

The Sivilão Caste Dragons: A Cultural Overview



Ubrāve drekir! Dylvin tyr?

Aaah I'm kidding howdy folks!

I feel that something that is very important to cover sooner over later is the sivilão. Foreign dragons in an alien world, the sivilão are a foreign culture from the lands in which the Raddir flowed in from during the Pulse that have made their home in the DragonScape. Their culture, language, customs, religion and knowledge mostly unknown by the drekir that would wake up in the Americas.

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Introduction

The sivilão crashed into the Americas in the same flash of magic that had brought the Raddir and consequent pulse to burst through humanity's cities. Left with nothing but themselves, the order of the five castes and the voices above they began to rebuild kingdoms instantly destroyed just seconds ago.

The Sivilão are a culture of draconic creatures that had existed for thousands of years in the draconic world of Ōndem (Yohn-dem). Building different kingdoms that would war with each other, massive kingdoms covering thousands of miles and millions of dragons from all castes who would live in harmony. Now several million of those dragons were suddenly ripped from their home reality and plunged into a mysterious and strange new land.

From the period of 2018-2048, the sivilão and their domesticated creatures were the only living creatures more complicated than a plant set free to wander and rebuild in the DragonScape. The caste dragons were quick to reorganize into smaller, more makeshift kingdoms who would begin to rebuild. First came the newly constructed VerdaStal shrines that would provide the metal and stone to begin building the capitol keeps of the sivilão, the ōfuthar. Within 20 years hundreds of sivilão kingdoms had been independently established across the Americas, and following wars between these kingdoms would destroy hundreds of these kingdoms. While these wars would continue far after the wakeup of the drekir, it would nonetheless leave as many ruined sivilão cities as ruined prepulse human cities in some areas of the Americas.

By the time the drekir awoke in 2048, sivilão kingdoms covered vast stretches of land in the Americas. So vast that millions of drekir awoke in the middle of sivilão kingdoms to begin with. However for the millions of drekir who didn't wakeup directly in sivilão kingdoms, they would have to survive while under constant threat of sivilão raids on their small settlements.

The Drekir would also in many cases learn a lot from the sivilão, who's deep knowledge, wisdom and understanding of magic and VerdaStal would be learned indirectly or directly by the drekir who could then utilize this knowledge to better their own societies or even turn it against the sivilão. But one thing was for sure from the very first days after 2048, the sivilão were there to stay and were going to be kingdoms that weren't to be messed with.

The 5 Castes of the Caste Dragons: Fim Ēodin

The decree of Fim Ēodin, meaning five forms, is the foundation of sivilão society and what often results in their nickname of the caste dragons by the drekir. Sivilão society is constructed of five castes, each caste consisting of a unique dragon species, and each caste with its own set of jobs in society.

The sivilão view the caste (and as such the group) to always be above the individual. As such non numerical names and individual identity, while not illegal, aren't encouraged either. Each individual is considered a part of the system of each caste, and each caste a part of the society, and the society a part of the world's energy that exists in thanks to the Raddir. As such the caste always comes above the individual, and the kingdom above the caste, this leaves very little room for forgiveness within sivilão society in the case of severe infractions.

There is practically no social mobility in the sivilão caste system, you are born into your caste and you will work the job that that caste needs done from the day you are able to work to the day you die. As such one's job in the caste is often set in stone the day that dragon can walk, this can be discouraging to the drekir since they lived in a world that was a modern human society that valued individualism and social mobility. The sivilão don't necessarily understand this complaint however and insist on learning to appreciate your place in life and its importance to the society.

Because of the arrival of the new drekir however during the wakeup of 2048, many sivilão kingdoms created a new caste commonly known as the driyalkir. Drekir who do embrace their new lives in the sivilão culture might rise up and become a driyalk, however more on that below.

The 5 castes of the sivilão are the Prejager, the Mavōtur, the Ormer, the Driyalkir, and the Drekir.

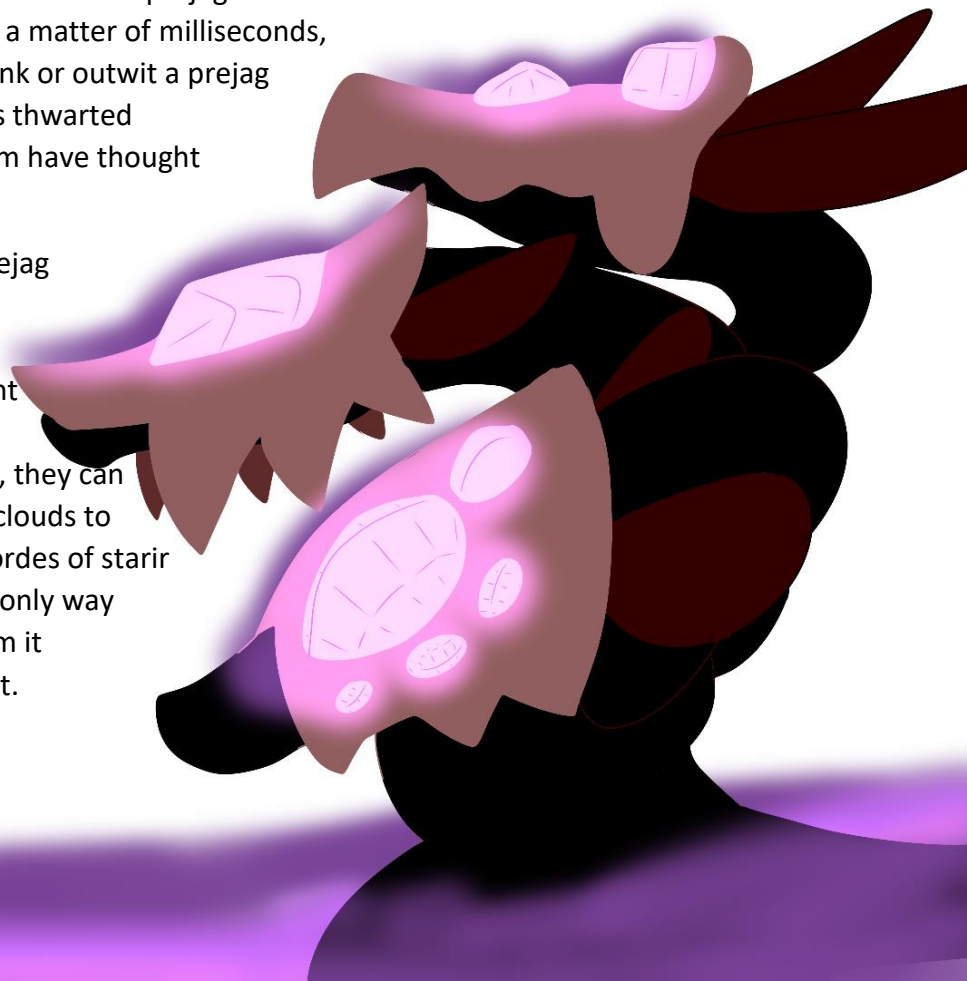
Prejager: The Caste of Management and Coordination

The prejag only numbers “one” per sivilão kingdom. However, calling it a single entity isn’t giving the prejag enough credit. The prejag is a giant, three headed wyrm that can grow longer than 300 feet in length and can weigh in the hundreds of tons. Often growing pitch black scales, the only notable features that stand out from the black silhouette are the stone masks on each of the three heads. These masks are built of mana stone that grows on the heads of the wyrms, each mask is topped with a glass like material that glows with magical energy that can have millions of potential well-ordered patterns.

A prejag is less like a biological creature and more like a magical construct or supercomputer. They survive off of the magic that descends from the Raddir, each night the Raddir show themselves will power the prejag for decades to come. Due to this, a prejag eats no food nor drinks no water and does not sleep, the prejag is an eternal watcher of the kingdom it lives in and works for. Prejager don’t even physically speak, rather they communicate via magical waves that can pulse outwards for hundreds of miles, instantly communicating all information they wanted to send to all living creatures that the magical wave passes over.

A prejag can live for potentially thousands of years before dying of old age. When one dies the magical energy of the prejag is used to form a new, young prejag. Each new prejag carries the knowledge of the hundreds of prejager that lived and died before it, thus each prejag is smarter than the last and knows more things than any other mortal being could possibly see, experience, or learn. This allows a prejag to observe a situation and think of the best possible solution in a matter of milliseconds, it is impossible for anyone to out-think or outwit a prejag as it knows of every attempt and has thwarted millions of lower caste dragons whom have thought of themselves as “smart”.

In terms of emergencies a prejag may take it upon itself to aid in the defense of its kingdoms in situations it deems as severe enough to warrant its own involvement. The magical abilities of a prejag are otherworldly, they can summon tornadoes of fire and turn clouds to stone meteors, they can summon hordes of starir and summon hailstorms in July. The only way to truly fight a prejag is to overwhelm it and that is almost impossibly difficult.



The most efficient way to kill a prejav is with another prejav or a bal, a duel of prejager could be described as a localized apocalypse as magic rips apart the region. That said this is a rare event because a prejav almost never directly throws itself into battle, as it's job is first and foremost that of management and coordination for the kingdom.

A prejav will use its vast magical abilities to manage the kingdom, it isn't considered a king by the other castes but often is compared to a monarch by drekir who aren't familiar with sivilão society. The prejav will do tasks such as, but not limited to: Waking up the sivilão in the morning, issuing decrees of duties that are needed to be done for each caste, announcing times of prayer, or ceremonies and holidays and when they are to occur, update the laws of the kingdom (if needed), manage military campaigns that are within its communication range, ensure that environmental conditions are fine for sivilão habitation, enforce the infertility of all dragons (with the exception of the holiday Rug āf Raekir) and lastly to monitor the kingdom for any potential dragons who are shirking off the duties of their caste or otherwise breaking the laws once told.)

