



TITAN FORGE



Highborne Elves

DECEMBER RELEASE

**STATBLOCKS FOR 5E
CAMPAIGNS**

Table of Contents

| | |
|-------------------------|---|
| Highborne Elves..... | 1 |
| Lionheart Guard..... | 2 |
| Lionheart Veteran | 3 |
| Tephyr Oldstorm | 4 |
| Drakha Oh-Vil..... | 5 |
| Jaina Cone..... | 6 |
| Kar Dharan..... | 7 |
| Legal information | 8 |

Credits

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

Written and designed by Radosław Dmochowski

To have the best experience from this encounter, we suggest using the STL files from **Titan-Forge Miniatures Patreon's** December 2022 Highborne Elves. Thank you for playing!

SUPPORT US ON PATREON

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

VISIT OUR PAGE ON MY MINI FACTORY

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

Highborne Elves

In the face of an existential threat to the kingdom, the Elves call to arms their Regal Guard to avert the enemy. However, usually, the elvish problems are much more mundane - outlaws, territorial monsters, excessive wild animals, and brash barbarians. In order to run a safe community, each settlement needs its own forces to deal with local issues. It is no different in Lion Breach, which otherwise is by no means a regular colony. It was found by Lionfolk refugees who were forced to flee their kingdom after a natural cataclysm that completely destroyed it. All, of course, with a proper consent decree signed by the Elven King.

This, however, was over 200 hundred years ago. Today, Lion Breach has become one of the largest cities on the eastern outskirts of the Highborn Elves' kingdom. It serves as a kind of gate, a natural entrance to the sacred elven forests. As it is located on barren plains, it is not an easy place to settle in, especially for the elves who love the green, wooded areas. Still, the early refugees certainly loved it as it reminded them of their lost home.

Although at first, the arrangement seemed purely transactional - land for protection, today hardly anyone remembers its origins. Lionfolk has become respected members of highborn elf society, not in any way inferior to the elves. Just as you can find elves living in Lion Breach, you can also find Lionfolk families in various corners of the kingdom.



Lionheart Guard

Lionheart Guard is the only armed institution of Lion Breach. It reports directly to the General who is appointed by the Elven King. It serves both as a city guard and a regular army protecting the eastern flank of the kingdom. What may be surprising, despite its name, Lionheart Guard does not exclusively recruit Lionfolk. Anyone can join, as long as they are citizens of the kingdom and, of course, are ready for rigorous training.

Admittedly, the Lionheart Guard training is probably still nothing to the drill kept in Regal Guard. However, the harsher conditions and the fact that most of the members of this unit are still Lionfolk (with stubbornness running deep in their veins), the unit is renowned for its unprecedented persistence.



Lionheart Guard

Medium humanoid (lionfolk), chaotic good

Armor Class 15 (breastplate)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 15 (+2) | 12 (+1) | 15 (+2) | 9 (-1) | 11 (+0) | 12 (+1) |

Saving Throws Con +4, Cha +3

Skills Intimidation +3, Survival +2

Senses passive Perception 10

Languages Common

Challenge 3 (700 XP)

Proficiency Bonus +3

Brave. The guard has advantage on saving throws against being frightened.

Amphibious Movement. The guard doesn't halve his speed when moving through difficult terrain.

Relentless (Recharges after a Short or Long Rest).

If the guard takes damage that reduces him to 0 hit points without being killed outright, he can choose to fall to 1 hit point instead.

Actions

Multiattack. The guard makes two attacks.

Greataxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) slashing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Bonus Actions

Pounce. The guard can take the Dash action as a bonus action on each of its turns.

Lionheart Veteran

Medium humanoid (Lionfolk), chaotic good

Armor Class 16 (breastplate)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 17 (+3) | 14 (+2) | 16 (+3) | 11 (+0) | 13 (+1) | 14 (+2) |

Saving Throws Str +6, Con +6, Cha +5

Skills Intimidation +5, Persuasion +5, Survival +4

Senses passive Perception 11

Languages Common

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Amphibious Movement. The veteran doesn't halve his speed when moving through difficult terrain.

Brave. The Veteran has advantage on saving throws against being frightened.

Brute Strike. If the veteran scores a critical hit, he rolls the damage dice three times, instead of twice.

Relentless (Recharges after a Short or Long Rest). If the Veteran takes damage that reduces him to 0 hit points without being killed outright, he can choose to fall to 1 hit point instead.

