

## OAKBRANCH

Elementalist Level 5—Earthtender  
Bearkin (m) | Sage

### ABILITY SCORES

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
8 (−1)	14 (+2)	13 (+1)	10 (+0)	15 (+2)	12 (+1)

### PROFICIENCIES

**Proficiency Bonus** +3

**Saves** Con +3, Cha +4

**Skills** Arcana +3, Deception +4, History +3, Persuasion +4

**Senses** passive Perception 12

**Weapons** dagger, dart, sling, quarterstaff, light crossbow

**Tools** cooks utensils and mess kit

**Languages** Grovish, Animal (bear)

### COMBAT

**HP Max** 32; **HD** 5d6 (1d6 x Level)

**Initiative** +3; **Speed** 25 ft.

Darkvision 60 ft

**AC** 16 (natural armor)

**Handaxe.** *Melee*: −1 (1d6−1 slashing; light, thrown (range 20/60))

**Dagger.** *Melee*: +6 (1d4+3 piercing; finesse, light, thrown (range 20/60))

### SPELLS

**Spellcasting Ability** Charisma

**Spells Save DC** 12; **Spells Attack Bonus** +4

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

—Cantrip: *burrowed strength*, *stone fist*

—Lvl 1: *entangle*, *quicksand*, *rapid pillar*

—Lvl 2: *barkskin*, *magic weapon*, *spike growth*

—Lvl 3: *glyph of warding*, *plant growth*

### FEATURES & TRAITS

Elemental Core: Earthtender

Earthen Resilience

Elemental Companion: Treekin

Font of Magic

Elemental Points (5 pts)

Flexible Casting

Elemental Mastery (Distant Spell)

Lucky

Bear Step

But a Babe

Peaceful

Lick the Spoon

Specialty: Researcher

Researcher

## EQUIPMENT

Handaxe, dagger (2), navigator's tools, arcane focus/wand, backpack, bedroll, mess kit, tinderbox, torch (10), rations/1 day (10), waterskin, rope/hempen 50 feet, ink/1 ounce bottle, ink pen, clothes/common, small knife, letter from a dead colleague, belt pouch

**Equipment weight** 69 lb - **Cost** 74.52 gp

**Coins** 5 gp **weight** 0.1 lb

## CHARACTER

**Height** Small / 3 ft / 60 lb.; **Age** 13 years

**Eyes** black; **Skin** black; **Hair** dark brown

**Appearance** A dark-brown, toddler-sized bear, with black paw pads, Oakbranch's left paw/hand is white with light paw pads. He usually walks on his hind legs but lowers to all fours when he uses his magic.

**Personality traits** I am horribly, horribly awkward in social situations.

**Ideals Self-Improvement.** The goal of a life of study is the betterment of oneself. (Any)

**Bonds** I've been searching my whole life for the answer to a certain question.

**Flaws** I am easily distracted by the promise of information.

**Background** Sage

**Character Backstory** Oakbranch has lived all of his life in the Age of Magic. He hoped he would gain earthtender magic, and he was ecstatic when he did. However, he wasn't interested in honing his skills to use them practically; he wanted to learn why he was given them and what he was meant to use them for, so he left his home to visit libraries and scholars across the mainland villages. He ended up in Marauder's Cove chasing the origins of a book.

**Allies & Organizations** bearkin, forest dwarves, earthtenders, scholars

## RACE FEATURES

**Lucky.** When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

**Bear Step.** You can move through the space of any creature that is of a size larger than yours. As a bearkin, you can easily hide from notice, even using other people as cover.

**But a Babe.** You simply appear to others as a bear cub rather than a bearkin unless you walk as a humanoid or speak to them.

**Peaceful.** You're inclined to be affable and get along well with others. You have disadvantage in melee combat.

**Lick the Spoon.** You have advantage on saving throws against poison.

## 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: Earthtender*

**Earthen Resilience.** You are resistant to bludgeoning, psychic, and necrotic damage, and you are immune to nonmagical effects from the land 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.

