


<b>MW Arrows</b>		<b>(x10)</b>	
<b>Attack Bonus:</b>	+1 w/bow -3 no bow	<p>This ammunition is of a high enough quality to be enchanted.</p> <p>If used without a bow, an arrow counts as a light improvised weapon (use stats at left). Use the stats of the bow otherwise.</p> <p>An arrow that hits its target is destroyed; one that misses has a 50% chance of g destroyed or lost.</p>	
<b>Base Damage:</b>	1d4		
<b>Critical Range:</b>	20/x2		
<b>Range Increment:</b>	-		
<b>Damage Type:</b>	P		
<p>Enhancement bonuses on ammunition do not stack with those on weapons. The higher bonus supercedes the lower.</p>			
<b>Market Value:</b>	70gp	<b>Weight:</b>	1½ lb.

<b>MW Battleaxe</b>			
<b>Attack Bonus:</b>	+1	<p>This weapon is of a high enough quality to be enchanted. <b>This item is a one-handed martial</b></p>	
<b>Base Damage:</b>	1d8		
<b>Critical Range:</b>	20/x3		
<b>Range Increment:</b>	-		
<b>Damage Type:</b>	S		
<b>Market Value:</b>	310gp	<b>Weight:</b>	6 lb.

<b>MW Axe, Throwing</b>			
<b>Attack Bonus:</b>	+1	<p>This weapon is of a high enough quality to be enchanted. <b>This item is a light martial melee weapon.</b></p>	
<b>Base Damage:</b>	1d6		
<b>Critical Range:</b>	20/x2		
<b>Range Increment:</b>	10ft.		
<b>Damage Type:</b>	S		
<b>Market Value:</b>	308gp	<b>Weight:</b>	2 lb.

<b>MW Falchion</b>			
<b>Attack Bonus:</b>	+1	<p>This weapon is of a high enough quality to be enchanted. <b>This item is a two-handed martial melee weapon.</b></p>	
<b>Base Damage:</b>	2d4		
<b>Critical Range:</b>	18-20/x2		
<b>Range Increment:</b>	-		
<b>Damage Type:</b>	S		
<b>Market Value:</b>	375gp	<b>Weight:</b>	8 lb.

<b>MW Flail</b>			
<b>Attack Bonus:</b> +1		<p>This weapon is of a high enough quality to be enchanted. <b>This item is a one-handed martial melee weapon.</b></p> <p>This weapon grants a +2 bonus on opposed rolls to disarm. You may use this weapon to make trip attacks. Drop the weapon on a failed trip attack to avoid being tripped in return.</p>	
<b>Base Damage:</b> 1d8			
<b>Critical Range:</b> 20/x2			
<b>Range Increment:</b> -			
<b>Damage Type:</b> B			
<b>Market Value:</b>	308gp	<b>Weight:</b>	5 lb.

<b>MW Glaive</b>			
<b>Attack Bonus:</b> +1		<p>This weapon is of a high enough quality to be enchanted. <b>This item is a two-handed martial</b></p>	
<b>Base Damage:</b> 1d10			
<b>Critical Range:</b> 20/x3			
<b>Range Increment:</b> -			
<b>Damage Type:</b> S			
<b>Market Value:</b>	308gp	<b>Weight:</b>	10 lb.

<b>MW Flail, Heavy</b>			
<b>Attack Bonus:</b> +1		<p>This weapon is of a high enough quality to be enchanted. <b>This item is a two-handed martial melee weapon.</b></p> <p>This weapon grants a +2 bonus on opposed rolls to disarm an opponent, including the roll to avoid being disarmed if the attempt fails. You may use this weapon to make trip attacks. Drop the weapon on a failed trip attack to avoid being tripped in return.</p>	
<b>Base Damage:</b> 1d10			
<b>Critical Range:</b> 19-20/x2			
<b>Range Increment:</b> -			
<b>Damage Type:</b> B			
<b>Market Value:</b>	315gp	<b>Weight:</b>	10 lb.

<b>MW Greataxe</b>			
<b>Attack Bonus:</b> +1		<p>This weapon is of a high enough quality to be enchanted. <b>This item is a two-handed martial melee weapon.</b></p>	
<b>Base Damage:</b> 1d12			
<b>Critical Range:</b> 20/x3			
<b>Range Increment:</b> -			
<b>Damage Type:</b> S			
<b>Market Value:</b>	320gp	<b>Weight:</b>	12 lb.

