



## DRÄKKON RÄCIAL PÄCKET

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*"No arts; no letters; no society; and which is worst of all, continual fear and danger of violent death; and the life of Drakkon, solitary, poor, nasty, brutish, and short."*

To the untrained eye, that represents the life of the drakkon; however, these beings possess a far greater depth of character than that. Of all the races in Jhoril the drakkon are the least known. The newest of the races, the drakkon are a recent arrival in Jhoril. Where they come from, nothing but rumor is known. No drakkon remains from their original appearance in Jhoril who knows anything about the drakkons' past. All that is known is that they arrived via gates one hundred and twenty five years ago with no real knowledge of where they came from or what their purpose here was. Since then the drakkon have dispersed throughout the land seeking to build a life for themselves. While they do not have the historical perspective many of the other races possess, the drakkon of the current age have the rare opportunity offered only once to a race: the opportunity to mold the course of their future.

## WHAT IS KNOWN

The drakkon are primarily a race of warriors. Their choice of martial proficiency depends on the individual, and drakkon have been known to excel in physical combat and others at magical skill. Some say it is in their blood, others ascribe a more mystical connection to the call of battle. Only the bravest or most disciplined of warriors can face the daunting challenge that a drakkon roused to a battle fury presents. Even more intimidating than their ferocious tempers is the reputation of their courage. One of their most distinguishing marks on the field is a disregard for danger. A drakkon is often willing to take on what seems to be impossible odds exuding a certainty of success. This is not to say they are stupid, for example they are far too practical to take on suicidal charges. They simply have a high opinion of what they can accomplish, and while they don't always win, drakkon survive much longer than their human and firbolg counterparts. An unusual, and highly prized, fact that makes them sought after as mercenary fighters.

The drakkon have a savage practicality coupled with a tendency to rely on their instincts. While the elder races usually rely on logic and culturally developed behavior, the drakkon lack that base. Instead they allow their instinct to dictate their actions and are very matter-of-fact in nature. They prize decisive action and despise people who are all talk. Quiet competence is respected far more than even the most fervent acclaim. The drakkon feel that this competence is best acquired through practice and competition. This makes even the most passive drakkon competitive by any standard. Clutchmates will constantly compete against each other in various ways to hone their skills as well as to establish a social pecking order.

Drakkon, while usually highly intelligent, see no need for deception or deceit and tend to react negatively to anyone who tries to use those skills on them. The complex intrigues of political courts tend to irritate these already emotionally charged beings. It is well understood by any noble in a court which drakkon are part that his or her plans could be thrown in disarray by these wildcards. This is not to say that drakkon are unsocialized and brutish animals. The very opposite is true, in fact. They are alert to the emotional and unspoken currents around them as well as being curious to learn. They can easily observe and pick up the manners of courts, it is just unusual. They usually see no reason to follow the so-called “rules” of court intrigue.

## HOME LIFE

Due to their lack of roots, their recent arrival and lack of homeland or developed culture, the drakkon put a lot of emphasis on the bonds of kinship. Drakkon live in clutches. A clutch is a group of related adults who were raised together and their offspring. A clutch is usually led by the dominant female in the group. Since the drakkon respect females as lifegivers this does not come as much of a surprise. Female drakkon also tend to be more aggressive than the somewhat ‘steadier’ males. When two clutches of drakkon meet the two leaders will almost always fight for dominance, although this trend is changing to a degree.

A more recent tendency among younger drakkon is to form into a group called a Crush. A Crush is formed by likeminded drakkon for the purposes of survival, adventure and to help find themselves and support each other in the lives they want to create. Leadership of the group is typically taken by the strongest member, male or female, though females predominately lead. The leadership is almost always in contention though as the crushes take it as a point of pride to constantly compete with each other to hone their skills. The older, more traditional drakkon dislike this new trend.

Drakkon do not lay eggs, instead they bear live offspring called hatchlings. The clutch raises the young as a group. Drakkon have a strong protective instinct when it comes to the young, their young especially but any young in general. A clutch will defend their hatchlings to the death. Clutches will readily take in any young found without parents or protectors and raise them. A drakkon is considered an adult once his or her parent clutch has determined that the birth clutch can fend for itself. This is marked by a solemn ceremony in most drakkon clutches. This ceremony varies from clutch to clutch and can be as simple as the granting of adult names to the young or as complex as the most intricate sidhe ennobling ceremony.

It is an important distinction to remark that every clutch is possessed of different traits and values and customs will vary from clutch to clutch. A clutch living near the firbolg lands may have a completely different outlook and worldview than a clutch living in the heart of the Itan Empire. This can cause some problems for travelers and scholars who seek to document the differences between clutches and drakkon across Jhoril. It can

also lead to some interesting social interactions between drakkon from different clutches when they try to establish a pecking order.

Drakkon find acceptance in many regions and can be found living in all societies at this time. Drakkon can be found in Tærran Legions, sailing the western seas with the pirate fleets, reaving on Fflor dragonships, and serving in the Melean condotterie. While the sight of a drakkon clutch may be unusual in Mac Insbury, a drakkon warrior in Hawk's Crossing would hardly warrant a second glance.

