

Alarms & Journeys™ †

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This is the first issue of Alarms & Journeys! In this issue we will talk about OSRIC™ Rpg and AD&D 1e, Arduin Rpg. In upcoming issues we will talk about anything of interest to the community.

Featured Article

The world of Ora'the/The Kingdom of Blackthorn

The new adventure setting called "**The Kingdom of Blackthorn**" is nearing a milestone today. When it was first written, *back in the late 1970s, early 1980s*, it lay dormant in my **cardboard shoebox**†. Recently, I have rediscovered it and will be making it available for the world to enjoy. It is the land of adventure, mystery, and intrigue! Many wars have been fought. Many lives have been changed.

The entire adventure world is on a planet called **Ora'the**. The planet is smaller than the Earth, but the day is just about the same. One month is eight weeks long, but a week is still seven days. We have two moons also. Four seasons persist each year as you have on Earth. Two continents exist, one known and the other has not been discovered. Humans make up the majority of the population. Most of the adventures take place in the northern regions of the continent. The port town/village of **Deku** is the hub of adventuring activity.

The opposition is stiff. Many cabals exist in the barony as well as the entire empire. The King, **Cullan the Benevolent**, has made great progress at suppressing the dangers of the wizardly wars. Although the Crown cannot completely fend off the outlaw wizards, the kingdom is secure for now. To the north is a range of "short mountains" and beyond them are the barrier mountains and the beginning of the ring of fire. This ring is actually a volcano - currently - dormant. The name given to the volcano is "**High Top!**"

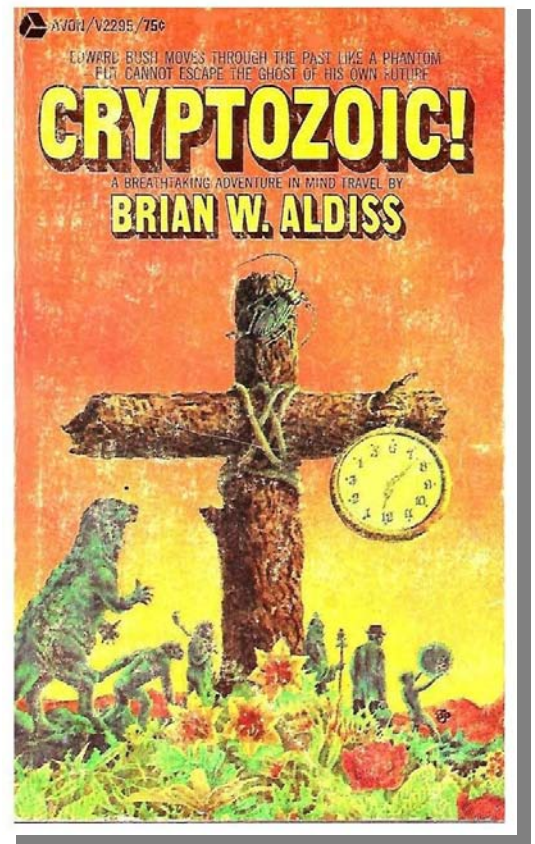
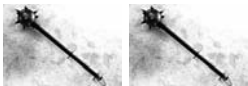
The Role of Books

- **CRYPTOZOIC!** By Brian W. Aldiss 1967.

"Edward Bush is a young artist millions of years from home, sketching the desolate landscapes of the Devonian age. He roamed through the dim reaches of the remote past and like a phantom, the Dark Woman haunted him at every turn. Was she a hallucination produced by the stresses of his bizarre existence? Or was she a ghost from a future more distant than his own? Bush had been called into a totalitarian world, trained to kill, and then sent back in time - as an assassin"(Aldiss).

I found this book to be kind of dry and frustrating to read. It is a time travel book but nothing like any other I've read. The people who travel to different ages in earth's history are not really there. They are in some kind of parallel dimension but can see the object of examination. The difference is they can't touch the world they are viewing. Its called mind travel.

I give this book two morning stars.



Strange Things indeed!

Dungeons & Dragons™ Stranger Things™ starter set by Wizards of the Coast and Hasbro.

What you get:

- Five pre generated character sheets.
- Two miniatures from the show, one painted and one not.
- 6 polyhedral game dice.
- Starter set rule book 43 pages with monster stat blocks.
- Mike Wheeler Adventure book.

