

APPENDIX D: SPECIAL NPCs

AUGREK BRIGHTHELM

Medium humanoid (shield dwarf), lawful good

Armor Class 15 (chain shirt, shield)

Hit Points 13 (2d8 + 4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	15 (+2)	10 (+0)	11 (+0)	11 (+0)

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.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	11 (+0)	12 (+1)	13 (+1)	16 (+3)

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."



DUVESSA SHANE

Medium humanoid (Illuskan human), lawful good

Armor Class 10
Hit Points 9 (2d8)
Speed 30 ft.

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

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, Duvessa 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."



MARKHAM SOUTHWELL

Medium humanoid (Turami human), lawful good

Armor Class 17 (splint)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	11 (+0)	16 (+3)	14 (+2)

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."



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."



ZI LIANG

Medium humanoid (Shou human), chaotic good

Armor Class 15

Hit Points 22 (5d8)

Speed 40 ft.

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

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

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	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	11 (+0)	12 (+1)	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	DEX	CON	INT	WIS	CHA
8 (-1)	11 (+0)	11 (+0)	17 (+3)	12 (+1)	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	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	12 (+1)	11 (+0)	10 (+0)	16 (+3)

Skills Perception +2, Performance +7, Persuasion +5

Damage Resistances poison

Senses passive Perception 12

Languages Common, Halfling

Halfling 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. Oren carries four daggers.

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!"



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

Multiaction. 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."



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.

STORM GIANT

Huge giant

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

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	20 (+5)	16 (+3)	18 (+4)	18 (+4)

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.

NIMIR

Lawful good storm giant (male)

Skills Athletics +14, Insight +8, Perception +9

ROLEPLAYING INFORMATION

Nimir is an insightful, even-keeled storm giant who believes that a lasting alliance between giants and small folk can make the world a safer, more enlightened place. He believes King Hekaton was wise to choose Princess Serissa as his heir apparent, and it would never occur to him to question their orders.

Ideal: "It's the duty of the big to protect the small."
Bond: "I'd give my life to defend my king and his royal line."
Flaw: "I never question orders."

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.

ORLEKTO

Chaotic evil storm giant (male)

Skills Athletics +14, Deception +14, Perception +9

ROLEPLAYING INFORMATION

Orlekto is in love with Princess Mirran and wants to see her become Queen of the *Wyrmskull Throne*. (If Mirran is dead, Orlekto aims to avenge her.) If the opportunity to eliminate Hekaton or Serissa presents itself, Orlekto seizes it. Until then, he conceals his treacherous nature.

Ideal: "Storm giants should rule the world. Weak leaders have let dragons and others steal what the gods gave to us!"
Bond: "I serve Princess Mirran and her alone."
Flaw: "For Mirran's love or my revenge, I'd betray my king and my honor."

SHALDOOR

Chaotic good storm giant (female)

Skills Animal Handling +9, Athletics +14, Perception +9

ROLEPLAYING INFORMATION

A skilled rider of rocs and whales, Shaldoor believes that Annam the All-Father shattered the ordning to push giants into war against the dragons. She is thrilled to be on the front lines in this great conflict!

Ideal: "Giants are made for war—storm giants most of all!"
Bond: "Ostoria is gone, yet I long for the return of a mighty giant empire."
Flaw: "I like to rain destruction down upon my enemies, and I never show them mercy."

VAASHA

Neutral good storm giant (female)

Skills Athletics +14, Perception +9, Survival +14

ROLEPLAYING INFORMATION

Vaasha is a skilled hunter and tracker who doesn't charge into danger without first assessing the risks. She's not afraid to speak her mind, even to her king. To her, a worthy leader values the truth, no matter how painful it is.

Ideal: "I want this conflict over with so that I can return to the quiet stillness of the ocean depths."
Bond: "I'll protect this beautiful world from the ravages of evil with my dying breath."
Flaw: "I don't care if my words hurt others' feelings."