



THE VENGEANCE

THE WORLD'S GREATEST HEROES FOR D&D 5E

In a world filled with heroes, some still manage to stand above their peers. The band known as The Vengeance are among the most respected men and women to have ever taken up arms in defence of righteousness and the very survival of all civilised peoples.

The exact make-up of the group varies over time, but there are six heroes that are widely recognised as its core.

Though primarily made up of humans, The Vengeance nevertheless includes the huge, rage-fuelled aberration known as the Hulking One and a powerful celestial named Odinson that claims to wield the power of thunder.

The more public-facing members of the group include its leader, a former soldier

known as Captain Americana – in honour of his long-lost homeland – and the Man of Iron, an exceptionally talented arcanist that battles from within the confines of his enchanted Iron Plate armor.

The final two core members are a pair of deadly assassins. Black Spider is reputed to be an exceptionally talented spy and infiltrator, able to blend in with all manner of races and deliver death with a single blow. She's often accompanied by Eagle Eye, widely believed to be the greatest archer in existence.

Their methods are sometimes called into question, but once they get to work it's rare that anybody is able to do anything but marvel at their effectiveness.

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CAPTAIN AMERICANA

Medium Humanoid (Human), Lawful Good

Armor Class 23 (plate mail, shield)

Hit Points 144 (17d8 + 68)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 20 (+5) | 18 (+4) | 12 (+1) | 16 (+3) | 20 (+5) |

Saving Throws Str+12, Dex +12, Con +11

Skills Athletics +12, Acrobatics +12, Perception +10, Persuasion +12

Condition Immunities frightened

Senses passive Perception 20

Languages Common

Challenge 14 (11,500 XP)

Vibranium Shield. The Vibranium Shield grants Captain Americana a +5 bonus to AC (included above) and advantage on Dexterity saving throws against effects he can see, such as spells and traps. He also takes no damage from *Magic Missile*. Attacks made with the shield count as magical.

Inspiring Presence. All friendly creatures able to see Captain Americana have advantage on saving throws against being frightened or charmed.

Teamwork. When Captain Americana is within 5 ft. of a hostile creature and not incapacitated his allies have advantage on all attacks made against the creature.

Champion's precision. Captain Americana's attacks score critical hits on a roll of 18-20.

ACTIONS

Multiattack. Captain Americana makes up to three attacks.

Unarmed strike. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) bludgeoning damage.

Shield Smash. *Melee or Ranged Weapon Attack.* +12 to hit, reach 5 ft. or range 30/120 ft., one creature. *Hit:* 13 (1d10 + 8) bludgeoning damage. If ranged attacks hit their target the Vibranium Shield returns to Captain Americana's hands. If ranged attacks miss their target the Vibranium Shield falls to the ground within 15 ft. of the target, in a position determined by the DM.

REACTIONS

Shield block. When a friendly creature within 5 ft. of Captain Americana is targeted by an attack it must target him instead. This attack is made with disadvantage. In order to use this reaction Captain Americana must be holding the Vibranium Shield.

Legends twist around the man known as Captain Americana like fallen leaves caught up in a storm. Some say he is a man out of time, others that he fights under the banner of a country that is lost to the ages, or perhaps not yet founded.

The only thing that the people can be sure of is that he is a true hero. Selfless, brave and inspirational, Captain Americana is the heart and soul of The Vengeance. With his Vibranium Shield he defends the weak against tyranny and hate, while his legendary strength brings fear to the hearts of evildoers.

Still, many believe that his greatest powers are not his impressive combat skills, but rather his ability to bring others together behind a cause. In many ways he is the heart and soul of The Vengeance, and is always found where the battle is most intense.

While 'Cap', as he is known, lacks the raw power of the Hulking One or the Man of Iron's arcane force, he is a legendary fighter and can always find a way to score devastating hits. At the same time, many long years spent on the battlefield have allowed him to expose hidden weaknesses, while countless skirmishes with his allies mean that they always seem to gain an edge on their foes when he's nearby.

