

# HENCHMEN FOR HIRE



Written by: James M. Spahn

Art by: Jeff Freels



**Labyrinth Lord**  
**Compatible Product**

# Henchmen for Hire

A Supplement for *Labyrinth Lord*  
and other old-school fantasy role-playing games

Written by: James M. Spahn

Art by: Luigi Castellani, Jeff Freels, Rick Hershey



The unsung heroes of dungeon delving are the humble hirelings (sometimes called henchmen). Torch-bearers, potion-testers and two-legged pack mules, they are often the backbone of an adventuring party. *Henchmen for Hire* is a supplement for *Labyrinth Lord* (and other old-school fantasy role-playing games) that provides several unique abilities and options for hirelings to help bring them to

life. The new rules presented here will give these often ignored allies the chance to contribute to the adventure without overshadowing the abilities of the player characters.

## Creating Hirelings

Hirelings determine their attributes based on the chart below, receiving any applicable bonuses or penalties based on these values. Human hirelings have the saving throws of a 0<sup>th</sup> level human. Dwarf, elf and halfling hirelings have the saving throws of the 1<sup>st</sup> level class of the same name. These saving throws *do not* increase as they level. All hirelings, regardless of race have the Attack Values of a 0<sup>th</sup> level Human, which also does not increase as they level.

All hirelings speak common and the language of their race, if one is applicable. Standard hirelings may be of any alignment. In addition, when hired into the service of a player character all hirelings are 1<sup>st</sup> level.

Hirelings will serve their employers loyally, though they are not normally combatants. They will not actively participate in combat except in direct protection of their own life. Instead they typically serve as adviser, porters, and guides.

Race	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
Human	3d6	3d6	3d6	3d6	3d6	3d6
Dwarf	3d6	3d6	8 + 1d10	3d6	3d6	3d6
Elf	3d6	3d6	3d6	8 + 1d10	3d6	3d6
Halfling	3d6	8 + 1d10	8 + 1d10	3d6	3d6	3d6

## Hirelings and Experience Points

Hirelings do not earn experience points for adventuring. Instead, the player character who hires them may choose to give the hireling up to 25% of the experience they earn during their adventuring. So, for example, if a fighter

earns 400 experience points during an session of adventure, he can choose to give up to 100 experience points to a hireling, while keeping 100 experience points for himself. Because of this, hirelings do not earn bonus experience points for high attributes. In addition, a hireling

may never be of higher level than their employer.

### Hit Dice

While hirelings can increase in level and gain more hit points than normal 0<sup>th</sup> level characters or demi-humans, they are not as hardy as most adventurers. They receive a number of hit dice as shown below, modified by their Constitution score.

### Monthly Wage

Hirelings will expect a monthly wage to be paid (in gold pieces). This payment increases as a hireling levels. If a hireling is not paid the listed monthly wage, they will abandon their employer. Optionally, the hireling can be paid in other resources, such as magic items, art objects or jewels.

### Morale

All hirelings have a morale, which

increases as they level as shown by the charts below. As the hireling increases in level, their morale increases. At the Labyrinth Lord's discretion, hirelings may have an increased or reduced morale depending on how well they are rewarded or treated.

### Special Abilities

Hirelings often learn some unique abilities to help assist their employers as they walk beside them in the dark and foreboding places of the world. Often these abilities are related to the natural tendencies of their species.

### Demi-human Hirelings

Dwarf, Elf, and Halfling hirelings *do not* receive the normal bonuses described by the classes of the same name as described in the *Labyrinth Lord* core rules. While some of these abilities can be earned as the hireling increases in level, unless an ability is described below a hireling does not have it.



## Human Henchmen

By far the most common hirelings employed by adventurers, human hirelings are a jack of all trades who have several unique abilities to aid their employers. They will only participate in combat to actively defend themselves from danger, avoiding life or death conflict whenever possible. When forced to

fight they may use a club, dagger, or quarterstaff in combat. They may only wear padded or leather armor and do not use shields.