This game is using the 5th edition Dungeons & Dragons rules. For those of you who watched the Netflix show... The version played on television was and is 1st edition Advanced Dungeons & Dragons from the 1980s. Note: This version is still being played all over the world! A retro-clone is available for free called OSRIC™ RPG and all of the original AD&D books can be had vis DrivethruRPG.com

When I first started playing in the 1980s my parents gave me the "Holmes basic" version of D&D. This set included the complete rule book and an adventure with a catalogue and "chits" instead of dice.

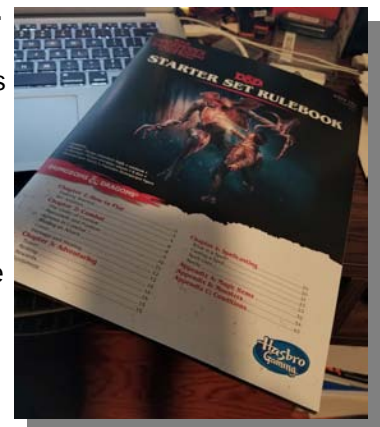
One major difference here between Holmes Basic and this starter set is the completeness of the rules. The rules included in this set are not complete. If you like the game... You will have to invest MONEY for the fifth edition. MSRP for each book is \$49.95. You can get the book cheaper too. Used or like new condition will fetch 20+ to 30+ dollars.

Note: D&D 5th edition is a good quality game and i'm not putting it down at all. Personally, I play first edition AD&D/OSRIC™. This hobby is not cheap for the most part.

My conclusion: This starter set is good quality and well written. The value is questionable. It could be a collectors item... someday.

If you were expecting the same game from the TV show on Netflix... You will be disappointed.

Three out of five Morning-stars!



The pages that are not found in OSRIC™ RPG Core Rule Book

DISEASE in OSRIC™ edited by Dave Johnson

Table 1 (DISEASE/DISORDER) for OSRIC™ RPG

D20	Area effected	D6	Severity	D6	D8	Incident	D8
--	--	Acute	--	Chronic	Mild	Severe	Terminal
1	Nose/Smell	1-3		4-6	1-6	7-8	--
2	Bones	1-2		3-6	1-2	3-6	7-8
3	Nervous Tissue	1-3		4-6	1-2	3-5	6-8
4	Cardiac-Renal	1-4		5-6	1-2	3-4	5-8
5	Renal	1-5		6	1-5	6	7-8
6	Connective Tissue	1-2		3-6	1-2	3-6	7-8
7	Endocrine	1		2-6	1-4	5-7	8
8	Gastro-intestinal	1-2		3-6	1-5	6-7	8
9	Genitourinary	1-4		5-6	1-6	7-8	8
10	Ear, Nose, throat	1-2		3-6	1-6	7-8	--
11	Eyes	1-4		4-6	1-6	7-8	8
12	Skin	1-5		6	1-6	7-8	8
13	Respiratory	1-5		6	1-6	7-8	8
14	Muscles	1-3		4-6	1-6	7-8	8
15	Ears	1-5		6	1-6	7-8	8
16	Joints	1-2		3-6	1-6	7-8	--
17	Mucus membranes	1-3		4-6	1-6	7-8	--
18	Immune system	1		2-6	1-6	7-8	8
19	Circulatory	1-5		6	1-6	7-8	8
20	Blood	1-5		6	1-3	4-5	6-8

INFESTED WITH PARASITES Table 2

D6	Parasite Type	D8	Incident (D8)	D8
		Mild	Severe	Terminal
1	Cardiac/Blood	1-2	3-4	5-8
2	Digestive	1-2	3-4	5-8
3	Muscular	1-2	3-6	7-8
4	Lungs	1	2-6	7-8
5	Integument/Hair	1-6	7	8
6	Stomach	1	2-4	5-8

Table 3 - Adjustments to instance and severity rolls*.

CONSTITUTION	Adjustment
CONstitution below 3	+2
CONstitution 3 to 5	+1
Chronic malady	+1
Severe parasite infection	+1
¼ th of total normal HP	+1
CONstitution 10 to 12	-1
CONstitution 13 to 15	-2
CONstitution 16 to 17	-3
CONstitution 18	-4

GM NOTE: A die score of zero or less indicates the PC does not contract the malady(s).