Additionally, the prejager of each kingdom may take on slightly different duties in accordance to the values espoused by the kingdom as a whole. While immensely powerful and capable of warping reality there are a few things that the prejav is incapable of doing, however. First it cannot necessarily teach a dragon how to do something, as it imparts decrees and commands, not knowledge and lessons. Secondly the prejav cannot actually gather information and knowledge on it's own, while it retains the knowledge that each prejav held it is up to the mavōtur to bring that knowledge to the prejav in order for it to learn and become ever more intelligent. So, in order for a prejav to function and the society it works for to function, everyone has to work to assist it.

Due to this need of input to function, one could compare a prejav more to a computer or operating system. It can do all of the heavy lifting of a society provided information is provided to it and the other castes are functioning properly.

The prejav is also an achievement, a sign that a sivilão kingdom is indeed a kingdom, as no true sivilão kingdom is functional without the prejav managing and providing guidance to the sivilão.

There have been only a few reports of prejager dying to something that isn't another prejav, as that is typically the last move in a sivilão vs. sivilão war, the grand dance of the prejager. However different groups of drekir, always rebellious, have managed to take them down themselves on three different occasions.

The most notable was a campaign led by the superpower drek nation known as the Texan Knights of St. Cydonia in 2058, whom had spent years wearing down the kingdom of Ēdanla Rād. During the last stand of the sivilão and their prejav, well over 1,500 Cydonian winged angels and 186 improvised cannons bombarded the prejav and assaulted it's position for over 4 weeks, only overwhelming it after exactly 186 simultaneous cannon shots and 450

smaller improvised explosives and an untold number of gunshots. The winged angels of St. Cydonia themselves lost over a thousand of the 1,500 warriors in the 4-week long battle.

Secondly the prejug of the kingdom Berg Frot was killed by the Bal worshipping cult known as GoDomer's Ascendants. The cult utilized the even more powerful magic of the Bal GoDomer to shatter a prejug's mind and assimilate the surviving sivilão into the giant cult.

Finally, the human nation of the West African Union succeeded in destroying the prejug of Skogur via the use of long-range ballistic missiles. They launched 957 missiles simultaneously, out of which only 16 successfully broke through the prejug's magical defenses. While this liberated Panama, the Panamanian drekir were then faced with the West African Union.

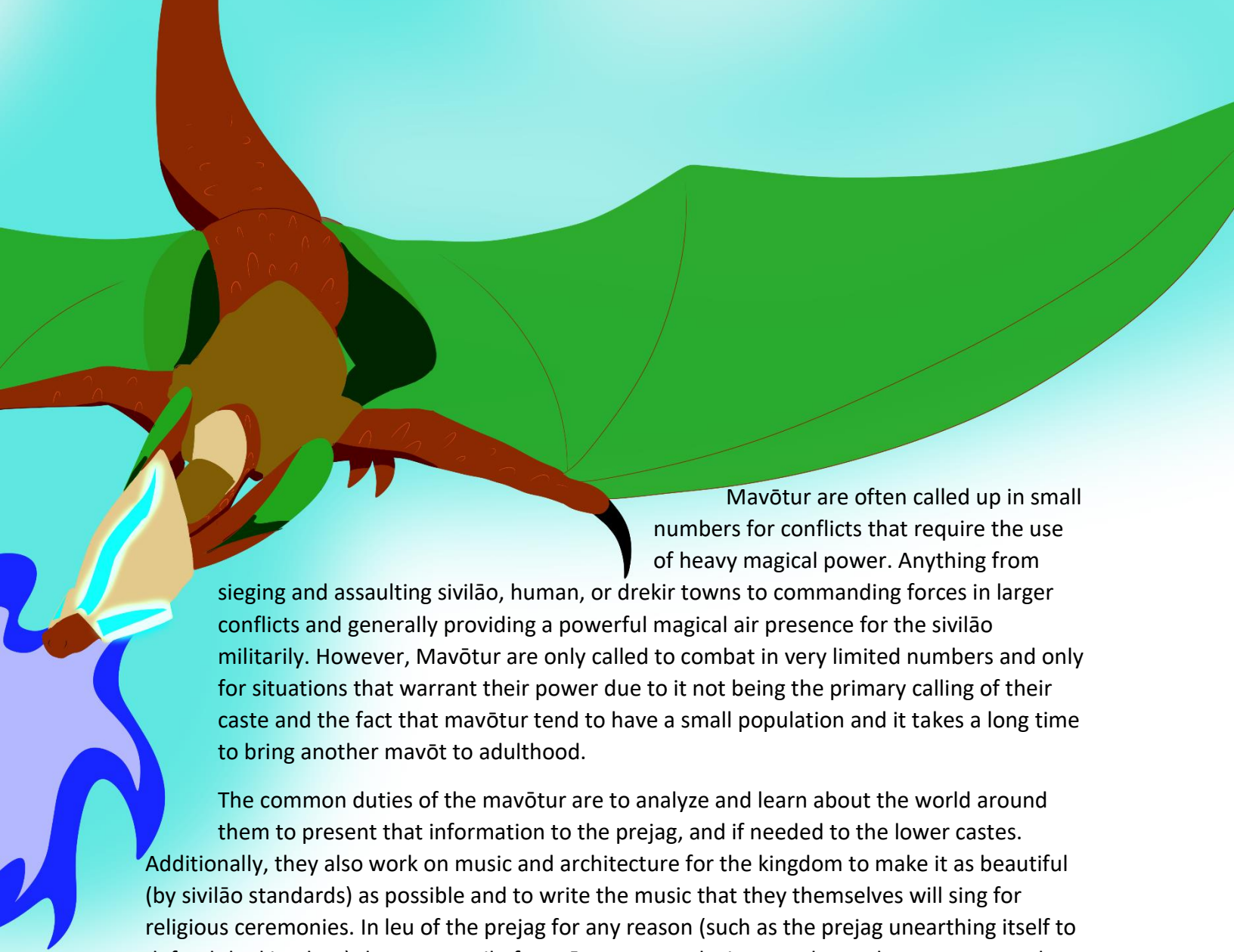
Mavōtur: The Caste of Scholars, Artists, and teachers of the Prejug

Mavōtur usually live around the Prejug, they usually have the lowest population in a sivilão society with the exception of the prejug, often only taking up 10% of that kingdom's population (numbers of course vary). A mavōt is a giant wyvern like creature, with two hind legs, two wings instead of arms and stands about 50 feet tall on average. The most notable feature of the mavōtur are their stone covered heads and chests. Their stone masks are adorned in a glass like material similar to the prejug and is an incredibly durable and resilient material that allows them to channel magic effectively. They use the glass like structures as a form of magical eyes that allows them to see.

Mavōtur rely on a mixture of mana intake, food, and water to keep them alive and functioning effectively. A mavōt does also need to sleep daily and while a mavōt can make sounds via speaking it is difficult for them to vocalize words effectively. Instead they often rely on short wave pulse communication similar to that of the prejug, if with much less range.

One of the most important jobs of the mavōtur are to not only learn and study the world around them to increase their own intelligence and apply it to better the kingdom, but also to impart that same knowledge to the prejug of their kingdom in order to make that prejug smarter and more effective at its own job. As such mavōtur are naturally capable of absorbing mass amounts of knowledge and information quickly, allowing them to understand even very complicated concepts very easily. Additionally, they have magical abilities to analyze materials, quickly learn and translate languages, and memorize millions of pages worth in information all with relative ease. This in effect makes a prejug immensely intelligent, capable of complex levels of understanding smarter than almost all humans, drekir, and ormer. However, they are known to be emotional and can get manipulated or outwitted by those who may not be smart enough, but more than witty enough.

The average natural lifespan of a mavōt is anywhere from 400-600 years. It will take 84 years for a mavōt to biologically grow from a hatchling to adult. Due to this long time to rear and raise a mavōt from the egg into adulthood they are heavily protected as children, hatchlings are almost never seen.



Mavōtur are often called up in small numbers for conflicts that require the use of heavy magical power. Anything from

sieging and assaulting sivilão, human, or drekir towns to commanding forces in larger conflicts and generally providing a powerful magical air presence for the sivilão militarily. However, Mavōtur are only called to combat in very limited numbers and only for situations that warrant their power due to it not being the primary calling of their caste and the fact that mavōtur tend to have a small population and it takes a long time to bring another mavōt to adulthood.

The common duties of the mavōtur are to analyze and learn about the world around them to present that information to the prejav, and if needed to the lower castes.

Additionally, they also work on music and architecture for the kingdom to make it as beautiful (by sivilão standards) as possible and to write the music that they themselves will sing for religious ceremonies. In leu of the prejav for any reason (such as the prejav unearthing itself to defend the kingdom) then a council of mavōtur are to take it upon themselves to manage the kingdom and keep the schedule running until the prejav returns and roots itself back in. Since they are able to utilize the same magical pulse form of communication as the prejav, thus allowing rapid communication with a large group of people regardless of what languages everyone speaks (which the mavōt would be fluent in anyways) means the mavōt is also an incredibly useful diplomat. Allowing them to negotiate effectively and with optimal benefit towards the interests of the kingdom.

One more role that isn't directly stated is to manage towns that belong to the kingdom, yet also reach far outside the communication range of the prejav's pulse. This is a common occurrence in larger kingdoms and in these situations, it often falls upon the duties of the mavōt to function in the prejags stead, managing the border towns as needed to ensure the security of the kingdoms border and outer town. While immensely intelligent however, a lone mavōt, or a very small number of mavōtur tend to quickly fall behind their duties due to emotional issues related to them being stuck in the management of the borpar.

Relations with drekir and humanity vary, commonly it is related to conflict as usually they are either defending themselves during missions of study and research from human or drekir attackers or called to the duty of the kingdom to serve as commanders or combat dragons against the enemies that kingdom needs to take care of.

