

Patreon: Dracolich Extras

August 10, 2022



For our Dracolich Patrons, besides access to our Discord and The Dragon's Lair, we have more treasures and gifts:

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Patreon: Ancient Dragon Extras (Legacy)

August 10, 2022



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Monthly D&D Game: This is going to be fun! I will connect with you to set this up if we haven't already. Also, I'm a D&D Beyond subscriber and will create a campaign there to give you access to all of the books I own, which is quite a few, allowing you to create a wide variety of characters.

Eagle

August 10, 2022



Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	2 (-4)	14 (+2)	7 (-2)

Skills Perception +4

Senses passive Perception 14

Languages --

Challenge 0 (10 XP)

Keen Sight. The eagle has advantage on Wisdom (Perception)

checks that rely on sight.

Actions

Talons. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage.

Wolf

August 10, 2022



Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages --

Challenge 1/4 (50 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

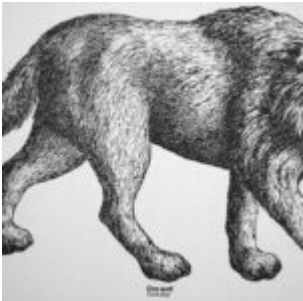
Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Dire Wolf

August 10, 2022



Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages –

Challenge 1 (200 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Thug

August 10, 2022



Medium humanoid (any race), any non-good alignment

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The thug makes two melee attacks.

Mace. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

Description

Thugs are ruthless enforcers skilled at intimidation and violence. They work for money and have few scruples.

Face (NPC)

August 10, 2022

Medium humanoid (human), lawful evil

- **Armor Class** 17 (splint)

- **Hit Points** 58 (9d8 + 18)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	12 (+1)

- **Skills** Athletics +7, Intimidation +5, Perception +4
- **Damage Resistances** psychic
- **Senses** passive Perception 14
- **Languages** Common
- **Challenge** 9 (5,000 XP)

Relentless (Recharges after a Short or Long Rest). If Face takes 14 damage or less that would reduce him to 0 hit points, he is reduced to 1 hit point instead.

Traits

Pain (Hypoalgesia) [IE 4]. Face experiences less pain from injury than most people. On any day spent on at least mild activity, he must succeed on a DC 12 Dexterity saving throw. On failure, he sustains a sore or wound that he's unaware of. He must then succeed on a DC 12 Wisdom (Perception) check to identify the wound so it can be treated. If he receives help on this check, he makes the roll with advantage. If identified, a successful DC 9 Wisdom (Medicine) check will allow the wound to heal. If the check fails, he sustains 2 (1d4) damage per day until successfully treated. Because he does not feel pain the way most people do, he has resistance to psychic damage.

Actions

Multiattack. Face makes two longsword attacks. If he has a shortsword drawn, he can also make a shortsword attack.

Longsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Heavy Crossbow. Ranged Weapon Attack: +5 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

Face has burns all over his body, except on his face. He lost all physical feeling, and his lack of pain and attitude after the explosion gives him a sense of invulnerability, making him the bully of the trio.

Ears (NPC)

August 10, 2022

Medium humanoid (human), lawful evil

- **Armor Class** 14 (leather armor)
- **Hit Points** 38 (7d8 + 7)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	11 (+0)	15 (+2)	9 (-1)

- **Skills** Nature +6, Perception +5, Stealth +6, Survival +8
- **Senses** passive Perception 18
- **Languages** Common, Goblin, Sylvan
- **Challenge** 7 (2,900 XP)

Assistive Familiars. Ears has a magic bond with two companion animals, an [eagle](#) and a [wolf](#).

While either is within 100 feet of him, he can communicate with them telepathically. Additionally, as an action, he can see through the eagle's eyes and smell through the wolf's nose until the start of his next turn. During this time, he is blind and anosmatic with regard to his own senses. Attack rolls made while seeing through the eagle's eyes are made with a -2 penalty due to the difference in perspective.

Freedom of Movement. Ears ignores difficult terrain, and magical effects can't reduce his speed or cause him to be restrained. He can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Traits

[Hearing Loss](#) [IE 4]. Ears is deaf, which gives a -4 penalty on hearing-related checks but immunity to attacks that use sound (e.g., banshee wail). (Note: thunder damage is vibration, not sound, so this does not grant benefits against it.)

Actions

Multiattack. Ears makes two melee attacks or two ranged attacks.

Rapier. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Longbow. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Reactions

Parry. Ears adds +4 to his AC against one melee attack that would hit him. To do so, Ears must see the attacker and be wielding a melee weapon.

Traits

Hearing Loss [IE 4]. Ears is deaf, which gives a -4 penalty on hearing-related checks but immunity to attacks that use sound (e.g., banshee wail). (Note: thunder damage is vibration, not sound, so this does not grant benefits against it.)

Ears lost his hearing in the explosion, leaving his head scarred with burns, completely bald, and his ears look like melted skin sealed the holes. He has developed a supernatural bond with his two familiars and can partake of their senses.

