

## Shiny Dance Culture and the Cape Rapid Region.



*A map of the Cape Rapid Region found in what was once Northern Michigan*

Also known as Fisherdrake culture, Shiny Dance Culture is a small, rural tribal culture found in what was once northern Michigan which is now a peninsula that reaches into the Great Lake. The villages of shiny dance culture are isolated to 4 villages along the western coast of the region, those villages are Muskegon, Rapid, Frankfort and Glen.

This look at Shiny Dance Culture and the Cape Rapid region will be representative of the period from 30-50 years Post Awakening.

### **Basic Demographics**

**Total Populations:** In total there is roughly 1,500 drekir that belong to the shiny dance tribal villages, and an additional 600 drekir in the other two major tribal villages of the region.

**Breeds:** Drekir Breeds in the region are almost entirely either Drekirfijal or Drekirval. On rare occasion you may find a wandering Drekirerlen or drekirkaltir group moving through the area.

**Technology:** Most of the region is primitive, stone age like technology, with some more chalcolithic like influence from the village of Midland and it's light use of VerdaStal, however this metallurgy is incredibly recent (first made in 28PA) and Midland has been slow to trade it outwards. With most villages only getting violet stal (jolstal) around the 40pa mark in small amounts.

**Sivilão Influence:** The Realm of Kor Avil has a light influence on the region, with Bo Janāt (Town Eighteen) being built in the region 300 years prior to the drekir awakening. This town was tasked with destroying the Packstone Obelisk and so far have not been successful. They do take some time to raid and kidnap from the villages of heretics that have since come to "infest" the region in their view. Though their impact is comparatively light when held against many other regions of the DragonScape.

# Rapid Tribal Culture, Religion, Customs and Ethics



## The Triangle of Scales

Shiny Dance Tribal Society is founded on their philosophy and religious belief system known as the *Triangle of Scales*

Drekir of the Shiny Dance villages teach and believe in the notion of the Triangle of Scales, The Triangle of scales simply believes that drekir are a part of a wider cycle of consumption. They believe the Raddir are the scaled creatures of the stars, whom they refer to as such, calling them Starscales, believing they are the fish of the void in

space. It is believed the Raddir eat the souls of the drekir, which sustains them. The Drekir eat the scaled creatures of the water, the fish, to perpetuate their existence and to keep the fish from devouring all of the Raddir. As said the fish are the ones that eat the Raddir. This great cycle is believed to be the reason as to why humanity became the drekir of the DragonScape and why the world they once knew has been wiped clean.

The Drekir of the Shiny Dance Tribes do not pray, nor do they build unique religious structures or shrines to worship this triangle of scales. Rather they believe that their religious virtue will come from their lifestyle.

Shiny Dance drekir live mostly off of fish that they fish from the waters of the Great Lake and the rivers that wind through the region. They do also grow herbs, spices, and medicinal plants for seasoning their fish as well as for use in primitive alchemical mixes and brews, one of those being a drug known as Fisheye. They believe that mostly subsisting off of fish is a religious must so as to maintain their part in the Triangle of Scales. They believe that land animals are similarly part of the triangle, aiding the drekir in one way or another in their job of eating fish, as such they stay away from eating land animals and insects if they can help it.

Shiny Dance Tribals furthermore believe that they themselves are sacred creatures, with the 1st gen drekir who were once humans (3000 years ago) coming to believe that they have been chosen by the starscales above all others to take part in this holy cycle. As such they themselves are creatures that are to be appreciated and loved. Shiny dance culture is a very pleasure driven society, everything a drek experiences is a gift from the starscales. This can be most seen in the Shiny Dance (more on that soon) but can also be seen in their more active lifestyles, they are taught to enjoy and appreciate the fish they catch and to take pride in their abilities as fisherdrakes.

Magical anomalies like the local obelisk (the Packstone) as well as the occasional spirit they spy are often treated with caution. It is believed that wandering spirits are the uneaten, those the raddir had failed to eat. Therefore they are cursed beings that should be avoided, it is common for shiny dance drekir to make charms and talismans when traveling to try and scare away wandering spirits. They believe the obelisk is a corrupting presence that turns proper shiny dancing drekir into feral landscale eating ferals, so they avoid it, believing the area to be cursed.

