

# 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.

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## 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.

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## The People's Plea

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The party arrives in the burg in order to help solve the mysterious disappearance of the lord. The residents have a small informal council that gathers from time to time at the *Brawler's Cauldron*. They are good folk that have the best interest of the town at heart and wish for the expulsion of the embedded criminals.

The criminals care little for the "council". They have no power to enforce their deliberations and have no force to collide against them, therefore representing no threat. The fact that the owner of the tavern is a member also plays a big role on the

lenience they show, for he is a well-respected former adventurer that, even in his old age, commands respect.

A group of strangers entering the town, however, could certainly affect the frail balance of powers that reside there.

As they enter the palisade, read or paraphrase:

*Whatever they call it, "Gutter Town" is the name screamed by the pungent odor as soon as you enter the limits, as if the walls were containing the carrion from spreading outwards. The stink, mixed with the visible decay of what erstwhile was an architectural marvel is offensive in itself. The inhabitants can't really be told apart easily, since everyone is half covered in filth. Watching eyes full of sorrow and malice follow your movements inquisitively as you take your path to what seems to be the only building visible that's not a ruin. "The Brawler's Cauldron," says the sign. A tavern, ironically, is the only building forgiven by whatever curse was set upon the place, or maybe it was the only source of alcohol around, and that's why the miscreants spared it from destruction.*

*Your escort takes you through a dark alleyway beside the tavern and knocks a code on a window while continuing to walk. A door up ahead opens, and the escort signals you to enter. A wide corridor leads to the inside of a small and well-kept shop that is organized as a lab, the door and windows boarded up from inside. A half-elf wearing glasses is tidying up the place, apparently embarrassed by the tiefling woman's teasing. A table at the center is there with the exact number of seats needed, and the fey man carefully places test-tubes and bottles in the shelves, flustered while she tickles him with her tail. As they notice you, he opens his arms in a courteous invitation for you to take your place at the table while the tiefling seems a little startled and assumes a serious façade.*

*“Welcome my friends, please, let’s talk! My name is [Ashur Ivaako](#), your host, and this is my dear friend [Bell](#)! Please, take a seat!”*

Ashur offers to provide the party with all the information at  his disposal, as well as sell them at a discounted price whatever items he may have that can help them on their journey. His father, a former adventurer, has recently gone to the castle to try and solve things by himself and has not yet returned, which leaves Ashur extremely anxious. Bell, a dear friend of his, has volunteered herself to go with the party as soon as she heard that help was coming, in order to set her friend at ease. If the party make inquiries about possible approaches that are more discreet to go about it or move around town, given the fact that the city is inhabited by cutthroats and evildoers, read or paraphrase:

*The leader of the people’s council, Francis, the eldest in the room, raises his hand emphatically and the room subdues in deep and respectful silence. He stands up straight with surprising vigor and examines everyone in the room slowly. His civilian clothes are decorated with medals and sigils of his prime, when he has the city’s captain. His receding hairline frames the wrinkled forehead of a man full of sorrow and concern as he declares with a solemn voice:*

*With all due respect, friends, I don’t mean to be ungrateful for the priceless services you so valiantly came here to offer, but the shadows are not the area in which you want to operate in this city. The shadows, corners, and gutters here are taken, overflowing with countless bottom-feeders, dangerous people that have no herald, no identification, no face, and no respect for life. One can’t tell them apart from the innocent residents, and their silent blades can come from anywhere. What you want here is to solve the disappearance of the lord, enter that castle, and march right on its heart, a direct approach, brute force, straight to the point, foot-on-the-door-punch-on-*

*the-face kind of heroism, not a reproduction of the underhanded methods of the scum we already have here. With a brief bow of the head, he sits silently, with an expression of half-embarrassment for failing his people, depleted of the vigor he just displayed.*

At the end of his speech, any character that is suspicious of him can attempt a Wisdom (Insight) check with the following discoveries:

- **DC 15.** Francis seems to voluntarily choose when to display his vigor and when to appear frail
- **DC 20.** Francis has an agenda of his own that he's not sharing and is trying to influence the acts of the party, dressing up his wishes as heroism to manipulate the party.

