

# Drake Brief

## *“Large reptilian creatures”*

- **No guiding intelligence** - drawn to movement, sound and threats close to them
- **Slow decay of civilisation** - in time armour, weapons and clothing are consumed
- **Inescapable growth of life** - creepers, leaves, and fungus take over

## *“Possess savage jaws and tearing claws”*

- **Beasts of war** - raised from birth by the Grendel; tamed by magic or potions by the Druj
- **Kraken’s Jaws** - used to spearhead attacks, protected by unit and healed if needed
- **Druj warbeast** - herded to battle and then released to sow havoc
- **Wandering monster** - can be found protecting nest or hunting for prey

**FIERCE ANIMAL, VICIOUS PREDATOR**