In combat: Captain Americana works best when he is supporting his allies, whether this means protecting them from harm or helping them to land hits on a nearby target.



THE MAN OF IRON

Medium Humanoid (Human), Neutral Good

Armor Class 21 (the Iron Plate)

Hit Points 128 (15d8 + 60)

Speed 30 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 15 (+2) | 15 (+2) | 16 (+4) | 20 (+5) | 14 (+2) | 20 (+5) |

Saving Throws Int +11, Cha +11

Skills Arcana +11, Athletics +8, Deception +11, Persuasion +11

Senses passive Perception 12

Languages Common, Elven, Gnomish

Challenge 14 (11,500 XP)

The Iron Plate. The Man of Iron may summon or dismiss the Iron Plate as a bonus action. When he does not have the Iron Plate summoned his AC is reduced to 12, he loses his flying speed and his power up and auto-repair traits, and may only make repulsor blast attacks.

Power up. While he has the Iron Plate summoned, the Man of Iron is immune to lightning damage. Any lightning damage he

would have taken is added to that caused by his next repulsor blast attack.

Auto-repair. At the start of each of his turns the Man of Iron may end one ongoing condition or other effect that he is suffering. He does not need to be conscious or able to take actions to do this.

ACTIONS

Multiattack. The Man of Iron makes up to four Repulsor blast attacks

Repulsor blast. Ranged weapon attack. +11 to hit, range 60/300, one creature. *Hit:* 10 (1d10 + 5) force damage. Having enemies within 5 ft. does not grant disadvantage on this attack.

Thrust slam. Melee weapon attack. +8 to hit, one creature. *Hit:* 21 (3d12+2) bludgeoning damage. If the Man of Iron moves at least 20 ft. in a straight line before making this attack it deals an additional 13 (2d12) damage and knocks back the target by 15 ft.

Magic missile barrage (recharge 5-6). Up to four creatures within 60 ft. of the Man of Iron take 28 (8d4 + 8) force damage. Spells and effects that block *Magic Missile*, such as *Shield*, also block this damage.

One of the most public-facing members of the group, the Man of Iron is renowned for his skills as a charismatic leader, a fierce fighter and possibly the most skilled arcanist the world has ever seen.

For many years Antinio Sterak used his talents to create ingenious weapons of war - ballistae that channelled the power of a storm, swords that would weep poison and black flame. After being captured and exposed to the horrors of war directly, however, Sterak swore to change his ways and use his abilities to help save lives rather than destroy them.

To this end he forged the magical armor known only as the Iron Plate. Some whisper that a demon is captured within the core of the clanking suit, others that Sterak sacrificed his still-beating heart in exchange for the power.

What is known for sure is that despite the sheets of metal wrapping his body, the Man of Iron moves with blinding speed and grace. Arcane jets of force allow him to fly through the air with the speed of an eagle while raining blasts of energy down onto enemies below.

As well as providing considerable combat support the Man of Iron is also one of the Vengeance's leaders, often helping to bridge gaps between the adventurers and local governments.

In combat: The Man of Iron is a very flexible fighter, able to rain down repulsor blasts from the air or mix it up with foes in close combat. His magic missile barrage can deal considerable damage to a great many foes, and is best used as often as possible..



THE HULKING ONE

Large Monstrosity, Chaotic Neutral

Armor Class 18 (natural armor)

Hit Points 202 (15d12 + 105)

Speed 40 ft., climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 24 (+7) | 14 (+2) | 24 (+7) | 8 (-1) | 18 (+4) | 6 (-2) |

Saving Throws Str+13, Dex +8, Con +13

Skills Athletics +14, Perception +10

Condition Immunities frightened

Senses Darkvision 60 ft., passive Perception 20

Languages Understands Common but cannot speak

Challenge 17 (18,000 XP)

Furious Leap. The Hulking One's long jump is up to 40 ft. and its high jump is 20 ft., with or without a running start.

Enrage. When The Hulking One is reduced to less than half

health he gains resistance to all sources of damage other than psychic, and his attacks deal one extra dice of damage.

