

Kingdom of Equitaine

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**STATBLOCKS FOR 5E
CAMPAIGNS**

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Credits

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Kingdom of Equitaine

War between good and evil is destroying vast lands of Equitaine for many, many years now. People clash with each other for reasons that are now long forgotten. Everyone believe only in what they think. That is if that thought are even their. Only few creatures know the truth that this war is prolonged on purpose. That there are certain people that hope this war will never end. Some say that it is because of the old prophecies. Others that they had a vision. Every reason will work.

Whatever you may think, that prophecy is actually true. If either good or evil will finally win the war, then after some time another war will begun. It will start as a simple rebellion, go through small domestic war and in a really short period of time it will escalate world wide. Truly a grim vision. Hopefully it will never come. It is sad knowing that peoples and creatures must keep killing each other to propel the war, but still, it is better that end of everything.

Now the question is if you will join one side of the conflict and try to climb in the ranks to become a powerful being that will finally have some impact on the battlefield or will you stand aside and watch from the distance. Observe the battlefield and join in the most crucial moment. There is of course another option. You can always turn around and leave this place for good. Forget about everything, the war, the prophecies. Just remember that if someday a different conflict may reach you. Then you will remember the old prophecies. Then you will ask yourself: What would happen if I helped then? To bad it will to already to late.



Orokk the Majestic

Orokk the Majestic

Huge Celestial, Lawful Neutral

Armor Class 21 (Natural Armor)

Hit Points 202 (15d12+105)

Speed 50ft., fly 80ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	24 (+7)	22 (+6)	21 (+5)	19 (+4)

Saving Throws Str +11, Int +11, Wis +10, Dex +8

Skills Arcana +11, History +11, Religion +11, Perception +10, Insight +10

Damage Resistances Bludgeoning, Piercing, Slashing, Lightning, Thunder

Damage Immunities Radiant

Condition Immunities Charmed, Exhaustion, Frightened

Senses Darkvision 120ft., Truesight 50ft., Passive Perception 20

Languages Common, Celestial, Draconic

Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Divine Awareness. Orokk knows if it hears a lie.

Angelic Weapons. Orokk weapon attacks are magical. When he hits with any weapon, the weapon deals an extra 4d8 radiant damage.

Godly Power (1/day). If Orokk fails any roll, he can choose to succeed instead.

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

Actions

Extra Attack. When making an Attack action Orokk the Majestic can make two attacks rather than one.

Bite. *Melee Weapon Attack:* +11 to hit, Reach 10 ft., one target. *Hit:* 11 (1d10+6) piercing damage.

Claws. *Melee Weapon Attack:* +11 to hit, Reach 10 ft., one target. *Hit:* 12 (2d6+6) slashing damage

Bonus Actions

Orokk 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. Orokk regains spent legendary actions at the start of its turn.

Claws. Orokk makes a claws attack.

Teleport (Costs 2 Actions): Orokk the Majestic magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Stunning Bash (Costs 2 Actions): Orokk makes a powerful attack them will stun target enemy in 10ft range until the beginning of that target turn.

Orokk is a minor deity that was so bored with life that he descended to the earth. He now roams the surface in search of excitement. So far with no luck. He thought that by meeting humans, elves and other races he will find anything of interest, but rather that that he found out that some people want to kill him to either prove something or to become popular.

After some time he came to a conclusion that he can make at least a fun game because of all this. Let others try to kill him. Maybe someone strong will manage to injure Orokk? Maybe then he will feel fear of death for the first time. That will definitely be interesting as this is something he never felt.

But who would be so crazy to fight against a god? There were few madmen but after them no one would dare to oppose Orokk. Instead of fighting he is now wandering from battle to battle looking for strong warriors, but everywhere he goes people immediately stop fighting as they know that the winner will probably fight the god. And so he travelled and with time become a symbol of peace.

Small cult was created. It is believed that Orokk will actually bring peace to this lands. An exact opposite of what he really wanted but he will go along with it. Why? Because after all he was looking for something new and now he found it. All can be said in one word: creativity. Where it will take him? He do not know, but he is willing to find out.



