

Sylvan Blood

Within an ancient sanctuary grove where fey and druids once lived in peace.

Blood now soaks the ground...

It started with love, turned to hate and now is driven by madness.

A 3-hour story of love and pain for 7th level characters

Using the 5th edition of the most played role playing game in the world.



by G Christopher Dyson



Sylvan Blood

There is a sacredness in tears.

They are not the mark of weakness, but of power.

They speak more eloquently than ten thousand tongues.

They are messengers of overwhelming grief, of deep contrition and unspeakable love.

- Washington Irving (1783-1859)

Introduction

The story of Sylvan Blood came about somewhere between 2002 and 2004. In a previous edition of the great game I had noticed that a basic satyr met all of the pre-requisites for the assassin prestige class without needing to take any levels of base classes. It seemed an interesting combination and the character of this satyr assassin began to form.

I played with the idea on and off and looked for a way to incorporate it into a story.

What played out was the idea of a league of fey assassins that would be curiously different to other assassin clans. These guys would not care about money or politics, but something had to drive them. They had potential to be a great threat, but needed motivation.

Then there was also this curious rarely used reincarnation spell and questions that I was asking: What do you do with the old body? How would someone recognize you? And what if it goes wrong, what if you don't adapt to your new body. Back in 1982, I watched a time travelling doctor change and struggle to identify who he now was. Could a reincarnation have the same problems as a regeneration and what would druids use in place of a zero chamber?

All questions that had potential to be answered in a story.

Until now, all of the Rats in the Rain modules have been warm-ups, test runs and learning exercises. Sylvan Blood is the story I wanted to tell right and I hope I have learned enough from the last few modules to do this one right.

Level of play

This module is designed for a group of 4-6 seventh level characters in a balanced party.

It could be adapted for a stronger or weaker group.

It is best to do the first encounter as written and modify the following encounters based on the results of that fight,

Adaptability

If played as a League of Rats game, this module would be set in the [Golden Kingdom](#) town of Vollenchia. A mostly human city on the southern coast with a long stretch of elven lands to the north west, dwarven hills to the north and gnoll pride lands to the south.

It is a fairly dry city, so long periods of rain are unusual.



The module could be adapted to be set in any location such as a city near deep water in realms that have been forgotten.

It could also be placed in any large city in a world of your own device.

Most of this adventure takes place in the forested mountains to the north west of the city and the lake that sits in the foot hills.

Background

Years ago, the druids in the Vollenchia region held a certain spot as sacred. Deep within the Serra Caldrona wilderness. The druids had a circle of standing stones and a sacred altar. Amongst other things this was the place fallen druids were brought to for reincarnation rituals.

The forest had a large fey population that lived in peace with the druids.

Amongst their number was the satyr Kaillz, whose love for the elven druid Syaphath earned him mockery amongst his own kind; though in time, the pair became inseparable. Their love became the stuff of legends. Kaillz was no ordinary satyr, he was trained as an assassin, a master of deadly weapons and traps. Secretly he was a member of the sylvan Blood, a clan of assassins made of up fey and elves who specialized in woodland killings. For his heart to find love was unusual and many felt that only Syaphath could love him.

To all things there came an end, for the Caldrona region was rich in gold and the dwarven clans sought it for their own wealth.

Eight years ago, greed and nature collided and became an all out war.



Druids and fey creatures defended the woods against dwarven axes and creatures released from the mountain depths.

At the height of the conflict, Kaillz and Syaphath were guarding the sanctuary grove when they were attacked.

Two members of the duergar assassin clan known as the Grey Mist infiltrated the grove. Unknown to either side, the two rival assassin clans would not strike directly at each other.

Instead, they worked together furthering a plot of the Sylvan Blood whose leader wanted Kaillz to learn a lesson in humility.

The Satyr watched in horror as his lover was slain, but he retaliated and single handedly drove the attackers out. He stalked the fleeing dwarven lord for three days before slaying him and his council.

By the time he returned to the grove, the druids had reincarnated Syaphath, she had risen again, in the body of a tiefling. She travelled south to the river folk of the Allerton to recover. Her old body still lay in the grove for the druids had no time to properly bury it. Kaillz found his lifeless lover and his rage turned to madness. On her body he found the sign of the Sylvan Blood and knew his own clan had ended her life. Broken by the betrayal, his unforgiving merciless heart drove him to kill or drive away anyone approaching the grove.

Even the leader of the Sylvan Blood was surprised by how deadly this made him.

The area became a sacred place for him. He filled it with traps and hunted down any invaders with deadly force – This included the druids he had once called friends.

So skilled was Kaillz with stealth that the druids never knew he was still there. All they knew was that they could no longer visit their sanctuary for fear of death.

The dwarves set up guards to keep anyone out of the area believing a fey monstrosity was left to plague the region.

The druids kept their distance believing the dwarves still controlled the forest and defended it with duergar assassins.

Both were wrong.

The druids blamed the dwarves and the dwarves blamed the druids; and all the while, Kaillz brooded and blamed everyone.

Outline

Part 1: Jasper Graine's reincarnation seems to be unstable. He needs to visit the sanctuary grove, but knows the risks. A druid associate recruits the party to assist.

Part 2: The party travels to the river Allerton and meets Griethion Bloom a tielfing druid who was there when the grove fell. She directs the party to the Andorran miners currently operating in the mountains to the north.

Part 3: Hunting for fun and profit. An optional side quest for bored players.

Part 4: Contacting the miners, the party hears the opposite story.

Part 5: With both parties wanting answers, the party travels to the sanctuary grove and find bodies.

