

Bloodsail OGRES

NOVEMBER RELEASE



**STATBLOCKS FOR 5E
CAMPAIGNS**

Table of Contents

Bloodsail Ogres	1
Guardian of the Past	2
Anchor Bashers	3
Clue Handler	4
Ichor Chaser	5
Elanel Shemo	6
Kosvir	7
Gulnam Stoutfist	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** November 2023 - Bloodsail Ogres. 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>



Bloodsail Ogres

Among many illegal and addictive drugs in this world, there are few that are completely legal and can be used by anyone. One of them is of course alcohol. Friend of almost anyone. For some even best friend. What is strange about it is that itself is legal but after drinking it may illegal things somehow happen. And yet everyone still uses it to this day.

There is also one thing that is quite the opposite of alcohol and that is treasure. Hoarding it is of course legal but most of the ways of collecting it are not. Some people went a step further and combined them together. Steal the treasure, so they can buy alcohol, drink it and then while being drunk, steal even more. Just a simple repeating process. It's fine if someone will die at some point. They call it collateral damage. Pure bad luck that someone was at the wrong place at a wrong time.

It sounds bad but look at the bright side. Who else can tell such amount of crazy stories? Who else can tell that they lived their life? Assuming one can live so long to tell it. They must have a lot of problems with the law or even themselves because of the addictions but wouldn't life be boring otherwise?



Guardian of the Past

Guardian of the Past

Huge Beast, Unaligned

Armor Class 12 (Natural Armor)

Hit Points 157 (15d12+60)

Speed 40ft., climb 40ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	7 (-2)	12 (+1)	7 (-2)

Saving Throws Str +10, Con +8

Skills Athletics +10, Acrobatics +6, Perception +5

Damage Resistances Bludgeoning, Piercing, Slashing

Senses Passive Perception 14

Languages -

Challenge 11 (7,200 XP)

Proficiency Bonus +4

Rage. When Guardian of the Past health is reduced to half, he enters a rage. All his attacks deal one additional die of damage. He also gain resistance to force and fire damage.

Strong Heart. Guardian of the Past regains 15 health at the beginning of his turn if he has at least 1hp and isn't poisoned.

Actions

Multiattack. Guardian of the Past makes 2 attacks. One with his Tree Axe and the other with any of his weapons.

Fist. *Melee Weapon Attack:* +10 to hit, Reach 10 ft., one target. *Hit:* 21 (3d10+6) bludgeoning damage.

Tree Axe. *Melee Weapon Attack:* +10 to hit, Reach 10 ft., one target. *Hit:* 21 (3d10+6) slashing damage.

Rock. *Ranged Weapon Attack:* +10 to hit, Range 50/100 ft., one target. *Hit:* 27 (7d6+6) bludgeoning damage.

Bonus Actions

Jump Smash (Recharge 5-6). Guardian can jump to an empty place in 10 feet range and smash the ground with his Axe. All enemies in 10 feet range must make a DC 18 Dexterity Saving Throw. Each enemy takes On failure, they receive 21 (3d10 +6) bludgeoning damage on a failed save, or half as much on a successful one. All enemies are shoved 5 feet away from the Guardian of the Past if possible.