Lady of the Sky

When you are in despair, she can give you the spark of hope you need. When you are overwhelmed, she can give you a helping hand to ease you. When you are severely injured, she can heal your wounds. Lady of the Sky is always searching. She can suddenly appear to aid one in need.

She was once a cleric but her monastery was not perfect. It was corrupted by politics. Many times she was forbidden of healing wounded just because they had different views that the current ruler. She could not even leave her monastery. So she took some medications, some components, a little food and left in the dark of the night. She freed herself and by that she can now freely help anyone.

Everyone can have a moment of weakness. The easiest way to overcome it is to have someone willing to help. Now that she lost her shackles, she can be that person. What about creatures of darkness you ask? She can help them too. Strengthen their will to defy the evil within them. Give hope for better life or in the worst case scenario, end their suffering. That is if anything bad won't happen to her. And she looks for others more than for herself.



Lady of the Sky

Medium Human, Lawful Good

Armor Class 12

Hit Points 39 (6d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	15 (+2)	11 (+1)	18 (+4)	13 (+1)

Saving Throws Wis +7, Int +3

Skills Perception +7, Insight +7, Nature +3

Senses Passive Perception 17

Languages Common, Elvish

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Positive Aura. Lady of the Lake emits positive aura around herself that discourage anyone from trying to attack her. Each attack that target her have disadvantage.

Spellcasting. Lady of the Sky is a 4-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). Lady of the Sky have the following cleric spells prepared:

Cantrips (at will): *Guidance, Mending, Resistance, Thaumaturgy*

1st level (4 slots): *Bless, Cure Wounds, Healing Word, Protection from Good and Evil*

2nd level (3 slots): *Aid, Lesser Restoration, Spiritual Weapon*

Actions

Dagger. *Melee Weapon Attack* +2 to hit. Reach 5 ft., one target. *Hit:* 2 (1d4-1) slashing damage.

Throwing Dagger. *Ranged Weapon Attack* +5 to hit. Reach 20/60 ft., one target. *Hit:* 2 (1d4-1) piercing damage.

Bonus Actions

Blessing of the Sky. (Recharge 4) Lady of the Sky focus her power and say one of her prayers. Every ally within 15ft of her receive her blessing. Choose attack rolls or ability checks or saving throws. Until the beginning of her next turn every blessed ally have advantage on every roll of the type you had chosen.

Reactions

Charming Beauty (Recharge 3). When an enemy attacks the Lady of the Sky, she can cast charming spell. That enemy must succeed a Charisma saving throw in order to attack her.

Veteran Courier

Medium Human, Neutral Good

Armor Class 18 (Half Plate + Buckler)

Hit Points 75 (10d10+20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+0)	15 (+2)	9 (-1)

Saving Throws Con +5, Str +4

Skills Acrobatics +7, Insight +5, Survival +5

Condition Immunities Frightened

Senses Passive Perception 12

Languages Common

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Loyalty. Veteran Courier can't be frightened and have advantage on saving throws against being charmed.

Born to the Saddle. Veteran Courier have advantage on Animal Handling ability checks and saving throws made to avoid falling off the mount.

Actions

Extra Attack. When making an Attack action Veteran Courier can make two attacks rather than one.

Longbow. Ranged Weapon Attack +7 to hit. Reach 150/600 ft., one target. *Hit:* 6 (1d8+1) piercing damage.

Throwing Dagger. Ranged Weapon Attack +7 to hit. Reach 20/60 ft., one target. *Hit:* 3 (1d4+1) piercing damage.

Twin Daggers. Melee Weapon Attack: +7 to hit, Reach 5 ft., one target. *Hit:* 9 (2d4+4) piercing damage.

Rapier. Melee Weapon Attack: +7 to hit, Reach 5 ft., one target. *Hit:* 9 (1d8+4) piercing damage.

Bonus Actions

Double shot. (Recharge 4) Veteran Courier can shot two arrows instead of one. They can both target the same enemy or each can target different enemy if that enemies are adjacent. Due to difficulty of this attack it has disadvantage.

Liver Punch. (Recharge 3) Veteran Courier can attack unarmored enemy with his fist in the liver to incapacitate that enemy for 1 round.