Part 6: The party falls among traps and is attacked by the satyr assassin.

Part 7: The party is confronted by a local leader of the Sylvan Blood

Adventure Hooks

If the characters have played the Rats in the Rain series of modules, they will already know Jasper Grain and may consider him a friend. They would have known of his death and reincarnation, so the following hook involving Tiskallia will work.

If they do not know Jasper, the introduction will need to change.

If necessary, begin with this:

Over the last few weeks, the sewers of Vollenchia have hosted many dramatic events, central to them all was a druid named Jasper Grain who was sworn to protect the sewers.

Jasper had been an associate of yours, sometimes seen in the tavern. Then things changed. They say he was killed, but came back in a different body. He spends a lot more time in the taverns and you have shared more than a few drinks with him, and been involved in more than a bit of trouble.

Part 1: Memories of another life

Read Aloud:

Though he wears the body of a gnome, Jasper Grain has spent the last few years as a human. His home has been beneath the streets – away from society, perhaps he felt so wrong in his body that he wanted to hide.

He hasn't been back to the sewers in over a month. Instead he has wandered from one bar to another testing his fortitude with endless rounds of drinks and bar fights.

"You are his friends," Tiskallia the druid says simply. The wood elven woman had appeared in town a few days earlier. She had tracked Jasper down, found he was in trouble and came looking for friends who could help.

She didn't find friends, she found you.

"You were the closest thing he had to friends. Maybe that means something. He has gone through a big change and it takes time to accept a new body, even one so similar to his first body, but he is struggling. In the old days we would have him rest up in the sanctuary grove and there he could come to terms with his body, but without it, he is changing inside as much as out.. Even worse he is becoming dangerous. An unhinged druid is a danger to everyone."

"We need to bring him in and see if my circle can help him. That is where you come in. I want you to capture him, bind him and bring him to me. Together we'll take him to Allerton where we can help him find his feet.

The initial mission is a simple snatch and grab operation. Tiskallia is not offering any great rewards, just asking the group to help her and Jasper out.

Finding Jasper is easy as he is making no effort to avoid being found. Capturing him should also be easy.

Due to his inebriation, he has disadvantage on all rolls and the fights he has been in have left him on half hit points. If given a chance he will summon five giants wasps to defend him after which he will battle with a shillelagh.

Roleplaying Jasper:

The gnomish druid is suffering from a combination of mental illnesses brought about by an unstable reincarnation. He is also very drunk. He will react quickly, harshly and often inappropriately.



Once he is captured, Tiskallia will ask the group to come with her to Allerton, a small village by the lake where Jasper can be helped.

The journey is about two hundred and fifty miles which will take about ten days.

Tip:

For characters at this level, most random encounters while travelling are insignificant, so not worth role playing out. It is worth giving a quick summary of the journey.

By all means throw in a random encounter if you want to break things up, but there will be time enough for battle later. With two NPCs in the party (one of them unstable) it's a good idea to avoid battles.

It is a while before the first fight though, so you might choose to add a random encounter here. I suggest a wyvern.

Read Aloud:

The trip from Vollenchia is a long one. Ten days with an unhappy gnome. Once he sobers up, it seems safe to remove his bindings. He grumbles and complains but accepts he has no real choice, but to come along. Sometimes his mind seems clear, other times he rambles or speaks in odd languages. Sometimes he tells stories of adventures he never had. Jasper would make a poor bard.

On the second day, a group of bandits harass the group, but are quickly dealt with.

On the third day, rain falls turning the road to mud and on the sixth day a small pack of gnolls accosts the group. Again they are speedily dealt with.

That night, there is trouble from kobolds.

On the next two days elven soldiers appear on the road as their troops head west to their homelands.

It is the middle of the eleventh day when the small lake town of Allerton appears before you.

Part 2: Druids of the lake

Tiskallia is well known in Allerton, so there is no trouble getting into the town. It is a small village beside a large lake. Fishing boats are the most significant feature.

As would have been explained on the journey, Allerton is home to about three hundred people, mostly human, and wood elf. The majority of the population are fishermen or run businesses that support fishing. A small circle of druid dwell here and have for the last eight years since they fled the sanctuary grove as refugees.



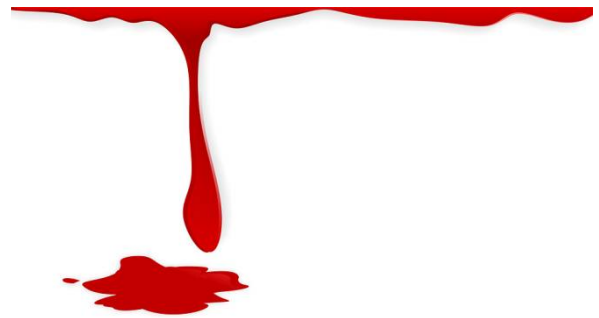
The village is peaceful and idyllic. Tiskallia quickly organizes rooms at the inn and she goes to meet with her druid circle. While she is gone, the characters may choose to meet some of the locals and learn a little about the druid they are dealing with.

