

The Shaman

The shaman is a spellcaster whose power comes from the many spirits that inhabit the world. He can be a valued member of society or a mysterious loner, depending upon the spirits that he deals with. There are as many types of spirit as there are grains of sand on the beach, and no two shamans are alike. Their powers are highly flexible, even if they are not as powerful as spellcasters like clerics and wizards.

The World of Conclave is a world rich in spirits that run the machinery of the world at the behest of the Immortals. Stars shine in the sky because they are lit and tended by star spirits. Flowers bloom because they are given life by plant spirits. Rivers ebb and flow at the behest of river spirits. Everywhere, the invisible servants of the Immortals ensure that all works as it should. Not all spirits are benevolent. Madness spirits can possess an unfortunate mortal and drive him to acts of insanity. Disease spirits cause sickness. Hostile creatures from the Underwater Darkness World sometimes cross over to the mortal realm to cause mischief, such as Mirror Spirits who can take over a person's reflection to form an evil double.

The shaman is a person who can contact these spirits and use their powers for good or ill.

Adventurers: Shamans adventure to seek out new spirits, knowledge of new spirits and to share their experiences. Some shamans may be allied with spirits that have a strong urge to travel or to seek challenges (storm spirits, or warrior ancestors for example) and these desires are inevitably shared by the shaman. Many shamans serve a community and they may seek adventure in order to overcome a threat to that community. Other shamans seek power, pure and simple.

Characteristics: Shamans cast divine magic, but their spells come from the spirits and the shaman is merely a channel for the power. Their magic is more flexible than a cleric but with a smaller choice of spells.

A shaman has an array of spirit allies that expands as he gains experience, and he may choose which of those allies he is most strongly bonded with, or swap and change allies as he wishes.

Shamans are quite self-reliant and have a selection of skills to help them. They are not well versed in physical combat and although their magic is not affected by armour they have no training in all but the most simple weapons and armour.

Alignment: There are shamans that deal with all manner of spirits, and so all alignments can be found. Good shamans tend to have a cooperative relationship with their spirit allies, whereas with evil

shamans one party is often trying to dominate the other.

Religion: Shamans often consider the spirits that they deal with to be gods, and there can sometimes be little difference between a powerful spirit and a minor god. Most shamans see a continuum of power between the spirits that they deal with and the gods, some acknowledging the gods, others ignoring them as too far beyond the reach of mortals.

Background: Shamans usually come from what might be considered 'primitive' lands, where the forces of nature have a greater impact on daily living. Each shaman has probably learned his trade from a master, and so each shaman has had individual training. There is no organisation or fraternity amongst shamans from different regions, and the role of the shaman is usually a solitary one. Occasionally, groups of shamans may form a cult worshipping a particularly powerful spirit but this is rare.

Shamans can also be found in civilised lands where they often take the role of priests attending a particular shrine, or the shrines of a region.

Races: In the World of Conclave, all races produce shamans. Perhaps the most common, after humans, are the mountain tfluxu, but otherwise all races feel the touch of the spirits. Of the *PHB* races, humans, half-elves and half-orcs are probably the most likely to come from regions where shamanism is common. Elves and gnomes, although associated with nature, tend to be more focussed on self than on the spirits but certain sub-cultures, such as wild elves, would produce shamans, as might halflings. Dwarves hardly ever hear the call of the spirits. Shamans are quite common amongst the savage humanoids, especially gnolls and orcs, seeking power through the spirits.

Game Rule Information

Shamans have the following game statistics.

Abilities: Wisdom or Charisma determine how powerful a spirit a shaman may command, and thus the power of spells that he can cast, how many spells he can cast per day and how hard those spells are to resist. Many of a shaman's skills, and some spells, require a good Wisdom as well. Intelligence is useful as it grants more skill points. Dexterity improves

defence and a good Constitution can help a shaman survive the rigours of the wild.

Alignment: Any.