Reactions

Dagger in the arm. When an enemy attacks Veteran Courier, he can quickly throw one of his daggers at the attacker. The enemy receive 1d4 piercing damage. That enemy attack roll have disadvantage. This reaction can be used twice between your turns but only once per enemy.

Veteran Courier

In the war, information is of the highest value. Sending orders and reports of enemy movements or forces must be quick and certain. For that purpose a special units are trained. Strong in fights and nimble on a horse they deliver letters from one general to the other even when it means going straight through enemy forces.

Veterans are even able to memorize everything so that even when they die, the enemy will not receive any information. They are also trained to endure any tortures or other techniques that are supposed to make them talk. Loyal to the crown to the bitter end. Because of how efficient they are, they are being hunted. An army without information will be no threat.

Good thing they are also great fighters, having an arsenal of weapons, knowing a lot of different tactics and being able to quickly assess the situation they are in. The hardest thing is that if you want information you must first not kill, but capture them. Only then you are allowed to try to break their mind. And let's be honest, you really want to know what he does know.



Dirtbag Recruits

Medium Human, Lawful Neutral

Armor Class 15 (Studded Leather + Shield)

Hit Points 30 (4d10+8)

Speed 30 ft.

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

Saving Throws Str+4, Con +4

Skills Athletics +4, Medicine +3, Perception +3

Senses Passive Perception 13

Languages Common

Challenge 3 (700 XP)

Proficiency Bonus +2

Just Like You Trained. After each failed attack roll add +1 to next attack roll. Bonus is cumulative. Resets after successful hit.

Adrenaline. When Dirtbag Recruit have below 50% health he can move additional 10ft each round. Applies only when moving away from an enemy.

Actions

Shortbow. Ranged Weapon Attack +4 to hit. Reach 80/320 ft., one target. Hit: 5 (1d6+2) piercing damage.

Shortsword. Melee Weapon Attack +4 to hit. Reach 5 ft., one target. Hit: 5 (1d6+2) piercing damage.

Halberd. Melee Weapon Attack: +4 to hit, Reach 10 ft., one target. Hit: 7 (1d10+2) slashing damage.

Shield Bash. Melee Weapon Attack: +4 to hit, Reach 5 ft., one target. Hit: 5 (1d6+2) bludgeoning damage.

Reactions

Will to Survive. When an enemy attacks Dirtbag Recruit, he can quickly try to block that attack with his shield. That attack has disadvantage.

Dirtbag Recruits

The name can be misleading. This is common in the army. All so that the enemy will underestimate the his opponents and lose in battle. In case of this recruits, the name is actually quite literal. It goes all the way back to their training in the camp in the middle of nowhere.

Once a year peasants are forced to join the military. They are send to a camp in the lowlands to learn the basics. Despite originally being a beautiful land, the area surrounding the camp is now a gigantic mud and dirt hole. When the recruits arrive and leave their bags they are immediately covered in dirt, hence their name.

It takes half a year to train someone to be proficient in fight. This guys train only for 2 months. They know how to shoot a bow and how to stab an enemy and that is about it. When someone is injured or really not suited for they army they are let go. However when someone tries to be bad on purpose, then instead of going back home, they are send to the front lines. Lying is not acceptable.

After this 2 months of hard work they are send to a few battles. Most of them will die and a few strong will survive. They call it natural selection among themselves. Then they can go back home, however after seeing so much death they are not the same. The worst thing is that someday they may be called again to go to war.



Ellir Volles

Medium Humanoid (Elf), Neutral Evil

Armor Class 16 (Mage Armor)

Hit Points 44 (8d8+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	13 (+1)	11 (+0)	12 (+1)	17 (+3)

Saving Throws Cha +6, Wis +4

Skills Deception +6, Perception +4, Arcana +3

Senses Passive Perception 14

Languages Common, Elvish

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Armor of Shadows. Ellir Volles can cast mage armor on herself without expending a spell slot or material components.

Eyes of the Rune Keeper. Ellir Volles can read all writing.