Human Henchmen are by far the most diverse. They may be of any alignment and most will serve any employer as long as they are paid their expected wage

Level	Experience	Hit Die (1d4)	Monthly Wage	Special Abilities	Morale
1	0	1d4	1 gold piece		6
2	500	2d4	2 gold pieces	Strong Back	7
3	1000	3d4	4 gold pieces	Stout Heart	8
4	2000	+1 hp only*	7 gold pieces	Eased Burden	9
5	4000	+2 hp only*	10 gold pieces	Rumor Mill	10

\*Hit point modifiers from constitution are ignored

**Strong Back:** A 2<sup>nd</sup> level Human Henchman can carry up to 40 lbs of equipment without effecting their encumbrance. For purposes of determining movement, they may reduce the encumbrance of the gear they are carrying by 40 lbs. So a 2<sup>nd</sup> level Human Henchman carrying 175 lbs of gear is considered to only be carrying 135 lbs of gear for purposes of movement, per page 44 of the *Labyrinth Lord* core rules.

**Stout Heart:** At 3<sup>rd</sup> level a Human Henchman receives a +2 bonus to all saving throws to resist mind-effecting spells such as *Cause Fear* or *Charm Person*.

**Eased Burden:** A 4<sup>th</sup> level Human Henchman is considered to be one category better on the

Movement and Encumbrance Table on page 44 of the *Labyrinth Lord* core rules for purposes of movement. So a 4<sup>th</sup> level Human Henchman carrying the equivalent of 80 lbs of gear is able to move at a rate of 90' per turn instead of the standard 60' per turn.

**Rumor Mill:** Once a Human Henchman has reached 5<sup>th</sup> level, they've experienced enough of the world and spent enough time in various taverns and watering holes to hear rumors and news that may be useful to the adventuring party. Once per adventure there is a 20% chance of the Human Henchman learning or recalling a piece of information that may be of use to his employer. The exact nature of this news is determined by the *Labyrinth Lord*.





## Dwarf Henchman

While not quite as hardy as their adventuring kin, dwarven henchmen are still quite stout. They are typically only hired by dwarves. If they are hired by humans or halflings, reduce their morale by one. On the rare occasion that an elf takes a dwarf henchman into his service, reduce the

henchman's morale by two points instead. Dwarf hirelings may wield clubs, daggers, light hammers, or hand axes in combat. They may also wear padded, leather or studded leather armor in combat. They do not, however, use shields.

Level	Experience	Hit Die (1d6)	Monthly Wage	Special Abilities	Morale
1	0	1d6	3 gold pieces	Infravision	7
2	750	2d6	6 gold pieces	Stonework Knowledge	8
3	1500	3d6	12 gold pieces	Dwarven Fortitude	9
4	3000	+2 hp only*	20 gold pieces	Armed and Ready	10
5	6000	+4 hp only*	30 gold pieces	Appraisal	11

\*Hit point modifiers from constitution are ignored

**Infravision:** All Dwarf Henchmen have Infravision at a range of 60'.

**Stonework Knowledge:** Once a Dwarf Henchman reaches 2<sup>nd</sup> level, they may detect stonework traps, false walls, hidden construction or sloping passages, if they are actively looking. The chance of success is 2 in 6 (1 – 2 on 1d6).

**Dwarven Fortitude:** At 3<sup>rd</sup> level a Dwarf Henchman may re-roll a failed saving throw, once per day. They must accept the second roll, even if it is worse than the original.

**Armed and Ready:** Beginning at 4<sup>th</sup> level the

Dwarf Henchman has seen enough danger that he can now wear Studded Leather, Scale Mail or Chain Mail. He may also carry a shield. They are also now permitted to wield battle axes, short swords, or war hammers in combat. In addition, they will now actively participate in combat, unlike other hirelings.

**Appraisal:** By 5<sup>th</sup> level, the Dwarf Henchman has seen enough treasure and gold that they can appraise the value of non-magical treasure they come across. There is a 2 in 6 (1-2 on 1d6) chance of success, and each individual piece of treasure or jewel requires one turn of study. If the attempt fails, the Dwarf Henchman is unable to determine the value of the object and may not retry.

## Elf Henchman

Elf Henchmen are the rarest of all henchmen and will only enter the service of other elves. Typically an elf henchman can only be found in lands native to elves, and even then they are extraordinarily rare. They can wield daggers, clubs, quarter staves, short swords, and short bows in combat. In addition, they can wear padded or leather armor, but do not use shields.

