Titan Forge

STATBLOCKS FOR 5E CAMPAIGNS

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Credits

Serpentbloods

Deep inside the Chue'quia jungle for generations, the Amazons from the Temple of Serpents have been protecting an ancient source of magic against raids, explorers, and power-hungry wizards. Nobody could breach their fierce defenses so far and the source's power continued to thrive and grow. What Amazons did not know is that their jungle continued beyond the mountains up north which they believed to be the edge of the world.

That's where the true descendants of the Serpent Goddess lived. That's where they retired after protecting the jungle themselves for eons past. The creatures from the oldest Amazon legends, the ones who supposedly asked them to carry the torch. They were believed to be a myth and now… they are back.

Serpentbloods did not expect the Amazons to do their job so thoroughly and for so long. They did not expect the source's power to grow that much. Still, they did not come back to congratulate them. They came to warn them. A power this strong will draw a threat beyond the capabilities of a single tribe. They need to find a way to unite before the darkness floods them.

Arm of the Serpent

The Arm of the Serpent is the basic armed formation of the Serpentbloods, and the elder casts command them to complete the tasks that require a hunting-warrior approach, such as hunting wild beasts or observing trespassing intruders. Any reptilefolk can join this formation, regardless of their physical or mental predispositions, because the training they receive focuses on reinforcing their primitive reptilian instincts.

To outsiders, a hunting-fighting squad from the Arm of the Serpent may appear chaotic, with no commander giving orders and no clear formation. However, the truth is that these groups of around fifteen hundred reptilefolk are trained to move and fight as if they were one. Thanks to that, just as one of their ancestors - the Velociraptor, they are able to defeat much stronger opponents. When enemies face the Arm of the Serpent in battle, they often realize too late that there is a method in its mad strategy and they abruptly become the next victim whose blood will be spilled in the name of the Serpent Goddess.

Arm of the Serpent
Medium Humanoid (Reptilianfolk), Chaotic Neutral

Armor Class 16 (natural armor, shield)
Hit Points 22 (5d8)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	8 (-1)	12 (+1)	8 (-1)

Saving Throws Dex +4
Skills Perception +3, Stealth +4
Senses darkvision 30 ft., passive Perception 13
Languages Saurial
Challenge 2 (450 XP)   **Proficiency Bonus** +2

Pack Tactics. The Arm of The Serpent has advantage on an attack roll against a creature if at least one of the Arm of The Serpent's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Pounce. If the Arm of The Serpent moves at least 20 ft. straight toward a target and then hits it with a melee attack on the same turn, the target takes an extra 2 (1d4) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the Arm of The Serpent can make another melee attack with the same weapon against it as a bonus action.

Actions

Multiattack. The guard makes two attacks.

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

Spear. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Bonus Actions

Nimble Escape. The Arm of The Serpent can take the Disengage or Hide action as a bonus action on each of its turns.

Rex-aTorian

Medium Humanoid (Reptilianfolk), True Neutral

Armor Class 14 (neutral armor)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	9 (-1)	8 (-1)	11 (+0)

Saving Throws Str +6, Con +5
Skills Athletics +6, Intimidation +2
Senses passive Perception 9
Languages Saurial
Challenge 4 (1,100 XP)   **Proficiency Bonus** +2

Brute Strike. If the Rex-aTorian scores a critical hit, he rolls the damage dice three times, instead of twice.

Reckless. At the start of its turn, the Rex-aTorian can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The Rex-aTorian makes two Stone Club or Armored Tail attacks.

Stone Club. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit*: 13 (2d8 + 4) bludgeoning damage.

Armored Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit*: 7 (1d6 + 4) piercing damage.

Heavy Blow. The Rex-aTorian swings its club at a target within 5 ft. of it. The target must make a DC 14 Dexterity saving throw. On a failed save, the target takes 13 (2d8 + 4) bludgeoning damage and is knocked prone. On a successful save, the target takes half as much damage and is not knocked prone.

