

# Kingdom of Equitaine

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**STATBLOCKS FOR 5E  
CAMPAIGNS**



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## Kingdom of Equitaine

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A land filled with noble knights, brave warriors and skilled fighters. Land where each life is valued, the weak are protected and everyone obey the will of the king. Where lost souls can seek guidance from Lady of the lake and where poor pleads are listened. There are many stories told about the Kingdom of Equitaine. They all seem like fairy tales when listened to by the people outside of the kingdom.

Unfortunately almost none of them are true. Only when you went to visit this kingdom you will understand how awfully broken it is. Royal brothers and sisters fighting each other to the one and only ruler to the vast lands. Knights killing innocent people for even the smallest crimes which oftentimes are only imagined by them. Poor people dying from starvation and sickness. People losing their minds, committing their life to find a treasure that never existed. Nothing is how it should be. What is worse is that no one know why it is that way and there is probably no solution to it. It is probably also too late.

Despite all the wrongness, there is one thing right. In the face of an invasion or massive attack from an unknown force they will fight together to the end. Yes, they fight with each other over the lands but there must something to fight for in the first place. What is the point if someone else will conquer them in the meantime.

If one looks for a area to test his faith or combat skills, it is definitely a place to do so. There will be tons and tons of occasions. Just be careful not to stay there for too long, otherwise you may become one of many lost individuals. On the bright side, maybe someday someone will hear a tale with a hero with strangely similar appearance to you? Maybe it will convince them to venture into this beautiful land of fairy tales.





## The Double - Winged Hussar

### The Double - Winged Hussar

Large Monstrosity (Griffon) / Medium Human, Lawful Good

**Armor Class** 18 (Plate)

**Hit Points** 102 (12d10 + 36)

**Speed** 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	8 (-1)

**Saving Throws** Str +9, Con +7, Wis +5

**Skills** Athletics +9, Animal Handling +5, Perception +5, Religion +4

**Senses** Darkvision 60ft (Griffon), Passive Perception 15

**Languages** Common

**Challenge** 11 (7,200 XP)

**Proficiency Bonus** +4

**Keen Sight.** The Double-Winged Hussar has advantage on Wisdom (Perception) checks that rely on sight.

**Blessing of the lake.** Double-Winged hussar received the blessing from the Lady of the Lake. Each attack against undead deal additional 1d4 radiant damage.

**Anti-Cavalry.** As Griffons are natural enemies of horses, The Double-Winged Hussar deal additional 1d6 damage to all attacks against horses and centaurs.

### Actions

**Multiattack.** Double-Winged Hussar makes two attacks: One with its Claws and one with its weapons.

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

**Claws.** *Melee Weapon Attack* +9 to hit. Reach 5 ft., one target. *Hit:* 11 (2d6 + 5) slashing damage.

**Holy Longsword.** *Melee Weapon Attack:* +9 to hit. Reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage or 11 (1d10+5) slashing damage if used with both hands. If the enemy is undead it receive additional *Hit:* 4 (1d8) radiant damage.

### Bonus Actions

**Rushed Landing.** (*Recharge 2*). Double-Winged Hussar fly close to the land before landing hitting everyone in a 20ft. straight line. Everyone in that line must make Strength saving throw. On failure, they receive *Hit:* 9 (2d4 +5) bludgeoning damage and are knocked prone. On success they receive half the damage and keep on their feet.

**Demotivating Screech.** (*Recharge 4*). Griffon makes a loud screech that cause all enemies to have disadvantage on all ability checks and saving throws until Double-Winged Hussar next turn.

The Double-Winged Hussar is one of the few that actually received the blessing from the Lady of the Lake. Now as the loyal knight he will serve Her to the end of his days. He express his loyalty be have Lady of the Lake insignia and emblems in various places on his armor.

The Hussars specialize in defeating cavalry. Wearing wings on their back to create noise that can scare them. Riding on a griffon that are a natural enemy of the four hooved creatures. They can dive in the middle of the cavalry unit and decimate them in seconds. That does not mean that this the only thing they are good at.