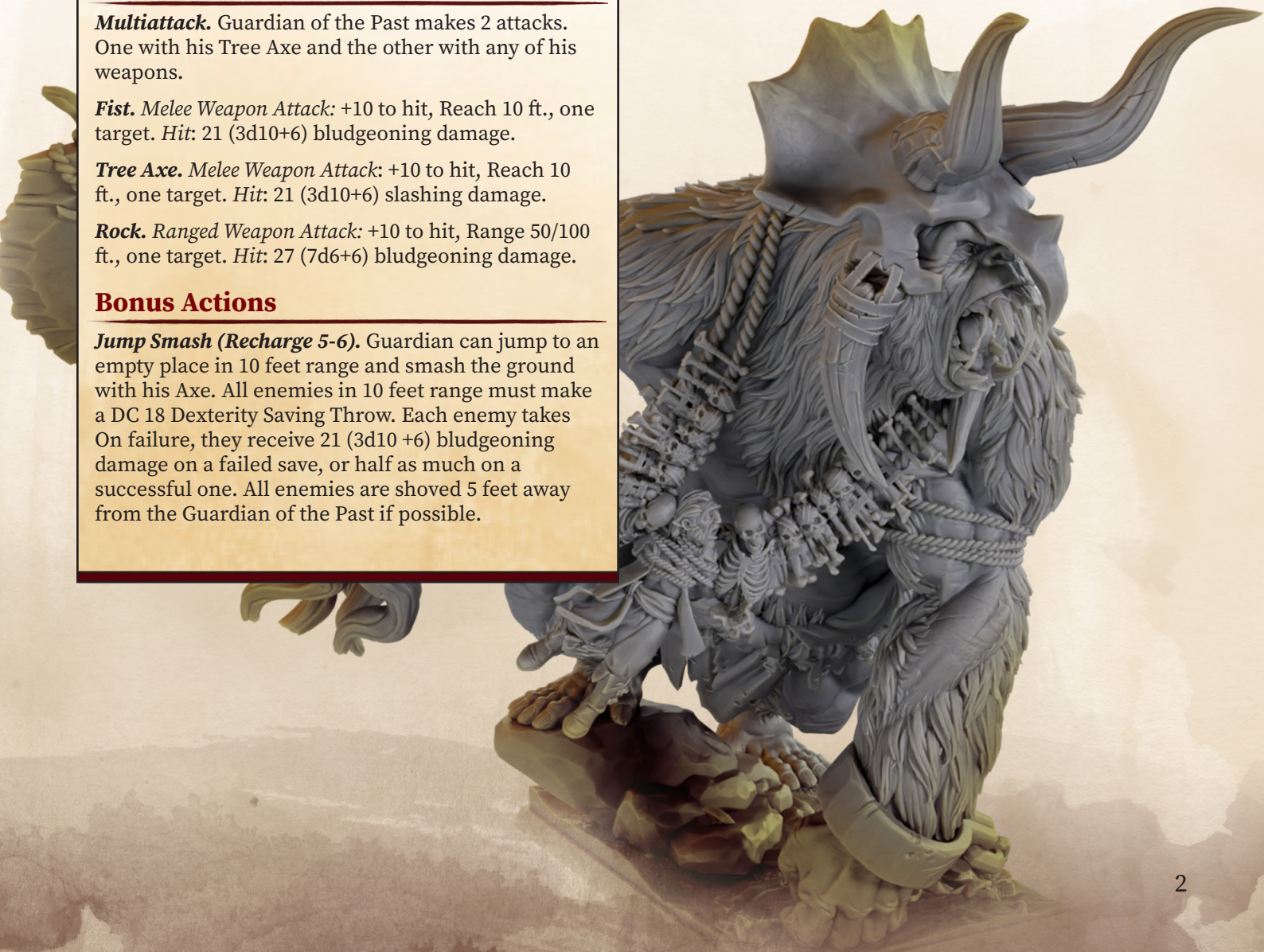
There is a legend about an old temple of unknown origins. There are a lot of rumors about it though. Some say the it is a tomb where one of the gods sleep, others that it was created long ago by ancient civilization.

Among the pirates the most popular story is that some treasure hoarders place there everything they find.

Many tried to find it but they wither went insane or suddenly disappeared to never be seen again. The truth is that they manage to find that temple. Unfortunately in every story there is not a single word about its guardians. Turns out there is a powerful beast guarding the supposed treasure and for now no one was able to defeat it.

Maybe it was because searching the temple took them so long that they were old and weak. Maybe because they were so insane that had no idea what they were supposed to do. Now it is not important. What is however is that there is not one but three guardians in that temple and guardian of the past is only the first of them.

What are the other two? Can't tell right now. You better see it with you own eyes. That is if you can find that temple and defeat the first of them. Don't be down, some people took only 20 years to find it.



