Draks

Servants of Dragons

Millenia ago, before the Cataclysm, when the Predecessors’ War first began, the gods created the dragons to aid them in their fight. Both as payment and to serve them, the gods blessed the dragons with 3 gifts: their indomitable, awesome, terrifying forms; the power to destroy using just their breath; and legions of loyal servants, today known as the draks. Draks are small, lizard-like creatures of sharp wit and undying loyalty, particularly to dragons and their clans (though draks used to be loyal to dragons first and their clans second, over the years this disposition has become reversed).

Ingenious Tunnelers

Between the Predecessors’ War and the Cataclysm, the number of dragons on Aethra has dwindled significantly, and the draks that remained after the Cataclysm were largely left to their own devices. In this time,

Being the tunnellers that they are, Draks are also quite familiar with the Tunnels themselves, and have helped add to the network over the millennia, in terms of carving out new networks to travel down and helping darklings build cities and hunt creatures that bedevil them. Such work is often temporary and done out of drak convenience, however, as the draks don’t care for being stuck underground for too long, leading to their homes almost always being near the surface.

Ingenious Tunnelers

Draks have become extremely advanced in the arts of tunneling, trap-making, and crafting, as each has been fundamental to the survival of their clans. Though they view combat as a second-to-last resort insofar as survival is concerned (the last resort being fleeing), they have also become quite adept in fighting as a group and small-scale military tactics. This has led to them becoming masters of things such as guerrilla warfare, defensive strategy, and battling opponents both physically and militaristically larger than themselves.

In the event that two clans meet, the first response of most clans is to attempt a diplomatic and peaceful resolution, including distribution of land and the trading of resources, labor, and various other forms of wealth. If an agreement between the two clans cannot be reached, then they will wage war upon one another until one clan surrenders – an event which almost always takes only a couple of weeks – and is consumed by the other clan.

Clan Migration

Draks, like other races, typically make their homes in places with enough resources to survive, or possibly make enough trade with other nearby communities to make up for what their particular cave system is lacking in. This has led to Draks becoming viewed as a great economic boon to a given settlement whenever a new clan moves in nearby, as their arrival usually brings ores, minerals, and the like – or it could be an omen of danger, as the Draks may simply choose to steal and pillage for what they lack rather than trade for it. Whenever a particular region runs dry of valuable materials or sustainable resources – a rare event, but by no means unheard of – or if a given region proves too dangerous to settle, that is when a clan decides to move on and find a new home.