

The background is a detailed illustration of a cathedral interior. The architecture features high, vaulted ceilings with a series of arches supported by tall, dark stone pillars. The floor is made of large, dark stone tiles. In the foreground, rows of dark, rectangular pews are visible. To the left and right of the central aisle, there are ornate, dark metal stands holding multiple lit torches, casting a warm, orange glow. At the far end of the cathedral, a large, colorful stained glass window is visible, depicting a religious scene. A wide set of stone steps leads up to the altar area. Overlaid on the center of the image is a large, circular, metallic emblem. Inside the circle is a sword, with the hilt at the top and the blade pointing downwards. The sword has a cross-guard and a pommel. The emblem has a weathered, metallic texture.

INQUISITION

A 5E ONE-SHOT

Table of Contents

Section	Pg.
Introduction	3
Scene 1: Roadblock	6
Scene 2: Cabin in the Woods	8
Scene 3: Welcome to Silverbridge	10
Scene 4: Whispers Around Town	13
Scene 5: Vindication	15
Appendix A: Monsters of Inquisition	17
Appendix B: Magic Items	20
Appendix C: Monster Templates	21
Legal	26

Credits

Written, Created by: Kyle Pointer "ItsADnDMonsterNow"

Cartography: Mark Drummond J

Character Tokens: Zach Moeller

Background Music: Alex "Boy King of Idaho"

Illustrations by: Mark Drummond J, Zach Moeller

Producers: ItsADnDMonsterNow, Mark Drummond J

Open Game License

This document contains Open Game License content, per Wizards of the Coast's Systems Reference Document v.5.1.



Introduction

There's something eerie about the small town of Silverbridge. While it seems almost idyllic from afar, the atmosphere on its streets is stark and cold. The townsfolk are quiet and severe, and the hospitality lacks compassion and warmth. The huge church seems to loom over the entire village, like a strict authority figure watching over every last shoulder, as if at any moment, it could issue forth a scathing censure.

For most, Silverbridge serves only as a stopover on the long, isolated road through the heavily-forested countryside. After spending a night there, most would wish to keep it that way. It's hard to say what exactly it is that makes this town so thoroughly uncomfortable, but it seems as if *the very town itself* prefers it that way.

Adventure Overview

Inquisition is a Halloween-themed adventure for Fifth Edition, written for four characters of around 10th level.

Over the course of this adventure, the party will investigate the goings-on surrounding a remote village along the only road through a section of countryside covered in thick forests. Rumors of monster attacks have the townsfolk frightened to leave their homes, while the local congregation, devoted to a fanatical god of fighting against nebulous "Evil," swears to protect them.

Despite the promises of the church, unexplained disappearances plague the town, and every man, woman, and child fears that they might be next to vanish into the night, never to be seen again.

Important — Regarding "The Twist"

What makes this adventure special is that every member of the adventuring party is secretly a monster. Not only are they each hiding their true nature from the NPCs in the story, but also from their fellow party members!

Each player attempting to avoid giving away their secret, completely unaware that everyone around them is hiding a very similar secret makes it just as exciting for the GM as for the players, as it creates interesting interactions and ensures that no two groups play through the same.

Before the Adventure

This section describes how to set up this adventure for the best chance at success.

Setting the Hook

Before you ever sit down at your table, you'll need to contact your players ahead of the game to set them up with their secret identity that will make the adventure unique.



Contact each player and inform them that as part of a special twist in this adventure, they've been "randomly" chosen to secretly be a monster. List their options from Appendix C in this document. Explain that each monster type comes with both powerful bonuses and some vulnerabilities.

For best results, ensure that every monster type is unique in your game. Have each player choose their monster type one at a time, removing that player's choice from the list before presenting it to the next.

If you are short on time, or don't have a way to contact your players beforehand, you can have them each choose from the same list or, as a last resort, assign them each a monster type (randomly, or of your choice). The latter option tends to remove some of the player's ownership and investment in the character, so is not recommended.

Keep it Secret, Keep it Safe

Once each player has chosen a monster template to apply to their character, it's important to impress upon them the vital importance of keeping their true nature a secret. Explain that the setting or region in which this adventure takes place is a superstitious corner of the world, and most won't suffer any kind of monster in their presence.

Using this Document

To run this adventure, you will need access to the Fifth Edition rules and associated rulebooks.

Text that appears in a box like this one is meant to be read aloud, or paraphrased for the players when their characters first arrive at a location or under a specific circumstance, as described in the preceding text.

Some ability checks allow for varying degrees of success based on the result of the check. In these cases, the results will be presented in a table labeled with the skill that was asked for. In these cases, note that the first check threshold is preceded by a "less than" sign, and all others by an "equal to or greater" sign. This means that when a character makes this check, the GM starts from the top of the table and gives the information listed from the first row, then continues down the table, giving **every** result until reaching a threshold their check didn't meet.

When a creature appears in **bold** type, that indicates its name as it appears in the creature's stat block. If the bolded name is followed by an appendix, the monster's statistics can be found in that appendix within this document. Otherwise, they are found in the core rulebooks.

Spells and equipment (including magic items) mentioned in the adventure are described in the core rulebooks unless the adventure's text specifies otherwise.

Running the Adventure

Presented here is the general information you need to know to guide players through the adventure.

What the Players Don't Know (Yet)

Though no one outside the church knows it, there is no external threat facing the city. Deacon Argentin, the leader of the congregation, has hired a group of bandits to harass convoys passing near the town, and framing the attacks as the work of nondescript "monsters." He believes (correctly so, thusfar) that if the populace is afraid, they will seek the church's protection, causing them to "fall in line" with the church's ideas of acceptable behavior.

The bandits operate by using a "plant" among the guards of the convoys that regularly pass through. This agent helps carry out a staged attack, making it seem as if one of the guards has been killed or abducted. They have been instructed (and paid) by the Deacon specifically to avoid killing any travelers—except in the case where their scheme risks being exposed.

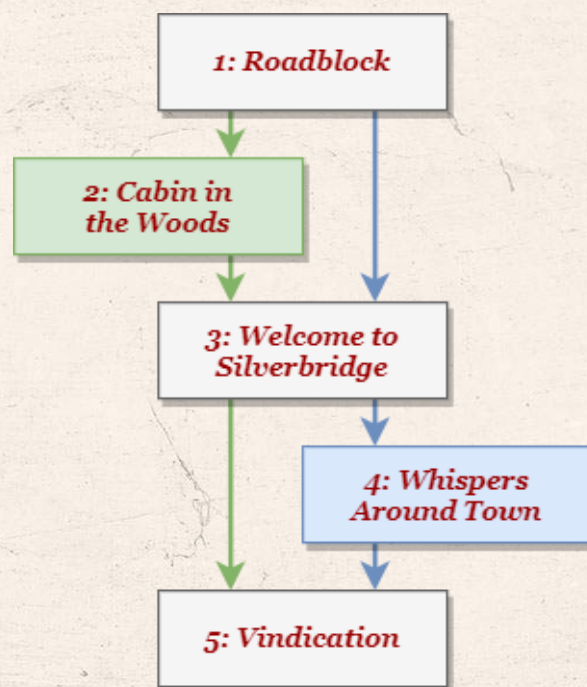
Argentin tells himself that this is necessary so that he may remain vigilant against the "real" threats that may yet lurk outside the town. However, he also shows no hesitation in using this fear to justify the imprisonment of anyone in the village that he deems as "troublemakers." As of late, he's even falsely accused his prisoners of being monsters in disguise, rousing the townsfolk with cruel displays of torture in the town fountain.

Adventure Flow

Following are the most typical sequences of events which the adventure follows.

Adventure Flowchart:

There are two main paths that parties might take through the adventure:



Scene 1: Roadblock

The adventure begins with the party traveling as part of a small convoy making its way across the countryside. As dusk nears, just a mile or two before reaching the destination at the end of the day's travel, the convoy encounters an unsettling sight: a ransacked stage coach on the side of the road. As the guards or the party (or both) investigate the scene, a sudden and unexplainable attack takes place, and one of the convoy guards is abducted and pulled into the woods.

Decision Point:

When the attack occurs, the party can either rush into the forest after the guard, or heed the pleas of the drivers and other passengers to return to the cart and move on. If the party chooses to follow the victim into the forest, they proceed to *Scene 2: Cabin in the Woods*. If they choose to return to the convoy, they proceed to *Scene 3: Welcome to Silverbridge*.

Scene 2: Cabin in the Woods

If the party takes the initiative to investigate the force in the woods (despite the insistence of those in the convoy), they find that it is a group of bandits operating out of a derelict cabin. A search of their base of operations (or an interrogation of their personnel) reveals correspondence between the bandit leader and the deacon of the church in Silverbridge, implicating him as sponsor and orchestrator of the attacks.



Scene 3: Welcome to Silverbridge

In either case, when the party arrives in Silverbridge, they find the temple bell tolling, and residents gathering in the square. An ornate procession of various members of the congregation culminates in the deacon emerging before the crowd. He announces that they've captured a monster, and after a brief public display of torture, the congregation recovers the victim and drags him back into the temple.

If the party has already learned of the deacon's scheme (and assuming they haven't already confronted the deacon directly), they can begin to plan their next move. In this case, proceed directly to "Vindication."

If the party hasn't learned this information yet, they can begin to gather evidence around the town. If the brazen public display of torture wasn't enough to convince them that something needs to be done, The innkeeper will (hesitantly) hint toward the tiny shed fisherman's shack behind the temple.

Scene 4: Whispers Around Town

The tiny shack behind the temple houses the man who was just tortured in the square. Inside the hut, a member of the congregation continues the cruel and sadistic punishment.

A search of the shack (or an interrogation of the torturer) reveals the deacon's scheme, simultaneously implicating every high-ranking member of the congregation as well.

Scene 5: Vindication

With the foul deeds of this corrupted church uncovered, the party must now confront the deacon and his congregation in their temple. The deacon is quick to leverage his martial followers against the intruders, but suffice to say they don't know what they're up against.