However, in some situations the mavōtur have been known to grant knowledge to others, mostly drekir. This is often the case when the mavōt is the survivor of a fallen kingdom and has no allegiance to follow and is often more of a desperate act as the mavōt's lack of purpose will drive it to impart knowledge on whoever he/she finds in order to at least keep up their basic function as a teacher. Teaching humans is less common due to the magical pulse communication often warping the humans mind in a way that is likely to drive them mad.

In combat, it isn't unheard of for drekir and humans to take down a mavōt or two. While they are tough thanks to their mana-stone protection, and their magical combat dragon breaths incredibly powerful they aren't invincible and can be taken down with enough firepower. It often comes down to the job of heavy artillery, ballistae, or just enough gun/arrow fire to knock one to the ground and overwhelm it then with enough numbers. If one is on the ground an angry mob of 50 or so drekir have been known to overwhelm and kill a mavōt. Additionally some more organized drekir will employ the warriors from the drek breed of DrekirHimi (wyvern drekir) or take flight with the sivilão Lindir wyrms to fight air battles against them. Lastly humans often just employ helicopters against them to decent effect. If the dragon is in the sky and his/her opponent lacking in ranged weaponry however, then it's better to run than fight the mavōt.

Ormer: Caste of Warriors, VerdaStal Smiths, Wardens and keepers of Civility

Ormer are stationed throughout a kingdom and take up a larger percentage of the population than the mavōtur, usually around 20% of the population is of the ormer. An orm is a large, naga like cyclopes creature. A large, one eyed serpent with two arms, that reaches upwards of 40 feet in length and often stand at around 15 feet tall.

While capable of magic, ormer aren't usually taught it and aren't ever as good at it as the mavōtur. They are fully biological creatures, requiring food, water, and sleep and are capable of getting sick if outside of the care of the prejag. Lastly, they have to communicate by voice, lacking the magical communication of the prejager and mavōtur. As such, they are taught the Sivilão language of Ōndal Ormer are incredibly powerful creatures, more than capable of headbutting through unreinforced cement walls



and throwing ruined cars to the side with ease. Additionally, they are shockingly mobile for their form, slithering up to 60MPH if they put enough effort into it. The strength and speed of the ormer allows them to overpower most opponents they might face, including the mavōtur if they can get the wyvern grounded. While they ormer don't grow mana-stone like the mavōtur for protection, their scales are notoriously thick and easily capable of deflecting smaller and slower projectiles. Combined with their use of VerdaStal makes them incredibly difficult to stop in a battle.

An orm will usually live up to 250-300 years and only take 54 years on average to rear from hatchling to adult. This allows them to be comparatively easy to replace in the case of casualties in a fight (sivilão really think of the long term). While they only have a single, cyclopes eye, this eye is well suited to seeing an incredible distance with the ability to focus and catch even minute details. This makes them well suited to searching and guarding areas and positions. In terms of intelligence they are of similar intelligence to humans and drekir, they are not dumb brutes by any sense of the word and are more than capable of clever tactics and strategy, especially in situations where they know they can't brute force a conclusion.

In terms of purpose the ormer are the muscle of sivilão society, serving as it's general fighters and guardians. While the ormer are allowed to call up the driyalkir to support them on missions that may lead to combat, it is expected that the ormer should be able to function alone or in groups. Any sort of situation that the kingdom needs done that has a chance of ending in aggression will be well suited to the Ormer. Instead of magic, Ormer utilize weapons and armor made of VerdaStal, a nigh mithril like metal more than capable of handling weaponry up to and including large caliber weapons if it's thick enough. Weapons are often identical for the whole kingdom's force of ormer and vary from kingdom to kingdom but are always uniform within each kingdom. Some common armaments may include large swords and shields, giant hammers and mauls, giant axes or glaives, etc. With VerdaStal being worn depending on the severity of the situation, an orm that is scouting human ruins outside it's kingdom's borders is not going to be as heavily armored as one that is about to take part in an assault on a drek town's walls.

Another important role is the processing of VerdaStal into usable tools for agriculture and construction as well as weapons and armor for combat. Ormer often work in VerdaStal workshops and forges (assisted by drekir and driyalkir) to hammer together as much VerdaStal as possible. Since VerdaStal is the only metal the sivilão use this is one of the most important jobs of the kingdom. The quality of the VerdaStal they make varies on the tools they are making; simple farming tools aren't going to have as high a quality of VerdaStal as armor might. Usually the majority of the ormer in a kingdom are working in the VerdaStal forges until a call to action is decreed by the prejav, it is rare for all the ormer to be called up for a fight unless times are desperate. So the forges are almost always working daily to crank out more VerdaStal.

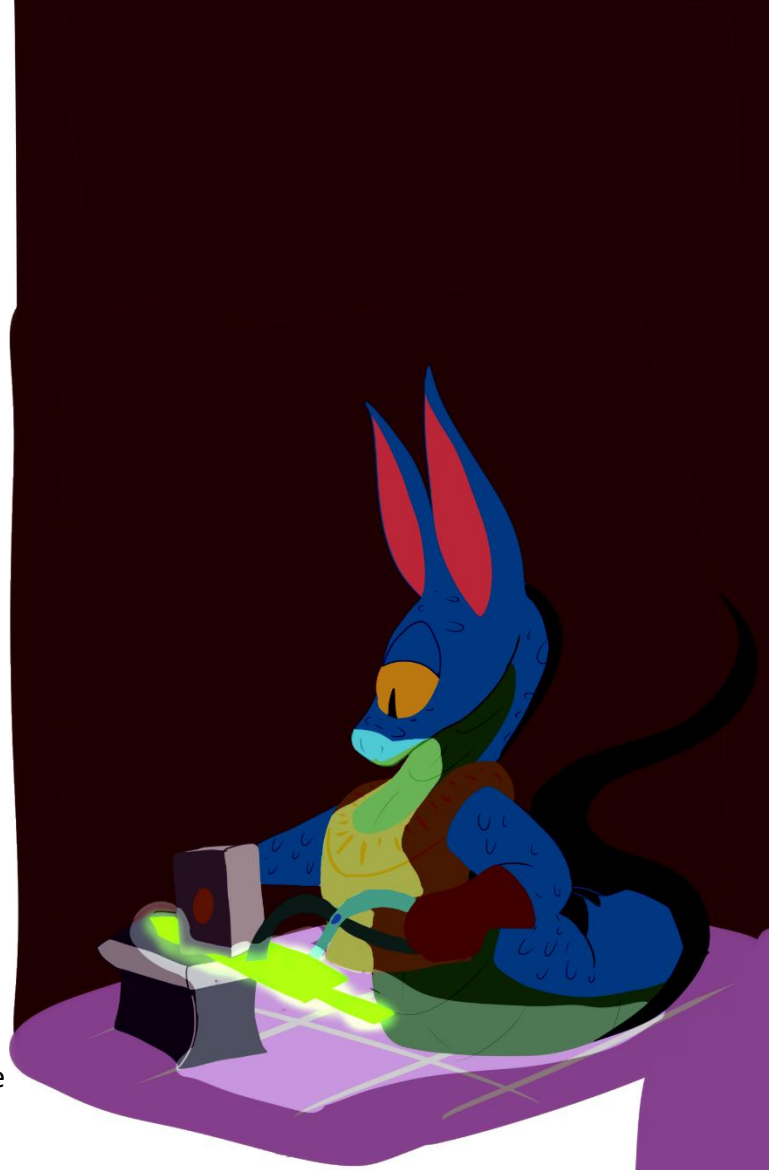
The final job of the ormer is to function as the policing force of the kingdom, if criminal activity is discovered then it is up to the ormer to mobilize a raid of driyalkir and ormer to take care of the problem. A crime can range to anything from missing a religious ceremony that involved the caste that criminal was in, to assault and violent crimes, to attempting escape or starting a rebellion within the kingdom. Dreikir tend to be primary criminals of sivilão society due to their unwillingness to be within said society, however that doesn't matter much to the ormer. The criminals are not working towards the benefit of the group and must be brought to justice.

Punishments also come down to the ormer, that will be covered in more depth later but it often falls down to the ormer to ensure that the process of criminal brandings and all records of the actions are written down and turned in to the mavōtur to study, memorize, and pass up to the prejang.

Ormer are taught the values of stoicism and professionalism, which especially applies to their interactions with humans and dreikir who are some of the more frustrating beings to converse with. Frequently fights will break out between ormer and other parties but being a member of the primary military caste means that an orm is a dangerous warrior as much as they are a skilled teal smith and generally stoic individual.

Ormer are well known by drek towns and survivor groups as they are one of the most commonly seen sivilão outside of a caste kingdom. Since they often lead driyalkir militia in battles it's rare to see them alone. But if they are alone then they are difficult to take down, but not impossible. 10 dreikir are more than capable enough to overwhelm a lone orm, with some tactics being to crawl onto the orm and attack it's lone eye. Unarmored ormer are vulnerable to anything from gun and arrow fire to stabbing weapons, magic is also very effective.

In the case of heavily armored ormer, you can't easily shoot through VerdaStal nor stab through it. This often requires the use of explosives, magical or otherwise. Often humans will employ rockets against armored ormer, dreikir will often utilize crossbow launched explosives, magical fire, or even improvised cannons to smash into an orm with enough force to knock it down. But since it's rare to fight just a single orm makes ormer an incredibly common, and incredibly dangerous fighter that is generally better to hide from than fight.



Driyalkir: The Caste of Integration for the Drekir, and Militia

The Driyalkir are a new caste that has been created by many kingdoms due to the sudden and massive influx of drekir. The driyalkir are a breed of drekir unique to sivilão societies and can only hatch as driyalkir from within the range of a prejags magic. While they are drekir, they are notably much larger, standing at about 6 feet tall and growing large scale plates and fangs suited towards tearing the tough meat of the lindir. Driyalkir tend to take up about 25% of the kingdom's population depending on how many drekir are taken into the kingdom.