Anchor Bashers

Anchor Bashers are underwater ogres that have extraordinary swimming abilities. They move so swiftly in water that they can get close to any boat and attack while undetected. A single Basher can destroy a small ship but a whole group of them are able to attack even the most defended vessels.

They even call themselves an elite ogres. Mainly because to be a part of their group one must complete a special task. This task is pretty simple, get an anchor. However there is a small catch. It must be done without weapon and that anchor must be taken from a ship in the middle of the lake or sea.

On the other side, they are so used to water that they now feel strange on land. They now have a lot of problems while away from any water reservoir. They move clumsy because in water they weight is not important. They also have few more small issues like breathing or dry skin.

That however does not mean that they are defenseless on land. They can still hit pretty hard and make anyone who tries to fight them go flying. It will just go a slightly shorter distance that normally.



Anchor Bashers

Large Humanoid (Ogre), Chaotic Evil

Armor Class 14 (Hide Armor)

Hit Points 45 (6d10+12)

Speed 40 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	8 (-1)

Saving Throws Str+6, Con +4

Skills Stealth +4, Perception +3

Senses Darkvision 60ft., Passive Perception 13

Languages Common, Giant

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Thick Skin. Each attack that hits Anchor Bashes have damage dealt reduced by 2 due to his incredibly strong skin.

Moist Skin. When in water, Anchor Bashes move swiftly and almost without sound. They can breathe underwater and have advantage on stealth Ability Checks while in water

Aquatic Habitat. When in or near water reservoirs, Anchor Bashes attacks deal additional 1d6 damage.

Anchor Proficiency. When attacking with anchor, characters adjacent to original target must make Dexterity Saving Throw. On failure, they receive half the damage that original target received.

Actions

Anchor. *Melee Weapon Attack* +6 to hit. Reach 10 ft., one target. *Hit:* 14 (2d10+4) bludgeoning damage.

Fish Slap. *Melee Weapon Attack* +6 to hit. Reach 5 ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage.

Harpoon. *Ranged Weapon Attack:* +4 to hit, Reach 15/45 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

Bonus Actions

Down you go (Recharge 6). Anchor Basher chose a field in a 10 ft. radius and makes a powerful downward strike in that place. Enemies on that field and every adjacent field must make a successful DC 14 Dexterity Saving Throw or they are knocked prone.

Clue Handler

Clue Handler

Large Humanoid (Ogre), Neutral Evil

Armor Class 14 (Studded Leather)

Hit Points 60 (8d10+16)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	8 (-1)

Saving Throws Str+7, Con +5

Skills Athletics +7, Animal Handling +4, Investigation +3

Damage Resistances Slashing, Piercing, Bludgeoning

Senses Passive Perception 12, Darkvision 60ft.,

Languages Common, Giant

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Tough Skin. Each attack that hits Ichor Chaser have damage dealt reduced by 2 due to his incredibly strong skin. He is also resistant to slashing, piercing and bludgeoning damage.

Condor Trailer. Clue Handler have a loyal friend condor (use the Giant Eagle statistics and decrease its size to small). He acts independently and always try to help Clue Handler in combat sharing his initiative and also while trailing enemies. Clue Handler have advantage on Investigation and Perception Ability checks.

Actions

Bident. Ranged Weapon Attack +5 to hit. Reach 30/120 ft., one target. *Hit:* 10 (2d6+4) piercing damage.

Throwing Dagger. Ranged Weapon Attack +5 to hit. Reach 20/60 ft., one target. *Hit:* 6 (1d4+4) piercing damage.

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

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

Bonus Actions

Condor Feast. (Recharge 6) Clue Handler throws a meat at enemy. That enemy will be attacked by his condor at the beginning of that enemy turn for 3 consecutive turns.

Reactions

Loyal Friend. When an enemy attacks Clue Handler, he can order his condor to dive and attack that enemy. That enemy attack roll has disadvantage

Clue handlers are specialists that can find anything. Long lost treasure, missing person or a mythical herb. You name it, they can find it. The problem is that he does not like to share. Everything that he finds he keeps wither by himself or in his special shack that only he knows how to find.

