



GATORMUN XXIII

**How to Train Your Dragon: The Smokeborn
Rebellion**

Background Guide

Tessa Jones

How to Train Your Dragon: The Smokeborn Rebellion

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How to Train Your Dragon: The Smokeborn Rebellion

Letter from the Director:

Hi Delegates,

My name is Tessa Jones and I will be your director for “How to Train Your Dragon: The Smokeborn Rebellion” specialized committee! I am beyond excited for a weekend of mysticism- vikings, fire, exploring- as you all work to bring this committee to life through your innovative ideas and lively debate! I’ve been a fan of this franchise for over a decade, watching unlikely underdogs fight for justice alongside the coolest fantastical creatures- dragons! With many spinoffs this world has grown to overcome many diverse challenges, and now, *you* must help them face their biggest challenge yet... I can’t wait to explore what happens with you all and see who come out on top in the dragon games! With this committee, I want delegates to work closely with their dragons, form alliances, and work cooperatively for the fate of Berk itself!

Before we get further into it, here is a little about me! I am a junior majoring in History and Political Science with a minor in Spanish here at the University of Florida. This will be my third year with UFMUN and third GatorMUN. I have chaired, crisis coordinated, directed a historical crisis for GatorMUN XXII. I have also served in SunMUN III’s secretariat as USG of Delegate Affairs. When coming up with the idea for this committee I wanted something engaging and magical, as I normally focus on more historical/realistic committees. Through my experiences traveling all over the east coast competing on UF MUN’s travel team I have developed a fondness for crisis. I love the fast pace debate, chaotic updates, theatrics, and creative writing of crisis notes, however; with this alternate universe specialized committee I wanted to explore untraditional mechanics that would bring dragon’s center stage! While I have an overarching arc for this committee, I want to remind you as a delegate to exercise your imagination and create meaningful impact, front room and back room, and always be on the lookout for surprises!

As a director I value well thought-out creativity and diplomacy. If you include a detailed plan of who, what, how, why, where, and when in your notes you are much more likely to succeed. As this is a fantasy specialized committee, I trust that each of you will retain a responsible attitude and professionalism throughout the weekend. That being said, good luck to all of you in your preparations and performances as you embody your viking-dragon pair! Please reach out to me at tq.jones@ufl.edu if you have any questions or concerns about this committee or background guide. My brain is open for you all to pick, and good luck!

Best,

Tessa Jones

tq.jones@ufl.edu

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Rules of Procedure

Quorum

A majority of voting members answering to the roll at each session shall constitute a quorum for that session. This means that half plus one of all voting members are present. Quorum will be assumed consistent unless questioned through a Point of Order. Delegates may request to be noted as "Present" or "Present and Voting."

Motion to Suspend the Rules for the Purpose of a Moderated Caucus

This motion must include three specifications

- Length of the Caucus
- Speaking Time
- Reason for the Caucus

During a moderated caucus, delegates will be called on to speak by the Committee Director. Delegates will raise their placards to be recognized. Delegates must maintain the same degree of decorum throughout a Moderated Caucus as in formal debate. This motion requires a simple majority to pass.

Motion to Suspend the Rules for the Purpose of an Unmoderated Caucus

This motion must include the length of the Caucus. During an unmoderated caucus, delegates may get up from their seats and talk amongst themselves. This motion requires a simple majority to pass. The length of an unmoderated caucus in a Crisis committee should not exceed fifteen minutes.

Motion to Suspend the Meeting

This motion is in order if there is a scheduled break in debate to be observed. (ie. Lunch!) This motion requires a simple majority vote. The Committee Director may refuse to entertain this motion at their discretion.

Motion to Adjourn the Meeting

This motion is in order at the end of the last committee session. It signifies the closing of the committee until next year's conference.

Points of Order

Points of Order will only be recognized for the following items:

- To recognize errors in voting, tabulation, or procedure
- To question relevance of debate to the current Topic
- To question a quorum.

A Point of Order may interrupt a speaker if necessary and it is to be used sparingly.

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Points of Inquiry

When there is no discussion on the floor, a delegate may direct a question to the Committee Director. Any question directed to another delegate may only be asked immediately after the delegate has finished speaking on a substantive matter. A delegate that declines to respond to a question after a formal speech forfeits any further questioning time.

Points of Personal Privilege

Points of personal privilege are used to request information or clarification and conduct all other business of the body except Motions or Points specifically mentioned in the Rules of Procedure. Please note: The Director may refuse to recognize Points of Order, Points of Inquiry or Points of Personal Privilege if the Committee Director believes the decorum and restraint inherent in the exercise has been violated, or if the point is deemed dilatory in nature.

Rights of Reply

At the Committee Director's discretion, any member nation or observer may be granted a Right of Reply to answer serious insults directed at the dignity of the delegate present. The Director has the ABSOLUTE AUTHORITY to accept or reject Rights of Reply, and the decision IS NOT SUBJECT TO APPEAL. Delegates who feel they are being treated unfairly may take their complaint to any member of the Secretariat.

Directives

Directives act as a replacement for Draft Resolutions when in Crisis committees, and are the actions that the body decides to take as a whole. Directives are not required to contain operative or preambulatory clauses. A directive should contain:

- The name(s) of the author(s)
- A title
- A number of signatories/sponsors signatures' necessary to
- introduce, determined by the Director

A simple majority vote is required to introduce a directive, and multiple directives may be introduced at once. Press releases produced on behalf of the body must also be voted on as Directives.

Friendly Amendments

Friendly Amendments are any changes to a formally introduced Directive that all Sponsors agree to in writing. The Committee Director must approve the Friendly Amendment and confirm each Sponsor's agreement both verbally and in writing.

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Unfriendly Amendments

Unfriendly Amendments are any substantive changes to a formally introduced Directive that are not agreed to by all of the Sponsors of the Directive. In order to introduce an Unfriendly Amendment, the Unfriendly Amendment must be the number equivalent to 1/3 of Quorum confirmed signatories. The Committee Director has the authority to discern between substantive and non-substantive Unfriendly amendment proposals.

Plagiarism

GatorMUN maintains a zero-tolerance policy in regards to plagiarism. Delegates found to have used the ideas of others without properly citing those individuals, organizations, or documents will have their credentials revoked for the duration of the GatorMUN conference. This is a very serious offense.

Crisis Notes

A crisis note is an action taken by an individual in a Crisis committee. Crisis notes do not need to be introduced or voted on, and should be given to the Crisis Staff by sending the notes to a designated pickup point in each room. A crisis note should both be addressed to crisis and have the delegate's position on both the inside and outside of the note.

Motion to Enter Voting Procedure

Once this motion passes, and the committee enters Voting Procedure, no occupants of the committee room may exit the Committee Room, and no individual may enter the Committee Room from the outside. A member of the Dias will secure all doors.

- No talking, passing notes, or communicating of any kind will be tolerated during voting procedures.
- Each Directive will be read to the body and voted upon in the order which they were introduced. Any Proposed Unfriendly Amendments to each Directive will be read to the body and voted upon before the main body of the Directive as a whole is put to a vote.
- Delegates who requested to be noted as "Present and Voting" are unable to abstain during voting procedure. Abstentions will not be counted in the tallying of a majority. For example, 5 yes votes, 4 no votes, and 7 abstentions means that the Directive passes.
- The Committee will adopt Directives and Unfriendly Amendments to Directives if these documents pass with a simple majority. Specialized committees should refer to their background-guides or Committee Directors for information concerning specific voting procedures.

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Roll Call Voting

A counted placard vote will be considered sufficient unless any delegate to the committee motions for a Roll Call Vote. If a Roll Call Vote is requested, the committee must comply. All delegates must vote: "For," "Against," "Abstain," or "Pass." During a Roll Call vote, any delegate who answers, "Pass," reserves his/her vote until the Committee Director has exhausted the Roll. However, once the Committee Director returns to "Passing" Delegates, they must vote: "For" or "Against."

Accepting by Acclamation

This motion may be stated when the Committee Director asks for points or motions. If a Roll Call Vote is requested, the motion to Accept by Acclamation is voided. If a delegate believes a Directive will pass without opposition, he or she may move to accept the Directive by acclamation. The motion passes unless a single delegate shows opposition. An abstention is not considered opposition. Should the motion fail, the committee will move directly into a Roll Call Vote.

Tech Policy

Technology will not be allowed throughout the course of the committee. Delegates are prohibited from using their technology inside the committee room. However, they are encouraged to do research before and during assigned breaks.

