**Augrek Brighthelm**  
Medium humanoid (shield dwarf), lawful good

**Armor Class**: 15 (chain shirt, shield)  
**Hit Points**: 13 (2d8 + 4)  
**Speed**: 25 ft.

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<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
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<td>14 (+2)</td>
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<td>15 (+2)</td>
<td>10 (+0)</td>
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</table>

**Skills**: Athletics +4, Perception +2  
**Damage Resistances**: Poison  
**Senses**: Darkvision 60 ft., passive Perception 12  
**Languages**: Common, Dwarvish

**Dwarven Resilience**: Augrek has advantage on saving throws against poison.

**Actions**

**Warhammer. Melee Weapon Attack**: +4 to hit, reach 5 ft., one target.  
**Hit**: 6 (1d8 + 2) bludgeoning damage, or 7 (1d10 + 2) bludgeoning damage if used with two hands.

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

**Roleplaying Information**

Sheriff’s deputy Augrek guards the southwest gate of Bryn Shander and welcomes visitors to town. She has a good heart.

**Ideal**: “You’ll get farther in life with a kind word than an axe.”  
**Bond**: “Bryn Shander is my home. It’s my job to protect her.”  
**Flaw**: “I’m head over heels in love with Sheriff Southwell. One day I hope to marry him.”

---

**Sirac of Suzail**  
Medium humanoid (Chondathan human), lawful good

**Armor Class**: 14 (leather)  
**Hit Points**: 22 (5d8)  
**Speed**: 30 ft.

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<td>12 (+1)</td>
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</table>

**Skills**: Athletics +4, Insight +3, Survival +3  
**Senses**: Passive Perception 11  
**Languages**: Common, Orc

**Actions**

**Shortsword. Melee Weapon Attack**: +5 to hit, reach 5 ft., one target.  
**Hit**: 6 (1d6 + 3) piercing damage.

**Dart. Ranged Weapon Attack**: +5 to hit, range 20/60 ft., one target.  
**Hit**: 5 (1d4 + 3) piercing damage. Sirac carries six darts.

**Reactions**

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

**Roleplaying Information**

An acolyte of Torm, Sirac grew up on the streets of Suzail, the capital of Cormyr. He came to Icewind Dale to become a knucklehead trout fisher but instead found religion. The misbegotten son of Artus Cimber, a renowned human adventurer, Sirac hasn’t seen his father since he was a baby.

**Ideal**: “Without duty or loyalty, a man is nothing.”  
**Bond**: “Icewind Dale is where I belong for the rest of my life.”  
**Flaw**: “I am honest to a fault.”
**Markham Southwell**  
*Medium humanoid (Turami human), lawful good*

**Armor Class** 17 (splint)

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

**Speed** 30 ft.

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<tr>
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<th>INT</th>
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<td>14 (+2)</td>
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</table>

**Skills**  
- Perception +5
- Survival +5

**Senses** passive Perception 15

**Languages** Common

**Actions**

**Multiattack.** Markham makes two melee attacks.

**Longsword. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

**Heavy Crossbow. Ranged Weapon Attack:** +3 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage. Markham carries twenty crossbow bolts.

**Roleplaying Information**

Sheriff Markham of Bryn Shander is a brawny, likable man of few words. Nothing is more important to him than protecting Icewind Dale. He judges others by their actions, not their words.

**Ideal:** “All people deserve to be treated with dignity.”

**Bond:** “Duvessa is a natural leader, but she needs help. That’s my job.”

**Flaw:** “I bury my emotions and have no interest in small talk.”

---

**Duvessa Shane**  
*Medium humanoid (Illuskan human), lawful good*

**Armor Class** 10

**Hit Points** 9 (2d8)

**Speed** 30 ft.

<table>
<thead>
<tr>
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<th>DEX</th>
<th>CON</th>
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**Skills**  
- Deception +5
- Insight +4
- Persuasion +5

**Senses** passive Perception 12

**Languages** Common, Dwarvish, Giant, Orc

**Actions**

**Dagger. Melee or Ranged Weapon Attack:** +2 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 2 (1d4) piercing damage. Duvessa carries only one dagger.

**Reactions**

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

**Roleplaying Information**

The daughter of a Waterdhavian trader and a tavern server, Duvaessa has her mother’s talent for negotiation and her father’s charm. As the first woman to serve as Town Speaker of Bryn Shander, and a young one at that, she has much to prove.

**Ideal:** “The people of Icewind Dale are survivors. They can weather any storm.”

**Bond:** “My mother taught me what it means to be a good leader. I won’t disappoint her.”

**Flaw:** “I don’t give an inch in any argument or conflict.”

---

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**Beldora**
Medium humanoid (Illuskan human), chaotic good

Armor Class 12
Hit Points 18 (4d8)
Speed 30 ft.