- The druids have been living here for eight years.
- The druids are quite peaceful, though one of them (a tiefling) seems to occasionally be mad.
- The druids were chased from their home by an army of dwarves.
- They spent a lot of time mourning when they first arrived.
- A few years ago, the druids sent someone back to their original home, but they never returned.
- Having the druids around is good for business. Fish stocks have grown and the lake has been safer.
- The druids are mostly wood elves so they fit in well, though there are a few other races (such as the tiefling)
- About 12 druids are in town at any one time. A lot of them seem to be students.
- The druids have pretty much settled in to town as if they expect not to leave.
- Tiskallia is well liked in town. She is one of the teachers of the younger druids.
- Tiskallia came to Allerton about six years ago

- Tiskallia is currently in a romantic relationship with the eldest son of a boat builder. She's too old for him.
- Jasper has never been seen here in either his human or gnomish form.
- People are worried about the problems between elf and orc to the far west, but do not expect to have trouble here.
- A pair of wyvern have been spotted in the air north of the town, but nobody has been attacked yet.
- An itinerant elf that often comes through town is highly suspicious.

If the character succeeds in a DC 20 persuasion check, they can also learn the following

- The itinerant elf is actually a member of the sylvan blood, a clan of fey-descendant assassins.



After a few hours, Tiskallia returns alone.

Read Aloud:

The wood elf druid finds you at the tavern. Jasper is not with her.

"The elders are working with him," she explains, "They agree with me that he hasn't settled into his new body yet. They are going to perform some rituals, try some wildshape meditation and see how it goes, but the worry is that he focuses on city sewers which is outside our experience. Things may take time.

"It would be good if you could stay a few days until things improve."

Tiskallia will offer to organize some work for them while they are in town.

Part 3: Hunting for fun and profit

Part 3 is an optional side-quest should the characters not want to sit around being bored.

Tip:

Players can avoid boredom by moving to the next part, so characters becoming bored is not much of an issue.

On the other hand, players will rarely turn down the chance to gain treasure and experience.

On the party's second day in town, one of the local traders will approach them.

Read aloud:

As you wait patiently (or as you wait impatiently – there is no real difference) an elven gentleman approaches you, "I'm told you are good at sorting out trouble?" he says, making it sound like a question, "my business requires access to the shore not far from here, but the area is dangerous now. Some beast has set up their lair nearby and we can't get any business done."

The elf, named Roanas is harvesting a particular type of reed that is crushed up and used in medicine that he sells.

There is now a pair of Chuul dwelling in the area and he needs them removed to continue his business. The offer is 100gp to get rid of them. If the players feel the need to negotiate, he will pay 125gp

The spot by the river can easily be found, as can the tracks left by chuul, for they are hardly the most subtle of creatures.

They can be tracked down to a flooded cave by the water's edge.

The chuul have no treasure of their own, but should they be defeated, the bodies of past victims carry 120gp worth of gems, coins and jewelry. There is also a ring of swimming and a suit of +1 studded leather.

Should the party return with proof of their victory, Roanas will pay the promised amount.

Part 4: Need for alliances

After a few days Tiskallia will approach the party once again.

Read Aloud:

At long last Tiskallia returns, she brings with her an older looking human. The man has white hair and wears the vestments of a druid.

"This is Lars," she says, "He's been trying to help Jasper."

The old man nods, "Yes, he is struggling. In the old days we used to do these reincarnations in sacred places. It helped in situations like this. Our sanctuary grove is not far from here, but we can't access it. It's a long story, but all our problem really is, is that a dwarven mining company took over the area and now they won't let us back in.

"Can you talk to them? They say the area is not safe, but safe from what? They never told us that. Can you make it safe again?"

By now the players will be used to druids not offering monetary rewards, but Lars can offer a magic item that the order has used while living in Allerton. "A folding boat would be of little use if we moved back to the forest"

He will suggest the characters first talk to Griethion, a tielfing druid living in town who was the last one to see the grove when the dwarves arrived.

Griethion lives on a small island not far from the town. It is easy to take a barge across.

The tiefling woman looks quite young, perhaps in her early twenties, she seems sad and has a haunted look in her eyes.

Roleplaying Griethion

Griethion is consumed with melancholy even after all these years. She speaks slowly using few words and sometimes only nods or shakes her head.

It may take some work for the characters to get any useful information from her.

Piece by piece she will relate parts of the story of the sanctuary grove.

- Years ago, the druids lived around the grove.
- There were no wyverns in the area back then.
- Dwarven miners wanted to dig there, there were battles.
- She was killed by a duergar assassin.
- When she woke, she had to flee.
- Before her death, she was a wood elf.
- She will show the party a horn which is all that remains of her love.

The players may assume the horn is that of a tiefling, but a DC 12 nature check will reveal it is from a goat or satyr.

A DC 15 persuasion check will reveal the following:

- Her lover was slain in that battle as well, though not reincarnated.
- It took too long to find his remains, most of which are beyond the dwarven line.

A DC 20 persuasion roll will reveal the following:

- Her lover was a satyr and a member of the Sylvan Blood.
- The Blood did not approve of her. They had wanted their relationship to end.

Griethion will give a little bit of information about the layout of the area, but will not add much more.

When the characters leave she will say "I must go back to the grove. If you find a way, I shall follow."

Lars will then suggest, or ask, that the characters investigate the dwarves either by speaking with one of the guards or by trying to speak with the leader of the mining group.

As always there are options. The characters could approach directly, capture a guard or simply attempt to sneak past.

There are actually not many guards and mostly stationed a mile or so apart. There are some signs up as well warning of danger, so entry to the area is not impossible. Fences have been erected to close off roads and these points are manned.

If they sneak past a guard, they will quickly encounter a wyvern. After three rounds, a second will appear (one would be a fair fight. At this point its better to turn the party around)

If they speak to a guard (regardless of whether they subdue him first) he will report that:

- The area is dangerous and people are being turned back for their own protection.
- Dangers are caused by wild fey assassins, wyverns and other dangerous presences.
- The mining company is not currently working in the area.
- The bosses can be found further north in the hill area of northern Caldrona. The guard can give directions.
- The guards are there to protect the claim on the area. If it becomes safe, they will start mining straight away.
- The druids are not permitted to return as it is dangerous and might invalidate the claim.

