

OLD SCHOOL RULES



AMAZON WARRIOR

The Amazon (Tribal) Warrior

Some cultures are based around the glorification of fighting and the development of the physical body to its maximum potential. Both the prime examples come from the Ancient Greeks – the Amazons (mythical, but with perhaps some basis in reality) and the Spartans. But other tribal cultures (such as the Celts and Zulu) had similar warrior traditions

Requirements: Strength 15+, Dexterity 15+, Constitution 15+

Races Allowed: Dwarf, Human, Half-Elf, Half-Orc

Prime Requisite: Constitution

Weapons Allowed: Any

Armor Allowed/Shields Allowed: Any*/Any
(* Forfeits Unarmored Armor Class when worn)

To Hit/Saves: Fighter/Fighter

Class Abilities:

Amazons (Tribal) warriors are masters of unarmored combat, fighting with only a shield. As such, their armor class begins at 7 (or 6 if AC starts at 9) and improves as they level. This armor class does not include the effects of a shield, which will further improve armor class.

Amazons are fleet of foot and have a higher base speed when unarmored that increases as they level.

Lastly, the Amazon warrior constantly develops his body as they increase their level, improving their ability scores.

At 1st, 4th, and 7th levels, one of their physical ability scores (Strength, Dexterity, Constitution) increases to 16 from 15.

At 2nd, 5th, and 8th levels, one of their physical ability scores (Strength, Dexterity, Constitution) increases to 17 from 16.

At 3rd, 6th, and 9th levels, one of their physical ability scores (Strength, Dexterity, Constitution) increases from 17 to 18.

Note that Amazons have no limit to their exceptional strength. If all ability scores are already at ranks listed above, then they instead gain 10% to exceptional strength (if applicable)

At 10th, 15th, and 20th level, one of their physical ability scores (Strength, Dexterity, Constitution) becomes 19

At 12th, 18th, and 24th level, one of their physical ability scores (Strength, Dexterity, Constitution) becomes 20.

At 25th level, one of their physical ability scores (Strength, Dexterity, Constitution) becomes 21.

The Amazon (Tribal) warrior suffers from some drawbacks. Firstly, they cannot retreat from battle unless they are down to less than 10 hit points.

Secondly, they cannot own any magic items other than magical weapons or shields unless that magic item is somehow provided by a god. If they do own a non-divinely gifted magic item, they lose their improved unarmored armor class

At 8th Level, they gain 2-8 special followers

d100 Follower Type	
01-70	Human
71-90	Demi-Human
91-00	Special

d100	Human Class	Level
01-30	Amazon	1-3
31-50	Bard (If 1e official, still in fighter)	1-3
51-80	Dervish (see PC4 - Dervish)	1-4
81-95	Fighter	1-3
96-00	Thief	2-5

d100	Demi-Human	Level
01-10	Dwarf Amazon	1-3
11-30	Dwarf Cleric/Fighter	1-2
31-50	Half-Elf Amazon	1-3
51-60	Half-Elf Bard (see above)	1-3
61-80	Half-Elf Druid/Ranger	1-2
81-90	Halfling Fighter/Thief	1-3
91-00	Half-Orc Amazon	1-3

d100	Special	Number of
01-20	Alu-Demon (1-3 level as MU) / Cambion (1-3 as fighter)	1
21-40	Lion	1
41-60	Pegasus	1
61-80	Sylph / Satyr	1
81-00	Unicorn	1

