

LIRROK

Elementalist Level 5—Riverbend
Storm Giant (f) | Pirate

ABILITY SCORES

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	9 (−1)	12 (+1)	10 (+0)

PROFICIENCIES

Proficiency Bonus +3

Saves Con +5, Cha +3

Skills Arcana +2, Athletics +7, Intimidation +3,
Perception +4

Senses passive Perception 14, darkvision 60 ft

Weapons dagger, dart, sling, quarterstaff, light crossbow

Tools navigator's tools, vehicles (water)

Languages Grovish

COMBAT

HP Max 45; **HD** 5d6 (1d6 x Level)

Initiative +2; **Speed** 30 ft.

AC 15 (chain shirt 13, Dex +2)

Spear. *Melee:* +4 (1d6+4 piercing; thrown (range 20/60), versatile (1d8))

Dagger. *Melee:* +7 (1d4+4 piercing; finesse, light, thrown (range 20/60))

SPELLS

Spellcasting Ability Charisma

Spells Save DC 11; **Spells Attack Bonus** +3

Daily Spells to prepare 7; **Slots** 4 / 3 / 2

—Cantrip: *chill touch, ray of frost*

—Lvl 1: *color spray, create or destroy water, curing soak, thunderwave*

—Lvl 2: *lesser restoration, magic weapon*

—Lvl 3: *glyph of warding, water walk*

FEATURES & TRAITS

Elemental Core: Riverbend

Sodden Resilience

Elemental Companion: Tiny Sea Serpent

Font of Magic

Elemental Points (5 pts)

Flexible Casting

Elemental Mastery (Distant Spell, Empowered Spell, Careful Spell)

Elemental Beginnings: Lightning (immune)

Contact Damage: Lightning (paralyzed)

Chaotic Surge

Weathervane

Darkvision

Bad Reputation

EQUIPMENT

Spear, dagger (2), chain shirt, arcane focus/wand, backpack, bedroll, mess kit, tinderbox, torch (10), rations/1 day (10), waterskin, rope/hemp 50 feet, rope/silk 50 feet, clothes/common, belaying pin, lucky charm, belt pouch

Equipment weight 93 lb - **Cost** 95.5 gp

Coins 10 gp **weight** 0.1 lb

CHARACTER

Height Medium / 6 ft / 250 lb. ; **Age** 25 years

Eyes purple; **Skin** dark blue with white freckles; **Hair** grey

Appearance Born on a cloudy night of a purple moon, Lirrok's appearance bears the marks of a dark, starry night, fluffy grey clouds, and a lilac moon. She has embraced the life of a pirate and takes that stereotype to heart.

Personality traits I knew non-giants would fear and judge me no matter how I acted, so I chose to prove them right.

Ideals **Mastery.** I'm a predator, and the other ships on the sea are my prey. (Evil)

Bonds Damage my ship and your life is forfeit.

Flaws My pride will probably lead to my destruction.

Background

Character Backstory Nightborn storm giants are more feared than dayborn storm giants because the darkness is always something the ignorant fear. Lirrok embraced this, becoming a pirate for her own selfish status and to wreak destruction upon those she deemed weak or weak-minded. Being given Riverbend magic reined her in somewhat, but she'd already made ties with a rough crowd who only saw her gift as a tool for them. Her crew mainly sails the seas between the Giant Lands and Marauder's Cove, and hers is the only ship the sea elves respect enough to fear.

Allies & Organizations storm giants, sea elves, expert sailors, Marauder's Cove

RACE FEATURES

Elemental Beginnings. Immune to lightning damage.

Contact Damage. When any creature that is not of your subrace or an Elementalist of the same resistance touches you, the creature takes 1d6 lightning damage.

This is a passive effect. However, using a contact action in combat requires the creature to make a saving throw—**DC 11**. On a successful save, the creature takes 1d6 damage per your level. On a failed save, the creature is also paralyzed for three rounds. This can only be used as an action once per long rest.

Chaotic Surge. The element within you is untamed. In stressful situations, it may lash out unexpectedly. You cannot control this effect. When the DM determines you are stressed enough to possibly cause a surge, you must pass a DC 15 Constitution Saving Throw.

ROLL	EFFECT
15 or higher	There is a minor but noticeable burst of your type of energy. This causes no damage.
10 to 14	A burst of your type of energy in a 2-foot radius causes 1d4 damage to all creatures or items you are currently touching. On a successful DC 5 Constitution save, they take half damage.
6 to 9	A burst of your type of energy in a 5-foot radius causes 1d4 damage to all creatures and items in the area. On a successful DC 10 Constitution save, they take half damage.
5 or lower	A burst of your type of energy in a 10-foot radius causes 2d4 damage to all creatures or items in the area. On a successful DC 10 Constitution save, they take half damage. On a failed save, they also receive the associated condition for one turn.