Actions

Multiattack. The Veteran makes three attacks.

Glaive. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Dart. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Inspiring Roar (recharge 6). Each creature of the veteran choice within 60 feet of the veteran gains advantage on all ability checks and saving throws until the beginning of the next veteran's turn.

Bonus Actions

Pounce. The veteran can take the Dash action as a bonus action on each of its turns.

Shove. After hitting a creature with a glaive Veteran swings with its back at the target. Target creature must make a DC 14 Dexterity saving throw. On a failed saving throw, a creature is knocked prone.

Reactions

Frightening Roar (recharge 6). As a reaction to a creature entering the veteran reach, the veteran roars at it forcing it to make a DC 14 Wisdom Saving throw. On a failed saving throw, a creature is frightened until the end of its next turn.

Lionheart Veteran

Most Lionfoks treat service in the guard as a duty and one of the core stages of their lives, not a career in itself. Therefore, usually after five years in service they put their military uniform aside and focus on the rest of their lives. However, those who find their vocation in the path of warfare stay with the guard for many years.

Those who commit to such a step have their military pay extended for a fixed number of years and are immediately sent to the capital, where they undertake training under the supervision of instructors from Regal Academy. They are taught not only combat tactics, strategy, and commanding troops but also mathematics, lore, and biology. General knowledge has proven to be crucial in various duties and arising challenges. Equipped with this new knowledge, they begin their long-span officer careers.

Although Lionfolk does not live as long as elves, their genetics allow them to much better endure the conditions of living in barracks. They even survive wounds that would knock down many elves. As a result, it is not uncommon for them to achieve longer tenure in service. The experience makes them a real treasury of knowledge. Even after reaching a ripe old age, they have no problems staying in the structures of the guard as instructors, advisors, and even generals.



Tephyr Oldstorm

Tephyr Oldstorm belongs to one of the oldest highborn families. It is their duty to guard the secrets of one of the two most prominent schools of elemental magic favored by the elves - Air Magic. Tephyr, like every other heir of the Oldstorm was trained in air magic from an early age. Every spare moment, he dedicated to polishing his other passion - fencing.

When he joined the military academy and graduated after roughly three years (which usually takes at least 5), the whispers claimed that he owed it to his last name. He himself cared nothing for gossip and envy. He fully focused on the tasks entrusted to him, proving his competence time and time again. His actions managed to silence most of those who doubted his competence. However, as is always the case with such things, some still knew better.

With that aside, Tephyr was not content with merely fulfilling his duties. Since he was a child, he planned what he finally matured into - to create his own fighting style. He was driven by combining his two main strengths - air magic and fencing. This, of course, again raised the voices of doubters. After all, the Wind-Dancer school had already existed. It was alive and well. However, unlike most magic users, the Oldstorms knew that wind magic was not inferior to water magic. Their point was that for it to reach its full potency, it is not enough to teach it as it is currently taught in the Grand Academy, that elven kids need to be aligned with the art from the youngest age.

Today, 15 years after the opening of the Wind-Blade school, the first students leave its walls. They have already confirmed the value and potential of the new fighting style in tournaments and real combat. Tephyr himself is pronounced today as the most likely candidate to become the next Regal General, despite his young, by elven standards, age.



Tephyr Oldstorm

Medium humanoid (elf), lawful good

Armor Class 18 (plate mithral armor)

Hit Points 123 (19d8 + 38)

Speed 30 ft., fly 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 13 (+1) | 19 (+4) | 15 (+2) | 15 (+2) | 12 (+1) | 16 (+3) |

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

Skills Acrobatics +8, Arcana +6, History +6, Persuasion +7

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Elvish, Sylvan

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Action Surge (Recharges after a Short or Long Rest).

Tephyr takes one additional action on its turn.

Cape of Winds. Tephyr cape is a magical item granting him 30 feet flying speed.

Fey Ancestry. The Tephyr has advantage on saving throws against being charmed, and magic can't put the Tephyr to sleep.

Wind-Blade Master. Tephyr may use its Dexterity modifier for the Attack and Damage Rolls made with one-handed melee weapons. Additionally Tephyr's weapon attacks are magical.

Wind Fencing. After each attack with a one-handed melee weapon Tephyr may move 5 feet.