A DC 12 insight check will assure characters that the guard is telling what he believes is the truth, but he is uncertain if this is really case.

Any further questioning and he will ask the group to speak to his boss at the base camp.

If the characters return and report to Lars, he will sound outraged and remind everyone that it was duergar assassins that caused the druids to flee, not fey. He believes the dwarves are still a threat.

If the character approach the dwarven manager, they will find him at a well manned camp a day's journey to the north.

The mine manager is Fundin Goldsmelter who will tell the characters not to go near the grove.

- He will explain that he was there when the druids and their foul kin ran his mining company out of the forest.
- He will deny involvement of duergar (though duergar assassins were employed back then)
- He has a horn taken from a satyr that killed several of his men.

Read Aloud:

Fundin Sighs, "We were just surveying, planning, we hadn't even knocked a tree over. We came across this grove. It was quiet, too quiet. An arrow came out of nowhere and struck my assistant down, so we pulled back.

"My boss then took another group in. He wanted to talk, but came back missing two men.

"They were using the trees as cover, so we started to cut and burn. Dwarven blood was spilled. We weren't going to back down.

"There were fights, battles, lots of them against satyrs, elves, animals of the forest, but they wouldn't stand up and fight fair!

"So we played dirty too, called in some allies from the down below who knew a thing or two about death and assassins.

"We got some magic too. Rock gnomes and their machines.

"I was with the boss and six others on a mission. We went back to that grove and found an elf girl with a satyr. I don't want to speak about what they was doing. We paused. That gave the satyr a chance to strike. He fired an arrow, clean killed one of the men, then he ducked behind cover. Two of the boys chased him.



Read Aloud:

"The elf girl, she hit back hard too, hurling magic lightning at two of my men. She didn't see the grey dwarves though. They used their own poison and took her down. Then the satyr came back. He chased us out of there. I was running for reinforcement, but I knew he'd kill me if he could. He'd gone mad, even for a fey.

"I took an arrow in the back, fell down, near died. When I came to, it was just bodies and one broken horn.

"We sent men back in. None ever came out again. The rest of them druids, they ran south and we let them go, but this forest has dwarven blood on it. It's gonna stay ours.

"I seen trees come alive in there. Sprites and magic dust that'll eat your brain, but there is gold in there too. One day, we'll take it again."

If asked, Fundin will not be able to explain what happened to the satyr and his words become clouded by anger and ancient oaths of revenge.

If quizzed, he may just remember this:

Read Aloud:

Them grey folk, they didn't kill the girl. She was still alive. I remember looking back and there was this shadow moving behind her and a tree reached out with a vine that grappled her neck. I never understood that...

The last thing he will say, as they leave is:

"One thousand gold" he says slowly, "Clear it out, stop them, get us back in business and there is one thousand gold for you.

When the party leaves the mine, they will be followed by two Grey Mist assassins, both invisible. The Grey Mist do not want anyone investigating the incident from eight years ago because it involved their relationship with a rival assassin clan. They aim to keep both clans a secret.

At this point, the secrets are mostly out and a swift death is probably their best option.

Roll stealth for the duergar and have the characters make perception checks. If any characters succeed they will have heard a sound, but will not be able to see anything following them.

The duergar will attack, either when they have a good position, or when they are spotted.

Tactics:

They will attack while invisible using poison coated picks. Due to the invisibility, they will attack with advantage and gain their sneak attack dice as well as poison damage. They will then spend ki points to get bonus attacks.

In the second round they will spend ki points to use enlarge. They will stick close to each other to continue to use sneak attacks.

From the third round, they will use ki points to dodge.

If defeated, each duergar carries a pick, two daggers, 50gp and two vials of serpent venom poison.

If captured and questioned they will make an insight roll with advantage to resist any persuasion, deception or intimidation attempts.

Should they become talkative they will admit to being part of the grey mist and that they will be slain if they reveal anything about their own clan.

This does not prohibit them speaking about the Sylvan Blood, so they will say that the Sylvan Blood assassin clan controls the sanctuary grove and the surrounding forest, but that even they have lost control. One of their own has turned against his allies. They blood tried to teach him a lesson and it backfired.

Read Aloud:

"If you ever want a favor from the Grey Mist, let us go now.

"If you ever want a favor from the Sylvan Blood, solve their problem for them. You just bested two of us, you may just be able to survive against him."

Part 5: The Sanctuary Grove

By now, all roads should lead towards the grove. Players should be concerned about going in, but they will know this is their destination.

If necessary, have Lars ask them to do a quick reconnaissance mission to confirm the duergars' story, but most likely they will choose to go there themselves now as there is simply no other source of information.

Give the party time to rest, they should be at full strength when they approach the grove.

Allow them to purchase antitoxin should they wish. Someone in Allerton will be selling it.

Read Aloud:

The path through the trees is quiet: deathly quiet. Even the birds and insects seem subdued. They are present, but quiet and on edge.

The woods seem devoid of fey spirits and their magic.

The canopy of the forest is overgrown shielding the forest floor from the rays of the sun.

Tip:

Atmosphere is optional. Some just want to get to the fight, but some love it and it is easy to create.

Think about the setting and then use short descriptive sentences with pauses in between. Just a few and players get the idea. Don't rush. If you rush they will only want to get to the end.

Read Aloud:

Hanging from a tree you spot humanoid remains hanging. Not much is left of the skin to hold it together. Already two limbs are missing.