And now these charlatans can see some *real* monsters.

Keeping Things Going

Inquisition requires a little bit of pre-planning to make it easy for you to prevent well-meaning players from revealing its secret too soon.

Plan to Communicate Secretly

Many elements of this adventure require one specific character to receive information or even make rolls pertaining to their hidden nature. Plan ahead to have some means of communicating secretly with all of your players. Private messages work great if playing digitally, but in person you may need to communicate via text message if you have your phones at the table (turn off audio notifications, if possible), or you can just discreetly pass paper notes.

Assist by Distraction

If one or more players become suspicious of one another too soon, try to subtly sneak in a distraction to draw the focus away from that character. Have a nearby NPC ask a question or make an unrelated observation. Have the more perceptive characters notice a fleeting sound off in the woods with no discernible source.

Players Might Be Discovered Too Soon!

Don't panic. The game isn't ruined if some of the players let their secret slip sooner than you or they expect. More likely than not, they will laugh with each other over the slip-up, rather than be frustrated or disappointed. The realization by each player as all of their fellow players' secrets are revealed is the most novel part of this adventure, no matter when it happens.

Beginning the Story

The story begins with their long cross-country journey already well underway. The party shares a stage coach in the middle of a passenger convoy traveling through the vast woods that stretch out in nearly all directions.

To get things rolling and help the players introduce their characters, have them each take turns describing themselves in the perspective of what the others have seen of them during the long, boring ride.



Scene 1: Roadblock

The story begins with the party huddled together inside a stage coach. The coach is one in a convoy of four that are currently embarked on a long overland journey through a thickly-forested stretch of countryside.

Read or paraphrase the following:

You all have been on the road for a few days now. You find yourselves not-quite-halfway across a stretch of countryside that is completely blanketed by thick forests stretching all the way to the horizon in nearly every direction. The road you're traveling on is the only one for dozens of miles, and the only points of interest along it are the small towns and villages that are spaced just so that you can make it between them in a full day's travel.

The sun hangs low in the partly cloudy sky, just nearly touching the hills off in the distance. The setting sun illuminates everything in a dim orange glow as the autumn air becomes slightly more crisp and cool by the minute.

At this point, have the players take turns describing their characters from the perspective of what the other passengers would have been seeing during the long journey in the stage coach cabin.

After their descriptions are finished, read:

"Everyone start gathering up yer belongings!" The stage coach driver calls back into the cabin. "We'll be pulling into Silverbridge in a few minutes—just another mile or two, now."

At this point, allow a brief moment for character interactions or banter, if any.

End of a Long Day's Travel

After a few more moments, read:

Unexpectedly, you can hear a voice from the coach ahead of yours call out, "Woaaaaah!" before the convoy rolls to a stop.

Given the coach driver's previous indication, it's too early to have reached the destination already. In fact, the convoy has stopped as it approached another stage coach off to the side of the road, empty and abandoned.

The sun has set now, the sky growing darker by the minute. As if drawn out by the commotion, thin tendrils of fog begin to creep out from the tree line and into the road, as the temperature slowly sinks lower.

The two guards from the front coach have stepped off and are cautiously approaching, but neither very quickly.

Guards

It's plain to see that the guards are young and inexperienced. As a matter of fact, many of the "guards" on these convoys are no more than fledgling young men, given a crossbow and told to sit on a coach for several days for the promise of a handful of silver—a fact anyone proficient in History or land vehicles would know.

A character watching the guards can make a DC 10 Wisdom (Insight) check to see that the two guards are clearly spooked, despite the absence of anything obviously dangerous or intimidating.

If asked, the guards admit to being especially anxious about this situation, since "everyone knows" that the woods in this area are said to be cursed, and teeming with monsters. The two can't agree on what's supposedly out there, but they're both quick to share their many theories.

Ransacked Stage Coach

The stage coach is just barely off the left side of the road, just over 60 feet ahead of the front coach of the convoy. Its doors are flung wide open, and its cushions and curtains appear to be tattered. There's no visible movement, nor does it look like anyone or anything is inside. Players who want more detail must get closer to do so. A character who approaches within 15 feet of the coach can make an investigation check to learn more:

Searching the Ransacked Coach:

Investigation Information Learned

< 5	The stage coach has been emptied, and the upholstery and curtains are torn.
≥ 5	The damage to the inside of the stage coach appears to have been made by some kind of raking claws, spaced a little wider than human fingers.
≥ 10	Judging by the conditions of the interior, it seems this coach has been out in the open like this for at least a few days.
≥ 12	The patterns of the claw marks and the disarray inside the cabin suggests that someone was dragged out by force.
≥ 16	The seat inside the cabin is slightly askew, just barely revealing a hidden compartment under the seat. Inside it are 10 days' rations, 2d10 × 10 gold pieces, four Potions of Greater Healing, and two leather pouches which each contain six Sunrods *.

*Sunrods are described in Appendix B.



Taken

Once the investigation reaches a lull, read the following:

"Hey, you guys didn't find anybody, right?"
One of the guards calls out to you. "Because I really think we shou—"

Without warning, the convoy guard is seemingly yanked off his feet and pulled into the woods by an invisible force. At this, the entire convoy breaks into a panic, and the drivers and guards insist to the party that they all leave immediately.

In reality, the guard who was "taken" is actually a member of the bandits hired by the deacon to harass and scare convoys traveling through the town. The guard

wears a *Ring of Jumping* which allows him to appear as though he was lifted off his feet, when in reality, he simply jumped backward before running deeper into the woods.

If the party chooses to ignore the pleas of the convoy drivers and passengers and forge into the forest, they hear the drivers taking off, shouting a reminder that Silverbridge is just another mile down the road.

Any character can attempt to make any ability checks they deem fit to track down the convoy guard. Regardless of their choice (assuming it makes sense), succeeding on a DC 10 check allows the character(s) to find the tracks left by the man as he ran through the deadfall into the woods. Proceed to *Scene 2: Cabin in the Woods*.

If the party heeds the calls of the frightened passengers and returns to the convoy, Proceed to *Scene 3: Welcome to Silverbridge*.



Scene 2: Cabin in the Woods



ut in the deep woods, there is an old hunter's cabin, long since abandoned and succumbed to the elements. However, the cabin has found new use as the base of operations for a gang of bandits on deacon Argentin's payroll. The bandits gather here to prepare for attacks against passing convoys, and to rally together after an attack to split up their loot.

The faint, disused hunters' trail leads to and from the cabin. Overgrown and only just barely visible to those near it, it is hidden well out of sight from any passersby who keep out of the tree line.

The Dilapidated Cabin

The cabin is currently illuminated by a single oil lantern, and is occupied by the bandit captain, a drow **assassin** named La'ira, and her lieutenant, a tiefling **veteran** named Vel. Two **thugs** converse casually on the trail about 80 feet from the cabin. One of them is the supposed guard who was "abducted" from the convoy. Two **scouts** stealthily patrol the woods around the cabin, though neither are on this side of it at the moment.

General Conditions

Unless stated otherwise, the woods are subject to the following conditions.

Light. The sun has completely set now, and it won't be long until the sky is completely black. The trees are spaced just barely so that the twilight above casts dim light over the open areas of the forest floor. Areas within or underneath any significant undergrowth are completely dark.

Visibility. The autumn fog that appeared just as the sun was setting has only gotten thicker. Visibility is reduced to a maximum of 20 feet in all areas of the woods, regardless of whether a creature has darkvision.

Terrain. The narrow seams between the treetops allow shrubs to grow in clusters and ribbons all around the forest. Such areas of undergrowth are considered difficult terrain. The ground is otherwise clear, though covered in a thick layer of decomposing leaves and bark, allowing for unhindered movement.

Trail

When the party finds the start of the hunting trail, read or paraphrase the following:

As you begin to follow the trail with your eyes, you hear a burst of laughter a short distance away. The laughter doesn't sound malevolent in any way, but rather as someone laughing at a joke.

Another voice follows after, conversational in tone. No hint of distress in either voice.

The voices are distorted by the shrubs and trees, so the words are difficult to parse. Any character who wishes to can make a DC 13 Wisdom (Perception) check to try and make out what's being said.

Listening to the Voices:

Perception Information Learned

< 13	It's unclear what's being said, but they don't seem to be in danger.
≥ 13	You hear the words "And did you see the driver's face?" followed by a mocking imitation of a man screaming.
≥ 15	You recognize this voice as belonging to the guard who was supposedly abducted.

If a character moves to within 20 feet of the bandits, they can make out their silhouettes through the fog. However, moving closer will cause the bandits to hear their approach unless a character first succeeds on a Dexterity (Stealth) check to move quietly, contested by the thugs' passive Perception of 10.

Cabin

The cabin is lit from within by a single oil lantern hanging from the ceiling. The cabin is furnished with several hammocks, hung by the bandits, a broken bedframe, and a rotted old desk. The Deacon's latest missive to the bandits lays open on the desk. The interior is otherwise unremarkable.

La'ira and Vel stand inside the cabin, conversing quietly about their deal with the deacon. The cabin has no door or windows, having long since been destroyed by the elements. Despite this, the two are not visible from outside except by a viewer almost directly lined up with the door frame.

If characters manage to sneak up to the cabin without alerting the bandits, they can hear bits and pieces of the conversation:

"—don't know what to make of it."
"—even allowed to work for ourselves anymore?"
"—good money though..."

Monster Hazards:

- **Devil.** The missive sent by the deacon and left open on the old desk is emblazoned prominently with the holy symbol of Vultus. A devil character that catches sight of this symbol is subject to its Holy Rebuke trait.
- **Flesh Golem.** While the outside of the cabin is beginning to gather dew from the fog, the interior has been thoroughly dried out. If the hanging oil lantern is jostled or dropped, it crashes to the ground, immediately setting the rotted wood ablaze, potentially triggering a flesh golem's Aversion to Fire trait.



