

Titans of Adventures

FEBRUARY RELEASE

**STATBLOCKS FOR 5E
CAMPAIGNS**

Table of Contents

Eleanora Valorian.	1
Zar'rok.	2
Lilibelle Muddlefoot.	3
Legal information.	4

Credits

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Eleanora Valorian

Medium humanoid (human), lawful good

Armor Class 20 (plate, shield)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	12 (+1)	13 (+1)	15 (+2)

Saving Throws Str +5, Con +4

Skills Athletics +5, History +3, Persuasion +4

Senses Passive Perception 11

Languages Common

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Noble Knight's Resolve. Eleanora has advantage on saving throws against being frightened.

Valorian Tactics. Once per turn, when Eleanora hits a creature with a melee weapon attack, she can deal an extra 7 (2d6) damage to the target.

Actions

Multiattack. Eleanora makes two melee attacks.

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.

Shield Bash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage, and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Bonus Actions

Commanding Presence. Eleanora bolster the resolve of her allies. Each non-hostile creature of her choice within 30 feet that can hear her gains 5 temporary hit points.

Reactions

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

Eleanora Valorian

Raised in the noble House of Valorian, Lady Eleanora grew up amidst the clatter of swords and tales of valor. The Valorian family, renowned for their chivalrous knights, faced a predicament with the absence of a male heir. Eleanora, the eldest daughter, was raised on stories of her ancestors' bravery and the weighty legacy of their knighthood. From a young age, she displayed a fierce spirit and an unwavering determination, qualities that set her apart in a lineage dominated by men.

Rejecting the conventional path laid out for noblewomen, Eleanora donned armor and sword, dedicating herself to the martial disciplines that defined her family's honor. Her resolve was met with skepticism from many who doubted a woman's place in a knight's world. However, Eleanora's skill and tenacity soon silenced her critics. She trained rigorously, mastering the arts of combat and strategy, driven by a deep-seated desire to uphold her family's legacy and break the mold of tradition.

Eleanora's journey as a knight has been a testament to her courage and commitment to her family's name. Her actions have begun to reshape the perceptions of knighthood in her realm, inspiring other young women and challenging long-held beliefs. As she continues to carve her own path, Lady Eleanora of House Valorian stands as a symbol of strength, challenging the conventions of her time and upholding the noble tradition of her ancestors.

Personality Trait. "Unyielding in every challenge."

Ideal. "Honor above all."

Bond. "My family's legacy is my shield."

Flaw. "I can be rigid in my ways."



Zar'rok

Medium Humanoid (psionbonded), chaotic evil

Armor Class 17 (unarmoured defense)

Hit Points 115 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	11 (+0)	12 (+1)	13 (+1)

Saving Throws Str +8, Con +8

Skills Athletics +8, Intimidation +4, Survival +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses Passive Perception 11

Languages Common, Gith

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Psionic Awakening. Zar'rok's isolation led to the awakening of his psionic abilities. He gains +2 on all Intelligence, Wisdom, and Charisma saving throws.

Reckless. At the start of its turn, Zar'rok 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.

Unarmored Defense. While Zar'rok is wearing no armor, its AC includes its Constitution modifier.

Actions

Multiattack. Zar'rok makes two attacks.

Battleaxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage plus 4 (1d8) psionic damage, or 10 (1d10 + 5) slashing damage if used with two hands plus 5 (1d10) psionic damage.

Spear. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, or 9 (1d8 + 5) piercing damage if used with two hands to make a melee attack.

Planar Shift (1/week). Zar'rok can use his action to teleport himself to another plane of existence.

Bonus Actions

Claws. Zar'rok can make a melee weapon attack with his claws: +10 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 5) slashing damage plus 2 (1d4) psionic damage.

Rage of the Exile. Zar'rok enters a rage for 1 minute. He has advantage on Strength checks and saving throws, +3 melee damage with Strength weapons. Ends if unconscious or if he hasn't attacked a hostile creature in a turn.

Reactions

Instinctive Dodge. When hit by an attack, Zar'rok can use his reaction to reduce the damage by half, channeling his psionic energy.

Zar'rok

In the vast multiverse, among the countless planes and worlds, there exists a desolate and forgotten realm where the Githyanki Barbarian known as Zar'rok was exiled. Once a fearsome warrior among his people, Zar'rok's unmatched brutality and cruelty even by Githyanki standards led to his banishment. His ferocity in battle was legendary, but it was his uncontrollable rage and disregard for any form of honor or strategy that ultimately led his own kind to abandon him. Left to fend for himself in a harsh, unforgiving environment, Zar'rok's rage only deepened, fueled by betrayal and isolation.

In this desolate world, Zar'rok honed his skills, battling not just for survival, but to sate his ever-burning fury. The harsh conditions of his exile forged him into a being of pure, unbridled savagery. He became a master of survival, adapting to the merciless terrain and becoming one with its deadly nature. Despite his exile, or perhaps because of it, Zar'rok grew in power, his name whispered in fear across the planes as a barbarian of unmatched ferocity.