Eyes (NPC)

August 10, 2022

Medium humanoid (human), lawful evil

- **Armor Class** 15 (studded leather)
- **Hit Points** 78 (12d8 + 24)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

- **Saving Throws** Dex +6, Int +4
- **Skills** Acrobatics +6, Deception +3, Perception +3, Stealth +9
- **Damage Resistances** poison
- **Senses** blindsight 30 ft., passive Perception 13
- **Languages** Common, Goblin, Thieves' cant
- **Challenge** 8 (3,900 XP)

Assassinate. During his first turn, Eyes has advantage on attack rolls against any creature that hasn't taken a turn. Any hit he scores against a surprised creature is a critical hit.

Evasion. If Eyes is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw and only half damage if he fails.

Sneak Attack (1/Turn). Eyes deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of

Eyes that isn't incapacitated and Eyes doesn't have disadvantage on the attack roll.

Actions

Multiattack. Eyes makes two shortsword attacks.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Traits

[Blindness](#) [IE 4]. Eyes's vision is absent completely, and he has learned to navigate the world with little or no reliance on his eyes, depending on other senses instead. He has a -4 on sight-related attack rolls, ability checks, and saving throws including ranged combat beyond 10 ft. but a +4 bonus when using other senses to compensate, not because they've become stronger, but because he's learned to use them more effectively.

Assistive Device

Blindfold of Awareness

Wondrous Item, rare (requires attunement)

This blindfold, while worn, gives you blindsight out to a range of 30 ft and advantage on Wisdom (Perception) checks against creatures using stealth within range. It also allows you to hear the heartbeat of a creature within range that has a heart, giving you a +2 bonus on Wisdom (Insight) checks to determine when such creatures are lying.

In an environment with considerable background noise, the blindsight gets disrupted, and you lose all benefits from the blindfold.

Eyes lost his eyesight due to a metal shard on the explosion and has burns and scars across his face. His blindfold helps him navigate but becomes useless in the Singing Forest.

Lights and Grays

August 10, 2022



After the initial encounter, the party may talk to [Yllbella](#), a [druid](#) that lives at the nearby forest to get both the information and a possible alliance to deal with the problem. The journey, however, is not a simple stroll in the woods, as conspirators that don't want the alliance to occur try to prevent it.

Section Summary

Yllbella, the druid, lives in a purposefully hidden grove in the forest. Guarded and reclusive, the path to her hut (or hideout, however one prefers to interpret the way she lives), is known only to a select few, including [Ashur Ivaako](#), who tells the party how to find her once he determines that they're trustworthy. He takes the party aside and whispers:

"Head west in the woods, and pay attention on the fireflies. She'll know you're there looking for her, and she'll use the fireflies to guide you to her"

Unfortunately, as this information is bound to be passed at the *Brawler's Caldron*, Francis, the former captain of the burg and secret leader of the criminals, monitors their movements. He sees Yllbella as a possible threat to his dominance. She's always lurking around, only found when she pleases, while moving unhindered. Uncertain of the amount of information she possesses on his operation, Francis sees an opportunity to finally locate her hideout to "take measures if need be". He sends his best team to follow the adventurers to the spot and oversee their movements.

The Scouts' Mission

The team of villains have specific instructions to locate the hut and decide whether to interfere based on the itinerary of the party. If they locate the druid and move towards town, they are to assume the adventurers have recruited her and are finally going to enter the castle to "fulfill their intended purpose." In that case, the scouts are to wait for them to leave and then sack and destroy her home, since there's be no use for her afterwards.

If the party finds her and moves elsewhere, the scouts are to follow. Francis suspects a second entrance to the underground levels of the castle through the woods, which would be valuable information. On discovering an entrance, the scouts are to map it and return. If the adventurers enter this newfound location, one of the scouts remains there to observe and report to Francis.

Francis also wonders about the supposed curse, interested in verifying both the veracity of the rumor and how it may affect the pillage of the castle and maintenance of the power established there.

The scouts are to remain unseen and to avoid combat unless their presence may somehow expose their leader and organization, in which case they are to eliminate all present.

The Scouts: The Gray Brothers

The Scouts are a group of three identical triplets dressed in hooded grey leather clothing. During a heist gone wrong, they suffered serious injuries from an explosion, and since then, they possess unique characteristics. They use their identical appearance to misguide those trying to tell them apart, resulting in no one knowing their names. They can be distinguished only by their scars and have all adapted to the loss of one of their primary senses.

- [Eyes](#)
- [Ears](#)
- [Face](#)

Note: As the Gray Brothers follow the trail left by the party, not the group itself, the GM should only run Wisdom (Perception) checks if the party is, for some reason, searching actively for

someone following them. The brothers not only actively try not to be perceived, but they are also skilled in doing so. They do not intend to engage the party in combat yet, only when they're back in town, and the party has fulfilled their usefulness.