- **Mummy.** A stray **cat** lives in this section of woods and often visits the cabin, especially when the bandits are staying there (the bandits often feed her scraps of meat from their meals). Hearing the sounds of people, the cat will make her way to the cabin, up into the window, and meow, triggering a mummy's Memories of Torment trait. If the lantern hanging in the cabin starts a fire, it could affect the mummy's Flammable trait.
- **Vampire.** The cabin counts as a residence for the purposes of a vampire's Forbiddance feature of its Vampire Weaknesses trait.

Alerting the Bandits

If any of the bandits are attacked, they immediately call out to the rest of the gang as a free action. Even if a bandit is killed immediately after being taken by surprise, their death cry will alert the others unless measures are taken to keep them quiet.

At the first sign of trouble, Vel and La'ira ready weapons and prepare to fight the intruders.

La'ira dives out the window and hides in the forest, allowing her to get close and use her sneak attack. Meanwhile, Vel bides his time in the cabin until he hears an enemy get close enough for him to close the distance and attack with his blades.

The two thugs immediately draw weapons and rush thoughtlessly toward any attackers. The hidden scouts maintain their stealthy positions, moving quietly until they have a clear shot with their longbows. If necessary, the scouts can use their keen hearing to attempt to guess the locations of their targets through the fog, taking blind shots if they think they might hit.

Vel will fight to the death, but La'ira will attempt to flee if things look bleak. Once both bandit leaders have been killed or routed, any remaining bandits retreat, fearing for their lives.

The false guard is wearing a Ring of Jumping, which the players can notice and recover if he is defeated. Each bandit carries 2d12 gp worth of coin and jewelry on their person.



Scene 3: Welcome to Silverbridge



ilverbridge is somewhere between a large village and a small town, with a permanent population of around 200 people. While many of its residents are fisherfolk, others are woodcutters, merchants, or craftspeople. Possibly the most notable profession among the population, however, is that of the many coach drivers who shuttle travelers across the countryside, and thus through their hometown.

As the party arrives at the town, read:

As you round one final bend in the road, suddenly the claustrophobic treeline gives way to a wide open vista.

Before you is a wide river, with tall, sloping banks which curve gently, evening out as they reach the water's edge. In the center of this stretch of the river, the path splits, forming an island perhaps about 600 feet wide at its widest point, and no more than three times as long.

On this island rests an idyllic-looking village of red-roofed buildings. At one end of the island, seemingly at the "head" of the village, there is an imposing stone temple, easily the largest building in the entire town.

Ahead of you, the road you've been travelling along descends the banks a short distance before rising onto a marvelous slate gray stone bridge over and across the span. On the far side of the bridge, the road continues, running along the edge of a cobblestone town square. It only just barely bends before immediately running across a matching bridge on the far side of the island, then disappearing back into the forest on the opposite shore.

As you approach, you can hear the sound of a bell tolling. In the distance, you can faintly see a crowd beginning to form in the town square.

If the party arrives with the convoy, the coaches roll across the bridge and into town before coming to a stop in front of the inn. Otherwise, they can make the short walk into town without issue.

An Impromptu Town Meeting

As the party enters the square, the still-gathering crowd appears to number well over a hundred. 2nd-story windows in the buildings all around the square are thrown open as citizens—many still in their sleep wear—give their attention to the front face of the temple.

At this point, the characters may have a minute or two to look around or ask questions of the townsfolk. Most are wary of outsiders, but unwilling to be flat-out rude. They are willing to give brief, un-detailed answers to any simple questions asked of them, so long as the questioning doesn't trespass beyond "polite" topics.

What's Going On?

As part of his ongoing campaign to control the local populace through fear, deacon Argentin has rounded up one of the town's citizens. He intends to publicly torture the man by nearly drowning him in the town fountain.

The man was caught drawing an unflattering cartoon of the deacon, and when word reached Argentin, he dispatched his clerics to retrieve the "troublemaker." Deacon Argentin plans to punish the man, while simultaneously using him to gain favor with the rest of the town.

Deacon Argentin

Deacon Argentin is an older man with snow white hair, slightly tan skin, and narrow, angular facial features. He wears crimson robes trimmed with gold, and carries an air of arrogant self-righteousness with him everywhere.

Argentin knows full well that there is no actual monster threat attacking the village. He believes that his campaign is justified nonetheless, since the less he needs to concern himself with the way people behave themselves, the more he can focus on remaining vigilant against the real threats that lurk in the dark.

The Congregation

"The congregation" as they are called, are the fanatical devotees to Vultus who reside within Silverbridge's temple. The core of the sect consists of around two dozen clerics and priests of Vultus, every last one of whom are blindly loyal to the deacon.

The congregation is the de facto law enforcement in Silverbridge, meaning that deacon Argentin is its de facto government. The town has a duly-elected mayor who runs the day-to-day decisions of governance, but any policy request made of her by the deacon is approved and enacted without question... *or else*.

Residents of Silverbridge

The vast majority of Silverbridge's citizens are unaware that the deacon is lying to them. Some even believe his claims wholeheartedly and relish in seeing "monsters" punished. Meanwhile, those wise enough to suspect otherwise are also wise enough to keep it to themselves, lest they end up falsely accused of being a monster.



The "Performance"

As the stream of townsfolk funneling into the square slows to a trickle, the front doors of the temple are thrown open, revealing a glimpse of the opulently decorated and brilliantly illuminated interior.

Two by two, an ornate procession of priests, clerics, and armored enforcers emerges from within the temple. With practiced timing, the congregation turns and splits, clearing a path from the temple entrance to the fountain in the center of the square.

At this point, deacon Argentine strides proudly down the newly-cleared path. Two armored clerics follow behind him, dragging a limp, nearly-naked man. The man is thin and frail-looking, and also badly bruised.

Begin to read or paraphrase the following, though be prepared to allow for interruptions, should one or more members of the party wish to intervene:

The night becomes still as the procession finishes. The man in the crimson robes surveys the crowd before throwing up his hands and shouting, "We captured another one!" as the crowd erupts in cheers.

The man continues, "Our home is besieged on all sides! There are monsters out there whose very existence threatens our way of life! They want to end us only because we are here! They cannot suffer a mortal to live in peace!"

Scattered sounds of approval issue from the crowd at each of these statements. "But I say no more!" shouts the man, to a more energetic echo of approval from the crowd. "Let us show them we are not afraid!" he finishes, turning to his prisoner.

With a nod, members of the congregation produce a long wooden plank and quickly tie the prisoner to one end. They slot the plank firmly into a groove carved in the outer lip of the fountain. Levering against the edge of the fountain, the prisoner is lowered into the water to the cheers of the crowd.

After too long a moment, the lever is raised again. The man violently gasps for air, attempting to cry out between hurried breaths, but they lower him again.

After a few more repetitions of this, the prisoner is raised again. He's not breathing at first, but eventually lets out a sputtering cough, followed by a deep gasp.

At this, the robed inciter of the mob calls out, "I think he's had enough for now." to disappointed boos from the crowd and calls for worse. "Throw him back in the dungeon. He's not getting away from us that easily."

And with the same practiced motion with which they arrived, the procession withdraws back to the temple, slamming the huge temple doors behind them.

The gruesome spectacle completed, the crowd immediately begins to disperse. Though it took several minutes for the town to gather, the crowd's size halves within seconds.

Monster Hazards:

- **Devil.** The holy symbol of Vultus is emblazoned on the front of the temple, and later, on the tabards of every member of the congregation. These trigger the devil's Holy Rebuke trait.
- **Ghost.** If Deacon Argentine gets any strong hint that there is anything monstrous about any of the characters, he will immediately cast *dispel evil and good* (break enchantment) on them. Cast on a ghost character, they are immediately forced out of their host's body.
- **Vampire.** The river surrounding Silverbridge is running water, which will harm a vampire if they come in contact with it. Additionally, in Silverbridge, most folks have little distinction between their homes and places of work; shops have apartments above or behind the public areas, craftspeople work in workshops in their homes, even the congregation sleeps in a communal barracks in the cellar of the temple. Because of this, almost every building in Silverbridge is a residence for the purposes of triggering the Forbiddance feature of a vampire's Vampire Weaknesses trait.
- **Witch.** The river and the fountain can both trigger a witch's Water Weakness trait.
- **Werewolf.** It is night now, and the moon has risen among the patch clouds. Whenever a werewolf player is outside, you can instruct them to make a roll to resist a Compelled Shapechange at any point you feel is appropriate.

If the Party Intervenes

Many parties will have one or more members who wish to intervene, putting a stop to the torture of this apparently helpless man.

Any member of the congregation will gladly forfeit their lives to protect the deacon. At the first sign of any violence, the congregation immediately rushes to his side, encircling him completely. They then usher him as quickly as possible back into the safety of the temple before barring the door.

If any member of the party interrupts the display nonviolently, deacon Argentine will stop for a moment, aghast at the audacity of anyone who would openly oppose him. But he also doesn't wish to lose face in front of the town, and he fears seeming like a despot if he were to retaliate violently. If Argentine can't retaliate without drawing first blood, he is forced to back down.

At this, Argentine will attempt to claim the moral high ground as an agent of divine mercy, ending the display and retreating to the temple to seethe.

Argentine will never willingly give up custody of his prisoner, but if recovered before the congregation can prevent it, Argentine will feign concern and warn the party not to endanger the town by letting the man free.

Silverbridge

Silverbridge is a village of around 200 people. Shortly after its founding, a group of missionaries worshipping Vultus moved in, establishing the temple.

This church has never been more than a slight oddity until about a year ago when Argentin was installed as the head of the local congregation. Within a few months, Argentin had begun his campaign for absolute control of Silverbridge. Since then, his methods have gradually become more and more extreme.

Locations

Described below are the most important points of interest in Silverbridge.

A: Village Square

A large cobblestone square butting up against the overland road. The temple, town hall, and the inn all open out directly onto the square. In the exact center of the square is a round fountain, just about 30 feet in diameter. The grooved design etched around the circumference of the fountain show signs of wear on the side closest to the temple.