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Specialized Mechanics

This is a specialized committee with predominantly crisis elements. We will follow standard rules of parliamentary procedure with directive cycles and crisis updates approximately every 45 minutes. For backroom, we will follow the standard two pad system.

You will notice each position contains two names, one for your human and one for your dragon. Every other crisis cycle you will be switching between your two identities. As a human, you will debate long-term development goals and manage political life on Berk. As dragons, you will focus on shorter term conflicts and exploration. Crisis updates will thus alternate between human and dragon updates. You should expect timed crises in this committee.

Backroom notes will also alternate between your character and dragon, with pad one for your character and pad two for your dragon. Your dragon pad will be primarily for voyages, growing allyship, and training your dragon to increase stats, such as strength, intelligence, speed, etc, (more on that below). Your human pad will be used for traditional style crisis notes, and both pads should be utilized for arc development.

Your dragon will be assigned a base level of stats among 6 categories: speed, strength, agility, intelligence, firepower, and endurance. All dragon's stats will add up to 20 points at base levels for the sake of balancing. You may choose to enhance your dragon's skills through your crisis notes in a variety of ways. For example, this may look like specific drilling, going on a quest, acquiring mentorship, practice challenges, or anything else you could think of, so long as you provide a reasonable justification for why that task will help grow your dragon.

The main specialized mechanics of this committee, aside from alternating human-dragon perspectives, will be referred to as the Dragon Games.

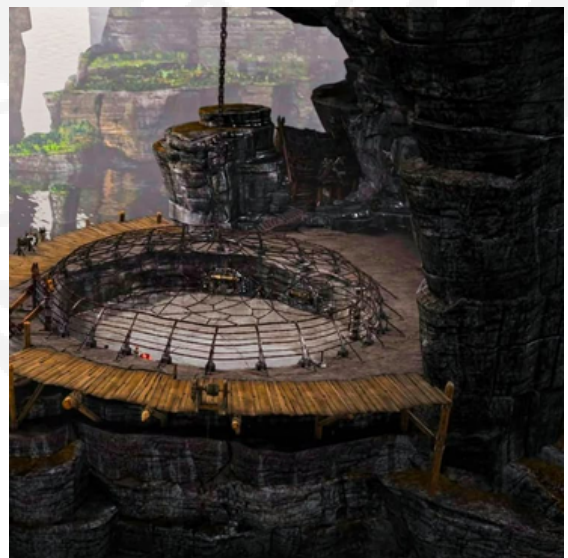
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Your dragon will be assigned a base level of stats among 6 categories: speed, strength, agility, intelligence, firepower, and endurance. All dragon's stats will add up to 20 points at base levels for the sake of balancing. You may choose to enhance your dragon's skills through your crisis notes in a variety of ways. For example, this may look like specific drilling, going on a quest, acquiring mentorship, practice challenges, or anything else you could think of, so long as you provide a reasonable justification for why that task will help grow your dragon.

The main specialized mechanics of this committee, aside from alternating human-dragon perspectives, will be referred to as the Dragon Games. These will occur on the 2nd and 4th sessions, the former involving a race and the second involving arena duels, and delegates will be assigned against each other in a randomized tournament matrix. The victor of these contests will become the new Alpha dragon among Berk. It is important to note that winning these challenges requires not only stats but also a good speech to convince the elders (chairs, staff, and directors) of your victory.

First, for racing, speed, agility, and endurance will be the most valuable stat categories. Paired competitors will roll a die to determine their dragon's condition on the day of the games. After rolling, each delegate will present a 30 second speech on why their dragon should win the match-up, drawing on your specific strengths relative to the challenge at hand.

Second, you will face off in arena duels, in which firepower, intelligence, and strength will be the most important categories as your dragon battles and strategizes. Similar to the race, each delegate will roll a die to determine their dragon's performance and deliver a 30 second speech justifying why they believe they would win the matchup.



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Berk Terrain and Map

Berk is a small Viking island located in the northern archipelago of the Barbaric Archipelago. It is rugged, remote, and surrounded by a scattering of smaller islets and sea stacks. Its location is stormy and cold for much of the year, but it is strategically positioned for exploration and dragon travel. It is a mountainous island with steep cliffs, pine forests, and coastal meadows. The population lives in Hooligan Village by Hooligan Harbor and bordering the Inner Ocean. The most expansive meadow is the Mead Hall Reaches in central Berk, a fertile grazing valley used for livestock, such as sheep, which are vital to Berk's daily life. The island's dense pine forests provide lumber for heating, shipbuilding, and construction, though overharvesting risks deforestation. It features a Great Hall which acts as the center of governance and community gatherings, dragon stables on the cliffsides, an open-air dragon training ring, and a main Village Harbor for trading ships and other oceanic vessels.



The village has advanced from small wooden abodes into multi-level architecture with perches, roosts, and open courtyards for dragon landings. Wooden longhouses were built to withstand harsh winters, while stone fortifications were built into cliffsides to repel raids. Watchtowers and signal fires were used to warn of dragon attacks.

Lava channels from Gronckles used for natural heating and metalwork. Large warehouses cooled by storm winds or ice dragons hold fish or other perishable goods.

The island is surrounded by the Sea of Dragons, a vast, cold ocean covered with fog, reefs, and notoriously unpredictable storms. Seasonal icebergs in winter make navigation treacherous, but also can provide strategic cover. Along the northern border are a series of narrow, rocky formations and sharp basalt pillars referred to as Helheim's Gate, making travel by ship dangerous.

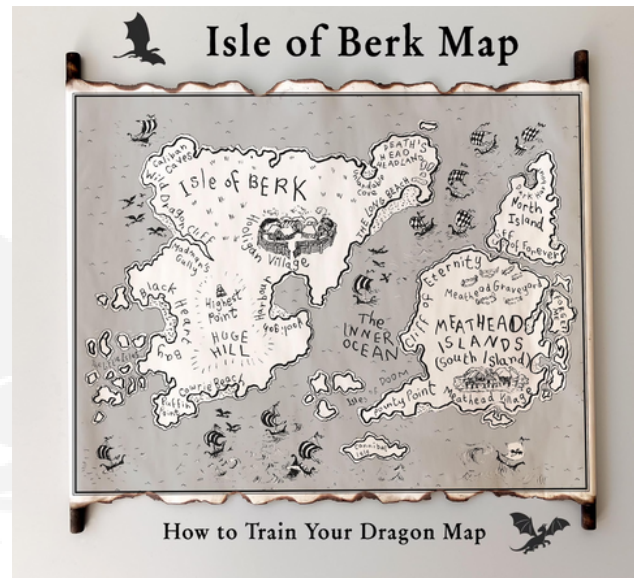
To the southeast lies Outcast Island, a volcanic land mass covered in ash and rocky terrain. The Isle of Nightmares lies southwest, which is a mass of shifting black sand, filled with hot steam and known for its eerie mists and rare dragon sightings. The Dragon's Edge lies further south and is a chain of forested and cliff-filled islands used as outposts. It is equipped with alarm horns and flame torches, as well as dragon stables from rock and timber.

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The Hidden World, rumored to be in the far east or under the ocean, has been rumored to be accessed through the water itself, perhaps whirlpools, but needs further exploring. Old viking rumor says this territory glows itself and is the origin of all dragons, but this is perhaps just an old wive's tale.

Transportation

Dragons, after forming alliances with the vikings, provide the fastest and most reliable means of travel, capable of crossing vast distances and dangerous terrain. Yet, some are better suited for certain journeys than others, as each species has its own strengths and weaknesses. Yet, as flying relies on wind currents, storms can pose deadly challenges to travel, forcing unexpected delays or rerouting. Gliders and wingsuits are an experimental technology to allow human-assisted gliding, but more advancements are needed at this time.



Longships are utilized by non-riders and heavy cargo, sturdy enough to brave the harsh arctic seas. Larger longships feature launch decks, flame-proof sails, and dragon cargo holds. Rowboats and gliders are used for short-distance or stealth operations due to the nimble structure.

Berk has compiled centuries of terrain knowledge into maps, constantly amending with new discoveries and pasting pages together to cover larger territories. Star navigation was calibrated from celestial observation. Crude compasses and gyro tool prototypes are utilized occasionally, built from metal rings and magnets.