Shiny dance drekir lastly will treat their dead through a process of cremation, They will store the ashes in small sacs made of fish scales, hanging them from various trees near the village. It is believed that this is how the starscales (raddir) eat the souls of the drekir.

## The Shiny Dance

The Shiny Dance is the cultural centerstone of this tribal culture and is the main activity that the drekir of the shiny dance tribes look forward too. It is called the Shiny Dance based on the “glints” and “shining” of fish scales in the dancing firelight. It is seen as a way of showing the starscales (raddir) that they are doing their job in eating the lake fish.

Drekir will keep the scales of the fish they catch and eat, making decorative pieces of clothing out of these fish scales known as “Shiners”. These Shiners are worn whenever the weather permits, in colder times it is common to wear more practical and pragmatic clothing. Regardless of the weather it is common for these drekir to wear the shiners during the Shiny Dances they hold.



The Shiny Dance itself happens at various times in the various villages though will roughly happen around every 40-80 days depending on food stores, the weather, and the recommendations of the Fish Oracles. The Shiny Dance is essentially a party, fish dishes are prepared, bonfires are lit, music is played and drekir dance around the bonfires to show off their shiner outfits. In addition to the food, the dancing, and the music this is when the drug known as “fisheye” is passed around, being a powerful hallucinogen that forces one's spirit into the eyes, allowing a drek to see their own spirit.

The Shiny Dance is believed to be a way of showing the Starscales that their village has eaten in many fish, showing those fish scales in the shiner outfits.

In a more grounded, down to earth cultural matter, the Shiny Dance is a way for a drek to show off and party. A drek often dances around the fire as a way of showing off how they are the best fisher with the biggest shiner outfit, as well as how good of a dancer they are, and of course it is common for drekir to dance in an effort to score themselves a mate for the night. The Shiny Dance is also a pretty wild party for most drekir, with the dancing and partying and drugs typically lasting all night and into the morning.

### **The Fishdrake Oracles**

The Fishdrake Oracles are a small population of drekirvat that lives on a small set of islands known as the “Fishdrake Isles.” During the Fishoff shiny dance that ends every year, it is custom for the drekir who would become pregnant during the festivities to boat out to the middle of the lake to lay their eggs before returning them to the fishdrake isles to hatch.

This causes the eggs to hatch as drekirvat, these drakes are known as “fishdrakes” as opposed to “fisherdrakes”. It is believed that they are the oracles, beings caught inbetween the triangle of scales (part fish, part drek, part starscale) and as such live sacred lives. Unlike the rest of the fisherdrake tribes the fishdrake oracles live a small, quiet existence isolated on the fishdrake isle. They are celebrate and abstain from the typical hedonistic drugs and drink amongst the mainland tribes, the only time they will lift these religious restrictions is during the year ending fishoff shiny dance.

Through the rest of the year they are supplied fish, tools, supplies and labor from the mainland fisherdrakes, who often journey to the island throughout the year to drop off supplies and resources. In return for not having to gather their own food and resources they are in turn asked to read the omens of the world. It is believed that through reading these omens, the fishdrakes can predict yearly fish productivity or see what the starscales will do in the future, as well as more subtle matters such as predicting the outcomes of a villager’s life. They also serve as diplomats, should tensions flare between two villages in shiny dance culture, they will journey to negotiate with the fishdrake oracles as mediators.

### **Shiny Tribal Ethics**

The ideology and lifestyle of the shiny dance drekir educates a lot about their morality and ethics.

To start with they would rather avoid hunting or confrontation as opposed to violence. Believing that all drekir are necessary to keep the triangle of scales in check as well as all land animals and wildlife leads them to believe that to kill a landscaled creature endangers the starscales and the triangle of scales.

