

Athasian Trader

Athasian trader is a supplement for those who wish to add flavor to the world of Darksun. Traders are the blood of Athas. Everything will eventually pass by their hands. They are needed to ensure the way of life everyone wish to preserve and they keep the land active and healthy (or wealthy!) as possible. The trader class is essential to a good Darksun campaign, as PC or even more as NPCs.

A fighter to is groupmate trader: "Hey Artag, how about buying me that metal greatsword? That will help the group, don't you think?" And the trader to answer, while taking is purse: "But of course Melkama, just remember your trader friend when we will find something new, strange and fascinating". Artag smiled at this new and simple deal made with is groupmate. "What a simple couple of gold can do isnt?" though Artag.

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Trader Core Class

All have wished, one day, to be wealthy and rich. There is a place where those dream can become true. Though, not everyone can see is dream fulfilled. You must either have born a trader child and have been raise among trader or have working hard to get the favor of some influent peoples and pledge loyalty to a merchant house. Traders tend to see themselves as the blood of a town; they know they are essential to the good health of a city. So it's why they often are distant to popper, freemen, shop merchants and, of course, slaves. They place themselves in higher standards than those peoples. Eventually, they can become so important in a town that a word from them can drive the whole city looking for particular goods. The price of things can drop or raise fast. Of course they have to still be careful of what they are doing as Templars wish to keep their town healthy and sane.

Adventures: Most traders adventure for profit or to have a chance to conduct business. Some dream of new deals with unknown races or cities. Others look to rise higher among the merchant house influent peoples.

Characteristics: The keys abilities of the trader are to trick peoples into business. That way is he going to make some profits. The trader is usually looking for a diplomatic way to resolve things and use is subtlety to ensure that is purse will be heavy as possible.

Alignment: Traders cannot be chaotic. They are disciplined and loyal to their merchant house. They can be evil, neutral or good. It's never been said how you have to deal with your business!

Religion: Their religion is the merchant house they work for. They pledge obedience and loyalty to this entity.

Background: Some might have been burglar, then, seen it would be more profitable to be in a merchant house, they enrolled themselves. Some others might have born within a merchant family. Others might have learned the hard way of trading for survival off the city limits.

Races: All races may be trader. From the mysterious pterran to the non-humanoid thri-kreen, all wish to make profit someday. Only the half-giant, which are somewhat less intelligent and wise, have difficulties (and due to their height) to be accepted by merchant house as trader.

Other Classes: They see their group as an opportunity to conduct special business for their merchant house. So trader tend to see the peoples he is adventuring with as potential clients or partners with which he can do some profits.

Game Rule Information

Traders have the following game statistics.

Abilities: Charisma is the most important ability for traders because it helps with relationship, diplomacy and intimidation. Wisdom is also important for it's the way a trader will learn to smell the good deal. Intelligence, at last, will be important for trader to improve a business or relationship.

Alignment: All but chaotic.

Hit Die: d6

Class Skills

The trader's class skills (and key ability for each skill) are Appraise (Int), Bluff (Cha), Decipher script (Int), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather information (Cha), Handle animal (Cha), Intimidate (Cha), Intuit direction (Wis), Knowledge (Heraldry) (Int), Knowledge (Trading) (Int), Listen (Wis), Open lock (Dex), Pick pocket (Dex), Read lips (Int), Ride (Dex), Search (Int), Sense motive (Wis), Speak Language (None), Spot (Wis), Use Magic device (Cha) and Use Psionic device (Cha). See the *Chapter 4: Skills* for skill descriptions.

Skill Points at 1st Level: $(6 + \text{Int mod}) \times 4$.

Skill Points at Each Additional Level: $6 + \text{Int modifier}$.

Class Features

All of the following are class features of the Trader.

