

Everdark Elves

DECEMBER RELEASE



**STATBLOCKS FOR 5E
CAMPAIGNS**

Table of Contents

Everdark Elves	1
Z'oulexr	2
Iskai Herbalist	3
Pest Bannerlady	4
Avian Enforcers	5
Verkis Goodbeam	6
Namaia Glee	7
Magrem Gruv	8
Legal information	9

Credits

Created by Titan-Forge Miniatures, titan-forge.com

Written and designed by Mariusz Jedlikowski

To have the best experience from this encounter, we suggest using the STL files from **Titan-Forge Miniatures Patreon's** December 2023 - Everdark Elves. Thank you for playing!

SUPPORT US ON PATREON

<https://www.patreon.com/titanforgeminis>

VISIT OUR PAGE ON MY MINI FACTORY

<https://www.myminifactory.com/users/TitanForgeMiniatures>



Everdark Elves

Night is the time of evil. Every shadow can look like a monster. Every second you can hear strange noises. Each step taken in darkness is a step closer to your death as you never know what you will find. There are of course creatures that use the night for their nefarious purposes. Creatures for whose darkness is an ally. And it is a powerful one. Even when you are sleeping you can have nightmares that will haunt you even during the day. During the day you can see the results of last night.

Sometimes it's a dead body, other times it's some markings on the ground or on the trees. There are also times when you don't see anything at all. Those are the worst as you are scared of the unknown. Just waiting for any information can be stressful enough.

Instead of waiting you can make preparations so that the following night will be more peaceful. Monster hunters can track and hunt beasts so that citizens can have calm and uninterrupted sleep. Guards can keep the city safe so no bandits or murderers will wander around. One must work hard so the other can live without fear. What you should do first is ask yourself if darkness is your friend or your enemy. Then you can decide what to do next.



Z'oulexr

Z'oulexr

Huge Monstrosity, Unaligned

Armor Class 16 (Natural Armor)

Hit Points 161 (14d12+70)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Saving Throws Str +10, Con +9

Skills Athletics +10, Insight +7, Intimidation +5

Damage Resistances Bludgeoning, Piercing, Slashing

Damage Immunities Necrotic

Condition Immunities Charmed, Frightened

Senses Truesight 40 ft., Passive Perception 13

Languages Deep Speech

Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Thick Skin. Each attack that hits Z'oulexr has damage dealt reduced by 3 due to his incredibly strong skin.

Otherworldly Aura. Z'oulexr can't be Charmed or frightened and all creatures in 50 ft. radius around him have disadvantage on rolls against charm and fright.

Actions

Stomp. *Melee Weapon Attack:* +10 to hit, Reach 10 ft., one target. *Hit:* 11 (1d10+6) bludgeoning damage. Everyone adjacent to Z'oulexr must succeed a Dex saving throw or is knocked prone.

Swing. *Melee Weapon Attack:* +10 to hit, Reach 10 ft., everyone in a 15 ft. cone. *Hit:* 16 (2d10+6) slashing damage.

Claw. *Melee Weapon Attack:* +10 to hit, Range 10 ft., one target. *Hit:* 26 (4d10+6) bludgeoning damage.

Bonus Actions

Unearthly Scream (Once per fight). Z'oulexr screams using sounds out of this world causing everyone in 40 ft. radius to be frightened for 3 turns unless they succeed a DC 15 Wis saving throw.

Promising Vision (Once per fight). Z'oulexr causes a vision inside everyone's head in a 30 ft. radius that shows a promise of survival if they will join Z'oulexr cause. Each creature in that radius is charmed for 2 turns unless they succeed a DC 15 Wis saving throw.

In villages near the Western forests, residents have strange nightmares. They can see some giant creature with tentacles and husks razing their village. During that vision they also see an altar dedicated to that creature. It gives them hope of salvation. Because of that, they build similar altars. It was just a dream, but it's just to be safe.

What they do not know is that this creature called z'oulexr is real and it is currently laying low, hidden somewhere in the forest. It was it that created those dreams. All because the more worshipers it has, the more powerful it is. With time it will finally regain its full power and be able to return to its homeland among the stars because this is where it came from a long time ago.