The driyalkir were originally in the caste of the drekir, however with the massive numbers of drekir showing up, with many being fiercely rebellious, not speaking the language of the sivilão, and generally just being uncooperative warranted a constant watchful eye to both help teach the drekir how to adjust to sivilão society and manage them. As such the driyalkir caste was made.

A Driyalk is quite able to overpower a drek or a human with physical strength and can sprint upwards of about 35MPH. Driyalkir are fully biological creatures and need to eat, drink water, sleep, and generally have to meet all the needs of normal biological creatures. A Driyalk is about as intelligent as a human, drek, or orm and is more than capable of learning and understanding concepts similarly to a human. Like drekir they live up to 110 years on average and reach maturity at around 21 years. In terms of magical capabilities, a driyalk is similarly able to

The first and most important job of the driyalkir is to help the drekir adjust to life in a sivilão kingdom. This is everything from teaching them the sivilão language, culture, traditions and customs to providing them emotional support to keep them happy and functional in sivilão society. Often a single driyalk can manage up to 20 drekir, this can be a bit of a handful especially when it comes to making sure they are all doing the proper jobs of the caste or if members within the group don't want to be there and are rebellious. However, driyalkir, ever ready to serve the kingdom will work tirelessly to make the drekir they are working with as the best they can be in service to the kingdom.

The second job of the Driyalkir is to serve as a militia force to support the ormer militarily. Often forming the bulk of sivilão military actions. They tend to be equipped and trained to fight in dense formations, things such as shields and spears, halberds, and bows. Driyalkir tend to be led by the ormer. Being heavily armored (though not to the extent of the ormer) driyalkir are often a dangerous force when they are formed together in their formations.

While the caste of driyalkir often only consists of driyalkir, drekir themselves can essentially be promoted to the caste of driyalk. Drekir that embrace sivilão culture and show

exceptional service to the kingdom as a drek will magically be brought up to the caste of the driyalkir and will then be required to take on the same jobs. They are more commonly used for support and management of drekir since they have more relatability to newcoming drekir. These drekir-driyalkir are often maligned by less cooperative drekir who see them as surrendering and kissing up to who they see as kidnappers. However, Drek-Driyalkir are an incredibly useful asset to a sivilão kingdom and tend to be heavily protected due to their usefulness.

Driyalkir may also take it upon themselves to take upon the duties of the drekir if there are not enough drekir to do said jobs. As such it isn't uncommon to see driyalkir additionally take up the tasks of farming, mining from VerdaStal shrines, assisting ormer in the forges, constructing buildings, and other forms of labor. Some driyalkir may take these jobs up regardless of need just to help the drekir they are working to adjust follow their lead, to lead by example.

Lastly, driyalkir are expected to report their progress, work, observations, and other information gathered from the drekir they are teaching to the mavōtur. The mavōtur can then process that information and report it, and some potential solutions to issues, to the prejav. Additionally, it is up to them to try and resolve conflicts as they come up, they do have permission to use any resources or assistance needed to

In terms of conflict driyalkir are a militia force, while they do believe in fighting for the kingdom and voices above, they aren't the best trained due to their other duties. As such driyalkir can on occasion lose themselves in a fight. Either breaking formation to charge an opponent who just killed their friend or panicking and having to be pulled out of a fight. However, even though they lack the crack discipline of the ormer they are still very dangerous and more than capable of taking down a unskilled drek or human fighter with few problems. Due to them often being somewhat less armored in combat than ormer, it is possible to take them down with enough gunfire, arrow fire, or a skillful knife stab.



Drekir: The Caste of Agriculture, Construction and Industry.

With the old drekir becoming the driyalkir, the drekir caste now falls upon the newest drekir, those who have lost their humanity to the pulse. To be brief since there is a planned drekir biology booklet coming, drekir vary wildly in breeds but tend to be small, around 4 feet tall and similar to driyalkir in biology and lifespan. Drekir tend to have the highest population in a sivilão society, mostly because of the sivilão often take many of them, often by force.

The primary job of the drekir is that of Agriculture, they manage everything from planting and harvesting draconic crops, raising, slaughtering the meat of sivilão animals. Finally, cooking the food into a general stew or preserving it for future use. This is where most of the drekir work, often farming with great scythes or sickles and caring for sivilão animals in large stables.

A secondary job is to construct buildings across the kingdom, it is most often housing and hatcheries for future generations. But can also expand to everything from granaries to fortifications and even mavõt libraries in the case of more trusted drekir. Usually this involves the use of mana stone and the demolishing of old human ruins or wilderness if either is in the way.

The final job that belongs to the drek caste is to support the VerdaStal forges of the ormer, often working by both mining VerdaStal crystals from the VerdaStal shrine towers to helping move tools and VerdaStal about the forges to assist the ormer in finishing their work on armor and weaponry. Albeit many kingdoms have forbade the drekir from working too freely in the forges thanks to weapons disappearing and then reappearing in a drek shack or amongst a rebellious mob.

Due to often being brought to the sivilão kingdom by what is often viewed as forceful kidnapping, drekir are often heavily rebellious. Which has generally confused the sivilão who figured the drekir would eventually find out about the divine duty. But drekir tend to be treated decently well provided they do their job and work honorably, as well as not causing too much trouble.

Due to the sketchy reliability of most drekir the sivilão rarely actually use them as militia like they do with the driyalkir. Because of this it is rare to see any drekir in a sivilão fighting force. The only exception would be drekir who have been gifted up to the new caste of the Driyalkir.

Economy

The sivilão are relatively lacking in terms of human ideas of what an economy might be. Kingdoms are designed by the sivilão to be entirely self sufficient and as such, the sivilão don't engage in trade or commerce nor do they currency. The sivilão don't even barter. Instead they will give you what you need as long as you do your job. Payment in sivilão society is a roof, a bed, and a meal.

So, trade is at best, a new and foreign idea to the sivilão and at worst, an unholy offense they may resolve by forcing you into the kingdom to show you some sivilão culture. That said, there are three primary resources, or industries that the sivilão prioritize and focus on maintaining to ensure the kingdom can maintain itself successfully. These three industries are **Agriculture**, **VerdaStal Shrines**, and **Magic**. Provided these three industries are well maintained and fruitful, then the society will continue to function without much of a hitch. Additionally due to the centrality of a sivilão kingdom it's hard to disrupt any of these industries easily.

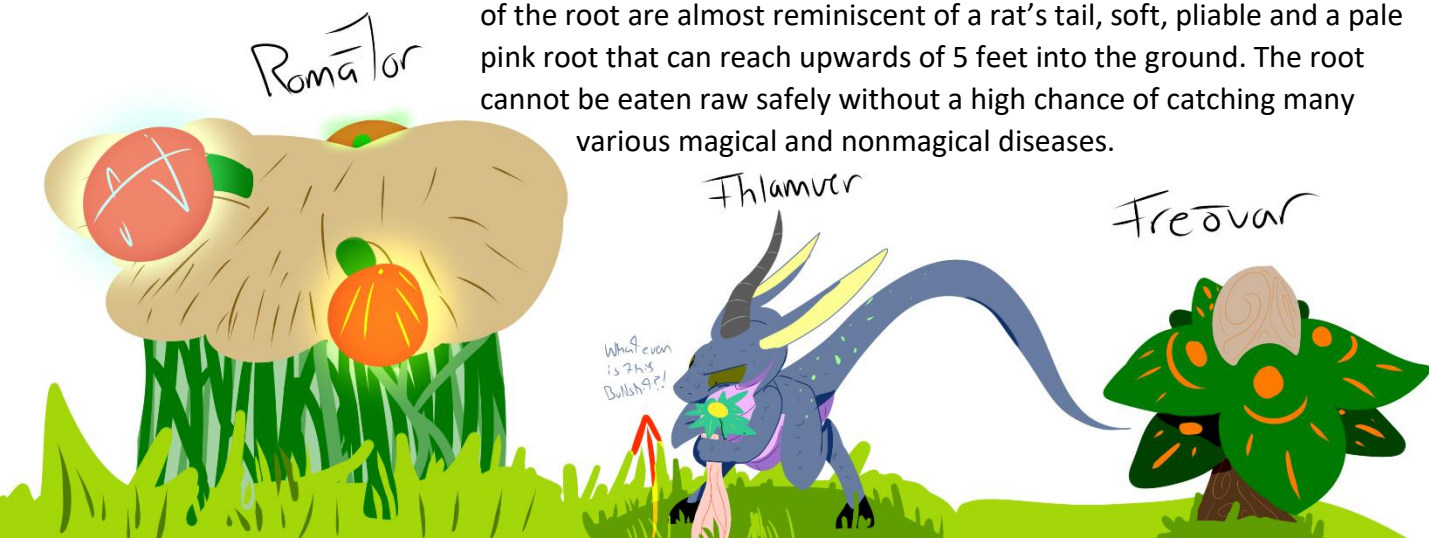
Agriculture

Sivilão kingdoms tend to farm only a handful of crops with little variation from kingdom to kingdom. There are three primary crops that are farmed and cooked in sivilão society.

Romātor (*Romāt singular*) Often nicknamed dragonfruit by the drekir working these fields, romātor fruits grow at the top of stiff stalky plants. Romātor vary in size from the size of a hand to the size of a basketball. The fruit can best be compared to a tomato, being incredibly juicy and filled with seeds on the inside. The flavor is often reported to be subtly sweet but not otherwise strong in flavor, the seeds and thick juice often giving a very mushy texture.

One important fact of the fruit of the romātor is their high mana content. While most of this is often cooked out when the fruit is used as an ingredient or itself cooked, one can easily extract the mana from the fruit with a simple, fine strainer. Additionally, this mana is elementized in each fruit differently. Sometimes it's a subtly icy mana, ice cold to the touch, or potentially acidic, being mildly corrosive. With other variable elements (fire, wind, water and even electricity)

Thlamver (*Thlam singular*) Often nicknamed Tail-wheat by drekir digging the plant up, thlamver plants are harvested for their long, winding central root. The appearance and features of the root are almost reminiscent of a rat's tail, soft, pliable and a pale pink root that can reach upwards of 5 feet into the ground. The root cannot be eaten raw safely without a high chance of catching many various magical and nonmagical diseases.