Then there is a skull; horned like a tiefling sitting alone in the low branch of a tree. It is easy to tell these are warnings.

Not far from these sits a dwarven helmet split in two by a rusted dwarven axe.

The forest pauses in silence as if taking a breath.

Describe to the party that the forest is overgrown. Paths once existed, but have not been tended or used in eight years. There is no obvious way in. Movement is slow.



All terrain should be considered rough. Successful survival rolls by the leaders will allow the party to move faster, but this has no real effect on the module.

Have the characters at the front of the party make perception checks.

Tip:

If everyone makes perception checks, you can almost guarantee someone will succeed, so limit it to just the front line. This will also prompt the players to think about their marching order.

Ahead of the group will be a covered pit trap. A DC 15 perception check is required to notice and avoid it. If they do not spot it, the first character to step on it will activate the trap. Allow them a DC 20 dexterity saving throw to get off as it collapses or to grasp onto something.

If not, they will fall thirty feet onto poison spikes.

The total damage will be:

- 3d6 from falling
- 2d10 piercing damage from the spikes
- A DC 13 constitution save with 4d10 poison damage on a failed save, or half that if they succeed.

Once they have passed this trap, have the front line roll another perception check.

This time it is to spot a trip line. A DC 15 perception check will spot the line, a strong cord covered in moss is hooked up to a heavy branch that will fall on the party if it is triggered.

The branch will do 6d6 bludgeoning damage to the front line of characters. A successful DC 15 dexterity saving throw will reduce that to half.

It doesn't matter which way the characters travel, the whole area is trapped, but it will get boring to face an endless series of traps.

Once again, have the characters make perception checks. A successful DC 24 spot check will allow someone to spot Kaillz before he fires his first arrow.

Theatre of the mind.

Players will want to put their miniatures on the map. If you do this, it will make the battle a lot harder for the DM to run and give Kaillz a disadvantage. The best way to run this, is by using the theatre of the mind. Describe it and let the players imagine where they are. Kaillz will dart from tree to tree hiding as he goes. There should be mystery about his location. A combat map takes the mystery away.

Tactics for Kaillz:

After the party have passed two traps, Kaillz will have hidden and has dipped six arrows in wyvern poison. He silently casts blur the round before he attacks.

He will pick a target. His preference for a target in order will be:

- A druid
- A dwarf (not necessarily the best tactic, but he has reason to hate them)
- A spellcaster
- The nearest threat.

If his first target failed their perception check (even if someone else succeeded) Kaillz will do an assassination strike against them.

- He gains advantage on his attack roll and will automatically get a critical hit on a success.

After his attack, Kaillz will move to another hiding spot and use a cunning action to make a new stealth roll. *"You see him duck behind a tree, then you lose sight of him"*

Note that in this circumstance, he has +7 to hit with advantage.

His bow does 1d6+6 piercing damage plus 3d6 sneak attack damage and 7d6 poison damage with a DC 15 constitution save for half poison damage.

All of these dice are doubled on a critical hit.

The target will potentially take 22d6+6 damage which will incapacitate most level 7 characters.

Don't hold back. Scare them and make them think. Make them use their healing resources.

In the subsequent rounds, roll Kailz' stealth check and allow anyone looking for him to make a perception check. He will continue firing one arrow per round and will rely on the blur spell to protect him.

If characters are pursuing him, he will target the closest one.

If the target fails their spot check, Kailz will have advantage on his attack and gain sneak attack dice.

The first six arrows he fires will have wyvern poison.

Should the characters attempt to open a dialogue, he will ignore them. He is quite mad and still burning with anger.

Tip:

If the players are smart, they can handle this. The tactical use of spells to aid their perception will make a big difference, as will holding actions to attack when he is visible. If they use antitoxin that will help a lot.

Inexperienced players or an unprepared or unbalanced party will struggle. You can adjust the difficulty by reducing the number of poisoned arrows he has available or by ending his blur spell (you can fudge his concentration check in the party's favor – act disappointed when it happens though)

Should the party retreat, have Kailz fire one more arrow and then let them go. For fun, you can have them trigger a trap on the way out.

If they do this, let them regroup, remind them there is no time limit and maybe give some tips about holding actions, using antitoxin and using spells to improve their perception. Their second attempt will be much better and surprise even them.

Wrapping Up

Eventually Kailz will fall.

When this happens a monkey will come down from a tree.

Read Aloud

The satyr lies lifeless on the ground: His body broken and his blood along with yours feeds the plants and insects.

Only now do you notice his horn have been broken and are now just stumps.

There is a rustle in the branches of a nearby tree and you spot a monkey descending.

It seems at odds with the rest of the forest, though its presence were not natural.

The small simian looks at you and seems to smile, then it turns and looks at the satyr.

Its body then changes and takes on the form of Griethion the tiefling you had met back in Allerton.

She falls to her knees by the satyr's side and tenderly holds his body. Tears run from her eyes as she gently strokes his face.

If you happen to have a copy of **Songs of Love and Death** by **Beyond the Black**, now would be a good time to play it in the background.

If you want to take this seriously I would follow it up with **Death is Not the End** by **Edenbridge**

"My love," she says. "I knew they could not kill you. I knew you were still here. I feared it.

"They gave me your horn, said you were dead, but in my heart I knew you lived."



The druid cries.

Unless actually attacked, she will ignore the characters as she mourns. This will give the party a moment to regroup and deal with their own fallen characters.

Minutes will pass before a woman emerges from the trees. She looks elven, or part elven though she seems more like a dryad or fey spirit. Her body is draped in green.