ACTIONS

Multiattack. The Hulking One makes three attacks, one of which may be a grapple or throw attack.

Slam. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one creature. *Hit:* 20 (2d12 + 7) bludgeoning damage, or 26 (3d12 + 7) bludgeoning damage when enraged.

Grab. *Melee Weapon Attack.* +13 to hit, reach 10 ft., one creature. *Hit:* 13 (1d12 + 7) bludgeoning damage or 20 (2d12 + 7) bludgeoning damage if enraged, and a Huge or smaller target is grappled (escape DC 21). Until this grapple ends, the target is restrained and the Hulking One can't grab another target.

Throw. One grappled target is thrown up to 20 ft. away if they are large or huge, or 40 ft. away if they are Medium or smaller. The target must then make a DC 21 Dexterity Save or take 21 (4d6 + 7) bludgeoning damage or 24 (5d6 + 7) bludgeoning damage if enraged, and be knocked prone, taking half as much damage and not being knocked prone on a successful save.

The Hulking One may be the most terrifying of all the Vengeance's members, but he is certainly the most tragic. Once a talented arcanist by the name of Brü Bræner, an accident involving energy siphoned from the Feywild left his body - and his personality - changed forever.

The raw energy courses through the Hulking One's veins, filling him with vast amounts of both strength and untempered emotion. In a realm of pure perfection this may have been the ultimate blessing, but in the troubled, brutal world in which he lives it is hard to view it as anything but a curse.

Joy and hope are fleeting things in the mind of the Hulking One, brief moments of elation to be savoured before reality brings him crashing back down.

For a time the sheer horror of the world rendered the transformed Bræner catatonic with melancholy, but soon he found that he could channel the feelings into another emotion, one that would at least allow him to act - rage.

The combination of bestial fury and fey magic makes the Hulking One an almost primeval force of destruction. His strength is said to rival that of giants, while his ability to shrug off seemingly lethal damage is legendary.

In battle this seemingly invulnerable engine of fury is near-uncontrollable, and in truth many of those that see The Vengeance in battle profess to being as frightened of their savior as they were of his foe. However, the strength and reassuring presence of his allies generally allows the Hulking One to direct his wrath at those who deserve it.

In Battle: The Hulking One is a blunt weapon and will always charge right at the biggest threat, no matter the danger. However, he is not without any tactical awareness, and will recognise more subtle threats such as spellcasters and siege weapons.

Once reduced to below half health he turns from being dangerous to being truly deadly, and can defeat virtually any creature in a stand-up fight.

However, even when raging the Hulking One is still vulnerable to disabling spells, especially illusions, which he is likely to need allies to clear for him.



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ODINSON

Medium Celestial, Chaotic Good

Armor Class 17 (half plate)

Hit Points 157 (15d10 + 75)

Speed 30 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 24 (+7) | 18 (+4) | 20 (+5) | 13 (+1) | 18 (+4) | 20 (+5) |

Saving Throws Str+13, Con +11, Wis +10

Damage Immunities Lightning, thunder, and bludgeoning, piercing and slashing damage from nonmagical sources

Skills Athletics +13, Intimidation +11, Religion +7

Condition Immunities frightened

Senses passive Perception 14

Languages Common, Elven, Giant, Celestial

Challenge 14 (11,500 XP)

Magic resistance. Odinson has advantage on saving throws against spells and other magical effects.

Magical weapons. Odinson's weapon attacks are considered magical.

Innate Spellcasting. Odinson's innate spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). He can innately cast the following spells, requiring no material components.

At will: *Fog cloud, thunderwave, detect evil and good.*

3/day: *Call lightning, destructive wave.*

1/day: *Control weather (may only use to create a storm).*

ACTIONS

Multiattack. Odinson makes up to three attacks.

Unarmed strike. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one creature. *Hit:* 11 (1d8 + 7) bludgeoning damage.