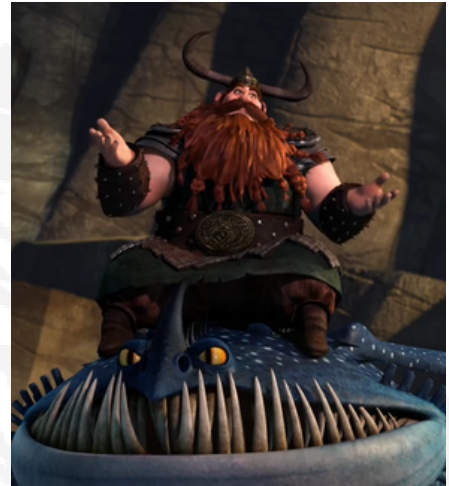
History of Berk

For centuries, vikings and dragons were mortal enemies. Dragons frequently raided viking villages, stealing livestock and food, therefore Berk villagers saw them as their natural enemies and evil monsters. Slaying one was the highest honor a viking could achieve, donning their helmet with the horns of the dead beast. Songs, myths, and oral traditions further glorified dragon killing as a sacred tradition, until every generation inherited the war of their ancestors, believing dragons only caused pure destruction.

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Chief Stoick the Vast led countless raids and defensive programs in this endless cycle. Young vikings would undergo dragon-killing training as a rite of passage. The entire society was built around defense, weaponry, and survival at all costs, filled with heavy fortifications, catapults, and dragon-proofing methods.

Yet, everything changed when Hiccup arrived. During a raid, he secretly entrapped a Night Fury, the rarest and most feared dragon of them all. Instead of killing the dragon, he discovered it was intelligent, emotional, and misunderstood. When he discovered an injury rendering it unable to fly, he built a prosthetic tail wing so the dragon (Toothless) could fly again and formed an important trust through empathy and innovation rather than violence. Over time, he discovered that dragons were forced to adopt their aggressive predation pattern by their queen, the Red Death; a massive and tyrannical dragon that enslaved weaker species. Hiccup and his youthful friends trained their dragons and defeated the Red Death, freeing dragons from its control, however; it took many arguments and fights for vikings to view dragons as anything other than threats. Eventually, through time and trust, vikings learned to work with dragons and finally created peace. Berk was forever transformed from a dragon-fighting fortress into a dragon-riding civilization, viking and dragon working together from then on.



This peace brought Berk an unprecedented golden age of coexistence and prosperity. Dragon's skills were employed in fishing, farming, transport, and even heating homes. Innovations such as saddles, stables, and other flight tools helped improve life even more for the community. A new Dragon Training Academy was established, replacing fighting programs and teaching teamwork instead. This moment was marked with frontier exploration and new discoveries, including a more detailed dragon documentation and the Dragon's Edge established as an outpost.

Yet, Berk couldn't escape conflict forever, and soon rogue dragon trappers and poachers who sought to exploit dragons became their new public enemy. Furthermore, many rival tribes (the Outcasts and Berserkers) saw dragon-riding as a sign of weakness among fellow vikings. A new human faction called the Dragon Hunters, led by Viggo Grimborn and Ryker, began capturing dragons and selling/weaponizing them. The Dragon Riders fought to protect dragons across the archipelago, facing organized raids, traps, and betrayals. Humans and dragons continued to coexist and their new opponent became clear: greed and fear.

Five years after the first film, the riders continued to explore and grow their map. Before long, Drago Bludvist, a warlord, built a dragon army by enslaving dragons. He used a Bewilderbeast for this, a massive alpha dragon capable of controlling weaker species through dominance and telepathy.

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Valka, long thought to be dead, was rediscovered and found to have lived for decades protecting dragons in a hidden sanctuary. She taught that compassion and freedom were the true key to coexistence. In the end, Toothless was able to reclaim his freedom of thought from Drago, proving close bonds of love and trust are stronger than coercive domination. Stoick tragically died protecting Hiccup, who went on to transition to Chief.

As chief, Hiccup oversaw Berk's greatest prosperity, and vulnerability. With hundreds of dragons now among Berk, the island became overpopulated, and with so many dragons it was a beacon for attracting profiteers and hunters.

Dragons 101

Gobbler the Belch authored the Book of Dragons originally as a training and survival guide for viking dragon-killers, and it was later adapted as an education text. It is an ancient compilation of dragon knowledge, passed through generations of Berk warriors. It slowly went from myths, errors, and crude illustrations, telling vikings to kill all species "on sight" into the renowned first dragon field guide in history.

It divided dragons into seven categories based on their abilities and behaviors:

- Stoker Class: Fire-breathers, thrive in heat, aggressive and energetic
- Boulder Class: Rock-eaters, tough hides, slower but powerful
- Tracker Class: Hunters with strong senses of smell and sight
- Sharp Class: Winged and blade-like, agile, precise, and often vain
- Tidal Class: Aquatic dragons, live in or near water
- Strike Class: Lightning-fast and extremely intelligent
- Mystery Class: Unknown or magical, unpredictable powers



Diet

Most dragons are omnivorous, but diet varies by class and species as they can digest a wide variety of foods with their strong stomach acid. Fish are a staple of most dragons due to their prevalence and high protein, but they are deathly afraid of eels. Boulder Class dragons eat rocks, which they melt internally to create magma for ammunition. Stoker and Sharp Class dragons hunt birds, sheep, or other small game for meat. Some dragons consume berries, kelp, or tree bark to balance minerals. Dragons have been observed to regurgitate food as a sign of affection or trust. In colonies, Alphas or dominant dragons eat first, followed by subordinates.



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Mating

Dragon courtship combines display, flight, and mimicry. Males perform intricate flying maneuvers and plasma/light shows to impress females. Dragons also can present shiny or reflective objects to attract mates, while some species mimic the sounds of potential mates to show compatibility. Some species are monogamous, forming life-long attachments, while others are seasonal breeders, forming temporary pairs during hatch season. Dragons lay 1-6 eggs per cycle, depending on size and class. Nests are usually hidden in volcanic caves, cliffs, or dense forest canopies. Eggs are heat dependent; fire dragons incubate with breath or nearby lava. Hatchlings bond early through scent and touch. Bonded pairs will engage in synchronized flight sequences to represent their harmony and partnership.

Dragon Communication

Dragons communicate through sound, body language, bioluminescence, and plasma displays, but have been described as cat-like in their temperament. They can whip their tails as a sign of agitation, excitement, or curiosity. Wide pupils show trust and tranquility, while narrow ones indicate a threat. For auditory signals, dragons emit a deep purring when content and roars to claim territory or provide a warning signal. Between dragons, they will communicate with clicks and trills/whistles. Notably, the alpha dragon is capable of emitting an infrasonic roar called an Alpha Call that commands subordinate dragons to their will in a biological 'override'.

Emotional Intelligence and Social Behavior

Dragons are remarkably intelligent, closer to dolphins or elephants than reptiles. They can understand cause and effect, affection, grief, humor, and more, known to circle sites of fallen riders. Bonding with a human produces loyalty, empathy, and cooperation beyond purely instinctual capabilities. They mirror behavior to communicate empathy and friendliness, or share food as a sign of good favor.

Many dragons live in communal nests or rookeries organized hierarchically. The Alpha is the strongest dragon and leads by charismatic influence or mental connection. They are known to defend the wounded and share resources among their community in times of scarcity.

Innovation

For centuries Berk relied on tradition, fearful of invention as unreliable and suspicious. After aligning with the dragons and witnessing the benefits of new innovations, new technology became accepted as a form of courage and leadership. Berk became home to a new culture that valued creativity as much as strength. Now, the island has evolved into one of the most advanced societies in the Barbaric Archipelago, driven by necessity and ingenuity. They went from a humble fishing village to a hybrid civilization of craftsmen, engineers, and dragon riders.

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Despite this new culture of innovation, most of Berk's infrastructure remains handcrafted and manual, following early Norse craftsmanship. They fire iron and bronze in open-air blacksmiths. Pulleys, levers, and counterweights power doors, gates, and catapults, while wood and leather function as core building materials for longships, armor, and homes. Ballistae and catapults were once used as large-scale anti-dragon weapons on cliffsides. Vikings used fireproof shields, treated with resin and whale oil. Axes, spears, and crossbows function as staple melee and ranged weapons. Helmets and armor are constructed of metal, fur, and horns- heavy but durable.



Recently, light harnesses and saddles were crafted with leather gear, wingstraps, and safety harnesses for flying. Fire-resistant materials were further uncovered in dragon saliva and scale sheddings, used for armor and clothing. Dragon heat is harnessed for forges and heating, especially Gronkles as furnaces. Engineers have experimented with small wind vanes and mills with limited success, yet dragon wingbeats power forge bellows with new efficiency. Many weapons have been modified to be more humane. Nets are used to trap dragons, but not kill. Smoke bombs provide concealment, especially in the air. Bola launchers and shields have become integrated with some dragon saddle models. Training grounds consist of moving targets for aim refinement and flight courses.

