

## STORMWROUGHT

A barren world wracked by constant storms over its surface, where winds carrying fiery ash, lightening storms, and blizzards blast the rocky surface, can be reached only by a few portals on Urth. On the world there stand shattered towers and lone statues, worn down to pillars by the wind, which howls with the screams of ghosts trapped in the hurricanes. This is the homeland of the Stormwrought, a race of men formed from the stuff of the storms thanks to the folly of their ancestors. Once the world was filled with cities and wonders, but the mages Maelstrom summoned a storm that destroyed them. Their bodies were shattered, their spirits swept into the atmosphere as it filled with ash, grit, and sleet. After aeons of soaring on the winds, they forgot all their lore and even their own names. Eventually the minds of their mages remembered what it was to have bodies, corporeal forms. Through sheer force of will, some of these spirits formed themselves bodies out of the elements, and called to others of their kind, teaching them also the way to reform themselves. Stormwrought hold on to their physical forms for as long as they can before their souls release from matter once more. When they die, after a short time in the storms of their homeland they will reform their bodies and live again and again, though they lose memories of their past lives.

Stormwrought appear as humans, with skin apparently made of glowing fire, frost, onyx, or ash, with a corona of elemental energy emanating from where their hair would be, and eyes that glow with whatever energy they are charged with. Stormwrought live in ancient ruins below the surface of their world, re-learning the secrets of their lost culture and hoping to discover the nature of the magic that disincorporated their people into the winds as spirits. All Stormwrought revel in the energy of their bodies, and they all search for some way to understand this energy, and relearn who their people were before the "elemental apotheosis". Those slain on other worlds may die normally, or wander as spirits until they can make their way either to their homeworld, or to some other magical maelstrom to reform themselves. Their bodies are made of a flesh that works like human flesh, but is formed with magic and elemental energy; when they die, all that remains is a shell of matter, a husk that begins to crumble and scatter on the wind after a few hours. While they can reform as essentially new beings after a few years, if adventurers wish to return a slain comrade to life, this often means carrying a sack or urn filled with dust or ashes rather than a normal body.

## TRAITS

Ability score increases. +1 Dexterity, +1 Intelligence, +1 Charisma: Stormwrought are full of emotional energy and light on their feet, and many are the souls of former mages or scholars. Age. The Stormwrought form out of the elementals in the storms on their world, immediately into youthful bodies with aware minds, rather than having childhoods like fully-biological creatures. If they are not destroyed through their actions or wink out of existence in their first year, they will live from forty to two hundred and forty years. Those whose spirits return to the vortex of their world can be reborn after a few months or decades.

**Alignment.** Stormwrought are wild and emotional beings formed out of chaos and conflict, making them somewhat chaotic; yet willpower keeps them from dis-corporating, which gives them an appreciation for discipline and order, even if they have a hard time following through. All have a powerful "storm rage", which lawful Stormwrought wrestle to control their entire lives, through discipline, while chaotic Stormwrought seek to embrace and enjoy.

**Size.** Stormwrought range from just five feet to well over six feet in height, and are usually either very slim or very muscular, but always slender. You are Medium size.

**Speed.** Stormwrought are swift-footed, with a walking speed of 35 feet.

**Languages.** Stormwrought speak Common and Primordial

**Elemental Nature.** Stormwrought are formed by spirits trapped in a maelstrom that use the energy and matter of their planet to reform their bodies; they can be made of firestorms (fire), frosty blizzards (cold), lightning-streaked stormclouds (lightning), or howling cyclones (thunder). Their bodies are still flesh, somewhat like humans, but they are infused with arcane energy, with hair and eyes charged by the elemental storm, and skin patterned to match. Stormwrought ignore extremes of weather in their environment, such as arctic chill or desert heat, until it is intense enough that they would take damage. Stormwrought bodies glow slightly, as much as glowing jellyfish or phosphorescent fungi, which can grant advantage on attacks against them if they are bare-skinned and in darkness; Stormwrought wearing clothing, hooded cloaks, and if needed masks, ignore this.

**Vulnerable Minds:** Because their bodies are an act of will, attacks against their minds are even more effective. Stormwrought are Vulnerable to Psychic damage.

