

The DragonScape: A Basic Overview of the World



Ahem.

Howdy! Or Hello! This is a bit of a forward before the main text, if you want that then it starts next page!

This is a project that (as of the time of this writing) I have worked on for about a year now, figured now is as good of a time as ever to start writing down my thoughts, info, and some doodles in a more concise and less rambling place.

This is the first entry I am writing and Ideally should be the first booklet that you should read as a starting point if you are interested in the DragonScape. This booklet will not nearly cover anything with enough detail but is more meant to give a general and basic idea as to what the DragonScape is, what happened and what's going on within the ruins.

But as a general point the idea was to make a world that sees a clash of High Fantasy, Post-Apocalyptic, and some very light Science Fiction. So, gunfights are fought next to fire breathing dragon mages. Castles of bluestone sit around the ruins of cities, and scavengers rummage through the ruins and lost belongings of the humanity that was, the dragons that were, and the denizens that are now.

If you have any questions! You can always note me or reach out. A good starting place would be TheShaggyHobo on DeviantArt or Discord. I am always happy to answer questions if someone actually takes interest and has a question or two! If not than it isn't much of a worry, ask if you want to.

In the mean time I hope that you enjoy the read!

The Pulse and the Raddir: An accidental Reality Bend

The Steiron

The DragonScape is basically an alternate history situation that brings about an unusual apocalypse, so an unusual inciting event is needed. So there has to be an assumed object, in this case it is known as the Steiron. This is a large rock that is buried miles beneath the Brazilian Amazon, specifically in the Renca Reserve.

The Steiron Is essentially a dimensional keystone amongst a system of Steiron stones scattered throughout different realities that keep one reality from spilling into another. However, it can be broken like any other rock and should that happen then there will be some extreme consequences.

The main and probably most important turn in history that leads to the DragonScape is the Brazilian government permitting a mine in the Renca Amazon Wildlife Reserve, as the region is known for its gold and silver mines. On *October 22, 2018* the miners had dug deep enough to contact the Steiron. Unfortunately, not recognizing it as anything apart from a normal rock attempted to blow through it to get deeper into the mine, thus breaking the Steiron and almost instantaneously resulting in an event that would be known generally as *The Pulse*.

The Pulse and The Long Stasis

The Pulse could be described as an instantaneous pulse of light and magic that shined through the world at the speed of light. This Pulse was one reality spilling into another, with the cause being directly tied to dragon gods known as the Raddir.

The Raddir are beings that naturally and automatically warp reality around them, which is what made the reality they're from as it was, thanks to their natural aura. It's this aura that is the Pulse's magical wave that at that millisecond was spreading worldwide.

While the Raddir are reality bending creatures that number in the millions, their powers are still limited. They could not predict the future, or else they would have been prepared for the Steirons damage, and they cannot undo the past and reverse the pulse's effects, but they can fix the present. In the instant they spilled into our reality they immediately set to work on halting their own magical aura before it covered the planet, they were able to stop The Pulse's expansion 0.0004 seconds after the pulse had started. But by that point the Pulse had already covered North, Central, and South America as well as the Caribbean and even as far north as the Southern Coasts of Greenland. Additionally, while the Pulse had stopped it wasn't gone, with a wall of light surrounding the Americas, reaching infinitely into the sky and stars.

The people of the Americas, the Caribbean, and part of Greenland as well as all wildlife was hit with such a massive amount of mana the magic changed them into forms more suited to withstand the amount of magic bombarding them. The Raddir are from an alternate reality

ruled by dragons and as such, creatures of the Americas were turned into various forms of Dragons, some creatures being more severely draconified than others. Humans probably the worst due to how far removed they are from the form of a dragon. These changes were instant and in response, the Raddir put all native, draconified life into a stasis, blipped out of the physical realm temporarily while they worked. The only two things left free to grow in the DragonScape during this stasis were plant life and the draconic creatures that had spilled into our reality from the dragon reality, known as the Sivilão Caste Dragons. This stasis would continue for 30 years and would be known as the long stasis.

The rest of the world would have to cope without the Americas, leading to many terrible events as well as the fall of old powers and the rise of new global powers. But this is a general overview so that's best saved for another day.