Of course, not everyone believes in those nightmares. From time to time there are some villagers that want to show that these are only dreams. Their idea is to destroy the altar and wait to show that nothing will happen and that is what they do. When the altar is destroyed they just wait and ... is the ground shaking? What was that loud roar?



Iskai Herbalist

Iskai Herbalists are strange elves. They learn about different herbs, animals and potioncraft. Sounds normal but the strange part is that they managed to combine all three. There are some large insects called Poiflys that can inject different substances inside a body. Usually poisonous.

The Herbalists however learned how to tame them, empty their venom sack and inject other potions inside. That way they can be used as a mobile antidote or healing station. It is a little painful and pretty scary to be stung by such a big sting but everyone appreciates it afterwards. They are also the only ones to tame the flying creatures and no one knows how they managed to do it.

The important thing is that it works, and if it works then no one will complain. At least not for effectiveness because there are a lot of complaints for the Poiflys. Complaints and screams after being stung cause let me tell you, it really hurts. That is one thing that the Iskai could still somehow change but in what other way would they know that it worked?

Iskai Herbalist

Medium Humanoid (Elf), Lawful Evil

Armor Class 14 (Studded Leather)

Hit Points 39 (6d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	14 (+2)	10 (+0)	17 (+3)	13 (+1)

Saving Throws Wis+6, Int +3

Skills Perception +6, Sleight of Hand +5, Nature +3

Senses Darkvision 120ft., Passive Perception 16

Languages Common, Elvish

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Drow Magic. Iskai knows the Dancing Lights cantrip and Faerie Fire spell. She can cast them once per long rest using.

Herbal Knowledge. Iskai knows all about herbs and substances inside them. Time needed for herb collection and potion craft is reduced by half.

Poifly. Iskai Herbalist owns a Poifly (use the Giant Wasp statistics and decrease its size to small) that she can use to help others. Poifly sac can be filled with any potion of healing, antidote or potion of courage. She can then order her insect to sting an ally or herself and inject that substance. Full sac can hold 5 doses. Substance must be fully used before injecting other into the sac.

Actions

Dagger. *Melee Weapon Attack* +7 to hit. Reach 5 ft., one target. *Hit:* 6 (1d4+4) slashing damage.

Curved Staff. *Melee Weapon Attack:* +7 to hit, Reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage plus 2 (1d4) poison damage.

Bonus Actions

Poifly Injection. (Recharge 3-6) Iskai herbalist orders her insect to inject herself or another ally in 30 ft. radius giving them one dose of the substance currently held in Poifly's sac.

Reactions

Throwing Rock. When an enemy attacks Iskai, she can quickly throw a rock at that enemy making him lose balance and causing disadvantage on that attack roll.



Pest Bannerlady

Large Monstrosity, Neutral Evil

Armor Class 17 (Chitin Armor)

Hit Points 76 (8d10+32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	19 (+4)	10 (+0)	12 (+1)	5 (-3)

Saving Throws Str+9, Con +7

Skills Acrobatics +4, Insight +4, Perception +4

Damage Resistances Piercing and Slashing from non-magical attacks

Condition Immunities Restrained

Senses Darkvision 120ft., Passive Perception 14

Languages Common, Elvish

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Draw Magic. Pest Bannerlady knows the Dancing Lights cantrip and Faerie Fire spell. She can cast them once per long rest using.

Chitin Armor. Pest Bannerlady new body have chitinous armor that is extremely hard to pierce or scratch. That armor AC is 17 and it is resistant to pierce and slashing damage.

Hundred Sharp Legs. Pest Bannerlady body have a lot of sharp legs. She can't be restrained as they will cut anything that will be used to restrain her.

Actions

Multiattack. Pest Bannerlady makes 2 attacks.

Scythe Sword. *Melee Weapon Attack* +9 to hit. Reach 5 ft., one target. *Hit:* 10 (2d6+4) slashing damage.

Flag Banner. *Melee Weapon Attack* +9 to hit. Reach 10 ft., one target. *Hit:* 6 (1d4+4) bludgeoning damage.

Bonus Actions

Slam (Recharge 5-6). Bannerlady raises her body and slams it in front of her. Everyone in a 10 ft. line in front of her must take 9 (1d6+6) bludgeoning damage. On a successful Dex saving throw the damage is halved.

