



Lost Crusade

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**STATBLOCKS FOR 5E
CAMPAIGNS**



MINIATURES

Table of Contents

Lost Crusade.....	1
Inquisitor.....	2
Templar.....	3
Hierophant.....	4
Winged Lion.....	5
Grand Marshal Fereal.....	6
Misk.....	8
Voltar.....	9
Lora.....	10
Legal information.....	11

Credits

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Lost Crusade

The Order of the Crimson Flame exists to rid the world of corruption and impurity. Its knights set out from the Pirine Stronghold and travel across the land to purge any otherworldly or magical taint. For the most part, they keep the common people safe from dangerous monsters and spellcasters of ill intent. However, it is the Order that says who or what is corrupted. An unlucky innocent might wake up as a heretic requiring cleansing—usually by fire or blade.

Distant War. The foundation of the Crimson Flame reaches back more than four centuries to the invasion by the fiendish armies of Hellstorm. The Order was created by the most devout and powerful warriors and priests of the Herionan Kingdom under the Grand Marshal Fereal. She led her army against the fiendish horde and tossed them back to the underworld. For her bravery and unbreakable will, the God of Fire and Light imbued Fereal with divine powers. She ascended to become a celestial being herself and a conduit of divine powers for the Order's members.

Unseen Threat. After their victory, the Crimson Flame raised the Pirine Stronghold on the slope of a mountain overlooking the portal to Hellstorm. The structure serves as the Order's headquarters and garrison that shall stand as the first, and hopefully only, guard against the inevitable future attack of the fiends. Over the centuries, corruptive Hellstorm energies started seeping through the dormant portal affecting the Crimson Flame members ever so slightly.

Corruption Within. The people living in the closest vicinity to the Pirine Stronghold fear the Order's wrath. With each passing year, its members grow more frantic and unreasonable. They see subtle signs of otherworldly corruption almost everywhere, even in an idyllic farmstead, yet not within their own ranks. Grand Marshal Fereal has not left the walls of the stronghold for several decades and some sages from the capital suspect she has fallen victim to the Hellstorm taint herself.



Crimson Flame Inquisitor

Medium Humanoid, usually Lawful Neutral

Armor Class 16 (studded leather armor, shield)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

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

Skills Insight +4, Intimidation +4, Investigation +2, Perception +4

Senses passive Perception 14

Languages Celestial, Common

Challenge 1 (200 XP)

Notice Corruption. The inquisitor has advantage on Wisdom (Perception) checks to spot creatures with active magical effects, holding magic items, or concentrating on spells.

Searing Mark. After the inquisitor hits a target with a melee attack, its next melee attack against the same target until the end of the inquisitor's next turn deals an additional 3 (1d6) fire damage.

Actions

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

Celestial Blast. *Ranged Weapon Attack:* +4 to hit, range 60 ft., one target. *Hit:* 11 (2d8 + 2) radiant damage or 15 (3d8 + 2) radiant damage if the target is an Aberration, Fey, Fiend, or Undead.

Bonus Actions

Clear Shadows. The inquisitor lights its weapon with holy light. The weapon sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The inquisitor can end this effect by using Clear Shadows again.

Inquisitor

The agents of the Crimson Flame that identify and eradicate corruption are known as inquisitors. They are usually seen wandering from one village to another in search of signs of impurity. Even though the Order was founded to fend off fiends, its members are equipped to fight against any form of magical corruption, be it demonic or not. Sometimes, the inquisitors go out of their way to prove that even the use of simple spells and cantrips will corrupt the soul of the caster.

An inquisitor acts as judge and executioner in one. If they deem someone guilty, they claim a holy privilege to mete out justice. While their investigations often result in the identification of dens of true evil, it is not unheard of for whole communities to rally together against an inquisitor's erroneous judgment. In both cases, the Order sends its seasoned knights to deal with the problem.