Weathervane. You always know the weather, when it will change, and what it will become. Clear day or thunderous gale, you can turn yourself to handle any weather with ease.

CLASS FEATURES

Font of Magic. Beware—expending all elemental points in a day induces exhaustion and you must pass a DC 15 Constitution saving throw or take 1d4 damage per elemental point expended or half damage on a successful save.

Elemental Points. You have 5 elemental points.

Flexible Casting. You can use your elemental points to gain additional spell slots, or sacrifice spell slots to gain additional elemental points. You learn other ways to use your elemental points as you reach higher levels.

Elemental Mastery. At 5th level, you gain the ability to twist your spells to suit your needs.

Distant Spell. When you cast a spell that has a range of 5 feet or greater, you can spend 1 elemental point to double the range of the spell.

When you cast a spell that has a range of touch, you can spend 1 elemental point to make the range of the spell 30 feet.

Elemental Core: Riverbend

Sodden Resilience. You are immune to water and resistant to cold and thunder. You cannot be harmed by nonmagical effects from water or plants. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

Elemental Companion. You are not able to converse with them like forest dwarves or rangers, but they seem to understand the things you ask of them and are willing to follow basic commands. In combat, they have their own initiative.

TINY SEA SERPENT

Tiny beast

Armor Class 10

Hit Points 5 (2d4)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (−3)	18 (+4)	11 (+0)	2 (−4)	12 (+1)	5 (−3)

Senses Blindsight 10 ft., passive Perception 11

Languages Animal (sea creature)

Limited Amphibiousness. The sea serpent can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (1d6 + 1) piercing damage.

Constrict. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (1d6 + 1) bludgeoning damage, and if the target is Tiny, it is grappled (escape DC 8). Until this grapple ends, the creature is restrained, and the serpent can't constrict another target.

Background: Pirate

Bad Reputation. No matter where you go, people are afraid of you due to your reputation. When you are in a civilized settlement, you can get away with minor criminal offenses, such as refusing to pay for food at a tavern or breaking down doors at a local shop, since most people will not report your activity to the authorities.

SPELLS

CANTRIPS

Chill Touch

Necromancy cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 round

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target.

If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Ray of Frost

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

LEVEL 1

Color Spray

Ist-level illusion

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: 1 round

A dazzling array of flashing, colored light springs from your hand. Roll 6d10; the total is how many hit points of creatures this spell can effect. Creatures in a 15-foot cone originating from you are affected in ascending order of their current hit points (ignoring unconscious creatures and creatures that can't see).

Starting with the creature that has the lowest current hit points, each creature affected by this spell is blinded until the spell ends. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to

or less than the remaining total for that creature to be affected.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d10 for each slot level above 1st.

Create or Destroy Water

Ist-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You either create or destroy water.

Create Water. You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area.

Destroy Water. You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.

Curing Soak

Ist-level evocation

Casting Time: 1 action

Range: Touch

Components: V S

Duration: Instantaneous

You envelop a wound in cool water, and the wounded creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Thunderwave

Ist-level evocation

Casting Time: 1 action

Range: Self (15-foot cube)

Components: V, S

Duration: Instantaneous

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

LEVEL 2

Lesser Restoration

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

Magic Weapon

2nd-level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls.

☞ Imbued with your elemental magic, borne of your blood, this weapon is encased in ice and deals an additional 1d4 cold damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.

LEVEL 3

Glyph of Warding

3rd-level abjuration

Casting Time: 1 hour

Range: Touch

Components: V, S

Duration: Until dispelled or triggered

When you cast this spell, you inscribe a glyph that harms other creatures, either upon a surface (such as a table or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph. If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10

feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered.

The glyph is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found.

You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or standing on the glyph, removing another object covering the glyph, approaching within a certain distance of the glyph, or manipulating the object on which the glyph is inscribed. For glyphs inscribed within an object, the most common triggers include opening that object, approaching within a certain distance of the object, or seeing or reading the glyph. Once a glyph is triggered, this spell ends.

You can further refine the trigger so the spell activates only under certain circumstances or according to physical characteristics (such as height or weight), creature kind (for example, the ward could be set to affect aberrations or drow), or alignment. You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password.

☞ **Explosive Runes.** When triggered, the glyph erupts with magical energy in a 20-foot-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the area must make a Dexterity saving throw. A creature takes 5d8 cold or thunder damage on a failed saving throw (your choice when you create the glyph), or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage of an explosive runes glyph increases by 1d8 for each slot level above 3rd.

Water Walk

3rd-level transmutation (ritual)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

This spell grants the ability to move across any liquid surface—such as water, acid, mud, snow, quicksand, or lava—as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heat). Up to ten willing creatures you can see within range gain this ability for the duration.

If you target a creature submerged in a liquid, the spell carries the target to the surface of the liquid at a rate of 60 feet per round.