*This table is not meant to determine a parasitical infestation.

INCIDENT

This category determines whether the malady is an acute onset or a chronic (re-occurring or ongoing) problem. Be it Mild, Severe, or Terminal.

SEVERITY

This refers to the seriousness of the malady(s). (i.e. disease of parasite infection.) This also determines the amount of time that the PC will be hampered with the disability. Notably Acute or Chronic.



MALADY:

Cardiac-Renal: Terminal afflictions resolve in 1d12 days. Acute and chronic cases are treated similar to blood decrease.

MILD – The malady becomes apparent in 3d10 rounds. At this time the Player Character loses one point of constitution and strength (Temporary loss until fully cured.) Strength above 18 will reduce to 18 maximum. All **Feats of Strength (FoT)(Bending Bars and Lifting Gates, etc.(BBLG))** will cause severe pain intern causes a -2 on all **Attacks and Saving Throws. In the mild form, the disease will only last 1 to 3 weeks.**

Table 4 Disability Duration

D%	Disability length of time
1 to 33	1 week
34 to 66	2 weeks
67 to 100	3 weeks

NOTE: Constitution and Strength stats will only drop to the minimum of 3 each.

SEVERE – The onset of a severe illness or infection has an onset of 2d6 rounds. Strength and Constitution will be lowered by 2 points immediately and 2 points each week thereafter. 1D4 hit points will also be lost each day until 50% hit points are lost. The duration is 1 to 2 weeks.

TABLE 6 - D%

(1 to 50 = 1 week, 51 to 100 = 2 weeks.)

After the severe time has past the victim gets better by moving to the MILD category above.

NOTE: Constitution and Strength stats will only drop to the minimum of 3 each.

TERMINAL – The amount of time it take for the malady to present is 1d6 rounds. Strength & Constitution score drop by one point per day and 1d4 HP are lost also per day. This drain on CON, STR, and HP continues until they reach zero (death). Only a magical cure can stop this! Alternatively the PC will expire in 1d12 days... GM's option.



Blood: Terminal afflictions resolve in 1d12 days. Acute and chronic cases are treated similar to Cardiac-Renal decrease.

MILD – The malady becomes apparent in 3d10 rounds. At this time the Player Character loses one point of constitution and strength per week. (Temporary loss until fully cured.) Strength above 18 will reduce to 18 maximum. All **Feats of Strength (FoT)** (**Bending Bars and Lifting Gates**, etc. (**BBLG**)) will cause severe pain intern causes a -2 on all **Attacks and Saving Throws**. **In the mild form, the disease will only last 1 to 3 weeks.**

SEVERE – The onset will present in 2d6 rounds. The PC will lose 2 points of Constitution and Strength per week also.

TERMINAL – This takes 1d12 weeks for the PC to expire.



Nose/Smell: – Nose and smell terminal afflictions resolve in 1d12 days. Usually caused by head trauma, hormonal disturbances, and dental problems. Radiation exposure specifically to the head area can also cause this.

Conditions that affect the nervous system, such as Parkinson's disease or Alzheimer's disease.

MILD - Abnormal Smells (**dyosmia**) can occur with injuries to the nose or head or throat. Smell impairment of **hypersensitivity to the most mild smells** can have a direct impact on a humanoid. The inability to smell can cause a person to eat or drink something that he or she should not. Conversely, the ability to smell all things in the excess can have detrimental effects too. For example, smelling something that normally is good but in this case the smell is so powerful it causes dizziness and nausea. This will be debilitating. The occurrence of the mild form called - "**Parosmia: A change in the normal perception of odors, such as when the smell of something familiar is distorted, or when something that normally smells pleasant now smells foul**"(<https://www.nidcd.nih.gov/health/smell-disorders#1>).

The **onset is immediate** after the injury and is permanent or until it magically heals. **The PC will lose 1 point of Constitution.**

SEVERE - The onset will present in 2d6 rounds. The PC will lose 2 points of Constitution. The onset of **Anosmia: absence of the sense of smell** and **Phantosmia: the sensation of an odor that isn't there.** The associated effects are the change in eating habits. Some may eat too little and lose weight to the point of exegeses. GM's discretion as to what adverse actions can be taken.