Hit Die: d6

Class Skills

The shaman's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature), Knowledge (religion), Knowledge (spirits), (Int), Listen (Wis), Perform (Cha), Profession (Wis), Spellcraft (Int), Spot (Wis) and Survival (Wis).

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All the following are class features of the shaman.

Weapon and Armour Proficiency: Shamans are proficient with all simple weapons, and with light and hide armour, but not shields.

Spells: A shaman casts divine spells. At 1st level, a shaman must choose either Wisdom or Charisma as the ability score related to casting. Wise shamans open themselves to the spirits and allow the spirits to use them as a conduit to the mortal realm. Charismatic shamans command the spirits as servants. Once selected, this ability score may not be changed. To cast a spell a shaman must have a Wisdom or Charisma of at least 10 + the spell's level. The difficulty class for saving throws against shaman spells is 10 + the spell level + the shaman's Wisdom or Charisma modifier.

A shaman can does not need to prepare his spells in advance, but can cast any spell he knows up to a maximum number as given in the Spells per Day table. The number of spells he can cast per day can be increased by high Wisdom or Charisma. He can cast a lower level spell using a higher level slot if desired. For example, at 1st level Loremaster Garbi can cast four 1st-level spells per day (thanks to a high Wisdom). He knows *burning hands*, *detect secret doors* and *change self* thanks to his spirit allies, plus *detect spirits*. He can cast *burning hands* four times, or *change self* four times, or two of each, or any other combination of known spells.

A mortal body can only only channel a certain amount of spirit energy per day (the daily casting limit). A shaman must rest for 8 hours in order to recover the energy to channel more magic. He also needs to spend a short time each day meditating or performing a small ceremony of thanks to the spirits, which takes about 15 minutes.

Spirit Domain: All shamans can access spells of the Spirit Domain, detailed below. This is in addition to the domains known via spirit allies, and is a function of their spiritual awakening, their fetch or their guardian spirit (different shamans have different views on the matter). They also gain all the domain powers of the spirit domain.

Spirit Allies: A shaman begins play with three spirit allies. Each spirit ally gives the shaman access to the spells from a clerical domain, depending upon the portfolio of the spirit. These domains are chosen

Table: The Shaman

Level	Base Attack			Will Save	Special
	Bonus	Fort Save	Reflex Save		
1 st	+0	+0	+0	+2	Spirit allies (3), Spirit bond, Spirit domain
2 nd	+1	+0	+0	+3	
3 rd	+2	+1	+1	+3	Spirit Familiar
4 th	+3	+1	+1	+4	Spirit allies (4)
5 th	+3	+1	+1	+4	Spirit bond
6 th	+4	+2	+2	+5	
7 th	+5	+2	+2	+5	
8 th	+6/+1	+2	+2	+6	Spirit allies (5)
9 th	+6/+1	+3	+3	+6	
10 th	+7/+2	+3	+3	+7	Spirit bond, Spirit defence
11 th	+8/+3	+3	+3	+7	
12 th	+9/+4	+4	+4	+8	Spirit allies (6)
13 th	+9/+4	+4	+4	+8	
14 th	+10/+5	+4	+4	+9	
15 th	+11/+6/+1	+5	+5	+9	Spirit bond, Spirit defence (extend)
16 th	+12/+7/+2	+5	+5	+10	Spirit allies (7)
17 th	+12/+7/+2	+5	+5	+10	
18 th	+13/+8/+3	+6	+6	+11	
19 th	+14/+9/+4	+6	+6	+11	
20 th	+15/+10/+5	+6	+6	+12	Spirit allies (8), Spirit bond, Spirit defence (greater)

by the player. For example, Garbi the Lorewarden is a salsham'ai shaman. His player decides he wants to access the Fire, Trickery and Knowledge domains so he decides that Garbi has spirit allies called Hearthlight (Spirit of the Protective Flame), Shethirel the Slippery (a roguish ancestor) and Moon servant (an inspiration spirit). At 4th, 8th, 12th, 16th and 20th level, a shaman gains another spirit ally, and chooses an additional domain to add to their portfolio. From 8th level onwards, each time a shaman gains a new spirit ally he may also swap an existing spirit ally for a new one, but not if he also has a spirit bond (see below) with that spirit. For example, at 8th level, Loremaster Garbi allies with a wolf spirit, granting him access to the Animal domain. He finds that he doesn't call upon Setheril the Slippery much, and changes his allegiance for another ancestor spirit, Dureth Axelord. He swaps the Trickery domain for the War domain.