Call to Arms (Recharge 5-6). Bannerlady raises the banner and shouts inspiring all ally units in a 30 ft. radius. Inspired units have advantage on their next attack roll.

Reactions

Chitin. When an enemy attacks Pest Bannerlady, she can cover her unarmored parts with chitinous armor, reducing the damage from that attack by half.

Pest Bannerlady

If you see a Pest Bannerlady you can be sure of two things. One is that you can consider yourself really lucky as there are only a few of them. Second thing is that you will see some big army approaching and destroying everything in the vicinity. You will also probably die in the process.

Every Bannerlady is an abomination created in some hidden laboratories. No one knows how they are made but one thing is certain. It is reserved for the best warriors that in some way were lethally wounded. When they are on a brink of death, they are transported and then connected with the body of a giant centipede. That way even though they failed once, they can be redeemed.

Some do not survive the operation, but those who do are now much faster, stronger and tougher making them even more threatening. Each of them is assigned a unit and a banner. From that moment they call themselves pest control with "pests" being everyone they meet.



Avian Enforcers

Medium Humanoid (Elf), Neutral Evil

Armor Class 16 (Studded Leather)

Hit Points 45 (6d10+12)

Speed 30 ft, Fly 30 ft..

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	14 (+2)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Con +5, Str +4

Skills Stealth +7, Athletics +4, Perception +4

Senses Darkvision 120ft., Passive Perception 14

Languages Common, Giant

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Drow Magic. Avian enforcers know the Dancing Lights cantrip and Faerie Fire spell. She can cast them once per long rest using.

Night Shadow. Avian Enforcers excel at night operations. When they follow someone during the night their stealth ability checks are automatically successful.

Combat training. Avian Enforcers had specialist training with their weapons. Each attack have additional +1 to hit (included in the attacks)

Actions

Claw Whip. *Melee Weapon Attack* +8 to hit. Reach 10 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

Shortsword. *Melee Weapon Attack* +7 to hit. Reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

Poison Dagger. *Melee Weapon Attack* +7 to hit. Reach 5 ft., one target. *Hit:* 6 (1d4+4) slashing damage and 2 (1d4) poison damage.

Poison Throwing Dagger. *Ranged Weapon Attack* +8 to hit. Reach 20/60 ft., one target. *Hit:* 3 (1d4+1) piercing damage and 2 (1d4) poison damage.

Reactions

Aerial Evade. When attacked Avian Enforcer can jump and make quick and nimble roll in the air causing enemy attack to miss.

Avian Enforcers

Avian Enforcers specialize in information gathering and kidnaping in cities and villages. Because of their wings they can trail their targets unaware, listen to conversations on higher floors or quickly escape. Add dark colors to them and they are perfect assassins. Some even wear masks just to look even more aggressive.

As for the weapons, they prefer to use long serrated blades as they can deal severe internal damage. They are also poisoned to make the assassination quicker and add additional chances of success if they somehow would be forced to leave the place. They also have their whip which can be used as a weapon but also as a capture tool.

When you are being kidnapped you expect to be dragged across the city or transferred through the sewers, not to hang on one or two ropes a few meters (or a little more) meters above the ground. It is also a perfect and efficient way to interrogate someone. Most of the time, the target will instantly tell everything they need from him.

As an elite unit, you know you have some powerful enemies if they are after you. On the other hand, if you happen to know someone who has access to them, they can make your life much easier and much more peaceful. That is if you can pay for their work.



Verkis Goodbeam

Small Humanoid (Halfling), True Neutral

Armor Class 17 (Half Plate)

Hit Points 33 (6d8+6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	13 (+1)	10 (+0)	12 (+1)	18 (+4)

Saving Throws Cha +6, Wis +3

Skills Acrobatics +5, Perception +3, Arcana +2

Senses Passive Perception 13

Languages Common, Halfling

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Lucky. Verkis is a lucky halfling. When a 1 is rolled on an attack roll, ability check, or saving throw, it can be rerolled. New result must be used even if it is a 1.

Brave. Verkis has advantage on saving throws against being frightened.

Nimble. Verkis can move through the space of any creature that is of a size larger than her.

Misspelled spells. Due to some errors while casting spells, Verkis created some new spells.