<b>MW Greatclub</b>			
<b>Attack Bonus:</b> +1		This weapon is of a high enough quality to be enchanted. <b>This item is a two-handed martial melee weapon.</b>	
<b>Base Damage:</b> 1d10			
<b>Critical Range:</b> 20/x2			
<b>Range Increment:</b> -			
<b>Damage Type:</b> B			
<b>Market Value:</b>	305gp	<b>Weight:</b>	8 lb.

<b>MW Guisarme</b>			
<b>Attack Bonus:</b> +1		This weapon is of a high enough quality to be enchanted. <b>This item is a two-handed martial melee</b>	
<b>Base Damage:</b> 2d4			
<b>Critical Range:</b> 20/x3			
<b>Range Increment:</b> -			
<b>Damage Type:</b> S			
<b>Market Value:</b>	309gp	<b>Weight:</b>	12 lb.

<b>MW Greatsword</b>			
<b>Attack Bonus:</b> +1		This weapon is of a high enough quality to be enchanted. <b>This item is a two-handed martial melee weapon.</b>	
<b>Base Damage:</b> 2d6			
<b>Critical Range:</b> 19-20/x2			
<b>Range Increment:</b> -			
<b>Damage Type:</b> S			
<b>Market Value:</b>	350gp	<b>Weight:</b>	8 lb.

<b>MW Halberd</b>			
<b>Attack Bonus:</b> +1		This weapon is of a high enough quality to be enchanted. <b>This item is a two-handed martial melee weapon.</b> If you use a ready action to set this weapon against a charge, you deal double damage on a successful hit against a charging character. You may use this weapon to make trip attacks. Drop the weapon on a failed trip attack to avoid being tripped in return.	
<b>Base Damage:</b> 1d10			
<b>Critical Range:</b> 20/x3			
<b>Range Increment:</b> -			
<b>Damage Type:</b> P or S			
<b>Market Value:</b>	310gp	<b>Weight:</b>	12 lb.

<b>MW Hammer, Light</b>				
		This weapon is of a high enough quality to be enchanted. <b>This item is a light martial melee weapon.</b>		
<b>Attack Bonus:</b>	+1			
<b>Base Damage:</b>	1d4			
<b>Critical Range:</b>	20/x2			
<b>Range Increment:</b>	20ft.			
<b>Damage Type:</b>	B			
<b>Market Value:</b>		301gp	<b>Weight:</b> 2 lb.	

<b>MW Kukri</b>				
		This weapon is of a high enough quality to be enchanted. <b>This item is a light martial melee</b>		
<b>Attack Bonus:</b>	+1			
<b>Base Damage:</b>	1d4			
<b>Critical Range:</b>	18-20/x2			
<b>Range Increment:</b>	-			
<b>Damage Type:</b>	S			
<b>Market Value:</b>		308gp	<b>Weight:</b> 2 lb.	

<b>MW Handaxe</b>				
		This weapon is of a high enough quality to be enchanted. <b>This item is a light martial melee weapon.</b>		
<b>Attack Bonus:</b>	+1			
<b>Base Damage:</b>	1d6			
<b>Critical Range:</b>	20/x3			
<b>Range Increment:</b>	-			
<b>Damage Type:</b>	S			
<b>Market Value:</b>		306gp	<b>Weight:</b> 3 lb.	

<b>MW Lance</b>				
		This weapon is of a high enough quality to be enchanted. <b>This item is a two-handed martial melee weapon.</b> While mounted, you may use this weapon with one hand. If used from the back of a charging mount, you deal double damage on a successful hit against an opponent. <b>This is a reach weapon.</b> You may strike opponents 10 feet away with this weapon, but may not use it against opponents in an adjacent square.		
<b>Attack Bonus:</b>	+1			
<b>Base Damage:</b>	1d8			
<b>Critical Range:</b>	20/x3			
<b>Range Increment:</b>	-			
<b>Damage Type:</b>	P			
<b>Market Value:</b>		310gp	<b>Weight:</b> 10 lb.	

<b>MW Longbow</b>			
<b>Attack Bonus:</b> +1		<p>This weapon is of a high enough quality to be enchanted. <b>This item is a two-handed martial ranged weapon.</b></p> <p>If you have a penalty for low strength, apply it to damage rolls using this weapon.</p> <p>This weapon may not be used when mounted.</p>	
<b>Base Damage:</b> 1d8			
<b>Critical Range:</b> 20/x3			
<b>Range Increment:</b> 100ft.			
<b>Damage Type:</b> P			
<b>Market Value:</b>	375gp	<b>Weight:</b>	3 lb.