B: Temple of Vultus

The temple of Vultus is one of the oldest building in Silverbridge, and is certainly the largest. The broad, front-facing wall that faces the square is largely smooth. The most prominently visible feature of the building's exterior is the massive metal holy symbol of Vultus affixed above its metal-banded double doors.

C: Fisher's Shack

The tiny wooden shack along the shore behind the temple is unassuming and easy to miss. One of the deacon's torturers takes prisoners here to let them suffer in the damp, drafty main room.

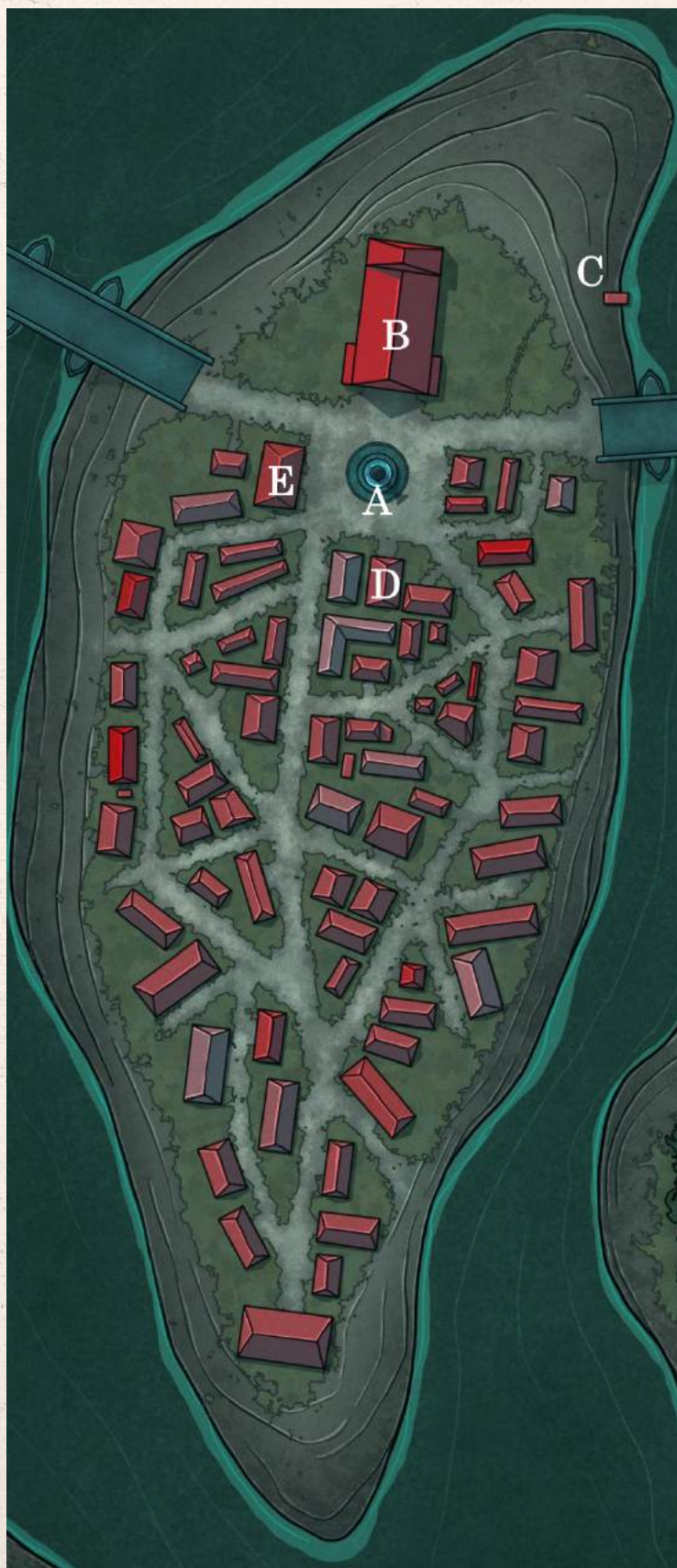
D: Town Hall

Silverbridge town hall is an L-shaped building that opens out onto the village square. The main hall, where town meetings take place, is situated directly beneath the mayor's apartment. There is a semi-detached wing off of the main hall which houses official records and other such miscellanea.

E: Inn/Tavern

Silverbridge's only proper inn and its one and only tavern. The ground floor is taken up by the bar and the patron seating area out front, with the kitchen and storeroom toward the back. The second floor of the building is comprised entirely of guest rooms.

Guy, the amiable town barkeep, owns and operates the establishment. He is polite, but mostly keeps to himself.



Scene 4: Whispers Around Town

Paths Forward

If the party have already learned of the deacon's plot from the cabin in the woods, they are likely already willing to confront the deacon—especially after witnessing his display in the square.

If the party doesn't yet know this information, or if they are still unsure if they want to engage, any of the following can be used as devices to motivate the players to confront deacon Argentin and the congregation in the temple.

Picked up a Tail

If the party intervenes in deacon Argentin's "performance" in any noticeable way, successfully or not, he will order four of his congregation (four **Will of Vultus**; Appendix A) to follow the party. If the party choose to sleep for the night before confronting the deacon, the agents will ambush one of the party members in the night. Once it's clear they have been defeated, these agents will surrender, telling the party whatever they want to know about the deacon in exchange for their lives.

Good Guy Barkeep

If the party remains in the common room of the inn/tavern for any appreciable amount of time, Guy the barkeep engages in polite conversation, as he would with any new guests. If the party asks him any questions about the deacon or the congregation, he gets visibly anxious and refuses to say anything negative. If the party presses further, they can convince him to share what he knows, including all the major points of the deacon's scheme.

Guy is eager to end the conversation. If it drags on too long, he abruptly concludes the discussion by suggesting that, if the party wants to know more, they should discreetly check out the old fisher's shack behind the church. He then immediately changes the topic and refuses to talk of it further.

The Mayor of Town

Sunbridge's mayor, Juliette, is awake in the ground floor of town hall. After being roused from sleep by the events of the night, she is attempting to still her mind by tending to some light paperwork before going back to bed.

If the party enters the town hall building, they find her at the single small desk at the far end of the room, filling out documents by candlelight.

Juliette is polite and forthcoming about the town in general, but if conversation steers toward the deacon or the congregation, she hurriedly closes the doors and draws the curtains before saying another word. Once the room is protected from prying eyes, she asks why the party wants to know, clearly nervous.

The truth is that Juliette is scared of the deacon, as he has made many thinly-veiled threats in the past about what might happen if she were to cross him. With enough plying, the mayor can be convinced to help them. She retrieves an old faded parchment she said she found shuffled in among a bunch of the records from the town's founding.

The document shows plans for the temple, including a narrow tunnel leading from the cellar to the Northeast slope of the island. Juliette adds that nearby where the tunnel supposedly exits is an abandoned Fisher's Shack.

After this, the mayor continues to help as she can, but becomes increasingly anxious, eventually informing the party that she is retiring back to bed, and politely (but firmly) asks them to leave.

The Fisher's Shack

The fisher's shack is an old fishing cabin built on wooden pilings, half of it suspended over the shallow waters of the riverbank. The interior of the cabin is divided into just two rooms: a larger main room and a small bedroom situated in one corner.

When the party approaches anywhere with a clear view of the Northeastern side of the island, they spot two silhouetted figures carrying a third into the cabin. A minute or two later, one of the figures can then be seen leaving, disappearing behind a short ridge and not appearing again (thanks to a hidden entrance to a tunnel leading to the temple cellar.)

Groaning can be heard as the party approaches the shack, the voice belonging to the man who was tortured earlier in the night (assuming he wasn't rescued already). He has now been tied to one of the pilings that forms the corner supports of the old shack, with his feet stuck through a hole in the floor, into the near-freezing water below. The man is clearly alive, but appears to be fading in and out of consciousness.

The torturer, a **Might of Vultus** (Appendix A), is taking a very passive role in his duties, and seems utterly bored as he alternates between pacing the cabin and laying down in the bedroom. If the party chooses to fight him, he will fight to the death, unless convinced to surrender once his defeat is clearly inevitable.

If captured, he will reluctantly admit the details of the deacon's plot, and that all of the major priests of the temple are in on it. If questioned for too long, the zealot resigns himself to his fate and instructs the party to either kill him or let him go.

