



THE DRAGYRI

The oldest known culture on Attr, the Dragyri are actually aliens from a distant and long forgotten world that settled in the caverns and tunnels in the Samarian bedrock centuries before human scout probes arrived. Travelling using ancient star gates to bring their species to useful planets across the stars, they came to the planet in vast numbers. The Dragyri have always been a dichotomous race of slaves and masters; the smaller and more technologically-savvy Alteghran masters and their hulking K'targ laborers. A cataclysm that shut off the Alteghrans from their tech resources caused a social upheaval, and now the roles have been reversed. Dragyri society is still split into two halves, but it is the descendants of the Alteghrans that are the slaves and the mighty hulking Trueborn who rule.

Leaving the technology of their former masters behind, the Dragyri turned to shamanic mysticism and personal codes of martial honor. They followed those that showed strength of arms and strength of spirit, winning their positions of leadership through ritual combat or tests of mystic prowess connected to the thick veins of xenosathic crystal found beneath the Samarian soil. As time moved on, the Dragyri began to follow the dictates of certain commanders, called Arbiters, or even one ruler over the entire species – a Grand Arbiter. Each Arbiter took up the leadership of a different elemental caste, the lines of which separated the species based on ideology and mystical leanings.

The Ice Caste reveres close combat and strength of arms far more than their brethren in other castes. With only one known exception allowed to exist by edict of Luck'kit'kaii, the Arbiter of Fate, the Ice Caste is overwhelmingly made up of male warriors who heft deadly melee weapons and seek glorious one-on-one combat. It was, in fact, the perceived cowardice of "Zhaint Mahrk" at the Battle of Sanguine Plateau between Ice and Those-Without-Honor that has set the Dragyri against humanity for the last generation.

Setting aside the strict sense of honor in archaic combat after overthrowing his predecessor, Rath'zhi claimed the title Arbiter of Rage and pushed the Fire Caste into their new direction. Now the Caste openly uses high tech weapons and armor designed by their former masters. Combined with their mastery over destructive fire shamanism, the Fire Caste is a ruthless war machine that trades its honor for decisive victory.

Bogeymen and faerie tales before they rose from the depths, the Shadow Caste are masters of terror and manipulation. Led by the sinister and scheming Amabilia, Arbiter of Chaos, these cunning monsters are darkness and poison to the world above. Bringing up the foul things they have at their command from the deepest depths, the Shadow Caste vow to instill fear and anarchy in the world until Amabilia can claim rulership over the ruins that remain.

The Air Caste, led by the newly titled Grand Arbiter of Balance, Yovanka, is the only caste to live in the shallow caves and upon the surface of Samaria. Sending their male children off to be taken in elsewhere instead of making them warriors, the Air Caste embodies agility, dexterity, and the fury of the storms that ravage the planet so frequently. They favor thrown weaponry, powerful mysticism, and are the only caste moving toward any form of alliance with humanity.

Lost in the catacombs of history beneath the roots of the world lies the Earth Caste, whose neutrality and loyalty to the Grand Arbiters of old was unquestioning. Ages ago they went into hidden hibernation in response to a bloody assassination that betrayed all tradition, vowing to awaken when the Dragyri would be ready for their order and service once more. It has been hundreds of years; apparently the world is not yet ready.

The Dragyri may be changing as a people under the tutelage of a new Grand Arbiter, but each caste has its own goals and priorities – and old rivalries are not set aside easily.