

ARCANIST

Author Thomas Weigel

Version Rough Draft 1

Designed for use with the *Adventurer Conqueror King System*.

ARCANIST

Arcanist Level Progression Table

LEVEL	XP	TITLE	HD	SPELLS PER DAY						RESEARCH	BENEFITS
				1	2	3	4	5	6		
0	n/a	<i>Apprentice</i>	1d4	—	—	—	—	—	—	18+	—
1	0	<i>Student</i>	1d4	1	—	—	—	—	—	16+	Arcanists choose a specialty, which grants further benefits at each level. Arcanists can scribe scrolls.
2	2,500	<i>Journeyman</i>	2d4	2	—	—	—	—	—	15+	—
3	5,000	<i>Academic</i>	3d4	2	1	—	—	—	—	14+	—
4	10,000	<i>Scholar</i>	4d4	2	2	—	—	—	—	13+	—
5	20,000	<i>Disciple</i>	5d4	2	2	1	—	—	—	12+	Arcanists can research new spells.
6	40,000	—	6d4	2	2	2	—	—	—	11+	—
7	80,000	<i>Magus</i>	7d4	3	2	2	1	—	—	10+	—
8	150,000	—	8d4	3	3	2	2	—	—	9+	—
9	300,000	<i>Master Magus</i>	9d4	3	3	3	2	1	—	8+	Arcanists can <i>dweomercraft</i> , and can establish a <i>sanctum</i> .
10	600,000	—	9d4+1	3	3	3	3	2	—	7+	—
11	1,200,000	<i>Archmagus</i>	9d4+2	4	3	3	3	2	1	6+	Arcanists can research and cast <i>rituals</i> .
12	2,500,000	—	9d4+3	4	4	3	3	3	2	5+	—
13	5,000,000	—	9d4+4	4	4	4	4	3	2	4+	—
14	10,000,000	—	9d4+5	4	4	4	4	3	3	3+	—

The *arcanist* is a human who has studied arcane magic to a sufficient degree to *bind* and *cast* arcane spells. Arcanists must have an INT of at least 9.

At first level, arcanists hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack and saving throws by two points every six levels of experience (i.e., half as fast as fighters). They may only fight with a *club*, *dagger*, or *dart*, and may not wear armor, wield shields, or fight with two weapons or two-handed weapons.

Each day, arcanists can cast the number of spells per day shown on the *Arcanist Level Progression* table. For each spell level, the arcanist can cast any spell in a *repertoire*—a selection of spells being actively maintained. The maximum number of spells that can be maintained in the repertoire at each spell rank is equal to the number per day *plus* the arcanist's INT modifier.

Adding a spell to the repertoire costs 1,000 gold per spell rank and takes one full day of study . . . assuming the spell is available for study! Changing an existing repertoire spell requires the same cost and effort.

To cast a spell, an arcanist must have a free hand, the ability to speak, and cannot be wearing armor.

Arcanists make up about 10% of the leveled population in Eire, or about 0.8% of the population as a whole. Most live in cities that can afford their rates.

Arcanist Attack and Saving Throws Table

THROW	LEVEL					
	0	1-3	4-6	7-9	10-12	13-14
<i>Attack</i>	11+	10+	9+	8+	7+	6+
<i>Petrification & Paralysis</i>	16+	13+	12+	11+	10+	9+
<i>Poison & Death</i>	15+	13+	12+	11+	10+	9+
<i>Blast & Breath</i>	17+	15+	14+	13+	12+	11+
<i>Staff & Wand</i>	17+	11+	10+	9+	8+	7+
<i>Spells</i>	18+	12+	11+	10+	9+	8+

Aine is a witch disciple (level 5) with INT 16 (+2 modifier). She can *cast* two rank 1 spells, two rank 2 spells, and one rank 3 spell. With her INT modifier, she can *maintain* four rank 1 spells, four rank 2 spells, and three rank 3 spells in her repertoire.

At first level, the arcanist chooses a specialty (see *Specialties*, below), which grants one or more additional abilities.

Arcanists can use and produce arcane scrolls. This requires ink paste (powdered gems, silver oxide pigment, and rare oils), rare quills, and handmade silk-embedded paper. The spell must be in the arcanist's repertoire. Base cost is spell rank × 500 gold; and takes one day per spell rank.