Many tried to follow him to his hideout but they all end up as a food for his trusty condor. Some people tried to barter with him but in order to buy a small artifact one must pay insanely amount of pure gold or crystals. There was also an idea to simply kill him but there is a small problem. They still need to find his treasures he has been collecting for so many years.

And so, the Clue Handler still lives. He annoy others be being alive but it will be worse when he will be dead as his treasures will be lost forever. No one can do anything about it. Maybe if there was someone with even better tracking abilities than him.



Ichor Chaser

Large Humanoid (Ogre), Chaotic Evil

Armor Class 13 (Leather Armor)

Hit Points 44 (8d8+8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	19 (+4)	12 (+1)	8 (-1)

Saving Throws Int +7, Wis +4

Skills Arcana +7, Investigation +7, Insight +4

Damage Resistances Necrotic

Senses Darkvision 60ft., Passive Perception 11

Languages Common, Giant

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Thick Skin. Each attack that hits Ichor Chaser have damage dealt reduced by 2 due to his incredibly strong skin.

Evil Resistance. As Ichor Chaser know life siphoning spells, he has advantage against spells and effects of necromancy arcana. He is also resistant to necrotic damage.

Spellcasting. Ichor Chaser is a 4-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). Ichor Chaser have the following wizard spells prepared:

Cantrips (at will): *Chill Touch*, *Mind Silver*, *Poison Spray*, *Sapping Sting*

1st level spells: *Cause Fear*, *False Life*, *Magic Missile*, *Witch Bolt*

2nd level spells: *Hold Person*, *Ray of Enfeeblement*, *Wither and Bloom*

Actions

Sledgehammer. *Melee Weapon Attack:* +4 to hit. Reach 5 ft., one target. *Hit:* 9 (2d8+1) bludgeoning damage.

Siphon Staff. *Melee Weapon Attack:* +4 to hit. Reach 10 ft., one target. *Hit:* 7 (2d6+1) piercing damage plus 2 (1d4) necrotic damage. Ichor chaser heals himself by the amount of necrotic damage dealt.