Bonus Actions

Follow Up Swing. The Rex-aTorian makes an Armored Tail attack with advantage against the target he attacked this turn round with a Stone Club.

Rex-aTorian

The reptilefolk warriors who are bigger, stronger, and more enduring are offered the opportunity to join the more elite unit called the Rex-aTorians. This unit serves as the personal guards of higher caste members, officials, priests, and sorcerers on a daily basis, as they often have to travel through the dangerous regions of Chue'quia on their assigned tasks. They also protect key reptilian society sites such as temples, palaces, or city gates.

Their tough reptilian skin provides sufficient protection against enemy attacks. Their considerable strength and the lack of extra weight of heavy armor and shield has led Rex-aTorians to prefer mace-like, two-handed weapons with a massive stone ball as the head. When equipped with this enormous club, enemies focus their entire attention on it, trying to avoid every slow swing. This is where Rex-aTorians second weapon comes in handy, a weaponized tail with specially created, spiky metal fittings for combat.

Cera-Turion

Their tough reptilian skin provides sufficient protection against enemy attacks. The strong, lightweight nature of the Rex-aTiorans has led them to prefer mace-like, two-handed weapons with a massive stone ball as the blade. While this is their main weapon, its size requires them to focus on it, trying to avoid any hits. This is where their second weapon, a weaponized tail with specially created, spiky metal fittings for combat, comes in handy.

In ancient times, before the time of unity, the Cera-Turions were one of the most formidable and fearsome tribes. Their massive build, incredibly tough skin, horns, and neck frill made them excel in battle. However, what made them one of the most powerful clans was their calmer nature compared to their other reptilian counterparts. As one of the few at the time, they were able to control their primitive instincts. Thus, instead of focusing on senseless tribal fights, they focused on continuous civilizational and spiritual development and only fought in the case of direct danger.

Cera-Turion
Medium Humanoid (Reptilianfolk), Neutral Good

Armor Class 14 (natural armor)
Hit Points 123 (13d8 + 65)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+1)	21 (+5)	10 (+0)	14 (+2)	13 (+1)

Saving Throws Con +8, Wis +5
Skills History +3, Medicine +5, Nature +3, Persuasion +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities restrained
Senses passive Perception 12
Languages Common, Saurial
Challenge 7 (2,900 XP)   **Proficiency Bonus** +3

Impaling Charge. If the Cera-Turion moves at least 30 feet in a straight line towards the target before making an attack with its horns, the attack deals an extra 10 (3d6) piercing damage and the target must make a Strength DC 15 saving throw or be knocked prone. If the target is a Medium or smaller creature, it is also impaled on the Cera-Turion horns and must use its action to free itself, suffering an additional 10 (3d6) piercing damage in the process.

Thick Hide. The Cera-Turion has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Actions

Multiattack. The Cera-Turion makes two Stone Hammer attacks.

Stone Hammer. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit*: 13 (2d8 + 4) bludgeoning damage.

Horns. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit*: 7 (3d4 + 4) piercing damage.

Stampede. The Cera-Turion rushes forward and trample any creatures in its path. Each creature in a 10-foot wide, 30-foot long line must make a DC 15 Dexterity saving throw, taking 21 (6d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

Primal Aura (2/day). The Cera-Turion radiates an aura of protective energy, granting 6 temporary hit points to himself and any number of friendly creatures within 10 feet of the Cera-Turion. The aura lasts for 10 minutes or until the Cera-Turion is incapacitated.

Bonus Actions

Primal Smite (2/day). The Cera-Turion channels primal energy into their weapon, imbuing it with the power of the natural world. Until the end of their next turn, their weapon attacks deal an extra 5 (2d4) force damage on a hit.

Reactions

Defensive Stance. When the Cera-Turion is hit by an attack, it can use its reaction to adopt a defensive stance, giving it a +3 bonus to its armor class until the start of its next turn.