Shiny Tribals believe that hunting is a misguided act, it gives you food though it endangers the whole system of the world. A shiny tribal drek is often socially shunned and mocked for eating landscale meat and some drekir have even been exiled from their dens and villages for eating landscale meat. Likewise, killing another drek is a terrible crime in most situations. If drekir have a conflict violence is only the **very** last resort and only done when one’s own life is threatened. To murder a drek or to injure one in a fight of any type is often grounds for a drek to be exiled from their village. But if

the village is heavily threatened by bandits or the sivilão and lacks other options, they will fight back and form small warparties and militias.

Shiny dance tribals are also very open about sexuality, believing that sexual behavior is simply an extension of their chosen bodies and thus, a good thing. Shiny dance tribals have no qualms about bisexuality or homosexuality, and sex is a public and non taboo subject. It is typical for the average fisherdrake to be very unabashed about the topic and to often engage in sexual behavior publicly and openly, sometimes in the middle of their village and very often during shiny dances in plain sight of the party crowd.

Shiny Tribals lastly have a very optimistic outlook on the DragonScape, by 30pa there aren't many 1st generation drekir who miss the old lives that they had been ripped away from nor would the typical shiny dance drek feel that the world is stacked against them. Generally speaking they enjoy the small slice of the world they have outside of the occasional harsh winter, sivilão raids, or problems caused by the regional feral drekir.

### **The Fisherdrake way of life**

Life with the shiny dance tribes is a rather mundane, and somewhat peaceful existence, it is not perfect however it is more than enough to keep your average tribal drek happy.

### **Shiny Dance Tribal drekir homes and houselife**

Homes in Shiny Dance culture are commonly referred to as "Shacks" and are generally group houses that are home to anywhere from 10-30 drekir. The drekir in any given shack are always of the same den clan.

These homes are very open, only consisting of a single large room, personal belongings, cooking space, and storage are kept on the walls and edges of the room while the center is a general living space, covered in hay, woven mats and tree bark. The center space is where the drekir sleep, rest, and relax from a day's work.

Houselife is a small aspect of a drek's life, only really experienced in the mornings and evenings as the drekir prepare for a day of fishing and gathering or are returning from a long days work to go to sleep. Their time spent in their shack is also a heavily socialized time, often shacks are always lively with chatter and drekir hanging out while others cook food and dress in their shiners and clothing, and it is common for drekir to sleep amongst the bustle around them. Houselife also lacks privacy, drekir will clean and bathe themselves in the shack and often help each other in matters of hygiene like shedding scales and cleaning parts of the body a drek can't normally themselves reach. The drekir of a shack usually share one or two chamber pots. Food is often cooked and shared within the shack, with drekir cooking fish and passing it around so everyone can take a piece of it.



This houselife forms a very deep comradery between drekir of these shacks, often resulting in the formation of packs within the larger den clan social structure.

Sleeping is often done together as well, it is typical for drekir to huddle around a central, small fire whilst they sleep in a small pile, dispersing the heat and sharing it. It is typical for drekir to stay up in the night to make sure that the fire stays lit and warm while also ensuring it doesn't get too far out of control. Sleeping is never a thing that happens at once for every drek though, often with drekir staying up late into the night for one reason or another. Though this is normal and most drekir in shiny dance culture have adjusted to sleep in spite of the chatter from their denmates.

### **The Fisherdrake Routine**

Of course the main means of survival for the shiny dance tribals is the Great Lake, once the great lakes that has long ago merged into a single, inland freshwater sea. Over the past decades they had grown to hold a great understanding of fishing techniques.

When boats are needed, shiny dance tribals utilize wide, round, circle shaped boats that they refer to as “Tiahries” (A localized variation of the sivilão word “Tura”, meaning barge). These boats can only really hold up to one or two drekir on average though larger variations exist. They are wide and circular to help prevent the boat from tilting over as the drek shifts their weight. They are propelled either by primitive oars or sometimes by the use of wind magic.

Fishing by Tiahry is most commonly done by nets, these nets are generally woven from the plant fibers of the Romātor plant that all the shiny dance villages grow in their small

gardens. These nets are often on the larger end (though vary in size) and are weighted by stones or jolstal weights on rare occasions. The technique is to bait the net and cast it into semi-deep waters and to pull it back up. The nets are designed to tighten from a single rope used to pull the whole net up, trapping fish within it. Usually the fish that are caught up in these nets range on the smaller side though.