Weapon and Armor Proficiency: A trader's weapon training focuses on weapon that can be easily concealable while conducting a trade. Though, while traveling from a city to another, a trader tend to have a weapon that can deal more damage in case of raiding party on the caravan. Thus, traders are proficient with all simple weapon, hand crossbow, sap, shortbow (normal or composite), and short sword. They usually wear light armor, but due to their travel on high road, they need to protect themselves well. They can wear light and medium armor.

Experience trading points (ETP): In this profession, meeting numerous and different kind of peoples can lead someone to become well verse in the art of dealing with such peoples. This way, the trader knows it more than anybody. Each level, the trader receives a number of ETP with which he can expense on several knowledge's, powers or utilities. The PCs can keep the points he didn't used for a next level, where he will be able to buy something of greater value (though having choose very less in is current level). Table 1-3 give a list of abilities, peoples or commodities you can choose with your trading experience.

Allegiance: At is first level; the trader must decide if he joins a merchant house. Therefore, he must pledge obedience and loyalty to the one he chose. Desertion and treachery are to be treated with caution, because it can lead to torture and death. If the trader stay in line with is house, he can find wealth and protection. Though, if you decide to conduct your own business, you wont have neither all the facilities a merchant house can offer nor the trouble of leaving your own business and start something new.

Before choosing a Merchant House, you have to choose in which region you will first have done your mark; then choose a city of where you first started (See Table 1-1 for region and city and Table 1-2 for the Merchant House). Allegiance to a merchant house¹ tell you where you have better chance of success while conducting trade, since you are known, more confident and have information on the peoples you wish to conduct business².

TABLE 1-1: Which city in which region?

Hinterland	Lost Scale, Pterran Vale
West Tableland	Tyr, Urik
South Tableland	Balic, Celik
Ivory Triangle	Gulg, Nibenay
Northeast Tableland	Raam, Draj
North Tableland	Eldaarich, Kurn

TABLE 1-2: Merchant Houses

Merchant House *Centered near the (Headquarter)*

Major Merchant House

Inika	Ivory Triangle (Gulg)
M'ke	Northeast Tableland (Raam)
Shom	Ivory Triangle (Nibenay)
Stel	West Tableland (Urik)
Tsalaxa	Northeast Tableland (Draj)
Vordon	West Tableland (Tyr)
Wavir	South Tableland (Balic)
Rees	South Tableland (Balic)
Tomblador	South Tableland (Balic)

Merchant House

Ardian	South Tableland (Walis)
Fyra	Ivory Triangle (Salt point)
Ianto	West Tableland (Near Tyr)
Klethira	West Tableland (Urik)
Lamnos	Nomade
Sysra	West Tableland (Near Tyr)

Small Merchant House

Consortium Dedys	Northeast Tableland (Draj)
- Terg, Voyan and Shakktur	
Consortium Renythi	All the Tableland
- Twelve small Merchant Houses	

Elven Merchant House

ClearWater tribe	West Tableland
FastWing	Ivory Triangle
Night Runners	All the Tableland
Sky Singers	Ivory Triangle (Nibenay)
Silver Hands	South Tableland (Silver Spring Oasis)

N.B.: All nomad, small and elven houses are to be taken as if the person was working on is own.

¹ See Wizard official product *Dune Trader* to have more information on some of these Merchant Houses.

² See *A cross cultural perspective on Athasian trader*, by Jon Sederqvist to know how to deal the different cities.
<http://darksun.3sins.com/>

If you wish to start your trading career in a Fort or in a village, the nearest city will determine your region of influence. Another things, if you wish not to be from a Major Merchant House or a Merchant House and be on your own, there are things that can't be gathered with your experience point since you will not become more powerful or respected (or feared) in your Merchant House. Therefore, everything that as a * coming next to the name on Table 1-3 will not be accessible for you. More, everything that as a @ next to the name will cost one more point in order to know it, since it's harder to do your mark or be known by the peoples when you aren't in a well established Merchant House.