They excel at killing undead are due to their blessing. The longsword wielded by the knight slew numerous undead and yet it is still incredibly sharp. It will work however only if the faith of the wielder is be strong and the will to do good is unbreakable. This is probably why the lade chose them for her blessing. An experienced knight and his noble mount.

### Reactions

**Fly Away.** (*Recharge 4*). When an enemy attacks Double-Winged Hussar, he can quickly fly up and land with high impact on the same spot causing attacking enemy and enemies around the Hussar to be knocked prone unless they succeed a Strength saving throw.





## Royal Jester

The Royal Jester. Despite being a comedian, one actually must be smart enough to create songs and stories that will please the king and empathetic enough to read the king mood from his face, movement and speech. It is one of the hardest jobs one can get. Not many are able to get it. Even less can hold it for a long period.

What many people do not know is that the Royal Jester have a special task. He accompany the King in every journey as he is secretly trained to be a royal lookout. Always looking for enemies or possible ambush sites to warn the king and his army to prepare for the fight.

What is more is that after being promoted to his role, he also receive basic combat training that will allow him to use a dagger or shortsword with great effectiveness. That way when the situation looks grim, he can pick a dagger from a nearby horse or a sword from a fallen soldier and fight alongside the kings army.

A deadly soldier who can also entertain the king. A hard to obtain position for the highly trained person. Of course, it is all to protect the king and nothing is more important that the ruler of the lands. That is if the Jester is loyal.

### Royal Jester

*Medium Humal, Neutral Good*

**Armor Class** 12

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

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

**Saving Throws** Cha +6, Dex +4

**Skills** Deception +6, Performance +6, Acrobatics +4

**Senses** Passive Perception 9

**Languages** Common

**Challenge** 4 (1,100 XP)

**Proficiency Bonus** +2

**Loyal Friend.** Royal Jester have a loyal dog pet that can warn him of danger or help in battle. Enemies can't ambush the Jester and if there is only one enemy left in battle and with size medium or smaller, the dog can dash, knock that enemy prone and run away.

**Spellcasting.** Spiral Trickster is a 4-level spellcaster. His spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). Spiral Trickster have the following bard spells prepared:

Cantrips (at will): *Vicious Mockery, Dancing Lights, Prestidigitation, Message*

1st level (4 slots): *Healing Ward, Dissonant Whispers, Cure Wounds*

2nd level (3 slots): *Blindness/Deafness, Lesser Restoration*

#### Actions

**Shortsword.** *Melee Weapon Attack:* +2 to hit. Reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

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

**Throwing Dagger.** *Ranged Weapon Attack:* +4 to hit. Reach 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

#### Bonus Actions

**Positive note.** (Recharge 3-4). Royal Jester can make w short motivating solo that will cause advantage to first attack roll each ally makes.

#### Reactions

**Crossfire.** (Recharge 2). When an enemy attacks the Royal Jester, his dog can aid him by dashing at that enemy and knocking him prone. After that the dog run away.





## Legion of the Last

### Legion of the Last

Medium Human, Lawful Neutral

**Armor Class** 16 (Breastplate)

**Hit Points** 37 (5d10 + 10)

**Speed** 30 ft.

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

**Saving Throws** Str +6, Con +4

**Skills** Athletics +6, Acrobatics +4, Perception +3

**Senses** Passive Perception 13

**Languages** Common

**Challenge** 4 (1,100 XP)

**Proficiency Bonus** +2

**Action Surge.** Each member of the legion can have an extra action in his turn once between short rests.

**Can't mock me.** Due to long time mockery, Legion of the last have advantage on saving throws against fear and charm.

### Actions

**Dagger.** *Melee Weapon Attack:* +6 to hit. Reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

**Greatsword.** *Melee Weapon Attack* +6 to hit. Reach 5 ft., one target. *Hit:* 10 (2d6 + 4) slashing damage.

**Longsword.** *Melee Weapon Attack:* +6 to hit, Reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage or 10 (1d10+4) slashing damage if used with both hands.

Legion of the last got his name because it was the last resort for every misfit soldier in the army. They were not well trained or even well equipped. They are basically a cannon fodder. A lot of the members did not survive even their first battle. Those who managed tried to help new recruits hoping that somehow they will manage.