The First Edition Amazon (Tribal) Warrior Advancement Table						
Level	Experience Points Required	Hit Dice	Title	Armor Class	Move	Special
1st	0	1d12	Fighting-Woman	7	12"	Ability Score Increase - 16
2nd	2,500	2d12	Warrioress	6	13"	Ability Score Increase - 17
3rd	5,000	3d12	Swordmaid	5	14"	Ability Score Increase - 18
4th	10,000	4d12	Heroine	4	15"	Ability Score Increase - 16
5th	20,000	5d12	Adventuress	3	16"	Ability Score Increase - 17
6th	45,000	6d12	Swordswoman	3	17"	Ability Score Increase - 18
7th	100,000	7d12	Victrix	2	18"	Ability Score Increase - 16
8th	175,000	8d12	Superheroine	2	19"	Ability Score Increase - 17
9th	300,000	+4 hp	Amazon	1	19"	Ability Score Increase - 18
10th	600,000	+8 hp	Amazon	1	20"	Legendary Ability - 19
11th	900,000	+12 hp	Amazon	0	21"	
12th	1,200,000	+16 hp	Amazon Princess	0	22"	Mythological Ability - 20
13th	1,500,000	+20 hp	Amazon Princess	-1	23"	
14th	1,800,000	+24 hp	Amazon Princess	-1	24"	
15th	2,100,000	+28 hp	Amazon Princess	-1	25"	Legendary Ability - 19
16th	2,400,000	+32 hp	Amazon Princess	-2	26"	
17th	2,700,000	+36 hp	Amazon Princess	-2	27"	
18th	3,000,000	+40 hp	Amazon Queen	-2	28"	Mythological Ability - 20
19th	3,300,000	+44 hp	Amazon Queen	-3	29"	
20th	3,600,000	+48 hp	Amazon Queen	-3	30"	Legendary Ability - 19
21st	3,900,000	+52 hp	Amazon Queen	-3	31"	
22nd	4,200,000	+56 hp	Amazon Queen	-4	31"	
23rd	4,500,000	+60 hp	Amazon Queen	-4	31"	
24th	4,800,000	+64 hp	Amazon Queen	-4	32"	Mythological Ability - 20
25th	5,100,000	+68 hp	Amazon Empress	-5	32"	God-Like Ability - 21

Weapon Proficiencies: 4 at first level, 1 additional every 3 levels. -2 non-proficient penalty.

Non Weapons Proficiencies: 4 at first level, 1 additional every 3 levels

Attacks Per Melee Round: 1st -6th Level: 1/1, 7th -12th Level: 3/2, 13th Level and up: 2/1

Starting Money: 10-40 gp (1d4 x 10)

Note: As a Fighter sub-class, the Amazon (Tribal) Warrior gains exceptional strength with an 18 strength, as well as increased hit points due to a constitution over 16. They may not specialize in weapons as their physical training focuses on building the body.

The Original Edition Amazon (Tribal) Warrior Advancement Table						
Level	Experience Points Required	Hit Dice	Title	Armor Class	Move	Special
1st	0	1d10	Fighting-Woman	6	12"	Ability Score Increase - 16
2nd	2,500	2d10	Warrioress	5	13"	Ability Score Increase - 17
3rd	5,000	3d10	Swordmaid	4	14"	Ability Score Increase - 18
4th	12,000	4d10	Heroine	3	15"	Ability Score Increase - 16
5th	25,000	5d10	Adventuress	3	16"	Ability Score Increase - 17
6th	50,000	6d10	Swordswoman	2	17"	Ability Score Increase - 18
7th	100,000	7d10	Victrix	2	18"	Ability Score Increase - 16
8th	175,000	8d10	Superheroine	1	19"	Ability Score Increase - 17
9th	300,000	+3 hp	Amazon	1	19"	Ability Score Increase - 18
10th	500,000	+6 hp	Amazon	1	20"	Legendary Ability - 19
11th	700,000	+9 hp	Amazon	0	21"	
12th	900,000	+12 hp	Amazon Princess	0	22"	Mythological Ability - 20
13th	1,100,000	+15 hp	Amazon Princess	0	23"	
14th	1,300,000	+18 hp	Amazon Princess	-1	24"	
15th	1,500,000	+21 hp	Amazon Princess	-1	25"	Legendary Ability - 19
16th	1,700,000	+24 hp	Amazon Princess	-1	26"	
17th	1,900,000	+27 hp	Amazon Princess	-2	27"	
18th	2,100,000	+30 hp	Amazon Queen	-2	28"	Mythological Ability - 20
19th	2,300,000	+33 hp	Amazon Queen	-2	29"	
20th	2,500,000	+36 hp	Amazon Queen	-2	30"	Legendary Ability - 19
21st	2,700,000	+39 hp	Amazon Queen	-3	31"	
22nd	2,900,000	+42 hp	Amazon Queen	-3	32"	
23rd	3,100,000	+45 hp	Amazon Queen	-3	32"	
24th	3,300,000	+48 hp	Amazon Queen	-3	33"	Mythological Ability - 20
25th	3,500,000	+51 hp	Amazon Empress	-4	34"	God-Like Ability - 21

