

## DARATHRA SHENDREL

Medium humanoid (Chondathan human), lawful good

**Armor Class** 14 (breastplate)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

**Skills** History +2, Intimidation +4, Investigation +2, Perception +2, Persuasion +4

**Senses** passive Perception 12

**Languages** Common

**Brave.** Darathra has advantage on saving throws against being frightened.

### ACTIONS

**Multiattack.** Darathra makes two melee attacks.

**Greatsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

**Heavy Crossbow.** *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage. Darathra carries twenty crossbow bolts.

### ROLEPLAYING INFORMATION

As the Lord Protector of Triboar and a secret agent of the Harpers, Darathra has sworn an oath to defend the town. She takes her duty very seriously. In addition to her gear, Darathra has an unarmored warhorse named Buster.

**Ideal:** "Good people should be given every chance to prosper, free of tyranny."

**Bond:** "I'll lay down my life to protect Triboar and its citizens."

**Flaw:** "I refuse to back down. Push me, and I'll push back."



## DARZ HELGAR

Medium humanoid (Illuskan human), neutral

**Armor Class** 12

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	10 (+0)	11 (+0)	11 (+0)

**Skills** Intimidation +2, Sleight of Hand +4, Stealth +4

**Senses** passive Perception 10

**Languages** Common

**Sneak Attack (1/Turn).** Darz deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Darz that isn't incapacitated and Darz doesn't have disadvantage on the attack roll.

### ACTIONS

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

**Sling.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage. Darz carries twenty sling stones.

### ROLEPLAYING INFORMATION

In his youth, Darz was a member of the Xanathar Thieves' Guild in Waterdeep. After serving ten years in prison for his crimes, he cut all ties to the city and moved north to be a campground caretaker.

**Ideal:** "You can run from your past, but you can't hide from it."

**Bond:** "I've made a new life in Triboar. I'm not gonna run away this time."

**Flaw:** "I have no regrets. I do whatever it takes to survive."



## NARTH TEZRIN

Medium humanoid (Tethyrian human), chaotic good

**Armor Class** 12

**Hit Points** 18 (4d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

**Skills** Insight +4, Investigation +3, Perception +6, Persuasion +5

**Senses** passive Perception 16

**Languages** Common, Dwarvish

**Cunning Action.** On each of his turns, Narth can use a bonus action to take the Dash, Disengage, or Hide action.

### ACTIONS

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

**Hand Crossbow.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. Narth carries twenty crossbow bolts.

### ROLEPLAYING INFORMATION

Narth sells gear to adventurers, and he also has an adventurous spirit. The Lionshield Coster pays him well, but he longs to make a name for himself. At the same time, he runs a business with his partner Alaestra and knows she wouldn't forgive him if he ran off and never returned.

**Ideal:** "The bigger the risk, the greater the reward."

**Bond:** "I adore my colleague Alaestra, and I'd like to do something to impress her."

**Flaw:** "I'll risk life and limb to become a legend."



## URGALA MELTIMER

Medium humanoid (Turami human), lawful good

**Armor Class** 12 (leather)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft.

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

**Skills** Athletics +5, Intimidation +3

**Senses** passive Perception 12

**Languages** Common, Giant

**Giant Slayer.** Any weapon attack that Urgala makes against a giant deals an extra 7 (2d6) damage on a hit.

### ACTIONS

**Multiaffack.** Urgala makes two attacks with her morningstar or her shortbow.

**Morningstar.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

**Shortbow.** *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 1) piercing damage. Urgala carries a quiver of twenty arrows.

### ROLEPLAYING INFORMATION

A retired adventurer, Urgala owns a respectable inn, the Northshield House, and she doesn't want to see it or her neighbors' homes destroyed. She has no tolerance for monsters or bullies.

**Ideal:** "We live in a violent world, and sometimes violence is necessary for survival."

**Bond:** "My home is my life. Threaten it, and I'll hurt you."

**Flaw:** "I know how treacherous and greedy adventurers can be. I don't trust them—any of them."





## OTHOVIR

Medium humanoid (Illuskan human), lawful neutral

**Armor Class** 10 (13 with *mage armor*)

**Hit Points** 16 (3d8 + 3)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	13 (+1)	12 (+1)	14 (+2)	16 (+3)

**Skills** Deception +5, Insight +4, Persuasion +5

**Senses** passive Perception 12

**Languages** Common, Elvish

**Spellcasting.** Othovir is a 2nd-level spellcaster. His spellcasting ability is Charisma (spell save DC 13; +5 to hit with spell attacks). He has the following sorcerer spells prepared:

Cantrips (at will): *blade ward*, *fire bolt*, *mending*, *prestidigitation*  
1st level (3 slots): *mage armor*, *thunderwave*, *witch bolt*

### ACTIONS

**Rapier.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.  
*Hit:* 4 (1d8) piercing damage.

### REACTIONS

**Parry.** Othovir adds 2 to his AC against one melee attack that would hit him. To do so, Othovir must see the attacker and be wielding a melee weapon.

### ROLEPLAYING INFORMATION

Othovir is a gifted harness-maker who doesn't talk about his family or where he came from. He cares about his business, his clients, and his good name.

**Ideal:** "Find what you do well, and do it to the best of your ability."

**Bond:** "I won't allow my name to be tarnished."

**Flaw:** "I get angry when others pry into my private life."



## GHELRYN FOEHAMMER

Medium humanoid (shield dwarf), lawful good

**Armor Class** 14 (breastplate, shield)

**Hit Points** 30 (4d8 + 12)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	7 (−2)	17 (+3)	10 (+0)	11 (+0)	11 (+0)

**Skills** Athletics +6, Intimidation +2, Perception +2

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Dwarvish

**Dwarven Resilience.** Ghelryn has advantage on saving throws against poison.

**Giant Slayer.** Any weapon attack that Ghelryn makes against a giant deals an extra 7 (2d6) damage on a hit.

### ACTIONS

**Multiattack.** Ghelryn makes two battleaxe attacks.

**Battleaxe.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

### ROLEPLAYING INFORMATION

The blacksmith Ghelryn has a good heart, but he hates orcs and giants—hates them with a fiery passion. He considers it the solemn duty of all dwarves to cave in their skulls!

**Ideal:** "It is incumbent upon every dwarf to forge a legacy."

**Bond:** "I stand for Clan Foehammer and all dwarvenkind."

**Flaw:** "I never run from a fight, especially if it involves killing orcs or giants."