Templar

Whether a lair of undead needs to be cleansed or a town pacified, the templars ride out of the Pirine Stronghold to weed out evil. These iron-clad knights are ruthless in their dedication. They spare no time to second-guess the morality of their actions. They inspire both awe and dread in common people who do not fully grasp their ways but often rely on their blades for survival.

The templars are skillful fighters who blend their martial prowess with magical abilities. They are the vanguard of the Crimson Flame and represent its unbent will. They are the first image people see when they think about the Order.



Crimson Flame Templar

Medium Humanoid, usually Lawful Neutral

Armor Class 18 (plate armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	14 (+2)	15 (+2)	16 (+3)

Saving Throws Wis +4, Cha +5

Skills Athletics +5, Intimidation +5, Religion +4

Senses passive Perception 12

Languages Celestial, Common

Challenge 4 (400 XP)

Notice Corruption. The templar has advantage on Wisdom (Perception) checks to spot creatures with active magical effects, holding magic items, or concentrating on spells.

Radiant Protection. The templar and all creatures of its choice within 10 feet of it that the templar can see have advantage on all saving throws against being charmed.

Actions

Multiattack. The templar makes two Longsword 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.

Smite. *Ranged Weapon Attack:* +5 to hit, range 60 ft., one target. *Hit:* 11 (2d8 + 2) radiant damage or 15 (3d8 + 2) radiant damage if the target is an Aberration, Fey, Fiend, or Undead.

Purge Shadows (Recharge 6). The templar emanates holy light. All creatures of the templar's choice within 20 feet of it must make a DC 13 Constitution saving throw. On a failed save, the target takes 18 (4d8) radiant damage and becomes blinded until the end of its next turn. The target takes half the radiant damage and isn't blinded on a successful save. In addition, the templar's body sheds bright light in a 20-foot radius and dim light for an additional 20 feet until the end of its next turn.

Bonus Actions

Healing Glare (Recharge 4-6). The templar chooses one creature it can see within 30 feet. The target regains 10 (3d6) hit points and can remove one condition it is suffering from.

Expunge Corruption (3/Day). The templar ignites its weapon with holy fire. Its next successful melee attack before the end of its next turn deals an additional 10 (3d6) radiant damage. In addition, the target must succeed on a DC 13 Wisdom saving throw or have its movement reduced to 0 feet until the start of the templar's next turn.

Reactions

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

Crimson Flame Hierophant

Medium Humanoid, usually Lawful Neutral

Armor Class 16 (chain mail armor)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	14 (+2)	18 (+4)	16 (+3)

Saving Throws Con +5, Wis +7

Skills Intimidation +6, Persuasion +6, Religion +7

Senses passive Perception 14

Languages Celestial, Common

Challenge 6 (2,300 XP)

Notice Corruption. The hierophant has advantage on Wisdom (Perception) checks to spot creatures with active magical effects, holding magic items, or concentrating on spells.

Actions

Multiattack. The hierophant makes two Smite attacks. It can replace one attack with Morningstar.

Morningstar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 3) piercing damage plus 4 (1d8) fire damage.

Smite. *Ranged Weapon Attack:* +7 to hit, range 60 ft., one target. *Hit:* 13 (2d8 + 4) radiant damage or 17 (3d8 + 4) radiant damage if the target is an Aberration, Fey, Fiend, or Undead.

Radiant Inspiration (1/Day). The hierophant plants the standard in the ground. For 1 minute, each creature of the hierophant's choice that starts its turn within 30 feet of the standard and can see it gains 5 temporary hit points. The standard has 30 hit points and AC 10.

Spellcasting. The hierophant casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15):

At will: *light*, *detect magic*, *thaumaturgy*

2/day each: *dispel magic*, *hold monster*, *protection from good and evil*, *sanctuary*

Bonus Actions

Crimson Justice (1/Day). The hierophant summons a living crimson flame within 30 feet of itself. All creatures that start their turns within 5 feet of the flame must make a DC 15 Dexterity saving throw, taking 7 (2d6) fire damage plus 7 (2d6) radiant damage on a failure. Succeeding on the save halves the damage. For 1 minute afterward, the hierophant can use the bonus action to move the flame up to 30 feet in any direction, but not more than 60 feet away from the hierophant.