Spellcasting. Ellir Volles is a 5-level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Ellir Volles have the following warlock spells prepared:

Cantrips (at will): *Chill Touch*, *Toll the Dead*, *Infestation*
3 / rest: *Cause Fear*, *Arms of Hadar*, *Hex*, *Ray of Enfeeblement*, *Hold Person*, level spells: *Spirit Shroud*

Actions

Skeletal Staff. *Melee Weapon Attack* +2 to hit. Reach 5 ft., one target. *Hit:* 2 (1d6-1) bludgeoning damage and *Hit:* 3 (1d6) necrotic damage.

Bone Dagger. *Melee Weapon Attack* +2 to hit. Reach 5 ft., one target. *Hit:* 2 (1d4-1) piercing damage and *Hit:* 2 (1d4) necrotic damage.

Bonus Actions

Life surrounds you. (Recharge 4-5) Ellir Volles cast a weakening aura around herself. Each opponent adjacent to her must make Constitution saving throw. On a failed roll that enemy suffers 1d6 necrotic damage, otherwise the damage is halved. Ellir heals herself by half the damage dealt.

Reactions

Weakening Force. If an enemy dealt damage to Ellir, she can cast a curse on that enemy using her own blood. That enemy attacks have disadvantage until the end of his next turn.

Ellir Volles

Many elves have the ability to learn mystic arcana. Ellir was not different. She however was one of the most curious students. She spend most of the time reading either stories or magic books. When some of them was outside her reach she would always find a way to get her hands on them.

That's how she found out about forbidden magic of necromancy. Yes, she had to learn in secret and yes, she had to test her skills in solitude. Unfortunately one time some other student noticed her and reported her to higher-ups. Her punishment was death. She decided to test her newly learned skill to survive so she fought her now former colleagues and teachers. It was hard but necromancy turned out to be really strong. Unfortunately she was severely injured during the fight.

Now she has to wear bandages that cover almost her whole body. After that fight some people tried to hunt her down but for her it was just an opportunity to hone her skills. Ellir know that she have to kill everyone who knows about her to freely free herself. And she did so. She killed every student at her old school. One person after another the collage ceased existence. During that she also found an old artefact. Skeletal staff that apparently was hidden in the lower chambers.

With her new weapons her power increased drastically. Learning new skills also was so much easier. Only problem was she learned everything from the books she had and now she need to find more of them. Easiest way is to visit different schools and guilds. They will probably try to stop her but for her it is just a small obstacle.

Personality Trait: If I cant get what I want, then I will take it by force.

Ideal: I just need solitude and my books.

Bond: All I need is peace and myself.

Flaw: Even without showing my face, everyone knows me.



Aarnel

Medium Humanoid (Aasimar), Lawful Good

Armor Class 17 (Half Plate)

Hit Points 67 (9d10+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	15 (+2)	8 (-1)	12 (+1)	12 (+1)

Saving Throws Str +8, Con +5

Skills Athletics +8, Animal Handling +4, Arcana +2

Damage Resistances Necrotic, Radiant

Senses Darkvision 60ft., passive Perception 11

Languages Common, Celestial

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

Innate Spellcasting. Aarnel can cast one of the following spells, requiring no material components and using Wisdom as spellcasting ability:

3/day each: *Cure Wounds*, *Light*

1/day each: *Divine Favor*

Armor Bending Each Aarnel attack that hits an enemy wearing armor, reduces that enemy AC bonus from armor by 1.

Actions

Giant Blade. *Melee Weapon Attack:* +8 to hit, Reach 5 ft., one target. *Hit:* 11 (2d6+5) slashing damage.

Wings Gust. *Melee Weapon Attack:* +8 to hit, Reach 5 ft., one target. *Hit:* 5 (1d10) force damage. Target must succeed a Strength saving throw or is pushed 10ft back.

Holy Punch. *Melee Weapon Attack:* +8 to hit, Reach 5 ft., one target. *Hit:* 7 (1d4+5) bludgeoning damage and Hit: 2 (1d4) radiant damage.

Bonus Actions

Upward Slash. (Recharge 4) Aarnel can dash a maximum of 15ft toward an enemy and then hit him with a powerful upward slash. For each 5ft passed this attack deal additional 1d6 damage. This attack however makes Aarnel vulnerable. For reach 5ft passed decrease Aarnel AC by 1 until his next turn.

