

# Titans of Adventures

JANUARY RELEASE

**STATBLOCKS FOR 5E  
CAMPAIGNS**



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## Arysa Sunguard

Medium humanoid (lionfolk), lawful good

**Armor Class** 17 (breastplate, shield)

**Hit Points** 45 (6d8 +18)

**Speed** 30 ft., climb 20 ft..

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	16 (+3)	10 (+0)	16 (+3)	12 (+1)

**Saving Throws** Con +5, Cha +3

**Skills** Athletics +4, Perception +5, Religion +2, Survival +5

**Senses** Passive Perception 15

**Languages** Common

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Feline Agility.** Once during her turn, Arysa can double her speed until the end of the turn. Once used, she can't use this trait again until she moves 0 feet on one of her turns.

**Spellcasting.** Arysa casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

**At will:** cure wounds, light, sacred flame

3/day each: lesser restoration, searing smite, spiritual weapon

1/day each: daylight, revivify

### Actions

**Multiattack.** Arysa makes two melee attacks.

**Mace.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

**Guiding Bolt.** *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 7 (2d6) radiant damage and the next attack roll made against this target before the end of Arysa's next turn has advantage.

**Sunburst (2/day).** Arysa presents her holy symbol and any magical darkness within 30 feet of her is dispelled. Additionally, each hostile creature within 30 feet must succeed on a DC 13 Constitution saving throw or be blinded until the end of the Arysa's next turn.

### Bonus Actions

**Roar of the Fearless (Recharge 5-6).** Arysa lets out a powerful, inspiring roar. For 1 minute, allies within 30 feet of her have advantage on saving throws against being frightened and charmed.

### Reactions

**Solar Flare.** When a creature within 30 feet of Arysa which sees hits her or another creature with an attack, she can use her reaction to impose disadvantage on the attack roll, by flashing a bright light in the attacker's eyes. Creatures that do not rely on sight are immune to this effect.

## Arysa Sunguard

Arysa Sunguard was born into the esteemed lionfolk family of the sun-kissed savannas of Lionesse, a sprawling territory where lionfolk prides wandered with freedom and pride. Surviving in the savannah required diligence and hard work from all its denizens. Arysa's tribe had developed a deep respect and adoration for the Sun Goddess, venerating her as the supreme sovereign of their sunlit realm. Each city across the savannah boasted a church dedicated to the Sun Goddess, welcoming those with the dedication to train as Sun Priests or Priestesses.

Recognizing Arysa's extraordinary lionfolk stamina and intrinsic nature, the church discerned that she would be perfectly suited as a wandering priestess, journeying between various settlements to assist their inhabitants. In her travels, Arysa encountered numerous travelers and merchants from distant regions, who were always delighted to share a meal and recount tales of their distant homelands.

Through these encounters, Arysa became aware of lands beyond the savannah's boundaries, places where the benevolent light of the Sun was not as ever-present as in her homeland. In these darker regions, where monsters lurked in the shadows, Arysa felt a profound calling. Determined, she resolved to venture into these lands, bringing the radiant light of the Sun to illuminate the darkness and aid those in dire need.

**Personality Trait.** "Compassion and courage were my lessons under the savannah sun."

**Ideal.** "I carry the Sun Goddess's light to the darkest places."

**Bond.** "My pride, my kin - they are the warmth in my heart, no matter the distance."

**Flaw.** "In my pursuit of light, I sometimes overlook the shadows."





## Zarastra the Riftwalker

Medium Humanoid (psionbonded), lawful evil

**Armor Class** 17 (half plate)

**Hit Points** 38 (4d10 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	18 (+4)	13 (+1)	12 (+1)	10 (+0)

**Saving Throws** Str +5, Con +6

**Skills** Acrobatics +4, Athletics +5

**Damage Resistances** Psychic

**Senses** Passive Perception 11

**Languages** Common, Gith

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Psionic Martial Arts.** Zarastra has 3 superiority dice, which are d8s.

**Spellcasting (Psionics).** Zarastra casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 11):

At will: *mage hand* (the hand is invisible)

1/day each: *jump*

### Actions

**Multiattack.** Zarastra makes two melee attacks.

**Silver Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands, plus 4 (1d8) psychic damage.

**Heavy Crossbow.** *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

**Astral Assault (3/day).** Zarastra teleports up to 15 feet to an unoccupied space she can see and makes one melee attack with an advantage against a creature within range. Zarastra can expend one superiority die to increase the teleport range up to 30 feet.

### Bonus Actions

**Combat Precision.** Zarastra expend one superiority die and add it to an attack roll she just made.

### Reactions

**Riposte of the Void.** When a creature misses Zarastra with a melee attack, she can make a melee weapon attack against that creature. If the attack hits, she can expend one superiority die and add it to the attack's damage roll.