### ***Note for the GM only***

*In truth, Francis is the leader of the organized crime in town. He intends to use the party as cannon fodder to further his interests inside the castle. He has no true intention of ridding the town of criminals, but instead, solidifying his control.*

Among the information in the town, Ashur highlights three things that he believes to be important:

- He believes there's some sort of curse or dark magic at play. [Yllbella](#), a [Druid](#) that lives in the surrounding forest, has come to him asking for help. She describes it as if some unnatural corruption is taking over the forest from underneath, and according to her, the source seems to irradiate from beneath the castle.
- The criminals organized in town extorting the residents have a hidden leader. No one knows the leader's identity,

but they are obviously organized in a hierarchical structure, although one can only identify lieutenants giving orders. Whoever it is has privileged information and is always interfering with the solution of the issue. Ashur's father had a suspicion but never shared. "Too serious to make claims without solid evidence," he used to say. Ashur warns the party to expect trouble from the thugs at any moment.

- Lord Zuulpa Thall had a daughter that had an accident that left her needing a wheelchair a few years before his disappearance. The elders say that the event deeply scarred him, and his personality gradually changed to a taciturn and dark demeanor. Right after the accident, he spent fortunes turning the city into a more accessible place, so that she could be more comfortable, but both vanished suddenly.

## Possible Outcomes

- The party decides to go with Yllbella to gather more information on the dark/cursed aspect that might be present in order to be more prepared and maybe recruit her help.
- The adventurers decide to investigate/confront the criminals, looking for the leader that might have more information on the disappearance of the Lord.
- The group goes straight to the castle doors to investigate the location in a direct approach, **in which case, Francis will walk with them to the door, and no criminals will attack.**

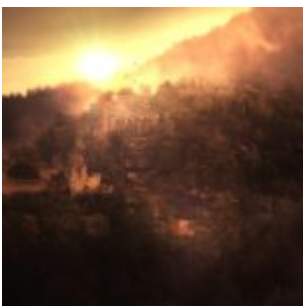
# Optional encounter – The Criminal Deterrence

When the party decides what approach to take towards the issue and leave the *Brawler's Cauldron*, they are likely to have a group of criminals waiting for them outside. Their attack depends on the behavior of their leader, Francis. Francis wants to remain in power, while remaining in secret. His façade of a respectful upstanding citizen is precisely what allows him to be on both sides of the struggle and have intel on his enemies. The party will be ambushed if they confront Francis on his lies or express the intention of directly investigating the criminals instead of going towards the castle. If the party chooses any approach other than going right away towards the castle, Francis "goes home". That signals the criminals to attack and dissuade our heroes off the investigation. In that case, the party is attacked by five [thugs](#) that have nothing other than death and violence to deliver.

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## The Insider

August 10, 2022



# Content Trigger Warnings

This adventure includes betrayal, death, violence, and an injury that results in permanent disability.

## Something stinks in Gutter Town!

A missing noble has led to the fall of a town and its surrounding area into the hands of criminals. Can you find the solution and restore order?

This adventure is designed for 3–4 characters, levels 5–7.

## Background

Lord Zuulpa Thall was once a noble of great renown with a notoriously brilliant mind. Cherished by all, the lord was in charge of the administration of southern part of the kingdom, a position of great prestige that brought admiration upon him, as well as envy. The reasons why the beloved man has become an outcast whose name invokes fear in the hearts of all is covered in mystery. Rumors say that he lost his edge when his only daughter perished in a tragic accident, but only one thing is certain—the southern lands are unruly and chaotic, and the lord has not been seen for a decade, while everything dies around his manor as if a curse has fallen upon it.

When the lack of control and leadership became an insurmountable problem, the surrounding lords started to send their own people to investigate the absent lord and determine the reason for his lack of governance. All that went to the lord's castle have returned in a box, discovered as mutilated corpses, or didn't return at all. The surrounding lords started annexing some of the land, partly taking advantage, partly having no choice but



to rule over the land in order to resolve the problems brought by the absence of leadership.