Due to the root's soft nature it is easy to form into various forms. Most often used in sivilão stew as a dumpling like shape to be cooked into a soup, it doesn't expand much if cooked. Often drekir may cook it into a slimy flatbread, giving thlamver it's drek name.

Treōvar (*Treō singular*) Is often begrudgingly called simply "actual wood" by drekir, treōvar are best described as short stout plants with several broad leaves, and from the center will grow a stiff, woody bulb that is harvested for food. The fruit is almost impossible to eat raw or to really mix in with anything, when cooked thoroughly the inside tends to become something similar to a thick pudding and is edible however the outside is still as hard as a log. This hardness also is what keeps them good to eat for long periods of time, making them a common and great travel food for sivilão travelers.

Domesticated Animals

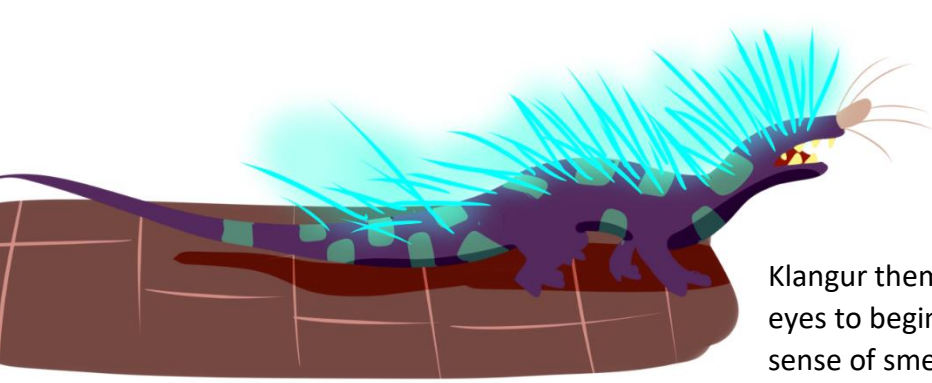
Sivilão have a minimum of domesticated animals, they don't believe in riding said animals nor utilizing animals for anything other than food, believing that it is unholy to rely on beasts to serve for any means other than food.

Lindir (*Lind singular*) Are the most common meat animal in sivilão society, lindir are large snake like creatures that have live mostly off of grazing pastures. They have two front arms for moving around, and four wings that allow them to take flight. Sivilão will commonly just clip the wings of the lindir, only letting them grow when they need to be transported over a long distance, in which case they will have a couple mavōtur who will temporarily be assigned to shepherd them in flight.

The meat of the lindir is a tough, stringy meat that is best eaten in a stew or soup, which is a sivilão specialty. Often drekir outside of sivilão kingdoms have been known to steal these creatures and repurpose them as flyable mounts to ride into combat.

Klangur (*Klan Singular*) Are a common pest often "repurposed" into sivilão stews, particularly in border towns where food supplies can occasionally run low, though on occasion they are more officially raised for food. Klangur are best described as skink like creatures protected by dozens of long spines along their back, each needle made of crystalized mana. The meat is best described as naturally greasy and fatty. They are known to eat anything both dead and edible





Kiangur

Kiangur themselves are blind creatures, having no eyes to begin with, instead they rely on both their sense of smell and their spines, which serve as feelers as well as defense. If these spines poke something, then they are injected with a mana heavy venom that is known to cause temporary or permanent paralysis.

Ōfar (*Ōf singular*) Are a rarer creature often utilized by coastal or island fairing kingdoms of sivilão, being raised in pools. Ōfar are aquatic bottom feeder eel like ocean snakes, notable for their natural defensive mechanism of excreting a thick, viscous poison that can seep through the skin of a victim. Of course, when cooked the poison glands are removed and the meat thoroughly cleaned, the meat is distinctly chewy.

Often the sivilão will only cook stews, soups, or other similar dishes. They will usually just throw everything they have into large pots and cook it that way. This lack of variety is usually fine amongst sivilão raised dragons, who see food as not something to enjoy and more something to keep you going. Usually non sivilão drekir are a lot less appreciative of the lack of variety though and it is often a problem for many.



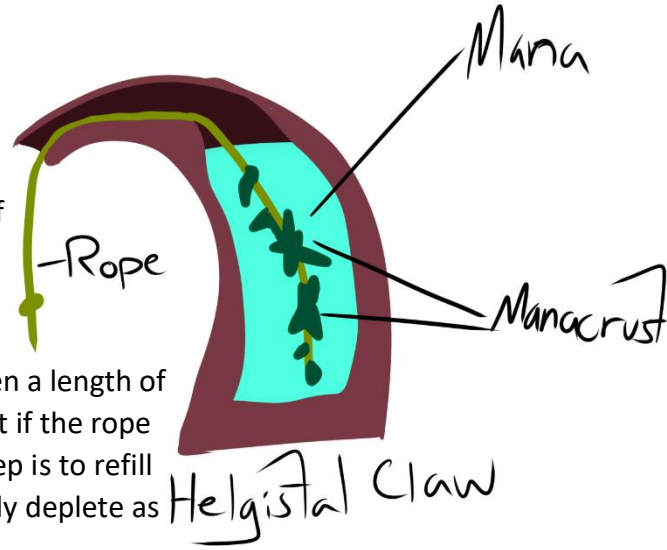
VerdaStal and Rumlar



Manacrust (referred to as Purōkor) is a material that singlehandedly builds sivilão buildings, paves their roads, holds their stories, cuts down the trees, cuts the meat and arms the warriors. Purōkor is probably one of the most important things to sivilão kingdoms, on the same level as food. A lot of sivilão religious beliefs, cultural norms and ceremonies are based around VerdaStal.

VerdaStal Production is normally done via a massive structure known as a *Helgistal* which simply means mana shrine. These vary in size, smaller shrines in rural towns might only stand 10 feet high while the massive ones expected in sivilão ōfuth capital keep might reach well over 200 feet in height. These shrines can be best described as towers that are topped with several curling, hollow claw-like structures, the material can vary but sivilão helgistal are usually constructed of manastone, but in the case of improvised helgistal structures wood, concrete or stone can suffice.

Helgital are structures that are gather mana out of the air and allow it to crystalize on the claw structures, similar to how sugar crystalizes. The basic process involves 'seeding' the shrine with mana, this is generally done by filling the claw structures of the shrine with mana. And then a length of rope must be rested in each claw, the shrine functions best if the rope is 'seeded' with shards of verdastal. The final important step is to refill the claws with mana periodically, as the mana will gradually deplete as it hardens into a crystalline structure on the rope.



Repeating this process for long enough will result in the claw filling with (ideally) a large chunk of purōkor. This is often pulled out by a non-submerged piece of the rope and taken to be smelted and refined into verdastal or manastone. While purōkor can be produced by other means this is usually considered to be the most efficient manner and is also seen to be the most respectful towards the Raddir.

VerdaStal Processing Is a separate process from manastone processing but generally is done with the same material, mana crust. The first step for processing purōkor into verdastal is to crumble it into as fine a powder as possible, it is commonly done with hammers, picks, and devices similar to a mortar and pestle and is a task typically given to drekir. This makes it easier to melt the crust into a liquid

The next step is to melt the purōkor powder, however normal fire will not work due to the magical nature of purōkor. Instead, the forges must be lit with dragonfire and that fire sustained by liquid mana. Once the powder is melted into a liquid it is casted into a basic shape for hammering, once the mold dries then the basic metal is reheated, hammered and shaped, hardened, and then polished or otherwise prepared for whatever task the metal is going to be put towards.

Rumlar Processing Is often just called manastone by drekir and is prepared in a separate process from verdastal processing but generally is done with the same material which is again, purōkor. The first step is heat up the mana crust with dragonfire until it becomes pliable. While it is still green hot and semi solid, it must be quickly frozen and left out to cool. Once it hardens it is an immensely strong material similar to hardened concrete and is used to build many sivilão buildings.

Magic

Magic and mana themselves are just as important as the other major industries in sivilão society. Having enough mana allows the higher castes, the mavōtur and prejang, to operate at peak efficiency as well as allows a kingdom to modify the local environment, fuel dragonfire for melting verdastal, and generally help maintain infrastructure in sivilão kingdoms.

The most common sources of mana are either found as mana puddles or ponds, Voicelakes, or just from extracting mana from romātor fruits. Mana is typically stored in VerdaStal tanks stored in the deeper districts of the town or city.

Prejag and Mavōtur upkeep: Mana allows a prejag or the mavōtur of a kingdom to keep their magical abilities as high as possible. It is common for mavōtur to drink mana once a week as well as give it to the prejag of their kingdom. This heavy mana upkeep helps especially when a prejag isn't able to extract magic from the air around them as normal, which does happen on occasion. It also allows the mavōtur and the prejag to utilize more powerful magic, often a prejag can extend its pulse range thanks to extra mana and the mavōtur are well known for drinking a lot of mana prior to a large fight.

Infrastructure around the Kingdom: Often mana is elementized and used for purposes from lighting, cleaning, and heating or cooling. In larger cities lamps are often built of glass bulbs with mana, homes heated by boxes of fire elementized mana or the reverse with iced mana, and acid mana is frequently used to clean things in a manner similar to an industrial solvent.

Spells for infrastructure: Magic as spells are also really important for sivilão religion and infrastructure. Breathrowing is a common discipline for most aspects of sivilão life, whether its lighting forges with dragonfire, freezing mana stone, or using lightning as a signal in combat. Additionally, the sivilão are well known for their knowledge of a discipline for enchanting tools, weapons, armor and buildings. Though this discipline is nigh impossible for drekir to decipher it allows the sivilão to field some truly impervious verdastal armor and farming tools that will never go dull.