Another common method is Spear fishing. In shallow waters and rivers where the shiny dance tribals frequently fish it is common to wade in with a primitive pronged gig, though in deeper waters many tribals also use atlatls to aid in throwing the spears into







the water towards larger fish, attempting to stun and wound them.

Lastly shiny dance drekir have made a skill out of fishing with their maw, simply hanging one's head over the shallower waters of a river or in the waters of a lake, lunging and biting down on fish before pulling it to the land. Being proficient in this style of fishing is a great source of pride for many drekir.

### **Shiny Dance Agriculture**

Fisherdrake agriculture is very basic and limited, more reliant on small gardens as opposed to large farms. This is both due to the limited technology that is available to them as well as their lack of reliance on agriculture as their primary food source. Shiny Dance tribes do not domesticate animals due to cultural reasons.

The primary crops they grow are more geared towards flavoring their fish and shoring up on nutritional shortcomings in their fish heavy diet. Romātor that was originally harvested from wild patches of the fruit is a very common crop in every village. Additionally they grow poppy, mint, horsemint, and Tarragon to further flavor their dishes and for use in alchemy.

This limited agriculture helps add some variety to their diet and ingredients for various alchemical brews. While they don't entirely bank on agriculture, only keeping small gardens and mostly subsistence gardening against mass farming, it is a daily aspect of their lives.

### **Fisherdrake Leisure**

While they don't have leisure or free time due to their constant fishing, shiny dance tribal villagers do often have a bit of free time throughout their days to relax and and enjoy a bit of leisure.

One of the most popular things to do is to go to a "Spa", Spas in this context are simply steamhouses (so sauna would be a more accurate term, though they call them spas). There is typically a single spa in a village and it is usually a smaller sized mud hut, made of mud, thatch, and a wood frame. Inside this hut is commonly a pool of fire mana on which water is poured, producing steam. The floor is commonly covered with woven grass mats so as to keep things from getting muddy.

One of the other common forms of leisure is the use of recreational drugs, homemade hallucinogens such as fisheye (fermented fish mixed with wild mint and fire mana) and local natural hallucinogenic mushrooms are frequently used recreationally by drekir in the shiny dance culture.



### **Tiahry racing and the Fishoff**

The fisherdrakes of shiny dance culture definitely have a competitive aspect to it, fisherdrakes love to show off their catches, comparing fish and gloating over their superior fishing abilities. This is best seen in their Tiahry races and “The Fishoff”.

Tiahry races are very straightforward, typically improvised boat races between two different fisherdrakes to see who is the better boater, these are typically simple races to a landmark and back, a small island or to a different part of the shoreline, etc. Tiahry races usually happen between drekir of the same village, often as a friendly form of clan rivalry.

The Fishoff is a yearly event that happens when the leaves start to turn in the early autumn. The Fisherdrakes of all four villages engage in a region wide competition of fishing, each village tries to catch as much as possible. The village that catches the most fish is the one that is believed to receive blessings from the Fishdrake oracles (more on them soon) that will bode them good luck in the coming winter. This is a yearly event that often unites the villages in friendly competition that ends as the first snow falls, the villages tally the fish they had caught and celebrate the victor in a region wide Shiny Dance.

The Fishoff shiny dance traditionally happens in the fishdrake isle and is a massive, often multi day party that is also perceived as the end of a year, seeing the last rays of warmth off before the harsher winter. The last obligation of the Fishoff Shiny Dance is for those who had become pregnant during the festivities to boat out to the middle of the lake to lay their eggs and to leave them with the fishdrake oracles.

## **Fisherdrake Tribal Government**

Management of the villages in fisherdrake tribal culture is often a very decentralized matter, as with many drekir villages. Often there is no direct leadership or representative of a village and the villagers of a village will often go about their day without much of a hint from any “leader” as they are just living their lives. However, during situations in which some form of leader is required then it is typical for drekir to bring up a representative known as a Party.

The Party is made up from two members of each den clan, voted up by their own denclan. One representative is to be male, the other female. When a Party is called and the representatives voted up then it is typical for the members of the Party to meet up and discuss both the problem at hand and possible solutions. Once those solutions are suggested it is typical for the Party to hold an internal vote to decide what to do. Once these decisions are made, they are brought up to the rest of the village in a village meeting.