<b>MW Longbow, Composite (+1 Strength)</b>			
<b>Attack Bonus:</b> +1		<p>This weapon is of a high enough quality to be enchanted. <b>This item is a two-handed martial ranged</b></p>	
<b>Base Damage:</b> 1d8(+1)			
<b>Critical Range:</b> 20/x3			
<b>Range Increment:</b> 110ft.			
<b>Damage Type:</b> P			
<b>Market Value:</b>	500gp	<b>Weight:</b>	3 lb.

<b>MW Longbow, Composite (+0 Strength)</b>			
<b>Attack Bonus:</b> +1		<p>This weapon is of a high enough quality to be enchanted. <b>This item is a two-handed martial ranged weapon.</b></p> <p>This weapon may not be used when mounted.</p> <p>If your Strength bonus is not at least +0, you suffer an additional –2 to attack rolls with this weapon. Your strength bonus (up to the listed strength above) may be added to the damage of this weapon.</p>	
<b>Base Damage:</b> 1d8			
<b>Critical Range:</b> 20/x3			
<b>Range Increment:</b> 110ft.			
<b>Damage Type:</b> P			
<b>Market Value:</b>	400gp	<b>Weight:</b>	3 lb.

<b>MW Longbow, Composite (+2 Strength)</b>			
<b>Attack Bonus:</b> +1		<p>This weapon is of a high enough quality to be enchanted. <b>This item is a two-handed martial ranged weapon.</b></p> <p>This weapon may not be used when mounted.</p> <p>If your Strength bonus is not at least +2, you suffer an additional –2 to attack rolls with this weapon. Your strength bonus (up to the listed strength above) may be added to the damage of this weapon.</p>	
<b>Base Damage:</b> 1d8(+2)			
<b>Critical Range:</b> 20/x3			
<b>Range Increment:</b> 110ft.			
<b>Damage Type:</b> P			
<b>Market Value:</b>	600gp	<b>Weight:</b>	3 lb.

<b>MW Longbow, Composite (+3 Strength)</b>			
<b>Attack Bonus:</b> +1		<p>This weapon is of a high enough quality to be enchanted. <b>This item is a two-handed martial ranged weapon.</b></p> <p>This weapon may not be used when mounted.</p> <p>If your Strength bonus is not at least +3, you suffer an additional –2 to attack rolls with this weapon. Your strength bonus (up to the listed strength above) may be added to the damage of this weapon.</p>	
<b>Base Damage:</b> 1d8(+3)			
<b>Critical Range:</b> 20/x3			
<b>Range Increment:</b> 110ft.			
<b>Damage Type:</b> P			
<b>Market Value:</b>	700gp	<b>Weight:</b>	3 lb.

<b>MW Longbow, Composite (+5 Strength)</b>			
<b>Attack Bonus:</b> +1		<p>This weapon is of a high enough quality to be enchanted. <b>This item is a two-handed martial ranged</b></p>	
<b>Base Damage:</b> 1d8(+5)			
<b>Critical Range:</b> 20/x3			
<b>Range Increment:</b> 110ft.			
<b>Damage Type:</b> P			
<b>Market Value:</b>	900gp	<b>Weight:</b>	3 lb.

<b>MW Longbow, Composite (+4 Strength)</b>			
<b>Attack Bonus:</b> +1		<p>This weapon is of a high enough quality to be enchanted. <b>This item is a two-handed martial ranged weapon.</b></p> <p>This weapon may not be used when mounted.</p> <p>If your Strength bonus is not at least +4, you suffer an additional –2 to attack rolls with this weapon. Your strength bonus (up to the listed strength above) may be added to the damage of this weapon.</p>	
<b>Base Damage:</b> 1d8(+4)			
<b>Critical Range:</b> 20/x3			
<b>Range Increment:</b> 110ft.			
<b>Damage Type:</b> P			
<b>Market Value:</b>	800gp	<b>Weight:</b>	3 lb.

<b>MW Longsword</b>			
<b>Attack Bonus:</b> +1		<p>This weapon is of a high enough quality to be enchanted. <b>This item is a one-handed martial melee weapon.</b></p>	
<b>Base Damage:</b> 1d8			
<b>Critical Range:</b> 19-20/x2			
<b>Range Increment:</b> -			
<b>Damage Type:</b> S			
<b>Market Value:</b>	315gp	<b>Weight:</b>	4 lb.

<b>MW Pick, Heavy</b>			
<b>Attack Bonus:</b> +1		This weapon is of a high enough quality to be enchanted. <b>This item is a one-handed martial melee weapon.</b>	
<b>Base Damage:</b> 1d6			
<b>Critical Range:</b> 20/x4			
<b>Range Increment:</b> -			
<b>Damage Type:</b> P			
<b>Market Value:</b>	308gp	<b>Weight:</b>	6 lb.

