galla were at peace and the sea yielded its bounty with ease, the Chiefs found the job of keeping peace within their nations most challenging as younger males sought to move themselves up in order for marriage by killing older males.

In addition to the fishing grounds, the growing places of the Bordoga were also very valued. In the islands, however, the many caves and vents of the volcanoes provided ample space for growth. When not fishing, the males would join females in tending this singular crop.

Cultural Practices: Dreg Nag

The Dreg Nag nations were organized under a female leader called the High Mother. The development of this matriarchal society directly related to the conditions on the “dry continent.”

Because the females had to tend the children (because of anatomy), the males were left to hunting and fishing. Since the fish did not team at the shores, the nations of the “dry continent” were forced to maintain extensive hunting and fishing endeavors. Often expeditions of one nation would find those of another nation. When this happened, battles would ensue and the defeated would become the spoils of the hunt for the victors. As a result, the male population could not be counted upon as stable.

Meanwhile, the females had to tend to the Bordoga plantings. While on the islands, growing them was a matter of fact; on the “dry continent” it was a challenge. Special care had to be given to the plantings to assure that too much light did not spoil them, that enough moisture was present, and the soil sufficiently sulfuric. This job fell to the females.

Thus, among the Dreg Nag, the role of the females, though fewer than males in number, was vital. Access to the Bordoga resulted in a female being able to decide with which male she would trade. Though one male might try to take the Bordoga by force, the culture developed such that doing so led to marginalization and decreased position.

Over time, governing affairs were taken more and more by the females as the males continued to be the absent hunters and fishers. The end result was a society governed by the females supported by traditions born from the male’s dependence on the Bordoga.

It was against the practices to eat anyone of your own nation and marriage within bloodlines was also forbidden. Marriage practices of the Dreg Nag followed those of the Dorg Galla. The older men were married first. However, cannibalism by other “dry continent” nations reduced the numbers of males sufficiently to make internal problems related to marriage minor.

As generation followed generation, the Dreg Nag developed into ever larger nations, thus making systematic hunting and fishing more important. Eventually, the Dreg Nag curtailed the practice of cannibalism, but since the

Dorg Galla were of a different race, it was not considered cannibalism to eat them. Little by little, the Dorg Galla of the “dry continent” declined (they were preyed upon by both the Dreg Nag and themselves).

Cultural Practices: Both

The funeral practices of both the Dreg Nag and the Dorg Galla provided for a feast. In the case where a person died of internal causes or poisoning (stinging sea life), the body was burned and the ashes were tossed to the wind, then relatives would feast as stories of the deceased were told. However, if the death were due to the body being broken by fall or battle, the flesh of the deceased would be consumed. It was considered the last act of giving for the one who died to become a meal for family and comrade.

Other Characteristics

Characteristic	Dorg Galla	Dreg Nag
	Nocturnal	Nocturnal
Gestation	4 months	5 months
Birth Rate	Typically Twins, 4's not uncommon. Ration 5:1 males.	Typically Twins, 4's not uncommon. Ration 3:1 males.
Maturation	12 years	14 years
Vision	<p>Eyes much more sensitive than those of humans. In low light conditions, they were 2 – 3 times more sensitive. However, their eyes could not dilate sufficiently for comfort in bright light. On Baine, they were comfortable enough on an overcast day (more days than not) but on Siliar, they would not see well until near sunset or on an overcast day, preferring nights and heavy cloud conditions. Nights were their best time and deep woods were tolerable.</p> <p>In brighter conditions, their vision would be like that of a human who, coming from a dark place, stepped suddenly into bright light.</p>	
Metabolism	Slower than humans, and efficient. They can sustain longer on less food.	
Intelligence	Norms at an IQ level equivalent to about 80 as compared to humans.	Norms at an IQ level equivalent to about 90 as compared to humans ¹ .
Long Jog/Short Sprint	1.2 / .8 times that of a human	
Strength	About 1.25 to 1.5 times that of a human	
Reflexes	About .75 to .6 times that of a human.	
Agility	About .75 to .6 times that of a human.	

¹ Human IQ is normed at 100 with a standard deviation of 15. Really.

