

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.

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.
 3. 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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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.