

Scarlet Crusade

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TITAN FORGE



**STATBLOCKS FOR 5E
CAMPAIGNS**

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Credits

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La Casa del Casteli

Back in the Early Ages, when Steamforge City was still expanding, the surrounding lands were occupied by aggressive and mindless creatures thriving on dark magic. Many attempts to purge these territories have failed until La Casa del Casteli, armed with holy technology, sacred relics, and an unshakeable belief in the righteousness of their cause has finally put the demons to rest.

Since then, Casteli have exponentially grown in power and influence. Currently known as the Scarlet Inquisition, its members are hand-picked by the city's leaders and, thanks to generous funding, they become highly trained and devout soldiers of faith. They are tasked with holy missions and purging the New World of heretical practices and witchcraft.

However, beneath the surface of their sacred mission lies a throng of dark secrets. The conquistadors are believed to employ brutal and unorthodox methods in their quest for the truth. They have been rumored to have ties to secret societies and forbidden knowledge. Reports have them turn on their own population based on dubious evidence. Some still believe that the only reason Casteli are so effective at fighting dark magic is that they have ties with the darkness themselves.

Despite speculations, Scarlet Inquisition, together with Vampire Hunters, loyally serve Steamforge City and have averted countless raids and infiltrations of dark forces. The harsh reality of the many dangers that threaten the city makes room for an over-restrictive organization as long as it manages to protect the innocent.



High Priest of the Holy Light

La Casa del Casteli, unlike other Orders, does not have a single leader. It is instead led by a gathering of High Priests, known as the “Aureolium.” To attain the position of a High Priest, one must delve deeply into the darkness and emerge unscathed. These individuals have not only witnessed and defeated countless facets of darkness, but they have also survived it without succumbing to it. They have seen things that would break the minds of mere mortals, but their unwavering faith in the Holy Light has enabled them to resist the powers of darkness.

When these fortunate few reach an age where they can no longer directly combat darkness, they sharpen their minds in Holy Wisdom and Sacred Arts to guide new generations of inquisitors. They are not perfect leaders, as sometimes the seeds of darkness leave a deep enough mark on them that they make mistakes. This is where the role of the “Aureolium” comes into play, ensuring that none of them wield power that is too great for a mortal to handle.

High Priest of the Holy Light

Medium humanoid (human), lawful good

Armor Class 13 (hide armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	11 (+0)	18 (+4)	16 (+3)

Saving Throws Wis +8, Cha +7

Skills Insight +8, Medicine +8, Religion +8

Condition Immunities charmed, frightened

Senses passive Perception 14

Languages Celestial, Common

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Aureolium. The high priest has advantage on skill checks and saving throws if at least 2 other high priests are within 60 feet of him.

Divine Intervention (1/week). The high priest can call upon his deity to intervene on his behalf. The DM determines the nature of the intervention.

Divine Sense. The high priest can detect the presence of good or evil celestial, fiend, or undead creatures within 60 ft. of him.

Spellcasting. The high priest is a 10-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The high priest has the following spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *bless, cure wounds, protection from evil and good*

2nd level (3 slots): *lesser restoration, silence, spiritual weapon*

3rd level (3 slots): *beacon of hope, dispel magic, revivify*

4rd level (2 slots): *death ward, freedom of movement*

Actions

Multiattack. The high priest makes two Sacred Mace or Holy Ray attacks.

Sacred Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) radiant damage against fiends and undead.

Holy Ray. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 8 (1d8 + 4) radiant damage against non-fiends/undead creatures. Against fiends/undead, *Hit:* 13 (2d8 + 4) radiant damage and the target must make a Constitution saving throw (DC 14) or be blinded for 1 minute.

Lay on Hands (30 HP). The high priest can use his action to touch a creature and heal it of up to 30 HP.

Purifying Beam (recharge 5-6). The high priest releases a beam of radiant energy in a 60-ft line that is 5 ft wide. Each creature in the line must make a Dexterity saving throw (DC 14). On a failure, a creature takes 35 (10d6) radiant damage and is blinded until the end of its next turn. Fiends and undead have disadvantage on this saving throw. On a success, a creature takes half damage and is not blinded.

Reactions

Holly Rebuke (recharge 6). Whenever the high priest is hit by an he can use his reaction to release a burst of radiant energy. Each creature within 5 ft. of him must make a Dexterity saving throw (DC 14). On a failure, a creature takes 4d6 radiant damage and is blinded until the end of its next turn. On a success, a creature takes half damage and is not blinded.



Flagellant of the Holy Script

Medium humanoid (human), lawful good

Armor Class 15 (scale mail)

Hit Points 37 (5d8 + 21)

Speed 30 ft.