Many people made jokes of them, calling the “Legion of the Laugh”, but they did not care. They got one thing stronger than any other legion: A strong bond. They helped each other, cared for each other. They may not be strong but the constant insults and offences hardened them.

All they now need is a leader that is willing to learn about them and use that as an advantage. Unfortunately no one wants them and when they are assigned to someone it usually ends not great for them. All they can have now is a hope that they will have a chance to shine. A chance to show their power. All it takes is to find someone who will actually include them in their plan instead of using them as cannon fodder to weaken the enemies again

Will that time come. No one knows. Maybe one day they will find a good commander that will lead them. Maybe one day they will finally stop hearing all the insults. Maybe one day...

### Reactions

**Loyal to each other.** When an enemy attacks adjacent Legion member, you can Jump in front of him and take the damage yourself.





## Lake Lady Crusaders

Large Beast/Medium Human, Lawful Good

**Armor Class** 20 (Plate, Shield)

**Hit Points** 52 (7d10 + 14)

**Speed** 40 ft.

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

**Saving Throws** Str +7, Con +5

**Skills** Animal Handling +4, Perception +4, Religion +3

**Senses** Passive Perception 14

**Languages** Common

**Challenge** 7 (2,900 XP)

**Proficiency Bonus** +3

**Heavy Protection.** All ranged attacks against the Crusaders are with disadvantage.

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

**Fast Disengage.** Due to their speed, all opportunity attacks against the Crusaders are with disadvantage.

### Actions

**Extra Attack.** When making an Attack action Gritar can make two attacks rather than one.

**Lance.** *Melee Weapon Attack* +7 to hit. Reach 10 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage. Crusader must move before using this attack.

**Ram.** *Melee Weapon Attack:* +7 to hit, Reach 15 ft., everyone in line. *Hit:* 8 (2d4 + 4) bludgeoning damage.

**Shield bash.** *Melee Weapon Attack:* +7 to hit, Reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

**Hooves.** *Melee Weapon Attack:* +7 to hit, Reach 5 ft., one target. *Hit:* 10 (2d6 + 4) bludgeoning damage.

## Lake Lady Crusaders

Lady of the lake is visited by many noble knights who seeks her blessing. Some of them hope it will help them in their adventures, others feel lost and seek guidance. Almost no one however, receive said blessing. A common believe is that they are not virtuous enough. That is why they join one of the Lady of the Lake knight orders.

Some of them sworn to protect the Lady and her shrines. Others are created to spread the Lady wisdom. One of that squads are Lake Lady Crusaders. When the preachers are not able to convert non-believers to accept the Lady of the Lake knowledge, then the cavalry arrive. Tasked with killing anyone who oppose or does not accept their religion.

They fight both within and outside the borders of the kingdom but they try to stay as close to the Lady as possible. Maybe their time will arrive and they will finally receive the blessing they wanted for so long. If they won't receive it now then it must after the next battle. They need to spread her word. That is what she wanted after all... or did they imagine it?

It was so long ago that they forgot what they fight for. They just hope that they are doing the right thing. Fighting is the only think they can remember. If they remember it then this is what the Lady wants. She asked them do to it. That is the only way to receive Her blessing.

### Reactions

**Horseshoe in the Head.** If an enemy melee attack misses the Crusader, the horse will turn around and hit the attacker in the face using back hooves. *Hit* 10 (2d6+4) bludgeoning damage. That attack hits





## Kramdir Cotton

Medium Dwarf, Chaotic Neutral

**Armor Class** 16 (Chain Mail)

**Hit Points** 52 (7d8 + 21)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	16 (+3)	10 (+0)	17 (+3)	12 (+1)

**Saving Throws** Wis +6, Cha +4

**Skills** Persuasion +4, Arcana +3, Religion +3

**Damage Resistances** Poison

**Damage Immunities** Fire

**Senses** Darkvision 60 ft., Passive Perception 13

**Languages** Common, Dwarvish

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

**Spellcasting.** Kramdir Cotton is a 6-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Kramdir Cotton have the following wizard spells prepared:

Cantrips (at will): *Create Bonfire, Control Flames, Produce Flame, Light*

1st level (4 slots): *Burning hands, Searing Smite, Detect Magic, Fire Bolt*

2nd level (3 slots): *Continual Flame, Hellish Rebuke, Heat Metal*

3rd level (3 slots): *Scorching Ray, Fireball, Daylight*

**Fire Sword.** Kramdir have enchanted sword that automatically sets itself in flame when it is pulled out of the sheath.