It is a very light form of government and really, Government is a bit too aggressive of a word. Often Parties are formed in times of crisis or when a more centralized and comprehensive plan needs to be formed such as when the sivilão attack a village, or when feral drekir raid and rob a village of their fish stores, as well as during times such as when pandemics or disasters are afoot.

In day to day life drekir tend to not hold any authority over other drekir, noone has a sense of command or authority over other drekir and it is considered offensive to “order” another drek around as though you were above them. The only time authority is obeyed with little question is when at authority is a party formed by the village.

## **Historic Events**

This will cover some of the broad historic events that happens throughout the history of Shiny Dance culture in the Awakening period of the Dragonscape (0-90PA)

### **The First Year**

As in many regions, the first year of the dragonscape is the bleakest and most tragic year of the dragonscape. Over 201,000 of the prepulse peoples of northern Michigan would wake up in the wildernesses of the region. The first week is often remembered by these once human drekir as the “Blinder times”. This was a time of panic, confusion, and little progress in preparing for the winter that was already encroaching upon the region.

The first sivilao interaction in the region with the drekir who would found fisherdrake culture was met violently. In the area around Snurf Point a group of drekir foraging were encountered by a small group of driyalkir. The linguistic differences combined with some confusion related to a driyalk grabbing the hand of a drek started a

small fight. This fight then escalated furthermore when two ormer responded to the situation, resulting in hundreds of drekir either being restrained and taken by the sivilao force, or killed in the increasingly violent fight. Survivor drekir scattered into the surrounding woodlands.

The first winter was similarly harsh to the drekir who had no time to gather food or build real shelters to protect themselves from the cold and the snow, thousands tragically starved or froze to death, and sporadic desperate fights for resources punctuated the snowy woods. By the time of the spring thaw thousands and thousands more of drekir had either died, surrendered themselves to the sivilao in a desperate bid to survive, or had migrated out of the region altogether.

By the time of spring sivilao pressure resumed and would only halt again by the first signs of autumn and by the beginning of 1pa, the population of the region had plummeted over 95%, from 200,000 drekir to Under 10,000.

### **The Great Migration**

In the early autumn of 1PA, thousands of drekir had made the decision to migrate south in the hopes of finding a better opportunity, leaving the region in the hopes of finding a better place to live. This migration was over half of the remaining 10,000 drekir, leaving just around 4,800 drekir still living in the region.

### **Seeing the Triangle of Scales**

Throughout the later months of 0PA and into the winter of 1PA the drekir who had remained had begun to learn how to better prepare for the frigid winters, building more permanent shelters out of treebark, mud, and dried plant matter. Most importantly they had discovered that many of the fish in the Great Lake they lived near would swim to the surface to catch the giant insects that would fly on the water's surface. Through making simple wooden spears they found they could easily catch dozens of these large lakefish. And the early settlements of this time were able to stockpile this fish in a large enough quantity to feed themselves through the cold winter.

Many of these drekir would continue fishing in the spring of 1pa with enthusiasm for the food source, in time drekir learned how to braid strings and make nets to gather more fish. And the first Tiahry was made in the late summer of 1pa. These drekir were able to figure out a system that worked for them and they would spend the next few years quietly fishing the lake and surviving the winters.

For a while drekir have had varying and local superstitions about why they're in the dragonscape, why they survived and what everything around them was, from the raddir in the sky to the sivilao that marched at their villages. But one of the first dens to form would be the first to pitch the belief of the Triangle of Scales.

This den would become remembered as “the Lakewood den” Who was the first to talk about their blessed position, the gifts of the lake from the scaled creatures that swam amongst the stars. This optimistic outlook was one that many other drekir could agree with, after all it was their decision to stay next to the lake and fish it’s bountiful waters that saved them. To many drekir it was almost like they woke up next to the lake for a reason that was more than because they used to live near it, the lake was their life and the fish were their source of life.