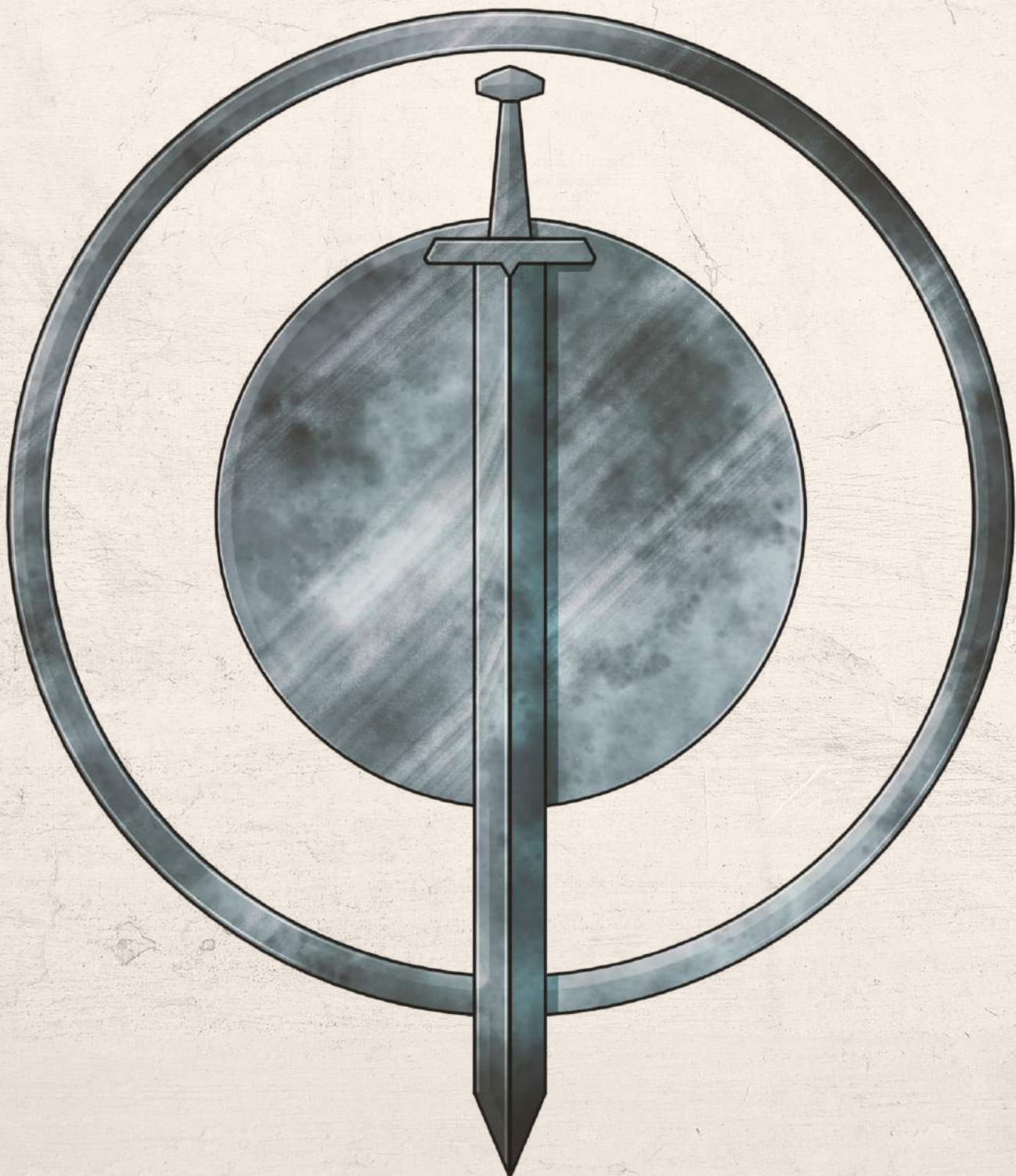
If the prisoner is rescued here, he is in very poor shape, but alive. A DC 10 Medicine check ensures that while it will likely take a week or two, he should make a full recovery. Once he's aware he's being freed he tearfully thanks the party, remarking that, "There really are angels out there."



The man doesn't know much about the interior of the temple, as he only really saw one room, and he was unconscious for a lot of it anyway. He also doesn't really know anything about the deacon or the congregation that the party hasn't already witnessed for themselves: they are a band of fearmongering frauds keeping the town enslaved through staged attacks and false accusations. He

informs the party that he was captured the very night after he was seen drawing a very unflattering cartoon of the deacon.

Any amount of magical healing (e.g. from a spell or a potion), will restore the man to where he can walk under his own power. He thanks the party, expressing his intent to return home and bar his door behind him.



Scene 5: Vindication

The Final Confrontation

The mad deacon and the core of his fanatical congregation are all housed within the temple. They think themselves safe within the thick stone walls. Considering who is after them, their faith may be misplaced.

Temple Exterior

The temple of Vultus is not easily breached, especially if the occupants are expecting attackers.

General Construction

The steel-banded double doors at the entrance of the temple are comically thick, making it impossible for the party to break the door down with brute force.

The temple's exterior walls are between 5 and 10 feet thick and constructed from solid stone.

The building's foundation is consecrated, which prevents creatures from entering using teleportation, or any extradimensional or extraplanar means.

Front Door

There is a slight gap underneath the doors, barely 1 inch wide at the widest point. Kneeling down to look from the floor level allows a character to see a thin field of the interior through the gap.

If the party knocks on the door before the congregation considers them a threat, someone will answer by speaking loudly through the door. If necessary, a priest inside the building verifies claims made by those outside using a *clairvoyance* spell. However, with clever words, an unsuspecting priest might be convinced to open the door.

Windows

The tall stained glass windows that line the side walls of the temple are a little less than 10 feet wide, and are 20 to 25 feet off the ground.

The massive stained glass window at the back end of the temple is 25 feet wide at its base, and is 50 feet tall at its peak. Due to the downward slope of the terrain as it gets further from the road, the bottom of the back window is 35 feet above the ground.

Belfry Access

On the outer temple wall facing the square, just above and behind the massive metal holy symbol of Vultus, there is an opening to the belfry.

The entrance to the belfry is about 30 feet from the ground, and about 5 feet diagonally downward from the nearest edge of the roof.

Cellar Tunnel

Out behind the temple, near the fisher's shack, there is a hidden hatch that opens to reveal a small tunnel. The tunnel runs from the hatch to the cellar beneath the temple.

Temple Interior

Belfry

The interior of the belfry is lit only by the ambient light from the night sky filtering in through the opening to the square. Inside is the Large brass church bell. The rest of the room, reminiscent of an attic loft, is mostly empty, with a few stacks of crates which are all empty except for years' worth of dust.

There are two spiral staircases in the back corners of the room, leading down to the raised corners of the main hall.

Cellar

The congregation isn't expecting that anyone would be able to find the hatch, so they've left the tunnel completely empty. If the congregation knows they're under attack, they will consolidate in the main hall, sending the temple staff to the cellar and out of the way.

Main Hall

The main hall of the temple of Vultus stretches 200 feet long, and spans between 110 and 130 feet wide.

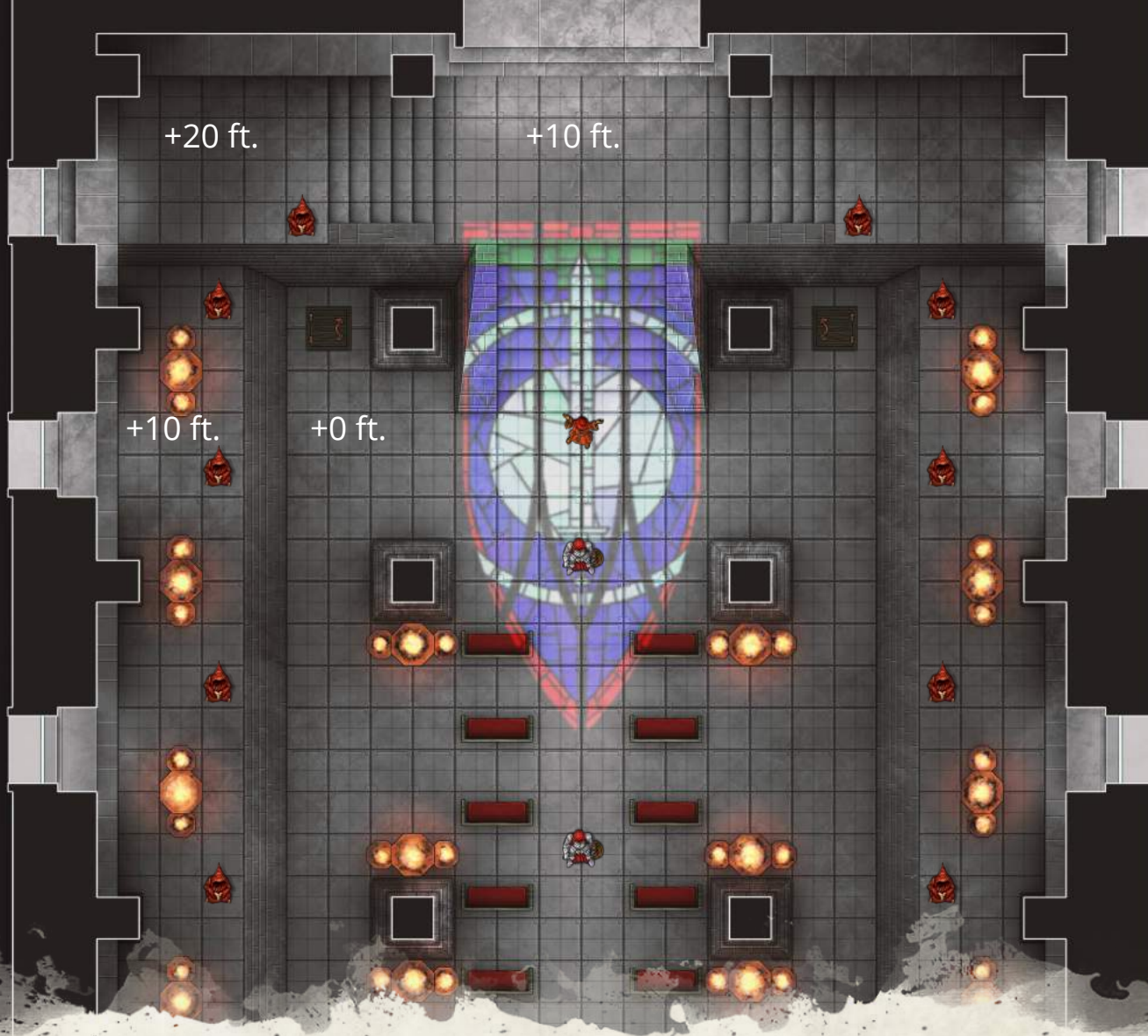
The primary ground level of the main hall is 175 long and 70 feet wide. 10-foot thick stone columns are spaced 30 feet apart, set 10 feet off to either side of the main aisle. The aisle is 10 feet wide and flanked by rows of 10-foot long pews on either side.

To the left and right of the main level are raised "balcony" levels which look over the pews and candelabra. These levels are raised 10 feet above the main level, are about 15 feet wide, and run the length of the hall until reaching the stairways to the belfry.

At the far end of the central aisle, the floor rises 15 feet as it approaches a landing just beneath the enormous stained glass window set into the back wall. From this large window landing, staircases rise even further to the left and right, leading up toward the belfry access. Below, a pair of modest cellar doors are set into the floor near the base of the back staircases.