Political Structure

The island of Berk began as a classic Viking tribal monarchy and transformed into a cooperative, council-based, hybrid community defined by intelligence, diplomacy, and interspecies alliance. The Chief is still a hereditary ruler responsible for defense, diplomacy, and justice, but functionally more of a first among equals. The Council is a group of key advisors in defense and training, engineering and industry, scholarship, diplomacy, and dragon welfare. Committee will operate as the Council of Berk, guiding and overseeing important political, economic, and social decision making.

Below is a list of the current bureaucratic administration or departments and their responsibilities. They operate to fulfill the wishes of the council and manage daily life.

- Forge Guild: Produces tools, weapons, prosthetics, and dragon armor
- Dragon Training Academy: Teach riding, dragon etiquette, and basic flight physics
- Rider Corps: Patrol, scouting, defense, coordination
- Dragon Stables Authority: Oversees dragon health, training, and registration
- Trade Office: Managed exchange with other tribes using dragons as couriers
- Messenger Corps: Junior riders carry messages to other tribes by dragon
- Harbor Master: Oversees fishing fleets, docks, and trade shipments. Overseen by Ack the Fisher

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- Healer's Den: Herbal medicine, healing, ceremonial guidance led by elder healer Gothi
- The Council of Elders: A functional advisory council, no longer solely occupied by old villager warriors.
- The Wingmaidens: An all-female dragon-riding order focused on research, medicine, and shepherds of Razorwhip dragons

The Great Hall, centrally located on the cliffside above the village, is Berk's administrative, judicial, and cultural center, as well as the daily meeting place of the Council. It houses council meetings, public gatherings, feasts, announcements, and conflict hearings. Seasonal assemblies, or "The Thing of Berk" are held four times a year: Spring, Midsummer, Harvest, and Winterfest. All adult villagers may attend to raise issues or propose projects. Outcomes are decided by consensus, unless urgent defense matters require executive decision.



Judicial punishments are restorative, such as fines, public services, or dragon care chores. This is based on Stoick's Code (honor and order) blended with Hiccup's Edicts (mercy and reform). "Every voice matters, every dragon counts" is often cited in village oaths.

Daily Life

Berk's food system is rugged but self-sustaining, shaped by its harsh climate and isolation in the northern seas. The Vikings rely primarily on fishing, with cod, herring, and salmon forming the dietary backbone. Livestock such as sheep, goats, and yaks provide meat, milk, and wool, though maintaining herds is difficult due to the island's rocky terrain and cold winters. Small farms on the few fertile patches of land grow hardy crops like turnips, barley, and cabbages, which are stored and fermented for the long winters. Dragons, being carnivorous, consume primarily fish and livestock, which sometimes creates tension between humans and dragons when food supplies run low. Recent efforts to establish shared feeding grounds and coordinated hunting routes have helped ease that strain, though disputes over resource allocation remain common.

Most villagers communicate face to face, although they have developed a passable mailing system. Small Terrible Terrors have been trained to act as a messenger delivery method over distance by carrying scrolls between islands, however; these have recently been prone to interception (especially in the southeast). Torch codes and night signals are used for night communication on flight controls.



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The people of Berk follow a blended belief system, combining Norse-inspired mythology with animistic reverence for dragons and nature. They honor gods of the sea, wind, and battle — Odin, Freyja, and Thor among them — but also hold deep respect for the dragons as living embodiments of natural forces. Dragons are seen not merely as beasts but as spirits of fire, storm, and mountain — creatures who embody the raw power of the world itself. Rituals include offerings to both gods and dragons, symbolizing the intertwined fate of the two species.

Medicine on the Island of Berk is a blend of folk healing, herbal remedies, and hard-earned experience. Healers are a mix of herbalists, midwives, and seasoned warriors who have learned to mend wounds through necessity. Common treatments include poultices made from seaweed, moss, and honey to prevent infection, as well as salves brewed from local herbs like frostroot and thistleleaf. Bones are set with wooden splints, and burns are treated with cool mud or animal fat. Increased dragon contact has forced healers to experiment with new cooling and healing methods, including the use of crushed coral and snow salves. Some dragons' biological properties (such as regenerative saliva) have inspired early proto-scientific studies into their anatomy.

Surrounding Communities

Although Berk stands as one of the most well-known Viking settlements in the northern archipelago, it is far from isolated. Scattered across the frigid seas are numerous other island communities, each with its own culture, resources, and relationship to dragons— and to Berk itself. The committee will need to consider not just internal affairs but also how Berk's choices ripple outward — whether through trade, migration, war, or the fragile balance between man and dragon.

To the east lies Meathead Island, a wealthy but proud tribe known for its iron deposits and disciplined warriors. They have a reputation for rigidity and tradition, and though they were once fierce enemies of Berk, a cautious peace now exists between them. Their leadership remains skeptical of dragons, viewing them as volatile weapons rather than allies. **Trade with Meathead Island is essential for Berk's access to metal tools and weapons**, but political friction remains constant.



Farther south, the Bog-Burglars inhabit a series of marshy keys. Known for their cunning, secrecy, and mastery of stealth warfare, the Bog-Burglars have maintained an uneasy alliance with Berk through marriage ties and shared enemies. They are among the few islands that have cautiously embraced dragon cooperation, using smaller breeds for scouting and messenger work.

To the north, Outcast Island, ruled by Dagur the Deranged, stands as Berk's most volatile neighbor. The Outcasts are hardened survivors who were exiled from other tribes generations ago.

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They occupy a fortified volcanic island, relying heavily on raiding to sustain themselves. Historically hostile to Berk, the Outcasts see dragons as abominations that threaten human sovereignty. Tensions with them remain high, and skirmishes over sea routes and resources are frequent.



Berserker Island lies Northeast of Berk, covered in frozen pine forests and deadly steep coastal cliffs. It is home to a large settlement called Vanaheim Hold composed of a warrior clan. Berserkers are known to be fearless in the face of battle and highly disciplined, but fragmented. Some seek peace with Berk, while other groups remain loyal to Dagur's vision of an archipelago cleansed of all dragons. They have control over several key shipping routes in the north.

Southwest lies Mold Island, a neutral and opportunistic community of salt miners and fisherfolk. The Dark Deep lies in the north, a cavernous island with deep caves and wild dragons, largely uninhabited by humans. Loki's Mist is a mysterious, hidden island surrounded by fog in the southeast, home of rogues, smugglers, and mercenaries.

The Smokeborn Question

Dragons have been speculated to originate in the Hidden World, and generations after some individuals chose to enter the mortal realm, those remaining in the utopia began to evolve independently. Deep underground in glowing caverns, one dragon species, the Smokeborn, has formed. Very little is known about this species, and the vikings will need to investigate further to gain more information, yet, sailors have reported witnessing glowing eyes in ocean mists before ships vanish. Most are never seen again, but recovery flights have managed to locate one victim ship, noting peculiar claw lines, heat marks, and patterns of burning never before seen. Scouts have furthermore reported sightings of unseasonably peculiar fog clouds composed of smoke and ash in the far east, but none have dared enter these strange atmospheric events.

Questions to Consider:

1. How should the village handle overcrowding of dragons and humans while minimizing accidental injuries?
2. Should Berk reach out to any surrounding communities for alliances and trade or enter a more isolationist era?
3. How can we protect ourselves from poachers or opportunists trying to take our dragons?
4. What changes should be made to the infrastructure of Hooligan Village?
5. Where should the riders explore, and how?
6. What festivities or events should be planned for the seasonal Thing of Berk ceremony?

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7. What is the most effective way to optimize training of dragon-riders?
8. How should the community investigate the new Smokeborn species?
9. What investments should be made into developing new technologies and innovations?
10. How can human-dragon communication be improved?

Positions

Hiccup 'Horrendous' Haddock III & Toothless (Night Fury)

Hiccup is the ingenious and compassionate chief of Berk, inherited from his father, Stoick the Vast. Initially seen as a misfit due to his petite build and nontraditional mindset, he gradually proved himself a visionary leader and inventor. He possesses a sharp intellect, deep empathy, and unshakable belief in peaceful coexistence between dragons and vikings.