At fifth level, the arcanist can research new spells.

At ninth level, the arcanist can produce powerful magic items (*dweomercraft*) and construct a *sanctum*. The *sanctum* counts as a domain rulership structure and attracts apprentices.

At 11th level, the arcanist can research and cast powerful ritual spells of rank 7–9.

SPECIALTIES

Each specialty grants certain abilities.

Alchemist. An alchemist gains a proficiency slot in *Alchemy* at second, fourth, and sixth level. At sixth level, the alchemist can create alchemical substances! At ninth level, alchemists gain the *Longevity* proficiency as long as they have access to their sanctum (they need space to meditate and a personalized regime of alchemical tinctures and treatments). At 11th level, alchemists can create automatons and crossbreeds.

Illusionist. Illusionists calculate illusion effects as if they were two levels higher, and inflict a -4 penalty on all saves to disbelieve their illusions; and gain a $+4$ bonus on their *own* saves to disbelieve. At ninth level, the illusionist's sanctum can be part or all *shadow* (same cost, but in components rather than labor, and only takes one day per 5,000 gold value to construct; no maintenance cost as long as the illusionist is present at least one day per month). At 11th level, illusionists can create permanent shadow creatures.

Successful disbelief (*save vs. Spells*) halves damage from shadow creatures and grants $+2$ on saves against the creature's spells and effects. Shadow creatures are immune to non-magical weapons, and otherwise function as constructs.

Necromancer. Necromancers can *command undead* as a Chaotic cleric of the same level. Necromantic spell effects are calculated as if the necromancer was two levels higher; and saves against *death* effects suffer a -2 penalty. Necromancers *must* be Chaotic. Necromancers suffer a -1 penalty on reaction, loyalty, and morale rolls of Lawful and Neutral creatures, and $+1$ on same of undead; this increases by 1 at fifth, ninth, and 13th level

(max $-4/+4$). At fifth level, necromancers become immune to all natural and magical fear effects. At ninth level, a necromancer's sanctum is treated as a Chaotic Altar. At 11th level, the necromancer can create undead (and *become* undead!).

Witch. Witches study an older, pre-literate form of magic, and *cannot* produce or use traditional scrolls. Instead, they start with a Familiar, and can bind spells into the familiar (this costs the same as scribing scrolls, but the spell can only be used by the witch).

Witches can craft herbal potions at fourth level. At seventh level, they gain a $+1$ to surprise rolls in the wilderness, and *opponents* suffer a -1 to surprise rolls in the wilderness. At ninth level, the witch leaves no sign of passing over wilderness terrain, and may not be tracked; the witch can cover the tracks of one companion per three levels of experience.

In addition, ordinary animals within five miles of a ninth-level witch's sanctum become kind and friendly. The witch must construct the sanctum in wilderness or borderlands!

At 11th level, the witch can bind elementals and craft permanent curses.

Three out of five arcanists in Éire are alchemists—it pays quite well!—and the other two are an illusionist and a witch.

Necromancers are fairy tale monsters.
They don't **really** exist.

APPENDIX—CURSES

Witches who reach 11th level or higher may learn to craft and cast curses—a form of specialized ritual spell. Unlike ritual spells, curses can range from rank 1 to 9.

Learning one of these mighty dweomers resembles spell research, while crafting the curse resembles creating a magic item with one charge.

Each curse must be learned separately. A witch may only know a total number of curses of each spell level equal to his or her INT bonus.

Learning a curse costs 1,000 gold and two weeks of research per rank, and a magic research throw. The throw target value is increased by the rank of the curse.

This requires a library as described under *Magic Research*, and a large library may grant a bonus.

Sleeping Beauty (Curse 8)

The subject (who must be named, $\times 0.5$) falls into a lasting, ageless sleep (90) until kissed by someone with royal blood or the casting witch dies ($\times 0.66$, $\times 0.9$). This affects the subject and all henchmen and vassals of the subject ($\times 3$). There is no save.

The research will also reveal what special components the curse requires.

Crafting the curse costs another 500 gold, the special components, and one week per spell rank; and then another magic research throw at the same difficulty as learning the curse. This requires a workshop, as described under Magic Item Creation, and a valuable workshop may grant a bonus.