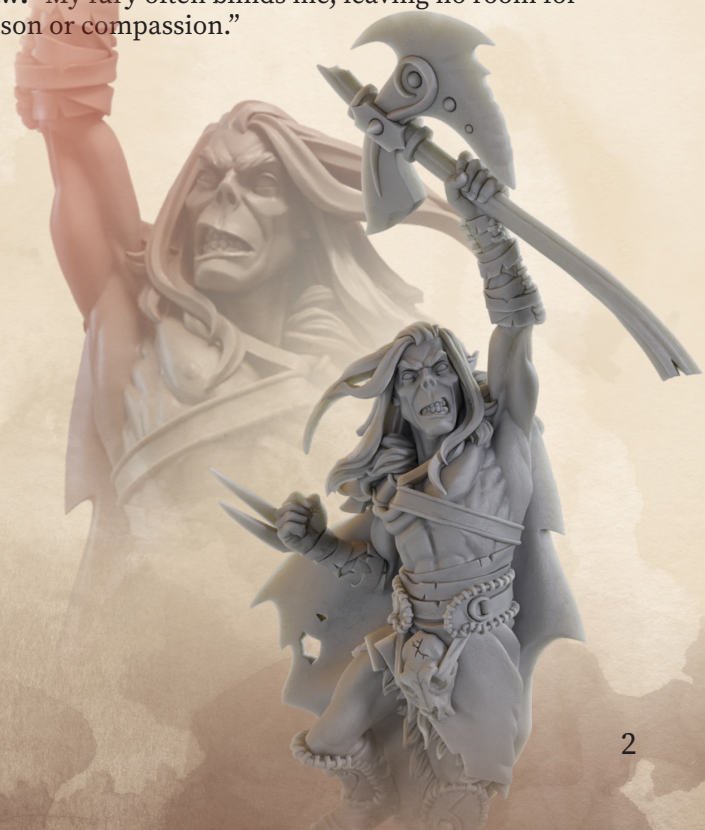
Now, Zar'rok seeks a way to return to the planes he once roamed, driven by a desire for vengeance and a need to prove his strength. His time in isolation has only amplified his inherent brutality, making him a terrifying force to be reckoned with. Zar'rok, the Githyanki Exile, waits for the opportunity to unleash his fury once more upon those who cast him out, and upon any who dare cross his path.

Personality Trait: "I am the storm of wrath, unyielding and relentless."

Ideal: "Strength and power are the only truths in this world."

Bond: "My anger is my closest ally; it has never betrayed me."

Flaw: "My fury often blinds me, leaving no room for reason or compassion."



Lillibelle Muddlefoot

In the heart of a mystical forest, within a quaint and hidden gnome village, resides Lillibelle Muddlefoot, a female gnome illusionist wizard of great ingenuity and charm. The Muddlefoot lineage is renowned for their exceptional magic staff, an heirloom passed down through generations. This staff, known as the “Gemweaver’s Legacy,” is no ordinary artifact; it possesses the unique ability to attune to various gems, drawing their energy to manifest elemental forces.

Lillibelle, inheritor of the Gemweaver’s Legacy, grew up fascinated by the stories of her ancestors who wielded the staff with great prowess. From a young age, she showed an innate talent for illusion magic, a gift that flourished under the guidance of her family. Lillibelle’s journey in mastering the staff’s powers led her to explore the vast and hidden corners of her world, seeking rare gems to expand her elemental repertoire. Her adventures were not just quests for magical stones but a deeper exploration of the intricate dance between illusion and reality.

Lillibelle’s connection to the Gemweaver’s Legacy is not merely a matter of lineage; it’s a bond that defines her identity as a wizard. As she travels, her illusions bring wonder and awe, often blurring the lines between what is real and what is magically conjured. Lillibelle stands as a guardian of her family’s legacy, a testament to the power of imagination and the endless possibilities that magic can unveil.

Personality Trait: “I find joy in the whimsical, crafting illusions that delight and astonish.”

Ideal: “Magic is an art meant to inspire wonder, a tool to transform the mundane into the magnificent.”

Bond: “The Gemweaver’s Legacy is not just my staff; it’s a family member, whispering ancient secrets and guiding my path.”

Flaw: “My fascination with illusions can sometimes lead me astray, blurring the line between fantasy and reality in my life.”



Lillibelle Muddlefoot

Medium humanoid (gnome), chaotic good

Armor Class 12 (15 with mage armor)

Hit Points 27 (5d8 + 5)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	16 (+3)	10 (+0)	13 (+1)

Saving Throws Int +5, Wis +2

Skills Arcana +5, History +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Draconic, Gnomish, Primordial

Challenge 2 (450 XP)

Proficiency Bonus +2

Gnome Cunning. The gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Gemweaver’s Legacy. Lillibelle wields a magical staff embedded with different colored gems. When casting spells, she can channel elemental energy based on the gem used: blue for cold, red for fire, yellow for lightning, green for acid. She can change the type of the gem used in a staff once per long rest.

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

At will: *Mage Hand*, *Minor Illusion*, *Mage Armor*

3/day each: *Disguise Self*, *Mage Armor*, *Magic Missile*

1/day each: *Illusion Spray*, *Invisibility*

Actions

Gem Beam. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 6 (1d6 + 3) force damage, plus 2 (1d4) elemental damage (cold, fire, lightning, or acid, depending on the gem used)

Staff of Elemental Infusion. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, plus 2 (1d4) elemental damage (cold, fire, lightning, or acid, depending on the gem used).

Reactions

Elemental Absorption. When Lillibelle is hit by an attack that deals elemental damage (cold, fire, lightning, or acid), she can use her reaction to activate her staff, reducing the damage by 2 (1d4) if she is currently using the gem matching the elemental damage she received she reduces the

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