

TITAN FORGED

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TITAN FORGED



**STATBLOCKS FOR 5E
CAMPAIGNS**

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Credits

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Titan Forged

Not only the creation of this race is shrouded in the mystery but its existence itself. Not even the so-called "Titan-Forged" know the beginning of their existence. Some refer to a myth of a long forgotten race of Titans which used to bring various species to life with their god-like powers. Another one would be that they are the creation of long forgotten powerful wizards who created them as their servants and that one day the Goddess of Magic itself put a soul to their bodies. Or maybe they are the creation of mother nature which gave them birth in deepest caves of itself where magic runs through most mineralized rocks.

Their hidden society was developing for ages deep beneath the surface. For a long time they didn't even know that there is a world above, but once they learned about it they knew that they wanted to be a part of it and that it wouldn't be an easy task. By observing life on the surface they realized that to achieve their goal they need to work as a one body and not be like the individuals above them whose progress was stopped by constant wars. That's how the sacred law came to existence - "All above one - Prosperity through Order".

Region where Titan-Forged civilization thrived was full not only of rocks with high density of most rare minerals but also unknown to surface a mineral which could store and conduct magical energy. They called it ethereonite and soon it became the core of their steel bodies. They mastered blacksmithing which even outmatched those of dwarvenkind. Their inventions were far more advanced than the one gnome kind.

The time has come, their armies are ready, the steel rebellion is about to begin and how it will end will depend only on the reactions of surface inhabitants. Titan-Forged do not wish to start another war, but they are far more than ready for it if that's what it will be needed to have a place to be called home on the surface.



Steel Legion

The Arm of the Serpent is the basic armed formation of the Titan-Forged army. The Steel Legion stands as the cornerstone of the Titan-Forged army. Their bodies are enhanced by energized heavy plating which can withstand countless blows of non-magical weapons. Their unique combat strategy focuses on channeling energy flows to improve the destructive potential of their weapons, making them a formidable force on the battlefield.

To further augment their effectiveness, a coupling arc is attached to their back, establishing a special mental link between each individual cog in the unit. This unparalleled coordination and precision elevates them above even the most highly-trained surface soldiers.

However, the Steel Legion and other Titan-Forged units suffer from a critical flaw: they lack battle experience. For inexperienced soldiers, the unpredictable tides of battle can prove deadly, and the Steel Legion is no exception. Despite their fearsome enhancements, they remain vulnerable to the unknown and unpredictable nature of warfare.



Steel Legion

Medium humanoid (constructed), lawful neutral

Armor Class 21 (enhanced integral plating, shield)

Hit Points 82 (11d8 + 33)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	16 (+3)	14 (+2)	11 (+0)	9 (-1)

Saving Throws Str +5, Con +6

Skills Athletics +5, Survival +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 10

Languages Common

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Constructed Nature. The legionary has advantage on saving throws against being poisoned and is immune to disease. Magic can't put him to sleep.

Coupling Arc. The legionary can telepathically communicate with any other Titan-Forged creature within 60 feet of it, as long as the target has a coupling arc. Additionally the legionary has advantage on an attack roll against a creature if at least one other legionary with coupling arc is within 5 ft. of the creature and the legionary isn't incapacitated.

Actions

Multiattack. The legionary makes two Warhammer or Storm Longbow attacks.

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage, or 13 (2d10 + 2) bludgeoning damage if used with two hands.

Storm Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 10 (2d8 + 1) lightning damage.

Bonus Actions

Reconstruction (Recharge 5-6). The legionary regains 15 (2d8 + 6) hit points.

Reactions

Shocking Smite (3/Day). As a reaction to hitting a creature with a melee weapon attack, the legionary can deal additional 9 (2d8) lightning damage to the target. Additionally the target must succeed on a DC 14 Condition saving throw or it can't take reactions until the start of its next turn.