Bonus Actions

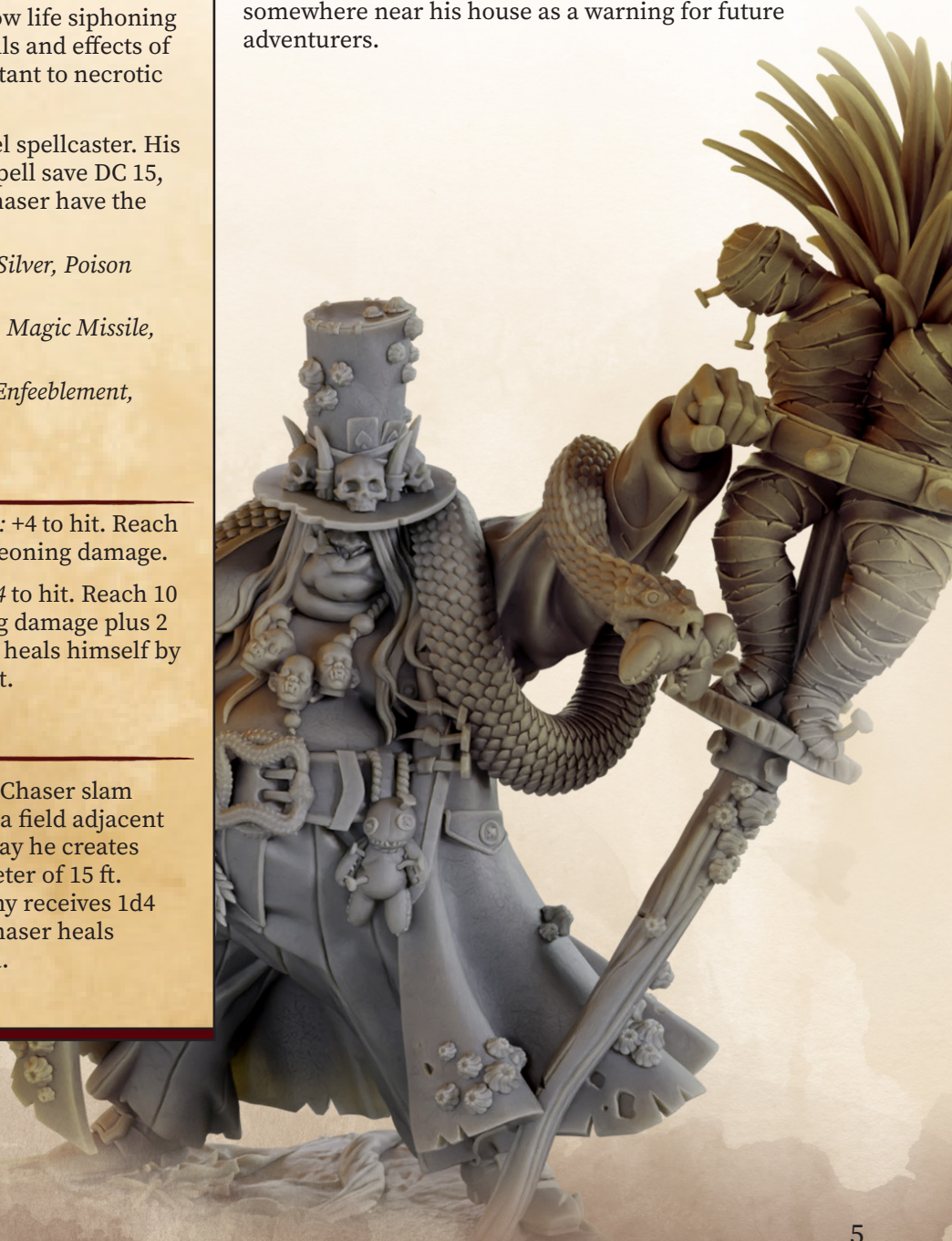
Siphoning Aura. (**Recharge 6**) Ichor Chaser slam the end of his staff at the ground on a field adjacent to him and starts spinning it. This way he creates an aura around that field with diameter of 15 ft. for 2 turns, inside which every enemy receives 1d4 necrotic damage each turn. Ichor Chaser heals himself by the damage done by aura.

Ichor Chaser

Ichor Chaser likes the presence of other creatures. The more people around, the more alive he feel. How it is that an ogre can live with other beings? Because he is smarter than the rest. He can speak common fluently and he also learned magic arcana. What is more is that he can even help young adventurers by lending them some power or knowledge.

Of course, everything has a price. In this case it is not money but rather a part of you. He can help you, but in return you must let him siphon a tiny amount of your vital essence. It will not hurt you or make you weaker, but it will surely help him become stronger. Why he does that? That is something that you do not need to know. Let's call it a professional secrecy.

One more thing. Do not try to trick him. When he finds out (and trust me, he will find out) that you try to use his for free or try to break the contract you can be sure your days are over. You can be sure he will take every droplet of your life, leaving your body lifeless somewhere near his house as a warning for future adventurers.



Elanel Shemo

Medium Humanoid (Elf), True Neutral

Armor Class 15 (Leather Armor)

Hit Points 44 (8d8+8)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	13 (+1)	10 (+0)	15 (+2)	8 (-1)

Saving Throws Dex +7, Int +3

Skills Survival +5, Investigation +3, Nature +3

Senses Darkvision 60ft., Passive Perception 12

Languages Common, Elvish

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Living Wood Cape. Elanel cape is created with living wood. It can warn him of any ambush and help in battle. Elanel can't be surprised while conscious.

Endless Quiver. Elanel cape can create special arrows. They deal additional 1d4 poison damage and give additional +1 to attack roll. Cape can create a maximum of 20 arrows per day. (included in the Elven Bow attack)

Trance. Elanel doesn't need to sleep. Instead, he meditates deeply, remaining semiconscious, for 4 hours a day. After resting in this way, he gains the same benefit that a human does from 8 hours of sleep.