Read Aloud:

From within the trees, you spot a lithe elven woman, parts part elven or a fey spirit whose body is draped in green. She looks over the scene of the fallen satyr and the mourning tiefling.

"It is over," she says simply, "the lesson is learned."

Then by way of explanation she will add

Kaillz worked form me, for the sylvan blood. He broke our law by falling in love. We warned him. He didn't listen. So, we let the Grey Mist come onto our territory. We let them attack Kaillz, but we slew Syaphath to teach the Blood a lesson.

Never did we know what that would lead to. Poor Kaillz finding her old body after she was brought back. We never knew how destructive he would be.

"I think now we were wrong. Love has turned him into a deadlier killer than he was before.

"I think perhaps that this time I will let you be together. Imagine how broken he will be when he learned you yet live. When loss and fear and hatred consume him.

"I give you my leave to bring him back that he may serve the Blood forever. Our new weapon, we will need his anchor to control him I think..."

The girl then turns and leaves.



Any attempts to pursue, kill or capture the girl will fail as she vanishes amongst the trees.

With the satyr defeated, the sanctuary grove can be accessed again.

This will allow Jasper to stabilise his mind. It will allow the druids to reincarnate Kaillz and any fallen member of the party.

Kaillz will learn the hard way that his love was brought back in a changed body with a changed name. To protect his love, he will agree to serve the Blood faithfully.

If they have not already taken it, he will offer his bow to whichever character struck him down.

Finally, they will promise the party aid should they ever need it.

Rewards

There is very little gold to be found in this module, though there are several magic items:

The Chuul had 120gp worth of gems, coins and jewelry plus a 100gp reward.

There is also a ring of swimming and a suit of +1 studded leather.

The dwarves will not pay the promised 1,000gp, as they cannot access the gold in the area.

The duergar each carry 50gp and two vials of serpent venom poison.

Lars will provide the promised folding boat

Kayllis will give up his +1 shortbow.

Experience Points

Experience Points for individual monsters are listed with their stats. These should be divided amongst the characters.

Additional bonuses:

By-passing traps 500 XP per trap
Letting the duergar go 100 XP

Character Directory

Fundin Goldsmelter: Dwarven miner, now running operations in the area. He was present at the original battle.

Griethion Bloom: The new name of Syaphath, a druid once an elf, now a tiefling in love with the assassin.

Grindella: A sewer druid living in Vollenchia

Jasper Graine: A sewer druid living in Vollenchia, once a gnome, reincarnated into a human and then reincarnated into a gnome again.

Kaillz: A satyr assassin belonging to the Sylvan Blood

Lars: A senior druid amongst the folk of Allerton

Roanas: An elven merchant living at Allerton

Tiskallia: A druid now dwelling in Allerton, but an associate of Jasper.



NPC/Monster Stats

Chuul *Large aberration chaotic evil*

Armor Class 16 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	11 (+0)	5 (-3)

Skills Perception +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands Deep Speech but can't speak

Challenge 4 (1,100 XP)

Amphibious. The chuul can breathe air and water.

Sense Magic. The chuul senses magic within 120 feet of it at will. This trait otherwise works like the *detect magic* spell but isn't itself magical.

Actions

Multiattack. The chuul makes two pincer attacks. If the chuul is grappling a creature, the chuul can also use its tentacles once.

Pincer. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. **Hit:** 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and the chuul doesn't have two other creatures grappled.

Tentacles. One creature grappled by the chuul must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Duergar Assassin (Grey Mist)

Medium humanoid (dwarf) lawful evil Ninja 7

Armor Class 16 (Unarmoured)

Hit Points 75

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	11 (+0)	16 (+3)	9 (-1)

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 16

Skills: Perception +6, Stealth +6, Insight +6

Languages Dwarvish, Undercommon

Challenge 7 (2,900 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The Grey mist assassin makes two weapon attacks with their pick.

Enlarge (Recharges after a Short or Long Rest).

For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

War Pick. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

Dagger. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, or 7 (2d4 + 3) piercing damage while enlarged.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Sneak Attack: Once per round, the Grey Mist assassin does an additional 3d6 sneak attack damage if he has advantage or his opponent has another enemy within 5 feet.

Cunning Action: The assassin can take a bonus action on each of his turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Uncanny Dodge: when an attacker that the assassin can see hits him with an attack, he can use his reaction to halve the attack's damage against you.

Evasion: When the assassin is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw, and only half damage if they fail.

Ki: The Grey Mist Assassin has 7 points of ki.

Flurry of blows: They may spend 1 ki point to make an additional two off-hand weapon attacks as a bonus action.

Patient Defence: They may spend 1 ki point to take a dodge action as a bonus action.

Strategic movement: They can spend one ki point to, as a bonus action, apply poison to a weapon, drink a potion, throw a vial of acid or alchemists fire.

Grey Mist: They may spend a ki point to use enlarge or invisibility as a bonus action

Deflect Missiles: The assassin can use their reaction to deflect or catch a missile when they are hit by a ranged weapon attack. When they do so, the damage they take from the attack is reduced by 1d10+10. If they reduce the damage to 0, they can catch the missile if it is small enough for them to hold in one hand and they have at least one hand free. If they catch a missile in this way, they can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition just caught, as part of the same reaction.

Poison: The duergar use serpent venom poison. This poison must be harvested from a dead or incapacitated giant poisonous snake. A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Guard Medium humanoid

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Actions *Spear*. *Melee or Ranged Weapon Attack*: +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Jasper *Medium humanoid*

Armor Class 15 (Dragon scale)

Hit Points 27

Speed 25 ft.