Monster Hazards:

- **Devil.** Vultus's holy symbol can be seen everywhere in the Main Hall, imposing disadvantage on the devil's saves against its Holy Rebuke. The deacon's Cleansing Dawn dispels illusions, including *alter self*.
- **Flesh Golem, Mummy.** Many of the congregation have prepared spells dealing fire damage.
- **Vampire.** The temple is residence to the congregation, so a Vampire requires permission from an occupant to enter. The deacon's Cleansing Dawn action produces an area of sunlight.
- **Werewolf.** When the clouds part, the moon can be seen perfectly through the stained glass window.
- **Witch.** The deacon's Cleansing Dawn dispels illusions, including that from the witch's Hat of Disguise.



The Final Showdown

Below are details pertaining to the final conflict between the party and the Congregation.

Combatants

- 1x **Deacon Argentin**. CR 9
- 2x **Might of Vultus**. CR 6
- 10x **Warmth of Vultus**. CR 1

When the party enters, deacon Argentin is standing at the bottom of the grand staircase, one of the Might of Vultus beside him. The other Might of Vultus stands in the intersection of the two aisles, closer to the front door. The ten Warmth of Vultus are lined up on the outer "balcony" level, watching out the windows for intruders.

Tactics

Deacon Argentin immediately moves away from the party's point of entry, securing high ground if he can. He will remain behind his bodyguards for as long as possible, casting buffing spells (prioritizing himself) until one of the party members engages with him directly. At that point, Argentin will prioritize moving away from his assailants (provoking attacks of opportunity to do so, if necessary),

and casting high-damage spells to try and knock his opponents out of the fight. When he drops below half his hit points, he uses his *Cleansing Dawn* action.

The Might of Vultus primarily attempt to get in between the deacon and his attackers, dealing damage to whomever is closest to him. If they have the opportunity to act as a human barrier, they do so without hesitation.

The Warmth of Vultus try their best to stay out of reach of the attackers. They cast healing spells on the deacon as he is hurt, though their $1d4 + 5$ *healing word* spells are likely only going to buy him a little time.

When not healing the deacon, they hurl damaging spells at the most dangerous targets they can see.

When the Deed is Done...

With the deacon and his congregation defeated, the town of Silverbridge—will most likely continue living in fear, as the citizens have just watched who they thought were their protectors get slaughtered by the monsters they were supposed to be protecting the town from.

But at the very least, they will no longer have a power-hungry, despotic zealot controlling their town. So even if they will never be able to thank you, they will still be grateful.



Appendix A: Monsters of Inquisition

Will of Vultus

Medium humanoid (any race), lawful neutral

Armor Class 16 (breastplate)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	13 (+1)	16 (+3)	14 (+2)

Skills Intimidation +4, Perception +5, Religion +3

Senses passive Perception 15

Languages Common, any one other

Challenge 3 (700 XP)

Divine Weapons. The priest's weapon attacks are magical. When the priest hits with any weapon, the weapon deals an extra 4 (1d8) psychic damage (included in the attack).

Spellcasting. The priest is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance*, *light*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *bless*, *command*, *detect evil and good*, *heroism*, *sanctuary*, *shield of faith*

2nd level (3 slots): *blindness/deafness*, *calm emotions*, *hold person*, *silence*, *zone of truth*

Actions

Multiattack. The priest makes two attacks with its mace.

Silvered Mace. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 4 (1d8) psychic damage.

Impose Order (1/Day). The priest presents their holy symbol, issuing forth an order to submit to the authority of its deity. Each creature of the priest's choice than can see or hear it within a 20-foot cube projected out from the priest must make a DC 13 Wisdom saving throw or be charmed by the priest for 1 minute. A charmed creature may repeat its save at the end of each of its turns, ending the effect for it on a success.

When a creature fails its initial save against this effect, and at each successive save failure, it must immediately perform the next sequential free action described below.

1. The creature must not use any of its movement speed until the effect ends.
2. The creature must drop everything it is carrying.
3. The creature must drop prone.
4. The creature must loudly confess to the most recent wrongdoing it knows it is guilty of that it hasn't already confessed to as a result of this effect.

Reactions

Compelling Chorus (Recharge 5–6). When the priest hears the verbal component of an enchantment spell the priest knows that is cast by an ally of the priest within 30 feet of it, the priest joins in the casting to increase the spell's potency. When this occurs, each target of the spell within 30 of the priest has disadvantage on any save it makes against that casting of the spell.

Might of Vultus

Medium humanoid (any race), lawful neutral

Armor Class 18 (plate, 20 if wielding a shield)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	10 (+0)	15 (+2)	11 (+0)

Saving Throws Str +7, Wis +5

Skills Athletics +7, Perception +5, Religion +3

Senses passive Perception 15

Languages Common, any one other

Challenge 6 (2,300 XP)

Monster Hunting Kit. As a bonus action on each of the priest's turns, it draws and uses one of the monster hunting implements listed below.

- **Holy Oil.** One creature the priest can see within 30 feet of it must succeed on a DC 15 Dexterity saving throw or take 3 (1d6) magical fire damage and catch fire. A burning creature takes 3 (1d6) magical fire damage at the start of each of its turns until it uses an action to extinguish itself, or is doused with water.
- **Holy Water.** Each undead or fiend within 5 feet of a point the priest can see within 30 feet must succeed on a DC 15 Dexterity saving throw or take 7 (2d6) radiant damage.

- **Silver Dart.** The priest makes a Silvered Dart attack.

Spellcasting. The priest is an 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, spare the dying*

1st level (4 slots): *bless, cure wounds, divine favor, inflict wounds, sanctuary, shield of faith*

2nd level (3 slots): *blindness/deafness, enhance ability, magic weapon, spiritual weapon*

3rd level (2 slots): *dispel magic, protection from energy, spirit guardians*

Actions

Multiattack. The priest makes two melee attacks.

+1 Silvered Warhammer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage, or 10 (1d10 + 5) bludgeoning damage if wielded with two hands.

Silvered Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if wielded in melee with two hands.

Silvered Dart. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Warmth of Vultus

Medium humanoid (any race), lawful neutral

Armor Class 14 (chain shirt)

Hit Points 18 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	11 (+0)	12 (+1)	15 (+2)	15 (+2)

Skills Medicine +3, Religion +3

Senses passive Perception 12

Languages Common, any one other

Challenge 1 (200 XP)

Disciple of Life. Whenever the priest uses a 1st level spell to restore hit points to a creature, the creature regains 3 additional hit points.

Spellcasting. The priest is an 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, spare the dying*

1st level (3 slots): *bless, cure wounds, guiding bolt, healing word, inflict wounds, sanctuary*

Actions

Staff of Light. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage if wielded with two hands.



Deacon Argentin

Medium humanoid (human), lawful neutral

Armor Class 17 (half plate, 19 with *shield of faith*)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	13 (+1)	19 (+4)	17 (+3)

Saving Throws Dex +6, Wis +8, Cha +7

Skills Arcana +5, Perception +8, Religion +5

Senses passive Perception 18

Languages Common

Challenge 9 (5,000 XP)

Empowered Radiance. Deacon Argentin adds his Wisdom modifier to any radiant damage he deals that doesn't already include his Wisdom modifier.

Spellcasting. Deacon Argentin is a 12th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): *guidance*, *light*, *mending*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *burning hands*, *command*, *detect good and evil*, *faerie fire*, *healing word*, *inflict wounds*, *protection from evil and good*

2nd level (3 slots): *flaming sphere*, *hold person*, *moonbeam*, *scorching ray*, *spiritual weapon*

3rd level (3 slots): *daylight*, *dispel magic*, *fireball*, *mass healing word*

4th level (3 slots): *banishment*, *death ward*, *guardian of faith*, *wall of fire*

5th level (2 slots): *dispel evil and good*, *flame strike*, *mass cure wounds*, *scrying*

6th level (1 slot): *heal*

Actions

Multiattack. Deacon Argentin makes two weapon attacks.

Morningstar of Light's Wrath. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 2 (1d4) radiant damage.

Cleansing Dawn (1/Day). Deacon Argentin calls down the righteous will of Vultus to reveal all evil before him and cleanse it from his presence. A 30-foot radius, 60-foot tall cylinder centered on a point Deacon Argentin can see within 60 feet of him is filled with bright light. The light is sunlight.

Each creature other than deacon Argentin that moves into the area for the first time on a turn or that starts its turn there must make a DC 16 Constitution saving throw, taking 18 (4d8) radiant damage on a failed save, or half as much on a successful one.

Additionally if a fey, fiend, or undead creature fails its save, any illusions currently affecting it are immediately dispelled, and if the creature has the Shapechanger trait, it is forced to revert to its true form.

The area persists for up to 1 minute, or until deacon Argentin's concentration ends on it (as if concentrating on a spell). While active, Deacon Argentin can move the area up to 30 feet as a bonus action.

Appendix B: Magic Items

Morningstar of Light's Wrath

Weapon (morningstar), rare (requires attunement)

This gleaming silver-plated morningstar glints even in darkness. It serves as a magic morningstar that grants a +1 bonus to attack and damage rolls made with it.

The morningstar has 6 charges, and regains 1d6 charges daily at dawn. When you hit a target with a melee attack using this weapon, you can spend a charge from it to cause it to flash with blinding light. If the target of the triggering attack has eyes, it must succeed on a DC 14 Constitution saving throw or be blinded until the end of your next turn.

You can also use a bonus action to spend one charge from the morningstar to cause it to illuminate, shedding light as a torch would for up to 1 hour, or until you deactivate the effect as a subsequent bonus action. While illuminated in this way, the morningstar deals an additional 1d4 radiant damage whenever you hit with an attack using it.

Staff of Light

Staff, uncommon (requires attunement)

This iridescent, pearl-tipped staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it.

While holding the staff, you can use a bonus action to either cause it to illuminate, change its mode of illumination, or dispel its light. The staff casts light in one of 3 modes, described below.