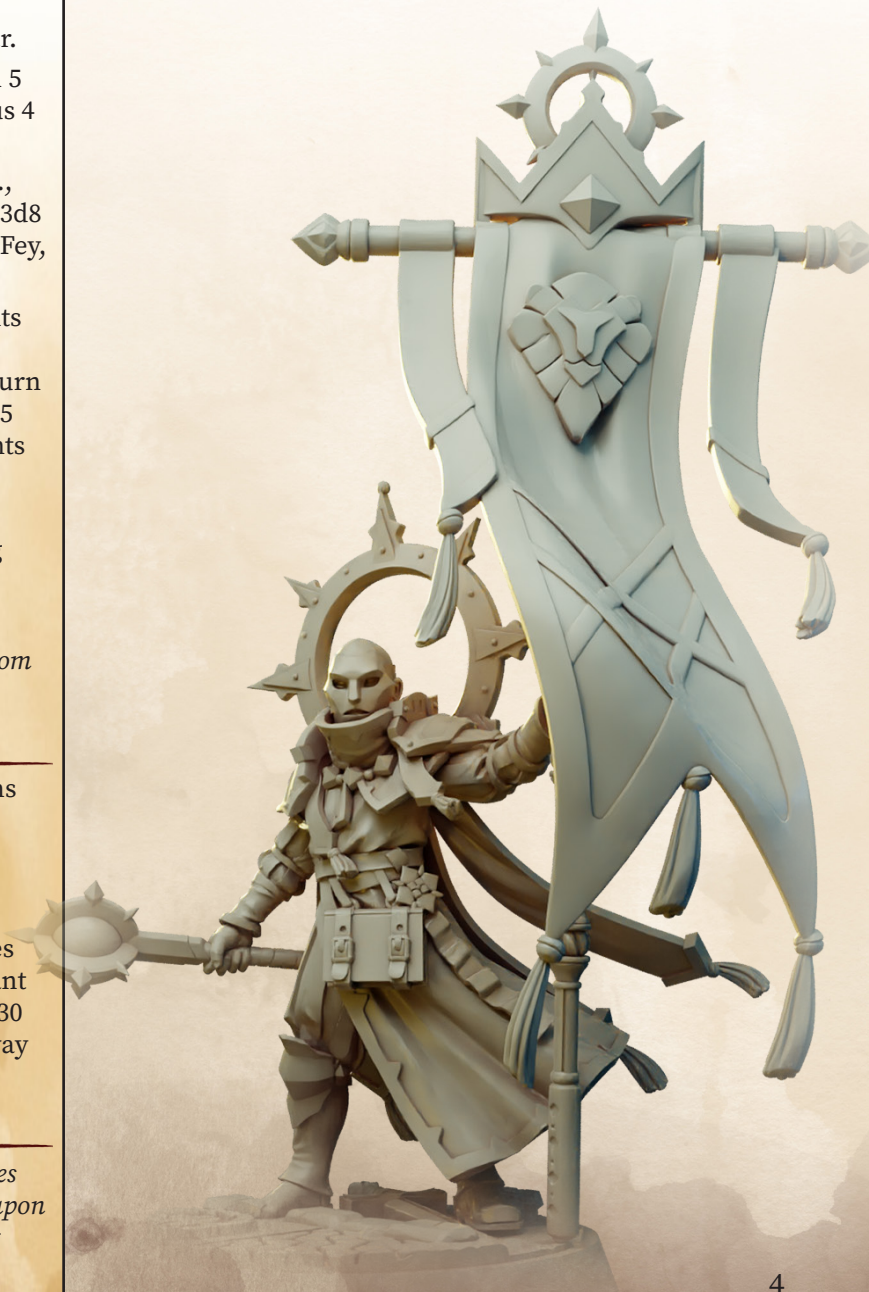
Reactions

Purifying Flame. When a creature the hierophant sees within 60 feet of the hierophant hits with a melee weapon attack, the attack deals an additional 4 (1d8) radiant damage.