Actions

Multiattack. The Tephyr makes three attacks. It can replace one attack with a use of Spellcasting

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Shocking Bolt. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 9 (2d6 + 2) lighting damage. On a hit, the target can't take reactions until the start of its next turn.

Spellcasting. The Tephyr casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *dancing lights, feather fall, gust of wind, shocking grasp, true strike*

3/day each: *haste, misty step, shield, slow, wind wall*

1/day each: *control winds, lighting bolt, fly*

Wand of Weather (1/day). Tephyr casts Control Weather requiring no material components and using Intelligence as the spellcasting ability.

Bonus Actions

Issue Order (Recharges 5-6). Tephyr target up to three creatures under its command within 120 feet of him that can hear the Tephyr. Each target can use its reaction to either move up to its speed or make a single attack roll.

Reactions

Parry. The Tephyr adds 4 to its AC against one melee attack that would hit it. To do so, the Tephyr must see the attacker and be wielding a melee weapon.

Drakha Oh-Vil

Drakha grew up in the harsh conditions of an isolated high-mountain Dragonborn clan whose domains were hard work, enduring combat training, and ascetic life. Its members were guided by rationalism, so they looked very hard upon Drakha, who from an early age had been interested in divination and omens. Her kindred considered these topics a waste of time at best, and a perfect excuse to bully her at its worst.

In her room, you could always find a collection of all kinds of feathers, dreamcatchers, and lucky charms. One day, after a hard day of fencing training, she came home to find her room stripped of all her valuables. Her parents said she had to grow up and stop embarrassing them with her ways. That moment broke her, so the next time a traveling trader came to their settlement, she hid in his wagon.

Upon finding her the next day and hearing her story, he wasn't angry. For him, visits to that Dragonborn settlement never resulted in much profit, as Dragonborn haggled to the last scale and made a great fuss over the price and quality of goods. He ensured her that she can join him and that they will never return to that village again.

The trader was quickly rewarded for his kind nature as the girl has proven to be a blessing for his business. A menacing-looking Dragonborn on board looked like quite a threat to potential thieves and her combat training has proven to be useful many times on the road. However, what really sealed their friendship, was how openly he listened to how various objects resonated with her - how minerals could heal, feathers could make you calm, and charms could bring luck. The talismans she prepared quickly became very popular among their clientele. Drakha enjoyed her new life and would love to travel for years to come, visiting new lands and meeting new people. However, recently her partner has decided to retire and settle down due to old age. Who knows where the adventure will take her now?

Personality Trait. "There is no end to life's mysteries waiting to be discovered."

Ideal. "The luckiest charm is your own good heart."

Bond. "Don't listen to nature, hear it."

Flaw. "Everything is a sign."



Drakha Oh-Vil

Medium humanoid (dragonborn (blue)), chaotic neutral

Armor Class 13 (studded leather)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 12 (+1) | 13 (+1) | 14 (+2) | 12 (+1) | 11 (+0) | 15 (+2) |

Saving Throws Int +3, Cha +4

Skills History +3, Performance +4

Damage Resistances lighting

Senses passive Perception 10

Languages Common, Draconic

Challenge 2 (450 XP)

Proficiency Bonus +2

Draconic Ancestry. Blue Dragon

Humming. Drakha have advantage on all saving throws during the first turn of the combat.

Actions

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

Breath Weapon (Recharge 5-6). The Drakha exhales lighting in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 7 (2d6) lighting damage on a failed save, or half as much damage on a successful one.

Lighting Discharge. *Melee Spell Attack:* +4 to hit, reach 15 ft., one target. *Hit:* 5 (1d6 + 2) lighting damage. On a hit, you can cause lighting to leap from the target to a different creature of your choice that you can see within 15 feet of it. The second creature takes lighting damage equal to your spellcasting ability modifier.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Spellcasting. The Drakha casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At will: *dancing lights*, *mage hand*, *prestidigitation*

1/day each: *charm person*, *sleep*

Reactions

Inspiring Rhythm (Recharge 4-6). When a creature within 30 feet of Drakha that the Drakha can see makes an attack roll or a saving throw, Drakha can use its reaction to roll a d6 and add the result to the creature's roll.