The burg that surrounds the castle, however, remains unconquered in absolute chaos where the strong oppress the weak. A group of residents, led by an elderly former captain, have taken the destiny of the town in their own hands and are looking to hire a group of capable adventurers to enter the castle and find out what happened with their liege lord and resolve this tension once and for all.

It would be true to say that some of the lords that now control areas once controlled by Lord Thall had some economic advantages in the appropriation of lands under the excuse of keeping the king's peace and protecting the people, but they are unanimously willing to give back the lands once the rightful owner appears again. As the king himself has not decreed otherwise, maybe for all the friendship that was between them, no one is authorized to take the burg by force in order to investigate the whereabouts of the missing lord or to reestablish order. Given the circumstances, a small criminal group has taken the town, and the people that refuse to abandon it are at their mercy, creating a safe haven for all varieties of backstabbers, cutthroats, and wanted criminals, since invading the burg would be an act against the king himself. In theory, Lord Thall is still the warden of the South and represents the king and his royal will, despite the ways his castle or lands are being used by others without his supervision.

The once beautiful burg, both the castle and the small town contained within its walls, are now a clear image of decadence. The front of the burg has strong walls and a thick gate. Around it, the natural protection of cliffs that surround it, so steep that only spiders could climb, or wings could reach. Around the triangular shaped piece of land, a canyon offers perfect

protection from all other directions, and at the far end sits the lonely castle.


All are interested and involved in a collective effort to solve the dire situation in the most decisive yet discreet way possible. The Southern Lords, the king, the people, all want a resolution for the dilemma, either by finding a corpse, a man struggling with the effects of trauma, or even final evidence of his disappearance, anything that would assemble evidence enough for another lord to be named in his stead and the disbanding of the criminals that plague the region. Individually and collectively, the lords plot a way to send people in and unfold this mystery to bring order to the South.

## **Adventure Hooks**

- The king himself is bothered by the lack of solution on the matter and has sent an envoy, with the royal sigil, looking for a specialized group that will solve the issue without causing turmoil amongst the noble houses. There is animosity and suspicion that the Lords are not solving the matter for the advantages that they may gain.
- The Southern Lords of the region gathered in a joint effort to rid the region of criminals and put an end to the dissatisfaction of their king. They are hiring willing capable people to solve the matter unofficially to get the criminals with their guard down and avoid further shame on the noble houses.
- The Circle of Druids is highly concerned by the spread of maleficent corruption in the region and decay of the forests and are looking for “city dwellers” that could further investigate its origin, since its source comes from inside the city walls.

# Where are we?

## Chasm Town

The burg was founded by the Thall family over a century ago  by a military genius-made-lord.

Strategically placed in the edge of a canyon at its highest peak so it would funnel possible hostiles and make them come from a single direction, maintaining the high ground as advantage, and controlling the situation. Strong and tall palisades at the town's limits, built over irregular terrain that gets higher and higher in layers, would also compel invading forces to fight always at a disadvantage.

The castle itself is right on the edge of the final and highest point, overseeing the town and beyond its walls.

A shadow of its former glory, all is decrepit and forsaken. Ivy has taken the stones of the castle; the windows, either broken or sealed shut from the inside; the pieces of the tapestry hanging on the walls and the flag that were not taken by time, all torn and filthy. The town is a huge gutter with open air sewage, plagued by rats, half burned buildings, and a single well that is surrounded by thugs at all times, holding the resource at ransom.

The only building in town that is partially maintained is the *Brawler's Cauldron*, a family business that is partly a tavern, the only one left, and partly a store that used to sell books, alchemical pastes and the like, that is now boarded up from inside. The former store section of the building seems to suffer constant vandalism, different from the rest of the building.