Hierophant

The hierophants are heralds and speakers of the celestial force that empowers the Crimson Flame. They are diplomats and ambassadors of the Order who travel to distant countries to establish outposts and hire determined recruits with passion-filled hearts. Those hierophants who stay behind in the Pirine Stronghold form the Crimson Council that governs the Order. Council members claim they spiritually commune with Grand Marshal Fereal, whom they believe isolated herself in deep prayer and meditation, away from the rest of the Crimson Flame in a solitary cell.

With a more intimate connection to their leader, the hierophants possess greater divine powers than the rest of the Order. Even though they rarely join combat, their strength makes them formidable opponents for all enemies of the Crimson Flame. The hierophants can blast their enemies as easily as they can empower their allies. During battles, they carry standards that inspire the Order's members with radiant influence.



Winged Lion

A few of the first knights who answered Grand Marshal Fereal's call four hundred years ago brought with them a pride of their exotic mounts—Resaial lions. These winged cats inhabit the secluded valleys of the Qual Peninsula and proved to be great allies during the battle against the army of Hellstorm. They provided a spectacular line of defense against flying fiends and were able to swiftly deliver knights behind the enemy front.

After the war, Resaial lions were left to roam freely in the mountains surrounding the Pirine Stronghold. The Order of the Crimson Flame honored their invaluable assistance by adopting a lion's head as their official symbol. To this day, the hierophants and templars mount these magnificent animals for difficult battles and official errands

Winged Lion

Huge Beast, Unaligned

Armor Class 13

Hit Points 42 (5d12 + 10)

Speed 50 ft., fly 50 ft.

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

Skills Perception +3,

Senses passive Perception 13

Languages ---

Challenge 3 (700XP)

Dive. If the lion flies at least 30 feet straight toward a creature, its initial position is above the creature, and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.

Keen Smell. The lion has advantage on Wisdom (Perception) checks that rely on smell.

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

Actions

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

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



Grand Marshal Fereal

Contrary to what her followers believe, Grand Marshal Fereal has trapped herself in the dungeons beneath the Pirine Stronghold. When she felt the increasing Hellstorm influence spreading amongst the Order's members, she realized it was already too late. In a dire attempt to slow down the growth of the corruption, she absorbed the fiendish energy and entombed herself deep below the structure. Even with Fereal's legendary will, this noble act proved to be in vain and the Hellstorm energy overpowers her.

In ignorance, the Order now channels dark powers instead of celestial, unaware of Fereal's fall. The hierophants mistake the fiendish whispers inside the Stronghold for her voice and foolishly lead the Crimson Flame on the path of darkness. The Grand Marshal remains trapped, both physically and spiritually, as her pure and good soul is imprisoned within her body as well. She fights a constant internal battle clinging to the remains of the light she used to personify.

Without external help, Fereal is doomed to fully succumb to the corruption of Hellstorm. Brave heroes who wish to save her might find themselves overwhelmed by the Order's members who do not allow anyone to disturb their leader. Even after reaching and releasing her body, a group of adventurers must be ready to engage Fereal in combat as Hellstorm uses her as their puppet.

Releasing Fereal

The Grand Marshal is bound to her tomb by three spectral chains which are connected to Hellstorm. As long as at least one chain remains holding her, she can't leave the tomb (see Fereal's Lair below) and the fiendish energy continues to influence her.

In order to free Fereal, the party needs to destroy all three chains. Thanks to their otherworldly nature, the chains have the following traits:

- All weapon attacks against them are made with disadvantage.
- They have 35 hit points and AC 13.
- They have immunity to fire, necrotic, and psychic damage.
- They have resistance against all damage types except for force damage.

