

Chapter 03: Clans & the Dispossessed

Clans & Dispossessed

The Clans

A clan is one of the earliest forms of government, and can be found in the histories any number of races. They are a group of individuals bound together with a common sense of identity, customs, and traditions. Clans typically focus upon their common protection, and growth in power and status. Clans are typically presided over by a chieftain or council of elders. New members are either born into the clan, or are adopted from willing initiates. A secret rite of passage is usually required to enter into a clan, and will be unique to that clan.

The clan will have a set code of rules and traditions that are passed down from generation to generation. Clan membership is a life long commitment however members do leave from time to time with respect. These codes of conduct are based upon acting honorably to other members and occasionally in their actions with outsiders. Breaking any of these rules can have a wide range of penalties, from monetary, to quests, to banishment, to death.

Clans often end up skirmishing with each other. Since all out warfare is dangerous to a small group of individuals practices have been established that enable them to pacify hostile situations. When a member of a clan has been killed or maimed, that clan accepts vergild for its losses. Vergild literally means the worth of a man. When such an incident has occurred, vergild can be paid by the offender for the situation to be resolved. Not paying the vergild is an act of dishonor and will lead to a blood feud. Vergild is a often practiced custom to preserve the peace.

Acroyans and Drakens still practiced clan systems when they joined the Empire, and many humans found the tradition appealing. As a result much of the traditions from them still reside in the practices of the newer clans. Many clans have been able to rise to considerable power within the Empire, and it has become quite fashionable to be a member of one. Some are descended from the original Draken and Acroyan clans.

Most modern clans are formed within the ranks of the dispossessed. These are people who have fallen into poverty, been abandoned by their MCs, live in small and remote areas, or have been dishonored. It is rare that a clan is from one family, and often will have members from several races. Many reasons can be behind the formation of a clan from pure need to survive, to enact revenge, to principles and causes.

Clans have unique names that identify their origins. Their names can indicate where the clan was formed, why the clan was united, or their purpose for forming. Some clans are named after their founding members, and being a family with common ancestors, typically are more closed to outside members.

Clans typically have a heraldic symbol unique to them, and often represent their formation, dedication, or goals. They also will have a system of codes, symbols, and gestures that they use to communicate with each other.

There are thousands of clans, so feel free to create them at will.