Tavrek Larchbrace Sled-Wright & Harness-Mender

"A sled never fails on the day it breaks. It fails the day somebody trusted a guess."

Medium humanoid (hobgoblin)
Lawful Neutral

Armor Class 14 (studded work leathers)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	13 (+1)	14 (+2)	9 (-1)

Proficiency Bonus +2
Saving Throws Con +4, Wis +4
Skills Athletics +4, Investigation +3, Perception +4, Survival +4, Carpenter's Tools +5, Leatherworker's Tools +5
Senses Darkvision 60 ft., passive Perception 14
Languages Common, Goblin
Challenge 1/2 (100 XP)

Abilities

Cold-Hardened Hands. Tavrek has advantage on saving throws against extreme cold and suffers no penalty to tool use from wearing gloves or mitts.

Sound of the Wood. After examining a sled, harness or other wood, leather or iron fitting for 1 minute, Tavrek knows its weakest point and the load at which it will fail, and has advantage on Intelligence (Investigation) checks to find flaws or tampering in it.

Ice-Footed. Tavrek ignores difficult terrain caused by ice, packed snow or loose straw.

Actions

Wright's Mallet. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage.

Hand Axe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Quick Mend (2/Day). Tavrek restores one broken strap, buckle, lashing or sled fitting he can touch to working order until the next dawn.

Harness Throw (Recharge 5-6). Tavrek flings a weighted harness line at one creature within 20 feet. The target must succeed on a DC 12 Dexterity saving throw or be restrained by the tangled line. A restrained creature can use its action to make a DC 12 Strength or Dexterity check, freeing itself on a success.

Reactions

Plank Parry. When a creature Tavrek can see hits him with a melee attack, Tavrek raises a runner plank or the haft of his mallet and adds 2 to his AC against that attack, potentially causing it to miss.