Speaker of Silence

Medium humanoid (constructed), lawful good

Armor Class 20 (integral plating, shield)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	16 (+3)	14 (+2)	15 (+2)	9 (-1)

Saving Throws Str +4, Con +6, Int +5, Wis +5

Skills Arcana +8, History +8, Perception +5

Senses passive Perception 15

Languages Common

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

Constructed Nature. The speaker has advantage on saving throws against being poisoned and is immune to disease. Magic can't put him to sleep.

Memory Crystal (5/Day). The speaker gains advantage on an ability check.

Actions

Shocking Grasp. *Melee Spell Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 15 (3d8 + 2) lightning damage. On a hit, the target can't take reactions until the start of its next turn.

Force Bolt. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 21 (3d12 + 2) force damage.

Antimagic Field. The speaker creates an antimagic field in a 120-foot radius around itself. This effect lasts for 10 minutes or until the speaker dismisses it as a bonus action. Any spell or magical effect that comes into the field is suppressed until it exits the field. After using this ability the speaker loses its memory crystal and cannot use this ability again.

Spellcasting. The Speaker 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: *detect magic, guiding bolt, thunderwave*

3/day each: *heat metal, meld into stone, shatter*

1/day each: *chain lightning, wall of force*

Greater Mending (Recharge 6). The speaker touches another constructed creature and restores 14 (3d5 + 5) of hit points to that creature.

Bonus Actions

Reconstruction (Recharge 5-6). The speaker regains 19 (3d8 + 6) hit points.

Actions

Energy Shield. The Speaker adds +5 to its AC against one attack that would hit it. To do so, the Speaker must see the attacker.

Speaker of Silence

In Titan-Forged society, nothing goes to waste, and this includes their bodies. Once they pass away, their frameworks are recycled and repurposed to create new inventions. However, the bodies of the Speakers of Silence are further enhanced by a substance known as "memory crystal." This high-density mineral, made of the purest ethereonite, is capable of storing the memories of those who wielded it in physical form. When a Speaker of Silence passes away, the Titan-Forged search for a worthy soul to inhabit the body and gain access to the memories of its previous owners.

This process makes the Speakers the wisest among their kind and allows them to serve as spiritual leaders to their society. They keep their society on the track set ages ago. They also stand behind the creation of the most advanced and deadliest inventions of their race. One such device allows them to disrupt the flow of magical energy within a medium distance around them, but its complexity limits its use to only the Speakers. Even the memory crystal cannot withstand its power once it is used, causing it to shatter.

Despite their intelligence and leadership qualities, the Speakers have their flaws. They tend to be detached from the emotions of others and can come across as cold or distant. Additionally, their reliance on the memory crystal for their enhanced abilities makes them vulnerable to those who would seek to exploit it. However, their loyalty to their society and their commitment to preserving its history and legacy make them an invaluable asset to the Titan-Forged.



Lizog

At first, those who were lucky enough to encounter the Titan-Forged race dismissed them as yet another magical creation. However, upon closer interaction, they soon realized that these beings possess their own soul and free will. This led to a profound philosophical question: “Are the Titan-Forged truly a distinct race, or are they beings whose evolution has taken a different path, and whose steel bodies conduct magical energy just as blood runs through our fleshy veins?”

These lizard-dog-like creatures are often used as house pets, messengers, or mounts, but their utility extends to the battlefield, where they serve as scouts and inter-unit messengers. Their long, anthema tails have a unique ability to amplify the range of energy flow, allowing for the delivery of short-range spells over greater distances or for increasing the spell’s area of effect. Additionally, these tails play a vital role in the Steel Legion’s deployment, as they can be used to link soldiers from one unit to another via the coupling arc.

Lizog

Medium construct (beast), neutral

Armor Class 15 (integral plating)

Hit Points 45 (7d8 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	11 (+0)	7 (-2)	8 (-1)

Saving Throws Dex +4, Con +3

Skills Perception +0, Stealth +4

Senses passive Perception 10

Languages understands Common

Challenge 2 (450 XP)

Proficiency Bonus +2

Constructed Nature. The lizog has advantage on saving throws against being poisoned and is immune to disease. Magic can’t put him to sleep.