# Stat Blocks

- [Belmaia](#)
- [Ashur Ivaako](#)
- [Yllbella](#)
- [Eyes](#)
- [Ears](#)
- [Face](#)
- [Thug](#)
- [Dire Wolf](#)
- [Wolf](#)
- [Eagle](#)

# Encounters

1. The People's Plea
2. [Lights and Grays](#)
3. [Pawns of Francis](#)

# Maps

- [Chasm Town](#)
- The Brawler's Cauldron

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# Ashur Ivaako

August 10, 2022



Medium humanoid ([half-elf](#)), lawful good

- **Armor Class** 11
- **Hit Points** 17
- **Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 12 (+1) | 12 (+1) | 17 (+3) | 16 (+3) | 16 (+3) |

- **Skills** Arcana +5, History +5, Medicine +5, Nature +5
- **Senses** darkvision 60 ft., passive Perception 13
- **Languages** Celestial, Common, Dwarvish, Elvish, Orc
- **Challenge** 3 (700 XP)

**Spellcasting.** Ashur is a 3rd-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Ashur has the following [wizard](#) spells prepared:

Cantrips (at will): [Dancing Lights](#), [Mage Hand](#), [Prestidigitation](#)  
1st level (4 slots): [Comprehend Languages](#), [Detect Magic](#), [Identify](#), [Silent Image](#)  
2nd level (2 slots): [Enlarge/Reduce](#), [Mirror Image](#)

**Arcane Recovery.** He has learned to regain some of his magical energy by studying his Spellbook. Once per day when he finishes a Short Rest, he can choose expended Spell Slots to recover. The Spell Slots can have a combined level that is equal to or less

than half his Wizard level (rounded up), and none of the slots can be 6th Level or higher.

**Fey Ancestry.** He has advantage on saving throws against being charmed, and magic can't put him to sleep.

**Mesmerizing Gaze.** As an action, choose one creature that he can detect (and can detect him) within 5 ft. that must succeed on a Wisdom saving throw (DC 13) or be stunned by him until the end of his next turn. He can use his action to maintain this effect on subsequent turns, but the target can attempt an additional saving throw on its turn and has advantage on the saving throw if it has taken damage since its previous saving throw.

## Traits

**Alleviation Behavior (Body-Focused Repetitive Behavior: Trichotillomania)** [IE 3, Frequent]. His mind or body craves a substance or behavior that causes a compulsive pursuit of its associated reward in spite of consequences. This desire causes anxiety that can be alleviated through certain actions, but these responses reinforce the anxiety overall and create a cumulative dependence on the behavior. When he encounters the stimulus or an opportunity to follow his compulsion, he must succeed on a DC 11 Wisdom saving throw or follow his compulsion, repeating the saving throw every 3 minutes until successful.

Every time he follows the compulsion, he must make a DC 8 Constitution saving throw. On failure, the IE increases by one.

He feels a need to pick at, pull, and eat his hair. He must succeed on a DC 11 Wisdom check to resist this behavior, repeating the saving throw every 3 minutes until successful. When people who don't know him see him, they usually only see his hair. This gives him +3 to Dexterity (Sleight of Hand)

checks but -3 (up to -4) to disguise checks or Dexterity (Stealth) checks to blend into a crowd as well as a -3 penalty on Charisma (Persuasion) checks due to many people's discomfort around those with unexpected appearances.

## 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.

## Assistive Device

[Ashur's Limitless Locks](#). Wondrous Item, Common

This locket has 6 charges. While wearing it and placing a lock of the hair you intend to duplicate (consumed in casting) within it, you can expend 1 charge as an action to grow your hair to exactly the length and style you choose and the color and texture of the lock used in casting. For 1d4 hours after casting, if this hair is cut, pulled out, or damaged, it will regrow. You have +1 to any ability checks you make to create a visual disguise to avoid being recognized. The locket regains 1d6 expended charges daily at dawn.

## Background

Ashur is a [Half-Elf wizard](#) who uses his magic as an artisan. Adventuring was never something Ashur had ever desired. He can most often be found in his lab, either tinkering away at his latest project or minding the shop. Ashur was born and raised in a small town often used as a rest stop by adventurers. His mother works at the local tavern and his father was an adventurer who was passing through town. His father tried taking

Ashur on adventuring expeditions but quickly found that he had no passion in being out and adventuring. His dad was accepting and helped Ashur find his own path in life. Ashur grew up around many different kinds of people, all coming and going, so he has heard stories of all sorts of faraway places and will often recognize where any party member is from, with varying degrees of familiarity. He found that he would much rather help those in town and support other adventuring parties instead of being in one himself. He would much rather take a supportive role in the community, and communicate with the citizens and travelers that way. In his free time, he frequents his parents' tavern and reads a lot of books.