The chains can be also destroyed by casting the dispel magic spell on them (DC 15).

Once all chains are destroyed, Hellstorm no longer taints the Grand Marshal.



Grand Marshal Fereal

Medium Celestial, Lawful Good or Chaotic Evil

Armor Class 18 (plate armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	21 (+5)	17 (+3)	18 (+4)

Saving Throws Dex +7, Con +9, Cha +9

Skills Arcana +10, Deception +9, Perception +8, Religion +10

Damage Resistances cold, fire, necrotic, poison, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 90 ft., passive Perception 18

Languages Abyssal, Celestial, Common, Infernal

Challenge 14 (11,500 XP)

Hellstorm Taint. While Fereal is under the influence of Hellstorm, her alignment is Chaotic Evil. Otherwise, it is Lawful Good.

Legendary Resistance (3/Day). If Fereal fails a saving throw, she can choose to succeed instead.

Magic Resistance. Fereal has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. Fereal makes two Greatsword attacks. If both attacks hit the same target and the target is a Large or smaller creature, it becomes grappled until the start of Fereal's next turn. While grappled, the target is also restrained.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage plus 7 (2d6) fire damage.

Punishment (Recharge 6). Fereal summons radiating swords above her. The swords fall down at up to 3 creatures of Fereal's choice within 20 feet of her. The target must make a DC 17 Dexterity saving throw, taking 18 (4d8) radiant damage on a failed save, or half as much damage on a successful one. Fereal gains a number of hit points equal to the radiant damage dealt.

Hellstorm Link (1/Day). Fereal summons a barbed devil. The summoned fiend appears in an unoccupied space within 60 feet of Fereal and acts as her ally. It remains for 10 minutes, until it or Fereal dies, or until she dismisses it as an action. Fereal can use this action only while tainted by Hellstorm.

Legendary Actions

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

Flight. Fereal can fly up to 20 feet without provoking opportunity attacks.

Radiating Sword. Fereal summons a radiating sword on a point she can see within 60 feet of her. She uses the sword to make one Greatsword attack against a creature within 5 feet of the radiating sword.

Judgment (Costs 3 Actions). Fereal recharges Punishment.

Fereal's Lair

The Grand Marshal entombed herself in a vast room below the Pirine Stronghold. It can be accessed via the lowest level of the structure's dungeon. To enter the room, a character needs to open a heavy stone door with a successful DC 17 Strength check.

The tomb is the resting place of the Order's members who fell during the war against Hellstorm. It is 90 feet long and 120 feet wide. The ceiling is 40 feet above the stone floor. The semi-transparent spectral chains can be interacted with only in the places where they meet the floor which are at least 70 feet away from each other.

Fereal stands motionless in the middle of the tomb. She attacks anyone who enters the room and can't be reasoned with until the chains are destroyed. When fought inside the tomb, Fereal has a challenge rating of 15 (13,000 XP).

Lair Actions

On initiative count 20 (losing initiative ties), Fereal can take one of the following lair actions; she can't take the same lair action two rounds in a row:

Hellstorm Tethers. Fereal chooses a point she can see in the tomb. Each creature within 15 feet of that point must make a DC 14 Dexterity saving throw as spectral chains erupt from the floor. On a failed save, the creature takes 7 (2d6) necrotic damage and

becomes restrained (escape DC 14) until Fereal takes this action again.

Chained Force. Fereal targets one spectral chain in the place where it meets the floor. Each creature within 10 feet of that place must succeed on a DC 14 Constitution saving throw or be pushed up to 30 feet away.

Subjugate. Fereal targets one creature she can see inside the tomb. The target must succeed on a DC 14 Wisdom saving throw or become charmed by Fereal until initiative count 20 on the next round. The charmed creature must use its action to protect the spectral chains in a manner possible to it but it deals damage to its allies only as a last resort.