Amplifier. The lizog double range of steel legionaries coupling arcs. Additionally as a reaction when a speaker of silence casts a spell, the lizog can deliver that spell as if it had cast the spell. The lizog must be within 100 feet of the speaker and the speaker must see it.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.



Steel Dragon

Only a few of these mighty beasts exist, and their connection with ethereonite is unmatched. Despite numerous attempts by the Speakers to discover the reason for this, they have been unsuccessful. However, one discovery led them to hypothesize that the Dragons themselves are the creators of ethereonite. This hypothesis was born after they discovered a cave whose walls were covered with the purest form of the mineral, and in the middle of it lay the “skeleton” of the largest steel dragon they had ever encountered.

The Dragons know the secret behind ethereonite. When a steel dragon dies, its magic and soul explode and become bound with everything it touches. For this reason, they have chosen to stay hidden underground forever, unwilling to risk anyone discovering the truth and hunting them for their power.

Their knowledge could provide an answer to the mystery of the origin of the mineral, but even they do not know who is behind its creation. They have always aided other Titan-Forged beings in an effort to stay hidden, but as the surface world becomes increasingly aware of their existence, the Dragons are left wondering what the future holds for them: will they be forced to take to the skies, or will they retreat even deeper into the hidden caves?



Bonus Actions

Reconstruction (Recharge 5-6). The dragon regains 33 (5d8 + 11) hit points.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 ft. of the dragon must succeed on a DC 20 Dexterity saving throw or take 11 (2d6 + 4) slashing damage and be knocked prone. The dragon can then fly up to half its flying speed.

Steel Dragon

Medium humanoid (constructed), lawful good

Armor Class 20 (integral plating, shield)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	23 (+6)	15 (+2)	14 (+2)	15 (+2)

Saving Throws Dex +7, Con +11, Int +7, Wis +7, Cha +7

Skills Arcana +7, History +7, Perception +12, Stealth +7

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic

Challenge 14 (11,500 XP)

Proficiency Bonus +5

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Constructed Nature. The dragon has advantage on saving throws against being poisoned and is immune to disease. Magic can't put him to sleep.

Living Ethereonite. The dragon radiates a powerful aura within a 30-foot radius which resonates with magical effects. The dragon senses any source of magic within 30 feet of itself. At will the dragon may empower any spell casted within 30 feet of itself to deal maximum damage. Additionally when the dragon dies its soul explodes within a 120-foot radius sphere centered on the dragon. Each creature within its range falls prone and must make a Condition saving throw. A target takes 110 (20d10) force damage on a failed save, or half as much damage on a successful one.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 5 (1d10) lightning damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 90-foot line that is 5 ft. wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 66 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

Spellcasting. The dragon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: blade barrier, dispel magic

Wagrhhh

Wagrhhh has a harrowing tale to tell. His village was invaded and mercilessly ravaged during a conflict between two warring nations. The village was decimated, and he, along with other young children, was captured and taken away to be sold as a slave. As the enemy soldiers retreated, they stopped to camp in a nearby forest, where they proceeded to wreak havoc by polluting the land, felling trees, and committing other heinous acts. However, their misdeeds were short-lived, as a group of treants, powerful creatures of the forest, appeared and swept them all away, showing no mercy even to innocent women and children. Miraculously, the man survived the onslaught and was taken in by benevolent forest nymphs and dryads, who nurtured and cared for him.

The man grew up in the forest, learning the secrets of nature from its denizens. He became proficient in the druidic arts, mastering the magic of the earth and its creatures. However, due to his traumatic experiences as a child, he struggled to communicate effectively in the common tongue, often resorting to animalistic growls and grunts. This earned him a name that resembled the sounds of a beast, a moniker he carried with pride. His mind, too, had been deeply affected by the horrors he had witnessed, making him more akin to a creature of the wild than a human being. He found solace and comfort in his animal form, particularly that of a bear, which he had grown to love.