Rites of the Raddir: *Bayir fa Raddir*

The sivilão believe that the Raddir are to thank for both their prosperous societies, fresh fields, and most of all, their verdastal shrines that allow everything to function. As such they dedicate many rituals, rites, and holidays that are dedicated towards the Raddir.

Additionally, these holidays also serve to both manage social life and build bonds between members of the castes to promote group unity and cohesion. Lastly these holidays are often used to both prepare and gather VerdaStal from the shrines, seed the fields and many other sorts of important societal functions. This helps to keep sivilão society functioning day and night, making month to month life consistent and rigid in form.

The sivilão holiday system is cyclical rather than annual. A holiday will happen after a certain amount of days within a year rather than annually, most holidays will occur upwards of 10-20 times within a year, as well as the rites that happen even more often.

General Daily Prayers: Once in the day, each member of a caste dragon society is to group with their fellow caste members and commence in a group prayer. The specific times vary from kingdom to kingdom, but the cycle of prayers is always started by the sivilão kingdom's prejav, and each caste follows suit all at once, and at a specific time.

The Prejav's prayer is often the most visually dramatic, often delivering a programmed magical message that is shot into space towards the Raddir. Whether or not they listen to this prayer like all other prayers is unknown and reliant on faith. While the prejav does not operate on the idea of faith it does nonetheless send them daily.

The Mavōtur prayers are often represented through a motet style choral presentation of mutually agreed matters of importance. Additionally, in these polyphonic songs there are more general prayers for a future good wealth of knowledge.

The Ormer prayers are built around the sounds of smithing and battle, more resembling percussive rhythmic grooves and war chants than a motet, ormer prayers are energetic and rather intense. Generally, they pray for good health and good security as having to go on a sivilão campaign, while they don't see it as a bad thing, should best be avoided, nonetheless. Additionally, it is common for the ormer to pray for good verdastal harvests from the shrines.

The Driyalkir and Drekir pray together, with the driyalkir frequently managing and helping the drekir through their prayers, often this takes the form of unified singing, praying for mutually agreed matters. These songs are typically without rhythm, resembling more of a Gregorian chant than a polyphonic motet. Common things prayed for are ~~freedom~~, good harvests and fruitful verdastal shrines.

Holidays

The sivilão have many different holidays, each with a distinct purpose both in religious, social, and organizational purposes. These holidays will be arranged from the shortest cycles to longest cycles.

Leka Fordao: once every 90 days

Meaning Trust Work, there is a leka fordao for every *caste*, these are simply referred to as Leka Fordao [insert caste] for example, *Leka Fordao Mavōtur*, *Leka Fordao Drekir*, etc. etc.

These holidays cycle between the castes in a continuous loop with only one caste celebrating the holiday at a time, meaning the holiday's celebration for one caste will only happen once every 360 days. The caste that is celebrating leka fordao is able to take a day off of work, they are however required to commit to various games to compete against and with members of their own caste. Common activities that are amongst all castes are races (by flight, foot or slither) competitions related to their work (ormer feats of strength, mavōtur feats of magic, drekir feats of endurance) or a common ball game known as *Boltom*, which can be very roughly compared to something akin to a mix of football (soccer) and tetherball where players (all from the same caste) attempt to kick a ball roped to a pole in a full circle around a central pole before the opposing team does. With a lot of ball intercepting and rather intense ball speeds being rather normal.

After a few of these games are complete then the rest of the day is allotted for the members of that caste to relax and enjoy a day off. Within the next day their work will resume as normal.

Leka Fordao Prejag is a rather interesting event, as it is the only time a prejag will not take on its normal duties, instead seemingly going idle without falling asleep, over the next 24 hours it will reshape the 3 manastone masks on top each of its heads. A council of mavōtur will manage the kingdom in the stead of the prejag for the day. It is unknown even amongst the mavōtur as to why it does this on its holiday as the point of this is unknown.

Rug āf Stalagu: Once every 115 days

Meaning the day of blessed scales, this is the holiday associated with the production or harvest of mana crust. This cycle is completed over two celebrations of this holiday, simply put, the first step of the holiday is seeding the helgital. This will take up anywhere from a day to a week to accomplish, this varies mostly because of differently sized helgirstalar take different amounts of time to seed.

However, the first half of the day will always start with a marching dance around the shrine by the drekir and ormer who will take part in the seeding or gathering of the mana crust from the shrine. The second time the holiday comes around will be for harvesting mana crust from the shrine, the same dance will take place prior to the gathering.

Grah Tori Thrum: once every 122 days

Meaning the Low Star March, Grah Tori Thrum is a holiday that is centered around the burial of the dead and a tribute to the 1st construction. Bodies of the dead are kept in a special building in all sivilão settlements, towns, cities, and òfuthar capitols known as a *ūrngrof*, a grave tower. The bodies are either preserved by the kingdom's prejav or, if out of the range of the prejav's pulse and magical influence, by a group of specialists mavōtur, either way it's done by magical means.

As such every 122 days, bodies are cremated in mass. All bodies are transported to the innermost byl of the òfuth and burned in a mass ring shaped fire. This ceremony does not stop the drekir or ormer from their duties, however, will take all the available mavōtur and a portion of the prejav's attention.

This is done in the belief that it allows all of the dead's spirits to move into the 1st construction all at once, hopefully staying together and returning to the kingdom through reincarnation.

Rug āf Raekir: Every 90 days (can vary depending on situation)

Meaning the day of eggs, this is the most controversial holiday amongst drekir and has been the cause of rebellions alone. But to the sivilão this is a normal holiday focused on reproduction and the creation of eggs to bring about another generation of sivilão caste dragons.

For any other day, the prejav makes all sivilão caste dragons within it's pulse range infertile in order to prevent overpopulation. This is particularly an issue with the drekir and driyalkir but applies to all castes to some extent. Every day this holiday occurs however, the prejav lowers this magic so that another generation can be laid and hatched.

The ceremony is often a day long event involving each caste meeting at designated points in their byl, or if in a smaller town then at the center of town and breeding. Due to the religiously enforced nature of the holiday, it is often this particular holiday in which drekir rebellions take place due to many drekir viewing this holiday as wrong.

The sivilão don't typically understand this argument as the continuation of the group should be more important than the complaints of a few individuals. It is typical for a large amount of drekir to be imprisoned and branded for insubordination and failure to uphold the caste.

Domer āf Moden: once every 6 months (Time is variable, depending on weather)

Meaning Rites of the Season, this is a holiday that is meant to usher in the next season, be it the cold or hot season. The sivilão only consider two seasons instead of four, simply lumping what we consider spring and summer into *Mavo*, with autumn and winter into the

season of *Hauvet*. These holidays are however near identical and are both known as *domer āf moden*.

The holiday is a day away from normal duties, instead, the day is spent in a long ceremony that requires the work of all the castes. Each caste takes to one of the *byl* in the capitol, or if in a smaller town, then they will set themselves up at certain equidistant rings within the town. The day will be spent in 2-hour segments of group prayer, usually seen as a tasteful combination of the prayers typically seen amongst the castes during daily prayers, as well as a circular marching dance with each caste marching in an orderly fashion circularly around either the central alter or the *prejag*. The *prejag* will then interpret this as a signal to change local environmental conditions and act, accordingly, thus ensuring a productive Mavo or *Hauvet*.

City Structure: Fim Bylor go Iro Fal

The sivilão kingdoms are often vast, covering hundreds of miles of what was once Wilderness and ruined prepulse cities across North, Central, and South America as well as the Caribbean islands. So, these kingdoms do need to be organized and the sivilão have their own particular system of organization.

Often for the sivilão, all of their towns, villages, and major cities are designed to be as self sufficient as possible. While it is often impossible for the towns to live isolated, they can often go for months without resupply from other towns within a kingdom. Due to this need of maximum self-sufficiency, all sivilão towns have their fair share of farmland and limited industrial capability, each town has a helgital and each town puts a lot of work into gathering mana.

Since each town is generally self-sufficient, this allows different towns to have different jobs in the larger plan of the kingdom. This idea of towns and cities having individual jobs is known as *Iro Fal*, or four towns, these classifications are as follows:

Ōfuth Rāddir: Meaning the keep of voices, and just ōfuth for short, and ōfuthar plurally. A ōfuth is what could be considered the capital of a sivilão kingdom, always built of five districts known as *Fim Bylor* that will be discussed below. The ōfuth is the home of the sivilão kingdom's prejav as well as the vast majority of the kingdom's population, as such it is the center of all the going ons of the whole kingdom. Sivilão dragons are often sent out with supplies out to the border towns to help resupply and ensure things are well between towns, additionally this is where all sivilão dragon eggs are hatched and the children raised. Lastly this is the city where every sivilão kingdom keeps vast disc libraries of information for reference by the mavōtur and storage in case of any prejav related emergencies.

Often this is where most drekir who are captured by the sivilão on campaigns into the untamed lands will wind up. The logic being that putting them in the heart of the kingdom will both dissuade attempts to escape and also help them acclimate to sivilão life, being surrounded by the dense cultural epicenter of that kingdom.

The typical population of the Ōfuth numbers anywhere from 50,000-200,000 sivilão caste dragons, the number varies depending on the size of the kingdom in total.

Tunlar: Meaning lumber town, and just Tun singular. Tunlar are a little more than farmland, frequently these towns are used for all manner of economic resource gathering, trees and wood gathering are the most common, but in addition it is common for these groups to mine stone (if they think it looks nice since they have no practical need for it) and even on rare occasions the storage and studying of prepulse knowledge in some kingdoms. Generally, tunlar are some of the least populated and are built the closest to the ōfuth of any given kingdom. This close proximity often means that the outer walls of the ōfuth are just at the horizon and easily within a day's walk from a typical tun.