### **Other features of Clutch life**

Drakkon living in clutches near civilized lands will often adopt clothing and armor styles akin to those of the civilization they live near. In the wilder lands of Jhoril drakkon clutches tend to dress in utilitarian garb and leather armors. While drakkon clutches living in the lands of Dun Haventhal typically adopt full metal armors and somewhat finer garb, drakkon in the Itan lands could be found wearing silk kimonos.

Drakkon smiths in clutches tend to produce weapons although some, like Aristus the goldsmith near the city of Tær are known for their finely wrought artwork. Drakkon artwork can be best described as alien; however it can command exorbitant prices from the idle rich across the lands. It is almost a status symbol among the elite of Tær to own original pieces of drakkon artwork.

Drakkon fare typically consists of meat and vegetables strongly spiced with local herbs. Obviously, the meal choices for a clutch will depend on the availability of hunting or purchasing the foodstuffs. Strong wines and liquors are favored by the drakkon for relaxation although when those are not available the drakkon will partake of lighter refreshments. It is a rare drakkon whose cultured palate can tell the difference between the various vintages of Melean wines.

## **THE FUTURE**

The drakkon as a whole are a fairly disparate group. They have no organized leadership to guide their futures. The leaders of individual clutches or crushes are the highest authority most drakkon heed. Some attempts have been made to unify the drakkon under one ruler though these attempts have thus far failed. Currently two individuals, Bloodtear and Garm, are each attempting to unify the drakkon. Bloodtear is the leader of a mercenary company known as the Bloodtalons, famous for their part in the Realm War. Garm, originally a craftsman, is slowly becoming well known for his levelheaded ideas and charismatic speeches. Unfortunately, these two leaders have wildly differing views on why and how the drakkon should take their place as a major race in Jhoril. If the drakkon could unify as a cohesive entity they would truly become one of the strongest races in Jhoril. Only the future will show if they will succeed in doing so.

The future for the drakkon is not resolved though, and the emergence of these two leaders could polarize the clutches into open warfare with each other and could potentially trigger a nearly genocidal war between the drakkon of different beliefs. The

years following the Realm war may be the most important in shaping the Drakkons' future.

## THOSE KNOWN

### **Bloodtear**

Bloodtear is one of the current contenders for the leadership of the drakkon. A large and imposing being, he is best known for his skill with a spear and his hot temper. Commander of the Bloodtalons Mercenary Company, he personally led a stunning counterattack against the left flank of Fourth Legion in the Battle of Hawk's Crossing during the Realm War. He insists that this allowed the rest of the forces to win the day; while even his detractors admit it was one of the turning points of the battle, his arrogance caused many problems among the Dun forces both before and after the battle. Bloodtear has no qualms about stating his opinion and backing it up with his fist. He believes that the drakkon were meant to be a powerful force in the world and the only way they can do so is by unifying. In his mind he is the only one strong enough to forge the drakkon into a true nation and he will do so regardless of who stands in his way. A larger and larger number of drakkon are agreeing with him.

### **Garm**

Originally a smith working in Dun Haventhal, Garm joined with the forces fighting the Tærus invasion during the Realm War. When his squad leader died in the midst of a fight Garm managed to keep his team together and cohesive for the rest of the battle. After the war Garm noted Bloodtear's campaign and disagreed with his views on the matter. The two got into a shouting match that would have ended with blood spilt on the streets of Haventhal if not for the timely intervention of the Black Citadel Guards. Over the last year Garm has opposed Bloodtear's harsh and militant views on the unification of the drakkon. He feels that a while the drakkon do indeed need to unify as a nation, it should be because they wish to take their place as equals among the other races, not as their rulers as Bloodtear implies. His words are slowly gaining popularity, and not only with drakkon, he has a fair number of friends among the other races of Jhoril as well, who would prefer to see a less bloodthirsty ruler at the head of the drakkon than Bloodtear.

### **The Shining One**

This enigmatic being is said to know everything about the past of the drakkon. Tales state that in times past, a true and noble drakkon who has taken on more than he can handle is aided by a figure in shining white. No one has ever personally met this being but always a friend of a friend of a friend has. Many elder drakkon scoff at the legend, yet still stories are handed down to hatchlings of a being who will help them if they are truly ever in need.

### **Magister Haesslich**

Magister Haesslich is one of the few drakkon runecasters. Also a master alchemist he spends almost all of his time in his study in Tær. He stays neutral to all politics and has yet to express an opinion on the current two candidates struggling for the leadership of the drakkon. Well respected among the drakkon community and by the Tærus, if he were to throw his support to one of the other it is believed the contest would be done at that point. As such, both Garm and Bloodtear seek to gain his backing.

### **Lecythys the Wise**

Considered to be one of the greatest sages of the era, at least according to the drakkon, Lecythys is looking into the origins of the drakkon. An alchemist by trade he spends most of his time chasing down esoteric leads where the drakkon might have come from. So far if he's made any progress he isn't sharing. Incredibly hard to track down, rumor states he is somewhere in Teir Meranthas.