Most Elf Henchmen are reluctant to enter the employment of humans and halflings and when hired by them they reduce their morale by one point. They almost never enter the service of dwarven employers and on the rare occasion that they do, they reduce their morale by two points.

Level	Experience	Hit Die (1d4)	Monthly Wage	Special Abilities	Morale
1	0	1d4	5 gold pieces	Keen-Eyed, Infravision	6
2	1000	2d4	10 gold pieces	Minor Incantation	7
3	2000	3d4	20 gold pieces	Wilderness Lore	8
4	4000	+1 hp only*	30 gold pieces	Archer	9
5	8000	+2 hp only*	50 gold pieces	Friend to Beasts	10

\*Hit point modifiers from constitution are ignored

**Keen-Eyed:** Elf Henchmen are able to detect hidden and secret doors with a roll of 1-2 on 1d6, though they must be actively searching.

**Infravision:** Elf Henchmen have infravision at a range of 60'.

**Minor Incantation:** At 2<sup>nd</sup> level an Elf Henchman may cast either *Detect Magic*, *Light*, or *Protection from Evil* once per day. They do not need to memorize this spell in advance, but simply select which spell they which to use at the time of casting. Otherwise these spells are cast just as the Magic-User/Elf spell of the same name.

**Wilderness Lore:** Whenever the party is traveling through the wilderness with an Elf Henchman of 3<sup>rd</sup> level or higher, they may

reduce the chance of losing direction by -10%. Details on Wilderness Movement and Losing Direction can be found on pages 45-46 of the *Labyrinth Lord* core rules.

**Archer:** At 4<sup>th</sup> level may now wield a long bow as well as a short bow and will actively participate in combat with these weapons. They also receive a +2 to attack rolls with either of them.

**Friend to Beasts:** Once an Elf Henchman reaches 5<sup>th</sup> level, they no longer draw the aggression of natural birds and beasts. Naturally occurring, non-magical monsters will not attack the Elf Henchman unless they take an aggressive act against the creature. The Labyrinth Lord determines whether or not a creature is considered to be natural or not.



## Halfling Henchman



Halflings who would take up a career as a hireling are regarded as crackpots and fools by their kinfolk, though there are the occasional adventurous young small folk who will take up with a band of adventurers. They prefer the company and employment of other halflings,

but have no particular animosity towards other races. Halfling hirelings can wield clubs, daggers and slings if forced into combat – though if given the option they will always avoid it. They can wear padded and leather armor, but do not use shields.

Level	Experience	Hit Dice (1d4)	Monthly Wage	Special Abilities	Morale
1	0	1d4	2 gold pieces	Light-footed	7
2	600	2d4	4 gold pieces	Quick Witted	8
3	1200	3d4	8 gold pieces	Beneath Notice	9
4	2400	+1 hp only*	15 gold pieces	Fine Cook	10
5	4800	+2 hp only*	25 gold pieces	Stone Slinger	11

\*Hit point modifiers from constitution are ignored

**Light-footed:** A Halfling Henchman treads lightly and moves quickly. As such they are often more able to avoid traps than other creatures. Once per day a Halfling Henchman falls a saving throw to avoid or reduce the effects of a trap, they may re-roll that saving throw. Though, they must take the second roll regardless of outcome.

**Quick-Witted:** At 2<sup>nd</sup> level a Halfling Henchman receives a two-point bonus to their armor class against any foes larger than man-sized. In addition, they receive a +1 bonus to initiative, even when they are not alone or only in the company of other halflings.

**Beneath Notice:** Once they reach 3<sup>rd</sup> level, a Halfling Henchman is able to hide in both wilderness and underground environments, as long as they remain still and silent. While in the wilderness, this ability functions with a 90%

chance of success. In underground or dungeon environments, there is a 2 in 6 chance of success (1-2 on 1d6).

**Fine Cook:** Halfling Henchmen are often hired to serve as cooks and porters to adventuring parties. At 4<sup>th</sup> level the meals prepared by the Halfling Henchman are so hearty and filling, which help promote health and healing. While serving these fine meals to his employers, they regain 1d3+1 hit points for each full day of rest taken, instead of the standard 1d3.