TABLE 1-3: Buying with experience trading points

Buying skill points (N.B.: you cannot raise higher than your maximum allowed)

[X points] <i>Add knowledge</i>	Dealing with diversity help you with everything new and unknown. For each 3 points used you can raise by one point one of your class skill.
[5 points] <i>Enlight skill</i>	By paying the cost, you manage to know enough a cross-class skill to transform it in class skill. You can take an exclusive skill and transform it in a cross-class skill for the same amount. This means that to take an exclusive skill to a class skill, you will need 10 points.
[20 points] <i>Fast learning</i>	A trader studied the art of adaptation to any situation. Therefore, each time he put 3 skills points on a skill, fast learning will add one to this total.

Buying trading abilities

[X points] <i>Fantastic deal</i>	(X is the Business point needed on table 1-3: where X is the level)
[5 points] <i>Merchant insight</i>	You are so gifted at finding the good deal that all purchase you will ever does will cost 10% less.
[8 points] <i>Subtle business@</i>	You gain +4 to your diplomacy skill for being extremely convincing.
[5 points] <i>Escape route</i>	You found an excellent contact in the elves market of a designed city-state. This contact excels in the art of finding unusual goods such as spell components, poisons and magical items.
[5 points] <i>True eye</i>	The trader knows better than any other the value of goods. He therefore gains a +2 on Appraise skill and +1 at Bluff (help making peoples believe doesn't worth what you are about to pay it).
[15 points] <i>Long-term contract@</i>	The merchant conducts at lucrative long-term deal that will bring him a profit of 2d4+2 gold coins per month.
[5 points] <i>Advanced Forgery*</i>	You become so skilled at doing false document that you gain a +2 at your Forgery skill. Creating document often lead in a better understanding of unknown writing, which give a +1 on Decipher script.
[5 points] <i>Brutal commerce</i>	A trader knows how to intimidate clients and others traders. He so receives a +2 bonus to Intimidation skills. You also gain a +1 in Gather information.
[8 points] <i>Shadowy habits</i>	You know the art of being unnoticed. You then gain a +2 to Hide skill and a +2 to Listen check.
[5 points] <i>Wealthy hope@</i>	The trader goes back see all peoples to which he as lend money. It was always a bit there and a ceramic there. It was always minimal so it's why it never changed the personal wealth of the trader. So, looking from when he was young to is 5th level of trader and profit he might have made, he receive a 1d4+2 gold coins for each month spend to collect it (for a maximum of 5 months. He can spend these months when he wishes, but this must be a complete month.
[8 points] <i>Gossips</i>	A trader become well skilled in finding the information he wishes. He so gain a +4 on is Gather information skill.
[5 points] <i>Personal Glory@</i>	You become well known in your region. Your renowned help you to deal business in those three towns with a +2 to diplomacy and give you the feeling that you can do great things (which give you a +2 in one profession you know).
[8 points] <i>Notoriety*</i>	You are well known in your region as you have conducted many lucrative deals with mastermind. You are well seen in the higher

- [5 points] *Improvisation* spheres of these towns and well known among the common men and traders almost as a star (everyone wish to be you!). You gain a +1 to your bluff, diplomacy, intimidate and sense motive checks. As you often are the only trader on a caravan, you must improvise when dealing with encounter. You gain +2 at Sense Motive and +1 at Bluff skill check.
- [8 points] *Mounted Abilities* You gain the Mounted combat feats. While traveling between cities, the fastest way of traveling is with a mount, so knowing a little about your mount is the best you can do.
- [15 points] *Fastest route* You know so well how to optimize your travel between cities that you can consider all peoples and things with you moving at 33% more speed. You also gain a +3 on intuit direction.

Buying feats

- [10 points] *Learn a feat* With the appropriate number of ETP, you are given permission to learn among the better peoples that will be able to teach you the wished feat. You need to have the prerequisites in order to be able to learn it.
- [15 points] *Learn an outside feat* With the appropriate number of ETP, you are given permission to learn among experts that will be able to teach you a feat that would normally be impossible for you to learn. You need to have the prerequisites in order to be able to learn it.