The drekir of the Lakewood den would continue to spread the word about the Triangle of Scales. They would preach the ideals of abandoning the human world and embracing their new lives, to not feel shame over how they are now as it is as the starscales intended and how they have been gifted this beauty of scales. The religion would form into a cult in the villages of the lake coast and, by 9-10PA become a uniting belief amongst the tribes. They preached to enjoy their new lives, accept their new thoughts and feelings as they come, and to eat fish in respect to the starscales.

### **The First Shiny Dance**

By the year of 15PA, many of the drekir who were far younger prepulse, as well as some of the newly natural hatched drekir of the first year were beginning to grow up and it would be these adolescents who would start the tradition of the Shiny Dance.

In the village of Muskegon in the early spring, the adolescent den of the village would begin making the first shiner outfits, when asked why by the older dens of drekir they would answer that the Scales were pretty and shiny and they thought it would make them look far prettier to their fellow denmates. The first shiny dance happened in the midspring during a vibrant night, the young drekir bringing out small pots and instruments and lighting bonfires to keep warm in the cool night. Dancing started happening as a result and they spent the long night partying well into the morning.

The older dens of drekir were notably angered by this as these now exhausted drekir not being able to do the fishing work needed to get things done.

In a few weeks the shiny dance would start to spread amongst the adolescents and young adults of the fisherdrake tribes, attracted by the long parties some would start fermenting fisheyes as an alcohol and eventually would invent the drug “fisheye” that would spread quickly between the villages.

Tensions would rise between the older drekir and the younger, the older dens arguing that the youth were wasting their time in these parties, while the hedonistic behaviors were fine to the older drekir it was unacceptable for the youth to be so exhausted for the following day. The younger dens would argue both that they wanted a social outlet to enjoy once in a while and they argued that they were showing the starscales their hard work.

Later in the late summer of 15PA a sivilao barge was spotted on the horizon of the lake, slowly sinking through an unknown cause. One of the Elders of Frankfort would interpret this as a gift from the starscales and it would slowly be correlated to the shiny dances the youth would engage in. Followed with a very bountiful fishoff that year opinions would slowly change and by the end of the year the fisherdrakes had come to accept it as a part of their culture.

### **Discovery of the Packstone**

For the next 8 years fisherdrake life would continue to remain quiet until the northern village of Glen would ask for help from the other villages with a situation. They had entrapped a drekir that was acting feral, while not the first time this has happened (As feral drekir had always popped up in the area raiding food stores in Glen) but they claimed it was one of their own villagers who had wandered off a few weeks ago.

It would take a full month for the feral drekir to regain his composure and claimed there was a great rock in the woods that warped his mind, an expedition resulted in the discovery of the Packstone. An obelisk that corrupted the minds of intelligent life around it into their base instincts, basically turning them feral.

### **The First Fishdrake Oracles**

In the year of 26PA, the end of the fishoff was nigh and the drekir would assemble for what had become a tradition of parting on the islands off the coast of Muskegon as a celebratory end of the year. But in the middle of the event a Sivilao barge had pulled up to the island and began to send a small force to gather up the Drekir. The drekir wouldn't expect sivilao attacks to happen so late in the year and, in a panic many fled to their tiahries to sail into the lake and escape the sudden attack.

Many of these drekir would spend 1-2 weeks on the water, fishing and sleeping on their boats. Some of the drekir on these boats were pregnant from the shiny dance (a common occurrence) and since they were stuck on these boats for 1-2 weeks, many of them would lay their while hiding in the lake from the sivilao.

As the threat of the sivilao died off over the next week many of these drekir, thinking nothing of these eggs, would put them into their village hatcheries as normal. But once these eggs hatched they would hatch as aquatic drekir due to them being laid on top of the lake.

The leaders of the villages all would find these fishlike drekir in their hatcheries and would declare them to be prophets gifted from the starscales that would explain why the sivilao had come so late. In the following weeks, parties would meet from each village to discuss what to do with these "fishdrakes". It was decided that they would live on the island that the fishoff shiny dance had taken place on. It was furthermore argued

that they are representatives of the starscales and should be consulted on these matters.