The Singing Forest

The Singing Forest is known as such for the high concentration of insects, that create a constant and oscillating humming sound. The deeper into the forest one goes, the louder the sound becomes, and the vegetation becomes denser, which keep most people from venturing too deep.

Yllbella makes her home in the eastern part of the forest, close to the burg, beside a dried water fountain.

The hut is actually a very big tree that literally embraced Yllbella's presence and has molded its roots into a home for her. She lives there and is gravely concerned with the drying up of the water fountain and the fact that the biomes are restless. The forest itself, as a living organism, seems afraid of something or someone, but Yllbella is not wise and powerful enough to understand its worries, which is why she's seeking help.



The Stone Gate

At some point while traveling through the woods heading west, read or paraphrase:

As you walk carefully through the tangle of roots that cover the ground, half obscured by the fallen foliage, the humming of the forest grows to a Fortissimo and a sudden stop. As the sound slowly restarts, small points of light start to glow, as

a pulsating heart. Fireflies start flying in a small group in concentric circles, then in a line, as if forming an arrow-like pathway that moves forward through the trees, their buzzing wings producing a sound distinct from the ambient forest music.

The fireflies are being guided by the forest itself. The humming of the insects seems to guide them with cadence.

A successful DC 15 Wisdom (Perception) or Wisdom (Nature) check reveals that the roots and branches are moving, as if hiding the path taken by the adventurers.

Note: Unbeknownst to them, the forest is in fact trying to protect them from the Gray Brothers.

After two hours of walking in zigzag through the forest, assuming they've followed the fireflies, read or paraphrase:

After two hours of following the fireflies, the pathway they take you through leads to a beaten path. Further on, the path narrows to a passage with two huge boulders in each side, as if nature itself had formed a gate there. As the glowing insects proceed normally forward, the growling of beasts adds a new bass line to the music of the forest.

Leaving the shadows ostensibly, five [dire wolves](#) reveal themselves upon the boulders, as feral guardians, with fresh blood dripping from their bare teeth.

Meanwhile, the fireflies continue forward, disregarding the beasts above.


The wolves are intimidating but do not attack the party, even though they look like they will. They are aware of the presence of the Gray Brothers and are lying in ambush for them. If the

adventurers simply continue forward, the beasts only look menacingly and growl but do not attack.



If the party attacks or pose as a threat, the animals attack. The fireflies, however, continue forward towards Yllbella's hut, unless there is combat or a very loud noise, in which case the humming of the forest becomes silent, and the fireflies stop, resuming their way after peace is restored.

The Druid

After the adventurers pass through the stone gate, they soon  find Yllbella.

The interaction between them is at the DM's discretion, in order to steer the party one direction or the other, taking into consideration her traits and personality.

Read or paraphrase:

Gradually, the vegetation starts to wane as the forest opens up to you. The space between the trees gives you room to breathe and move, and the whole environment seems to lighten as the fireflies spread upwards as the humming of the insects stops completely. Over a small hill reveals a small house in the trunk of a tree, as if the tree had grown in that shape, without the interference of metal tools.

A hooded shape waves her hand, Yllbella signaling them up as birds and squirrels gather around her acting cute, as if she found a way to weaponize fluffiness.

"Welcome heroes! Come, take a seat with me at the fireplace and warm our bellies and hearts with some food. I have waited long for someone brave that would help me bring rest to the Singing Forest."

Yllbella talks about the strange occurrences in the forest, such as monsters wandering around, the drying up of the fountain that is beside her hut and the strange dreams that she's having, which she states are manifestations of the will of the Singing Forest, the way the forest "talks to her".

She is convinced that the source of this evil comes from under the castle, but she knows of a tunnel in the forest from which evil creatures are emanating, and she believes it goes into the castle. She proposes going there to investigate. She is kind and is equally concerned about the criminals there and can easily agree to follow that route of investigation as well.

If over an hour passes without the party leaving Yllbella's home, a successful DC 15 Wisdom (Perception) check reveals muffled sounds in the distance. A successful DC 20 Wisdom (Perception) check clarifies that it's the sound of the wolves dying. The Gray Brothers stumbled upon them and quickly finished them.

Possible Outcomes

- The party decides to go towards the burg and investigate the criminals, in which case they'll have a violent welcoming committee on arrival.
- The adventurers decide to investigate the source of the curse through the outside, in which case they are going to enter the main dungeon through route 2 (see the dungeon map)
- The group goes with Yllbella straight to the castle doors to investigate the location in a direct approach, in which case, Francis walks with them to the door, and no criminals attack.
- The party somehow discovers that that the Gray Brothers are following them and confront them, which causes the

Gray Brothers to flee the scene in order to avoid confrontation and stick to their plans.

- The group manages to catch up with the Gray Brothers, triggering combat, in which case Face and Eyes stay to fight, while Ears goes back to warn Francis, who in turn arranges a violent welcoming committee for them once they show up back in town.
- The adventurers somehow conclude that Francis is the leader of the criminals, after collecting evidence upon defeating the brothers in combat.