

Marble

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<https://www.dndbeyond.com/monsters/3937188-marble>



Medium Humanoid

Armor Class 16 *Natural Armor*

Hit Points 50 (5d10 + 25)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	8 (-1)	9 (-1)	10 (+0)

Saving Throws STR +6, CON +5

Skills [Animal Handling](#) +2, [Survival](#) +2

Senses Passive Perception 9

Languages Common, Giant

Challenge 1 (200 XP)

Proficiency Bonus +2

Champion. This creature's weapon attacks score a critical hit on a roll of 19 or 20.

Action Surge. This creature can take one additional action on their turn. This can be used once per short rest.

Earth Walk. They can move across difficult terrain on the ground or the floor without using extra movement.

Earth Genasi Magic. This creature can use some spells due to their heritage. They can cast [Blade Ward](#) as a bonus action. They can also cast [Pass Without Trace](#) once per long rest.

Actions

Multiattack. This creature can attack with their Warhammer twice.

Warhammer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) [Bludgeoning Damage](#).

Earth Genasi Disguise. They can cast [Pass Without Trace](#) once per long rest.

Bonus Actions

Two-Weapon Fighting. When the Multiattack is used for an action this action can be done to do an additional Warhammer attack action.

Second Wind. Regain 1d10 + 5 hit points Once you use this feature, they must finish a short or long rest before they can use it again.

Earth Genasi Defense. They can cast [Blade Ward](#).

Description

Marble is a formidable female fighter who hails from the Earth Section of Wifcaster, a land known for its rugged landscapes and elemental affinity. From a young age, she displayed an innate connection to the earth element, a connection that would shape her destiny as a mercenary and devout follower of the god Talos.

Born to humble miners in a small village, Diamond, nestled deep within the rocky crags of the Earth Section, Marble was exposed to the elemental power of the Earth from her earliest memories. Her parents worked tirelessly, extracting precious gems and minerals from the heart of the caves they worked at, and they instilled in her a deep respect for the land's bounties.

She later grew up to be a notable fighter within Diamond and wanted to make her skills known to all of Minaria so she began her mercenary work. As she left her town she fairly quickly met a scared Air Genasi, known as Whistle, who began their own mercenary work for their own means. Together they travel around the world doing what they love mercenary work.