Regional Effects

The tomb and dungeons beneath the Pirine Stronghold are warped by corrupted Fereal's presence, which creates the following effects:

Dark Beneath. Nonmagical light sources are extinguished and can't be lit beneath the Pirine Stronghold.

Whispers of Hell. The members of the Order stationed in the stronghold hear a voice originating from Hellstorm. They believe the voice belongs to Fereal.

If Fereal dies or the spectral chains are destroyed, these effects end after 10 minutes.

Misk

Misk always dreamed about becoming a brave adventurer! Growing up in a small town located on the major road connecting two kingdoms, he heard countless stories and songs praising heroes and their fight against evil forces. Over the years, his passion grew and the halfling wondered every day about what really might lie just over the horizon. Misk knew he wouldn't stay in one place for the rest of his days—he wanted an adventurous life for himself.

On a particularly sunny day when the halfling felt positive about his plan, he tagged along with a group passing through the town. It was a group of ragtag adventurers whose luck ran out some time ago. They headed to a half-sunken dungeon in the nearby swamp where, according to various rumors, a magical treasure waited to be discovered.

Misk was able to turn around the group's luck by coming up with a few fresh ideas. He led his new friends to the treasure by avoiding traps and other dangers of the dungeon. After that, they went on several other quests, all of them successful. The members of the group were wholeheartedly glad to have Misk along for their adventures... until the Stone of Serendipity changed everything.

The group set out for the stone's location in the swamps, but when upon arriving, they discovered that a small community of people had grown around the site, revering the artifact. The adventurers discretely asked about the stone and its abilities, only to find that the people would never give it up, not for any enticement. The Stone of Serendipity's magic kept the community safe from beasts and swamp diseases. Thanks to its powers, the people always had enough food and lived in peace, secluded from the world's problems.

In opposition to Misk's ideals, the rest of the group wanted to steal the artifact away from its protectors. He was unable to convince them otherwise, as if some strange magic had taken hold of their minds. The adventurers were dead-set on getting the stone, so the halfling had no other choice than to warn the community. A fight broke out when the adventurers blatantly went to steal the Stone of Serendipity and Misk chose to help the community. Together, Misk and the residents chased away his former companions.

This event revealed to Misk that the life of an adventurer did not really suit him after all. It was fascinating and adrenaline-inducing, but he needed a better purpose in his life. Misk joined the community to protect this peaceful stretch of land. The people told him that the group was not the first band of thieves who appeared here, and surely, another would turn up sooner or later.

Personality Trait. I wish more people were passionate about good things in life. I think it's the meaning of life!

Ideal. I can't stand greed. The mere thought of self-indulgent thieves makes me wanna puke!

Bond. The swamp community needs my help. I'm sure the word about the Stone of Serendipity is spreading like a wildfire.

Flaw. Some say I'm too positive. Can you imagine having negative thoughts?

Misk

Small Humanoid (Halfling), Neutral Good

Armor Class 15 (studded leather armor, 17 with shield)

Hit Points 40 (9d6 + 9)

Speed 25 ft.

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

Saving Throws Str +5, Dex +4

Skills Athletics +3, Nature +4, Perception +4, Stealth +5, Survival +4

Senses passive Perception 14

Languages Common, Halfling

Challenge 2 (450 XP)

Animal Companion. Misk is accompanied by Tore, his hawk.

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

Halfling Nimbleness. Misk can move through the space of a Medium or larger creature.

Actions

Multiattack. Misk makes any two attacks.

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Bonus Actions

Mark Target. Misk marks a creature it can see within 90 feet of him for 1 minute. The first time on a turn Misk hits the marked target with a weapon attack, the attack deals an additional 7 (2d6) damage. The mark ends early if the creature dies or Misk uses the bonus action again on a different creature.



Voltar

A war priest of Daer Opa, Voltar takes little comfort in his duties. He guides lost spirits toward the Holy Crucible to maintain its power. The tiefling is not certain about the real purpose of this ancient magic machine, yet he fears that if its spiritual energy runs out, something truly terrible might happen.