With the Pulse standing chaotically, yet firmly around the Americas it effectively blocked humanity from seeing what happened with the exception of limited satellite monitoring and drone surveillance. Any living human or animal that attempted to fly through the Pulse Wall would be draconified, put into stasis and will be in the same situation as every American and American animal that had been pulsed earlier.

The dozens of different effects of the Pulse and the arrival of the Raddir would all be apparent, but none more than the Raddir that would appear in the night sky. As abstract snakes of light swimming across the night sky in numbers that range from none to millions every night for the rest of time. [seen below is the Pulse Wall that surrounds the Americas until 2058, a chaotic reflection of chaotic beings.]



Drekir: What became of the Americans

The residents of American Countries wouldn't wake up until *April 19th, 2048* once the Raddir had finally decided that they couldn't undo the draconification of the life on the American continents and awoke the draconified humanity and animals from their magical stasis.

Humanity had become creatures known as the drekir by the sivilão, who at this point had several well-established kingdoms thanks to the 30 years of a head start in rebuilding. Drekir are small stout and feral looking dragons having more in common with a dog or raptor than a human. Being notably smaller standing about 4 feet on average and coming in a variety of breeds dependent on the location of the individual at the time of the pulse. But despite the new form, the spirits of humans inhabit these bodies. The drekir would immediately have to start working to survive under the threats of a world overrun by magic and nature thanks to 30 years of plant growth, sivilão magical terraforming, and the buildup of magic. But they are often under even more threat by either the sivilão caste dragons themselves, whom will frequently kidnap them and take them back to their own kingdoms, or other drekir as resources are scarce and infrastructure gone.

However, the drekir would eventually get a new foothold on their old, strange world soon. It wouldn't be long before new and strange societies to start building up from the rubble. Strange societies both echoing the old human days and reacting to the new draconic days.



Sivilão: Alien Culture in an Alien World

The Sivilão are a civilization of Dragons that were ripped out of their old world and thrown into new lands, the Americas. They abide by a strict caste system in which certain species have certain jobs. The cyclops wyrms known as the Ormer are the warrior caste, the great Mavōtur wyverns work as scholars, artists, and mages. With a nigh godlike giant Prejag hydra snake leading each kingdom through its immense magical power and ancestral knowledge, and the Drekir at the bottom, as the workers caste.

The sivilão caste societal structure is also one of deep religious commitment, with days or weeks spent on various religious ceremonies towards The Raddir and prayers for their VerdaStal alters to grant them the materials of which to pave roads or smith tools and weapons for defense against other kingdoms.

Of course, the sivilão were puzzled when a bunch of strange breeds of drekir began to appear in mid-2048, they had their own drekir of course (known as Driyalkir), however these newer breeds didn't speak their language, were smaller and far less willing to take on the proper stature and role of their caste. This resulted in a lot of early conflicts with sivilão ormer and driyalkir with the recently awoken drekir. Often this would result in drekir being kidnapped against their will by the sivilão, who simply wanted to show them the proper way of serving the drekir caste. This eventually resulted in several sivilão kingdoms from North to South America to independently make vast raids to return these new drekir to the civilized sivilão. While these events have been known by several names these vast early assaults on drekir survivors by the sivilão would eventually become known as the first, second, and third panics chronologically.



The Balār: The Raddir Trapped Under

In the unimaginable chaotic power of the Pulse after the Steiron was broken, not all of the Raddir were able to make it through intact and in their proper fold of reality. Out of the millions of Raddir, many were trapped on the physical plane of The Americas, these trapped Raddir would become known as the Balār, demigod dragons that have untold amounts of power that are constrained by the mortal and physical fold of reality.

These Balār take many forms depending on the environment they find themselves in, from a sedimentary rock dragon the size of a plateau to a giant serpent built of pine trees or a partially buried dragon perceived as an angel. What can't be denied is their magical abilities, that could be compared to nuclear weaponry due to their Earth-Shattering abilities.

Each individual Bal has its own quirks and personality, a Bal in one region could be a benevolent giver of food and one in another region killing anything that moves on sight. Due to the individuality of the Balār, each one a different case in terms of whether or not to approach them and how to do so if they can. With dozens and dozens of Balār scattered across the Americas however, it is undoubtable that they will be around for a while.

