

PLAYABLE RACE

APPENDIX B

DREKONS

Often mistaken for their kobold cousins, drekons are fur-and-scale-covered creatures that typically inhabit the frozen regions of Sordane, such as Issenzar. During their whelp, or childhood, stage of life, the only discernible difference at a glance between a drekon and a kobold is their stark white fur and scales. Once a drekon matures, however, they undergo a drastic change, growing from barely taller than 3 feet to up to 7 feet tall. As their physique changes, each grows a set of magnificent wings and gains abilities unique to their own subspecies of drekon. This transformation causes many to fear drekons even more, as they believe even whelps are dangerous monsters in their own right, leaving most especially wary of those who mature into a blood-seeker.

Though those who choose a life within civilized society have forsaken the ideal of survival of the fittest, many find living within a town or city too peaceful and stifling. The cacophony of urban life, the structured routines, and the seeming lack of challenges in the everyday grind are a stark contrast

to the rugged existence they once knew in the harsh frozen landscapes they called home. Drekons, with their keen senses honed by a life of constant vigilance, find themselves restless within the confines of city walls.

Occasionally, one of these drekons will settle down, seeking solace in bustling markets or finding a niche in shipyards or craft shops. However, they are the exception to the rule. The majority feel an undeniable call to the untamed expanses, a yearning for the wild and the uncharted. The call of the open wilderness, with its biting winds and treacherous terrains, sings to their primal instincts, a melody that resonates far more deeply than the harmonious rhythms of city life. It is not uncommon for such drekons to become adventurers or wanderers, living their lives navigating the ever-dangerous wilds of Sordane, finding solace in the untamed beauty of the world.

ABSENCE OF VIOLENCE

Due to the way drekons are raised, their beliefs center on the principles of survival of the fittest and the relentless pursuit of power. Although it is a rare occurrence, those perceived as the 'runts' of the pack will sometimes abandon their clans in a bid for self-preservation over certain death. The fate of these individuals commonly involves succumbing to exposure, starvation, or falling prey to the humans they were taught to despise. However, in some instances, these rogue whelps manage to survive, seeking refuge among whoever is willing to accept them. Over time, they learn to integrate into Sordanian societies, becoming valued citizens akin to avensari or kizaru.

It remains a mystery why, but scholars believe that being separated from their clan and adopting a healthier lifestyle, achieved through abandoning the ideal of survival of the fittest, leads these drekons to grow smaller compared to their wild brethren. Even those that eventually evolve into bloodseekers are



barely larger than a titaran, in stark contrast to their savage counterparts in the frozen wilds who tower over regular humans. In addition to this, although there are documented cases of drekons living beyond two hundred years outside their clans, it is theorized that the absence of violence limits their evolutionary capacity. This limitation removes the possibility of a domesticated drekon transforming into the dreaded tyrant that many fear. Despite this, some still harbor fear for these 'tamed' monsters, believing it's only a matter of time before one of these creatures begins its evolution into a tyrant, destroying the society they claim to cherish.

REJECTED FAITH

When a drekon chooses to sever ties with their clan, they simultaneously reject the worship of their god, Vul'Tak. The teachings associated with this deity propagate the idea that he craves power and favors only the strongest. It is from these teachings that the drekons draw their ideal of survival of the fittest, a philosophy that has led many to claim they are the chosen warriors of Vul'Tak, fostering inflated egos among the powerful. However, those who abandon their clans come to believe that this fervent obsession with a deity contributes more to a life of hatred and death than to any positive outcome. As a result, nearly all drekons who make the decision to forsake their clans also renounce religion entirely. They refuse to be entangled once more in the destructive cycle that their past beliefs had perpetuated. This rejection reflects a collective determination among these drekons to avoid the mistakes of their history and forge a different path forward as they embark on their new lives.

DREKON TRAITS

Your drekon character has a set of traits tied to your ancestral heritage, along with unique ones developed over time away from the vicious clans you abandoned.

Creature Type. You are a Humanoid.

(Optional Trait) Ability Score Increase. Your Constitution score increases by 2.

Age. Drekon mature at a unique rate, with each reaching the age of adulthood at a different stage. Unlike regular races it is believed this is tied to personal growth and experience over age. Although there is no documented proof of a whelp maturing before 13 years of age. As there are few drekon living in society their true lifespan is unknown, however, the oldest recorded case lived to be roughly 550 years old.