Spirit Bond: At 1st level, a shaman selects one of his spirit allies and forms a closer bond with it than the others. He gains the domain powers of the spirit's associated domain. For example, Loremaster Garbi has a strong affinity to Hearthlight, forming a spirit bond with the spirit and gaining the domain powers of the Fire domain. If a shaman has a spirit bond with a spirit, he may not swap out the domain at higher levels.

At 5th, 10th, 15th and 20th level, a shaman may select another of his spirit allies to form a bond with, gaining an additional domain power each time.

Spirit Familiar: At 3rd level, a shaman may conduct a ritual that divests part of his spiritual self (his fetch) into the body of an animal. This ritual costs 100 gp and takes 24 hours to conduct. Choose from the following list of animals (*indicates animal specific to Conclave): ape, badger, bear (black), boar, camel, cheetah, dire rat, dire bat, dire weasel, dog, riding dog, eagle, hawk, horse (light or heavy), hyena, leopard, lizard, monkey, noyaki*, owl, pony, shandix*, shri*, snake (Small or Medium viper), wolf or wolverine. If the campaign takes place wholly or partly in an aquatic environment, the following creatures are also available: porpoise, Medium shark, and squid. Other animal types may be available, at the GM's option. The animal is a magical beast with the spirit subtype. A spirit familiar has the following abilities:

Share Spells: At the shaman's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his spirit familiar. The familiar must be within 5 feet at the time of casting to receive the benefit.

If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the shaman before the duration expires. Additionally, the shaman may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself.

Table: Shaman spells per day

Shaman level	Spells per day									
	0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1 st	4	2	-	-	-	-	-	-	-	-
2 nd	5	2	-	-	-	-	-	-	-	-
3 rd	5	3	0	-	-	-	-	-	-	-
4 th	6	3	1	-	-	-	-	-	-	-
5 th	6	4	2	0	-	-	-	-	-	-
6 th	7	4	2	1	-	-	-	-	-	-
7 th	7	5	3	2	0	-	-	-	-	-
8 th	8	5	3	2	1	-	-	-	-	-
9 th	8	5	4	3	2	0	-	-	-	-
10 th	9	5	4	3	2	1	-	-	-	-
11 th	9	5	5	4	3	2	0	-	-	-
12 th	9	5	5	4	3	2	1	-	-	-
13 th	9	5	5	4	4	3	2	0	-	-
14 th	9	5	5	4	4	3	2	1	-	-
15 th	9	5	5	4	4	4	3	2	0	-
16 th	9	5	5	4	4	4	3	2	1	-
17 th	9	5	5	4	4	4	3	3	2	0
18 th	9	5	5	4	4	4	3	3	2	1
19 th	9	5	5	4	4	4	3	3	3	2
20 th	9	5	5	4	4	4	3	3	3	3

A shaman and his familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

Empathic Link (Su): The shaman has an empathic link with his familiar out to a distance of up to 1 mile. The shaman cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of this empathic link, the master has the same connection to an item or place that his familiar does.

Increased Intelligence: A spirit familiar gains a +4 bonus to its Intelligence score.

Increased Hit Dice: A spirit familiar gains a hit dice every time the shaman gains a level, from 4th level onwards. A spirit familiar gets all the usual benefits of increasing hit dice (a new feat at every 3rd hit die and an increase to ability scores every 4th hit die) but does not increase in size.