Note: If using the OE retro-clone that uses a single saving throw, it starts at 15 at 1st level and decreases by 1 until reaching 3.

As a Fighter sub-class, the Amazon/Spartan Warrior gains exceptional strength if their strength ability score is 18, as well as improved armor class if their dexterity is over 14.

**The Basic/Expert Edition Amazon (Tribal) Warrior
Advancement Table**

Level	Experience Points Required	Hit Dice	Title	Armor Class	Move	Special
1st	0	1d10	Fighting-Woman	6	120'	Ability Score Increase - 16
2nd	2,500	2d10	Warrioress	5	130'	Ability Score Increase - 17
3rd	5,000	3d10	Swordmaid	4	140'	Ability Score Increase - 18
4th	12,000	4d10	Heroine	3	150'	Ability Score Increase - 16
5th	25,000	5d10	Adventuress	3	160'	Ability Score Increase - 17
6th	50,000	6d10	Swordswoman	2	170'	Ability Score Increase - 18
7th	100,000	7d10	Victrix	2	180'	Ability Score Increase - 16
8th	175,000	8d10	Superheroine	1	190'	Ability Score Increase - 17
9th	300,000	+3 hp	Amazon	1	190'	Ability Score Increase - 18
10th	500,000	+6 hp	Amazon	0	200'	Legendary Ability - 19
11th	700,000	+9 hp	Amazon	0	210'	
12th	900,000	+12 hp	Amazon Princess	-1	220'	Mythological Ability - 20
13th	1,100,000	+15 hp	Amazon Princess	-1	230'	Legendary Ability- 19
14th	1,300,000	+18 hp	Amazon Princess	-2	240'	
15th	1,500,000	+21 hp	Amazon Queen	-2	250'	Mythological Ability - 20
16th	1,700,000	+24 hp	Amazon Queen	-3	260'	Legendary Ability - 19
17th	1,900,000	+27 hp	Amazon Queen	-3	270'	
18th	2,100,000	+30 hp	Amazon Queen	-4	280'	Mythological Ability - 20
19th	2,300,000	+33 hp	Amazon Queen	-4	310'	
20th	2,500,000	+36 hp	Amazon Empress	-5	320'	2 God-Like Ability - 21