<table>
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<th>CON</th>
<th>INT</th>
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</table>

Skills
- Deception +5, Insight +3, Investigation +5, Perception +3, Persuasion +5

Senses: passive Perception 13

Languages: Common, Draconic, Dwarvish, Halfling

**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. Beldora carries ten crossbow bolts.

**Reactions**

- **Duck and Cover.** Beldora adds 2 to her AC against one ranged attack that would hit her. To do so, Beldora must see the attacker and can’t be grappled or restrained.

**Roleplaying Information**

Beldora is a member of the Harpers who survives using her wits and wiles. She looks like a homeless waif, but she’s a survivor who shies away from material wealth.

Ideal: “We should all strive to help one another.”
Bond: “I’ll risk my life to protect the powerless.”
Flaw: “I like lying to people. Makes life more interesting, no?”

---

**Sir Baric Nylef**
Medium humanoid (Illuskan human), lawful good

Armor Class 18 (plate)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

<table>
<thead>
<tr>
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<th>DEX</th>
<th>CON</th>
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</table>

Skills
- Insight +4, Investigation +2, Medicine +4, Survival +4

Senses: passive Perception 12

Languages: Common

**Actions**

- **Maul. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) bludgeoning damage.
- **Heavy Crossbow. Ranged Weapon Attack:** +2 to hit, range 100/400 ft., one target. **Hit:** 5 (1d10) piercing damage. Baric carries twenty crossbow bolts.

**Roleplaying Information**

As a knight of the Order of the Gauntlet, Sir Baric has sworn oaths to catch evildoers and bring them to justice. His current quarry is a dwarf brigand, Worvil “the Weevil” Forkbeard, who is rumored to be hiding in Icewind Dale. In addition to his gear, Sir Baric has an unarmored warhorse, Henry.

Ideal: “Evil must not be allowed to thrive in this world.”
Bond: “Tyr is my lord; the order, my family. Through my actions, I shall honor both.”
Flaw: “I’m not afraid to die. When Tyr finally calls me, I’ll go to him happily.”
**Shalvus Martholio**
Medium humanoid (Turami human), neutral

<table>
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<th>Armor Class</th>
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<tr>
<td>Hit Points</td>
<td>27 (6d8)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft.</td>
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</tbody>
</table>

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

**Skills**  
Deception +4, Insight +4, Investigation +3, Perception +4, Sleight of Hand +4, Stealth +4

**Senses** passive Perception 12  
**Languages** Common, Elvish

**Sneak Attack (1/Turn).** Shalvus 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 Shalvus that isn’t incapacitated and Shalvus doesn’t have disadvantage on the attack roll.

**Actions**

**Quarterstaff.** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands.

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

**Roleplaying Information**

Nalaskur Thaelond of Bargewright Inn has entrusted the shepherd Shalvus with an important assignment: to figure out the best way by which Goldenfields can be brought under the Black Network’s control. Shalvus believes that success will ensure his swift rise through the Zhentarim ranks.

**Ideal:** “I’ll do what it takes to prove myself to the Zhentarim.”  
**Bond:** “I love animals, and I’m very protective of them.”  
**Flaw:** “I can’t resist taking risks to feed my ambitions.”

---

**Lifferlas**
Huge plant, unaligned

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<tr>
<td>Hit Points</td>
<td>59 (7d12 + 14)</td>
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<tr>
<td>Speed</td>
<td>20 ft.</td>
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</tbody>
</table>

**STR** 19 (+4)  
**DEX** 6 (–2)  
**CON** 15 (+2)  
**INT** 10 (+0)  
**WIS** 10 (+0)  
**CHA** 7 (–2)

**Damage Vulnerabilities** fire  
**Damage Resistances** bludgeoning, piercing  
**Senses** passive Perception 12  
**Languages** Common

**False Appearance.** While Lifferlas remains motionless, it is indistinguishable from a normal tree.

**Actions**

**Multiattack.** Lifferlas makes two slam attacks.

**Slam.** Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 14 (3d6 + 4) bludgeoning damage.

**Roleplaying Information**

A druid of the Emerald Enclave awakened the tree Lifferlas with a spell. Goldenfields is his home, its people his friends. Children like to carve their names and initials into his body and hang from his boughs, and he’s happy with that.

**Ideal:** “I exist to protect the people and plants of Goldenfields.”  
**Bond:** “Children are wonderful. I would do anything to make them feel happy and safe.”  
**Flaw:** “I can’t remember people’s names and often get them mixed up.”

---

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Zi Liang
Medium humanoid (Shou human), chaotic good

Armor Class 15
Hit Points 22 (5d8)
Speed 40 ft.