## Personality

Ashur is soft spoken, sweet, and helpful. He is easily embarrassed and quickly flustered. When nervous, he pulls out his eyebrows and eyelashes, and therefore always wears his locket. The locket has served him well over the years. Ashur is also able to discuss and share experiences with others who work through the same emotions. He understands that the world around him is vast and full of stressful scenarios and hopes that his shop can be a place of peace and comfort for those who enter. He takes comfort in his work and takes pride in his inventions helping people.

## Plot Hooks

1. The adventurers could end up needing a specific item enchanted and Ashur's shop is the only one that is available.
2. As Ashur does not prefer to adventure, he tends to hire groups to retrieve rare materials that he may need from time to time.



- Ashur may be concerned that some of his most valuable items have been stolen and swapped out for fakes. He requests the group to find out whoever was trying to sabotage his business and hurt those around him.
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# Patreon: Wyrmling Extras (Legacy)

August 10, 2022



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# Belmaia

August 10, 2022



Belmaia aka Bell ([Warlock](#))

Medium humanoid ([Tiefling](#)), chaotic good  
Cisgender woman, she/her

- **Armor Class** 10
- **Hit Points** 33
- **Speed** 30 ft.

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 8 (-1) | 10 (+0) | 12 (+1) | 14 (+2) | 12 (+1) | 18 (+4) |

- **Skills** Arcana +5, Deception +7, Investigation +5, Survival +4
- **Damage Resistances** fire
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** Abyssal, Common, Infernal, Sylvan
- **Challenge** 5 (1,800 XP)

**Spellcasting.** Bell is a 5th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). Bell has the following [Warlock](#) spells prepared:

Cantrips (at will): [Chill Touch](#), [Eldritch Blast](#), Frostbite, [Mage Hand](#), [Prestidigitation](#), [Thaumaturgy](#), [Poison Spray](#)

1st level (4 slots): [Mage Armor](#), [Command](#), [Expeditious Retreat](#)

2nd level (3 slots): [Darkness](#), [Misty Step](#), [Ray of Enfeeblement](#)

3rd level (2 pact slots): [Counterspell](#), [Vampiric Touch](#)

**Infernal Legacy.** She knows the [Thaumaturgy](#) cantrip. She can cast the [Hellish Rebuke](#) spell as a 2nd-level spell once and the [Darkness](#) spell once with this trait and regains the ability to do so when she finishes a long rest. Charisma is her spellcasting ability for these spells.

**Agonizing Blast.** When she casts [Eldritch Blast](#), she adds her Charisma modifier to the damage it deals on a hit.

## Traits

**[Body-Focused Repetitive Behavior \(Trichotillomania\)](#)**[IE 3, Triggered]. She feels a need to pick at, pull, bite, and/or eat your hair. She must succeed on a DC 11 Wisdom check to resist this behavior. When people who don't know her see her, they usually only see her hair. This gives her +3 to Dexterity (Sleight of Hand) checks but -3 to disguise checks or Dexterity (Stealth) checks to blend into a crowd as well as a -3 penalty

on Charisma (Persuasion) checks due to many people's discomfort around those with unexpected appearances.

**Sleep Disturbances (Insomnia) [IE 2, Frequent]**. Belmaia has trouble falling or staying asleep or both (equal chances each). When beginning a long rest, she must succeed on a DC 10 Constitution saving throw to fall asleep quickly. On a failure she loses the difference between your result and the number needed in hours of sleep, and loses the benefits of rest accordingly unless she sleeps longer at the end of the long rest to compensate. If she wakes in the night, determine the time she wakes randomly by subtracting the loss from the total hours attempted, and roll 1d(difference) to see how many hours she sleeps before waking. If it is mixed insomnia, follow the above, but then roll to determine how many of the lost hours are at the beginning and how many are after waking.