## TREEKIN

*Small plant*

**Location** Darbut (Mainland)

**Armor Class** 14 (natural armor)

**Hit Points** 4 (1d6 + 1)

**Speed** 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	8 (−1)	12 (+1)	8 (−1)

**Damage Vulnerabilities** fire

**Senses** passive Perception 11

**Languages** Grovish, understands Animal (any) but can't speak

**False Appearance.** When the treekin isn't moving, it is indistinguishable from a sapling.

**Take Root.** Though small, the treekin are able to take root in any solid, natural surface. While this renders them immobile, it also prevents them from being knocked prone, pushed, or pulled.

**Speak with Beasts and Plants.** The treekin can communicate with plants as if they shared a language.

## ACTIONS

**Thorns.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+2) piercing damage.

Typically standing about two feet tall, **treekin** are tiny treants. Like treants, their bark and foliage resemble the tree they were animated from. This can be any tree in Ambergrove besides sgiath or Aeunna trees.

### *Background: Sage (Researcher)*

**Researcher.** When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.

## SPELLS

### CANTRIPS

#### Burrowed Strength

*Transmutation cantrip*

**Casting Time:** 1 action

**Range:** Self

**Components:** S

**Duration:** Instantaneous

You channel earthen animal knowledge to strengthen and lengthen your fingernails for digging and to better use your arms for the purpose. You have advantage on Strength rolls and can add 1d4 to any Strength roll. You can use this cantrip to grant advantage and a 1d4 bonus to an ally's Strength roll instead.

#### Stone Fist

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S

**Duration:** Instantaneous or 1 hour

Your fist becomes solid rock. On a successful hit, you inflict 1d8 bludgeoning damage. To a nonmagical inanimate object, you inflict double damage.

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

### LEVEL 1

#### Entangle

*1st-level conjuration*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain.

A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

When the spell ends, the conjured plants wilt away.

#### Quicksand

*1st-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** S

**Duration:** Concentration, up to 1 minute

You touch the ground in front of you, causing it to shift and lose its shape. A 10-foot square in front of you becomes a pit of quicksand 6 feet deep. This becomes difficult terrain.

Any creature ending their turn in the quicksand must pass a Dexterity saving throw or sink 1 foot. On a successful save, the creature sinks 3 inches instead. As long as the creature remains in the quicksand, they must make a save every turn or sink further until they are freed by an ally or the spell ends.

Once the creature sinks to the waist, they take 1d4 bludgeoning damage per turn until they are freed. This increases to 1d8 once it reaches the shoulders. Once the creature sinks 1 foot, they are immobilized until someone pulls them out.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd or higher, the damage increases by 1d4/1d8 for each slot level above 2nd.

#### Rapid Pillar

*1st-level transmutation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S

**Duration:** Instantaneous

You touch the ground in front of you and cause the earth to shake a little. Somewhere within 30 feet of you, a pillar the size of a humanoid bursts from the ground. Your target creature in the area must succeed a Dexterity saving throw or be knocked prone. Any creature hit by this pillar takes 1d8 bludgeoning damage from impact and half damage on a successful save.

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

### LEVEL 2

#### Barkskin

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Concentration, up to 1 hour

You touch a willing creature. Until the spell ends, the target's skin has a rough, bark-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing.

#### 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 sturdy and deals an additional 1d4 bludgeoning damage regardless of weapon type.

**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.

### Spike Growth

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S

**Duration:** Concentration, up to 10 minutes

The ground in a 20-foot radius centered on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration.

When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels.

The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast must make a Wisdom (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.

## 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 necrotic, acid, or bludgeoning 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.

### Plant Growth

*3rd-level transmutation*

**Casting Time:** 1 action or 8 hours

**Range:** 150 feet

**Components:** V, S

**Duration:** Instantaneous

This spell channels vitality into plants within a specific area. There are two possible uses for the spell, granting either immediate or long-term benefits. If you cast this spell using 1 action, choose a point within range. All normal plants in a 100-foot radius centered on that point become thick and overgrown. A creature moving through the area must spend 4 feet of movement for every 1 foot it moves.

You can exclude one or more areas of any size within the spell's area from being affected.

If you cast this spell over 8 hours, you enrich the land. All plants in a half-mile radius centered on a point within range become enriched for 1 year. The plants yield twice the normal amount of food when harvested.