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

Saving Throws Con +5

Skills Medicine +4, Religion +2

Condition Immunities charmed, frightened

Senses passive Perception 12

Languages Common

Challenge 3 (700 XP)

Proficiency Bonus +2

Unyielding Devotion. The flagellant is immune to being frightened or charmed.

Actions

Multiattack. The flagellant makes two attacks.

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands.

Whip. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Aura of the Holy Script (2/day). As an action, the flagellant recites a holy script, creating an aura in a 20-ft radius around him. Each creature in the aura must make a Wisdom saving throw (DC 12). On a failure, a creature takes 8 9 (2d8) radiant damage and is frightened for 1 minute. On a success, a creature takes half damage and is not frightened

Bonus Actions

Self-flagellation (3/day). The flagellant can use his bonus action to whip himself, dealing 5 (1d4 + 3) slashing damage to himself and gaining temporary hit points equal to the damage dealt.

Flagellant of the Holy Script

Among the ranks of La Casa del Casteli, the flagellants are probably the most fanatically devoted. They believe that their mortal bodies are merely vessels for darkness to plant its seeds. By self-punishment and mortification of the flesh, they believe they can purify their souls and bring themselves closer to the divine, becoming one with the Holy Light.

When not on a mission against darkness, they would walk barefoot through the streets, whipping themselves and chanting wisdom from the Holy Script, which they always carry on their back. They would also participate in self-flagellation ceremonies, where they would whip themselves until they bled, all in the name of purifying their souls.

Even the High Priests do not fully understand the motives of these zealots, but they have no doubt that in the hour of trial, every soul is needed to oppose darkness, and flagellants are among the most devoted, if not the most devoted ones..



Inquisitor of the Holy Purge

In a world where dark forces threatened the safety and well-being of humanity, a unit of inquisitors was formed to hunt and eliminate these evil powers. These inquisitors were notorious for their cruelty, as they would not hesitate to do whatever it takes to remove the darkness from the land.

The inquisitors were trained for years to become skilled investigators, interrogators, and executors in the name of the Holy Light, leaving no clues unturned in their quest to eradicate corruption. They had a secret weapon in their arsenal, a pack of fierce dogs trained to sniff out and attack dark powers. These dogs were almost as feared as the inquisitors themselves, as they relentlessly pursued their prey.

Their appearance instilled fear and respect in those who had the opportunity to meet them face-to-face, while their departure left the impression that they were no better than the monsters they hunted.



Inquisitor of the Holy Purge

Medium humanoid (human), lawful good

Armor Class 14 (hide armor)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	15 (+2)	14 (+2)	15 (+2)	14 (+2)

Saving Throws Con +5, Cha +5

Skills Insight +5, Intimidation +5, Investigation +8

Condition Immunities charmed, frightened

Senses passive Perception 12

Languages Common, understands Abyssal and Infernal

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Divine Sense. The inquisitor can detect the presence of good or evil celestial, fiend, or undead creatures within 60 ft. of him.

Unbroken Will. The inquisitor is immune to being frightened or charmed.

Hound Companion. The inquisitor is accompanied by his loyal hound companion (use the statistics of a dire wolf). The hound acts on its own initiative, but otherwise obeys the inquisitor's commands. As a bonus action, the inquisitor can command its hound to use its reaction to take the Attack, Dash, Disengage, Dodge, or Help action.

Actions

Multiattack. The inquisitor makes three attacks.

Saber. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

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

Spellcasting. The inquisitor casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At will: *light, detect magic, hunter's mark*

3/day each: *command, dispel magic, dominate person*

1/day each: *banishment, locate creature*

Bonus Actions

Divine Smite (3/day). As a bonus action, the inquisitor can imbue a weapon attack with divine energy. The next weapon attack deals an extra 9 (2d8) radiant damage against a creature that has an evil alignment.

Reactions

Parry. The Inquisitor of the Holy Light adds 5 to its AC against one melee attack that would hit it. To do so, the Inquisitor of the Holy Light must see the attacker and be wielding a melee weapon.

Gryphon of the Holy Fierce

In the lands of Steamforge, most beasts fell into darkness a long time ago, but one species still resists it and fights back. The wisest members of La Casa del Casteli don't know how Gryphons can withstand darkness so easily, as there is not even one recorded instance of a Gryphon being corrupted.

Some spread the myth that Gryphons are the last angels that remained in the realm to support humankind. Others believe that Gryphons can fly so high that they can reach heaven and "swim" in purifying Light. Perhaps one day the High Priests will discover the truth and use it to save countless lives, but for now the only thing they can do is allow these beasts to be their allies in battle.