The curse is bound into an object, but can take effect immediately if the subject is within range.

Remove curse can remove a permanent curse if the removing caster is higher level than the original caster; even then, there is a 5% chance per level of the curse-caster that the removal will fail. If it fails, it cannot be attempted again by that remover for one year or until another level is gained, whichever comes first.

A curse can be designed with the effects and modifiers below.

Cost	Effect (the target . . .)
60	goes blind.
60	suffers a -2 to AC.
90	falls helpless.
90	transforms into a statue, falls into an ageless sleep, or the like.
120	suffers <i>mummy rot</i> , <i>weakness</i> (STR 3), or the effects of <i>bestow curse</i> .
180	is feebleminded.
180	transforms into a ½ HD normal animal.
180	is always AC 0.
220	is <i>held</i> .
300	cannot gain experience.
360	transforms into a ½ HD normal animal with the animal's mind.
360	cannot be missed by attack throws!

Cost	Target
×1	One creature.
×3	One creature and anyone who <i>touches</i> the creature.
×3	One creature and all of the creature's children.
×3	One creature and all henchmen and vassals of the creature.
×5	One creature and all of the creature's descendants.
×8	One creature and all citizens of any domains under the creature's rule.

Cost	Range
×0.25	The primary subject must be present for the <i>entire</i> ritual casting. The curse takes effect immediately.
×0.5	The spell targets a particular (named) creature. If the target picks up the curse object, the curse takes effect.
×0.75	The next person to pick up the curse object suffers the curse.
×1	The spell must be cast within the subject's domain, stronghold, or home, or with the subject within 500 feet for the entire ritual casting. The curse takes effect immediately.

Cost	Duration
×0.66	Lasts until the witch who cast the ritual is dead.
×1	Lasts one century.
×2	Lasts until the primary subject is dead.
×10	Lasts until <i>all affected targets</i> are dead.
×1	Lasts until the main target no longer rules the land.
×2	Lasts until none of the affected targets rule the land.
×3	Lasts until some <i>possible, but unlikely</i> event occurs.

Some curse durations end by multiple methods; in that case, use the *cheapest* duration that ends the curse, with an additional ×0.9 per additional method.

Cost	Saves
×1	No save.
×0.5	Save negates the curse.

APPENDIX — ELEMENTALS

Some arcanists can bind elementals into service. The elemental may not have more hit dice than the arcanist's class level, and may not have more special abilities than the arcanist's INT bonus, plus one.

It requires 2,000 gold per hit die, plus 5,000 gold per special ability, to bind an elemental, and the process takes one day per 1,000 gold.

Binding an elemental requires a magic research throw. The throw is increased by +2 per 5,000 gold of value in the elemental. An arcanist gains no benefit from precious materials.

By default, the elemental is bound for 33 days; the magic research throw can be increased by +2 to bind the elemental for 101 days; +4 for one year; +6 for three years; +8 for ten years; +10 for 33 years; and +12 for 101 years.

Summoning and binding an elemental also requires a ceremonial space at least equal in cost to the elemental it

will be used to bind. For each 10,000 gold value above this amount, the ceremonial space grants a +1 on the magic research throw.

On a success, an elemental is summoned and bound. A bound elemental must obey the arcanist (or whomever the arcanist commands it to obey) for the period stated. Some elementals will be happy to serve; others will interpret the letter of their commands as awfully as they can—make a reaction roll upon completing the binding to determine the elemental's attitude about its service.

Éire's mythology is littered with the bodies of powerful witches who bound powerful elementals to perform great deeds . . . and overextended themselves as an object lesson for everyone else.

APPENDIX—POTIONS

ALCHEMICAL SUBSTANCES

Alchemists produce *alchemical substances*, of which the following are known:

SUBSTANCE	SPELL (LVL)	GOLD
<i>essence of forms</i>	<i>alter self</i> (2)	1,000
<i>essence of forms, greater</i>	<i>polymorph self</i> (4)	2,000
<i>essence of hydra</i>	<i>trollblood</i> (6)	3,000
<i>essence of nemea</i>	<i>protection from normal weapons</i> (5)	2,500
<i>essence of pit viper</i>	<i>infra-vision</i> (3)	1,500
<i>essence of time</i>	<i>haste</i> (3)	1,500
<i>liniment of shadowy visions</i>	<i>detect invisible</i> (2)	1,000
<i>oil of absence</i>	<i>non-detection</i> (3)	1,500
<i>oil of bonding</i>	<i>hold portal</i> (1)	500
<i>oil of sharpness</i>	<i>sharpness</i> (1)	500
<i>oil of slipperiness</i>	<i>slipperiness</i> (1)	500
<i>ointment of gripping</i>	<i>spider climb</i> (1)	500
<i>ointment of repugnance</i>	<i>anti-magic shell</i> (6)	3,000
<i>potion of aqua spiro</i>	<i>water breathing</i> (3)	1,500
<i>potion of giant's strength</i>	<i>giant strength</i> (4)	2,000
<i>potion of growth</i>	<i>growth</i> (3)	1,500
<i>potion of ogre's strength</i>	<i>ogre power</i> (2)	1,000
<i>potion of shrinking</i>	<i>diminution</i> (3)	1,500
<i>potion of transparency</i>	<i>invisibility</i> (2)	1,000

A few others have more unique effects:

Alchemist's Tincture. This pellet, the size of a robin's egg, is the distillation of an alchemist's full knowledge of aging essences. Swallowed, it dissolves in the stomach over ten days; while in the stomach, the subject's age reduces by one year per day. There is a 1% chance that it dissolves suddenly instead, causing the subject to *age* 10 years instantly. *Base cost 2,500 gold.*

Compressed Arachnid Fluids. This thin, fluid-filled glass rod must be broken and the contents splattered in the desired direction, where they expand and grow to fill a 10-foot cube with thick, sticky strands as the *web* spell. The splatter "zone" may be anywhere within 10 feet of the user. *Base cost 1,000 gold.*

Glowvial. This thin glass rod, when shaken, glows as torchlight (lighting a 30-foot radius) for two hours. *Base cost 500 gold.*

Murderous Mist. Shattering this vial releases a cloud of poison gas, filling a 10-foot cube. Creatures in the cloud save vs. Poison each round or die. The cloud is affected by wind normally. The vial may be thrown up to 30 feet. *Base cost 1,000 gold.*

Purifying Pellet. This small, chalky white pellet purifies up to six skins of water. *Base cost 500 gold.*

HERBALS

Witches produce *herbals*, which have some changes:

- Reduce cost to $\times\frac{1}{2}$ (100 gold per spell rank).
- Time required is one hour per spell rank.
- Herbals lose their potency after ten days!

HERBAL	SPELL (LVL)	GOLD
<i>eye of newt</i>	<i>detect invisible</i> (2)	200
<i>naiad's wine</i>	<i>water breathing</i> (3)	300
<i>ointment of flying</i>	<i>fly</i> (3)	300
<i>potion of control</i> ¹	<i>charm monster</i> (4)	400
<i>potion of virility I</i>	<i>ogre power</i> (2)	200
<i>potion of virility II</i>	<i>giant strength</i> (4)	400
<i>tea of faces</i>	<i>alter self</i> (2)	200
<i>unguent of iron flesh</i>	<i>protection from normal weapons</i> (5)	500
<i>vapors of direction</i>	<i>locate object</i> (2)	200
<i>vapors of sight</i>	<i>clairvoyance</i> (3)	300
<i>vapors of sound</i>	<i>clairaudience</i> (3)	300
<i>vapors of thought</i>	<i>ESP</i> (2)	200
<i>vapors of vapor</i>	<i>gaseous form</i> (3)	300
<i>woodchill tea</i>	<i>polymorph self</i> (4)	400

A few others are more unique.

Ash Tea. This bitter, charcoal-colored drink causes the subject's skin to thicken and take on the appearance of stone. The subject gains a +2 bonus to AC *and* on all saving throws. *Base cost 1,000 gold.*

Mead of Heroes. This spiced and herb-filled cup of mead tastes delicious and cures hangovers. It *also* grants bonuses based on the current level of the drinker, and +2 Morale. *Base cost 2,000 gold.*

Level 0	+20 hit points, +2 to attack and saves, +2 damage.
Level 1–3	+15 hit points, +2 to attack and saves, +1 to damage.
Level 4–7	+10 hit points, +1 to attack and saves, +1 to damage.
Level 8–10	+5 hit points, +1 to attack and saves.
Level 11+	No benefit.

