



A Guide To Draconequui

My Little Pony Generation 4: Friendship is Magic (Cartoon 2010) · Not Rated · 779 words

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Some of my personal headcanons about Draconequui culture/biology/etc. Along with some Draconequus fanart!

Chapter One: Headcanons

Chapter Two: Art

Chapter 1

The picture at the top represents the gender differences.

When young, a Draconequus has a similar shape to a Pony. As they age, they become longer and more serpentine.

A Draconequus has four mismatched legs, two mismatched wings, and two mismatched horns. They have furry gray heads, feathered torsos, and scaly tails. Their tail will be a lighter shade of the torso color, with dull, even lighter spikes.

Their eyebrows and tail tufts are always white, as are the pupils of their eyes. The sclera of the eye is yellow, while the irises can be any color.

They have sharp teeth near the front of their snouts and flat teeth near the back. It is common for one or two teeth to stick out, even when the mouth is closed. They have large nostrils and forked tongues.

Males are born with a white spot on their chins. During puberty, this spot grows into a wispy beard. It is always white.

Females have a neck ruff that is made out of something that is a cross between feathers and fur. It is a darker shade of the torso color.

Females have rounder snouts, more hair, longer eyelashes, lighter colored heads, larger wings, and smaller tail tufts. On the whole, they tend to be slightly smaller and sleeker than their male counterparts.

Males have bushier eyebrows, larger horns, and longer teeth. On the whole, they're bigger and bulkier than their female counterparts.

Draconequui have excellent vision, both in terms of distance and at night. Some of them have heat vision, and some see in ultraviolet, etc. They have strong senses of smell, taste, touch, hearing, etc.

It is very common for one of the limbs (especially a forelimb) to be the same color as the torso. Talons and claws are more common as forelegs, while hoofs and paws are common as backlegs.

Draconequui will sometimes have spots on their heads or circles around their eyes. These spots are usually a darker shade of grey than the head, but can be other colors as well. The inner ear will always be pink, the outer ear gray, and each ear almost always matches the other.

All Draconequui have the powers of teleportation and levitation, of themselves and others (how many/big depends on individual power levels). Most have some sort of conjuring and hypnotism abilities as well.

Draconequui eggs take a hundred years to hatch. After that, it takes around nine hundred years for them to reach puberty. At that point, their magic will become unstable, ranging from pitifully weak to unbelievably powerful -- some of the greatest things a Draconequus ever does with their magic happens over this more-or-less hundred year span.

During puberty, a Draconequus figures out their Magical Specialty, which is kind of like a Pony's Cutie Mark but without a visual symbol. Their individual specialties effect their magic.

To celebrate finding their Specialty, a Draconequus will often choose a new name to represent their personalities, and only their family/close friends will call them by their birth name.

Some Draconequui are born with incredible powers, which only increase during puberty, due to representing a specific concept. These Draconequui are known as Nobles,

and are referred to as Lord/Lady (Example: Discord, Lord Of Chaos, Representing Nonsense).

Some of the most common powers relating to Specialties are: Shapeshifting, Invisibility, Animal Control, Shadow Walking, Mirror Spying, Advanced Conjuring of a specific thing, Magical Baking, and Healing.

Draconequui consume a large variety of things, mineral, plant, fungi, animal, and more. Wood is a big part of their diet, as is cacao/chocolate.

Draconequui are extremely flexible, agile, and fast, which makes it very hard to catch them. If they are caught or cornered, they still have sharp claws/teeth, powerful jaws, and incredibly strong torsos/tails (meaning they can squeeze an opponent like a snake).

Draconequui dislike authority, and as such have a loose leadership system. They are organized into packs with a Pack Leader, who mostly represents the interests of the pack and settles disputes. They respect Noble Draconequui, but don't necessarily obey them.

Draconequui are capable of taking in/sorting massive amounts of information at once, such as reading dozens of books at the same time, watching multiple shows, or following many separate conversations.

Draconequui reach adulthood at about 1,500 years old. They mate for life and get extremely possessive/protective over those they care about. When experiencing strong emotions, their eyes will glow, with the pupils glowing brightest. They growl, snarl, purr, coo, screech, hiss, and hum/make musical noises to convey emotions.

Chapter 2: Gallery

Some of these were drawn before I finalized my headcanons, so they might not entirely follow the previous chapter's rules.

— end of "A Guide To Draconequui" —