Blood Priest

Legends say that the discovery of ancient magic by Blood Priests ended the centuries-long wars between reptilefolk tribes. They did not understand the nature of this strange magic as it should not have been able to exist. It managed to bond both their inner primal magic with divine magic sent to them by their Serpent Goddess. They still do not understand it, but what was clear to them was that it needed to be hidden and protected, as it could threaten not only their race, but also all others living beyond the tropical jungle forests of Chue'quia.

Blood Priests lead the Serpentblood society and make the most important decisions for it. They are guided by three main goals: the protection of ancient magic, the worship of the serpent goddess, and the unity of the reptilefolk race.

During various rituals and spell-casting, they use the life energy of beasts or enemies offered as sacrifices. This allows them to strengthen their allies before a fight or cast spells that they would normally not have access to.

Blood Priest

Medium humanoid (Reptilianfolk), Lawful Neutral

Armor Class 13 (natural armor)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	15 (+2)	10 (+0	16 (+3)	15 (+2)

Saving Throws Wis +6, Cha +5
Skills Arcana +3, History +3, Nature +3, Religion +3
Senses passive Perception 13
Languages Common, Primordial, Saurial
Challenge 6 (2,300 XP)   **Proficiency Bonus** +3

Ancient Magic. When casting a spell the Blood Priest uses combined modifiers of his Wisdom and Charisma attributes. For example its spell save DC is 16 (8 + its proficiency bonus + its Wisdom modifier + its Charisma modifier).

Blood Marking (1/week). The Blood Priest performs a ritual which takes 8 hours to perform. As a part of this ritual the Blood Priest sacrifices a number of creatures whose total hit dice must be equal or higher than the number of friendly creatures he wants to bless. Upon completion, blessed creatures gain a +2 bonus to their attack rolls, damage rolls, and saving throws for 24 hours.

Primal Blood Magic (3/day). By eating the heart of a creature that died in less than 10 minutes ago Blood Priest may tap into the primal energy. The Blood Priest gain number of Blood Points equal to sacrificed creature hit dice (maximum number of stored Blood Points is 5). The Blood Priest can then use there Blood Points to either:

- cast any spell of level 1, 2 or 3 from Cleric or Sorcerer list by paying 1 Blood Point for each Level of casted spell;

- use any metamagic option to enhance his spells (even those granted by this ability) by paying 1 Blood Point for each sorcery points normally required to use that metamagic option.

Actions

Ritual Sword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit*: 4 (1d6 + 1) piercing damage. If this attack kills a living creature the Blood Priest gains 1 Blood Point.

Primal Burst. Ranged Spell Attack: +8 to hit, range 120 ft., one target. *Hit*: 11 (2d6) force damage. If this attack hits a target Blood Priest may spend 1 Blood Point to deal an extra 5 (2d4) elemental damage of its choice (acid/cold/fire/lighting/poison/thunder).

Spellcasting. The Blood Priest casts one of the following spells, requiring no material components and using Wisdom + Charisma as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

At will: *bane, command, cure wounds, detect magic, shield*

3/day each: *clairvoyance, create food and water, dispel magic, lighting bolt*

1/day each: *dispel evil and good, dominate person*

Reactions

Spirit Shroud (Recharge 6). As a reaction to being hit by a melee attack the Blood Priest spent 1 Blood Point to gain damage reduction 5 to all damage types. This reduction applies also to triggering attacks and it lasts until the start of the Blood Priest's next turn. Additionally each creature of the Blood Priest choice within 5 feet from him at the moment of use of this ability receives 5 necrotic damage.

San'Guein Soulreaver

San'Guein was a tiefling warlock with a thirst for power and a penchant for evil. He had spent years delving into the dark arts, seeking out powerful artifacts and forbidden knowledge.

One day, while exploring the depths of the Abyss, San'Guein stumbled upon a powerful talisman. This talisman allowed him to travel between the Abyss and the Material Plane at will. Although each use of the talisman made him weaker, he quickly found a way to regain strength by brutally feeding upon the souls of those living on the Material Plane.

He was insatiable in his murders. He did not harvest the souls, he reaved them by the hundreds. As he grew more confident in his powers, he even arrogantly left a trail that led back to him, counting that some adventurers would seek him, so that he can also claim their souls without the need of traveling between the planes with the use of the talisman.

