

Wracklings



BY TRAVIS LEGGE

SLARECIAN
-VAULT-

Wracklings



A PLAYABLE RACE FOR SCARRED LANDS SE
BY TRAVIS LEGGE

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WRACKLINGS

THINGS THAT SHOULD NOT BE

When the Titans created wrack dragons, they had little thought for what the future would hold for these destructive monsters. The Titans had no intention of losing the Divine War and could not have fathomed, nor would they have cared, for the lot left to the wrack dragons who survived the conflict.

In the decades since the fall of the Titans, wrack dragons have largely pursued individual agendas. Certainly most wrack dragons command great personal power and a small army of servants, but the species is denied even the most basic of biological imperatives. They are unable to breed.

Though most wrack dragons simply do not care, content to be a dying species with no heirs, some of these elemental monstrosities have sought to test the limits of this inherent flaw in their being. Mystical experiments with elemental wrack, captives of Divine and Titanspawn races, and their own preternatural physiology has led some wrack dragons to discover a limited way in which to pass on their gifts to successors. Through these experiments a new humanoid race has risen. Known as wracklings to those few who are aware of these abominations.

Wracklings are rare in the extreme. Only four species of wrackling are known to exist on Ghelspad, each descended from the most common types of wrack dragons. Most of these live under the yoke of their creator's will. These wracklings work as servants, soldiers, subordinates, and seneschals for their draconic forebear.

The few wracklings who have sought freedom and lived are in for a challenging existence. Neither Divine nor Redeemed, most assume the wracklings to be just another flavor of titanspawn. This leads many free wracklings to eke out simple existences as hermits, though some seek the adventurer's path in the hopes of proving the honor and nobility inherent in their people. Others do so for simple survival.

WRACKLINGS

These horrific humanoids were crafted at the command of the Stormwrack dragons, in the hopes of overcoming their inability to reproduce. By mixing the elemental wrack from which the wrack dragons were formed with humans, these terrible creatures were given life. Neither

Divine, nor Redeemed, these creatures are not quite Titanspawn either. Though the majority of the Wracklings toil under the iron grip of their wrack dragon forebears, some few have escaped this life of servitude, seeking freedom, adventure, and safety among the peoples of Ghelspad.

Wracklings look like large humans covered in scales. The color of these scales often, though not always, betrays the type of wrack the wrackling was born from. Most firewracks are red, orange, or yellow in color. Most icewracks are white, light blue, or light yellow. Most seawracks are some shade of green or blue. Smaller seawrack wracklings might be mistaken for asaatthi at a distance or under poor lighting. Stormwracks tend to be purple, gray, white or blue, typically with lightning like patterns of white or gray crisscrossing their scales.

The head of a wrackling betrays its draconic nature. Pointed beaks, lizard-like eyes, no hair or ears, and the occasional fins or spikes speak to the wrackling's draconic heritage.

WRACKLING TRAITS

ABILITY SCORE INCREASE

Your Constitution score increases by 2. Choose two additional ability scores, which each increase by 1.

AGE

Wracklings achieve adulthood by age 4. Though many die young from harsh lives or misadventure, they can live up to a century.

ALIGNMENT

Raised in evil cultures under the control of wrack dragons, most wracklings who do not escape from under the thumb of their progenitors retain some sort of evil alignment. Those who venture forth into the world, or have the good fortune to be born free, may be of any alignment. In fact, most free wracklings reject notions of good or evil, focusing on philosophies which embrace neutrality and pragmatism.

SIZE

Wracklings are generally quite tall, and range from lithe and wiry to thick and dense builds. You stand between 6 and 8 feet tall and weigh anywhere from 170 to 350 lbs. Your size is Medium.



SPEED

Your base walking speed is 30 feet.

BREATH WEAPON

You can use your action to exhale destructive energy, like your wrack dragon progenitor. Your draconic ancestry determines the size, shape, and damage type of the exhalation. When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a

successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your breath weapon, you can't use it again until you complete a short or long rest.

DRACONIC ANCESTRY

You have draconic ancestry. Choose one type of dragon from the Draconic Ancestry table. Your breath weapon and damage resistance are determined by the dragon type, as shown in the table.

DRACONIC ANCESTRY

DRAGON	EFFECT TYPE	BREATH WEAPON
Firewrack	Fire	15 ft. cone (Dex. save)
Icewrack	Cold	15 ft. cone (Con. save)
Seawrack	Acid	5 by 30 ft. line (Dex. save)
Stormwrack	Lightning	5 by 30 ft. line (Dex. save)

SCALES OF THE DRAGONBORN

Your skin is a tough, scaly hide. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

LANGUAGES

You can speak Primordial, Titan Speech, and one language of your choice.

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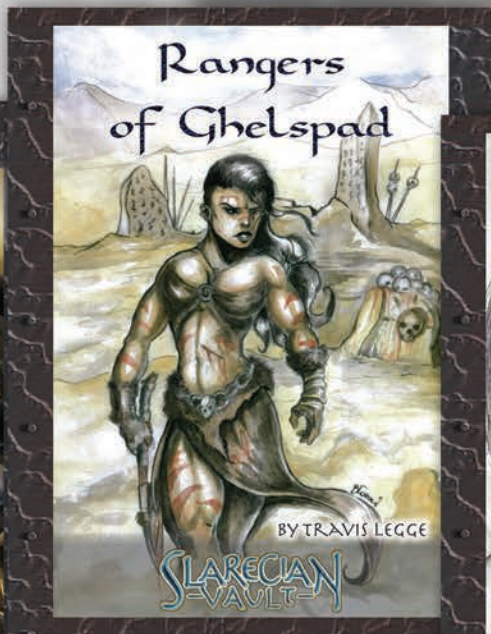
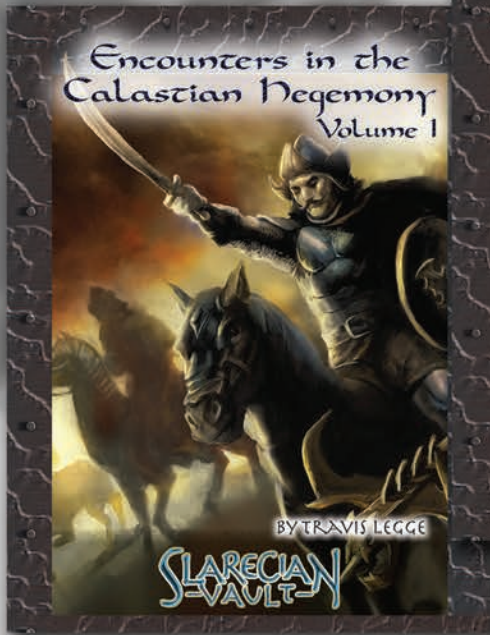
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