He created the first prosthetic dragon tail fin, custom flight suits, and contributed significantly to developing collaborative dragon-human infrastructure, displaying his passions for discovery, growth, and diplomacy. His relationship with Toothless is central to his identity as they share an extraordinary bond built on trust, respect, and loyalty. His goals revolve around understanding others, protecting life, and forging a future where cooperation replaces conflict.

Toothless is the last known Night Fury, a rare and highly intelligent dragon species feared and misunderstood by most. Despite this infamous reputation, he is affectionate, curious, and fiercely loyal, especially to Hiccup, his soulmate in spirit and purpose.

Toothless is capable of producing plasma blasts, echolocation, stealth flight, and unmatched aerial acrobatics, however; with his prosthetic tail fin he relied on Hiccup's synchronized flight to achieve his full potential. As current Alpha of the dragons, he leads not by dominance but by trust and example. He would risk everything to protect Hiccup and the dragons under his care while ensuring peace and freedom for all.

- Stats:
 - Speed: 5
 - Agility: 4
 - Endurance: 2
 - Firepower: 3
 - Intelligence: 4
 - Strength: 2



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1. Astrid Hofferson & Stormfly (Deadly Nadder)

Astrid is a fiercely determined and highly skilled warrior, known for her strategic mind, combat proficiency, and unwavering loyalty. She is one of Berk's finest riders and a natural leader, often serving as Hiccup's closest advisor (and romantic partner). Raised on honor, discipline, and courage, she was initially very skeptical of dragon partnerships, but growing a relationship with Stormfly helped her understand the benefits of working with these ancient beasts. She is trained extensively in hand-to-hand combat, axe-throwing, and aerial coordination, often serving as a squad leader on missions. She's also one of the most proficient riders in synchronizing with her dragon during tight maneuvers, especially in high-speed flight or pursuit scenarios. In addition to her combat skills, Astrid takes an active role in village defense planning, scouting expeditions, and rider training programs.

Stormfly is a female Deadly Nadder, a medium-sized dragon known for high maneuverability, strong sensory perception, and versatility. She can fire magnesium-hot spikes from her tail with precision and has a short recharge time between shots. In flight, Stormfly is highly responsive and performs exceptionally well in tight turns, rolls, and quick altitude changes, making her ideal for scouting and skirmish roles. Stormfly's close working relationship with Astrid is the result of thousands of hours of coordinated flight drills, formation flying, and target practice. She also shows high consistency in stamina over mid-range flights and maintains strong accuracy in spike and flame targeting under pressure.

- Stats
 - Speed: 4
 - Agility: 5
 - Endurance: 2
 - Firepower: 3
 - Intelligence: 3
 - Strength: 3



Valka Haddock & Cloudjumper (Stormcutter)

Valka Haddock is a highly experienced dragon rider and naturalist with over two decades of field observation and hands-on interaction with dragons. After being taken by Cloudjumper during a raid, she spent years living among dragons in isolation, developing deep behavioral insights and a unique, non-combative approach to working with them. She specializes in reading dragon body language, establishing trust, and managing group dynamics within multi-species dragon colonies, making it no wonder where Hiccup got his values from. Valka is an agile and capable aerial rider, skilled in handling complex flight patterns, evasive maneuvers, and long-distance navigation. Her armor and gear are custom-designed for silent movement and dragon handling rather than combat. Though not a warrior in the traditional Viking sense, her aerial skill set, extensive dragon biology knowledge, and ability to operate independently in harsh conditions make her a valuable asset in any dragon-human operation.

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Cloudjumper is a large quadrupedal-winged Stormcutter, a rare dragon species characterized by its twin sets of wings, which provide advanced lift control and exceptional gliding stability. With a wingspan nearly twice that of a Deadly Nadder and a high strength-to-weight ratio, Cloudjumper excels in vertical takeoff, hovering, and controlled descent—making him ideal for flying in forested or mountainous terrain. He displays above-average problem-solving ability and situational awareness, often anticipating threats or changes in terrain without direct commands. Cloudjumper's firepower is moderate but focused; he uses burst flames with high precision, typically in defensive scenarios.

- Stats
 - Speed: 3
 - Agility: 3
 - Endurance: 4
 - Firepower: 2
 - Intelligence: 4
 - Strength: 4



Gobber the Belch & Grump (Hotburple)

Gobber is a veteran blacksmith, weapons specialist, and former dragon trainer with decades of battle and forging experience. Known for his mechanical ingenuity and resilience, Gobber has adapted to the loss of multiple limbs by outfitting himself with a range of custom prosthetics—some functional, some weaponized. His physical strength, high pain tolerance, and sheer durability make him well-suited to heavy labor and combat roles, though age has slowed his reflexes. Gobber is less focused on precision and more on brute force and improvisation, both in combat and engineering. In the field, he acts as support—repairing gear, maintaining dragon equipment, and holding defensive lines when necessary. While not the most agile rider, Gobber compensates with tactical experience and grit. His relationship with Grump is relaxed and low-maintenance, reflecting their mutual preference for simplicity and stability over speed or flair.

Grump is a Hotburple, a dragon species comparable to a Gronckle in both size and physiology, but with a more lethargic temperament. Grump spends the majority of his time sleeping, even in mid-flight, and requires strong external motivation to engage in action. Despite this, he possesses remarkable strength and defensive endurance when roused. His firepower is potent but slow to recharge, consisting of superheated blasts that can melt metal or stone—highly useful in the forgery. Grump's body mass and wing strength make him surprisingly stable in flight, with decent lifting capacity and strong gliding ability over short distances. While his reaction time is below average, he is highly tolerant of environmental stress and pain, making him well-suited to hauling cargo or defending static positions. His bond with Gobber is mostly based on routine, comfort, and shared stubbornness rather than speed or tactical coordination.

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- Stats
 - Speed: 1
 - Agility: 3
 - Endurance: 5
 - Firepower: 4
 - Intelligence: 3
 - Strength: 4



1. Heather & Windshear (Razorwhip)

Heather is a capable and fiercely independent fighter whose experience as a former Dragon Hunter operative gives her a rare tactical edge. Skilled in infiltration, close-quarters combat, and mounted aerial warfare, she rides with an aggressive, highly mobile style marked by sharp reflexes and precise maneuvers. After defecting from the Dragon Hunters and joining the Dragon Riders, Heather brought invaluable intelligence and hardened survival instincts. Her reunion with her brother Dagur and subsequent alliance with the Wingmaidens further refined her skills in formation flying, aerial rescue, and high-speed coordination in mountainous terrain, cementing her reputation as one of the Riders' most adaptive and strategic members.

Windshear, her loyal Razorwhip, is an armored, high-agility dragon built for precision and speed. Sleek and metallic, with a scalpel-sharp tail capable of slicing through steel, Windshear specializes in strike missions and hit-and-run tactics. Her narrow frame and extraordinary mid-air control make her ideal for confined airspace and rapid-response maneuvers. Though not suited for prolonged combat, her burst offense and responsiveness to Heather's commands make the pair a formidable team—perfectly balanced between calculated precision and fierce aerial agility.

- Stats
 - Speed: 4
 - Agility: 5
 - Strength: 3
 - Endurance: 3
 - Firepower: 2
 - Intelligence: 3



Snotlout Jorgenson & Hookfang (Monstrous Nightmare)

Snotlout Jorgenson is a physically strong, aggressive dragon rider with a focus on raw power and close-quarters dominance. He's known for his confidence—often bordering on recklessness—and prefers direct confrontation over subtlety. In combat, Snotlout favors high-risk, high-reward tactics, often leading charges or diving headfirst into enemy formations. Despite his loud and often boastful demeanor, he's a competent rider with good reflexes and quick adjustment in high-speed flight. His weapon of choice is a traditional Viking axe, and he pairs it with coordinated fire-based tactics when flying with Hookfang. Snotlout tends to rely on brute force and intimidation but is capable of surprising adaptability when the situation demands it. He rides best in high-energy, aggressive scenarios where quick reaction and bold movement matter more than discipline or formation flying.

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Hookfang is a large Monstrous Nightmare, a species known for their ability to set their entire bodies ablaze as an intimidation and attack mechanism. Built for aggressive front-line combat, Hookfang has a long wingspan, strong jaw strength, and high firepower, though his flight coordination can be erratic. He has a tendency toward defiance and occasionally ignores commands, making control an ongoing challenge. However, after years of partnership, Snotlout and Hookfang have developed a functional—if chaotic—working rhythm. Hookfang excels in burst attacks, area denial (via body flame), and brute-force flight. His endurance and speed are moderate, but his flame-based offense is among the most destructive of the dragon riders' mounts. He's best deployed in shock-and-awe roles or as a disruption unit in aerial combat, especially when flanked by more precise fliers.

