

Titans of Adventures

MARCH RELEASE

**STATBLOCKS FOR 5E
CAMPAIGNS**

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Credits

Created by Titan-Forge Miniatures, titan-forge.com

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Quintus Arro

Medium humanoid (tiefling), Neutral Good

Armor Class 15 (unarmored defense)

Hit Points 75 (10d8 + 30)

Speed 40 ft.

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

Saving Throws Str +3, Dex +6

Skills Acrobatics +6, History +5, Stealth +6

Damage Resistances Fire

Senses Passive Perception 11

Languages Celestial, Common

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Unarmored Defense. While Quintus is wearing no armor and wielding no shield, his AC includes its Wisdom modifier.

Chef. While Quintus is joining an adventuring party, he grants over the long rest 5 temporary hit points to each of his comrades due to extraordinary cooking skills.

Actions

Multiattack. Quintus makes two attacks: one with his unarmed strike and one with his quarterstaff.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1k8+4) bludgeoning damage.

Quarterstaff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage plus 7 (2d6) radiant damage.

Bonus Actions

Three Point Strike (Recharge 5-6). Quintus makes three unarmed strike attacks against one target. If two attacks hit, the target is incapacitated. If three attacks hit, the target is stunned. These conditions last until the end of Quintus' next turn.

Reactions

Block. Quintus adds 3 to its AC against one melee attack that would hit it. To do so, Quintus must see the attacker.

Quintus Arro

Quintus Arro is a jovial tiefling, a good cook and a notorious dreamer. While cooking for the warrior monks of the Order of the Sun Soul, he had always dreamed of becoming one of them - one of the guardians of the Radiant Crystal. Dreaming of the life of a warrior, he would sneak into the chamber with the crystal in the evenings to gaze at its extraordinary beauty. One night Quintus heard a quiet call. Before he knew it, he touched the facet of the crystal with his fingers, and the accumulated energy of the martial arts masters' souls ran through his body. This event changed him forever.

Destiny caused him to become one of the full-fledged warrior monks of the Order of the Sun Soul, bolstering their ranks with his determination and will to fight. The good-natured tiefling's dream came true, but his luck didn't last long. The Order was attacked by a mysterious force. As a result of a fierce battle, the Radiant Crystal was stolen and the Order was in uproar.

Quintus Arro, now aware of his destiny, felt the burden of responsibility to save his brothers and recover the precious artifact. Setting out on a lonely journey, Quintus Arro resolved to find the crystal and discover the identity of those behind the attack on his order.

Personality Trait: I've lost too many friends, and I'm slow to make new ones.

Ideal: Lead by Example. By performing good acts, I can inspire others to do the same.

Bond: I'll never forget the crushing defeat my order suffered or the enemies who dealt it.

Flaw: I have little respect for anyone who is not a proven cook.



Paulus Starling

Medium Humanoid (human), chaotic evil

Armor Class 14 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	14 (+2)	10 (+0)	13 (+1)	17 (+3)

Saving Throws Wis +4, Cha +6

Skills Deception +6, Intimidation +6, Performance +6, Persuasion +6

Senses Darkvision 120 ft., passive Perception 11

Languages Common, Infernal

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Spellcasting. Paulus Starling is a 5-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks).

Cantrips (at will): *Eldritch Blast*, *Toll the Dead*

1st–3rd level (2 3rd-level slots): *Shield*, *Armor of Agathys*, *Cause Fear*, *Hold Person*, *Misty Step*, *Fireball*

Infernal Resilience (4/day). If Paulus Starling fails an ability check or saving throw, it can add 1d4, potentially turning the roll to a success. Paulus can use this feature 4 times per day for both a failed ability check and a failed saving throw.

Devil's Sight. Paulus Starling can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Actions

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

Bonus Actions

Let's rock! (1/day) As a bonus action, Paulus calls the four members of BLISS. They manifest in an unoccupied space that he can see within 60 ft. range. During combat, creatures share the initiative with Paulus, but take their turn immediately after him. Paulus gives them commands by voice (it doesn't take any action). If he doesn't give any, they take the Dodge action and use their movement to avoid the danger. Those fiendish forms use the Commoner stat block with an additional ability:

Cacophony (Recharge 4–6). Each creature in a 15-foot cube originating from the fiendish musician must make a DC 13 Constitution saving throw. On a failed save, a creature takes 13 (3d8) thunder damage and is pushed up to 10 feet away. On a successful save, a creature takes half as much damage and isn't pushed back.

Paulus Starling

Paulus Starling was born in a frontier fort but always dreamt of a life beyond the ordinary. His talent for music and his captivating voice quickly earned him local fame. However, it wasn't enough to make a name for himself. One fateful night, as Paulus performed in a remote tavern, a mysterious figure appeared – a silver-tongued archdevil offering a bit of advice and an offer too tempting to resist. Drawn to the power and promises of the archdevil, Paulus made a pact, sealed with blood.