Hiring peoples*

- [X points] *Agent (ordinary)* You may ask your Merchant House to have an affiliated agent in another House. This agent will be of great help when it will come to deal with this particular House or when you will need to go to a particular town (where you will have that agent). The agent is considered as an Aristocrat, which will cost you 2 points per level as per DMG p.37-40. You may have the number of agent you wish.
- [X points] *Agent (undercover)* You have a well-placed spy in a chosen Merchant House. He can provide you information about whatever you wish. There is a tiny change that he might be revealed, but your DM should consider the spy really well infiltrated. These agents represent a lot of work to keep them infiltrated. Therefore, you cannot have more undercover agent than your intelligence bonus. This agent is a rogue and will cost 4 points per level achieved.
- [X points] *Mailman* You ask your Merchant House for a mailman. An elf or a crodlu rider that will deliver from city to city all the messages you wish. This is an Expert in riding and traveling between towns (See DMG p.37-40). Is level will be based on the number of point you will put into is hiring. 2 points per level of expert. You can have as many mailman as you would like.
- [X points] *Bodyguard* You would feel more comfortable to have bodyguards to accompany you in your trade business. Bodyguards are warriors as per DMG p.37-40. They cost 3 points per level of warrior. You may not have more Bodyguards than your charisma bonus.

Buying commodities*

- [3 points] *Mount* Your Merchant House gives you a Crodlu, an Inix or a Kank. You are given the saddle to go with your animal and for two more points they will give you a small wagon to come with.
- [4 points] *Warehouse (small)* The merchant house gives you a Warehouse in any liked town. Though, you must have an agent in that town in order to manage it or secure it. It's a warehouse they had forgotten. When you take possession of it, you can see by yourself that it as one soldier guarding it (that probably never took a look inside). The warehouse is small (30' by 60'). And more, all the goods that are inside is your (since they forgot about it). There is standard goods, food, pieces of furniture and one chest that it is up to your DM to decide the content. There should be no magical item, but it's up to the DM.

- [8 points] *Warehouse (medium)* The merchant house gives you a Warehouse in any liked town. Though, you must have an agent in that town in order to manage it or secure it. It's a warehouse they had forgotten. When you take possession of it, you can see by yourself that it as a couple of soldiers guarding it (that probably never took a look inside) and that it is of medium size (50' by 100'). And more, all the goods that are inside is your (since they forgot about it). There is standard goods, food, pieces of furniture and 3 chests that it is up to your DM to decide the content. There is 20% chance that one if these chests as one magical item that is not scrolls or fruits potions.
- [12 points] *Warehouse (large)* The merchant house gives you a Warehouse in any liked town. Though, you must have an agent in that town in order to manage it or secure it. It's a warehouse they had forgotten. When you take possession of it, you can see by yourself that it as a couple of soldiers guarding it (that probably never took a look inside) and that it is huge (150' by 300'). And more, all the goods that are inside is your (since they forgot about it). There is standard goods, food, pieces of furniture and 5 chests that it is up to your DM to decide the content. There is 35% (for each chest) that there is one magical item per chest that are not scrolls or fruits potions.
- [4 points] *Caravan (small)* You needed a little caravan? You now have it. See section *Mount and related gear*³. You can take up to 300 cp of material.
- [8 points] *Caravan (medium)* You needed a medium caravan? You now have it. See section *Mount and related gear*. You can take up to 800cp cp of material.
- [12 points] *Caravan (large)* You needed a little caravan? You now have it. See section *Mount and related gear*. You can take up to 3000 cp of material.
- [7 points] *House (small)* You are given a small house in the common district of a chosen town. The house value is of one gold.
- [12 points] *House (medium)* You gain a medium size house in the trader district of a chosen town. The house value is of 5 gold.
- [25 points] *House (large)* You are now the rich owner of a large house in the noble district of a chosen town. It's value is 15 gold.

