

Non Player Character

# Embra Solrar, Innkeeper

The Adventurer's Rest" Inn & Tavern!

## Embra Solrar

Medium human, Innkeeper (1), True Neutral

**Armor Class** 10 (Clothes)

**Hip Points** 47 (1d10+ 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	12 (+1)	10 (+0)	15 (+2)

**Saving Throws** STR +6, CON +5

**Skills** Persuasion, Insight, Perception

**Senses** Passive Perception 10

**Languages** Common

**Challenge** 1/2 (100 XP)

## Actions

**Club** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4+1) bludgeoning damage.

**Light Crossbow** Ranged weapon attack: +2 to hit, range 80 ft./320 ft., one target. Hit: 4 (1d8+0) piercing damage.

## Appearance

Embra Solrar is a stout, square human standing at 5 feet 11 inches. His short hair is orange red, and he has a black mustache that is his pride.

He has a friendly demeanor, which has made his Inn "The Adventurers Rest" rise to a high popularity both among the local citizens, and travellers passing through the area. Everyone feels at ease in his presence.

He is a practical man and quick to find solutions, and prefer to solve arguments in his establishment with words, rather than violence.

The Inn has been in his family for generations, and its reputation is very important to Embra.

## Adventure Hook

As the party enters The Adventurers Rest, they're immediately drawn to a boisterous crowd gathered around a makeshift arena. Two patrons, both clearly inebriated, are engaged in a comically exaggerated duel using non-lethal weapons like baguettes, feather dusters, and inflated pig bladders. The crowd is cheering them on. However, the situation could escalate. Do they choose to watch and enjoy the spectacle, join in the absurd duel, or perhaps try to defuse the situation before it gets out of hand?



### Potential Outcomes:

If the party participates, they might gain favor with the crowd or win a small prize.

If the party tries to defuse the situation, they could earn the gratitude of the innkeeper and other patrons.

If things escalate, a brawl might break out, leading to a chaotic but entertaining encounter.

If the outcome of the party's interference is positive, they may have caught the eye of someone with an adventure proposition.