Igivār: Meaning fortress, and just Igi singular, the Igivār are exactly what the translation means. These towns are usually placed inbetween the ōfuth and inner Tunlar, these towns are often heavily fortified, with similar walls to the ōfuths defensive walls and being particularly known for having a heavy ormer population, even outnumbering the drekir and driyalkir in some cases.

The point of these towns are to serve as the second line of defense in case invaders break through the borpar and start pushing into kingdom territory, often these towns are stocked with a lot of extra rations and are usually built to withstand heavy magical mavōt bombardment and prolonged sieges. These towns are also lean on anything not conducive towards ormer, military operations, or siege warfare. As such there are no hatcheries in these towns nor are their any religious shrines outside of the town helgital for repairing defenses and arming the sivilão.

In the event a kingdom is destroyed by some sort of army or event it is typical to find one or two igivār still standing as isolated bastions that the surviving sivilão of the fallen kingdom will flee to and attempt to rebuild and resist their invaders for more time. Often in the event they are left alone these towns become sivilão bandit fortresses full of caste dragons who have lost their purpose because of the death of their prejag, and due to this become bandits.

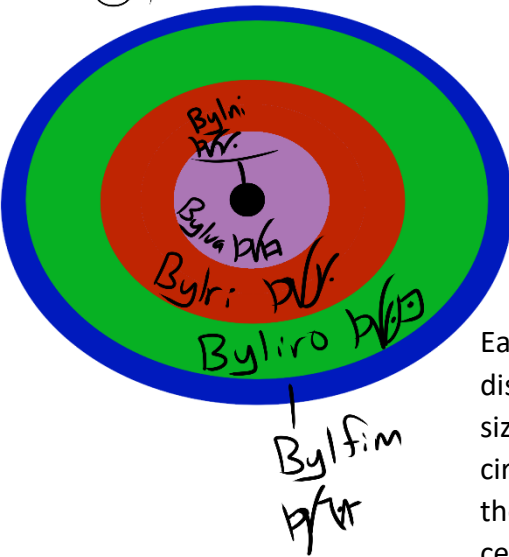
Borpar: Meaning Borderland, and just Bo singular, the Borpar are simply border towns and have the most roles in sivilão society. Borpar mainly are meant to keep the borders protected and be an early warning system against invaders but are also used as gathering points for sivilão armies before they march away from the kingdom for their own campaigns. They are also used as drekir management stations before those drekir are sent deeper into the kingdom towards the ōfuth.

Life in a bo tends to be quite boring though, often more stuck on administration and farming duties as opposed to the more intensive worships and drilling seen in towns deeper inland. With the borpar usually out of communication range with the kingdom's prejag you also see issues with administrative corruption and lethargy plaguing such towns. Frequently the sivilão here are more willing to bend the rules and not try to just run over a nearby drek town due to reasons of economic benefit or other reasons. It is also common to see the sivilão here dabble in technology that isn't necessarily sivilão approved, such as human weaponry, verdastal guns, and other such weapons that might potentially get them in trouble deeper within the kingdom.

The Five Districts of the Ōfuth Raddir: Fim Bylor

Sivilão city planning tends to mostly apply to the ōfuth, however as towns get larger then you will start to see similar city plans start growing. The sivilão concept of city layouts is referred to as *Fim Bylor*, or five rings.

ōfuth layout



Each ring can be considered a city district and usually carries a single economic job for the city. Additionally, it is common to see only one to two of the castes to live within a byl, while many ormer and drekir may go into the inner bylor there is usually a curfew that will force them out.

Each byl is separated from the other bylor by walls, forming ring shaped districts that radiate out from the center of the city. This ring will vary in size, with the largest outer rings being well over 25 miles in circumference. Below will touch on all the bylor from the outside in, these bylor are labeled by numbers, with 5 on the outside and 1 and the center.

Bylfim: Meaning the fifth ring, Bylfim is generally the home of the Ormer and serves primarily as an outer defensive position, often complete with massive ballistae, can catapults loaded with magical bombs. Additionally, the walls exceptionally taller than some of the inner walls.

The main purpose of this byl is purely to withstand a siege and protect the city from invasion, normally a successful siege and conquest of a ōfuth is known to take several years, with the first couple usually having to be dedicated to the powerful manastone outer walls and heavy fortifications. Defenders are often able to transport supplies and personnel rapidly throughout the entire perimeter thanks to the use of simple tunnel systems that connect to the inner bylor.

The Ormer living in this district tend to stay in barracks located inbetween the walls of Bylfim and Byliro

Byliro: The fourth ring, this ring is dedicated to agriculture and food production, often left with little urban development. This is the primary home of the Drekir and Driyalkir whom will spend their days farming this land and processing the food for long term storage or for the nights meal.

Drekir and driyalkir living in this district are organized into living areas known as Malīr, which are circles of simple clay homes that each house 4 drekir. Usually one or two driyalkir will also live in a mal in order to help teach and manage the drekir, helping them adjust to sivilāo life. Usually the maximum population of any given mal is about 20-40 drekir and driyalkir and several hundred scattered throughout the byl.

The rest of the district is almost entirely dedicated to agricultural life, mostly farming fields and pens for raising sivilāo crops and food animals, as well as storage for farming tools. There are a few main roads for transporting materials around the ōfuth or city but not much urbanization outside of the roads.

Bylri: The third ring, this ring is dedicated to industry and is inhabited by a mix of driyalkir, drekir, ormer and mavōtur. This district is dedicated to the development and processing of Verdastal metal, tools, weapons, and armor as well as manastone for construction.

There are usually anywhere from 6-12 helgital shrines evenly spaced throughout this ring district as well as dozens of forges and workshops that are constructed for smelting and refining the mana crust from the shrines into serviceable materials.

This byl is heavily urbanized, featuring large scale housing for the castes that live within it (segregated by caste) this housing is similar to something like an apartment complex, but more optimized for draconic body types such as nagas and wyverns. This is one of the busiest and most heavily populated districts of a ōfuth, almost under perpetual work in the manufacture and transport of materials for the kingdom to function and could be the most compared to our idea of a city.

Bylva: The second ring, this ring is dedicated to scholarly pursuits and is almost entirely populated by mavōtur, with the exception of a few trusted drekir or driyalkir assistants. This byl could be best described as an open-air library, vast shelves of verdastal disks with sivilão knowledge and history written onto them and stored in manastone shelves.

This is where the entirety of the mavōtur living in the city or ōfuth will sleep and do most of their work throughout the day. Only leaving on the need to do a job in another byl or in an emergency. While the byl is a massive library it can be anything but quiet, pulses from the mavōtur are known to drift through the whole district on discussions of recently learned knowledge, intellectual debates, or rehearsing music and songs for worship. Often overhearing the discussions and debates can be rather overwhelming for all but the most intelligent of lower castes.

Bylni: The first ring, this ring is the home of the kingdoms prejav in the case of a ōfuth. The byl is best described as a giant ceramic pot that resonates constantly, always humming a single pitch as long as the prejav is inside it.

There is nothing inside the pot with the exception of the prejav as the prejav does not sleep nor rest. It might be more accurate to describe bylni as the prejav itself! With the pot only being used as a magical amplifier of the prejav's pulse communications and magical abilities. In the event the prejav is not in the ōfuth, or the city itself isn't a ōfuth then the pot will be built, yet only meant to serve as a meeting area for the mavōt counsel to determine policies and management of the city or kingdom. With the combined effort of around 200 mavōtur it is possible to achieve a similar pulse effect that comparable in range to the prejav.

Law and Punishment: Tegūrri

If you are willing to take on the roles befitting of your caste, then the sivilão will be hard-pressed to punish you for anything. As long as you do your job in a caste dragon kingdom then your life will be hard, but safe and stable regardless of which caste you come from. The castes are always treated well as long as they uphold the decrees and caste roles of *Fim Ēodin*, worship the Āddir and take part in all required holidays.

Basically, do your job, don't cause trouble and you will be fine.

But there are many who either do not want to be in that kingdom, usually drekir who were taken from their old towns by force, and even higher castes that stray from their divine duties. There has to be a system of discipline and punishment in order to keep sivilão civilization together and functional. The method of discipline that is favored by the vast majority of kingdoms from Canada to Argentina is that of *Tegūrri*

Tegūrri means *branding* (tegūr meaning brandings or punishments interchangeably) is a very straightforward system. Each time a caste dragon commits an infraction they are captured, imprisoned and then branded with 1/3rd of a symbol known as a *tegēln*, the tegēln varies kingdom to kingdom. Regardless if the caste dragon in question keeps getting in trouble then they keep getting branded until they are at 3 brandings, showing the complete tegēln. Any further infractions will end with the private execution of the individual, as at this point, they have been deemed a disruptor of the fim ēodin and a terrorist within sivilão society. There is no court to determine the guilt of innocence of someone as typically when they do something wrong it is an obvious cultural wrongdoing.

Some common crimes that may result in a branding may be things like petty crime, thefts, burglaries, assault or murder and other similar crimes. Additionally, doing things such as attempting to leave or escape sivilão society or contributing to such issues such as being an outsider helping drekir escape. And lastly it is usually a crime to possess anything that was not made or claimed by that sivilão kingdom, as such no prepulse books, technology, or any form of non sivilão contraband.

The only way to be forgiven for a tegēln is to simply not commit any crimes for enough time for the brand to eventually either heal on its own. Which Usually takes about 4 months for a fully branded tegēln to heal.

This isn't to say crime doesn't happen in sivilão cities, while the ōfuth is incredibly strict due to the monitoring of the prejav and the more extreme beliefs of city sivilão there is typically a *little* more lenience within the more rural areas of a sivilão kingdom.



Interactions with Others

While each sivilão kingdom has its own quirks and takes on the foundation of sivilão civilization, there is one thing all kingdoms have in common and that is the inevitability to interact with others. From interactions with sivilão, drekir, and humanity their interactions are often important to both their survival and their prosperity.