Characteristic	Dorg Galla	Dreg Nag
Overall Combat	3 Baines is roughly equal to 2 humans if all other factors are equal.	
Other	The hard "H" sound is difficult for them and is not part of their language. Often, less determined Baines will substitute the "GR" sound in speech.	
General Appearance	See text excerpts below	

Text Excerpts

Tallen turned and saw them too. Three baine scouts. Tallen knew they would have spears and shields. No swords, no bows. Since baines were not natural workers of wood, bows, which were therefore hard for them to come by, were reserved for soldiers trained to use them.

The two baines approached the fire slowly as the party moved out of their concealed positions. They were tall, as baines go, standing a sword's breadth over six feet tall, though certainly not within half a foot of being considered a freak of tallness in the baines world. They were of the typical baine build, heavy and strong easily weighing half again what a human of equal height would weigh.

Of their height, baine's heads easily made up twice the portion when compared to humans. Their eyes were large, dark and oval, finely designed to work well in low light conditions. In fact, their eyes are limited in the degree that they can close out light and under extreme conditions, their sight becomes burdened by too much brightness. Their ears were small compared to the rest of their head and were in roughly the same position as on a human. Their mouth was thick and their teeth were suited for eating meat and grinding bone. In high baine society, the femur of a cow or similar animal boiled, sawed into bite size pieces, was considered prime eating when served, the the baine anatomy made chewing this coveted fare no trouble.

The feet of baines were broad and generally shod in heavy, thick soled boots. From the feet to the waist they were proportioned similarly to a human of equal height, though a measure thicker. The baine body was more compact vertically, but nearly as thick as it was wide. Their thick arms were long, reaching to the knee joint and ended with broad, powerful hands bearing three fingers and a thumb. Baine skin varried in shades of brownish grey and was dappled with course, straight, dark hair.

From "Earth Shaken"

The society of baines centered on food. For baines, meat was the dominant source of their nourishment, as it was for great predators in the wild. Bread and vegetables would fill them, but unless their meals were made mostly of meat, they would eventually languish away. However, there was one vegetable that was even more important than the meat. A native plant from their world that only grew in certain types of caves or specially tended plots.

While the males in the baine race hunted and fished, the women kept guard of the small plots that grew the precious Bordoga plants. As a result, their societies were matriarchal. While the males went off to hunt, fish, or make war, the females stayed in the territories and protected the homes.

Outwardly to the other races, there was little to tell a male from a female, in the baine races, though, of course for them it was obvious. However, the voice of baines differed greatly between the genders. Where the male baine spoke as a drum pounding, tones and pitches thundering from within, the female voice was more musical. More like deep pitched wind instruments than drums.

He could not say what he imagined. Everyone knew that, to a baine, a foe killed in battle was feast for the victor.

Gralls

Ogres

From "Potato Farmer of Jamescamp":

Ogres were among the world of Siliar's most fearsome beings. Like tains, their intelligence was somewhere between animals and humans. Ogres had nowhere near the thinking capacity of even baines that were considered to be of less wit than humans, dwarves, and elves. Ogres had a language of their own, but were either unable or unwilling to learn the common tongue. Some humans had learned a little of the ogre language though – enough to enslave them once in a while by use of deceit and other means of coercion.

Ogres stood half again as tall as a human, and what they lacked in wit, they made up in toughness of hide and sheer strength. The glancing sword blow from any normal man would rarely break the skin of an ogre. On the other hand, struck in the chest by an ogre club, a man would be thrust through the air as if kicked by a horse – that is, if the man was lucky enough to face an ogre who used a club and not a sword, spear, or axe.

Ogres' proportion was more that of a dwarf than a man. They had thick limbs and a compact torso giving them enormous strength. In the field of battle, they were difficult opponents.

Most all of the ogres around Jamescamp were found in small bands of less than a dozen. They roamed the area where the vast rolling terrain of the bluff met the Opus Dred Mountains hunting for meat, the principle element of their diet. They camped under skins crudely sewn together and stretched between poles that were stuck in the ground and staked out with cords. These little bands would fight one another as sure as they would fight the humans, dwarfs, baines, and goblins they encountered.

Typically, the approach to battling ogres was to get them into the open and assail them with arrows. If bows were not available, then three or four men could surround one of them and use their only weakness against them. Ogres were not quick – if they could get up to a full run, they could match man or elf, but standing still, they struggled against quicker beings.

Dragons

Of all the creatures on Siliar, none are more powerful than the dragons.