As these drekir would begin to grow up over the next few decades they would be raised to this purpose, living in isolation and restraint on the island and asked questions on how to best guide the 4 fisherdrake tribes.

### **War of the Laketails**

For the next 29 years the lives of the fisherdrakes was relatively peaceful and stable, continuing every year in the routines of shiny dances, fishoffs, and consultations with the fishdrake oracles. But in the year of 49PA they had encountered some of the drekir further off to the south who referred to themselves as the “People of the Townships”.

These new drekir claimed to be a small group of travelers who were exploring the areas outside of the small region they called home. Excited by this the fisherdrakes took them to each village to tell them the ways of the starscales. While the newcomers appreciated the hospitality, the beliefs of the township drekir ran counter to the beliefs of the fisherdrakes. It wouldn't be long before the cultures would be at odds with each other.

The drekir of the townships perceived the fisherdrakes as partially feral hedonists, engaged in a life of gluttony and empty searches of pleasure, all an affront to God. By contrast the fisherdrakes believed the drekir of the townships to be ungrateful and, once it was learned that they didn't eat only fish, acting in a manner counterproductive to what the starscales asked of the drekir.

For several years this would be an underlying tension for a time, some of the more rowdy and mischievous of the fisherdrakes would pester and harass township travelers. Most of the drekir in the fisherdrake villages saw it as relatively harmless, and considered the townships far too strict and oppressive in terms of attitude. Though in the fall of 53PA a mawfight broke out between some of the younger drekir on both sides and a fisherdrake had their arm bitten off. They had survived long enough for the journey home to Rapids before dying to an infection. This would enrage the fisherdrakes of Rapids and a party would form to discuss amongst the other villages during the winter.

However in the late winter the Townships, enraged from their own dead drekir from the mawfight would ready a warparty and march to the village demanding the attackers to surrender those they believed to be murderers. They would first stop at Muskegon who refused to allow the townsfolks in, the townsfolks would proceed to march north further to Rapid. Upon their arrival the drekir of the Rapids would demand



that the Townships surrender the drekir who had murdered their own, with the Townships demanding the same thing in reverse both sides refused to give into a compromise and the township war party left back for their own villages.

By the early spring the fisherdrake villages collectively decided to form a confederation of mutual defense in case of a township invasion. Less than a month later that would be tested as some foragers from Muskegon stumbled upon a large warparty moving through the region, word would carry as fast as possible between the fisherdrake villages and a large group of warriors numbering 56 would head to meet this group, the townsfolds numbering around 43

As soon as the groups encountered each other a fight slowly flared up, first insults and throwing rocks, then a few atlatl darts flew through the air, some spearing drekir on both sides, and then the warriors engaged in a pitched battle. This battle lasted over 90 minutes and resulted in about 13 deaths and 54 casualties between both sides. With the fisherdrakes suffering 8 of those deaths and 21 of those casualties.

With the war officially “hot” both of the tribal confederations would begin to war in the wildernesses south of Muskegon for the next few months, with 3 more skirmishes claiming around 30 more lives. The last two battles of note would be the most severe.

In the beginning of autumn in 54PA a warparty of townsfolds would raid the Island of the fishdrakes, killing 30 of the 33 fishdrakes and destroying the hatchery kept on the island. This became known as the “Throat crunch” and was thought of as a massacre by the fishdrakes.

In reaction a massive number of warriors joined into a small army numbering 352 drekir. A week later they sailed across the Great Lake to the coastal township village of Porton, setting the village ablaze and burning it to the ground. The burning and the consequent fighting left 114 of those townsfolds dead and another 140 injured, noone left the village unscathed and it was abandoned. It was this fight that scared the rest of the Townships into surrendering and a council was held at the end of 54PA to negotiate a truce.

This truce became known as the “wrapping of the laketails”, while not a complicated truce it did its job well. The Fisherdrakes and Townsfolds would agree to leave each other alone and the Fisherdrakes would rule the lake, not trusting the townsfolds to uphold the will of the starscales.

### **A Quiet End, a Close Start**

After the War of the Laketails, the fisherdrakes would see another long peace that would close out the Awakening period and bring them into the Fracture period as a small and rural, though close knit community of tribes.