[Seen Below is the Bal Frumskodrott, Reina de la Amazona. Queen of the Amazon]



Magic and Mana: A Blessing and Infestation

Magic and Mana has been spread throughout the entirety of the Americas, enchanting plants and making them glow with magical energy and even being produced by the most draconic or draconified creatures naturally. The origin of mana is unknown but generally believed to be thanks to the Raddirs aura, like most things.

Mana itself is a physical substance that one can gather from plants animals and magical phenomena. It is best described as a glowing liquid with similar properties to mercury, its colors vary across the whole spectrum however that color has no notable change in its effect.

Draconic creatures can control mana that is within their bodies to caste magic, with many different disciplines magic is both a versatile tool and powerful weapon to the drekir and sivilão alike. From breathing dragonfire, growing wings, summoning dragon spirits and many more disciplines of magic are available for drekir to learn and master. Provided of course they have the knowledge to cast it and the extra mana to power their magic.

But mana usage isn't without risk, dragons can only physically handle so much mana before they run a risk of melting down, their body breaking down into a puddle of mana. While all draconic creatures have means of naturally venting mana out of their bodies it isn't enough to stop a careless drake from drinking too much mana and melting.

Magic is a critical part of sivilão society, it is what allows the Prejag to lead so effectively, instantaneously communicating over vast distances. It's also what allows the mavõtur to be so dangerous in the defense of their kingdom and gods. Lastly, it can be what gives drekir a fighting chance against the sivilão who come knocking at their homes looking for new drek catches.

It is also necessary for the production of VerdaStal, a powerful mithril like metal that the sivilão rely on in almost every aspect of their society, which has benefitted drekir survivors across the Americas very well thanks to its invulnerability to most conventional firearms.

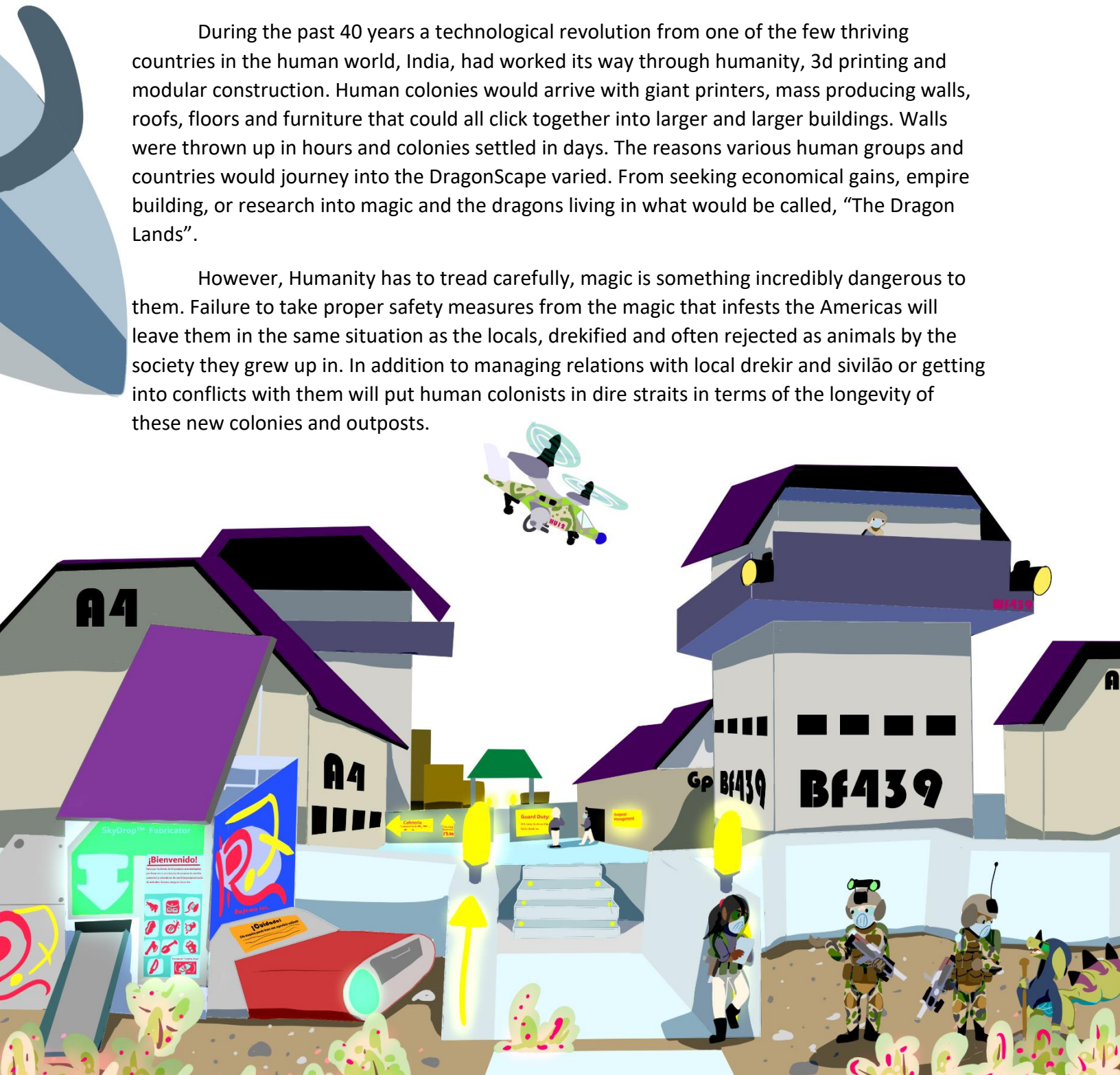
Magic is everywhere in the DragonScape and infests every living thing and every piece of land. While some drekir have disavowed it, and it is truly dangerous to humans, many drekir and all of the sivilão embrace it as an important tool in building towns up and protecting them from violence and strife.