Actions

Multiattack. Elanel makes 2 attacks. One with his cape and the other with one of his weapons

Elven Bow. Ranged Weapon Attack: +7 to hit. Reach 150/600 ft., one target. *Hit:* 7 (1d12+1) piercing damage and 2 (1d4) poison damage.

Cape Whip. Melee Weapon Attack: +7 to hit. Reach 10 ft., one target. *Hit:* 6 (1d10+1) slashing damage.

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

Bonus Actions

Forrest on Your Side. (Recharge 6) As protector of the forest, Elanel has a bond with it. He can call fey spirits to aid him in battle. All enemies in a 40-foot radius must make a successful DC 13 Dexterity Saving Throw or the roots of the trees grapple them for two turns.

Reactions

Protective Stance (Recharge 5-6). If an enemy tries to attack Elanel with a melee attack, his cape can grab a nearby branch and pull Elanel away from danger. That way Elanel can move up to 40 ft. away. This movement does not provoke opportunity attacks.

Elanel Shemo

There is a forest where you can ask the spirits for an advice, speak with the trees and find your inner peace. A saint place yet everyone can enter as long as they follow the rules. I won't write them down as there are too many of them. Just know that if you break a single one, you will meet your end.

In that forest there is always one elf that is chosen to be its guardian. His role is to protect this holy place and punish those who break the law. Elanel was chosen by the last one. Even though he did not want to, it is the highest honor to be the protector of the land.

He swore that he will defend the forest a long time ago. A small set of rules that everybody must obey. It however was not such an easy task. For many years he managed to do so and as a reward we received a cape made from living wood from a fallen tree that was one of the oldest in that land.

Being the guardian of the forest had many downsides. One of them is that many of his friends died. Mostly by his hand. Everyone must obey the rules. It does not matter if those are some random people or his friends. The first time Elanel did it with tears in his eyes but now it's without any remorse. Turns out that he killed more friends than enemies. All because they thought that if they befriended him, then they are allowed to slightly bend the rules.

Personality Trait: Forest is a saint place and must be kept clean.

Ideal: Know all the rules and obey them

Bond: Forest spirits can always help.

Flaw: No one can break the rules, be it enemy or friend.



Kosvir

Medium Humanoid (Tiefling), Neutral Evil

Armor Class 13 (Studded Leather)

Hit Points 76 (9d12+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

Saving Throws Str +6, Con +5

Skills Survival +4, Deception +3, Intimidation +3

Damage Resistances Fire

Condition Immunities Exhaustion

Senses Darkvision 60ft., passive Perception 11

Languages Common, Infernal

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

Infernal Legacy. Kosvir know thaumaturgy cantrip. He can cast Hellish Rebuke and Darkness once per long rest.

Used to Large arms. Kosvir can fight using heavy weapons without tiring. He is immune to exhaustion and do not have disadvantage on attack rolls made with large melee weapons.

Rage. When Kosvir health is reduced below half, his attack rolls can't have disadvantage.

Actions

Ultra Sword. *Melee Weapon Attack:* +6 to hit, Reach 5 ft., one target. *Hit:* 16 (2d12+3) slashing damage. Target and adjacent characters must succeed a DC 14 Strength Saving Throw or they are knocked prone.

Heavy Axe. *Melee Weapon Attack:* +6 to hit, Reach 5 ft., one target. *Hit:* 13 (2d10+3) bludgeoning damage. Target and adjacent characters must succeed a DC 14 Strength Saving Throw or they are knocked prone.

Quick Stab. *Melee Weapon Attack:* +6 to hit, Reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

Bonus Actions

Whirlwind. (Recharge 6) Kosvir makes a deadly pirouette with his main weapon attacking everyone adjacent to him. Each enemy hit with this attack is pushed 5 feet away from Kosvir.

Kosvir

Kosvir was pretty weak as a child. One time he met some warriors. One of them asked if he is able to hold his greatsword. Despite using all his might, Kosvir could barely lift the handle. Every warrior laughed at him. Full of shame he went back home and decided that he will be the strongest of them all.