- Stats

- | | |
|----------------|-------------------|
| ◦ Speed: 3 | ◦ Firepower: 6 |
| ◦ Agility: 2 | ◦ Intelligence: 2 |
| ◦ Endurance: 3 | ◦ Strength: 4 |



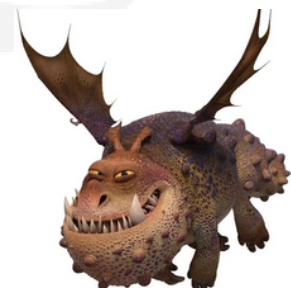
Fishlegs Ingerman & Meatlug (Gronckle)

Fishlegs Ingerman is an analytical, detail-oriented rider who approaches dragon training and combat from a tactical and informational perspective. While not as physically aggressive as some of the other riders, he compensates with encyclopedic knowledge of dragon species, behaviors, and combat traits. Fishlegs excels in recon, battlefield analysis, and support roles, often coordinating strategies based on dragon capabilities and terrain. In combat, he favors calculated positioning over speed, using Meatlug's durability as a mobile tank. He also has training in herbal medicine and basic first aid, and frequently serves as a secondary field medic. Fishlegs is one of the most skilled riders at maximizing the specific strengths of a slower, heavier dragon, and his calm demeanor makes him particularly effective in high-pressure coordination or escort missions.

Meatlug is a Gronckle— a stocky, slow-flying dragon built for endurance, defense, and short-range firepower. While not agile, Meatlug compensates with high resistance to physical damage and the unique ability to generate Gronckle Iron by consuming rocks and heating them internally. Her firepower consists of lava-like blasts, effective for close-quarters combat and breaching defenses. Meatlug's flight style is slow and stable, making her a reliable platform for ranged support or escort duty. She's highly obedient and responds well to Fishlegs' calm, consistent commands. Due to her body mass and wing shape, she's best suited for short flights, hover-based combat, and carrying loads—whether supplies, passengers, or wounded allies. Her utility outside of combat, such as metal production and raw strength, adds to her value in both tactical and logistical operations.

- Stats

- | | | |
|--------------|----------------|-------------------|
| ◦ Speed: 1 | ◦ Endurance: 5 | ◦ Intelligence: 3 |
| ◦ Agility: 1 | ◦ Firepower: 4 | ◦ Strength: 6 |



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Ruffnut Thorston & Barf (Hideous Zippleback)

Ruffnut Thorston is one half of a chaotic, unorthodox rider duo with her twin brother, Tuffnut. Her approach to dragon rising and combat leans towards improvisation and unpredictability rather than technique or structure. Her erratic behavior is enabled by her excellent reaction time and amazing spatial awareness. Ruffnut is known to act without consulting her brother, creating spontaneous tactical advantages and frequent communication problems. She controls Bard, the left, gassy head of their Zippleback, while Ruffnut controls Belch, the right, sparky head. Tuffnut's control over the gas flow requires good timing and pinpoint communication with Tuffnut- something they occasionally manage- especially in rapid maneuvers or mid-air detonations.

Barf and Belch are the two heads of a Hideous Zippleback, a two-headed dragon species known for its unusual attack method: one head releases a flammable gas cloud (Barf), while the other ignites it with a spark (Belch). This makes the Zippleback ideal for laying traps, confusing enemies, and creating large-area denial zones in combat. The species has average speed and agility but is most effective in confined spaces or surprise attacks, where its gas can linger and be ignited at the right moment. Barf and Belch each respond to their respective rider independently, requiring strong dual coordination and timing. While Ruffnut and Tuffnut often bicker or disagree mid-flight, they've developed a kind of instinctive rhythm from years of flying together. The dragon is also capable of silent flight—useful for ambushes—and has above-average intelligence, though its loyalty is often tested by its riders' unpredictable behavior.

- Stats
 - Speed: 3
 - Endurance: 3
 - Intelligence: 4
 - Agility: 3
 - Firepower: 4
 - Strength: 3



Eret, Son of Eret & Skullcrusher (Rumblehorn)

Eret, Son of Eret, grew up on the harsh northern coasts, where survival depended on strength, wit, and an unflinching will to adapt. The son of a seafarer who vanished during a failed hunting expedition, Eret was forced into the life of a dragon trapper at a young age, eventually rising through the ranks of the Dragon Hunters. He earned a reputation for his efficiency in capturing large dragons alive—an uncommon skill that demanded precision, patience, and nerve. Though initially loyal to the highest bidder, his worldview changed after encountering the Dragon Riders and witnessing their bond with dragons firsthand. Betrayed by his employers and left for dead during a botched hunt, Eret defected to Berk, offering his knowledge of traps, ships, and Hunter tactics in exchange for a new purpose. Over time, he became a trusted ally, serving as a logistics officer and field commander, often tasked with planning sea operations and coordinating rescue missions in volatile conditions.

Skullcrusher, his Rumblehorn, was once the mount of Stoick the Vast- Berk's late chief and father of Hiccup. The species is a massive, heavily armored, rhinoceros-like dragon known for its exceptional tracking abilities and raw physical power. After Stoick's death, Skullcrusher wandered the archipelago for months before returning to Berk, restless and grieving.

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Eret was the first to approach him without fear, using his background in dragon handling to calm the beast. Their bond grew from mutual respect: both carried the weight of past loyalties and hard lessons. Skullcrusher's massive, armored frame and keen tracking senses made him a perfect fit for Eret's methodical, tactical approach to missions. Together, they act as one of Berk's most reliable heavy teams—tasked with reconnaissance, defense, and reinforcement when precision and raw power are equally needed.

- Stats:
 - Strength: 4
 - Intelligence: 3
 - Firepower: 3
 - Speed: 2
 - Endurance: 4
 - Agility: 3



Phlegma the Fierce & Snappy (Snaptrapper)

Phlegma the Fierce is Berk's chief botanist, healer, and dragon naturalist—an intelligent, steady-minded woman with a meticulous understanding of both the island's flora and fauna. As one of Berk's most respected scholars, she has trained generations of Vikings in plant lore, healing techniques, and dragon behavior. She is pragmatic, no-nonsense, and quietly formidable when crossed—known to wield her authority with a mix of wit and unyielding competence. During crises, Phlegma often serves as the Riders' scientific advisor, offering grounded insight into environmental conditions, poisons, and antidotes. Her calm temperament and methodical reasoning make her a natural counterbalance to Berk's more impulsive fighters, embodying the long-term stability that sustains the community between battles.

Snappy, her Snaptrapper, is a rare and eccentric dragon species defined by its four heads, each with a distinct personality and preference—ranging from curious and analytical to playful or irritable. The Snaptrapper is a plant-like dragon, camouflaged with leafy wings and a green-brown hide that emits a sweet, floral scent used to lure prey. Though not especially fast, Snappy is cunning and flexible, able to use its multiple heads for multitasking—scouting, analyzing, and attacking simultaneously. In battle, it releases a thick, hallucinogenic gas that confuses enemies, buying time for escape or ambush. Phlegma's partnership with Snappy is rooted in shared curiosity: both are careful observers of nature's patterns, valuing patience and adaptation over brute strength. Together, they specialize in environmental missions.

- Stats
 - Speed: 2
 - Agility: 5
 - Endurance: 3
 - Firepower: 3
 - Intelligence: 5
 - Strength: 2



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Gothi & Terrible Terrors

Gothi is Berk's ancient healer and spiritual guide, a woman of few words and many gestures. Mute by choice or age, she communicates through symbols, runes, and expressive movements, commanding respect through wisdom. As one of Berk's oldest living residents, she serves as the village's memory; keeper of its oral traditions, remedies, and rituals. Her deep knowledge of herbal medicine, dragon physiology, and natural omens has saved countless lives, earning her reverence as both healer and mystic. While she rarely takes part in direct combat, Gothi's influence on Berk's leadership is profound: she advises the Riders in moments of moral uncertainty and interprets the will of the natural world when logic fails. In her quiet way, she bridges the gap between the old Viking world of superstition and the new era of dragon-human cooperation.