Verkis can cast them at will, using Charisma as spellcasting ability (spell save DC 14).

They are as follows:

-Chains of Pain (Casting time: 1 action, Range: 30 ft., Components: V, M, Duration: 3 turns)

Verkis creates spectral chains that wrap around enemy life force binding them to Verkis's. As long as they are connected all damage received by the Verkis is also received by shackled creature.

-Blinding Light (Casting time: 1 action, Range: Self, Components: S, Duration: 3 turns)

Verkis starts radiating with blinding light causing all melee attacks targeting her to have disadvantage.

-Solar Whip (Casting time: 1 action, Range: 30 ft., Components: S, M, Duration: instant)

Verkis creates a solar whip that floats above her head and attacks every adjacent enemy once. Hit enemies receive 4 (1d8) fire damage.

Actions

Shortsword. *Melee Weapon Attack* +1 to hit. Reach 5 ft., one target. *Hit:* 3 (1d6-1) slashing damage.

Dagger. *Melee Weapon Attack* +1 to hit. Reach 5 ft., one target. *Hit:* 3 (1d6-1) slashing damage.

Throwing Dagger. *Ranged Weapon Attack* +5 to hit. Reach 20/60 ft., one target. *Hit:* 2 (1d4-1) piercing damage.

Reactions

Sidestep. When an enemy attacks Verkis, she can move 5ft in any direction in order to try to dodge. That attack roll has disadvantage.

Verkis Goodbeam

Verkis Goodbeam wanted to be the best in everything she does. When someone showed her literally anything she immediately would learn that to be the best in it. Because of that she always tried to learn many things at once and ended up being mediocre in everything. The same story was when she found she could use magic.

It started after a show with some simple magic tricks but she at once decided that she would be a great and powerful wizard one day. She started learning simple spells and even managed to successfully cast a few of those. Unfortunately when she found out about different school of magic she instantly wanted to learn something from those specific magical arts.

It happened again a few times and now she knows a few spells from each arcana but isn't particularly good in any of them. In fact she sometimes connects words of two of them by accident and by that she managed to create some new ones.

She now wanders around and seeks some more books about magic she still hasn't heard of. It will probably be this way until she is shown some other thing or skill that she will decide to practice to perfection but for now she is trying to become the most powerful warlock there is. It's kind of sad that it won't happen.

Personality Trait: Try to be the best in everything you do.

Ideal: Know everything like no one else.

Bond: Keep improving yourself.

Flaw: Learn about new things.



Namaia Glee

Medium Humanoid (Tiefling), Neutral Evil

Armor Class 12

Hit Points 44 (8d8+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	13 (+1)	8 (-1)	19 (+4)

Saving Throws Cha +7, Dex +5

Skills Deception +7, Performance +7, Acrobatics +5

Damage Resistances Fire

Senses Darkvision 60ft., Passive Perception 9

Languages Common, Infernal

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Infernal Legacy. Namaia knows thaumaturgy cantrip. She can cast Hellish Rebuke and Darkness once per long rest.

Mesmerizing Dance. Namaia can use her gracefulness to get close to anyone and make a sneak attack. After a successful Performance Ability Check she can attack the target using any of her attacks. That attack roll has advantage.

Spellcasting. Namaia can cast one of the following spells, using Charisma as spellcasting ability (spell save DC 15):

At will: *Vicious Mockery*, *Message*

1/day each: *Dissonant Whispers*, *Shatter*, *Sleep*

Actions

Dagger. *Melee Weapon Attack* +3 to hit. Reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage.

Throwing Dagger. *Ranged Weapon Attack* +5 to hit. Reach 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

Tail Slap. *Melee Weapon Attack* +3 to hit. Reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Bonus Actions

Move aside. (Recharge 4-6) Namaia can wrap her tail around adjacent enemies and force them to move 5 ft. in any direction she chooses.

Reactions

Innocent Woman (Recharge 5-6). If an enemy tries to attack Namaia she can use her grace and make that enemy doubt for a moment before attacking her. That enemy attack has disadvantage. If that attack misses, Namaia can attack that enemy with her dagger.