**Stone-Slinger:** Halflings are adept at wielding thrown weapons. When a Halfling Henchman reaches 5<sup>th</sup> level, they may throw stones or wield slings in missile combat with lethal accuracy. They receive a +3 bonus to all attack rolls made when throwing stones or using a sling. Thrown stones have the same ranges as a hand axe or dagger and do 1d3 points of damage.

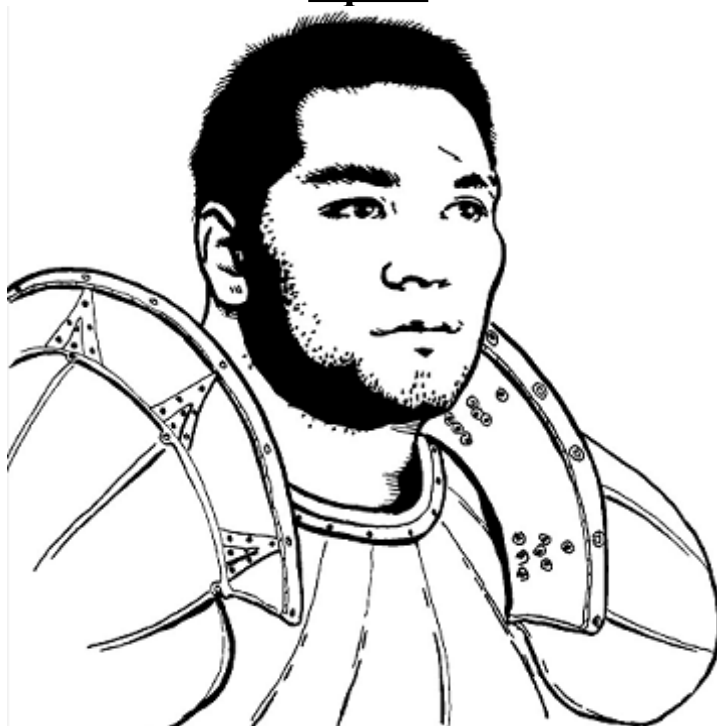
## Specialized Henchmen

With the Labyrinth Lord's permission, player characters may hire Specialized Henchmen. Specialized Henchmen are trained professionals who act as more than simple labor and support, though they are not as well-trained or able as the adventurers they serve.

Unlike most standard henchmen and hirelings, Specialized Henchmen will actively participate in combat without command to do so. They will assist their employer and their

adventuring party in combat. A player character may only hire a number of Specialized Henchmen equal to half their total retainers as determined by their Charisma (rounded down), to a minimum of a single Specialized Henchman. All Specialized Hirelings roll their ability scores as if they were a Human Hireling. Each Specialized Henchman also has specific restrictions described below.

### Squire



Squires are young nobles who are training to be fighters or sometimes even paladins. They are well-armed and armored, loyal and steadfast. Squires may wield any melee or missile weapon in combat. They can wear padded, leather, studded leather, scale mail or chain mail and may make use of shields.

Squires will often serve as grooms to

their employers in addition to assisting them in combat. They are steadfast and dedicated to the cause of truth and justice. As such, they are always Lawful in alignment and will only serve lawful employers. In addition they will make every attempt to ensure that their employer's adventuring companions maintain an upright code of behavior.

Level	Experience	Hit Dice (1d4)	Monthly Wage	Special Abilities	Morale
1	0	1d6	10 gold pieces	Horseman	9
2	600	2d6	20 gold pieces	Swordsman	9
3	1200	3d6	40 gold pieces	Fealty	10
4	2400	+1 hp only*	75 gold pieces	Mail-clad	10
5	4800	+2 hp only*	125 gold pieces	Honor Duel	11

\*Hit point modifiers from constitution are ignored



**Horseman:** Squires are trained to take care of horses, as well as ride them into battle. While riding a horse, the squire may charge, as described on page 53 of the *Labyrinth Lord* core rules.

**Swordsman:** At 2<sup>nd</sup> level a squire's dedication to the art of the sword has given them increased proficiency with these weapons. When wielding a bastard sword, long sword, short sword or two-handed sword, they receive a +1 bonus to both attack and damage rolls.