In time, a vicious demon of the Abyss took notice of San'Guein and his talisman, and began to hunt him. This was the first time in years he became scared, he considered abandoning the talisman, abandoning his ways. As a last resort, he came back to seek his mentor from the days of his training. The old man believed that San'Guein could be redeemed. He helped him get rid of the demon. However, once his mentor began the ritual to destroy the talisman, San'Guein was too weak to let it go. That night, he claimed another soul and there are many more to come...

Personality Trait. "If there are powers beyond understanding, it just means that I can be the first to understand them."

Ideal. "Ambition is only bad if you stop before doing whatever it takes."

Bond. "The Abyss is mine to command."

Flaw. "When I am lost, the darkness guides me."

San'Guein Soulreaver
Medium humanoid (Tiefling), Chaotic Evil

Armor Class 11 (14 with mage armor)
Hit Points 45 (7d8 + 14)
Speed 30 ft.

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

Saving Throws Int +3, Cha +6
Skills Arcana +3, Persuasion +6, Survival +4
Senses darkvision 60 ft., passive Perception 11
Languages Abyssal, Common
Challenge 5 (1,800 XP)   **Proficiency Bonus** +3

Magic Resistance. San'Guein has advantage on saving throws against spells and other magical effects.

Pendant of Abyssal Bridge (1/day). While holding the Pendant of Abyssal Bridge San'Guein can perform a ritual for 1 minute to teleport himself and any equipment he is wearing or carrying to a specific location on the material plane. As an action, he can use the pendant to return to the location on the abyss from which he teleported to the material plane. After successful teleportation he must make a DC 15 Condition saving throw, gaining 1d4 levels of exhaustion on a failed save, or half as much on a successful one.

Actions

Multiattack. San'Guein makes two Dagger of Fallens attacks.

Dagger of Fallens. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 2 (1d4) piercing damage plus 9 (2d6) psychic damage.

Void's Hole. San'Guein targets a point within 90 feet of him that he can see. Each creature within 10 feet of that point must make a DC 14 Dexterity saving throw, taking 12 (2d8 + 3) cold damage plus 7 (1d8 +3) psychic damage on a failed save, or half as much damage on a successful one.

Waves of Chaos (Recharge 5-6). San'Guein targets a creature within 30 feet of it that he can see, until the start of the San'Guein's next turn both him and target creature have disadvantage on attack rolls, ability checks, and saving throws.

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

At will: charm person, comprehend languages, mage armor
3/day each: hold person, invisibility, shatter
1/day each: blight, dispel magic

Reactions

Abyssal Rebuke (3/Day). In response to being damaged by a visible creature within 60 feet of it San'Guein forces that creature to make a DC 14 Dexterity saving throw, taking 9 (2d8) cold damage on a failed save, or half as much damage on a successful one.

Adan

Adan had been an adventurer for as long as he could remember. He had always been drawn to the thrill of exploration and the promise of treasure, and he had dedicated his life to seeking out the most dangerous and valuable artifacts the world had to offer.

He was a skilled warrior, trained in the art of swordplay and hand-to-hand combat. But Adan was more than just a mercenary. He had a sense of honor and a code of ethics that he lived by. He would only accept jobs from clients who had a legitimate need for the artifact he was being asked to retrieve, and he would never harm an innocent person in the pursuit of his goals.

Despite his moral compass, Adan had not always been successful in his endeavors. He had lost friends and comrades along the way, casualties of the dangerous and unpredictable world of adventuring. The most recent of these losses had hit Adan particularly hard. A dear friend and fellow adventurer had died on a job gone wrong, and Adan blamed himself for not being able to save them. Since that fateful day, Adan had vowed to work alone.

As he traveled from one location to the next, Adan was always on the lookout for powerful artifacts that he could add to his collection. He had a particular affinity for magic items. One such object was a magic torch that never seemed to run out of fuel. It had been a lifesaver on many occasions, lighting the way through dark and treacherous dungeons and revealing hidden traps and secrets. Adan also carried a set of magic keys that could unlock any door or chest, no matter how complex the lock.