## Zarastra the Riftwalker

Zarastra, the Riftwalker, descends from a lineage of Gith warriors deeply marked by their race's long enslavement. Raised in the astral planes, she was constantly haunted by her people's anguish, shaping her into a fighter with a fierce resolve and a distorted sense of justice. Embracing a lawful evil ethos, Zarastra believed that the path to understanding the Gith's suffering lay in enduring the same bondage. This conviction drove her to become a relentless warrior, seeking to inflict her people's pain on others to impart a harsh lesson in empathy.

In the Astral Plane's expanse, she mastered the art of sensing and manipulating planar rifts, using these tears in reality as both weapons and gateways. Her ability to strike from nowhere with her astral-charged silver longsword made her a formidable adversary, as much feared for her unpredictability as for her martial skill. Her tactics sowed chaos and fear, disorienting her foes and leaving them vulnerable.

Yet, beneath this fearsome facade, Zarastra harbored deep, unresolved pain. The enslavement of her race was a personal trauma that influenced her every action. In seeking to make others understand her people's plight, she found herself torn between her desire for vengeance and her inherent moral compass. Zarastra's journey is as much an internal battle with her past's scars as it is a physical struggle across dimensions, leaving her future and the resolution of her inner conflicts an open, poignant question.

**Personality Trait:** "I am as relentless as the void; mercy is for the weak."

**Ideal:** "True understanding is born from shared suffering."

**Bond:** "My astral longsword is my closest ally in a lonely crusade."

**Flaw:** "In seeking justice for my people, I sometimes lose myself."





# Faelar Moonbrook

Faelar Moonbrook's tale unfolds in the elvish city of Luminara, a hub of progress and innovation amidst ancient woods. This city, with its crystal towers and vast libraries, champions the relentless pursuit of knowledge, often overlooking traditional moral boundaries. Born to a family of esteemed alchemists, Faelar was recognized early on for his exceptional intellect and deep curiosity. He thrived in Luminara's academies, showing a particular flair for alchemy and the arcane, always eager to explore and experiment beyond conventional limits.

His passion for alchemy led him to groundbreaking discoveries, particularly in the realm of potent elixirs with remarkable healing and enhancing properties. Faelar's work, conducted in his secluded tower laboratory, began to stir controversy among his peers. While some hailed him as a visionary, others questioned the ethical implications of his research. Unfazed by the debate, Faelar's dedication to his craft only grew, driven by an insatiable desire to unlock nature's hidden mysteries.

Eventually, Faelar's achievements brought him both acclaim and isolation in Luminara. His unique potions marked him as one of the city's most brilliant minds, yet also one of its most enigmatic figures. In a city where progress is paramount, Faelar Moonbrook stands as a symbol of boundless intellectual ambition, navigating the fine line between genius and the perils of unbridled exploration.

**Personality Trait:** "I'm driven by an insatiable curiosity about nature's hidden secrets."

**Ideal:** "True progress knows no bounds; it's about daring to explore the unknown."

**Bond:** "Alchemy is more than my craft; it's my deepest connection to the world."

**Flaw:** "I tend to neglect personal ties in favor of my research."



## Faelar Moonbrook

Medium humanoid (elf), neutral

**Armor Class** 12 (15 with mage armor)

**Hit Points** 38 (7d8 + 7)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+1)	17 (+3)	13 (+1)	11 (+0)

**Saving Throws** Dex +5, Int +6

**Skills** Arcana +6, Medicine +4, Nature +6, Survival +4

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Elvish, Gnomish

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +2

**Fey Ancestry.** Faelar has advantage on saving throws against being charmed, and magic can't put the Faelar to sleep.

**Alchemical Resistance.** Faelar has advantage on saving throws against poisons and diseases.

**Spellcasting.** Faelar casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *detect poison and disease*, *mage hand*  
3/day each: *cure wounds*, *identify*, *mage armor*  
1/day each: *greater restoration*, *stinking cloud*

**Potion Master (3/day).** Faelar can spend 1 hour to concoct a potion from his alchemical supplies. He can create potions that heal (as a potion of greater healing), enhance (granting the effects of an enhance ability spell), or harm (creating a poison that deals 3d6 poison damage on a failed DC 13 Constitution saving throw, half damage on a success).

## Actions

**Multiattack.** Faelar makes two attacks.

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

**Hand Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

## Bonus Actions

**Apply Poison (3/day).** Faelar applies poison to a weapon or piece of ammunition. The poison remains effective for 1 minute or until a successful hit, causing an extra 2d6 poison damage.



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