Her companions are a mischievous cluster of Terrible Terrors—small, winged dragons who act as her assistants, messengers, and sometimes test subjects. Individually, Terrible Terrors are minor nuisances; collectively, they're a coordinated, surprisingly clever swarm. Gothi has trained her flock to gather herbs and fetch supplies. Each dragon has its own temperament—some loyal, others lazy—but all of the herd shares a fierce protectiveness over their aging caretaker. Though too small for battle, they excel in reconnaissance and distraction tactics, swarming larger foes or scouting tight spaces where larger dragons cannot fly. To outsiders, Gothi's bond with these creatures seems mystical, but in truth, it's built on years of patience, mutual respect, and a quiet understanding of the natural order.

- Stats
 - Speed: 4
 - Agility: 6
 - Endurance: 3
 - Firepower: 3
 - Intelligence: 3
 - Strength: 1



Bucket & Whip (Seashocker)

Bucket is one of Berk's most eccentric yet beloved villagers—a humble fisherman and craftsman known for his resourcefulness, optimism, and peculiar way of thinking. Once struck on the head during a sea raid, Bucket has worn his namesake helmet ever since, claiming it helps him “think straight.” Despite his quirks, he possesses a quiet brilliance when it comes to maritime tools, net-making, and understanding ocean currents. Alongside his lifelong friend Mulch, Bucket serves as a loyal supporter of the Dragon Riders, often repairing saddles, crafting gear, or offering unorthodox solutions that somehow work. While not a warrior, his intuition about the sea and weather patterns makes him invaluable during coastal expeditions and storm recovery. Though frequently underestimated, Bucket's calm courage and boundless curiosity have made him one of Berk's most dependable seafarers—proof that wisdom often hides beneath humor.

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Whip is a sleek and highly intelligent Seashocker, a rare two-headed aquatic dragon known for its electric capabilities and cooperative instincts. Each head has its own personality- one cautious and analytical, the other daring and playful, requiring its rider to maintain constant mental balance. Seashockers travel in pods and are famed for their ability to generate electrical pulses underwater, both for communication and defense. Whip's streamlined body allows for exceptional speed in water and short bursts of gliding flight, making her perfect for sea rescues and reconnaissance along Berk's coast. Her electric bursts can disable smaller ships or light up dark waters during deep-sea dives. They often assist the Riders in marine patrols, mapping unexplored waters, or locating missing dragons after storms, usually accompanied by Mulch and his dragon, Lash, on parallel missions.

- Stats
 - Speed: 5
 - Agility: 3
 - Endurance: 2
 - Firepower: 4
 - Intelligence: 4
 - Strength: 2



Harold Forkbeard & Leopold (Scauldron)

Harold Forkbeard is an aging mariner, explorer, and part-time inventor who carries the weight of decades spent navigating the perilous seas of the Archipelago. Once a shipwright and merchant sailor, Harold earned his nickname for his signature forked beard, a feature he claims brings good luck on the water. Cautious yet curious, he has charted more unclaimed islands than most Vikings dare to dream of. After witnessing firsthand the devastation caused by dragon-hunting fleets, Harold turned away from mercantile pursuits and pledged himself to studying sea dragons, documenting migration patterns and coastal breeding grounds. His role on Berk is a hybrid of scholar and sailor: he trains new riders in maritime navigation, offers counsel on long-distance expeditions, and maintains Berk's ever-expanding sea charts. Harold's quiet bravery and unshakable patience have made him a respected elder among the Riders as someone who knows that the ocean rewards respect, not recklessness.

His companion, Leopold, is a magnificent Scauldron, a massive aquatic dragon species famed for their corrosive water jets and control over oceanic pressure. Leopold is sleek, cerulean, and serpentine, with translucent fins that ripple like liquid glass when he swims. Scauldrons are both beautiful and dangerous- able to inhale seawater, boil it in their stomachs, and expel it as scalding blasts with remarkable precision. Leopold, in particular, is unusually docile for his kind, having bonded with Harold through years of mutual trust and steady companionship at sea. He excels at long-distance endurance missions, and is capable of towing ships, navigating storm currents, and even rescuing capsized sailors. Though he prefers the deep sea, Leopold is fiercely protective of Berk's shores.

- Stats
 - Speed: 2
 - Agility: 2
 - Endurance: 4
 - Firepower: 5
 - Intelligence: 3
 - Strength: 4



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Queen Mala & Ironmaw (Eruptodon)

Queen Mala is the proud and formidable leader of the Defenders of the Wing, a secluded island tribe devoted to protecting dragons and preserving the natural balance of their volcanic homeland while blending tradition with adaptability. She commands respect through decisive action, unyielding conviction, and an almost sacred reverence for dragons, which her people regard as divine guardians rather than beasts. Under her reign, the Defenders developed into a highly organized, honor-driven society centered around discipline, environmental harmony, and collective duty. Mala herself is both diplomat and warrior, measured in speech but unflinching in combat. Though once wary of outsiders, her encounters with Hiccup and the Riders softened her view, helping her recognize the broader potential of cooperation beyond her island.

Her dragon, an Eruptodon, is revered by the Defenders as a living deity and protector of their volcanic island. The Eruptodon is a colossal, lava-eating dragon capable of consuming molten rock and expelling it as streams of magma or hardened stone projectiles. Its very presence stabilizes the island's volcano by feeding on its heat, preventing eruptions and sustaining the delicate ecosystem. Towering and seemingly ancient, this dragon is slow but immensely powerful, its hide naturally resistant to extreme heat and flame. When roused to defense, the Eruptodon becomes a living fortress, capable of withstanding sustained assault and reshaping the battlefield with bursts of molten fury. Together, Mala and her dragon embody the heart of the Defenders' philosophy: strength through balance and leadership rooted in respect for the natural order.

- Stats
 - Speed: 1
 - Agility: 2
 - Endurance: 5
 - Firepower: 4
 - Intelligence: 3
 - Strength: 5



Mildew & Strain (Threadtail)

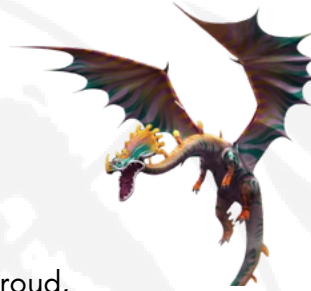
Mildew is one of Berk's most infamous geezers; a cranky, suspicious old man whose distrust of dragons once made him a thorn in the side of the Riders. A lifelong farmer and shepherd, Mildew has spent decades cultivating both crops and grudges, convinced that the island was better off before dragons arrived. Though bitter and often manipulative, he's also cunning and deeply knowledgeable about Berk's soil, weather, and plant life from a lifetime of solitary labor. His isolation and resentment stem partly from loss as years of storms and raids stripped him of his livelihood, leaving him to cling to routine and self-righteousness as armor. Over time, however, even Mildew's hardened heart began to soften, especially after witnessing the loyalty and intelligence of dragons firsthand. While he never fully sheds his cynicism, he eventually becomes a reluctant caretaker of injured dragons, channeling his skill with herbs and antidotes into something useful, though he'll never admit it aloud. It is speculated he still holds a grudge against dragons even to this day.

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Strain is a wiry, sharp-tongued Threadtail, a species known for its thin, whip-like body and venomous stinger at the tip of its tail. Threadtails are skittish but quick, relying on speed and misdirection rather than brute strength. Strain mirrors Mildew's temperament: irritable, sarcastic, and fiercely territorial. Despite their mutual stubbornness, the two share a strange companionship rooted in shared exile- both are loners who found, in each other, a grudging sort of understanding. Strain often helps Mildew by hunting pests and clearing out invasive creatures from his fields, using precision tail strikes and bursts of fire to keep the land balanced. In combat, Threadtails excel at harassment tactics, darting in and out of range to sting or distract opponents before retreating to safety. Though small, Strain's venom can temporarily paralyze, making him far more dangerous than he appears.

- Stats

- | | |
|----------------|-------------------|
| ◦ Speed: 5 | ◦ Firepower: 3 |
| ◦ Agility: 4 | ◦ Intelligence: 4 |
| ◦ Endurance: 2 | ◦ Strength: 2 |



Spitelout Jorgeson & Rampage (Snafflefang)

Spitelout Jorgeson is the quintessential Berkian warrior: loud, proud, and utterly convinced of his own superiority. Father of Snotlout and brother to Stoick the Vast, Spitelout embodies the old Viking ideal of strength through competition, constantly measuring himself (and everyone else) against impossible standards. A seasoned fighter with decades of combat and training under his belt, he's both respected and exasperating. Beneath his bluster, however, Spitelout is a deeply loyal defender of Berk who hides his anxieties about legacy and family pride behind bravado. He has a strict, militaristic mindset, believing discipline and endurance are the only true marks of a warrior, and he often serves as a drillmaster for younger Riders through the Academy. His rivalry with Stoick and pride in Snotlout's achievements shaped much of his identity, balancing arrogance with a grudging affection for those he holds close. Though his leadership style is abrasive, few can deny his battle experience or his unwavering commitment to Berk's defense.