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

Skills Meommon, Gnomish, Druidic

Challenge 2 (450 XP)

Spellcasting.

5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell Cantrips (at will):

Shillelagh

Produce Flame

Druid Craft

1st level (4 slots): *Cure wounds*, *Longstrider*

2nd level (3 slots): *Lesser restoration*, *Darkness*

3rd level (2 slots): *Conjure Animals*, *Gaseous Form*

Actions

Shillelagh.

Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit*: 7 (1d8+3) bludgeoning damage.

Kaillz *Satyr, Rogue (Assassin) 5, Sorcerer (Draconic) 3*

Armor Class 18 (draconic scales)

Hit Points 107

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	14 (+2)	12 (+1)	10 (+0)	18 (+4)

Skills Perception +4, Performance +8, Stealth +9

Senses passive Perception 14

Languages Common, Elvish, Sylvan

Challenge 8 (3,900 XP)

Magic Resistance. The satyr has advantage on saving throws against spells and other magical effects.

Actions

Ram. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 3 (1d4 + 1) bludgeoning damage.

Shortsword. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 8 (1d6 + 5) piercing damage.

Shortbow +1. *Ranged Weapon Attack*: +10 to hit, range 80/320 ft., one target. *Hit*: 9 (1d6 + 6) piercing damage.

Sneak Attack: Kaillz does an additional 3d6 sneak attack damage

Poison: Kaillz coats his arrows heads in wyvern poison. A creature subjected to this poison must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Assassinate: Kaillz has advantage on any opponent he acts before in the first round of combat and applies and automatically gets a critical hit if the enemy is surprised.

Spells:

Cantrips: True Strike,

Level 1: Alarm, Fog cloud, grease

Level 2: Blur, Invisibility

Metamagic: Subtle spell

Wyvern *Large dragon, unaligned*

Armor Class 13 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 6 (2,300 XP)

Actions

Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one creature. *Hit*: 11 (2d6 + 4) piercing damage.

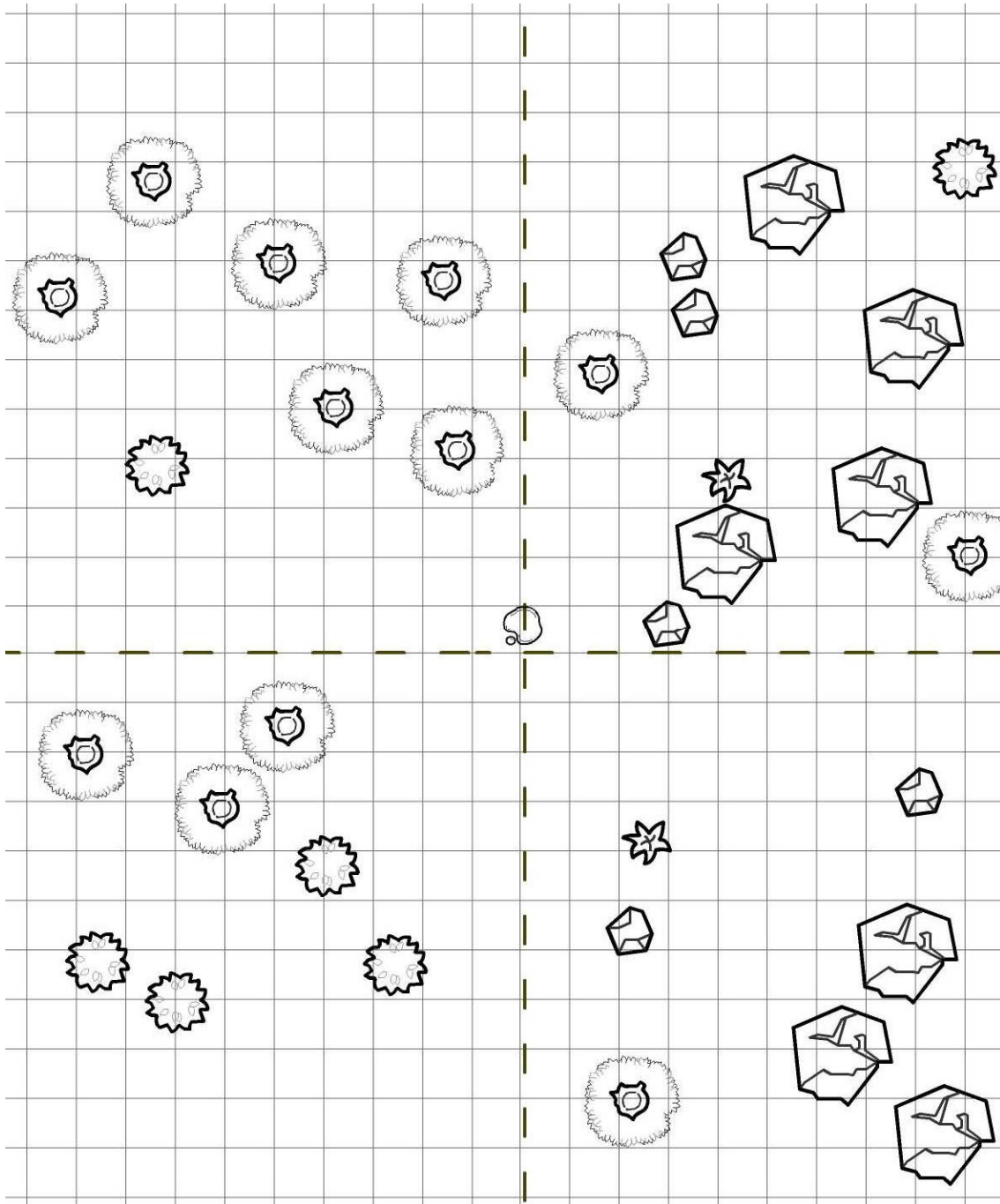
Claws. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 13 (2d8 + 4) slashing damage.