TERMINAL - There are no terminal consequences directly associated to this malady.

Smell Table 1

D%	Malady	
1-33	Dyosmia	Mild
34-66	Parosmia	Mild
67-100	Anosmia	Severe



Bones: - This malady is treated the same as blood maladies. Terminal afflictions resolve in 1d12 days.

MILD - The malady becomes apparent in 3d10 rounds. At this time the Player Character loses one point of constitution and strength per week. (Temporary loss until fully cured.) **Strength above 18 will reduce to 18 maximum. All Feats of Strength (FoT)(Bending Bars and Lifting Gates, etc.(BBLG)) will cause severe pain intern causes a -2 on all Attacks and Saving Throws.** In the mild form, the disease will only last 1 to 3 weeks.

SEVERE - The onset will present in 2d6 rounds. **The PC will lose 2 points of Constitution and Strength per week also.**

TERMINAL - Terminal afflictions resolve in 1d12 days.



Nervous Tissue (Brain): - This malady is treated the same as blood maladies. Terminal afflictions can resolve in 1d12 days.

MILD - A permanent loss of 1 point Intelligence and 1 point of Dexterity per occurrence. Chronic maladies will turn fatal eventually. Only a magical cure and reverse this. In some cases a point of Charisma can be lost too.

Some symptoms may include: (Roll 1d6 per month)

1. Hearing loss
2. Changes in thinking abilities. (Intelligence)
3. Learning problems. (Intelligence)
4. Emotion. (Intelligence/Charisma)(Lose an additional point of Charisma)
5. Behavior. (Dexterity/Charisma)(Lose an additional point of Charisma)
6. Sensation. (Intelligence)

SEVERE - Progressing from mild to severe will cause an additional point of Intelligence and Dexterity loss. This loss will accelerate to an additional point per stat per month respectively. All losses are permanent unless a wish spell is cast upon the victim and he or she **fails the Save vs Spells** roll.

TERMINAL - Once the victim reaches this stage (generally at ½ of the original Intelligence and Dexterity scores) the stat loss increases to three times the loss per week until death occurs.

GM OPTION: Terminal afflictions can resolve in 1d12 days.

GM NOTE: Once a PC reaches the Terminal stage the player should consider the PC a total loss and roll a new one.



Renal: - This malady is close to Cardiac-Renal but its focus is on renal (kidney function) as the disability.

MILD - This malady becomes apparent in 2d10 rounds. At this time the Player Character loses one (1) point of Constitution and two (2) points of Strength per day. (Temporary loss until fully cured.) Strength above 18 will reduce to 18 maximum. All Feats of Strength (FoT)(Bending Bars and Lifting Gates, etc. (BBLG)) will cause severe pain internally causes a -3 on all Attacks and Saving Throws. In the mild form, the disease will last 1 to 6 weeks.

SEVERE - Progressing from mild to severe will cause a very pungent body odor that cannot be cleansed or stifled by the use of perfumes. A temporary loss of two (2) points of Charisma is suffered. Additionally increased loss of Strength by

2 points totaling 4 per day is suffered. Swelling and increased weight will hinder movement. Slowing the PC by half normal movement.

TERMINAL – Once the victim reaches this stage (generally at ½ of the original Strength and Constitution scores) the stat loss increases to three times the loss per week until death occurs.

GM NOTE: Once a PC reaches the Terminal stage the player should consider the PC a total loss and roll a new one.



Connective Tissue: –

More in the OSRIC book of Maladies coming soon to DrivethruRPG! This is play test material.

BLANK

The Dark Huldra™ (Pseudo-Elves) (™ applied for.)

FREQUENCY: Very rare (at best)
NO. APPEARING: 1-60 (10d6)
ARMOR CLASS: 4
MOVE: 15"(150 feet)
HIT DICE: 3 (3-24 Hp)
IN LAIR: 0%
TREASURE TYPE: N(x5),M(x2), P, Q
ATTACKS: 2
DAMAGE/ATTACK: By weapon (see below)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Can be hit only by magic weapons +2 or better. See below.
MAGIC RESISTANCE: Standard
INTELLIGENCE: Exceptionally Intelligent (Int = 15 to 16)
ALIGNMENT: Neutral/Evil (20% of the population are NG, CG, True neutral)
SIZE: Large, 6 feet tall.
PSIONIC ABILITY: 230
Attack/Defense Modes: B/FGH
LEVEL/X.P. VALUE: 4+1/110+4 per hp, Special=45,Exceptional=80

STR: 15, **INT:** 16, **WIS:** 12, **CON:** 14, **DEX:** 18, **CHA:** 18, **Comeliness:** 15

Huldra abilities are determined: Strength 10 + 1-6; Intelligence 15 + 1-6; Wisdom 10 + 1-10; Dexterity 14 + 2-8; Constitution 4-16; Charisma 13 + 1+3.