**The Cyclopedia Edition Amazon (Tribal) Warrior
Advancement Table**

Level	Experience Points Required	Hit Dice	Title	Armor Class	Move	Special
1st	0	1d10	Fighting-Woman	6	120'	Ability Score Increase - 16
2nd	2,500	2d10	Warrioress	5	130'	Ability Score Increase - 17
3rd	5,000	3d10	Swordmaid	4	140'	Ability Score Increase - 18
4th	12,000	4d10	Heroine	3	150'	Ability Score Increase - 16
5th	25,000	5d10	Adventuress	3	160'	Ability Score Increase - 17
6th	50,000	6d10	Swordswoman	2	170'	Ability Score Increase - 18
7th	100,000	7d10	Victrix	2	180'	Ability Score Increase - 16
8th	175,000	8d10	Superheroine	1	190'	Ability Score Increase - 17
9th	300,000	+3 hp	Amazon	1	190'	Ability Score Increase - 18
10th	500,000	+6 hp	Amazon	0	200'	Legendary Ability - 19
11th	700,000	+9 hp	Amazon	0	210'	
12th	900,000	+12 hp	Amazon Princess	0	220'	Mythological Ability - 20
13th	1,100,000	+15 hp	Amazon Princess	-1	230'	
14th	1,300,000	+18 hp	Amazon Princess	-1	240'	
15th	1,500,000	+21 hp	Amazon Princess	-1	250'	Legendary Ability - 19
16th	1,700,000	+24 hp	Amazon Princess	-2	260'	
17th	1,900,000	+27 hp	Amazon Princess	-2	270'	
18th	2,100,000	+30 hp	Amazon Queen	-2	280'	Mythological Ability - 20
19th	2,300,000	+33 hp	Amazon Queen	-2	290'	
20th	2,500,000	+36 hp	Amazon Queen	-3	300'	
21st	2,700,000	+39 hp	Amazon Queen	-3	310'	Legendary Ability - 19
22nd	2,900,000	+42 hp	Amazon Queen	-3	310'	
23rd	3,100,000	+45 hp	Amazon Queen	-3	320'	
24th	3,300,000	+48 hp	Amazon Queen	-4	320'	Mythological Ability - 20
25th	3,500,000	+51 hp	Amazon Empress	-4	320'	
26th	3,700,000	+54 hp	Amazon Empress	-4	330'	
27th	3,900,000	+57 hp	Amazon Empress	-5	330'	
28th	4,100,000	+60 hp	Amazon Empress	-5	330'	God-Like Ability - 21
29th	4,300,000	+63 hp	Amazon Empress	-5	340'	
30th	4,500,000	+66 hp	Amazon Empress	-6	340'	
31st	4,700,000	+69 hp	Amazon Empress	-6	340'	
32nd	4,900,000	+72 hp	Amazon Empress	-6	350'	God-Like Ability - 21
33rd	5,100,000	+75 hp	Amazon Empress	-7	350'	
34th	5,300,000	+78 hp	Amazon Empress	-7	350'	
35th	5,500,000	+81 hp	Amazon Empress	-7	350'	
36th	5,700,000	+84 hp	Amazon Goddess	-8	360'	God-Like Ability - 21

For immortality, treat as a Fighter.

Sample Amazon Warriors

Megh, 1st Level Human Amazon Warrior Str 16
Int 14 Wis 12 Dex 15 Con 15 Cha 16 hp 13 (12 +1)
AC 5 (base 7, -1 for Dex, -1 shield) AL: N
Attack 1-8+1 (long sword) or 1-6+1 (javelin)

Gear: Long sword, quiver of 6 javelins, shield

Megh (pronounced May) has long red hair, green eyes, and very fair skin. She feels a need to prove herself which can often lead to trouble.

Troya, 2nd Level Human Amazon Warrior Str 15
Int 17 Wis 9 Dex 17 Con 15 Cha 13 hp 20 (18+2);
AC 2 (base 6, -3 for Dex, -1 shield) AL CG
Attack 1-8 (long sword) or 1-6 (long bow)

Gear: Long sword, long bow, quiver of 24 arrows, shield

Troya has brown curly hair, freckled tan skin, and speaks with something of a French accent.

Amura, 3rd Level Human Amazon Warrior Str 18/81
Int 13 Wis 10 Dex 15 Con 15 Cha 17, hp 27 (24+3), AC 4 (5 base, -1 for 15 Dex); AL NG; Attack 1-10+5 (+1 Halberd) or 1-6+4 (Javelin)

Gear: +1 Halberd, Quiver of 6 Javelins.

Tall with ebony skin and short curly black hair, Amura hails from southern climes. She is quite friendly and gregarious, to the point of being naïve.

