

ELDETH FELDRUN (DWARF)

Medium humanoid, lawful good

Armor Class 12 None

Hit Points 25 (3d8 + 6)

Speed 25 ft., Not reduced by heavy armour

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

Skills Nature +4, Perception +6, Stealth +6, Survival +6

Damage Resistances Poison

Senses Darkvision 60', Passive Perception 16

Languages Common, Dwarvish

Challenge 1 (200 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom ([Perception](#)) checks that rely on hearing or sight. She has expertise in Intelligence ([Nature](#))

Dwarven Resilience. Advantage on saving throws against poison, and resistance against poison damage.

Stonecunning. Whenever you make an Intelligence ([History](#)) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

ACTIONS

Multiattack. The scout makes two melee attacks or two ranged attacks.

Avalanche Hammer. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 1) bludgeoning damage. As a bonus action cast [Thunderous Smite](#) DC13 once per day.

Description

A female shield dwarf **scout** from Gauntlgrym, she is high spirited and proud of both her heritage and her people's achievement in reclaiming the ancient dwarven kingdom; she suggests Gauntlgrym as a destination to escape from the Underdark. She is stubborn and hates the drow and all other "corrupt dark dwellers" such as the derro and duergar.

She wants to get back home, but she is also defiant and self sacrificing. If she expects to die, she asks a character she trusts to promise to carry word of her fate back to her family in Gauntlgrym.

Experience: 1,875

Loyalty: 14

Madness: 1

Hit points: 25/25

Monster Tags: **NPC** Environment: **MOUNTAIN** **UNDERDARK**