- **Glow.** This is the staff's default lighting mode when initially activated. The staff sheds bright white light in a 20-foot radius, and dim light for an additional 20 feet.
- **Spotlight.** The staff shines bright white light in a 40-foot cone, and dim light for an additional 40 feet. The spotlight shines out from the tip of the staff.
- **Far Light.** The staff sheds dim light in a 10-foot radius. As an action, you can choose a point anywhere within 100 feet of you to become illuminated instead, or return the illumination to the staff. The chosen point can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "50 feet straight downward" or "upward to the northwest at a 45-degree angle, 100 feet." When you do, the staff goes dark, as the chosen point simultaneously illuminates. If the chosen point is inside of a solid object or material, the light is smothered and not visible until you return the light to the staff or change lighting modes.

Sunrod

Wondrous item, common

These slim, 6-inch metal rods are made of pure silver, and are etched with a symbol representing the sun. As a bonus action, you can hold a sunrod aloft and speak its command word to cause it to shed light as a torch would for 4 hours. An active sunrod makes no sound, generates no heat, and can't be extinguished by nonmagical means, though covering it with an opaque object, such as a bowl or cloth, hides its light.



Appendix C: Monster Origins

How to Use:

Following are the character templates to apply to each player character. Except where otherwise specified, the traits and changes listed here are applied to a complete, realized character, applied after and in addition to the character's existing game statistics.

You are considered proficient with all actions and abilities granted by your origin. If an attack lists its attack bonus as "+[Str] to hit," your attack bonus is equal to your Strength modifier plus your proficiency bonus. Meanwhile, "+[Str/Dex]" means you choose the ability score to use. If an attack adds an ability modifier to damage, you must use the same ability you attacked with.

Devil (Cambion)

You are the mortal offspring of a devil. You share some of your parent's fiendish traits, but you've found that you usually need to hide them from the world at large.

Ability Score Increase. Your Strength and Dexterity scores each increase by 3. Your Constitution and Charisma scores each increase by 2. These increases can potentially increase your ability scores to above 20.

Flight (Fiend Form Only). You have a fly speed of 60 ft.

Damage Resistances. You have resistance to cold, fire, lightning, and poison damage.

Darkvision. You have darkvision out to a range of 60 feet, if you don't already have a superior darkvision range.

Holy Rebuke. Whenever you see the holy symbol of a good-aligned deity, you must succeed on a DC 13 Wisdom saving throw or become frightened of it and any creature(s) wearing or displaying it for 10 minutes. You make this save at disadvantage if more than one such symbol is visible at once. You can repeat this save at the end of each of your turns, ending the effect on you on a success. When you succeed on this save, you are immune to this effect from all sources you can currently see for 24 hours.

Hybrid Nature. You are the offspring of one of your race, and a devil. In addition to humanoid, you also count as being of the fiend type. Any game effects that mention either of your types apply to you. You also have the shapechanger tag, in addition to your humanoid race.

Fiendish Appearance. While you are not disguised, common folk fear and most likely despise you. Most NPCs will become hostile to you immediately if they learn your true nature. You can use your at-will *alter self* spell to keep yourself disguised, but it must be recast at least once an hour. The casting of this spell is quick (1 action), but anyone who can see or hear you can tell you're casting a spell, even if they don't necessarily know what it is.

Fiendish Blessing. Your AC can never be less than 10 + your Dexterity modifier + your Charisma modifier.

Fiendish Weapons. When you hit with any weapon, you can choose to deal an additional 1d6 fire damage to the target.

Innate Spellcasting. Your innate spellcasting ability is Charisma. You can innately cast the following spells, requiring no material components:

At will: *alter self*

3/day each: *command*, *detect magic*

1/day: *arcane gate*

Additional Actions

You add the following actions to your normal action options.

Fire Ray. *Ranged Spell Attack:* +[Cha] to hit, range 120 ft., one target. *Hit:* 3d6 + Charisma modifier fire damage.

Fiendish Charm. One humanoid you can see within 30 feet of you must succeed on a Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys your spoken commands. If the target suffers any harm from you or another creature, or receives from you an obviously fatal command for it or a loved one, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to your Fiendish Charm for the next 24 hours. The save DC for this effect is equal to 8 + your proficiency bonus + your Charisma modifier.

Flesh Golem

You were built from scraps of flesh by an intelligent (if perhaps mad) creator. You have great strength and toughness, but your appearance scares most mortals. You start with a set of thick, baggy traveller's clothes to cover your body, including a deep hood or cowl to obscure your face.

Ability Score Increase. Your Strength and Constitution scores each increase by 4, and your Intelligence score decreases by 2. These increases can potentially increase your ability scores above 20.

Constructed Nature. In addition to humanoid, you also count as being of the construct type. Any game effects that mention either of your types apply to you. Any healing effects that don't affect constructs affect you for half the amount they would otherwise.

Darkvision. You have darkvision out to a range of 60 feet, if you don't already have a superior darkvision range.

Poison Immunity. You are immune to poison damage, as well as to the poisoned condition and nonmagical disease.

Lightning Absorption. You have immunity to lightning damage. Whenever you are subjected to lightning damage from a game effect not originating from yourself, you take no damage and instead regain a number of hit points equal to the lightning damage dealt.



Aversion to Fire. If you take fire damage, you have disadvantage on attack rolls and ability checks until the end of your next turn.

If an object within 5 feet of you catches fire, or if you are forced to move to within 5 feet of an open flame, you must succeed on a DC 15 Wisdom saving throw or go Berserk until you are further than 15 feet from any open flames.

Magic Weapons. Your unarmed strike attacks are considered magical for the purposes of bypassing resistance or immunity to nonmagical damage.

Berserk. Whenever you start your turn with half of your maximum hit points or fewer, roll a d4. On a 1, you go berserk. If, in addition, your Aversion to Fire trait has triggered since the start of your last turn, you instead go berserk on a 1, 2, or 3.

On each of your turns while berserk, you attack the nearest creature you can see. If no creature is near enough to move to and attack, you attack an object, with preference for an object smaller than yourself. Once you go berserk, you continue to do so until you are incapacitated, or until you succeed on a DC 12 Wisdom saving throw made at the start of each of your turns while you have more than half your hit points.

Any of your trusted allies within 60 feet of you while you are berserk can try to calm you by speaking firmly and persuasively. You must be able to hear the ally, who must use an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, you cease being berserk. If you take damage while still at fewer than half your hit points, you might go berserk again.

Additional Actions

Slam. *Melee Weapon Attack:* +[Str] to hit, reach 5 ft., one target. *Hit:* 2d6 + Strength modifier bludgeoning damage.

Ghost

You are actually a ghost possessing the body of your character. For most purposes, you will play as the character you've created, albeit with the additions specified here. If you're forced out of your host's body by some means, you will adopt the character sheet of a Ghost, albeit with your character's Intelligence, Wisdom, and Charisma scores, as well as any proficiencies and class features. If you leave your host's body, they will become an NPC controlled by the DM, and your ghost character will become a separate entity controlled by you. You're forced out of your host's body automatically if it dies.

Ability Score Increase. Your Charisma and Dexterity scores each increase by 3, and your Wisdom score increases by 2. These increases can potentially increase your ability scores to above 20.

Undead Nature. Your ghost body does not need to eat, drink, breathe, or sleep, though while you are possessing a humanoid who requires such things to live, the host still dies unless they are provided. Additionally,

you are of the undead type, any game effects that mention your type apply to you. However, while you are possessing a humanoid host, your host body counts as a humanoid. Any game effects that mention this type apply to your host body.

Condition Immunities. You are immune to the charmed and frightened conditions.

Darkvision. You have darkvision out to a range of 60 feet, if you don't already have a superior darkvision range.

Ethereal Sight. You can see up to 60 feet into the Ethereal Plane when you are on the Material Plane and vice versa.

Incorporeal Movement (Ghost Form Only). You can move through other creatures and objects as if they were difficult terrain. You take 5 (1d10) force damage if you end your turn inside an object or creature.

Additional Actions

You add the following actions to your normal action options.

Withering Touch. *Melee Weapon Attack:* +[Cha] to hit, reach 5 ft., one living creature. *Hit:* 4d6 + Charisma modifier necrotic damage.

Etherealness (Ghost Form Only). You enter the Ethereal Plane from the Material Plane, or vice versa. You are visible on the Material Plane while you are in the Border Ethereal, and vice versa, yet you can't affect or be affected by anything on the other plane.

Horrifying Visage (Ghost Form Only). Each hostile non-undead creature within 60 feet of you that can see you must succeed on a Wisdom saving throw or be frightened of you for 1 minute. If the target fails its save by 5 or more, it also ages by 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to your Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring. The save DC for this effect is equal to 8 + your proficiency bonus + your Charisma modifier.

Possession (Ghost Form Only; Recharge 6). You initiate a Charisma contest with one humanoid that you can see within 5 feet of you. If the target wins the contest, it is immune to your Possession ability for 1 hour. If the contest is a tie, the possession fails, but the target doesn't gain this immunity.

If the target loses the contest, it is possessed by you. Your ghost form disappears, and the target is incapacitated and loses control of its body. You now control the body, and the target's consciousness enters an unaware, sleep-like state for the duration.

Until the possession ends, you can't be targeted by any attack, spell, or other effect, except ones that turn undead. You retain your alignment, your Intelligence, Wisdom, Charisma scores, and your immunity to the charmed and frightened conditions. You otherwise use the possessed target's statistics, gaining access to the



target's class features and proficiencies. The possession lasts until the host body drops to 0 hit points, until you end it as a bonus action, or until you are forced out by an effect such as Turn Undead or the *dispel evil and good* spell.

When the possession ends, you reappear in an unoccupied space within 5 feet of the body. If the body you previously occupied has 0 hit points, but is still alive, it begins to make death saving throws as normal (if applicable). If the target has any hit points remaining, it is unconscious, waking naturally after $1d12 \times 10$ minutes.

Mummy

You are actually a risen mummy who is travelling the lands, seeking your own ends. For most purposes, you will play as the character you've created, albeit with the additions specified here. You start with a set of thick, baggy traveller's clothes to cover your body, and a full mask to obscure your face. The appearance of this mask can be as plain or ornate as you wish.

