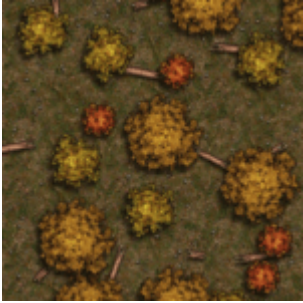
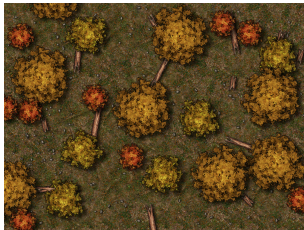


The Ember Elk Maps

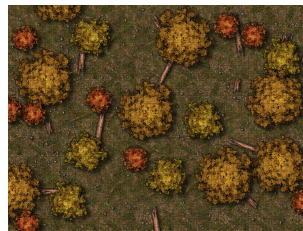
August 12, 2022



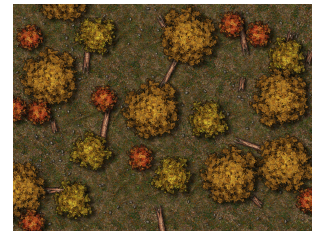
Maps for [The Ember Elk](#)



Autumn Old Growth
Forest (Gridless)



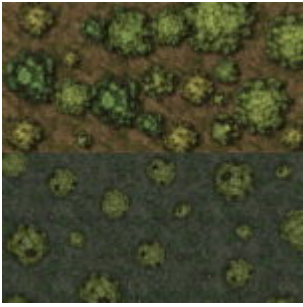
Autumn Old Growth
Forest (Square
Grid)



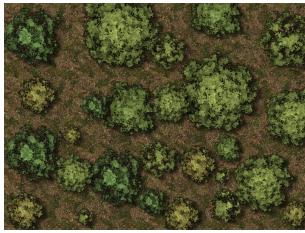
Autumn Old Growth
Forest (Hex Grid)

Inevitable Maps

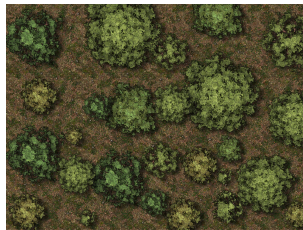
August 12, 2022



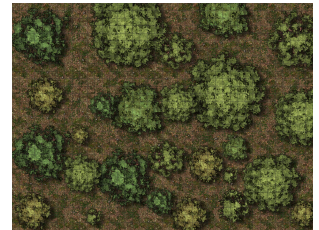
Maps from [The Inevitable](#)



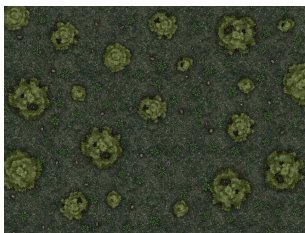
Dense Forest
gridless map



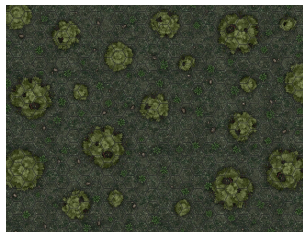
Dense Forest Map
Hex Grid



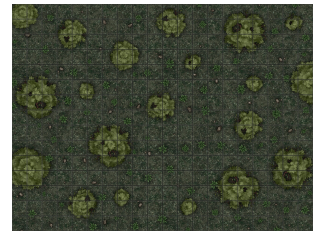
Dense Forest Map
Square Grid



Forest encounter
gridless map



Forest encounter
hex map



Forest encounter
square map

Patreon: Dracolich Extras

August 12, 2022



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

- [4K Combat Maps](#) (All of the combat maps from our [Accessible Adventure of the Week](#) series and more)
- Check out our [Trello Board](#) with the option to vote on future projects
- [Lair Exclusives](#)
- [Rose Gold Dragon](#)
- [Nullimancer](#) (Wizard Arcane Tradition)
- [Biomancer](#) (Wizard Arcane Tradition)
- [Works in Progress](#)
- Foundry VTT Access (Coming Soon)
- [Wurm's Workshop](#) (Use your credits!)
- Wurm's Workshop Sidequest (Use your credits!) (Coming Soon!)

- [Ascent to the Depths of Dread \(Full Version\)](#)
- [Limitless Champions Full Version](#)
- [The Heart of Ice Full Version #RockYourScar #CHD](#)
- [Shrine of the Soil Serpent Full Version](#)
- [Horror of the Shade Full Version](#)
- [Time Is of the Essence Full Version](#)
- [Limitless Heroics Full Version](#)
- [Limitless Heroics: The Coloring Book](#)

Patreon: Ancient Dragon Extras (Legacy)

August 12, 2022



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

- [4K Combat Maps](#) (All of the combat maps from our [Accessible Adventure of the Week](#) series and more)
- Check out our [Trello Board](#) with the option to vote on future projects
- [Lair Exclusives](#)
- [Rose Gold Dragon](#)
- [Nullimancer](#) (Wizard Arcane Tradition)
- [Biomancer](#) (Wizard Arcane Tradition)
- [Works in Progress](#)

- [Ascent to the Depths of Dread \(Full Version\)](#)
- [Limitless Champions Full Version](#)
- [The Heart of Ice Full Version #RockYourScar #CHD](#)
- [Shrine of the Soil Serpent Full Version](#)
- [Horror of the Shade Full Version](#)
- [Time Is of the Essence Full Version](#)
- [Limitless Heroics Full Version](#)

- [Limitless Heroics: The Coloring Book](#)

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 12, 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 12, 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.

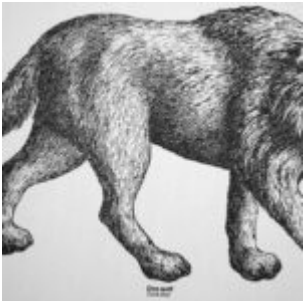
Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

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 12, 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 12, 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 12, 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 12, 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.