Citlali, 4th Level Human Amazon Warrior Str 18/25
Int 11 Wis 10 Dex 16 Con 15 Cha 10; hp 36 (32+4); AC 1 (4 base, -2 Dex, -1 Shield); AL NE; Attack 1-8+3 (Macuahuitl) or 1-6+3 (Short Bow)

Gear: Macuahuitl (one handed), Shield, Short Bow, Quiver with 24 arrows

From the stone cities of the jungle, Citlali is somewhat short with copper skin and glossy black straight hair. Although not unattractive, she has a somewhat cruel demeanor and loves to rip open opponents with her obsidian edged club.

Noreeka, 5th Level Human Amazon Warrior Str 17
Int 15 Wis 13 Dex 18 Con 18 Cha 13 hp 58 (38+20); AC 0 (4 base, -4 for 18 Dex); AL N
Attack 2-7+3 (+2 Trident) or 1-6+1 (Long Bow)

Gear: +2 Trident, Long Bow, Quiver of 24 arrows

The broad shouldered, dark haired and powerfully built Noreeka is from the frozen north. She is very curious about life in warmer climes and is really tired of eating fish. And don't get her started on whale.

Risa, 6th level Human Amazon Warrior Str 18/76
Int 9 Wis 13 Dex 18 Con 18 Cha 13, hp 78 (54+24), AC -1 (3 base, -4 for 18 Dex); AL CG; Attack 1-10 + 7 (+3 Frost Brand) or 1-8 (Composite Long Bow w/ Leaf Head Arrows);

Gear: +3 Frost Brand, +1 Composite Long Bow, Quiver of Lead Head Arrows

Swarthy, somewhat short and stocky, Risa hails from the steppes of the East and is a woman of few words but many snarls.

Zuria, 8th Level Red Martian Amazon Warrior Str 18/40
Int 13 Wis 11 Dex 18 Con 18 Cha 17; hp 95 (63+32); AC -2 (2 base, -4 for Dex); AL N; Attack 1-8 +3 (Long Sword) or 1-8 (radium pistol, 30' range)

Zuria comes from another world. One day she was daydreaming about the stars and what life might be out there on other worlds and she suddenly found herself here. She appears very human, but has coppery red skin with jet black hair

Niana, 9th Level Human Amazon Warrior Str 18/00
Int 11 Wis 10 Dex 18 Con 18 Cha 16, hp 96 (60 +32 +4), AL CG; AC -3 (1 base, -4 for Dex); Attack 2-8+8 (+2 Bastard Sword)

Gear: Dawnbringer - Sun Blade (+2 Bastard Sword, +4 vs Evil, Int 13, AL NG, Detect Invisible, Detect Magic, Detect Evil/Good, Ego 9)

Pictured on the cover, Niana is a pale beauty with a swaggering confidence that some find endearing and others intimidating.

Zenia, 12th Level Human Amazon Warrior Str 18/00
Int 13 Wis 14 Dex 20 Con 18 Cha 17, hp 110 (62 + 32 + 16, AC -8 (0 base, -5 for Dex); AL NG
Attack 1-6 + 9 (+3 Chakram)

Gear: +3 Chakram of Returning

You've seen the TV show, this is her generic, non-infringing equivalent. Usually accompanied by a blonde bard, sometimes a middle aged thief and a dorky fighter

Crimson Sonia, 25th Level Human Amazon Warrior Str 20
Int 13 Wis 10 Dex 21 Con 20 Cha 17, hp 188; AC -10 (Base -5, -5 for Dex); AL N

The most legendary female warrior (or generic equivalent), the female counterpart to Howard's barbarian.

Deities & Daughters

In most pantheons, gods (and goddesses) cannot seem to stop themselves from taking mortal lovers and they inevitably have children, who thanks to their divine heritage, are usually superior to other members of their non-divine parent's species.