He began his training. He started by moving smaller rocks from place to place but in time he switched to boulders, heaps of iron and after long time he was even able to move mill wheel all by himself. And I mean he could carry it, not push around. When he was finally strong we went to the local smith and asked for a sword.

Blacksmith laughed at him because what he described was too long and too heavy to be called a sword. Kosvir asked for it nonetheless and paid even more than he was asked for. After few days the weapon was ready. The "sword" was so heavy that blacksmith along with his 2 sons had to carry it. The look on their face when the Thiefling picked it up alone was unforgettable.

But that was only first part of his plan. Second and more important part was to find the warriors who ridiculed him and turn the tables. If you want information, there is of course no better place than local tavern. Keepers somehow always know everything about everyone.

Personality Trait: Strength is the most important trait.

Ideal: Either fight or train.

Bond: Just my and my sword.

Flaw: There is always someone stronger than you.



Gulnam Stoutfist

Gulnam always wanted to be a monk. When he finally had minimal required age he immediately joined a monastery that was near his city. He was scrupulous and took his teachings very seriously. Unfortunately after some time a small problem occurred. For many people it's nothing but in this monastery it was prohibited. What was it? The only legal poison that is in this world: Alcohol.

When elders found out that Gulnam drinks, he received an ultimatum. Either he stops drinking or he leaves the monks. He did not know what to do as he was already a little addicted but he told himself that he will stop. This was his dream after all. It turned out that it was a lot harder than he thought.

Gulnam was training during the day and drinking during the night. He was sinking in his addiction more and more. Only positive thing was that despite being drunk he managed to keep his mind clear. He noticed that he was weaker when sober. It time elders unfortunately also noticed that.

He left the monastery but there were no hard feelings between him and other monks. Even though he was drinking he was one of the best fighters. Because of that he was let go without any repercussions.

Personality Trait: A glass of alcohol a day makes you happier.

Ideal: Turn your weakness into your strength.

Bond: Tavern keepers are the most helpful people in the world.

Flaw: From time to time it's good to let everything go.



Gulnam Stoutfist

Medium Humanoid (Dwarf), True Neutral

Armor Class 15 (Unarmored Defense)

Hit Points 45 (7d8+14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	15 (+2)	10 (+0)	14 (+2)	8 (-1)

Saving Throws Dex +6, Int +5

Skills Acrobatics +6, Persuasion +3, Religion +2

Damage Resistances Poison

Senses Darkvision 60 ft, Passive Perception 12

Languages Common, Dwarvish

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Dwarven Resilience. Gulnam has advantage on Saving Throws against poison, and you have resistance to poison damage.

Unarmored Defense. While wearing no armor, Gulnam AC equals 10 + Dex modifier + Wis modifier.

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

Martial Arts. Gulnam gain following benefits while unarmed or wearing monk weapons and not wearing armor:

-Gulnam can use Dex instead of Str for attack and damage rolls,

-When Gulnam perform attack action with an unarmed strike or monk weapon, he can make one unarmed strike as a bonus action.

Simple mind. While moving toward alcohol, Gulnam speed is increased by 10 ft.

Drunken Master. For an hour after consuming at least 1l of alcohol, all Gulnam attacks deal additional 1d4 damage.

Actions

Multiattack. Gulnam Stoutfist makes 2 attacks.

Flask Staff. *Melee Weapon Attack:* +6 to hit, Reach 10 ft., one target. *Hit:* 10 (1d8+6) bludgeoning damage plus 2 (1d4) radiant damage

Unarmed Strike. *Unarmed Attack:* +6 to hit. Reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage.

Bonus Actions

Spilled Beverage. (Recharge 6) Gulnam can spill his beverage from his flask at the end of the staff around himself in a 5 feet square. Each enemy that enter that field must make a successful DC 14 Acrobatic Ability Check, otherwise they are knocked prone.

Reactions

Redirect Attack (recharge 3-6). When an enemy misses you with melee attack roll, you can redirect that attack to hit another creature of your choice within 5 feet of attacking enemy. This attack hits automatically.

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.