

BELDORA

Medium humanoid (Illuskan human), chaotic good

Armor Class 12

Hit Points 18 (4d8)

Speed 30 ft.

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

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.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	14 (+2)	11 (+0)	15 (+2)	15 (+2)

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

Senses passive Perception 12

Languages Common

Brave. Baric has advantage on saving throws against being frightened.

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

Armor Class 13 (leather)

Hit Points 27 (6d8)

Speed 30 ft.

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

Armor Class 13 (natural armor)

Hit Points 59 (7d12 + 14)

Speed 20 ft.

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

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses passive Perception 10

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."

