

RONT, 1ST LEVEL BARBARIAN

Medium humanoid, chaotic evil

Armor Class 14 (No Armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Saving Throws STR +5, CON +5

Skills [Athletics](#) +2, [Intimidation](#) +2, [Survival](#) +2

Senses [Darkvision](#) 60 ft., Passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

UNARMORED DEFENSE

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

ACTIONS

Aftershock Halberd. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target, *Hit:* (1d10 + 5) slashing damage.

RAGE

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action.

While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table.
- You have resistance to bludgeoning, piercing, and slashing damage.

If you are able to cast spells, you can't cast them or concentrate on them while raging.

Your rage lasts for 1 minute. It ends early if you are knocked [unconscious](#) or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action.

Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again.

Description

A male orc from the Iceshield tribe, Ront fled from the slaughter of a band of orcs at the hands of the dwarves, falling down a shaft and wandering in the Underdark before being captured by the drow. He's ashamed of his cowardly act and knows that Gruumsh, the god of the orcs, is punishing him. But he also doesn't want to die, or at least not in drow captivity. Ront is mean, stupid, and hateful, but he also knuckles under to authority and threats. He especially hates Eldeth, as his tribe is at war with her people, but mostly because he fears that she is braver than he is.

Ront engages in threatening behavior and bullying unless someone stands up to him.

Experience: 1,275

Loyalty: 14

Hit points: 15/15

Madness: 1

Monster Tags: NPC ORC Environment: ARCTIC FOREST GRASSLAND HILL MOUNTAIN SWAMP UNDERDARK