If at any time the spirit familiar is killed, the shaman instantly suffers 5d6 nonlethal damage. He may undergo the ritual to summon another one after 24 hours have elapsed. The replacement familiar is identical in all respects to the previous one.

Spirit Defence: At 10th level a shaman's knowledge of spirit creatures is such that he gains a permanent +2 bonus to all saving throws against the spell-like, supernatural and extraordinary abilities of creatures with the spirit subtype (but not against spells cast by such creatures). At 15th level this bonus extends to all allies within 30 ft. of the shaman, and at 20th level it increases to +4.

Spirit Domain

Domain Power: +2 bonus to Diplomacy checks with creatures with the Spirit descriptor. Ability to speak Spiritspeech as a free bonus language.

Spells

- 1st level: *Detect Spirits**
- 2nd level: *Protection From Spirits**
- 3rd level: *Magic Circle Against Spirits**
- 4th level: *Dismissal*
- 5th level: *Commune with Spirits**
- 6th level: *Forbiddance*
- 7th level: *Ethereal Jaunt*
- 8th level: *Etherealness*
- 9th level: *Astral Projection*

Shaman Spell List

Shamans know all the 0th level spells listed below. Any additional spells of 1st level and above come solely from the domains that they know through their spirit allies.

0th level

- Create Water:* Creates 2 gallons/level of pure water.
- Cure Minor Wounds:* Cures 1 point of damage.
- Detect Magic:* Detects spells and magic items within 60 ft.
- Detect Poison:* Detects poison in one creature or object.
- Flare:* Dazzles one creature (-1 penalty on attack rolls).
- Guidance:* +1 on one attack roll, saving throw, or skill check.
- Know Direction:* You discern north.
- Light:* Object shines like a torch.
- Mending:* Makes minor repairs on an object.
- Purify Food and Drink:* Purifies 1 cu. ft./level of food or water.
- Read Magic:* Read scrolls and spellbooks.
- Resistance:* Subject gains +1 bonus on saving throws.
- Virtue:* Subject gains 1 temporary hp.

New spells

These spells are for use with the spirit domain given above. If the gamesmaster does not wish to use a specific shaman class they can be integrated into the spell lists of other casters without difficulty.

Commune with Spirits

Divination
Level: Shm 5
Components: V, S, M, XP
Casting Time: 10 minutes
Range: Personal
Target: You
Duration: 1 round/level

This spell functions exactly the same as *commune*, except that the shaman is contacting powerful spirits rather than a deity.

Material Component: An item of importance to the spirits. It may be the possession of an ancestor, part of an ancient tree, a large fire and so forth.

XP Cost: 100 XP

Detect Spirits

Divination
Level: Shm 1
Components: F
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone shaped emanation
Duration: Concentration, up to 1 minute/level (D)
Saving Throw: None
Spell Resistance: No

You can detect the aura that surrounds spirit creatures. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of spirit auras.

2nd Round: Number of spirit auras in the area and the strength of the strongest spirit aura present.

3rd Round: The strength and location of each spirit aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of a spirit aura is determined by the HD of the spirit creature, as given on the following table:

HD	Strength
1 or lower	Faint
2–4	Moderate
5–10	Strong

11 or higher Overwhelming

Lingering Aura: A spirit aura lingers after its original source is destroyed. If *detect spirits* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

Each round, you can turn to detect spirits in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Focus: An eyeball, or a skull with wax in the eye sockets. These can be from any creature.

Magic Circle against Spirits

Abjuration
Level: Shm 3
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Area: 10 ft. radius emanation from touched creature
Duration: 1 min/level

Saving Throw: Will negates (harmless)

Spell Resistance: No; see text

All creatures within the area gain the effects of a *protection from spirits* spell. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of *protection from spirits*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance.

This spell has an alternative version that you may choose when casting it. A *magic circle against spirits* can be focused inward rather than outward. When focused inward, the spell binds a spirit creature for a maximum of 24 hours per caster level. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal *protection from spirits* spell for that creature only.