Sivilão on Sivilão Interactions

While sivilão kingdoms tend to follow a similar code and foundation for civilization, this doesn't necessarily mean they will live in a permanent state of peace and harmony and as a matter of fact the reality is often more complicated. Sivilão kingdoms often interact with each other for a variety of reasons, while a conventional trade alliance simply does not exist in most sivilão kingdoms there are other ways they can interact.

There is an event that is known as a *Prejager Tumalom* which means a "Meeting of the Prejager". The name is quite straightforward, when two kingdoms make initial contact then it is common for the two prejager of the kingdoms to meet and engage in some form of discussion. This "discussion" is best described as a locking of necks, the three heads of each locking for upwards of a week. It is usually from here where the prejager of each kingdom will decide future actions. This event will reoccur whenever one prejag and their mavōtur determines that the kingdoms need to reconsider their relationship. This could be for any number of reasons but usually comes down to resources or the desire to expand one's own kingdom.

If both prejager decide a peaceful relationship should ensue, then the most common ways this takes form and impact in the DragonScape is by military cooperation and alliances as well as the trade of knowledge between the Mavōtur, who can then trade that information up to the prejag of their respective kingdom. This knowledge is usually more focused on artistic pursuits of the mavōtur, or observations on local wildlife, drekir, and humans provided it is different between the two kingdoms.

If a prejag decides that war is needed, then there are a few particular reasons. The first is resources, not every kingdom is prosperous and, in some cases, a prejag may conclude that the resources from the land of one of the neighboring kingdoms is going to be beneficial provided the campaign is swift and without much loss of kingdom resources or lives. Alternatively, it might go to something like the kingdom of Kōravil, which takes up over 1/3rd of Canada, which just particularly has a prejag that over thousands of years and many generations has just been more programmed inadvertently to be more warlike and imperial. But in any situation if a war is declared between sivilão kingdoms, then it is typical for those sivilão to fight for the destruction of the other's prejag to ensure the honor and dominance of their kingdom. Without the prejag and the destruction of the opposing kingdoms' ōfuth. As such it is typical to see sivilão vs. sivilão wars to literally tear apart the region. Usually the losers of the wars wind up either being absorbed into the conquering kingdom or left to flee and survive alone.

Sivilão on Drekir Interactions

With thousands of drekir, who were once humans waking up in the DragonScape tend to not have the same ideals as the sivilão who have set up their kingdoms in their stead. The sivilão perspective of these drekir is a lot of confusion for several reasons.

- 1) Drekir are to uphold the caste of the drekir, yet these drekir are instead setting up their own towns and villages and societies that are not part of the fim ēodin foundation of sivilão civilization
- 2) These drekir look nothing like the drekir (driyalkir) of the sivilão kingdoms, they are all odd and varied.
- 3) When the kingdom sends ormer to respectfully remind them that they are to join the kingdom and work the proper role of the castes they seem to respond by either arrows or strange fire lance devices that are rather painful.

Faced with these issues many kingdoms instead will just assault drekir towns, capture and take captured drekir back to the sivilão kingdom and teach them how to live in proper society. This does not reflect well with the drekir who survive such assaults and as such hostilities often form between survivor drekir and caste dragons to the point where the sivilão are seen as monsters and marauders.

The rigid structures of sivilão society also don't reflect well on the once human survivor drekir who are well known to be prone to rebellions, some of which were so great to topple entire kingdoms such as the Scrael Screams of 2055 that destroyed two Canadian sivilão kingdoms. Even in leu of a revolt insurgencies, gangs, black markets and underground resistance movements are a constant threat in sivilão towns from the ever resourceful and rebellious drekir they have dragged back to their homes.

However, there are drekir who tow the line, for example there are the drekir who woke up within sivilão kingdoms already, these drekir are usually more lenient as often they believe that there is nothing left but these sivilão societies and kingdoms. As well as religious cults that form within sivilão society that worship sivilão caste dragons as gods, these cults tend to mold individuals to be much more willing to cooperate with the sivilão.

While drekir towns that are located near the borders of sivilão kingdoms are almost always under constant threat of being assaulted by a sivilão army, the time inbetween invasions is usually more relaxed in terms of relations. The sivilão in border towns tend to be far laxer with the rules, usually ending with an unofficial truce of mutual peace so no one gets hurt. In some rare cases you may even see very open relationships with drekir introducing a secret trade market to the sivilão at border towns, illegal to the sivilão *technically* but notably beneficial to the borpar of that kingdom. Essentially breaking the rules to improve ones quality of life as well as the kingdom's overall life.

Sivilão on Human Interactions

To the sivilão, humanity is incredibly alien and unusual. Skin and no scales, tall and standing straight with odd and long legs and arms. As well as bringing strange technology into the DragonScape that might as well be magic to the sivilão (who funny enough, have actual magic).

Humans actually have a lot of difficulty getting in any form of long-term contact with the sivilão because of how their society is essentially built on magic and relies on magical pulses and large amounts of mana to keep things afloat. No human can get within the pulse range of a Prejag without drekifying or otherwise being exposed to a large amount of mana, not to mention suffering a mental condition known colloquially as “Scalebrain.” In which the mind is partially drekified while the body is not, essentially making that human’s behavior not work with the body.

The sivilão tend to usually keep their distance from humans, only interacting when necessary. This is because they deem the humans to be some sort of otherworldly being, neither good nor bad, but something to be avoided. However, some kingdoms are known to either try and reach out peacefully towards local human colonies, or just deem them dangerous, unworthy, or even just ugly and try and wipe them off the map.

Unlike the drekir towns many kingdoms are more used to crushing however, they will tend to find human colonies far more adept at beating back their attacks, usually with a lot of high explosives involved. Especially early on, the sivilão don’t have any real answers to this weaponry but are often more than capable of praying on small human explorer groups. So often there is a tense stalemate in situations of conflict between human colonies or outposts, and the local sivilão kingdoms.

Threats Facing Sivilão Kingdoms

As powerful as many kingdoms are, it isn't uncommon for even the most powerful kingdoms to be torn asunder from one reason or another. That isn't to say that it is an easy or simple affair and usually is the result of massive conflicts severe enough to kill the kingdom's prejac, or the majority of its population which will usually lead to ruin. Below are some common reasons that sivilão kingdoms fall

Devoured by Greater Dragons: War between sivilão kingdoms often occurs over reasons that some would consider shallow, often because one of the prejager involved made its own decision. Often these wars will push all the way to the point in which one kingdom is either destroyed or forcefully incorporated into the victorious kingdom.

In this situation there are few options for the sivilão who have survived the losing side of the war. If their conquerors are kind then they can peacefully integrate, and if the opposing kingdom would rather not have any potential resistance then it is common for these survivors to flee into the wilderness and either continue their resistance or travel elsewhere for brighter prospects.

The Great Revolution: The majority of drekir tend to be in a sivilão kingdom against their will, and while the sivilão try their best to make sure to encourage integration and assimilation into their culture, as well as to repress deviant behavior it sometimes becomes too great to repress. Revolts and riots do happen on occasionally, but on a smaller scale these are typically squashed, and punishments or deals made to appease the drekir, but sometimes a kingdom shaking revolution will rise up and potentially tear a kingdom apart.

While drekir are generally weaker than the ormer, mavōtur, and prejac, they make up for it in numbers and tenacity. In the worst-case scenario, these revolutions explode into chaotic and radical insurgencies that will wipe out the populations of the higher castes through a mix of terror tactics, explosives, or just overwhelming mobs. Often leaving the kingdom a skeleton of its former self, and with a lack of food being farmed or personnel to manage the necessary functions of the kingdom, the kingdom collapses with usually only the prejac and a handful of sivilão surviving the catastrophe.

Conquerors from the Lower Caste: In terms of drekir who withstood the attacks of the sivilão and built their own villages, towns, city states and nations, it is important to keep in mind the desire of some to exact revenge or to turn the tables on the sivilão and become the dragons that should be feared.

From the Knights of St. Cydonia and Guardiões da Mina to GoDomer's Ascendants, these are groups that are powerful enough in one way or another to challenge the power of the great sivilão kingdoms. Often these are groups win with a mix of industrial might, technology, magic and tactics that the sivilão aren't prepared for. These are typically prolonged wars that the drekir set up to play to their own strengths as opposed to fighting on the sivilão's terms of open

battle and dense formations. This can take the form of the Cydonian cavalry (cavalry are actually quite terrifying to the sivilão) or the attrition jungle warfare of the Brazilian Guardiões. But eventually these wars have destroyed sivilão kingdoms, usually by the destruction of the Prejag and/or the kingdom's major population centers.

Alien Invasion: Humans can't get close to kingdoms; however, they can bombard them from a vast distance, many nations have simply tried to bombard the Prejag of a kingdom that's in their way until it dies, and while this is hard some nations have had success! It's a rather anticlimactic and brief way of eliminating kingdoms. The main restriction is the cost of doing this, as millions of dollars are often wasted trying to overwhelm a kingdom's defenses with thousands and thousands of high explosive ICBM missiles.

Conclusion

A culture from another reality that has been forced to start again and rebuild from scratch. This ancient culture of Caste Dragons has made the most of their situation and has made a new home in a new world.

Through organization, cultural teachings of discipline, cooperation, and utilitarianistic unity the sivilão are able to remain in the Americas as an incredible force that is not to be reckoned with by any but the most powerful of powers that be in the DragonScape. They are the monsters that take away your family in the forest or the gods that a drek cult bows to worship, they are a society that lives for a religion of organization and rigidity.

For better or worse the sivilão are in the Americas and in the Americas, they will stay, a permanent and ancient civilization that will glare down the expanses of magical wilderness. The Prejager, the Mavōtur, the Ormer, and the Driyalkir will all stand firm in the face of what lays outside the manastone walls.