**Fealty:** Beginning at 3<sup>rd</sup> level, a squire's loyalty to his employer becomes unwavering. He receives a +4 bonus to all saving throws made to resist mind-affecting spells like *Charm Person*, *Confusion*, and *Sleep*.

**Mail-clad:** As a squire's training continues, they become able to better protect themselves in battle. Beginning at 4<sup>th</sup> level, they may now wear any armor and are no longer limited to padded, leather, studded leather, scale or chain

mail.

**Honor Duel:** Once a Squire has reached 5<sup>th</sup> level, they have learned to engage in honorable combat. They may, once per day, attempt to engage a single foe in an honor duel. They choose a single target who is within 60' of the squire, which must be a creature with an Intelligence of 6 or higher who is able to communicate with the squire. This communication need not be verbal, as the squire's posture and actions are often able to express his intentions.

That target then makes a saving throw vs. spells. If they fail, they will focus all efforts on attacking the squire above other targets and make every effort to engage them in single combat with melee weapons. This effect lasts one turn.

If the target makes their saving throw, the ability has no effect and the squire must wait one day to use this ability again.

## Acolyte

Acolytes are holy men similar to clerics, though more peaceful in nature. They often serve as aids to the more martially minded clerics, assisting them with council and their training in the healing arts. Being men and women who desire peace, they prefer not to participate in combat, though they are able to wield a club or quarterstaff when necessary.

They may only wear padded armor and do not use shields.

Because of their vows, all Acolytes are Lawful in alignment and will only serve employers of the same alignment. In addition they will refuse to join adventuring parties with characters who are Chaotic in alignment.

Level	Experience	Hit Dice (1d4)	Monthly Wage	Special Abilities	Morale
1	0	1d4	10 gold pieces	Gentle Healer	7
2	600	2d4	20 gold pieces	Herbal Remedy	8
3	1200	3d4	40 gold pieces	Holy Blessing	9
4	2400	+1 hp only*	75 gold pieces	Divine Protection	10
5	4800	+2 hp only*	125 gold pieces	Simple Prayer	11

\*Hit point modifiers from constitution are ignored

**Gentle Healer:** Acolytes are dedicated to healing the wounded. When they are tending to the wounds of their employer, that character regains an additional 1d3 hit points from a full day of rest.

**Herbal Remedy:** By providing his employer with salves, ointments and herbal

remedies, an Acolyte of 2<sup>nd</sup> level or higher grants increased protection against disease and poison. As long as the Acolyte remains in the service to his employer, the player character gains a +2 bonus to saving throws to resist both disease and poison.

**Holy Blessing:** Once per day an Acolyte of 3<sup>rd</sup>

level of higher may re-roll any failed saving throw. If the second roll is worse, they must accept the results.

**Divine Protection:** At 4<sup>th</sup> level an Acolyte may impart either himself or his employer with a minor blessing of protection, granting them a 2 point bonus to themselves or the player character for a single turn.

**Simple Prayer:** Upon reaching 5<sup>th</sup> level an Acolyte has shown their dedication to the divine. They may cast one 1<sup>st</sup> level Cleric spell each day. This spell is cast as if the Acolyte were a 1<sup>st</sup> level Cleric and requires a holy symbol. They must pray for 15 minutes each morning and choose which spell they will pray for each day.

## Goblin Wolf-Rider



Feral and aggressive, Goblin Wolf-Riders will only serve employers who promise them coins and carnage. They thrive on brutality and chaos, seeking to sow petty horror wherever they travel. Astride predatory wolves, these nomadic murderers will offer their services to anyone whose purse is large enough and whose heart is black enough.

Goblin Wolf-Riders may wield any one-handed melee weapon and may also use spears. They may all one-handed missile weapons as well, but may only wear padded or leather armor. They are not trained in the use of shields. All Goblin Wolf-Riders are Chaotic in alignment and will only serve chaotic employers. Indeed, they are loathe to travel with Lawful characters or those obviously in the service of good and will often seek to vex them at every opportunity. They might even go so far as to murder such a person, if the opportunity presented itself.

A Goblin Wolf-Rider's mount has all the statistics of an Ordinary Wolf, as defined on page 102 of the *Labyrinth Lord* core rules.