"Comeliness: Comeliness reflects physical attractiveness, social grace, and personal beauty of the character. It is used to determine *initial reactions* to the character, and characters with a high comeliness may affect the [...] actions of others. While charisma deals specifically with leadership and interactions between characters, comeliness deals with *attractiveness and first impressions [only]*"(Gygax, Gary - Unearthed Arcana 1e AD&D page 6).

GM NOTE: Comeliness is not an official stat of OSRIC™ RPG.

The Huldra™ are a race of subterranean dwelling humanoids that resemble Elves in every way but not a true relation to the Elf race. Remarkably they share astonishingly slimmer traits. For example, the two, though not directly related, have the same life span and looks. For example, the two have pointed ears and slight builds. The two possess innate magical abilities. Huldra are tall and very handsome whereas the Elves are about five-feet tall.

The number one trait that marks the difference is skin color. The "dark" elves are very dark live-green/brown skin. The Huldra is the type of people who tend to be on the more malevolent alignment spectrum. That is not to say there are no differing alignments among them. This differing aligned Huldra does cause schisms between family members.

GM NOTE: In OSRIC™/AD&D the Huldra are treated the same as Elves in terms of player-characters. The Huldra are deep dwellers beneath the earth, in bizarre

subterranean dominions. They are beveled to be evil, "as evil as faeries are good", and portrayed in children's stories as substandard fighters but powerful wizards. Not all of this is true...

Psionic Abilities: **Huldra** have the following: **levitation, domination, ESP, body equilibrium**. They perform at 5th level mastery.

Attack Mode: Mind Thrust/**Psychic Thrust**

Defense Mode: Mind Blank/**Empty Mind**, Thought Shield/**Thought Fortress**, Mental Barrier/**Psionic Barrier**

AD&D 1e Psionics rules Appendix I: Players Handbook 1e AD&D page 110.

OSRIC™ Psionic optional rules: According to OSRIC™ Expansion (**OSRIC™ Core Rule Book does not contain rules for Psionics.**) by **Usherwood Adventures** the following psionic *talents* can be found on page:

Levitation page 100, **Domination** page 99, **ESP** page 99, **Body Equilibrium** page 97

Mind Thrust/**Psychic Thrust** page 95, Thought Shield/**Thought Fortress** page 96, Mental Barrier/**Psionic Barrier** page 96, Mind Blank/**Empty Mind** page 95,

Characteristics of:

- The Huldra have **flaming red hair** as well as **striking white hair**.
- They have really dark olive-green/brown skin. Natural camouflage.
- They have enhanced vision. They can go into the bright sunlight with a special set of goggles that look like a thin slit. The Huldra have dwelled so long in the dark they have a real dislike for bright light. They will only be seen on the surface before dawn or just after sundown. In rare instances they will come to the surface wearing special **slit goggles**. (A type of eyewear traditionally used by the Huldra to prevent blindness.) The slit goggles fit tightly against the face so that the only light entering is through the slits, and soot is sometimes applied to the inside to help cut down on glare. This allows the Huldra to venture fourth in direct sunlight. Within the radius of a spell such as **light** or **continual light** the Huldra have an 80% chance to be seen.
- You can find them early pre-dawn or just after sundown.
- Have spells **once per day:** *Dancing Lights, Faerie Fire, Darkness, Clairvoyance, Detect lie, Dispel Magic.*
- They can navigate underground as a Dwarves do and work stone as Dwarves do.
- Can **detect hidden doors** as Elves do.
- They wear **adamantine** chain armor made from the hardest metal alloy that is only found deep underground. This common Huldra armor is equal to +4 Chainmail. This armor is usually too large for humans and medium height creatures to wear. **The armor loses its hardness when exposed to direct**



sunlight for more than a month. One month will cause the armor to drop by one point per month until it is just normal chainmail armor. (AC: 5)