**Fire redirection.** Every time Kramdir is attacked with an attack that deals fire damage, he can redirect that attack. The target must be a different enemy than the attacker.

### Actions

**Fire Sword.** *Melee Weapon Attack* +5 to hit. Reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage and *Hit:* 5 (1d4+3) fire damage.

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

### Reactions

**Magic Barrier.** When an enemy cast a spell at the Kramdir Cotton, he can quickly cast a small barrier that will half the damage received from that spell.

## Kramdir Cotton

Kramdir always liked fire. When he discovered that he has arcane abilities it was obvious he would want to learn more about it. He committed to his studies, leaving his chamber only when he went to library or his teachers. He wanted to learn all the knowledge he can.

In a few years which was a very short term, he became more proficient than many other mages that studied for far longer than him. He became so obsessed that he had to see fire everywhere he goes. Whether it was a chimney, a lantern or a candle, he had to feel the warmth and see the bright of the fire.

There were even a few accidents when he set some things on fire. Even non flammable ones. That's why he got his alias "Cotton". He was so proficient that he could set everything on fire with such ease like it was cotton. Some were amazed but others were scared of what he is capable of. There were even a few assassination attempts. Rumors say that some mages are so envy of his power that they wanted Kramdir dead.

All that was left from the killers was a pile of ash. After few attempts the dwarf left his city knowing that he is not welcomed there. All he needed was a place to sleep and study. And of course a fire but he can already have that anywhere, right?

**Personality Trait:** "Red, orange and yellow looks so beautiful."

**Ideal:** "There is no need to be afraid of the flame."

**Bond:** "With knowledge comes wisdom and with wisdom comes power."

**Flaw:** "Must. Feel. Fire."





## Audwin Bola

Medium Human, Chaotic Good

**Armor Class** 14 (Unarmored Defense)

**Hit Points** 85 (10d12 + 20)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	15 (+2)	11 (+0)	13 (+1)	9 (-1)

**Saving Throws** Str +8, Con +5

**Skills** Athletics +8, Insight +4, Survival +4

**Damage Resistances** Bludgeoning, Piercing, Slashing

**Senses** Passive Perception 11

**Languages** Common

**Challenge** 8 (3,00 XP)

**Proficiency Bonus** +3

**Always in Rage.** Audwin Bola have advantage on Strength ability checks and saving throws.

**Reckless Attacks.** Audwin Bola can have advantage on all melee weapon attack rolls using Strength in his turn but all attack rolls against him are also with advantage until his next turn.

### Actions

**Multiattack.** Audwin makes 2 attacks. One must be done with Handaxe.

**Handaxe.** *Melee Weapon Attack* +8 to hit. Reach 5 ft., one target. *Hit:* 9 (1d6 + 5) slashing damage.

**Throwing Dagger.** *Ranged Weapon Attack* +5 to hit. Reach 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

**Bola.** *Ranged Weapon Attack* +5 to hit. Reach 20/60 ft., one target. *Hit:* 7 (1d4 + 5) bludgeoning damage. A Large or smaller creature hit by a Bola is grappled until it is freed.

### Bonus Actions

**Stay Where You Are.** (*Recharge 4*). If there are at least 5 enemies in a 10 ft radius around Audwin, he can throw multiple bolas. Each enemy in that radius is attacked with a Bola. That attack deals additional 1d4 bludgeoning damage.

### Reactions

**Adrenaline Burst.** When an enemy deals at least 10 damage to Audwin from melee attack, Audwin can gain a short burst of adrenaline. Damage from this attack is halved and he can attack that enemy using his Handaxe.