Voltar came to Daer Opa as a young and troubled man. He suffered from the sound of distant voices all around him, which only grew stronger as the years passed. When he started seeing vague shapes no one else could notice, Voltar went to a local temple urgently seeking any sort of help. The priest instructed him to wait and pray until the gods absolved him from his ailment. The tiefling was too tired to simply wait and the voices were getting increasingly more spiteful.

Instead of following the priest's advice, Voltar decided to travel to Daer Opa, a holy site hidden deep within dark woods. An old traveler passing through his hometown told him that there Voltar could sever his connection to the spirit world once and for all. After perilous months spent on the road, the tiefling finally reached his destination. Daer Opa was a vast complex of crumbling ruins with only a single building, a chapterhouse, mostly intact.

A woman living in the Chapterhouse introduced herself as a war priest of Daer Opa and she took Voltar in. She nursed his physical wounds from the long journey, and after a period of rest, eventually led him to the dungeon containing the Holy Crucible. According to the war priest, this divine artifact could free any person from malicious spirits, ghosts, and other spiteful beings. She demonstrated the cleansing ritual using an amulet she always wore. To Voltar's relief, one of the spirits following him disappeared inside the Crucible.

The next morning, the woman was gone and the amulet was laying on the tiefling's bedside table when he woke up. Confused, but happy to find the cure for his predicament nonetheless, Voltar spent days performing the ritual. After a few weeks, the whispering ceased and he was left with the soothing hum of the crucible. Not long after, Voltar discovered that the machine grew louder the longer the ritual was not performed—the longer it was not fed spirits—and he could hear it no matter how far from the dungeon he ventured.

The sound was unbearable after a week and the Crucible started oozing with black ichor. The tiefling could swear the sky was slowly turning black as he tracked a spirit roaming the ruins aimlessly. Voltar performed the ritual to feed the ominous machine and everything went instantly back to normal. Afraid to leave Daer Opa and the Crucible alone, he remains there to guide, and probably, trap the spirits in the machine.

Personality Trait. It's strange not hearing voices all the time. Sometimes I miss their company.

Ideal. Everyone deserves peace of mind, but one shouldn't try to achieve it through any means necessary.

Bond. If I don't feed the Holy Crucible, the darkness shall consume the world.

Flaw. I was tricked to stay in Daer Opa. I intend to do the same thing to the next person who comes here.

Voltar

Medium Humanoid (Tiefling), Chaotic Neutral

Armor Class 16 (breastplate armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	12 (+1)	14 (+2)	13 (+1)	18 (+4)	13 (+1)

Saving Throws Wis +6, Cha +3

Skills Deception +3, Insight +6, Perception +6, Religion +3

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 16

Languages Common, Infernal

Challenge 4 (1,100 XP)

Amulet of the Crucible. Voltar possesses an amulet that stores spirits. He can attempt to capture a spirit with the Guide Spirit action. For each spirit stored, Voltar gains 2 (1d4) temporary hit points at the start of each of his turns. The amulet can store a maximum of four spirits. In addition, Voltar can use the amulet as his holy symbol.

Spectral Sight. Incorporeal Undead can't hide from Voltar with traditional and magical means within his darkvision range.

Actions

Multiattack. Voltar makes two Mace or Blasting Staff attacks.

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

Blasting Staff. *Ranged Spell Attack:* +6 to hit, range 90 ft., one target. Hit: 13 (2d8 + 4) force damage.

Guide Spirits. Voltar targets an incorporeal Undead of CR 2 or lower that he can see within 30 feet of him. The target must succeed on a DC 14 Charisma saving throw or be pulled inside Voltar's amulet.

Spellcasting. Voltar casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 14):

At will: guidance, thaumaturgy

2/day each: bane, command, cure wounds, hold person, protection from good and evil

1/day each: darkness, dispel magic, speak with dead

Bonus Actions

Call Spirit (Recharge 6). Voltar conjures a specter in an unoccupied space within 10 feet of him. The specter is under Voltar's control and acts immediately after him. Voltar can have no more than two specters under his control at one time.