Ability Score Increase. Your Strength and Constitution scores each increase by 3, and your Wisdom and Charisma scores each increase by 2. These increases can potentially increase your ability scores to above 20.

Undead Nature. In addition to humanoid, you also count as being of the Undead type. Any game effects that mention either of your types apply to you. As an undead, you do not need to eat, drink, breathe, though you may eat or drink if you wish.

Condition Immunities. You are immune to the charmed, paralyzed, and poisoned conditions.

Darkvision. You have darkvision out to a range of 60 feet, if you don't already have a superior darkvision range.

Flammable. Any time you take fire damage, roll a d20. If the result is less than the fire damage dealt, you catch fire. You suffer 1d6 fire damage at the start of each of your turns until you spend an action to extinguish yourself, or until you are doused with water.

Memories of Torment. Before your resurrection, your soul suffered unrelenting torment at the hands of the guardians of the underworld. As a result, you are frightened by any cat, or cat-like creature you see. You may make a DC 15 Wisdom saving throw at the end of each of your turns, ending the condition from all active sources on a success. When this condition ends, you are immune to being frightened by each previously active source for 24 hours.

Additional Actions

You add the following actions to your normal action options.

Rotting Fist. *Melee Weapon Attack:* +[Str] to hit, reach 5 ft., one target. *Hit:* 3d6 + Strength modifier bludgeoning damage, plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by the necrotic damage dealt. If the curse reduces the target's hit point maximum

to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or greater magic.

Dreadful Glare. You expose your rotting visage to one creature you can see within 60 feet of you. If the target can see you, it must succeed on a DC 15 Wisdom saving throw against this magic or become frightened until the end of your next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to your Dreadful Glare for the next 24 hours. The save DC for this effect is 8 + your proficiency bonus + your Constitution modifier.

Whirlwind of Sand (Recharges After a Short or Long Rest). You magically transform into a Large whirlwind of sand for up to 1 minute, or until you choose to revert to your normal form as a bonus action. Equipment you are wearing or carrying transforms with you. While in this form, you have a fly (hover) speed of 40 feet, you are immune to nonmagical damage, and you can't be grappled, petrified, knocked prone, restrained, or stunned. Additionally, while in this form your space is heavily obscured, and you can enter and move through other creature's spaces. Any creature that enters your space for the first time on a turn, or that starts its turn there must succeed on a Constitution save or take 2d4 slashing damage and be blinded until the end of its next turn. The save DC for this effect is 8 + your proficiency bonus + your Constitution modifier.

Vampire

You are actually a powerful vampire. You have become somewhat accustomed to travelling among mortals, but you are still very much aware of the value in remaining discreet.

Ability Score Increase. Your Strength, Dexterity, Constitution, and Charisma scores each increase to 18. If any of these scores were already 18 or higher, that score increases by 2 instead, potentially increasing it to above 20.

Darkvision. You have darkvision out to a range of 60 feet, if you don't already have a superior darkvision range.

Undead Nature. In addition to humanoid, you also count as being of the Undead type. Any game effects that mention either of your types apply to you. As an undead, you do not need to breathe.

Shapechanger. If you aren't in sunlight or running water, you can use your action to polymorph into a Tiny bat, or back into your true form. While in bat form, you can't speak, your walking speed is 5 feet, and you have a flying speed of 30 feet. Your statistics, other than your Intelligence, Wisdom, and Charisma scores, your understood languages (though you can't speak as bats) are that of a bat. Anything you are wearing merges into your new form, but anything you are carrying drops in your space. You revert to your true form if you die or are reduced to 0 hit points. Any excess damage left over after you are reduced to 0 hit points is subtracted from your hit point total before you transformed into a bat.



Vampire Weaknesses. You have the following flaws:

Forbiddance. You can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. You take 20 acid damage if you end your turn in running water.

Stake to the Heart. If a piercing weapon made primarily of wood is driven into your heart (as with a critical hit) you are paralyzed until the stake is removed. If this occurs while you are already incapacitated, you are killed.

Sunlight Hypersensitivity. You take 20 radiant damage when you start your turn in direct sunlight. While in sunlight, you have disadvantage on attack rolls and ability checks.

Additional Actions

You add the following actions to your normal action options.

Bite. Melee Weapon Attack: +[Str/Dex] to hit, reach 5 ft., one willing creature, or a creature that is grappled by you, incapacitated, or restrained. **Hit:** 1d6 + Strength modifier piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and you regain hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under your control.

Charm (Recharges after a Short or Long Rest). You target one humanoid you can see within 30 feet of you. If the target can see you, the target must succeed on a Wisdom saving throw against this magic or be charmed by you. The charmed target regards you as a trusted friend to be heeded and protected. Although the target isn't under your control, it takes your requests or actions in the most favorable way it can, and is a willing target for your bite attack. The save DC for this effect is 8 + your proficiency bonus + your Charisma modifier.

Each time you or your companions do anything harmful to the target or any of its allies it can see, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until you are killed, are on a different plane of existence than the target, or take a bonus action to end the effect.

Children of the Night (1/Day). You magically call 1d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, you can call 1d6 wolves instead. The called creatures arrive at the end of your next turn, acting as your allies and obeying your spoken commands, issued as an action. The beasts remain for 1 hour, until you die, or until you dismiss them as a bonus action.

Werewolf

You are actually a very peculiar breed of semi-feral werewolf. While you can control your transformations for the most part, the full moon brings out the worst in you.

Ability Score Increase. +3 Strength, +2 Constitution, +2 Dexterity, +1 Wisdom. These increases can potentially increase your ability scores above 20.

Speed. 30 ft. (human form), 35 ft. (hybrid form), 40 ft. (wolf form)

Darkvision. You have darkvision out to a range of 60 feet, if you don't already have a superior darkvision range.

Keen Hearing and Smell. You have advantage on Wisdom (Perception) checks that rely on hearing or smell.

Damage Immunities. When you would be reduced to 0 hit points by damage that isn't radiant, or bludgeoning, piercing, or slashing from a silvered weapon, you drop to 1 hit point instead. If this occurs again before you regain any hit points, you are knocked unconscious (but stable) for 1d4 hours, or until you regain any hit points.

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Silver Weakness. When you are hit with an attack made with a silvered weapon, the attack deals an extra 2d6 radiant damage.

Natural Weapons. In hybrid form, you have a natural bite weapon which deals 1d8 piercing damage, and claws which can deal 1d6 slashing damage. In wolf form, you only have access to your bite. If you don't have the Extra Attack feature, you can make one attack with each of these natural weapons as an action.

Compelled Shapechange. While you are in human or hybrid form and you have direct line of sight to the full moon, you must succeed on a DC 10 Wisdom or Constitution saving throw (your choice) or compulsively transform: either from human form to hybrid form, or from hybrid form to wolf form. At the end of each minute you remain within line of sight to the full moon, or at the end of each of your turns in combat (or another similarly stressful situation), you must repeat the save, the DC of which increases by 3 with each success.

While affected by a compelled shapechange, you gain the following character flaw:

- *Patience, subtlety, and humility are for those who AREN'T IMMORTAL APEX PREDATORS.*

Additional Actions

You add the following actions to your normal action options.

Bite (Wolf or Hybrid Form Only). Melee Weapon Attack: +[Str/Dex] to hit, one target. **Hit:** 1d8 + Strength or Dexterity modifier piercing damage.

Claws (Hybrid Form Only). Melee Weapon Attack: +[Str/Dex] to hit, one target. **Hit:** 1d6 + Strength or Dexterity modifier slashing damage.



Witch

You are a powerful witch or warlock. You are suffused to your soul with powerful black magicks. This dark power has left your appearance withered and grotesque, but it's nothing the gifts you've earned can't fix.

Ability Score Increase. If your Charisma score is 16 or higher, it increases by 3, otherwise, your Charisma score becomes 18. Additionally, your Strength, Intelligence, and Wisdom scores each increase by 2. These increases can potentially raise your ability scores to above 20.

Fiendish Nature. In addition to humanoid, you also count as being of the fiend type. Any game effects that mention either of your types apply to you.

Darkvision. You have darkvision out to a range of 120 feet, if you don't already have a superior darkvision range.

Languages. You know Abyssal, Infernal, and Primordial if you didn't know them already.

Witching Implements. During your years as a witch, you have managed to construct several unique magic items. Each of the following items are permanently attuned to you (your attunement to any item ends only if that item itself is destroyed), and are unusable by anyone else, unless you explicitly permit it.

- **Crystal Ball.** You possess a Very Rare magic item: a Crystal Ball (typical version).
- **Hat of Disguise.** You possess a Hat of Disguise. While not active, the hat appears as a large, pointed black hat with a round, wide brim.
- **Witch's Broom.** You possess a special variant of a Broom of Flying. Your Witch's Broom functions exactly as a normal Broom of Flying. In addition, if you travel further than 1 mile from it while remaining on the same plane of existence, your broom matches course and speed (up to its maximum) to always attempt to stay within 1 mile of you. It avoids barriers and obstacles, taking the shortest possible route to do so.

Water Weakness. For every 5 feet you move in water, or for every gallon of water splashed on you, you take 10 acid damage.

Innate Spellcasting. Your innate spellcasting ability is Charisma (spell save DC [11+Cha], +[3+Cha] to hit with spell attacks). You can innately cast the following spells, requiring no material components:

- At will: *darkness, detect magic, hellish rebuke, misty step, speak with animals*
- 3/day each: *blindness/deafness, clairvoyance, levitate, remove curse*
- 1/day each: *bestow curse (5th level), blight, contagion*

Additional Actions

Claws. *Melee Weapon Attack:* +[Str/Dex] to hit, reach 5 ft., one target. *Hit:* 4d4 + Strength or Dexterity modifier slashing damage.



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. 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, non exclusive 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, Inc.; 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.

END OF LICENSE