Mead of Heroes, Greater. This is identical to *mead of heroes*, but slightly more powerful. *Base cost 3,000 gold.*

Level 0	+30 hit points, +3 to attack and saves, +3 to damage.
Level 1–3	+25 hit points, +3 to attack and saves, +2 to damage.
Level 4–7	+20 hit points, +2 to attack and saves, +2 to damage.
Level 8–10	+15 hit points, +2 to attack and saves, +1 to damage.
Level 11	+10 hit points, +1 to attack and saves, +1 to damage.
Level 12	+5 hit points, +1 to attack and saves.
Level 13+	No benefit.

¹ A *potion of control* uses *charm monster* as the basis, but must always target a specific type of creature (animals, dragons, humans, or similar).

DIVINE POTIONS

In a setting without clerics, alchemists and witches will also have access to divine spells at one rank higher, and can produce additional types of potions.

Witch potions can be found for sale almost everywhere, and *herbal salves* often find their way into the pockets of adventurers with gold to burn—but keep in mind that each herbal salve loses its magic after a tenday. An *alchemical salve* is more expensive, but can rest in a treasure chest for years until it is needed.

Alchemists in Eire are often physicians and healers as well, and their alchemical salves are the life's blood of adventurers smart enough to use them. Witches are less well-trusted, but their potions and brews do taste better.

SUBSTANCE	SPELL (LVL)	GOLD
<i>alchemical salve</i>	<i>cure light wounds</i> (2)	1,000
<i>essence of luminescent air</i>	<i>resist cold</i> (2)	1,000
<i>essence of salamander</i>	<i>resist fire</i> (3)	1,500
<i>liniment of true sight</i>	<i>true seeing</i> (6)	3,000
<i>oil of decalcification</i>	<i>stone to flesh</i> (6)	3,000
<i>ointment of essence of eagle</i>	<i>eyes of the eagle</i> (4)	2,000
<i>ointment of sight</i>	<i>cure blindness</i> (4)	2,000
<i>potion of vigor</i>	<i>vigor</i> (5)	2,500
<i>tincture against poisons</i>	<i>neutralize poison</i> (5)	2,500
<i>tincture of venom resistance</i>	<i>delay poison</i> (3)	1,500

HERBAL	SPELL (LVL)	BASE GOLD
<i>adder's tongue I</i>	<i>speak with animals</i> (3)	300
<i>adder's tongue II</i>	<i>speak with plants</i> (5)	500
<i>adder's tongue III</i>	<i>tongues</i> (5)	500
<i>eye of eagle</i>	<i>eyes of the eagle</i> (4)	400
<i>eye of fox</i>	<i>true seeing</i> (6)	600
<i>good omens tea</i>	<i>commune</i> (6)	600
<i>herbal salve</i>	<i>cure light wounds</i> (2)	200
<i>spring of life</i>	<i>cure serious wounds</i> (5)	500
<i>unguent of clear eyes</i>	<i>cure blindness</i> (4)	400
<i>virile potion III</i>	<i>vigor</i> (5)	500
<i>ward against disease</i>	<i>cure disease</i> (4)	400
<i>ward against fire</i>	<i>resist fire</i> (3)	300
<i>ward against poisons</i>	<i>neutralize poison</i> (5)	500
<i>ward against poisons, lesser</i>	<i>delay poison</i> (3)	300
<i>ward against winter's bite</i>	<i>resist cold</i> (2)	200

APPENDIX—SHADOW CREATURES

An illusionist of 11th level or higher may create a quasi-real creature. The rules for this are identical to those for *constructs*, with the following changes:

- Phantasmal creatures can be disbelieved with a successful save vs. Spells. This halves the damage they deal (to the disbeliever only) and grants a +2 bonus on saves by the disbeliever against the creature's spells and effects.
- Phantasmal creatures have the immunities of a construct and are immune to non-magical weapons. This still counts as only one special ability (the extra ability is approximately balanced out by the "negative" ability above).

The most powerful illusionists in Eire live in fairy tale castles, served by half-seen servants and creatures out of their own imagination.

Some of them may not even exist themselves.