Prestige

- [30 points] *Authority on a fort** You are now the supervisor of one of the Merchant House fort. Your big decisions still relies on your Merchant House. See with your DM.
- [50 points] *Owning a fort** You are now the master of one of the Merchant House fort. Your decision will not be derogated unless it really goes again the House policy. See with your DM.
- [30 points] *Gloomy deal@* You have given enough "pots de vin" to a particular templar that he will ear everything you will tell him with "great" interest and in most occasion, follow your wish. Your "paid" templar is a minimum level 12. It can have a real importance if looking for a particular assistance.
- [40 points] *Request soldiers** For the purpose of business within your Merchant House, you can request that some soldiers are reassigned somewhere else with not much proof of what you will be doing with them.
- [60 points] *Caravan authority** Your authority as know and powerful trader lead you to become trusted by the templars and the Sorcerer-King to enter and leave cities as you likes, without questions.
- [30 points] *Elven favor* An elven tribe owes you a favor. Directly or indirectly, you helped them with something important and your name as been pronounced. Then, once the favor had been done, the tribe stays in your dept and favorable to you.
- [40 points] *Silt Skimmer gift** Since you served well the House, you are been given a Medium size Silk Skimmer ship and the crew that come with. You have been given a free entrance to all know (but few) ports.
- [20 points] *Free fort entrance* You are well known by another chosen House as a trustworthy merchant. Therefore, you are given a pass to enter their forts.
- [30 points] *Free city entrance@* The templars of a particular city trust you and will let you enter the city without question.

³ Equipment chapter: <http://athas.org>

- Lucky gift:** At its first level, the trader, in order to be seen as a businessman in the eyes of Merchant House, does an incredible deal. Which, of course, profits him.
- Benefit:** The trader rolls himself a minor magical item on the table 8-2 (p.179 PHB).
- Fantastic Deal:** A trader always gets a hand on something special one day or another.
- Benefit:** At level 2, 5 and every two levels thereafter they can roll a fantastic discovery on the table 1-4.

Treasure by rank							Treasure
2	5	7	9	11	13-15	17-19	
01-50	-	-	-	-	-	-	2d6+8 silver
51-70	01-40	-	-	-	-	-	1d8+2 gold
71-80	41-60	01-30	-	-	-	-	3d6+2 gold
81-90	61-70	31-45	01-25	-	-	-	4d10+10 gold
91-95	71-80	46-60	26-40	01-20	-	-	1d4+1 fruit potions
96-97	81-90	61-70	41-55	21-35	01-10	-	1d2+1 scrolls
98-99	91-95	71-80	56-70	35-50	11-20	01-10	Wondrous Item
00	96-98	81-90	71-80	51-65	21-30	11-20	Wand
	99-00	91-95	81-90	66-75	31-40	21-30	Weapon
		96-00	91-95	76-85	41-50	31-40	Armor
			96-00	86-95	51-70	41-50	Staff
				96-00	71-90	51-60	Ring
					91-00	61-80	Rod
						81-00	A magic item and a chosen item with DM approval

At level 2, 5 and 7, all magical items acquired that way are minors. At level 9, 11 and 13, the items are mediums and at level 15, 17 and 19, they are majors. It is always possible for a high level trader to get something from the table he can no longer have to trade it for his roll.

Example: Artag just leveled to the 15th rank. He then can roll on the table. Though, he doesn't wish to roll, so he can take 2d6+8 silver coins, 1d8+2 gold coins, 3d6+2 gold coins, 4d10+10 gold coins or 1d4 fruit potions.

Learn language: At its 4th, 8th, 12th, 16th and 20th levels, the trader learns, without taking any skills, new forms of communication, in order to help him deal business with as much species as possible.