Dragon Biology

Dragons are unlike anything familiar. Neither bird, mammal nor reptile, dragons have completely unique life characteristics.

Life Cycle

Dragons reproduce asexually. There are neither male nor females in the dragon's culture. Like plants, a single dragon can reproduce independently. Unlike plants, however, the offspring of a dragon has sufficient genetic variance to overcome genetic defect for dozens of generations – long generations for dragons.

A dragon can, BY WILL, create offspring, or *brood*. The brood are NOT dragons, but are more like a dragon than a caterpillar is like a butterfly. Every 28 days, a dragon can lay 18 to 24 eggs.

Broodlings and Juveniles

Born from egg after 14 days of sitting at room temperature or greater, the brood hatches. At hatch they are about the size of a deer, growing quickly (given available protein sources) to the size of a horse within a 28 days.

Thus, 14 days after laying eggs, the first brood is hatched. 14 days later, the second brood is laid. A dragon can, therefore, quickly create quite a brood.

After 28 days, the brood serves the dragon via a magical mental link. Using this link, the dragon can send forth the brood to hunt for its own food and to defend the lair. Though the brood is essentially under direct control of the dragon, the broodlings, individually, are also slightly self-aware, and wrestle against the dragon's will, at times acting independently. (And if the dragon dies, they fight on!) The broodlings, however *cannot* be considered beings, but are creatures on the same level as tains and ogres.

The longer the brood develops, the stronger each member becomes, both physically and mentally. With increased mental strength, the individual members of the brood have greater awareness and, at time autonomy.

Because there is no emotional attachment to the brood (see sociology below), dragons often create a sizable brood for purposes of protection etc. In areas of typical resources, an adult dragon might have between 30 and 100 brood within range to be a factor in any attack directed toward the dragon.

However, keeping a brood is not easy. Feeding them and constantly managing their behavior distracts the dragon from other affairs. Therefore, often a dragon will opt for other servant creatures, keeping only a handful of brood close in the lair for defense.

Over time measured more in years than weeks, the effort to keep the brood under control outweighs the gain. At that point, the dragon can abandon the individual broodling to its own will and thought. By then it has grown to half again the size of a horse, still retaining the physical characteristics (see below) of a broodling. Typically, within 48 days of severance, the broodling will undergo metamorphosis.

Crawling into a cave or other relatively safe place, a 14-day period of hibernation occurs while the broodling becomes a juvenile dragon, taking on any of the various physical forms of a dragon, developing the cognitive and magic abilities of a dragon, and otherwise differing from an adult only in size. Hibernation is followed by a period (50 to 150 days) of ravenous hunting, fishing, and eating by which the juvenile dragon grows in size to that of an elephant. At that point, the equivalent of puberty is reached, and the dragon's growth and need for food stabilizes.

(It is in this juvenile period that most dragons are slain! They are a real pain and also small enough to make the potential slaying less difficult.)

Broodling Physical Characteristics

Take a horse, give it tiny wings, make it as fast as a gazelle and add crocodile jaws and tail – that is a broodling.

In combat (they are oft used to defend a dragon lair), they can endure physical damage equal to what would kill four average humans. They would be counted offensively in battle to be the equal of 2 fully trained soldiers, fighting equally with jaw and tail simultaneously. They can defend against attacks with skill similar to two fully trained soldiers as well.

Adult Dragons

Intelligence/Wisdom

Sagely at worst, a dragon is very intelligent. A typical human has an IQ of 100 with a SD of 15. A typical dragon has an IQ on the same scale of about 120 with a SD of 10.

Along with their mental processing capacity (IQ), dragons are renowned for the quality of their thoughts and judgment.

Metabolism

After the ravenous Juvenile period, the Dragon metabolism drops off remarkably. They are omnivorous, but have particular fondness of meat.

Regardless of food, they can convert it to biological energy at almost an “mc²” rate. Thus, once reaching elephant size, they no longer need to be totally menacing to life and community around them.

A dragon grows (and shrinks) in accordance to its eating. The more food available, the bigger the dragon can grow. Likewise, if food becomes scarce, the dragon can “ungrow” to a size compatible with available resources.

Beginning as an adult dragon of typical 20 foot length, a dragon can grow about 20 feet in length and proportionally otherwise every year for five years, then can add about 10% in length (and proportionally in all dimensions) each year thereafter. Theoretically, there is no limit to the size a dragon can become.