Gryphon of the Holy Fierce

Large beast, lawful good

Armor Class 17 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	6 (-2)	14 (+2)	10 (+0)

Saving Throws Wis +6, Cha +6

Skills Perception +8

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 18

Languages understands Auran, Celestial, and Common

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Divine Sense. The griffon can detect the presence of good or evil celestial, fiend, or undead creatures within 60 ft. of him.

Divine Radiance. The gryphon's natural weapons are considered magical and deals an extra 7 (2d6) radiant damage against evil creatures.

Keen Sight. The griffon has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The griffon makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Reactions

Holy Aura (3/day). As a bonus action, the gryphon can create an aura in a 30-ft radius around him. Each friendly creature in the aura gains temporary hit points equal to 12 (2d8 + 3) and has advantage on attack rolls until the end of the gryphon's next turn.

Khairn “The Butcher”

In the Grey Peak mountains lives a dwarf named Khairn, who is feared by all who know of him. He’s a fierce warrior and a renowned monster hunter, with an unwavering mission to rid the mountain regions of goblins, orcs, and other monsters.

Khairn grew up in a dwarven village surrounding the mountains, where he witnessed the destruction caused by the monsters. He lost friends and family to their attacks, vowing to avenge them. He honed his combat skills, becoming a skilled warrior, and started his quest to eliminate the monsters, starting with goblins and orcs terrorizing local villages. He would sneak into their camps at night, taking them by surprise, and kill them all, earning him the nickname “The Butcher”.

As Khairn continued his pursuit of monsters, he found himself increasingly drawn to the excitement of the hunt. He was no longer motivated by a desire for revenge or the protection of the villages. Instead, he hunted for the pure thrill of the chase. He would spend countless hours tracking down the most cunning and dangerous beasts, relishing in the adrenaline rush that came with each kill. He would brave treacherous terrain and face countless dangers, all for the sake of satisfying his insatiable desire for the thrill of the hunt.

Over time, he became known as one of the most feared and revered monster hunters in the Grey Peak Mountains, and his legend grew with each successful hunt. However, despite his fame and skill, many of the dwarves who lived in the surrounding villages still feared him and begged him to abandon his escapades, worrying that his reckless pursuit of pleasure would one day attract the attention of a monster which even he wouldn’t be able to defeat.

Personality Trait. “I fear no monster, for I am the hunter.”

Ideal. “The monster’s have taken enough from us, it’s time they pay the price.”

Bond. “I stand with my fellow dwarves, always ready to defend our home and our people.”

Flaw. “Those who acquired a taste for hunting intelligent beings will never go back to hunting mindless beasts.”



Khairn “The Butcher”

Medium humanoid (dwarf), lawful evil

Armor Class 16 (scale mail)

Hit Points 65 (10d8 + 20)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	14(+2)	15(+2)	11(+0)	13(+1)	8(-1)

Saving Throws Con +4

Skills Athletics +5, Intimidation +1, Perception +3, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Dwarvish

Challenge 4 (1,100 XP)

Proficiency Bonus +2

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

Butchery. Whenever Khairn reduces a creature to 0 hit points with a melee weapon attack, it can make an extra melee weapon attack as a bonus action.

Dwarven Resilience. Khairn has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Hunter’s Lore (1/day). Khairn knows the location of any creature within 5 miles that it has seen before.

Actions

Multiattack. Khairn makes two attacks.

Cleaver. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

Hand Crossbow. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d16 + 2) piercing damage.

Bonus Actions

Hunter’s Mark (3/day). Khairn chooses a creature it can see within 90 feet of it. The target is marked until it drops to 0 hit points or until the dwarf uses this ability again. Khairn deals an extra 1d6 damage to the marked target.

Mark

Created by powerful mages with a body made of metal and a heart of fire, he was yet another construct infused with magic and “programmed” to be fierce and relentless in battle, with incredible strength and endurance.

For years, he fought in the wars that ravaged the land, crushing all who dared to stand against his creators. But when the wars came to an end, he was abandoned by his creators and was left with a question he could not answer: ‘Who am I?’ He had been created for the purpose of fighting in the wars, but now that the wars were over, he was unsure of his purpose.

He embarked on a journey to find the answer to his question, traveling through realms and searching for clues that would help him understand his true identity. On the way, he met many people, some of whom were amazed by his strength and power, while others feared him due to his past as a weapon of war.