His dragon, an unnamed Snafflefang, is a muscular, rock-chewing dragon species known for its dense armor plating and formidable bite force. Snafflefanged dragons are subterranean burrowers, able to sense vibrations and detect movement through the ground- a talent Spitelout often uses to anticipate ambushes or locate structural weaknesses in enemy defenses. The Snafflefang's signature attack is a volcanic blast created by heating the rocks it consumes and launching them as molten projectiles, making it a devastating artillery dragon in siege-style combat. Though stubborn and temperamental, Spitelout's Snafflefang mirrors its rider's pride and resilience: both are unyielding once they've committed to a fight. Their bond is built on mutual respect through challenge, constant sparring, and shared victories. The pair exemplify Berk's rougher edge: loud, disciplined, occasionally reckless, but undeniably effective when the island's safety is at stake.

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- Stats
 - Speed: 2
 - Agility: 3
 - Endurance: 4
 - Firepower: 4
 - Intelligence: 2
 - Strength: 2



Halla the Electric & Sparky (Skrill)

Halla the Electric is a daring, sharp-minded storm rider from the northernmost reaches of the Archipelago, known across the seas for her mastery of lightning and her near-mythic bond with a wild Skrill. Once a wandering sailor and mercenary, Halla earned her epithet after surviving a lightning storm that should have killed her and instead marked her hair with white streaks. Pragmatic but thrill-seeking, she thrives in chaos, treating every storm as a challenge rather than a threat. Her commanding presence and tactical instincts make her a natural leader in crisis situations, where she reads the rhythm of weather and battle alike. While she has little patience for politics or posturing, her loyalty to her allies runs deep, and she often serves as a courier or first-strike scout for Berk's forces. Halla's strength lies not only in her combat prowess but in her intuition and knowledge of the climate, a sense for danger honed by years of living one heartbeat away from disaster.

Her companion, an unnamed Skrill, is one of the most feared and respected species in the Archipelago— a sleek, dark-scaled dragon capable of harnessing and storing lightning within its body. The Skrill channels electricity through its metallic spines, releasing it in controlled bursts that can disable ships or paralyze enemies midair. Unlike fire-breathing dragons, it uses the storm itself as a weapon, riding thunderclouds and striking with blinding precision before vanishing into the mist. Halla's Skrill is unusually cooperative for its kind, but still ferocious and unpredictable with strangers. Their bond was forged through shared survival: Halla rescued it from a frozen lightning field where it had been trapped in ice, and in turn, it accepted her as part of its storm. Together, they embody raw energy and precision.

- Stats
 - Speed: 4
 - Agility: 3
 - Endurance: 2
 - Firepower: 5
 - Intelligence: 3
 - Strength: 3



Freydis Wyrmbane & Bjorn (Timberjack)

Freydis Wyrmbane is a battle-hardened outpost warrior stationed on one of Berk's far-flung island defenses, where constant vigilance against raiders and wild dragons defines daily life. Born into a coastal clan known for its endurance and discipline, Freydis earned the moniker *Wyrmbane* after leading a small garrison that survived a dragon raid years before the Riders' era of peace.

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When Berk's dragon-human alliance emerged, she was one of the first skeptics to adapt, quickly transforming her warrior's instincts into guardianship rather than destruction. Fierce, stoic, and uncompromising, Freydis commands respect from her peers through her reliability and sharp sense of duty. She thrives on structure and preparation, maintaining her outpost as both a watchtower and sanctuary, ensuring that trade routes and coastal settlements remain secure. Despite her pragmatic exterior, Freydis holds a quiet reverence for dragons, seeing them as living forces of nature that demand respect, not fear.

Her dragon, an unnamed Timberjack, is a majestic forest-dwelling dragon with vast, paper-thin wings that can slice through trees or armor with a single beat. Unlike most dragons, the Timberjack is almost silent in flight, moving with eerie grace through dense forests or along coastlines where stealth and mobility are key. Its massive wingspan can generate wind gusts strong enough to repel projectiles or clear debris, making it a versatile ally in both combat and rescue operations. Its scales are a burnished copper and ash gray, edges always glinting like steel in sunlight. They are often assigned to reconnaissance and border defense, scouting from treetops and cliffs where storms roll in. Together, Freydis and her Timberjack embody quiet strength as guardians of the threshold between Berk's safety and the wild unknown.

- Stats
 - Speed: 3
 - Agility: 6
 - Endurance: 3
 - Firepower: 2
 - Intelligence: 3
 - Strength: 3



Einar Frostbrand & Glitris (Snow Wraith)

Einar Frostbrand is Berk's foremost Arctic explorer and survivalist- a stoic, self-reliant Viking who thrives where others freeze. Once a sailor on long-range trading vessels, he turned to exploration after a fateful expedition stranded him amid icebergs for a winter. Emerging from that ordeal with frostbitten scars and a deep respect for the unforgiving north, Einar became Berk's expert on polar navigation, glacial mapping, and cold-weather survival. He operates on the fringe of civilization, charting new sea routes, documenting migratory dragon patterns, and keeping watch on the shifting alliances among far-north tribes. Einar is quiet and deliberate, preferring observation to speech, and is guided by a personal code that values endurance, precision, and humility before nature's power. Though often away from Berk for months, his findings have saved countless sailors and dragons, making him both a legend and a ghost; rarely seen, but always felt in the lore of the Riders.

His dragon, a Snow Wraith, is a pale, spectral predator built for life in the frozen wastes. With shimmering white scales that blend seamlessly into snow and mist, the Snow Wraith is a master of stealth and ambush, detecting prey through heat vision rather than sight. Capable of flying in subzero temperatures where most dragons falter, it exhales blasts of compressed frost that can freeze targets in seconds.

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Einar's Snow Wraith is calm by temperament (an anomaly among its volatile kin) but fiercely protective, especially in storms where visibility drops to nothing. Together, they navigate blizzards and ice fields as if they were second nature, their coordination silent and instinctive. In battle, they strike like the cold itself: sudden, precise, and merciless. Together, they serve as Berk's eyes in the north, guardians of the frozen frontier and chroniclers of the edge where dragons, weather, and myth converge.

- Stats
 - Speed: 4
 - Agility: 4
 - Endurance: 3
 - Firepower: 3
 - Intelligence: 3
 - Strength: 3



Vigdir Bromson & Wodensfang (Submaripper)

Vigdir Bromson is Berk's chief chef for humans and dragons alike, a broad-shouldered, flame-scarred man with a booming laugh. Once a ship cook for the Berserker fleet, Vigdir learned early how to feed warriors and beasts alike on long voyages through harsh seas. After retiring from active sailing, he settled on Berk and reinvented himself as the master of dragon cuisine. His kitchen (the Steamhall) doubles as a communal restaurant and research lab, where he experiments with volcanic salts, sea kelp, and fermented fish oil to create nutrient-rich meals for dragons of all species and keep their scales shining. Vigdir understands dragons not only through care but through diet- he knows how to calm a Skril's temper with chilled eel paste or restore a Gronckle's flight strength with mineral-heavy stews. Though his demeanor is jovial, he carries deep reverence for the dragons' biology and the ecosystems that sustain them, treating each meal as both art and offering, keenly aware a good breakfast is the only way to start a day.

His dragon, Wodensfang, is an elderly Submaripper and his lifelong culinary companion. Towering, wise, and well beyond his prime, Wodensfang now spends his days floating off Berk's coast, occasionally assisting Vigdir by cooling overheated cauldrons with bursts of pressurized water or using his precise jets to tenderize meat. The dragon's palate is legendarily refined and Vigdir swears Wodensfang can distinguish between a salt marsh eel from Berk and one from the Outcast Isles. Their bond is almost domestic: the old dragon acts as taster, sous-chef, and guardian, ensuring no dragon goes hungry on Berk. Though Wodensfang rarely leaves the shore, his might is not forgotten; when roused, he can summon waves strong enough to capsize longships. Yet these days, his greatest contribution is peace and companionship as his slow, rumbling purr and gentle warmth turn the Steamhall into a sanctuary for dragons too tired or wounded to fight.

- Stats
 - Speed: 2
 - Agility: 2
 - Endurance: 5
 - Firepower: 3
 - Intelligence: 4
 - Strength: 4



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