## Audwin Bola

Audwin Bola was a commander in the army. However, he left the army as he felt that his troops only slowed him and made him weaker. Now he has no restrictions. He don't have to look for other people or teach them anything. He can be himself.

He is so strong and tough that can single-handedly kill entire enemy platoon. He does not even have to ambush them. He simply walk toward them and when they surround him or come closer to cuff him, he unleashes his fury. With time the stories about his reached even far lands and so no one would fell for that plan anymore.

With that he was forced to change his fighting style. That is when he started using bolas. He throw a few of them from his hideout knocking the strongest enemies and the he rushes to kill. With leaders gone the rest of the squad are barely a threat to Audwin. With this tactic even when enemies were aware that he may be nearby they could do nothing.

If an enemy sends the scout patrol, they will never come back. If they will turn around, he will hit them from behind. If they will change onward, he will kill them in the chaos. Just a one man. How hard it can be to track, find and kill one man?

**Personality Trait:** "Always be unpredictable."

**Ideal:** "If you are alone you are your best self."

**Bond:** "Just me, myself and I."

**Flaw:** "Being alone means having no one to watch your back."





# Gritar

It was a bad idea from the start. Why would humans take care of an abandoned half-orc newborn? Despite all the thoughts against it, they took it under their roof. Raised her along their own daughter named Gretha. Half-orc baby did not had a name at the beginning but when she started talking she was calling her sister “Gritha” and so Gritar became her name.

The two sisters raised together, always helping each other. Gritar as the stronger one did the lifting, helped with building and protected the family. Gretha was doing tasks requiring more precision like sewing, leatherworking or painting. Despite being different races they never argued. Their parents was proud of how they raised them. They never had much but they were always together.

They lived for many, many years. When the ruler of their land changed it became awful. With higher taxes, it was harder to live. With each month it was worse and worse and finally the time arrived when they could not pay their tribute. Finally an armed squad arrived demanding that instead of the tribute they can send their oldest child to the military instead.

Gretha was skinny and quite short. Family was scared what would others do to her. After they declined, armed squad tried to take her by force but Gritar killed them all. The family knew that it is no longer safe for them. After long and heated discussion the family decided to leave this land for good. The only problem is that they will now be hunted. That is why Gritar left the family and ventured to kill the king. All to protect her family.

**Personality Trait:** “No matter good or evil, do what you need to do.”

**Ideal:** “Repay good with good.”

**Bond:** “The only people that matter is your own family.”

**Flaw:** “Don `t care about future consequences.”



## Gritar

*Medium Humanoid (Half-orc), True Neutral*

**Armor Class** 14 (Leather Armor)

**Hit Points** 60 (8d8 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	16 (+3)	13 (+1)	8 (-1)	12 (+1)

**Saving Throws** Dex +6, Int +4

**Skills** Athletics +5, Intimidation +4, Medicine +2

**Senses** Darkvision 60 ft, Passive Perception 9

**Languages** Common, Orc

**Challenge** 6 (1,800 XP)

**Proficiency Bonus** +3

**Relentless Endurance.** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

**Savage Attacks.** When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

### Actions

**Extra Attack.** When making an Attack action Gritar can make two attacks rather than one.

**Dagger.** *Melee Weapon Attack:* +5 to hit, Reach 5 ft., one target. *Hit:* 4 (1d4 +2) slashing damage.

**Throwing Dagger.** *Ranged Weapon Attack:* +6 to hit, Reach 20/60 ft., one target. *Hit:* 4 (1d4 +2) piercing damage.

**Shortsword.** *Melee Weapon Attack:* +6 to hit, Reach 5 ft., one target. *Hit:* 5 (1d6 +2) piercing damage

### Bonus Actions

**Come with me.** (*Recharge 3-4*). If there is a wall within 15ft. distance behind an enemy, Gritar can stab that enemy and move toward that wall while pushing that enemy. That enemy receive addition 1d4 piercing damage for each 5ft. he was moved.

### Reactions

**Turnaround Slap.** If an enemy dealt damage to Gritar from the back using melee attack, she can hit that enemy using back of her hand while turning around forcing that enemy to do Strength (athletics) ability check. On failure, that enemy drops his weapon.



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