Stinger. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one creature. *Hit*: 11 (2d6 + 4) piercing damage.

The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Maps

If a map of the forest is needed, then by all means use this or a part of this, but since all battles take place in non-descript forest, a map with a bunch of random trees will do.



New Rules

Ninja

With not a sound, the shadows seemed to move, though nothing but the wind seemed to be there. All that remained was a merchant's body, a pool of blood and no sign of the killer.

An elf clad in black clothes leaps from rooftop to rooftop, his feet sure of every step, his ears focused on the voices in the street below. He watches silently waiting for a change to strike. High on the clifftop a tiefling watches the sunrise, her shortsword has tasted blood and now she meditates and focuses her soul ready for the next mission. She is at peace.

Master of stealth

The ninja is a specialist at stealth and deception; both tools used to get close to an enemy, strike fast and escape. They work best alone, but can be a valuable addition to a party.

Their tools are not just weapons, but the state of mind that allows them to achieve almost super human abilities. By concentrating on their spirit, their physical abilities are enhanced.

At peace in the storm

Not every eastern assassin can call himself ninja, the title is reserved for those special ones who can extend their abilities as needed and who are willing to do whatever it takes to succeed.

Not every ninja is a cold blooded killer. Many use their abilities to pursue good. Not all dress in black. In fact, the wisest ones will dress to blend in, but the one thing they all have in common is the spiritual centring derived from years of training. Most will be found in service to their clan or warlord, but it is not uncommon for a ninja to travel alone in search of enlightenment.

Creating a ninja

The ninja is a new character class. As you create a ninja, consider what makes this character different to a rogue. Why did they pursue a life of discipline and the specific training of a ninja?

How did they find a mentor, or how did the mentor find them?

Quick Build

To quickly build an effective ninja, dexterity should be the highest ability score followed by wisdom. Constitution is the next most important ability. Choose the acolyte background

Class features

As a ninja, you have the following class features.

Hit Points

Hit Dice: 1d8 per ninja level

Hit Points at 1st level: 8 plus your constitution modifier

Hit Points at higher levels: 1d8 (or 5) plus your constitution modifier per ninja level after 1st

Proficiencies

Armour: none

Weapons: Simple, shortsword, whip, blowgun, hand-crossbow, net

Saving Throws: Dexterity, Wisdom

Skills: choose four from acrobatics, athletics, deception, insight, intimidation, investigation, perception, persuasion, sleight of hand, stealth

Tools: poisoners kit, disguise kit

Equipment

You start with the following equipment, in addition to the equipment from your background

- (a) a shortsword or (b) a club
- (a) a shortbow and quiver or 20 arrows or (b) a simple weapon of your choice
- (a) a burglar's pack or (b) a dungeoneer's pack
- Two daggers and dark clothing

Level	Sneak attack	Ki Points	Features
1 st	1d6	-	Unarmoured Defence, Sneak Attack
2 nd	1d6	2	Ki, Cunning Action
3 rd	1d6	3	Monastic Tradition
4 th	2d6	4	Ability Score Improvement
5 th	2d6	5	Extra Attack
6 th	2d6	6	monastic tradition
7 th	3d6	7	Uncanny Dodge, Slow Fall
8 th	3d6	8	Ability Score improvement
9 th	3d6	9	Deflect Missiles
10 th	4d6	10	Evasion

Unarmoured Defence

Beginning at 1st level, while you are wearing no armour and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Sneak Attack

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. This functions exactly as described for a Rogue on page 96 of the Core Rules. The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Ninja table.

Ki

Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. Your ninja level determines the number of points you have, as shown in the Ki Points column of the Ninja Monk table. These can be used in the same way as described for a monk on page 78 of the Core Rules except that flurry of blows can be used for offhand weapon attacks, and the character gains the following additional use for ki points. Strategic movement – you can spend one ki point to, as a bonus action, apply poison to a weapon, drink a potion, throw a vial of acid or alchemists fire or, in certain campaign settings throw an explosive.

Cunning Action

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Monastic Tradition

When you reach 3rd level, you commit yourself to a monastic tradition: The Way of Shadow or the Way of the Four Elements, all detailed in the monk's description on pages 80 and 81 of the Core Rules. Your tradition grants you features at 3rd level and again at 6th, 11th, and 17th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Uncanny Dodge

Starting at 7th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Slowfall

Beginning at 7th level, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your ninja level.

Deflect Missiles

Starting at 9th level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack.

Evasion

At 10th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a *fireball* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

The full Ninja rules appear in [Warriors of Destiny](#).



Coming Soon:

The Right Stuff

Beginning with a search for an engineer kidnapped from an airship builder, the party must race against time to discover a new flying machine that will take them higher and faster than they have even been before.



Take a ride to the edge of the atmosphere and witness a sense of wonder long forgotten.

A one-off adventure for 3rd to 5th level characters

Endloser Kiroona

In the bitter cold of the north...
Between the greed of dwarves and the legacy of the dragonborn...
Between ancient hatred and rising jealousy...
Two cities far apart joined in destiny by the underground highway must stand together as the Endloser Kiroona falls.



A one-off adventure for 3rd to 8th level characters

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