Dragons are very wise in their growth, careful not to outgrow their food supply, but growing as large as they can to exert the maximum power over those living with/around them.

Physiology and Combat

Dragons are ferocious in combat. Able to attack with mouth, tail, and all four limbs independently and simultaneously, a dragon can be considered six creatures for combat purposes. The skill of these attacks can be “leveled” at approximately 5 skill levels per 10 feet of dragon length.

In regards to damage a dragon can endure, each 10 feet of dragon can be considered equal to 5 humans. Though dragons DO have vital organs that can be critical if struck only once, these organs are arranged within the most central part of the dragon protected by scales, skin, and bones.

HCl Anatomy and “Breath Attacks”

A uniquely dragon anatomical feature deals with the production of Hydrochloric Acid. As part of their gastrointestinal system, the juvenile and adult dragon has a set of organs and bladders related to this stomach acid.

A specific organ generates HCl that is stored in the acid bladder. HCl from this bladder can be directed to the stomach or to an organ called the synth. The synth is connected to two other bladders.

In the “flight” bladder, gaseous hydrogen is stored. Serving for dragon flight what the swim bladder does in fish’s swimming, the flight bladder is very important. Its location inside the body medial to the spin offers it great protection from external attack.

The contents of the flight bladder can be ejected through mouth or nostril at will to adjust buoyancy or as a means of combat. An organ similar to that found in an electric eel, found in the back of the dragon’s throat can ignite the hydrogen as it is expelled.

In the “gas” bladder, gaseous chlorine is stored. It serves as ballast for the lift of the flight bladder. A “grounded” dragon, thus, is very dangerous, for it can be assumed that its gas bladder is full of chlorine, a deadly gas, which can be blown from the mouth and nostrils at will. Once, expelled, the dragon will be able to take flight. Alternately, the dragon can process the chlorine into its urine where, reacting with water, hypochlorites are formed. This too, can be expelled to increase lift or defensively, either forward or backwards as the dragon wishes.

The contents of the acid bladder can also be ejected directly through the mouth.

All things considered, a grounded dragon has the potential to attack with any of four projections: flame (hydrogen), acid (HCl), poison (Cl₂), or liquid (hypochlorite rich). However, a flying dragon can be assumed to have expelled liquid ballast and emptied most of its gas bladder. The acid bladder might remain full and the flight bladder most certainly will be full.

The HCl processing organ (synth) can refill the flight bladder (and others) about 4 times in an hour. A typical “fiery breath” will use about 1/5 of the contents of the flight bladder. At around 40% capacity in the flight bladder, the dragon’s flight will become labored beyond efficiency.

Ergo, a flying dragon can use a “full” fiery breath attack about 3 times every 15 minutes and maintain effective flight. Likewise, it can (must) expel poison 5 times every 15 minutes.

The concept of “full” breath is the capacity a dragon can expel with a full blowing effort. This is, obviously, related to the size of the dragon. The range of a full expulsion is equal to the 1.25 X length of the dragon. The area of effect (radius) is equal to 1/4 the dragon’s length.

Dragons MAY puff less than “full” attacks, as they desire.

Dragon Magic

Dragons are very powerful magic beings. Coupled with their extreme magic power and skill, they have “natural” ability to Weave a number of manifestations *nearly* but *NOT* instantly. Though not universal, these natural skills frequently include 1 or more of the following:

1. Grab and pull
2. Energy blast (either fiery or like lightning)
3. Mind link (push / pull)
4. Sense life energy

Broodlings have little magic power and no skill, but do have natural ability to sense life energy (about 50 paces).

Dragon Sociology

Dragons are equally content in groups or living alone (but with other races as servants). Most actually live in groups, but most dragons encountered by the other thinking races (after Dragon Wars) live in isolation, either by choice or having been exiled from the dragon communities.

Dragons have no emotional connection with the brood, but once reaching juvenile stage, the dragon parent connects with the juvenile. Contact is maintained via magical mental links (parent/ child ONLY) over distances up to 25 miles. Beyond that, they rely on communications same as any other dragons. After about 2 years, the mental linking ability fades, as the child continues to mature.

“Power” is very important in Dragon Society. (See Psychology).

Dragon Psychology

Adult Dragons, easily meeting their primary needs (food, water), are not driven by these base motivations. Instead, the primary driving force behind dragon motivation is lust for power.