Bonus Feats: The trader gains a bonus feat at its 3rd and 6th level and at every four levels thereafter. These bonus feats must be drawn from the following list: Alertness, Iron will, Mounted combat, Mounted archery, Ride-by attack, Quickdraw, Run, *Contact*, *Faster steed*, *Investigation*, *Loyal mind*, *Persuasiveness* and *Privilege*. [[Add to list new Dark Sun feats as appropriate]]

Some of the bonus feats available to a trader cannot be acquired until the trader has gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat. Trader must still meet all prerequisites for a feat, including ability score. (See the Player's Handbook, Chapter 5: Feats for descriptions of feats and their prerequisites.)

Important: These feats are in addition to the feat that a character of any class gets every three levels (as per Table 3-2: Experience and Level-Dependent Benefits in the Player's Handbook). The trader is not limited to the list given here when choosing those feats.

TABLE 1-4: The Trader

Lvl	BAB	F	R	W	Business point	Special
1	+0	+0	+2	+2	4	Allegiance, lucky gift
2	+1	+0	+3	+3	4	Fantastic deal
3	+2	+1	+3	+3	4	Bonus feat
4	+3	+1	+4	+4	7	Learn language
5	+3	+1	+4	+4	7	Fantastic deal
6	+4	+2	+5	+5	7	Bonus feat
7	+5	+2	+5	+5	10	Fantastic deal
8	+6/+1	+2	+6	+6	10	Learn language
9	+6/+1	+3	+6	+6	10	Fantastic deal
10	+7/+2	+3	+7	+7	13	Bonus feat
11	+8/+3	+3	+7	+7	13	Fantastic deal
12	+9/+4	+4	+8	+8	13	Learn language
13	+9/+4	+4	+8	+8	16	Fantastic deal
14	+10/+5	+4	+9	+9	16	Bonus feat
15	+11/+6/+1	+5	+9	+9	16	Fantastic deal
16	+12/+7/+2	+5	+10	+10	18	Learn language
17	+12/+7/+2	+5	+10	+10	18	Fantastic deal
18	+13/+8/+3	+6	+11	+11	20	Bonus feat
19	+14/+9/+4	+6	+11	+11	20	Fantastic deal
20	+15/+10/+5	+6	+12	+12	30	Learn language

Trader Feats

Contact [Trader only]

You gain a special informant in the ministry a selected town. Is loyalty is unquestionable.

Prerequisite: 10 rank in diplomacy and 7 ranks in Gather information

Benefit: It is a level 5 Aristocrat NPC and you will need to decide the race and is abilities. You are the one that will choose it.

Special: Each time you take this feat, you must choose another town.

Faster steed [General]

You know how to treat well your mount and how to improve is performance.

Prerequisite: 4 ranks in Handle animal skill (mean 8 skill points)

Benefit: Your mount get +10 to is base movement and two temporary hit dies.

Special: Taking this feat give you a +2 to ride skill.

Investigation [Trader, Rogue only]

You are exceptional at searching any information.

Prerequisite: Must have the feat Skill focus for one of the following skills: Disguise, gather information or Listen.

Benefit: Give you a +2 bonus on Disguise, Gather information and Listen.

Loyal mind [Trader only]

A trader loyalty and obedience to is Merchant House is so strong that someone trying to divert him from this principal pledge will have a harder time to convert him.

Prerequisite: Iron will feat

Benefit: You get a +2 bonus to all Will saving throws.

Special: This +2 bonus stack with Iron will bonus.

Persuasiveness [Trader only]

A trader knows extremely well how to convince someone.

Prerequisite: 6 rank in Sense Motive

Benefit: It give a +3 to Diplomacy skill and + 3 to Intimidate skill.

Special: If you have 8 ranks in Intimidate and Diplomacy, it gives you a +2 synergy to your Sense Motive check.

Privilege [Trader only]

Once upon a time, a trader, for all the profit he made for is Merchant House and for all those years of service, see himself rewarded by a medium magic item.

Prerequisite: Persuasiveness feat, Loyal mind feat and 13 rank in Diplomacy

Benefit: At all subsequent level, after having take this feat, the trader is rewarded by a medium magic item.

Special: You roll on table 1.4 Fantastic deals. Roll again if it's not a magical item.

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