Humanity: Humans in a Feral Land.

When the Pulse happened in 2018, the human nations of Europe, Africa, Asia and Oceania would effectively be locked out of the Americas, and without the Americans themselves. This would shake many countries apart over the next 30 years. In 2048 however, satellites began to pick up a sudden increase of activity, the drekir awakening. While humans had no idea what these were it would create a lot of curiosity about what happened decades ago. Finally, in 2058 the Raddir had dealt with their own challenges and lowered the Pulse wall that blocked off the Americas from the Human world.

During the past 40 years a technological revolution from one of the few thriving countries in the human world, India, had worked its way through humanity, 3d printing and modular construction. Human colonies would arrive with giant printers, mass producing walls, roofs, floors and furniture that could all click together into larger and larger buildings. Walls were thrown up in hours and colonies settled in days. The reasons various human groups and countries would journey into the DragonScape varied. From seeking economical gains, empire building, or research into magic and the dragons living in what would be called, "The Dragon Lands".

However, Humanity has to tread carefully, magic is something incredibly dangerous to them. Failure to take proper safety measures from the magic that infests the Americas will leave them in the same situation as the locals, drekified and often rejected as animals by the society they grew up in. In addition to managing relations with local drekir and sivilão or getting into conflicts with them will put human colonists in dire straits in terms of the longevity of these new colonies and outposts.



Conclusion

I hope this was beneficial in at least giving a very basic idea as to what the DragonScape is and what it is about. I plan on writing more lore booklets to go into detail on various subjects in the coming weeks. Here is the intended list for future entries.

Sivilão Culture: Society of the Caste Dragons

DragonScape Magic and it's Disciplines

The 10 Breeds of Drekir

The 5 types of tech regions in the DragonScape

Basic Overview of Religions and Cults of the DragonScape

Nations of humanity around the DragonScape Each with its own small booklet

The West African Union

The Mediterranean commonwealth

Echoes Lost

The United Kingdoms

The Indian Empire

Smaller Involvement Groups: Australia, the republic of Hawaii, Israel, and those trapped outside.

Overviews on significant groups and Cultures, Each group with its own small booklet.

Kör Avil: Holy Kingdom of the Pine Choirs.

Knights of St. Cydonia: The Redeemers of Rapture

GoDomer's Ascendants: Embracers of GoDomer's Beauty

Guardiões Da Mina: A última linha

Scraeling culture: Those Sorry Canadians

Cultura de Los Caminadores: Recuperadores de Mexico

DragonScape History, each era with its own small booklet.

The Pulse Era (2018-2055)

The Post Pulse Era (2055-2120)

The Deep Pulse Era and forward. (2120-2200 and onwards)

Also, I plan on making maps to cover various regions of the DragonScape, though those may be slightly less on the drawing side of things (the one im working on right now is well over 25 entries that may each require drawings.) but those will also go into detail on drekir in specific regions and situations.

Thank you for reading and have a great day!