**Elemental surge.** You can harness your inner maelstrom into an attack with a weapon, or with a spell of the same kind of energy as you use, as a bonus action adding +1d8 energy damage to your attack. You can do this once before taking a short rest. A Stormwrought has resistance to their energy type. As well, each form of Stormwrought gains access to a bonus Cantrip based on their element: Produce Flame (fire), Ray of Frost (cold), Shocking Grasp (lightning), or Message (thunder), which you can use instead of the bonus energy damage, using your Charisma modifier as the ability score to cast the cantrip. If you have a spellcasting class that grants you Cantrips, you use this Cantrip as a bonus Cantrip for your class, and can cast it using the primary ability score for that class (ie: Charisma for Bards, Warlocks, and Sorcerers; Wisdom for Clerics and Druids; Intelligence for Wizards); in this case, it does not use up your Elemental Surge bonus action, but is cast as you would any other Cantrips.

**Malleable Maelstrom:** During a long rest, your Elemental Nature can shift from your current element to another. For example, a Firestorm form could change to Froststorm. Energy resistance, Elemental Surge damage energy type, and the bonus Cantrip known all change to the new energy type. Your appearance changes as well, so while facial features and shape would remain the same, coloration and the kind of storm you appear to be all shift to the new element.

**Cacophony of Elements:** Starting at 8th level, you gain a second Elemental Nature that you manifest at the same time as your primary element. You gain resistance to both energy types, and know both Cantrips. You can use your Elemental Surge bonus damage for either energy type. When using Malleable Maelstrom, you can swap one energy type, but not both. You gain another Elemental Nature at 14th level, and a fourth at 20th level.

## MER

The Mer are a race of humans who long ago were changed genetically to dwell in the sea. On land they appear as normal yet attractive humans, but in water they take on aquatic traits, like the Merfolk of human legend. In human form they are usually incredibly attractive and athletic beings, indistinguishable from normal humans save for thin lines behind their ears, and the exotic colors of their hair and eyes. When they take on their Mer forms, their skin becomes pale blue, green, pink or tan, and gains a texture like a stingray or shark. The thin lines on their necks open to become gills, and the skin between their fingers and toes become webbing. Completely aquatic in this form, they are immune to drowning and can swim as easily as they can walk on land. Mer have vast cities under the surface of many bodies of water, domed cities filled with air and lit by glowing crystals, where they can walk in human form with air-breather guests. Ocean creatures serve the Mer just as beasts do on the surface, as mounts, pets and food. Mer are content to live beneath the waves rather than die of dehydration when they go too far ashore; that is a fate for criminals and outcasts. The exception is Mer adventurers, who wander the surface world and beyond, seeking thrills and adventure. Mer traders and entertainers can be found on the surface in seaside communities, collecting goods they can use beneath the waves, and basking in the admiration of surface-world humans unused to the extreme beauty of the sea folk.

In both human and Mer forms, Mer dehydrate very quickly, and must consume double the normal amount of water or gain levels of exhaustion every hour until they collapse. If they are not hydrated soon, they will eventually die. If they are immersed in water, after one minute they will wake, and then lose levels of exhaustion until they are rejuvenated.

### TRAITS

Ability score increases: +2 Charisma, +1 Constitution.

Age. Mer age at the same rate as humans, reaching adulthood at 16 years. They can live for several hundred years before they reach old age, whereupon they suddenly go from looking youthful to looking physically old.

Alignment. Mer tend towards good or neutral, with a strong tendency towards chaotic good. They are free-spirited, and usually kindly, but can be very selfish and vain.

Size. Mer are the same size as humans, with athletic bodies that are typically tall. You are Medium size.

Speed. 30 feet on land and 40 swimming.

Languages. Merfolk, and common.

Mer Form: Mer can transform as their action, becoming a fish-like creature with gills and webbed hands and feet. In this form they can breath water and air, and can swim at their full speed, and act normally underwater, with no penalty for immersion. Their proficiency bonus is doubled for any swimming checks they do need to make, and all Mer are automatically proficient with Swimming. However, Mer must remain hydrated in either form, consuming double the daily water of other races or becoming weakened, and eventually dying.

Siren: Mer are exceptional beauties, and incredible singers. Mer are automatically proficient with Performance Singing. Mer are always physically attractive, and gain Advantage on charisma checks made befriend or attract someone if they also use their voice in some way.