**Aldira Stormwhisper**

**Race**: Half-Elf

**Class**: Paladin

**Level**: 5

**Weapon:** HolyGreatsword

**Deity**: Torm (God of Courage and Self-Sacrifice)

**Role**: Frontline tank and melee damage dealer; provides protective auras and healing.

**Specialization**: Smite Evil, Divine Grace, and Lay on Hands to counteract the diabolists’ infernal influence.

**Ravenna Shadowglen**

**Race**: Wood Elf

**Class**: Ranger

**Level**: 5

**Weapon:** MasterworkComposite Longbow Str +2

**Deity**: Mielikki (Goddess of Forests)

**Role**: Ranged damage dealer and scout; specializes in tracking and stealth.

**Specialization**: Favored Enemy (Outsiders) and proficient in archery and two-weapon fighting, excelling in hit-and-run tactics.

**Thaldor Ironbeard**

**Race**: Dwarf

**Class**: Cleric

**Level**: 5

**Weapon:** Brutal Surge Warhammer +1

**Deity**: Moradin (God of Dwarves)

**Role**: Support healer and buffer; provides valuable combat support and domain spells.

**Specialization**: Protection Domain and War Domain to bolster defenses and deliver powerful smites.

**Lyra Moonshadow**

**Race**: Human

**Class**: Sorcerer

**Level**: 5

**Weapon:** Ghost Strike Hand Crossbow

**Deity**: Mystra (Goddess of Magic)

**Role**: Arcane spellcaster; offers versatile spellcasting and battlefield control.

**Specialization**: Focuses on counterspelling, dispelling magic, and dealing elemental damage.

**Breaching Dragonspear Castle:**

**Disabling Defenses**: Eldrin can use his knowledge of architecture and engineering to find weaknesses in the castle’s fortifications, guiding the NPCs to strategically disable traps and barriers.

**Divine Protection**: Using spells like “Protection from Evil” and “Sanctuary,” Eldrin can ward the party against infernal threats and grant them safe passage.

**Illusion and Misdirection**: Eldrin can cast “Obscuring Mist” or “Silence” to cover the party’s movements and avoid detection by enemy patrols.

**Seeking the Legendmaker:**

**Gathering Information**: Eldrin’s “Decipher Script” and “Knowledge” skills will be crucial in locating hidden chambers and deciphering ancient texts that lead to the Legendmaker’s location.

**Infiltration and Sabotage**: Eldrin can create distractions or sabotage key areas (e.g., disabling summoning circles) to disrupt the diabolists’ operations while the party engages in combat.

**Negotiation and Diplomacy**: Eldrin can attempt to gather allies or negotiate with neutral factions within the castle, using his “Gather Information” and “Diplomacy” skills.