Mjolnir. *Melee or Ranged Weapon Attack.* +13 to hit, reach 5 ft. or range 30/120 ft., one creature. *Hit:* 12 (1d10 + 7) bludgeoning damage and 9 (2d8) thunder damage. Mjolnir returns to Odinson's hand after each attack.

Unworthy pin. One prone creature within 5 ft. of Odinson must make a DC 21 Dexterity save or be restrained in a prone position beneath Mjolnir. While a creature is restrained in this way Odinson may not use Mjolnir or attempt to pin another creature. The pin may be ended as a bonus action by Odinson, or as an action by a creature that Mjolnir deems to be worthy of wielding it. Whether a creature is worthy or not is decided by the DM.

Each and every member of The Vengeance represents a unique and powerful talent, but perhaps none of them as quite as unusual as the man that calls himself Odinson.

When they first meet him, many are amused at the fact that he claims to be a child of the gods and a lord of thunder. While he is tall, handsome and clearly blessed with strength, it takes a wise eye indeed to spot the spark of the divine hiding with him - at least until he enters combat.

Once unleashed upon his foes Odinson fights with the fury of a winter storm, smashing through their ranks with his prized warhammer and summoning blasts of arcing lightning from the heavens. When he needs to, the young celestial can even leap to the skies himself, riding the gales and howling winds with surprising grace and agility.

Quite why Odinson fights with The Vengeance rather than retire to the halls and feasting houses of the gods remains a mystery to many. However, those that prize both peace and freedom remain eternally grateful that he does.

In combat: Odinson is a combat powerhouse that can stand toe-to-toe with almost any enemy, while using his abilities to shape the battlefield to his favor.

His ability to use Destructive Wave can turn the tide of a fight all on its own, if used on a clumped-up group of foes.



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BLACK SPIDER

Medium Humanoid (Human), Lawful Neutral

Armor Class 18 (leather armor)

Hit Points 107 (15d8 + 30)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 20 (+5) | 15 (+2) | 18 (+4) | 20 (+5) | 20 (+5) |

Saving Throws Dex +11, Int +10 Con +11

Skills Acrobatics +17, Deception +17, Perception +11, Stealth +17

Condition Immunities charmed

Senses passive Perception 21

Languages Common, Draconic, Dwarven, Elven, Giant, Gnomish, Goblin, Halfling, Orcish, Undercommon

Challenge 14 (11,500 XP)

Assassin. All hits made by Black Spider against surprised creatures count as critical hits. If these hits reduce a creature below 100 hit points they must make a DC 19 Constitution save or be reduced to 0 hit points.

Backstab. Once per turn, if Black Spider has advantage on an attack roll or has an ally who is not incapacitated within 5 ft. of a target she deals an additional 28 (8d6) damage with the attack.

Disabling strikes. When Black Spider hits a creature with a weapon attack she does not provoke opportunity attacks from them until the start of her next turn..

Stealth expert. Black Spider can attempt to hide as a bonus action and only needs to be lightly obscured in order to hide. Additionally, she does not reveal her location when she misses with a ranged attack while hidden.

ACTIONS

Multiattack. Black Spider makes up to four attacks.

Unarmed strike. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) bludgeoning damage and a Medium or smaller target is grappled (escape DC 19). Until this grapple ends, the target is restrained and Black Spider can't grapple another target.

Repeating Hand Crossbow. *Ranged Weapon Attack.* +11 to hit, range 30/120 ft., one creature. *Hit:* 8 (1d6 + 5) piercing damage.

REACTIONS

Nimble dodge. When targeted by an attack the Black Spider dodges out of the way, causing the attack to miss. As part of this she may move 15 ft. This movement does not provoke opportunity attacks.

Sometimes freedom and hope aren't saved on the field of battle by chivalrous knights clad in burnished armor, but by a well-placed dagger in a darkened bedchamber. Often, this dagger is wielded by the Black Spider.

For many years the Black Spider was an infamous assassin, killing for hire without a thought as to the victims she left in her wake. An encounter with Eagle Eye and some of his allies, however, left her nursing thoughts of redemption and pondering how her deadly skills could be used for something other than profit.