Reactions

Hellish Rebuke. A creature within 60 feet of Voltar that damaged him is surrounded by flames. It must make a DC 14 Dexterity saving throw, taking 11 (2d10) fire damage on a failed save, or half as much damage on a successful one.

Lora

Lora is the infamous Fist of the Gleaming Rose. As a member of this dangerous society, she is both charming and imposing at the same time. Her skills and training are only matched by the Eye, a secretive leader of the organization, and in his name, Lora wanders the world to collect magic items.

In her youth, Lora was a petty thief. She would steal food and various trinkets, selling to shady pawnbrokers who paid in gold. She thought life was rather simple. Of course, Lora had to remain focused and vigilant, knowing she had a target on her back and a single mistake would cost her years in prison. However, the young thief was confident in her own abilities.

Lora was tipped off about a group of monks staying in the city for a few days. Supposedly, they were carrying a magnificent chalice inlaid with gleaming gems. Without a second thought, Lora decided to liberate the item from their hands. The monks, however, were far more watchful than she ever could have anticipated and caught her red-handed. Instead of turning the thief in to authorities, they took her to their hidden monastery.

The monks firmly believed that everyone deserves a second chance. They gave Lora food, a place to sleep, and an opportunity to become a member of their community. The girl stayed, finding this tranquil life a surprisingly welcome change. After a few months, Lora committed to join the monastic order. Years passed as she learned their ways. Lora became a master in martial arts and discovered how to control her emotions. Yet, even then, she didn't forget about the chalice she almost managed to steal. It was a flaw in her concentration that grew into a gaping wound devouring her soul.

The monks were aware of Lora's struggle, but they still believed they could help her. To their disappointment, Lora suddenly left the monastery one day, and the chalice vanished with her. Months of wandering later, she heard whispers of the Gleaming Rose, a society of extraordinary collectors, and she set out to work for them. They put her skills to the test by providing new targets—various magic items in the possession of the most influential and dangerous people in the world.

Personality Trait. I keep my wits about me in every situation and I adapt quickly. I don't let surprises throw me off my game.

Ideal. I'm free to pursue my dreams. If they clash with yours, too bad.

Bond. Years of harsh training honed me. I don't need to rely on others.

Flaw. There isn't a magic item I can't put my hands on. I accept your challenge.

Lora

Medium Humanoid (Human), Neutral Good

Armor Class 17 (unarmored defense)

Hit Points 75 (10d8 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	18 (+4)	16 (+3)	12 (+1)	17 (+3)	12 (+1)

Saving Throws Str +5, Dex +7

Skills Acrobatics +7, Perception +6, Sleight of Hand +7, Stealth +7

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 16

Languages Common

Challenge 8 (3,900 XP)

Action Surge (1/Day). Kritha can take another action on her turn.

Indomitable (1/Day). Kritha can reroll a saving throw she fails. She must use the new roll.

Actions

Multiattack. Lora makes three attacks with a melee weapon she is currently holding. She can replace one attack with Throwing Knife.

Kama. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Nunchaku. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Throwing Knife. *Ranged Weapon Attack:* +7 to hit, range 20/60 feet., one target. Hit: 6 (1d4 + 4) piercing damage plus 7 (2d6) poison damage.

Bonus Actions

Aggressive Defense. After attacking with Nunchaku, Lora takes Dodge action.

Nimble Escape. Lora takes the Disengage or Hide action.

Vital Strike. Lora forces the creature hit with Kama to make a DC 15 Constitution saving throw. On a failure, the target takes an additional 7 (2d6) damage and becomes poisoned until the start of Lora's next turn. A creature that succeeds on the save takes half damage and isn't poisoned.

Reactions

Deflect Missile. When being hit by a ranged weapon attack, Lora deflects the missile. The damage she takes from the attack is reduced by 14 (1d10 + 9).

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