As he traveled through the realms, he discovered many other constructs like himself, created for the same purpose but now lost and searching for their own identity. He also found that some people sought to exploit the constructs for their own gain, using them as tools for their power. He realized he couldn’t let this happen to constructs like himself, so he dedicated his journey to helping them find their identities and protecting them from those who would exploit them.

Personality Trait. “I was made to be a destroyer, but I chose to be a protector.”

Ideal. “Every existence has a reason to exist.”

Bond. “We are what we choose to be, not what we were made to be.”

Flaw. “My name? I will never have one, but you can call me Mark”



Mark

Medium humanoid (constructed), neutral good

Armor Class 19 (integrated heavy plating)

Hit Points 52 (8d8 + 16)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	8 (-1)	10 (+0)	6 (-2)

Saving Throws Str +5, Con +4

Skills Athletics +5, Survival +2

Damage Immunities poison, psychic

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 3 (700 XP)

Proficiency Bonus +2

Reckless. At the start of its turn, Mark 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. Mark makes two Greatsword attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Reconstruction (2/day). As an action, Mark can heal itself, regaining 7 (1d10 + 2) hit points.

Bonus Actions

Good Will. Mark can take Help as a bonus action.

Rage (2/day). Mark flies into a rage as a bonus action. The rage lasts for 1 minute, during which time he gains the following benefits:

- Advantage on Strength checks and Strength saving throws.
- Resistance to bludgeoning, piercing, and slashing damage.
- Mark can make a single melee attack as a bonus action on each of its turns.

Reactions

Unyielding (1/day). When Mark is reduced to 0 hit points, it can make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is from a critical hit. On a success, Mark drops to 1 hit point instead.

Killian Cog

Killian was a unique individual with a rich heritage. Born to a wizard father and an inventor mother, Killian had inherited his love of magic and invention from both of his parents. He had grown up in an environment surrounded by magic and creation, which had greatly influenced his interests and passions.

His own reputation as a brilliant inventor was well-known throughout the land, and his creations brought convenience and ease to the common people. The crowning achievement of his career was the creation of “Skyrider” - a fusion of engineering and magic, which served as a transportation device that could travel great distances at breakneck speeds, far surpassing the speed of horses and carriages. The flying crystal had quickly become the envy of the land and cemented Killian’s place as one of the greatest inventors of all time.

Killian was a true prodigy in the eyes of many, and his groundbreaking invention had transformed the kingdom. The once-flagging economy was now thriving, and the standard of living had greatly improved for its citizens. In recognition of his achievements, Killian was summoned to the royal palace, where he was lavished with praise and accolades by the king and queen. Despite his newfound fame and fortune, Killian never let his success get to his head. He remained humble, always eager to work on his next big idea, always looking forward, always pushing the boundaries of what was possible. His unwavering dedication to innovation and progress inspired others to strive for greatness and left a lasting impact on the kingdom.

Personality Trait. “Honors and recognition are great, but it is not what motivates me.”

Ideal. “Magic and technology must coexist to bring happiness to all.”

Bond. “I want to create a world where everyone can experience magic.”

Flaw. “I suffer in silence after taking on too much work at once.”



Killian Cog

Medium humanoid (human), chaotic good

Armor Class 12 (15 with mage armor)

Hit Points 40 (9d8)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	18 (+4)	12 (+1)	11 (+0)

Saving Throws Int +7, Wis +4

Skills Arcana +7, Insight +4, Investigation +7

Senses passive Perception 11

Languages Common

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Spellcasting. Killian is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The Killian has the following wizard spells prepared:

Cantrips (at will): fire bolt, mage hand, prestidigitation, ray of frost

1st level (4 slots): identify, mage armor, magic missile, shield

2nd level (3 slots): arcane lock, darkness, invisibility

3rd level (3 slots): counterspell, fireball, lightning bolt

4rd level (2 slots): banishment, dimension door

Inventor’s Tools. Killian has proficiency with its inventor’s tools, allowing him to tinker with and repair gadgets

Actions

Multiattack. Killian makes two shocking grasp attacks.

Shocking Grasp. Melee Spell Attack: +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) lightning damage. On a hit, the target can’t take reactions until the start of its next turn.

Quarterstaff. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands.

Magical Tinkering (3/day). Killian can use its action to cause one of the following magical effects:

- Repair a broken item.
- Grant a weapon a +1 bonus to attack and damage rolls for 10 minutes.
- Grant armor a +1 bonus to AC for 10 minutes.

Bonus Actions

Skyrider. If Killian is mounting his Skyrider as a bonus action he can fly up to 30 feet.

Reactions

Dispelling Touch (2/day). As a reaction to activation of a magical item within 5 feet from Killian that he can see and touch, Killian dispel its magical properties for 1 minute.

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