STR 12 (+1)  DEX 15 (+2)  CON 11 (+0)  INT 14 (+2)  WIS 16 (+3)  CHA 11 (+0)

Skills Acrobatics +4, Athletics +3, Perception +5, Stealth +4
Senses passive Perception 15
Languages Common, Elvish, Goblin

Unarmored Defense. While Zi is wearing no armor and wielding no shield, her AC includes her Wisdom modifier.

Actions
Multiattack. Zi makes two melee attacks.
Quarterstaff. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands.

Roleplaying Information
Zi Liang is a devout worshiper of Chauntea, the Earth Mother. She has considerably less faith in Goldenfields’ defenders, so she patrols the temple-farm during her off-duty hours.
Ideal: “If we faithfully tend to our gardens and our fields, Chauntea will smile upon us.”
Bond: “Goldenfields is the breadbasket of the North. People depend on its safety and prosperity, and I’ll do what must be done to protect it.”
Flaw: “I don’t trust authority. I do what my heart says is right.”

Miros Xelbrin
Medium humanoid (Damaran human), neutral good

Armor Class 10
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR 16 (+3)  DEX 10 (+0)  CON 15 (+2)  INT 11 (+0)  WIS 12 (+1)  CHA 14 (+2)

Skills Intimidation +4, Perception +3
Senses passive Perception 13
Languages Common

Actions
Bearhug. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) bludgeoning damage, and the target is grappled (escape DC 13) and takes 5 (1d4 + 3) bludgeoning damage at the start of each of Miros’s turns until the grapple ends. Miros cannot make attacks while grappling a creature.
Club. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.
Heavy Crossbow. Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage. Miros carries ten crossbow bolts.

Roleplaying Information
Innkeeper Miros is a retired carnival attraction, dubbed “the Yeti” because of his barrel-shaped body and the thick, white hair covering his arms, chest, back, and head. When Goldenfields suffers, so does his business, so he takes strides to protect the compound.
Ideal: “As does the Emerald Enclave, I believe that civilization and the wilderness need to learn to coexist.”
Bond: “Make fun of me all you like, but don’t speak ill of my inn or my employees!”
Flaw: “When something upsets me, I have a tendency to fly into a rage.”
Naxene Drathkala
Medium humanoid (Turami human), neutral good

Armor Class 10 (13 with mage armor)
Hit Points 27 (6d8)
Speed 30 ft.

STR 8 (–1)  DEX 11 (+0)  CON 11 (+0)  INT 17 (+3)  WIS 12 (+1)  CHA 11 (+0)

Skills Arcana +5, History +5
Senses passive Perception 11
Languages Common, Draconic, Dwarvish, Elvish

Spellcasting. Naxene is a 6th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 13; +5 to hit with spell attacks). She has the following wizard spells prepared:
- Cantrips (at will): fire bolt, light, mage hand, prestidigitation
- 1st level (4 slots): mage armor, magic missile, shield
- 2nd level (3 slots): misty step, suggestion
- 3rd level (3 slots): fly, lightning bolt

Actions
- Staff. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 2 (1d6 – 1) bludgeoning damage, or 3 (1d8 – 1) bludgeoning damage if used with two hands.

Roleplaying Information
Goldenfields’ crops are vital to Waterdeep’s survival, which is why the Watchful Order of Magists and Protectors sent Naxene to make sure the temple-farm is adequately defended. At first she regarded the task as a punishment, but now she appreciates the peace and quiet.

Ideal: “There’s no problem that can’t be solved with magic.”
Bond: “I have great respect for Lady Laeral Silverhand of Waterdeep. She and the Lords’ Alliance are going to bring some much-needed order to this lawless land.”
Flaw: “I’m too smart to be wrong about anything.”

Oren Yogilvy
Small humanoid (strongheart halfling), chaotic good

Armor Class 11
Hit Points 9 (2d6 + 2)
Speed 25 ft.

STR 8 (–1)  DEX 13 (+1)  CON 12 (+1)  INT 11 (+0)  WIS 10 (+0)  CHA 16 (+3)

Skills Perception +2, Performance +7, Persuasion +5
Damage Resistances poison
Senses passive Perception 12
Languages Common, Halfling

Halfing Nimbleness. Oren can move through the space of any creature that is of a size larger than his.
Lucky. When Oren rolls a 1 on an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.
Stout Resilience. Oren has advantage on saving throws against poison.

Actions
- Dagger. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Roleplaying Information
Oren came to Northfurrow’s End looking for easy work and found it. He sings for his supper, drinks like a fish, and wanders the fields at night dreaming up new lyrics to entertain the inn’s other guests. Oren likes to stir up trouble from time to time, but he doesn’t have a mean bone in his body.