The Black Spider is legendary not just for her combat skills, but also for her ability to infiltrate any location and get close to any target, no matter how well-protected.

Her presence on the team is perhaps a sign of how dark and morally murky the world can be, but anyone who known the Black Spider also knows for a fact that without her it would be darker still.

In Combat: The Black Spider is a deadly, but incredibly fragile, fighter. A successful ambush can easily leave her enemies one member down before the fight even breaks out, while her stealth and grappling abilities ensure that she should be able to land a backstab every turn, even without support from her allies.

If she gets locked into combat against skilled enemies, however, the Black Spider will likely fall extremely quickly. Thankfully, she has plenty of options for ducking out of bad situations, forcing opponents to commit much more time and effort to bringing her down than they may expect.



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EAGLE EYE

Medium Humanoid (Human), Neutral Good

Armor Class 18 (scale armor)

Hit Points 142 (15d10 + 60)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 20 (+5) | 18 (+4) | 12 (+1) | 20 (+5) | 16 (+3) |

Saving Throws Dex +11, Wis +11

Skills Acrobatics +11, Athletics +10, Perception +11, Stealth +11

Senses passive Perception 21

Languages Common, Elven

Challenge 14 (11,500 XP)

Deadshot (3/day). When Eagle Eye misses with a ranged attack, he may choose to make it hit instead..

Sniper. Eagle Eye does not suffer any penalty from attacking targets within a weapon's long range.

Keen eyesight. Eagle Eye has advantage on all Wisdom (Perception) checks related to vision.

ACTIONS

Multiattack. Eagle Eye makes up to three attacks.

Bow smash. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) bludgeoning damage.

Longbow. *Ranged Weapon Attack.* +13 to hit, range 120/600 ft., one creature. *Hit:* 9 (1d6 + 5) piercing damage. Once per turn when making this attack Eagle Eye may choose to use a trick arrow, which cause one of the following additional effects on a hit:

Explosive arrow (1/day). Each creatures within 10ft. of the target must make a DC 19 Dexterity saving throw. A target takes 35 (10d6) fire damage and 35 (10d6) bludgeoning damage on a failed save, and half as much on a successful one.

Sleep arrow (1/day). Each creature within 10 ft. of the target must make a DC19 Constitution save. On a failure they fall asleep for one minute. A creature may use an action to shake them awake.

Rope arrow (3/day). The target must make a DC 19 Strength save. On a failure they are restrained. They may repeat this save as an action, or a creature can use an action to free them.

BONUS ACTIONS

Eagle's prey. Eagle Eye designates a creature he can see within 120 ft. as his prey. For the next minute his weapon attacks against this target deal an additional 10 (3d6) damage.

At first glance it is easy to be dismissive of Eagle Eye. He is not an unstoppable powerhouse like the Hulking One, an arcane marvel like the Man of Iron or a conduit for divine wrath like Odinson. Instead he is an archer. A very, very good archer.

Some say that Eagle Eye first picked up a bow with the intention of using it as part of an act for a travelling circus rather than on the battlefield. However, fate - or possibly destiny - decreed that he would grow to be an incredibly powerful warrior; an ordinary man who stands alongside gods without so much as trembling.

In combat he is unerringly accurate with not only regular arrows, but also with the range of specialist 'trick' arrows he had developed over the years. Sometimes they produce huge explosions, others they spray blinding ink or even release tangling ropes and nets.

Occasionally - and for reasons nobody has really been able to understand - they have been known to be tipped with boxers' gloves. Presumably facing unknowable danger every day requires one to possess a robust and possible unique sense of humor.

In Combat: Eagle Eye excels at extreme range, and though he can handle himself in close combat it is far from his speciality.

With his *Deadshot* ability, Eagle Eye can make sure he lands trick shots when they would be most useful. This may be landing a devastating explosion on a tightly bunched group of enemies, or blinding an important target so that Black Spider can land a killing blow.



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