A *magic circle* leaves much to be desired as a trap. If the circle of powdered jade laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel (*astral projection*, *blink*, *dimension door*, *etherealness*, *gate*, *plane shift*, *shadow walk*, *teleport*, and similar abilities) can simply leave the circle through that means. You can prevent the creature's extradimensional escape by casting a *dimensional anchor* spell on it, but you must cast the spell before the creature acts. If you are successful, the *anchor* effect lasts as long as the *magic circle* does. The creature cannot reach across the *magic circle*, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the *magic circle* more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Spellcraft check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20.

A successful diagram allows you to cast a *dimensional anchor* spell on the *magic circle* during the round before casting any summoning spell. The *anchor* holds any called creatures in the *magic circle* for 24 hours per caster level. A creature cannot use its spell resistance against a *magic circle* prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap (see the *lesser planar binding* spell), the DC increases by 5. The creature is

immediately released if anything disturbs the diagram—even a straw laid across it. However, the creature itself cannot disturb the diagram either directly or indirectly, as noted above.

This spell is not cumulative with *protection from spirits* and vice versa.

Material Component: A little powdered jade with which you trace a 3-foot diameter circle on the floor

Protection from Spirits

Abjuration

Level: Shm 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Area: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No; see text

This spell wards a creature from attacks and possession by creatures with the spirit subtype. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by spirit creatures.

Second, the barrier blocks any attempt to by spirit creatures to possess the warded creature (by a *magic jar* attack, for example) or to exercise mental control over the creature (including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject, such as *dominate person*). The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the *protection from spirits* effect. If the *protection from spirits* effect ends before the effect granting mental control does, the would-be controller would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast.

Third, the spell prevents bodily contact by spirit creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. The protection against contact by spirit creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Material Component: A specially prepared medicine bundle of twigs, feathers etc. which must be worn by the protected creature.

Spirits

Spirit Subtype

'Spirit' is a creature subtype, used to define any creature of the spirit world. It can be applied to any creature type, although some are more common than others. A nature spirit, for example, may be a Fey if it assumes a reasonably humanoid shape, or an Elemental if it does not (or a Plant, if it is a non-humanoid plant spirit). Ancestor spirits are a type of Undead (or Deathless if preferred). Dragons, Humanoids, Magical Beasts, Monstrous Humanoids and Outsiders may be spirits if they are servitors of the Immortals. More conceptual spirits are typically Elementals. The spirit subtype confers no particular qualities to a creature, but makes it susceptible to spells such as *detect spirit* or *protection from spirits*.

Spirit Possession

Some spirits interact with the mortal realm by possessing mortal bodies. They can normally only do so if the victim fails a Will save (DC depends on the spirit, but is usually 10 + spirit's HD + spirit's Charisma modifier). Once in possession of a host body, the spirit can behave in several ways.

Dormant possession is where the spirit takes no overt action. It hides in the aura of the host until ready to act. A spirit in dormant possession is hard to detect, and is allowed to make a Will save against Detect Spirit spells directed at the host (the spell normally has no saving throw). Success means that the spirit is not detected.

Dominant possession is when the spirit takes control of their host. Some spirits transform the body of the host, others simply treat it as a meat puppet. Puppeteers use the Strength, Dexterity and Constitution of the host, but their own Intelligence, Wisdom and Charisma. They usually use their own skills, feats, abilities, base saves and base attacks in place of those of the host. Spirits who physically transform their host modify the host's Strength, Constitution and Dexterity but again use their own base saves, attacks, skills and feats. A dormant spirit may take dominant possession any time by a dominance contest. The spirit and host rolls opposed checks – the host adds his Wisdom modifier and the spirit uses its Charisma modifier. If the host has any shaman levels he may add those as a modifier. Failure means that the spirit does not take control, but also does not leave the host.

Various mystical factors may affect the possession ability of spirits. Some may only be able to attempt it at night, or may gain a bonus in a particular locale, for example. Certain materials may aid or hinder possession as well.

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