

Rivaan Linxakasendalor

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Medium humanoid (blue [dragonborn](#)), Lawful Neutral

Cisgender, she/her

Armor Class 16 (scale mail)

Hit Points 53

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	12 (+1)	10 (+0)	15 (+2)	9 (-1)

Skills Investigation +3, Nature +3, Survival +5

Damage Resistances lightning

Senses passive Perception 12

Languages Common, Draconic, Minotaur, Sylvan

Challenge 7 (2,900 XP)

Spellcasting. Rivaan is a 7th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Rivaan has the following [ranger](#) spells prepared:

1st level (4 slots): Hunter's Mark, Snare

2nd level (3 slots): [Animal Messenger](#), [Lesser Restoration](#), [Spike Growth](#)

Escape the Horde. Opportunity attacks against Rivaan are made

with disadvantage.

Favored Enemy: Beasts, Monstrosities. Rivaan has advantage on Survival checks to track her favored enemies, as well as on Intelligence checks to recall information about them.

Fighting Style: Archery. Rivaan gains a +2 bonus to attack rolls she makes with ranged weapons.

Horde Breaker. Once on each of her turns when she makes a weapon attack, Rivaan can make another attack with the same weapon against a different creature that is within 5 ft. of the original target and within range of her weapon.

Natural Explorer: Arctic, Grassland. Rivaan has a favored terrain type. Her proficiency bonus is doubled for proficient skills when she makes an Intelligence or Wisdom check related to it. While traveling for an hour or more in her chosen terrain: difficult terrain doesn't slow her group's travel; her group can't become lost except by magical means; she remains alert to danger even when she is engaged in another activity; she can move stealthily at a normal pace (while alone); she finds twice as much food while foraging; and while tracking creatures, she learns the exact number, sizes, and how long ago they passed through the area.

Primeval Awareness. As an action, Rivaan can expend one ranger spell slot (1 minute per level of spell slot) to sense whether any aberrations, celestials, dragons, elementals, fey, fiends, or undead are present within 1 mile of her (or within up to 6 miles if she is in her favored terrain). This feature doesn't reveal the creatures' location or number.

Traits

Altered Growth [IE 4]. Rivaan's bones grew less than normal. Her height is 40 percent less than the typical minimum for her ancestry.

Disproportionate Growth (Arms & Hands, Legs & Feet) [IE 2]. Rivaan's limbs are 40% smaller than their typical proportion for her ancestry. This smaller stature allows her to hide more easily, giving her a +2 bonus on Dexterity (Stealth) checks.

Arms & Hands. Rivaan can't use 2-handed weapons effectively. Because she has less leverage, she has a -2 penalty on contested Strength checks.

Legs & Feet. Rivaan's movement speed is reduced by 10 feet. She also has a -2 penalty on Dexterity saving throws to balance.

Finger Difference (Shape Diversity). Rivaan's thumbs bend backwards. She has a -1 penalty on melee weapon attack rolls and Dexterity (Sleight of Hand) checks.

Back Stiffness [Triggered, IE 2]. Long walks or other forms of leg exertion cause Rivaan pain in her lower back. Anytime she attempts a Strength (Athletics) check or walks for more than an hour, she needs to make a DC 12 Constitution saving throw. On a failure, she gains one level of exhaustion until she takes a short rest.

Actions

Extra Attack. Rivaan can attack twice whenever she takes the Attack action on her turn.

Breath Weapon. As an action once per short rest, Rivaan exhales lightning in a 5 by 30 ft. line (Dexterity DC 12, half damage

on success) for 10 (3d6) lightning damage.

Dagger. *Melee or Ranged Weapon Attack: +5/+8 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.*

Javelin. *Melee or Ranged Weapon Attack: +4/+7 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.*

Shortbow. *Ranged Weapon Attack: +8 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.*

Assistive Devices

Wheelsled

AC: 12, HP: 20

Rivaan uses a sled for mobility. As a bonus action, she can pull a lever that lowers wheels below the rails as needed. She uses her javelins like ski poles to move and turn, enabling her to pivot quickly even on the slickest ice. The wheelsled increases her movement to 30 ft. and adds 50 percent to her Dash movement unless on rough terrain, but many actions, such as jumping, are impossible while sitting in it.

Forearm Crutches

When her wheelsled is inconvenient, Rivaan uses a pair of forearm crutches. These allow her to walk longer distances without triggering back stiffness, but don't affect her movement rate.

Background

Rivaan was born in an arctic gold-mining village. Her mother worked for the mining company as an engineer, and her father worked in the mines until the mining brought the attention of a [remorhaz](#), which attacked the miners and devoured them. Rivaan vowed to find the creature that killed her father and avenge him.

Rivaan was born with Diastrophic Dysplasia, which affects her bone growth and makes walking very difficult, so she uses a wheelsled, designed by her mother, to get where she needs to go. Her mother also designed an adaptive shortbow to allow Rivaan to hold it securely with her differently-shaped fingers. Rivaan spends her days hunting for meat to feed her family and sell in the village. She is often seen careening down the snowy hills on her wheelsled, her bow expertly aimed at a caribou, and she is always watching for the telltale signs of a remorhaz.

Personality

Rivaan is generally friendly, enjoys the company of her townsfolk, and helps those in need, but her first and final loyalty is to her mother and the hunt for the remorhaz. More than once, signs of a remorhaz have caused her to disappear into the arctic wilderness for weeks, only to return disappointed.

Plot Hooks

- A frost giant is rumored to have some remorhaz eggs. Rivaan asks for the party's help to destroy the eggs without the giant endangering her village in retaliation.
- The party runs into trouble in the arctic, and Rivaan slides in to rescue them.

- The party needs a guide to help them navigate the wilderness, and Rivaan is willing to help for a fee.