Jaina Cone

Medium humanoid (human), neutral

Armor Class 11 (14 with mage armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 9 (-1) | 12 (+1) | 13 (+1) | 15 (+2) | 11 (+0) | 12 (+1) |

Saving Throws Int +4

Skills Arcana +4, History +4, Investigation +4

Senses passive Perception 10

Languages Common

Challenge 2 (450 XP)

Proficiency Bonus +2

Pet Familiar. Jaina has a hawk familiar.

Actions

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands.

Ice Bolt. *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 6 (1d8 + 2) cold damage. On a hit, the target has its speed reduced by 5 feet.

Spellcasting. The Jaina casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At will: *dancing lights, mage hand, minor illusion*

3/day each: *charm person, frost fingers, color spray, mage armor, shield*

1/day each: *blink, suggestion, clairvoyance*

Reactions

Elemental Absorption. As a reaction to taking elemental damage Jaina can roll d4 and lower the damage by the result rolled. Until the end of her next turn, after hitting a creature with a quarterstaff she might add stored damage to the roll.

Jaina Cone

Jaina comes from an aristocratic family and it shows. Although she is inherently good, she can be quite oblivious to other people's issues. After all, there are no problems that family influence and money cannot solve. And if you are not blessed with such privilege, you should just try harder to get it.

Everything in life came easy to her. She graduated from a fantastic academy of magic and was indeed a gifted sorceress. Like every adept, she was obliged to perform tasks for the Mages Guild and for the city, but she was rather reluctant to perform them quickly and diligently. Jobs were usually delayed for months until someone else did them, or they were outsourced to others. Although she has great potential and can cast powerful spells, her combat experience is negligible. Much more often she dazzled guests with magic at sumptuous banquets.

However, times of prosperity never last forever. Her home is threatened by increasing orc attacks, which have additionally received magical support from the enemy kingdom. Mages are sought to support human lives closer to the front. Jaina's character and good nature will eventually be put to the test.

Personality Trait. "I work so hard that I deserve to live comfortably."

Ideal. "A mansion with stables, a flourishing garden, and a charming guy, of course."

Bond. "I don't owe anyone anything."

Flaw. "The others are here to praise me."



Kar Dharan

Kar Dharan won't tell you where she came from or where she's going. The only thing you'll hear from her is that it is time for war. She is a wandering leader looking for comrades-in-arms, preferably whole legions. She tells endless stories about all the evil deeds committed by humans, about their extravagance, demoralization and incoming downfall. But most of all, she vividly describes how much the humans despise orcs.

These words always fall on fertile ground. Her festering started more than one invasion and more than one crusade. She has gotten to lead all of them and they all end up bloody. Her brutal strategy is focused on the greatest possible losses on both sides of the battlefield. She prefers all out blind attacks and she does not care how many orcs will become cannon fodder against defenses. After a victory, she makes sure that every last enemy and civilian is slain. After a loss, she just has more stories to tell about how evil humans are.

Among the screams, she prays. She prays to the evil orc deity of war, her God who craves blood and chaos even at the cost of orc sacrifice. In return, God grants her favor in battle and exponential power. It is to him that she has dedicated her life, and every battle fills her with infinite ecstasy.

Personality Trait. "Everyone is a potential victim."

Ideal. "Blood. Blood everywhere."

Bond. "When the battle rages, I hear His voice."

Flaw. "There is nothing I wouldn't do for my God."

Kar Dharan

Medium humanoid (half-orc), lawful evil

Armor Class 20 (plate, shield)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 11 (+0) | 17 (+3) | 12 (+1) | 12 (+1) | 13 (+1) |

Saving Throws Str +5, Dex +2, Con +5, Int +3, Wis +3, Cha +3

Skills Intimidation +3, Religion +3

Senses darkvision 60 ft., passive Perception 11

Languages Common, Orc

Challenge 2 (700 XP)

Proficiency Bonus +2

Evil Veil. Kar adds his Charisma bonus modifier to any saving throws he makes (included in the saving throws above).

Cursed Smite (2/day). When Kar hits a creature with a weapon attack, he can deal an extra 4 (1d8) necrotic damage to the target.

Savage Attacks. When the Kar scores a critical hit with a melee weapon attack, it can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Grave Affliction. Kar is immune to disease and doesn't need to breathe.

Actions

Multiattack. The Kar makes two attacks.

Bastard Sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Spellcasting. The Kar casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 11, +3 to hit with spell attacks):

3/day each: *command*, *compelled duel*, *detect evil and good*

1/day each: *find steed*, *magic weapon*



Legal information

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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