Drakon

Descendants and Cousins of Draks

Tribes of Draks who have left the tunnels and caverns they call home and chosen to live, explore, hunt, and survive in the wild, on the surface, evolved over the millennia to become the Drakon; they are taller, stronger, and more wild than any Drak has ever been.

Hardy Survivors

Since becoming their own race, the drakon found sentience at around the same time as the draks and bahraks, though they found survival in different means than the other two; where draks mastered their cave systems and bahraks scavenged off other societies, the drakon took a more… direct approach to getting by. Clans of drakon will roam for miles until they find a place that they believe is suitable to survive for the foreseeable future; somewhere with plenty of food, water, and other precious resources to build their homes, weaponry, the clothes on their backs, and the like. In this time they have become much more physically powerful and capable than most of the other races on Aethra, but in turn they have also become a bit more wild, a bit more savage, a bit more animalistic in their lives and various sub-cultures.

One such example of this behavior is the tendency in many drakon societies to forcibly pull their scales out of their bodies – typically from their face, neck, chest, or arms – upon the pain of losing a physical conflict, such as a fight over the courtship of a woman, a duel to decide property ownership, or when losing a skirmish with a member of an enemy clan. In this way, drakon are motivated to fight their absolute hardest in all circumstances and always try to come out victorious.