(Optional Trait)

Alignment. Even those that leave their clans have a difficult time truly abandoning the lifestyle they were raised in. Most drekon tend towards a chaotic neutral alignment, as they are often unable to accept the simplicity that comes with a lawful life.

Size. As a whelp drekon are rarely taller than 3 to 4 feet. Once they have matured and evolved however, their height varies with bloodseekers easily growing to 7 feet and weighing up to 200 lbs. Seers and shadowstalkers often fit in easier with society, growing to average human heights of 5 to 6 feet, weighing roughly 130 to 150 lbs. Your size is Medium.

Speed. Your walking speed is 30 feet. In addition, you have a flying speed equal to your walking speed.

Frozen Heritage. You have resistance to cold damage.

Lightweight. Due to its weight, medium and heavy armor are a strain on your wings. If you aren't proficient with medium or heavy armor, wearing it will make you unable to fly. Even if you are proficient with it, wearing medium armor reduces your flying speed by 5 feet, and wearing heavy armor reduces your flying speed by 10 feet. Additionally, any armor must be tailored to accommodate your wings.

Snow Camouflage. You have advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Languages. You can speak, read, and write Common and Draconic.

Subrace. The drekon are a unique race, growing unlike any others. While other races differ based on region, the drekon grow and evolve into their own subspecies. The known variations of drekon are: bloodseeker, seer, and shadowstalker. Choose one of these subraces.

BLOODSEEKER

Owing to their heritage, whelps that eventually mature into bloodseekers are driven by an innate



craving for violence and blood. Though they aren't inherently evil, they find thrill in combat and long to prove themselves, often joining adventuring parties and monster hunters as they seek to aid others through their craving. Unlike bloodseekers found living in the frozen wastes of the world, those that have ingrained themselves in society are not paranoid creatures. They have learned, through their own weakness and inability, what it truly means to rely on others. As such, they rarely seek to isolate themselves in search of strength.

(Optional Trait) Ability Score Increase. Your Strength score increases by 1.

Natural Strength. You have proficiency in the Athletics skill and count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Scent of Blood. When performing a melee attack against a creature without all of its hit points, you can use your reaction to grant yourself advantage on the attack. You can use this feature a number of times equal to your Constitution modifier (minimum of once) and regain all uses after completing a long rest. This feature only works on living creatures that have blood, and does not work against constructs or undead.

SEER

Unlike bloodseekers, seers are drekons born with the innate ability to use magic. As they mature, they become creatures capable of predicting the future and are often sought after by nobles to serve as advisors. It is believed that seers are chosen by the drekon god Vul'Tak, who granted them these powers. However, some believe it was proximity to a powerful magical source, such as sordalite, while in the egg that bestowed these abilities upon them. Regardless of how they gained these powers, those who abandon their tribes often cut all forms of worship to this vicious creature. Despite this, those living in society are still known to occasionally have prophetic dreams, typically driving them to venture out and prevent whatever disaster they saw.

(Optional Trait) Ability Score Increase. Your Wisdom score increases by 1.

Gifted Guide. You know the guidance cantrip. When you reach 3rd level, you can cast the detect evil and good spell once with this trait and regain the ability to do so when

you finish a long rest. When you reach 5th level, you can cast the augury spell once with this trait and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells.

Skilled Reader. You have proficiency in the Insight skill.

SHADOWSTALKER

It was originally believed that drekons could mature into two variations: the bloodseeker or the seer. Although the true reason is not known, scholars theorize that living in society, away from the drekons' true brutality, a third variation became possible: the shadowstalker. Unlike seers, shadowstalkers are not known to have been exposed to some form of magic or sordalite cluster while in the egg (or chosen by their god as the drekons believe); so there are only hypotheses to base this emergent variation on, with most believing this evolution was born from a need to stay hidden in a society that shunned them. With their evolution, however, comes a confidence most shadowstalkers lacked as whelps, helping these introverted creatures find their place within the society they hid from. Shadowstalkers often find that due to their unique abilities they are sought out as assassins and thieves. Despite this, most seek to make a living helping others, finding little purpose in a life of murder and stealing.

(Optional Trait) Ability Score Increase. Your Dexterity score increases by 1.

Shadowmeld. While standing in dim light or darkness, as an action, you can magically turn invisible. This ability lasts for a number of minutes equal to your Dexterity modifier (minimum of one), until you attack, make a damage roll, or force someone to make a saving throw. If you leave the dim light or darkness, the invisibility ends. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Talented Stalkers. You have proficiency in the Stealth skill.