- The weapons of the Huldra are special. They are made of **adamantine and obsidian alloy** which gives the weapon a +2 to hit but also its nearly unbreakable. (Huldra Sword AC -1)

The Adamantine and Obsidian Alloy

This special alloy is made deep within the underworld. In a special subterranean magma tube of the volcano Hi Top. (On the Planet **Ora'the.**)

Society of Huldra

Government: Monarch/Theocracy

Power is passed down from Queen to Princess. The original Queen was given her power by their god Vanir. This was at a time of great confusion deep within the underworld. The fate of the Huldra was at stake. The war between the Huldra and the [...] almost decimated the people. Alvar'ed prayed to *Ásynjur (ICE-ir jur)*, goddess of Elves, for intercession. Asynjur sent **Vanir** (Van-ir) the goddess of the dark depths of the earth and those that live there to their aid.

Vanir came to the rescue and decimated the foes. This came at a very high cost to Alvar'ed. In exchange for her people's safety and her ascension as queen, the Huldra must serve Vanir and worship her and do her bidding forever.

This compact ensured the Huldra permanent alignment change to chaotic evil.

Twenty-five percent of the children are born with an innate desire to be good. These children become outcasts once found out by their parents of Huldra society in general.

Alvar'ed – Queen and High Priestess of Huldra people.

Alvar'ed is a powerful, extraordinarily beautiful Huldra priestess of Vanir, Alvar'ed is known for her sadism and complex designing, and her total lack of empathy. Alvar'ed is incredibly beautiful, with piercing blue eyes, perfect figure, and flaming red hair. However, she is as malevolent as she is comely. Alvar'ed is the leader of **House Hornumb** and the most powerful priestess of Vanir.

Vanaheim Home of the Huldra people

Vanaheim is the area within the deepest regions of the planet's crust. It is a natural hollow area that spans thousands of miles in all directions. The top of the karst dome is made of very hard volcanic rock. This chamber was once a bubble of hot gasses that escaped via a lava tube to the surface. The interior of this space is lit by natural phosphorescence. The homeland of Huldra is rich in flora and fauna that is only found here. Rivers flow with ultra-pure water, both hot and cold.

NOTE: The height of the dome to the floor is 1.5 miles at the center of the dome.

Ecology within the dome

There are surprisingly many types of animals and plants within this semi-self contained biosphere. Here is a list – though non-exhaustive – of the animals found within the dome.

1. **Dancing Loon** (*Monsters of Mayhem* #1 page 9) These carnivorous plants are are small (1 to 3 feet tall) and are found in heavy vegetated areas and rely on small animals for food. **No. Encountered:** 1d12, **Size:** Small, **Move:** 0, **AC:** 10, **Attacks:** 1, **Damage:** 1d4, **Special Attacks:** poison spores, **Special Defense:** Camouflage, **Magic Resistance:** standard, **Intelligence:** low, **Lair %:** 100%, **Alignment:** Neutral, **LvL/Xp:** none, **Psionics:** nil, **Treasure:** nil. **GM NOTE:** When adventurers get too close the plant(s) will start to sway back and forth – as if dancing – then a cloud of spores will be deployed via explosion. Each PC must **Save vs Poison** or suffer **1d4 HP damage per round until dead or cured**. In the meantime, the spores will grow new plants to maturity within one round. A total of 1d12 plants will grow on anything that the spores land on.
2. Rabbits
3. Snail, giant
4. Dogs
5. Cats

The General Topography of the Land

In the central region of the land is a large expanse of fresh water. The small sea is fed by four rivers that come forth from the rock walls. The usual fish live in the sea along with plants. Periodically, stalagmites join with stalagmites to form a column that supports the roof from collapse.

Areas of geologic activity such as hot springs and steam vents cause the air within the dome to move. This is beneficial because the fluctuation in pressure will force surface air down the lava vents and thus more “fresh air.”

Small villages and settlements are present around the sea and the capital city is high atop a mesa that rises 650 feet from the surface. The city is ten miles in circumference. This is the religious hub of the people. The temple of Vanir towers over all other structures from the center of the city.

‡The shoebox of desperation.

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