<b>MW Ranseur</b>			
<b>Attack Bonus:</b> +1		This weapon is of a high enough quality to be enchanted. <b>This item is a two-handed martial melee</b>	
<b>Base Damage:</b> 2d4			
<b>Critical Range:</b> 20/x3			
<b>Range Increment:</b> -			
<b>Damage Type:</b> P			
<b>Market Value:</b>	310gp	<b>Weight:</b>	12 lb.

<b>MW Pick, Light</b>			
<b>Attack Bonus:</b> +1		This weapon is of a high enough quality to be enchanted. <b>This item is a light martial melee weapon.</b>	
<b>Base Damage:</b> 1d4			
<b>Critical Range:</b> 20/x4			
<b>Range Increment:</b> -			
<b>Damage Type:</b> P			
<b>Market Value:</b>	304gp	<b>Weight:</b>	3 lb.

<b>MW Rapier</b>			
<b>Attack Bonus:</b> +1		This weapon is of a high enough quality to be enchanted. <b>This item is a one-handed martial melee weapon.</b>	
<b>Base Damage:</b> 1d6			
<b>Critical Range:</b> 18-20/x2			
<b>Range Increment:</b> -			
<b>Damage Type:</b> P			
		This weapon may not be wielded two-handed. You may use the Weapon Finesse feat with this weapon even though it does not count as a light weapon, if you are a medium creature.	
<b>Market Value:</b>	320gp	<b>Weight:</b>	2 lb.

<b>MW Sap</b>			
		This weapon is of a high enough quality to be enchanted. <b>This item is a light martial melee weapon.</b>	
<b>Attack Bonus:</b>	+1		
<b>Base Damage:</b>	1d6*		
<b>Critical Range:</b>	20/x2		
<b>Range Increment:</b>	-		
<b>Damage Type:</b>	B		
		This weapon deals nonlethal damage only.	
<b>Market Value:</b>	301gp	<b>Weight:</b>	2 lb.

<b>MW Scythe</b>			
		This weapon is of a high enough quality to be enchanted. <b>This item is a two-handed martial</b>	
<b>Attack Bonus:</b>	+1		
<b>Base Damage:</b>	2d4		
<b>Critical Range:</b>	20/x4		
<b>Range Increment:</b>	-		
<b>Damage Type:</b>	P or S		
<b>Market Value:</b>	318gp	<b>Weight:</b>	10 lb.

<b>MW Scimitar</b>			
		This weapon is of a high enough quality to be enchanted. <b>This item is a one-handed martial melee weapon.</b>	
<b>Attack Bonus:</b>	+1		
<b>Base Damage:</b>	1d6		
<b>Critical Range:</b>	18-20/x2		
<b>Range Increment:</b>	-		
<b>Damage Type:</b>	S		
<b>Market Value:</b>	315gp	<b>Weight:</b>	4 lb.

<b>MW Shortbow</b>			
		This weapon is of a high enough quality to be enchanted. <b>This item is a two-handed martial ranged weapon.</b>	
<b>Attack Bonus:</b>	+1		
<b>Base Damage:</b>	1d6		
<b>Critical Range:</b>	20/x3		
<b>Range Increment:</b>	60ft.		
<b>Damage Type:</b>	P		
		If you have a penalty for low strength, apply it to damage rolls using this weapon.	
<b>Market Value:</b>	330gp	<b>Weight:</b>	2 lb.

<b>MW Shortbow, Composite (+0 Strength)</b>	
<b>Attack Bonus:</b> +1	<p>This weapon is of a high enough quality to be enchanted. <b>This item is a two-handed martial ranged weapon.</b></p> <p>If your Strength bonus is not at least +0, you suffer an additional -2 to attack rolls with this weapon. Your strength bonus (up to the listed strength above) may be added to the damage of this weapon.</p>
<b>Base Damage:</b> 1d6	
<b>Critical Range:</b> 20/x3	
<b>Range Increment:</b> 70ft.	
<b>Damage Type:</b> P	
<b>Market Value:</b> 375gp	<b>Weight:</b> 2 lb.

<b>MW Shortbow, Composite (+2 Strength)</b>	
<b>Attack Bonus:</b> +1	<p>This weapon is of a high enough quality to be enchanted. <b>This item is a two-handed martial ranged weapon.</b></p>
<b>Base Damage:</b> 1d6(+2)	
<b>Critical Range:</b> 20/x3	
<b>Range Increment:</b> 70ft.	
<b>Damage Type:</b> P	
<b>Market Value:</b> 525gp	<b>Weight:</b> 2 lb.