Namaia Glee

Namaia Glee had a knack for dancing from a young age. She loved to perform before her parents and when she grew up in front of a larger audience on the streets. Sometimes she managed to earn some money from passers-by. Still, she lived in a small house and had to ration food.

One time she was invited to perform during a birthday party of some young nobleman. During a short break she noticed a small box with jewelry in the opposite room. It was then when the thought struck her mind. If she is such a good dancer she can also be a good thief.

When no one noticed she snatched the box. Luckily there were so many noblemen from other families at that party that they soon forgot about a simple performer because they started accusing each other. With that success Namaia started learning pickpocketing, deception, sneaking and other skills that can help her raise the standard of her currently poor life.

As quickly as she learned them, as quickly she started to use those skills. She soon hoarded a small fortune. It was a lot more than she needed but why did she still collect all she can? To repay for all the years in poverty. Money opens many doors, and behind some of them an ever bigger fortune awaits just to be snatched when no one expects it.

Personality Trait: What's yours, is mine. What's mine is mine.

Ideal: Dancing and stealing queen.

Bond: I was born to live in luxury.

Flaw: Every single dime should be mine.



Magrem Gruv

Magrem Gruv is a bounty hunter that specializes in giant monstrosities. At a young age he was taking every job he could but that would earn him little to no money. He decided to change the approach. Using saved money, he bought some books about different monsters and analyzed their weaknesses and then created special weapons and tactics to fight them.

In theory he had a plan for everything but as we know practice usually does not theorize. It was a trial by fire but luckily it worked. He took a hit here and there but overall his plans work. Now instead of looking for a job, people go to him with their problems. It's always about some giant and dangerous monster and it's always well paid.

Most of the money he earns goes for preparations and occasional healers and doctors but he can allow himself to live a pretty good life. Maybe not a luxurious one, but he has everything he needs. He even thought of a new activity lately. As most of the monsters have edible meat then why not cook it or sell it?

Personality Trait: Preparation is the key.

Ideal: Survival of the fittest.

Bond: Know your enemies better than your friends.

Flaw: The best way to see if something works is to try it.



Magrem Gruv

Medium Human, Neutral Good

Armor Class 14 (Unarmored Defense)

Hit Points 85 (10d12+20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	13 (+1)	9 (-1)

Saving Throws Str +7, Con +5

Skills Acrobatics +5, Survival +4, Nature +3

Senses Passive Perception 11

Languages Common

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Unarmored Defense. While wearing no armor, Magrem AC equals 10 + Dex modifier + Con modifier.

Unarmored Movement. While wearing no armor or shield, Margrem speed is increased by 10ft.

Monster Knowledge. Magrem knows the weaknesses of the monsters and beasts that he fights with. Every Monstrosity and Beast he fights against have AC reduced by 2 for him.

Tracker. Magrem have advantage on Investigation and Insight ability checks..

Actions

Extra Attack. When making an Attack action Magrem can make two attacks rather than one.

Chained harpoon. *Melee Weapon Attack:* +7 to hit, Reach 10 ft., one target. *Hit:* 10 (2d6+4) piercing damage.

Serrated Sword. *Melee Weapon Attack:* +7 to hit, Reach 5 ft., one target. *Hit:* 9 (1d10+4) piercing damage.

Quick Slashes. *Melee Weapon Attack:* +7 to hit, Reach 5 ft., one target. *Hit:* 10 (2d6+4) slashing damage.

Longbow. *Ranged Weapon Attack* +5 to hit. Reach 150/600 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Bonus Actions

Tied Up. (Recharge 5-6) Magrem throws his harpoon with a chain around a large or bigger enemy. After the swing the harpoon digs in the ground. Target enemy must make a DC 15 Str saving throw. On a failed save, the target creature is restrained. On a success save, the target creature is proned. Magrem can't use his harpoon attack as long as the creature is restrained by its chain.

Legal information

OPEN GAME License Version 1.0a The following text is the property of Wizards of the Coast, LLC. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, License, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, Spells, enchantments, personalities, teams, personas, likenesses and Special abilities; places, locations, environments, creatures, Equipment, magical or supernatural Abilities or Effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the OPEN Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to Identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or Conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive License with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original Creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a Challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC. System Reference Document 5.1 Copyright 2016, Wizards of the Coast, LLC.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.