Following the devil's counsel, he used newfound powers to bring to life BLISS – a band ready to move the earth from its foundations with the power of music. Each member, unbeknownst to the audience, is a devil under a seeming spell – their true infernal nature concealed behind illusions. The band's music is not only captivating but also infused with dark magic, enchanting listeners and drawing them into the infernal influence.

The archdevil occasionally sends Paulus on quests aligned with its infernal agenda. These quests range from acquiring relics of dark power to spreading the influence of infernal realms in distant lands. Paulus, driven by a mixture of loyalty and fear, follows these orders discreetly, all while maintaining the facade of a charismatic bard.

Personality Trait. Sarcasm is my weapon of choice.

Ideal. Creativity. I never run the same gig twice.

Bond. I will do anything to prove myself superior to my hated rival.

Flaw. I hate to admit it and will hate myself for it, but I'll run and preserve my own hide if the going gets tough.



Wilwarin

“In the hidden corners beneath the canopy of ancient forests, where the rustle of leaves whispers tales of warriors, a legend was born. It’s the story of a valiant hero, whose heart burned with a fervent passion for battle, unyielding determination, and indomitable spirit. He wandered perilous paths, traversing the vast greenwoods and the rugged mountain peaks. His name was spoken with both respect and fear among those who heard tales of his valor. His name was WILWARIN.”

Wilwarin grew up in a peaceful enclave of dwarves, where one of the few entertainments was his grandfather’s tales. Upon hearing his name in one of these stories, the adolescent Wilwarin beamed with joy. Nurtured by stories of heroes, he dreamed of becoming a warrior. In secret, he practiced swordsmanship on a wooden dummy only he wasn’t good at it. Like, at all. He had no experience in combat or knowledge of the arcane arts. He was after all clueless, defenseless halfling daydreamer.

Then, all of a sudden strange and perilous events unfolded – crops withered, livestock grew skittish, and the villagers fell ill. Who would have dreamt that grandpa’s story was more than just a fairy tale? Wilwarin, filled with determination and love for his home and community, decided to embark on a perilous journey to find a way to break the curse and save his village.

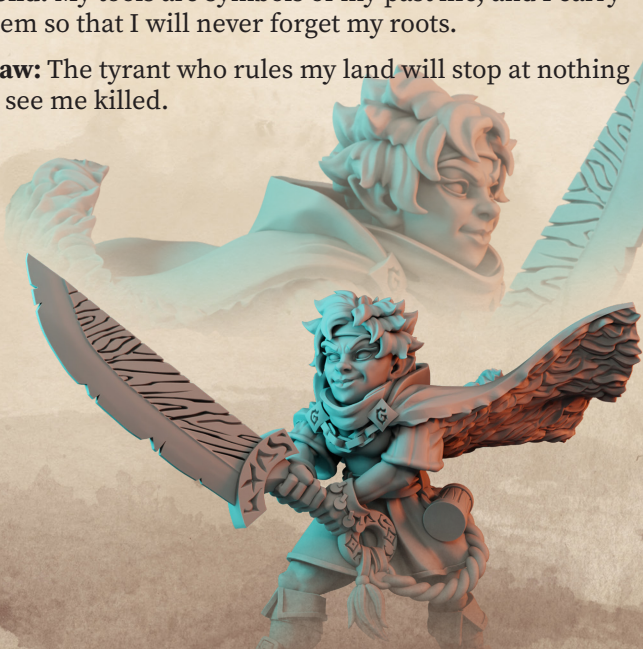
Destiny led him to the Well of Souls, where he discovered his heritage as the heir of the ancient Guardians of the Weave, whose purpose was to protect and serve the Lady of Magic. And so, Wilwarin set out towards his destiny, ready to face whoever bestowed a curse on his village.

Personality Trait: Thinking is for other people. I prefer action.

Ideal: Optimism. Even in the worst of tragedies, I try to inspire hope and well-being in myself and others, knowing that our wounds can be healed with both time and effort.

Bond: My tools are symbols of my past life, and I carry them so that I will never forget my roots.

Flaw: The tyrant who rules my land will stop at nothing to see me killed.



Wilwarin

Small humanoid (halfling), neutral good

Armor Class 17 (studded leather, shield)

Hit Points 54 (12d6 + 12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	13 (+1)	9 (-1)	10 (+0)	14 (+2)

Saving Throws Wis +3, Cha +5

Skills Athletics +5, Perception +3

Senses passive Perception 13

Languages Common, Halfling

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Brave. Wilwarin has advantage on saving throws against being frightened.

Lucky. When Wilwarin rolls a 1 on the d20 for an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.

Innate Spellcasting. Wilwarin’s innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

1/day each: *Compelled Duel*, *Heroism*, *Detect Magic*

Arcane Smite (3/day). When Wilwarin hits with a melee weapon attack, he can deal 4d8 extra radiant or force damage to the target.

Actions

Multiattack. Wilwarin makes two weapon attacks.

Wooden Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 2 (1d4) force damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 2 (1d4) force damage.

Reactions

Arcane Protection (2/day). Wilwarin interrupts a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. Wilwarin’s Arcane Protection has no effect on spells of 4th level or higher.

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