Ideal: “Music is food for the soul.”
Bond: “You had me at ‘Can I buy you a drink?”
Flaw: “I have a knack for putting myself in harm’s way. Good thing I’m lucky!”
**Darz Helgar**  
Medium humanoid (Illuskan human), neutral

**Armor Class** 12  
**Hit Points** 27 (5d8 + 5)  
**Speed** 30 ft.

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<td>12 (+1)</td>
<td>10 (+0)</td>
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</table>

**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.

**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.”

---

**Darathra Shendrel**  
Medium humanoid (Chondathan human), lawful good

**Armor Class** 14 (breastplate)  
**Hit Points** 52 (8d8 + 16)  
**Speed** 30 ft.

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<td>11 (+0)</td>
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</table>

**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.”
**Narth Tezrin**  
Medium humanoid (Tethyrian human), chaotic good

**Armor Class** 12  
**Hit Points** 18 (4d8)  
**Speed** 30 ft.

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<tr>
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<th>WIS</th>
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<td>12 (+1)</td>
<td>14 (+2)</td>
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</table>

**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.”

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**Urgala Meltimer**  
Medium humanoid (Turami human), lawful good

**Armor Class** 12 (leather)  
**Hit Points** 58 (9d8 + 18)  
**Speed** 30 ft.

<table>
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<td>14 (+2)</td>
<td>12 (+1)</td>
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<td>13 (+1)</td>
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</table>

**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**

**Multiattack.** 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. Narth carries twenty crossbow bolts.

**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.”
**Ghelryn Foehammer**  
Medium humanoid (shield dwarf), lawful good  

<table>
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<th>Armor Class</th>
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<tr>
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</tr>
<tr>
<td>Speed</td>
<td>25 ft.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>18 (+4)</td>
<td>10 (–2)</td>
<td>17 (+3)</td>
<td>10 (+0)</td>
<td>11 (+0)</td>
<td>11 (+0)</td>
</tr>
</tbody>
</table>

**Skills**  
Athletics +6, Intimidation +2, Perception +2  
**Damage Resistances** poison  
**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—he 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.”

---

**Othovir**  
Medium humanoid (Illuskan human), lawful neutral  

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>10 (13 with mage armor)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>16 (3d8 + 3)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft.</td>
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</table>

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>11 (+0)</td>
<td>10 (+0)</td>
<td>13 (+1)</td>
<td>12 (+1)</td>
<td>14 (+2)</td>
<td>16 (+3)</td>
</tr>
</tbody>
</table>

**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, mend, 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.”
### Storm Giant

**Huge giant**

- **Armor Class**: 16 (scale mail)
- **Hit Points**: 230 (20d12 + 100)
- **Speed**: 50 ft., swim 50 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>29 (+9)</td>
<td>14 (+2)</td>
<td>20 (+5)</td>
<td>16 (+3)</td>
<td>18 (+4)</td>
<td>18 (+4)</td>
</tr>
</tbody>
</table>

- **Saving Throws**: Str +14, Con +10, Wis +9, Cha +9
- **Damage Resistances**: cold
- **Damage Immunities**: lightning, thunder
- **Senses**: passive Perception 19
- **Languages**: Common, Giant

**Amphibious.** The giant can breathe air and water.

**Innate Spellcasting.** The giant’s innate spellcasting ability is Charisma (spell save DC 17). The giant can innately cast the following spells, requiring no material components:

- At will: detect magic, feather fall, levitate, light
- 3/day each: control weather, water breathing

### Actions

**Multiattack.** The giant makes two greatsword attacks.

- **Greatsword.** Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 30 (6d6 + 9) slashing damage.
- **Rock.** Ranged Weapon Attack: +14 to hit, range 60/240 ft., one target. Hit: 35 (4d12 + 9) bludgeoning damage.

**Lightning Strike (Recharges after a Short or Long Rest).** The giant hurls a magical lightning bolt at a point it can see within 500 feet of it. Each creature within 10 feet of that point must make a DC 17 Dexterity saving throw, taking 54 (12d8) lightning damage on a failed save, or half as much damage on a successful one.

### Vaasha

**Neutral good storm giant (female)**

- **Skills**: Athletics +14, Perception +9

### Nimir

**Lawful good storm giant (male)**

- **Skills**: Athletics +14, Insight +8, Perception +9

### Orlekto

**Chaotic evil storm giant (male)**

- **Skills**: Athletics +14, Deception +14, Perception +9

### Shaldoor

**Chaotic good storm giant (female)**

- **Skills**: Animal Handling +9, Athletics +14, Perception +9

### Instructions for the DM

If you want your players to run the storm giant NPCs in chapter 12, make four copies of the *storm giant* stat block on this page and distribute these stat blocks among your players. If you have more than four players, not every player will get a storm giant NPC to play.

Each player who receives a stat block should also receive a copy of one of the four smaller cards on this page. Each card provides skill proficiencies and roleplaying information for a specific storm giant. There is one card each for Nimir, Orlekto, Shaldoor, and Vaasha. Make sure that the player who receives Orlekto’s card is comfortable running an evil, treacherous NPC.