

NIRAYNE "RAIN"

WAVEBORN

Medium humanoid (half-sea elf), chaotic good

Armor Class 18 (*Pirate Queen's Finery*)

Hit Points 78 (12d6+36)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	10 (+0)	14 (+2)	20 (+5)

Skills and Tools Acrobatics +7, Perception +6, Persuasion +9, Navigator's Tools, Vehicles (water)

Senses darkvision 60 ft., passive Perception 16

Languages Common, Dwarvish, Elvish, Primordial

Challenge 9 (5000 XP) **Proficiency Bonus** +4

Spellcasting. Nirayne is a 12th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). She knows the following sorcerer spells:

Cantrips (at will): *mending*, *message*, *minor gust*, *prestidigitation*, *shocking grasp*, *water shaping*

1st level (4 slots): *feather fall*, *shield*, *thunderwave*

2nd level (3 slots): *gust of wind*

3rd level (3 slots): *fly*, *lightning bolt*, *step of thunder*, *water breathing*, *water walk*

4th level (3 slots): *control water*, *storm sphere*

5th level (2 slots): *wind control*

6th level (1 slot): *chain lightning*, *wind investiture*

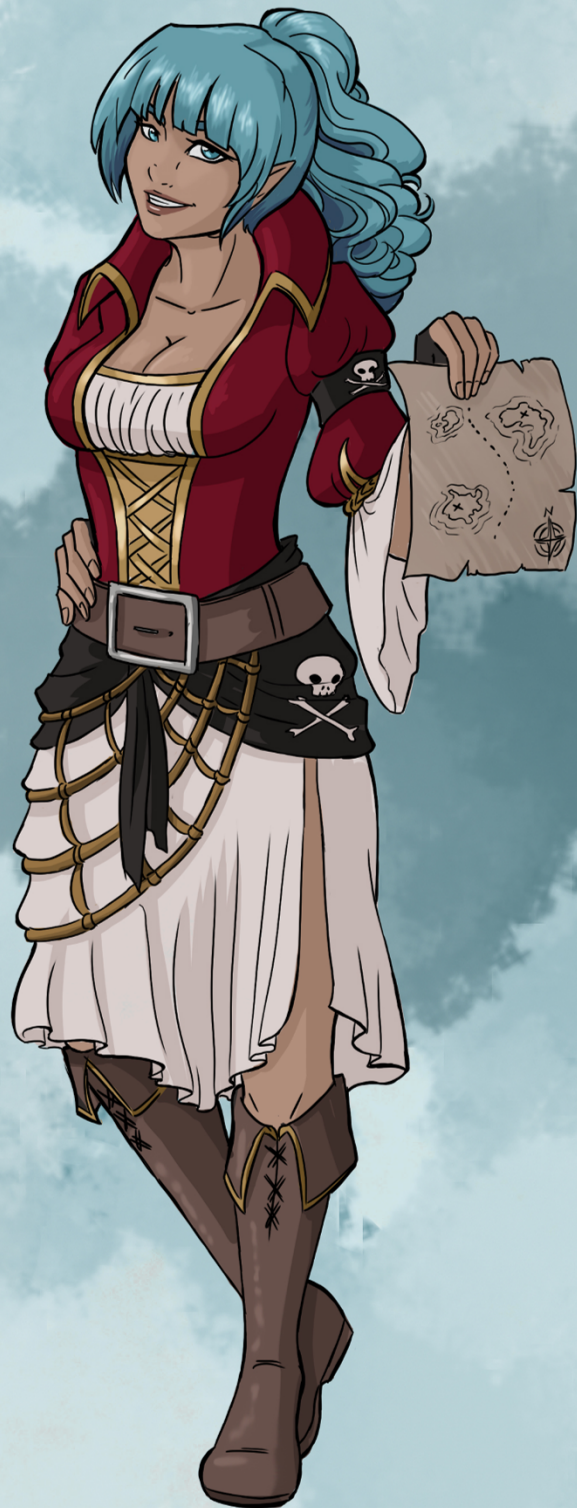
Stormwalk. Immediately before or after casting a spell of 1st level or higher, Nirayne can use a bonus action to fly up to 10 feet without provoking opportunity attacks.

Weather Guide. Nirayne's magic allows her to subtly control the weather around her. She can use her action to stop the rain in a 20-foot-radius sphere around her if it's raining. She can use her bonus action each turn to change the direction of the wind in a 100-foot-radius sphere around her.

Magic Items. Nirayne wears her *Pirate Queen's Finery* and a *Ring of Swimming*, and carries three *Potions of Healing*.

Actions

Concealed Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4+3) piercing damage.



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