Aarnel

Avarthel was an extraordinary warrior. Wielding his gigantic broadsword he was able to cut through any armor. Chaos warriors, bloodthirst beasts, everything was no match for his strength. He quickly became king champion. He was able to successfully finish many missions alone where whole groups of fighters and berserkers would fail.

There as however one demonic creature so nimble and cunning that he was not able to beat. After a long fight his lifeless body hit the ground. The beast took his body and dragged it to the nearest city to show that even this great warrior can be defeated. Everyone was in disbelief. Even the king himself.

In the afterlife, Avarthel soul heard a voice. He was told that because of all the good he had done, he will be granted 1 wish. Without thinking, the warrior asked if he can go back to finish his work. The wish was granted and he descended from the heaven in the body of a young aasimar. However he did not remember anything from his past life. Everything seemed familiar but he had no idea why. That was until he fell asleep for the first time.

He heard a voice in his head. It called him Aarnel and told him where he should go. The warrior was a little tentative but in the end decided to follow the voice. Two days later he arrived to the entrance of the giant cave. There was a giant sword in that cave. A sword he recognized. He picked it up and immediately remembered everything. It was time to finish what he could not do earlier. Just this time, not as the king champion Avarthel, but as the gods champion Aarnel.

Personality Trait: If it is for the greater cause, it is definitely worth it.

Ideal: Fulfill your duty no matter how hard it is.

Bond: Loyalty always matter.

Flaw: Must live knowing his failure



Malomak

Malomak is one of the monks that are guarding the balance between good and evil. They know that if any side will win this never ending war then with time a new, even greater war will start. This is something that should never ever happen.

This is an extraordinary order of monks. They spend years meditating and learning about life and death, future and past, and heaven and hell. Right now they know the truth about surrounding world. Each of them made a vow that they will use that knowledge to keep balance and to never share it as it may lead to catastrophe.

Malomak was one of the oldest in the order. Because of that, he was also one of the wisest and strongest. Most of the higher risk missions was executed by him. Not every mission ended like he thought, but it is certain that each of them helped keeping the scales in equilibrium. Despite being a great guardian, with each year he is becoming weaker and weaker.

What is more is that each side of the conflict have more and more powerful creatures. Beating them is no easy task. The question here is what is more important? Life of a simple old monk or keeping the world safe from a world ending war. Malomak already know the answer and he will do his best to reach his goal.

Personality Trait: Good or evil, stability must be preserved.

Ideal: Scales of world in constant balance.

Bond: Monks of order are the only one knowing the truth.

Flaw: You can do anything, but time will still move forward.



Malomak

Medium Humanoid (Half-orc), True Neutral

Armor Class 15 (Unarmored Defense)

Hit Points 45 (7d8+14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	10 (+0)	14 (+2)	8 (-1)

Saving Throws Dex +6, Int +5

Skills Acrobatics +6, Intimidation +2, Persuasion +2

Senses Darkvision 60 ft, Passive Perception 12

Languages Common, Orc

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Unarmored Defense. While wearing no armor, AC equals 10 + Dex modifier + Wis modifier.

Unarmored movement. While wearing no armor or shield, speed is increased by 10ft.

Martial Arts. Malomak gain following benefits while unarmed or wearing monk weapons and not wearing armor:

-You can use **Dex** instead of **Str** for attack and damage rolls,

-When you perform attack action with an unarmed strike or monk weapon you can make one unarmed strike as a bonus action.

Adapt to Damage. After receiving any damage, Malomak can adapt to that damage. Each subsequent attack dealing damage of the same type deals only half the damage. Malomak can adapt to one damage type at a time.

Actions

Multiattack. Malomak makes 2 attacks. One with his staff and the other with one of his weapons

Quarterstaff of Balance. *Melee Weapon Attack:* +6 to hit, Reach 5 ft., one target. *Hit:* 9 (1d6+6) bludgeoning damage and *Hit:* 2 (1d4) radiant damage and *Hit:* 2 (1d4) necrotic damage

Unarmed Strike. *Unarmed Attack* +6 to hit. Reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage.

Tambo. *Melee Weapon Attack:* +6 to hit, Reach 5 ft., one target. *Hit:* 8 (1d4+6) bludgeoning damage.

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