<b>MW Shortbow, Composite (+1 Strength)</b>	
<b>Attack Bonus:</b> +1	<p>This weapon is of a high enough quality to be enchanted. <b>This item is a two-handed martial ranged weapon.</b></p> <p>If your Strength bonus is not at least +1, you suffer an additional -2 to attack rolls with this weapon. Your strength bonus (up to the listed strength above) may be added to the damage of this weapon.</p>
<b>Base Damage:</b> 1d6(+1)	
<b>Critical Range:</b> 20/x3	
<b>Range Increment:</b> 70ft.	
<b>Damage Type:</b> P	
<b>Market Value:</b> 450gp	<b>Weight:</b> 2 lb.

<b>MW Shortbow, Composite (+3 Strength)</b>	
<b>Attack Bonus:</b> +1	<p>This weapon is of a high enough quality to be enchanted. <b>This item is a two-handed martial ranged weapon.</b></p> <p>If your Strength bonus is not at least +3, you suffer an additional -2 to attack rolls with this weapon. Your strength bonus (up to the listed strength above) may be added to the damage of this weapon.</p>
<b>Base Damage:</b> 1d6(+3)	
<b>Critical Range:</b> 20/x3	
<b>Range Increment:</b> 70ft.	
<b>Damage Type:</b> P	
<b>Market Value:</b> 600gp	<b>Weight:</b> 2 lb.

<b>MW Shortbow, Composite (+4 Strength)</b>			
<b>Attack Bonus:</b> +1		<p>This weapon is of a high enough quality to be enchanted. <b>This item is a two-handed martial ranged weapon.</b></p> <p>If your Strength bonus is not at least +4, you suffer an additional -2 to attack rolls with this weapon. Your strength bonus (up to the listed strength above) may be added to the damage of this weapon.</p>	
<b>Base Damage:</b> 1d6(+4)			
<b>Critical Range:</b> 20/x3			
<b>Range Increment:</b> 70ft.			
<b>Damage Type:</b> P			
<b>Market Value:</b>	675gp	<b>Weight:</b>	2 lb.

<b>MW Shortsword</b>			
<b>Attack Bonus:</b> +1		<p>This weapon is of a high enough quality to be enchanted. <b>This item is a light martial melee</b></p>	
<b>Base Damage:</b> 1d6			
<b>Critical Range:</b> 19-20/x2			
<b>Range Increment:</b> -			
<b>Damage Type:</b> P			
<b>Market Value:</b>	310gp	<b>Weight:</b>	2 lb.

<b>MW Shortbow, Composite (+5 Strength)</b>			
<b>Attack Bonus:</b> +1		<p>This weapon is of a high enough quality to be enchanted. <b>This item is a two-handed martial ranged weapon.</b></p> <p>If your Strength bonus is not at least +5, you suffer an additional -2 to attack rolls with this weapon. Your strength bonus (up to the listed strength above) may be added to the damage of this weapon.</p>	
<b>Base Damage:</b> 1d6(+5)			
<b>Critical Range:</b> 20/x3			
<b>Range Increment:</b> 70ft.			
<b>Damage Type:</b> P			
<b>Market Value:</b>	750gp	<b>Weight:</b>	2 lb.

<b>MW Trident</b>			
<b>Attack Bonus:</b> +1		<p>This weapon is of a high enough quality to be enchanted. <b>This item is a one-handed martial melee weapon.</b></p> <p>This weapon can be thrown. If you use a ready action to set this weapon against a charge, you deal double damage on a successful hit against a charging character.</p>	
<b>Base Damage:</b> 1d8			
<b>Critical Range:</b> 20/x2			
<b>Range Increment:</b> 10'			
<b>Damage Type:</b> P			
<b>Market Value:</b>	315gp	<b>Weight:</b>	4 lb.

<b>MW Warhammer</b>				
		This weapon is of a high enough quality to be enchanted. <b>This item is a one-handed martial melee weapon.</b>		
<b>Attack Bonus:</b>	+1			
<b>Base Damage:</b>	1d8			
<b>Critical Range:</b>	20/x3			
<b>Range Increment:</b>	-			
<b>Damage Type:</b>	B			
<b>Market Value:</b>		312gp	<b>Weight:</b> 5 lb.	

## 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.

Item Cards – Weapons, Martial, Masterwork

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.