Now a grown man, the druid spends his days safeguarding the forest from interlopers and intruders. He does not wait for them to cause damage to the land, but instead intimidates them with his druidic powers, mimicking the ferocity of wild beasts and casting spells that darken the forest, instilling fear and terror in their hearts. If these methods fail, he resorts to violence, defending his home and the creatures that inhabit it with all the ferocity of a mother bear protecting her cubs.

Personality Trait. “I trust the animals of the forest more than I trust most humans.”

Ideal. “The forest is not just a place, it’s a way of life.”

Bond. “The forest is a sanctuary for all living beings, except those who dare to disturb its peace.”

Flaw. “Sometimes I wonder if I am more animal than man.”



Wagrhhh

Medium humanoid (human), neutral evil

Armor Class 12 (studded leather)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	11 (+0)	15 (+2)	11 (+0)	15 (+2)	7 (-2)

Saving Throws Con +5, Wis +5

Skills Animal Handling +8, Nature +3, Survival +5

Senses passive Perception 12

Languages understands Common, Druidic

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Favored Wild Shape (bear). Wagrhhh instinctively mastered his bear wild shape ability to the point where he can at will transform parts of his body into bear. Additionally whenever he uses Change Shape to turn into bear he gains an additional +2 to his ability checks, saving throws, attack rolls and +1 to his armor class and damage rolls.

Actions

Thorns. *Melee Spell Attack:* +5 to hit, reach 60 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage and if the target is Medium or smaller, the target is pulled up to 10 feet closer.

Claws. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. one target. *Hit:* 8 (2d6 + 1) slashing damage.

Spellcasting. The Wagrhhh 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: *druidcraft, entangle, resistance*

3/day each: *barkskin, moonbeam*

1/day each: *plant growth*

Bonus Actions

Change Shape (2/Day). Wagrhhh magically transforms into a beast with a challenge rating of 2 or less and can remain in that form for up to 9 hours. Wagrhhh can choose whether his equipment falls to the ground, melds with its new form, or is worn by the new form. Wagrhhh reverts to its true form if it dies or falls unconscious. Wagrhhh can revert to its true form using a bonus action. While in a new form, Wagrhhh’s stat block is replaced by the stat block of that form, except Wagrhhh keeps his current hit points, his hit point maximum, this bonus action, his languages and ability to speak, and his Spellcasting

Kaerm Al'Noethl

Kaerm is an elven warrior born into a well-respected elven house. He is a perfectionist who holds honor in the highest regard, always striving to maintain a pristine reputation for himself and his family. His adherence to tradition and his reluctance to deviate from established norms often leave him out of step with his peers, causing him to lead a somewhat lonely existence.

Despite his noble intentions and unwavering commitment to honor, Kaerm's insistence on sticking to the straight and narrow can be exasperating for those around him. He is the kind of individual who would rather stay behind in the academy than join his friends on a carefree day out, and he takes immense pride in receiving even the smallest praise for his achievements. Kaerm lives his life according to the strict guidelines set forth by his family and culture, never daring to deviate from the path laid out before him.

However, despite his fastidious nature, Kaerm has yet to achieve anything noteworthy in his life. He is all talk and no action, coasting through his days without a real sense of purpose. His obsession with maintaining his family's good reputation has come at the cost of pursuing his own ambitions. Though he may never make a name for himself, he takes comfort in the knowledge that he has upheld the honor of his house and has remained true to his ideals.

Personality Trait. "Perfection is the standard I hold myself to in everything I do."

Ideal. "My goal is to never tarnish the reputation of my family."

Bond. "I have a deep respect for the traditions and customs of my people."