Despite his lone wolf status, Adan still loves an audience as he sits in the tavern and tells tales of great adventures and he always has his door open for people in need of his service.

Personality Trait. "Adventure runs deep in my blood."

Ideal. "I have a reputation for being reliable and skilled."

Bond. "I prefer to work alone. It's less risky that way, at least for others."

Flaw. "If I get too close to someone, they will share the fate of my previous friends."

Adan
Medium humanoid (Human), Lawful Good

Armor Class 17 (studded leather, shield)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	13 (+1)	12 (+1)	11 (+0)	9 (-1)

Saving Throws Dex +5, Int +3
Skills Acrobatics +5, Perception +2, Stealth +5
Senses passive Perception 12
Languages Common
Challenge 3 (700 XP)   **Proficiency Bonus** +2

Keys of Many Forms. Adan can unlock any lock, regardless of its complexity or the presence of any additional magical protections.

Torch of Eternal Flame. This ordinary-looking torch radiates a faint aura of transmutation magic. When lit, it sheds bright light in a 30-foot radius and dim light for an additional 30 feet. The torch never runs out of fuel and cannot be extinguished by nonmagical means.

Actions

Multiattack. Adan makes two Scimitar or Dart attacks.

Scimitar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 3) slashing damage.

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

Bonus Actions

Torch of Truesight (1/day). While holding Torch of Eternal Flame Adan can speak command word to cause it to stop radiating its light for 1 minute and gives Adan truesight to a range of 30 feet for the duration as long as he holds the torch

Reactions

Always Ready (1/day). In response to failing an ability check Adan makes a new roll with advantage for the triggering ability check. He must use the new roll, even if it is lower than the original roll

Athar O'Lain

Nailar - Athar's grandfather became rich and famous for killing the dragon that was terrorizing the countryside for centuries. Not only did he claim the dragon's treasure but his name also became synonymous with bravery and valor.

He had always hoped that his son (Athar's father) would follow in his footsteps and become an adventurer like himself, but instead, his son became complacent and lazy, living off of his father's wealth and fame without putting in any real effort.

Nailar was determined that his grandson would not follow in the footsteps of his spoiled father as he had already begun showing first symptoms. He knew that the only way to ensure that Athar would become more like him was to give him a sense of purpose and drive. And so, he made the decision that Athar would not receive his inheritance unless he proved himself to be a worthy adventurer.

Athar's grandfather set forth a series of challenges and tasks, designed to test Athar's strength, courage, and wit, and they ranged from battling fierce monsters to solving complex riddles. Thanks to grandfather's guidance, Athar has quickly became to turn a new leaf, showing dedication, and even becoming a better person in the process. Still, there are many of those who remember him as a spoiled nobleman and there are friends from the past alluring his bad habits. Everyone has their own dragon to slay.

Personality Trait. "Making a name for yourself is hard with such a name."

Ideal. "I will find purpose in what brings me the most joy."

Bond. "I will not fail you, grandfather."

Flaw. "Screw everyone, I can make it on my own."

Athar O'Lain
Medium humanoid (Elf), Lawful Neutral

Armor Class 15 (chain shirt)
Hit Points 18 (4d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	13 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +4, Cha +4
Skills Persuasion +4, Sleight of Hand +4
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 2 (450 XP)　　　　**Proficiency Bonus** +2

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

Golden-Tongued. As an action Athar makes a DC 15 Persuasion ability check on a success gaining advantage on attack rolls and ability checks against each creature within 30 feet from him that can hear him until the end of his next turn.

Actions

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

Light Crossbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. *Hit*: 6 (1d8 + 2) piercing damage

Bonus Actions

Quick Shot. Athar draws and makes an attack with a Light Crossbow ignoring its loading property.

Reactions

Parry. The Athar adds 3 to its AC against one melee attack that would hit it. To do so, the Athar must see the attacker and be wielding a melee weapon.

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