This does not come without a cost, they tend to advance at a slower rate, as things naturally come easier to them, causing them to learn less.

Deity Type	Ability Score Generation	XP Penalty
Hero	4+d6+d8	10%
Demigod	6+2d6	20%
Lesser	10+2d4	30%
Greater	12+2d4	50%

Though it rarely comes up in practice, their lifespan also increases by the 10% multiple of the xp penalty. That is, Demigod children live twice as long, Children of a Lesser god live three times, and Greater's five times the normal values.. This slower aging starts once they've reached young adult status.

Once per month, they may also beseech their divine parent for help. This has a base chances of 50% plus charisma modifier plus 5% per level minus 5% for every time previously asked that decade.

This help generally will not be the deity showing up in person, and will be appropriate for the situation. It might be an animal guide if the character is lost, the loan of a magical weapon if fighting a foe they cannot hit, healing or sudden transportation if a dire situation.

Conversely, they may occasionally face the wrath of their divine parent's partner who sees the character as living proof of their partner's infidelity (and because a lot of gods are just jerks).

This should largely be petty and embarrassing and only target the character, not the party.

Notes:

The Amazon (or Tribal) Warrior attempts to address a common staple of both fantasy and mythology, and to a lesser extent, the real world. The naked, or near naked warrior who happens to be as effective as those in armor.

While Amazons didn't exist, the Spartans did and they really did groom and oil themselves before battle. Okay, they probably wore armor, breastplates at least, but they aren't always depicted as such. Similarly, the Celts and Picts would paint themselves up in woad and would fight naked..

I realize that most of the OSR seems to be of the "3d6 in order" is the only true way mentality and anything else is pure munchkinism, but I am firmly not in that camp. First edition had level caps for demi-humans based on ability scores going up to 20 or 21.

I'm not saying you should use the deities book as a monster book (which I'll admit to doing as a kid), but higher level characters should be comparable to characters from myth, folklore and fantasy fiction.

This has been play-tested quite a bit and has gone through quite a few alterations. It originally began as a conversion of a 3rd Edition Amazon class from a company who had formerly produced licensed original edition supplements and adventures.

That had a lot of psychic/psionic powers which I thought seemed inappropriate. So I thought something to boost their ability scores would be more fitting (and useful). Originally I had a more complicated scheme, similar to the Cavalier, then a more simplified one, and finally I went with this.

Lastly, the limit on female physical strength actually seems to have been removed from 1e with the asian adventures book. So no apologies for lifting it here.

Credits:

PC8 - Old School Rules Amazon Warrior is copyright 2016 by Jeremy Reaban

Some artwork © 2015 Patricia Smith, used with permission. All rights reserved.

As mentioned above, the cover picture is by Patricia Smith and is used under a stock art license. At \$10, it likely cost more than this will make, but it's an awesome picture (I did have to crop it a little) somewhat reminiscent of Franzetta.

Everything else is by me, though inspired by the works of Bob Bledsaw

OGL:

Declaration of Product Identity: All real names, company names, stats, class ability and power descriptions, and art

Declaration of Open Content: All stats, the class tables and game mechanics for the powers, sample character descriptions and backgrounds.

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:
 1. "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content;
 2. "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;
 3. "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;
 4. "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.
 5. "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;
 6. "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
 7. "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content.
 8. "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 1.0a Copyright 2000, Wizards of the Coast, Inc.

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

Original Spell Name Compendium Copyright 2002 Clark Peterson; based on NPCnamed spells from the Player's Handbook that were renamed in the System Reference Document. The Compendium can be found on the legal page of www.necromancergames.com.

Player's Guide to the Wilderlands Copyright 2003, Necromancer Games, Inc. and Judges Guild; Authors Bob Bledsaw and Clark Peterson based on original material by Bob Bledsaw, Bill Owen and Bryan Hinnen.

PC3 - Old School Rules Witch Hunter, Copyright 2015 by Jeremy Reaban

End of License