Level	Experience	Hit Dice (1d4)	Monthly Wage	Special Abilities	Morale
1	0	1d4	6 gold pieces	Wolf Mount	5
2	600	2d4	12 gold pieces		6
3	1200	3d4	25 gold pieces	Fearsome Howl	7
4	2400	+2 hp only*	50 gold pieces		8
5	4800	+4 hp only*	100 gold pieces	Spear & Fang	9

\*Hit point modifiers from constitution are ignored

**Wolf Mount:** All Goblin Wolf-Riders travel with a wolf to serve as their mount. This beast is loyal to them unto the death. They may ride the feral beast into battle, allowing them to use their spears to make charge attacks at an opponent, in a similar manner to what is described on page 53 of the Labyrinth Lord core rules. If a goblin's wolf mount is slain, it will immediately end service with its current employer.

**Fearsome Howl:** At 3<sup>rd</sup> level, the Goblin Wolf-Rider's mount can release a blood-curdling howl once per day. All creatures within 60' of the

wolf must make a saving throw vs. spell or suffer a -2 penalty to all attack rolls for one turn as their resolve is shaken by this inhuman cry. Creatures immune to *Fear* or mind-affecting abilities are also immune to this ability.

**Spear & Fang:** Once a Goblin Wolf-Rider reaches 5<sup>th</sup> level, he and his mount may make a single bite attack at the same time when the goblin attempts a charge attack. The wolf receives a +2 bonus to their attack roll when using this ability.

## Orc Mercenary

Savage and terrifying, Orc Mercenaries are powerful and efficient in battle. They sell their services to the highest bidder as long as they are promised blood and gold. They are all Chaotic in alignment and will never serve Lawful employers. In addition, they will never take up employment with elves. They will, however serve Neutral or Chaotic masters as long as they are paid well and have the opportunity to engage in battle on a regular

basis. In the event that more high-minded members of an adventuring party attempt to prevent an Orc Mercenary from leaping lustily into battle, they might find themselves on the wrong end of a battle axe.

Orc Mercenaries may wield any melee or missile weapon they choose, but my only wear padded, leather, or studded leather armor. They are able to use shields as well.

Level	Experience	Hit Dice (1d4)	Monthly Wage	Special Abilities	Morale
1	0	1d6	2 gold pieces	Brutal Combatant	7
2	600	2d6	4 gold pieces		8
3	1200	3d6	8 gold pieces	Terrible Strikes	9
4	2400	+2 hp only*	15 gold pieces		10
5	4800	+4 hp only*	25 gold pieces	Cleaving Blows	11

\*Hit point modifiers from constitution are ignored

**Brutal Combatant:** All Orc Mercenaries strike with heavy and terrible blows. They receive a +1 bonus to all damage rolls made in melee combat.

**Terrible Strikes:** At 3<sup>rd</sup> level Orc Mercenaries become adept at driving daggers through armor or using axes to cleave shields. They receive a

+1 bonus to all melee attack rolls.

**Cleaving Blows:** Experienced Orc Mercenaries are inflict terrible blows that inflict unprecedented damage. Orc Mercenaries inflict double damage on all melee attacks whenever they roll an unmodified 19 or 20 on their attack rolls.



## DESIGNATION OF PRODUCT IDENTITY

Labyrinth Lord™ is copyright 2007 - 2012, Daniel Proctor. Labyrinth Lord™ and Advanced Labyrinth Lord™ are trademarks of Daniel Proctor. These trademarks are used under the Labyrinth Lord™ Trademark License 1.2, available at <http://www.goblinoidgames.com>.

Barrel Rider Games™ is copyright 2012, James M. Spahn. The Barrel Rider Games™ logo is copyright 2012, James M. Spahn.

Adamant Entertainment™ is Copyright Adamant Entertainment 2007

All Art is Copyright the original artist

Some Artwork © 2008 Jeff Freels

Some Artwork © 2012 Luigi Castellani, used with permission under license agreement

Some Artwork © 2014, Rick Hershey, Empty Room Studios

## DESIGNATION OF OPEN GAME CONTENT

All text not identified as Product Identity is 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 v 1.0 Copyright 2000, Wizards of the Coast, Inc.