APPENDIX—CLASS DESIGN

The arcanist has **HD 0, Fighting 0, Arcane 4, Divine 0**. I swapped the one fighting style for a custom power.

Then I broke the rules slightly.

I started on the idea that *Design, Build, and Repair Automotons* was worth three custom powers, and so *Constructs, Crossbreeds, and Undead* were each worth

three custom powers as well, and that *potions* (all by itself, with no other alchemical advantages) and *scrolls* were each worth one custom power.

An 11th-level custom is worth 0.25 first-level customs; and a fifth-level custom is worth 0.625 first-level customs, so removing *Constructs, Crossbreeds, Undead, potions, and*

scrolls yielded 4.5 customs (including the fighting style swap). I spent one custom on *scrolls* at first level and put the rest into each specialty.

I also wanted to eliminate dungeons. It is a fun mechanic, but doesn't fit my setting. Rather than formalize that as a custom, I decided that each sanctum would have some advantage associated with it.

Alchemist. One power at second (0.813), fourth (0.688), and sixth (0.563); and six powers at 11th (1.5, Constructs and Crossbreeds). For the sanctum ability, I borrowed from real world alchemy myths and added longevity.

Illusionist. Two customs at first (2, Illusion Resistant and a more specialized form of Mastery of Charms and Illusions) and three at 11th (0.75, Shadow Creatures). For the sanctum ability, I wrote up an odd little ability that seemed to fit. This ended up *under* budget, but since the sanctum power is so useful, I decided to call it even.

Necromancer. Two customs at first (2, Secrets of the Dark Arts plus full-level command of undead; reaction penalty/bonus counts as 0), one power at fifth (0.625), and three customs at 11th (0.75, Undead). For the sanctum, I made it work as a Chaotic Altar. Like the illusionist, the end result was a little under budget, but the sanctum power was decidedly useful, so I called it even.

Witch. I reduced the usefulness of the witch's scrolls (and eliminated the witch's ability to use other people's scrolls), but added the Familiar; I called this a net ½ custom. Then: one custom at fourth (0.688), seventh (0.5), and ninth (0.376); and six customs at 11th (Bind Elementals and Craft Permanent Curse). For the sanctum, I used the elven "friendly animals" ability. Witches are a hair over budget (3.567), but the sanctum power is pretty weak, so again, looked good to me.

There were a few other design decisions which were more subtle:

Level Names. I like the *idea* of level titles, but I don't like lists of synonyms, so I tried to take some time to put together a better list of level titles—titles you might see in actual use, to actually mean a certain level of skill or power.

Scrolls. Arcanists start out slightly more powerful at first level (although *only* slightly—by the book, a mage *can* produce scrolls at first level with help), in return for a bit less flexibility in "powerful creations" at later levels. I felt this slight re-balancing was worth it, however, because wizards and scrolls are just *right* together.

Specialist Selection. I wanted a fairly standard mage (the alchemist), a few *traditional* specialists (the illusionist and necromancer), and at least one specialist who pushed the boundaries a bit (the witch).

LEGAL

DESIGNATION OF PRODUCT IDENTITY

The following is designated as product identity: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artworks, logos, symbols, graphic designs, and trade dress.

Autarch™, Adventure Conqueror King™, *Adventurer Conqueror King System*™, ACKS™ are trademarks of Autarch™, and used under license.

Eire™ is a trademark of Thomas Weigel; all box-out content related to Eire is trade dress and copyright of Thomas Weigel.

DESIGNATION OF OPEN GAME CONTENT

All text and tables, with the exception of material specifically excluded in the declaration of product identity, are open game content.

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 v1.0, Copyright 2000, Wizards of the Coast, Inc.

System Reference Document, Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathon Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

System Reference Document, Copyright 2000–2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document, Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Adventurer Conqueror King, Copyright 2011, Autarch; Authors Alexander Macris, Tavis Allison, Greg Tito, and Ryan Browning.

Basic Fantasy Role-Playing Game, Copyright 2006-2008, Chris Gonnerman.

Castles & Crusades: Players Handbook, Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Labyrinth Lord™ Copyright 2007-2009, Daniel Proctor; Author Daniel Proctor.

Labyrinth Lord™ *Advanced Edition Companion*, Copyright 2010, Daniel Proctor; Author Daniel Proctor.

END OF LICENSE