A favorite expression of this lust is hunting. Soaring high over the fields, the dragon swoops down snatching a helpless quarry from the ground. Though dragons rarely hunt for sport, the acquisition of food in this way is doubly satisfying, both for the meal and the expression of domination.

Often, power lust finds its way into oppression of other races. Keeping a cohort of servant/slaves is one such manifestation, but political enslavement is even more satisfying. The lust for political power explains the dragon habit of hoarding gold and other items of great value. To the dragon mind, the absence of material wealth equates to the absence of options to the victims of their looting. Absence of options is then extended to mean lack of power. Hoarding gold, gems, and anything of value represents political power to the dragons.

Dragon Spirituality

Dragons are soulless beings. They typically operate morally at what Kohlberg describes as “moral economy” or “individualism, instrumentalism, and exchange” wherein they act in a way that serves their own self-interest.² Much of their moral reasoning is based on “quid pro quo” thinking. (e.g. If I act nice, I will not be killed and will be left to hunt as I see fit. They *can* advance morally.

²Stage 2. Individualism and Exchange.

[People] at stage 2 are still said to reason at the pre-conventional level because they speak as isolated individuals rather than as members of society. They see individuals exchanging favors, but there is still no identification with the values of the family or community.

At stage 2, [people] are no longer so impressed by any single authority; they see that there are different sides to any issue. Since everything is relative, one is free to pursue one's own interests, although it is often useful to make deals and exchange favors with others.

(April 26, 2004 : <http://faculty.plts.edu/gpence/html/kohlberg.htm>)

Giants

Tains/Trogs

From two of the largest buildings in the enclosure, two tall, lank, lizard-like creatures appeared. Their arms were long and ended with oversized hands, four fingered and armed with black claws. Their forearms were covered with a row of bony spikes that proceeded from their wrist and ended at their elbow with a large, dagger like projection. They charged on two legs, their heads jutted forward and a ridge of spiny horns down their back visible. They moved with stunning quickness and came upon the left row of the Third Platoon with awesome suddenness.

"Tains!" Korgol shouted. "Come on Lansal!"

"Small?" asked Thasmius looking at the eight-foot tall creatures as they slashed at the soldiers. Tains were renowned for power, stamina, speed, and toughness of hide. When cornered and unable to flee, a single Tain could easily win when in combat with five, six, perhaps as many as eight trained soldiers. Normally, when out matched, they turn their speed to flight, but against an assault to their lair, they would stand and fight to the death, usually the death of the assaulters.

Black fluid oozed forth from the wound and flowed into the eye of the troll.

In that brief pause, while the tain wiped his eye, Rachel fired her bow and sent the bolt swiftly into the trolls spiny back. It barely flinched, shot a quick look in her direction, then focused on the attackers close by.

"For any of you who have not dealt with tains before, let me give you some information. Tains are filthy creatures and we are all in grave danger yet. All of us who were touched by the trolls risk a disease.... 'Tains revenge' some call it.... Their filth breeds this disease and anyone cut by their claws will likely come down with it within three days. Anyone who touched a tain with his weapon now carries the disease on the blade and touching the blade could make you sick too."

"What is this 'Tain's revenge' like?" asked she asked.

"You will burn with a fever, be sick in your bowels, sick in your stomach.... Your head will pound as if it is about to burst. Many will wish for death and some will die...."

"Should we discard our weapons?" asked another of the men.

"No, we should build a great fire and burn the blades until they are covered with soot, then scrape the soot away with a stick and burn the stick. Make sure not to do more that heat them until they are covered with soot or the blade will be ruined. Also, I am sure you will want to haul off any treasure you come on, but I say this: Take only gold, silver, and gem stones. Copper will carry the disease as will brass, bronze, iron, steel.... but gold and silver will not. Separate the treasure with a stick, take only gold and silver and gem stones if you find any, and then burn the sticks."

Korgol's news caused deeper remorse for those who had been wounded by the creatures. They asked if the disease always followed. Korgol provided only slight hope. He said he knew of only a few cases where it did not. Lansal recalled his only previous encounter with tains and mentioned that he had once been scratched but had not become sick, although John, the Harper had. Korgol countered with an account of a party that had killed a tain by shooting it with arrows. They took its horde and the whole party became sick and died. Dartanial, who had not actually participated in the combat, felt glad that he had not.