Flaw. "Everyone else's perspective is flawed."



Kaerm Al'Noethl

Medium humanoid (elf), lawful neutral

Armor Class 18 (scale mail, shield)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	10 (+1)	11 (+0)	9 (-1)

Saving Throws Dex +4

Skills Athletics +3, Perception +2

Senses passive Perception 12

Languages Common, Elvish

Challenge 2 (450 XP)

Proficiency Bonus +2

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

I Shall Not Fail (3/Day). When Kaerm makes an ability check, saving throw, or an attack roll he can forgo rolling the d20 to get a 10 on the die.

Actions

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Bonus Actions

Follow Up Strike. Kaerm can make a melee weapon attack as a bonus action.

Reactions

Parry. Kaerm adds +2 to its AC against one melee attack that would hit it. To do so, the Kaerm must see the attacker and be wielding a melee weapon.

Asaya Bakir

Born into slavery, the young woman was sold to a wealthy man who had a very different purpose in mind for her than domestic servitude and “companionship”. He purchased young children and trained them in the art of social interaction, seduction, and combat, and then sent them out into the city to gather information and prevent events that might harm ordinary citizens. And so she became one of his most valuable assets, a skilled and deadly operative.

Despite the brutal nature of her work, Asaya remained proud of her abilities and dedicated to her mission. She often wondered what her life might have been like if she had not been sold into slavery, but her loyalty to her master never wavered. He never treated her and any other of his “children” as mere objects or possessions. Instead, he valued them as skilled and intelligent individuals, and always prayed to the gods for their safe return whenever he sent them on a dangerous mission.

In her free time, Asaya honed her skills in various forms of combat, always seeking new challenges to overcome. She experimented with different weapons and techniques, mastering each one in lightning-fast time. Her constant pursuit of perfection had made her one of the most feared and respected operatives in the region, with many enemies and few true friends.

Despite her fearsome reputation, Asaya had a softer side that few ever saw. She yearned for freedom and independence. She often dreamed of a life where she could live on her own terms, without being beholden to anyone. But for now, she remained fiercely loyal to her master and to the cause they both believed in.

Personality Trait. “I am a survivor, and I will do whatever it takes to protect myself.”

Ideal. “I strive for a world where young girls are not sold into slavery.”

Bond. “I am only loyal to my master and other “children” I helped to train.”

Flaw. “Violence and intimidation often taste too sweet.”



Asaya Bakir

Medium humanoid (human), chaotic neutral

Armor Class 13

Hit Points 38 (7d8 + 7)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	15 (+2)	11 (+0)	17 (+3)

Saving Throws Dex +5, Cha +5

Skills Acrobatics +5, Deception +5, Investigation +4, Performance +5, Persuasion +5

Senses passive Perception 10

Languages Common

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Martial Mastery. After spending countless hours on training with the most exotic type of melee weapons Asaya can learn how to use any melee weapon and become proficient in it after spending 1 hour on uninterrupted training with it.

Sneak Attack (1/Turn). The advantage on the attack roll, or when the target is within 5 ft. of an ally of Asaya that isn't incapacitated and Asaya doesn't have disadvantage on the attack roll.

Actions

Multiattack. Asaya makes two Tiger Claws attacks or three Shuriken attacks.

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

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

Seductive Charm. Asaya can attempt to charm a creature that can understand her speech and that she can see within 30 feet. The target must make a DC 13 Wisdom saving throw. On a failed save, the target is charmed by Asaya for 1 hour or until Asaya or her allies do anything harmful to the target. The target will not take any action that would result in harm to Asaya or her allies. On a successful save, the target is immune to this effect for another 24 hours.

Bonus Actions

Cunning Action. On each of its turns, Asaya can use a bonus action to take the Dash, Disengage, or Hide action.

Reactions

Uncanny Dodge (1/Turn). Asaya can halve the damage that she takes from an attack that hits her. Asaya must be able to see the attacker.

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