**Startle Amplification [IE 2, Triggered when her wig is removed unexpectedly]**. Belmaia has an overactive stress response that can cause a fight-flight-freeze reaction to non-threatening situations. This response is triggered randomly 2d4 times per day and during any remotely stressful situation. She has a +2 bonus to Charisma (Intimidation) checks and a -2 penalty to Charism (Persuasion) checks along with a +1 on Initiative.

**Traumatic Flashbacks [IE 3, Triggered when her wig is removed unexpectedly]**. Belmaia experiences memories of her past traumas as if they are happening. These are triggered by external stimuli, some predictable and others that feel random. These triggers happen 3d4 times per day or when exposed to an appropriate stimulus, and last 3d6 minutes unless she succeeds a DC 11 Constitution saving throw. All spell casting and ability checks require that she succeed on a concentration check or make the subsequent check at disadvantage, and tasks that normally require a concentration check are made with a -3 penalty. If she

takes damage during a flashback that doesn't make sense within the context, she may attempt another Constitution saving throw immediately.

## Actions

**Dagger.** Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 2 (1d4) piercing damage.

**Light Crossbow.** Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: 4 (1d8) piercing damage.

## Assistive Device

**Bell's Beautiful Bonnet.** Wondrous Item, common

While wearing this hat, you can use a bonus action to change the style, color, and apparent material of the hat and hair appearing to grow beneath it. If removed, the hair goes with it as a wig. The hat can be any kind of hat and replicate any nonmagical hair but regardless of its appearance, it neither protects from nor causes damage.

## Background

Belmaia grew up in an abusive household. Due to her parents' close connection to infernal beings, they were highly competitive. From a young age, they focused on all the ways that Bell was inadequate in their eyes, hoping to foster her own competitive spirit. Instead, a growing sense of stress, anxiety and inadequacy grew as she was never able to meet her parents' unrealistic expectations. As the pressure grew, Bell started picking at her hair. This became a new source of critique from her parents.

One night while traveling home from another day of intense lessons and harsh tutors who regularly berated Bell for her lack of progress, she met a stranger along the road. This stranger turned out to be an Archfey. They listened to Bell's pain and offered her a deal: a chance to escape the pressure of her oppressive home life with the only obligation to sow chaos and joy wherever she went. With the support of her new patron by her side, Bell left without ever returning home again.

She soon settled down in a town far away from her family or origin, opening a rather successful café in the process. Here the drinks are filled with magic and delight that tickles the fancy of each customer, leaving them with a smile. Her café has since become a center for community including space for performances, artists of all types, and classes such as make-up lessons, crafting sessions, and more.

## **Personality**

Bell is very friendly towards everyone even though she may present as reserved at times. This largely happens when she is under high amounts of stress or worried about a close friend. She has a giving heart and donates a portion of her proceeds to other survivors of abuse, and works hard to build a space that is welcoming to everyone. When she is reminded of her past trauma, Bell can become stuck in her head or much more anxious than normal. During these times she becomes more closed off from those around her, though not for long. Overall, she is a helpful person and would be a great aid to any adventuring party.

## **Plot Hooks**

1. A character needs a mentor or class to help them retrain a skill or for an appropriate multiclass.

2. The party is looking to help another NPC find safety from an abusive environment.
  3. The party needs someone well connected to the local community to help them find someone.
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# Bone Bright

August 10, 2022

Potion, common

This white minty potion changes the color of all bones, including teeth, of the drinker to bright white for 1d100 minutes.

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# Bjørn's Extensive Crutches

August 10, 2022



Wondrous Item, uncommon

These adamantite crutches attach to the forearms and can be extended on command, planting themselves in the ground and lifting you up to 100 feet, allowing you to easily scale vertical surfaces, test the depth of pits and pools, test traps from a distance, et cetera. The crutches are lightweight, extend 10 feet per round and will retract in 1 round if struck. While this helps prevent falling from great heights, it prevents them from being used as weapons and can leave you vulnerable if being used to cross a pit.