

The Quintessential Druid Web Enhancement

By Robin O. Duke



LORDS OF THE TERRAIN

Druids have many magical powers at their disposal. Not only do they have a large selection of spells but they can also assume the shape of all manner of living creatures using their *wild shape* power. This is not the full extent of their magical prowess, though. All druids develop strong spiritual and magical ties to the wilderness all around them. Through direct meditation on the terrain, druids develop extraordinary abilities, even strange supernatural powers.

The standard druid outlined in *Core Rulebook I* has several potent abilities especially useful to forest-dwelling druids, Nature Sense, Woodland Stride, Trackless Step and Venom Immunity. While these powers can be potent, a druid that has spent his life in the arctic or the deep desert is not going to have a great deal of use for any of these powers. To broaden the powers available to a druid, and to allow him to specialise in the terrain where he actually spends most of his time, this chapter introduces the concept of Terrain Adaptations.

A druid begins with one of the following Terrain Adaptations most suitable to where he grew up and received training as a druid. Each of the following Terrain Adaptations includes a description of the terrain, peculiarities for druids trying to survive in the associated conditions and alternative powers which replaces Nature Sense, Woodland Stride, Trackless Step and Venom Immunity.

A druid is not restricted to his initial choose of Terrain Adaptation. A druid character that moves into a new Terrain will find that his powers change slowly to suit the new environment. Each time the character prepares his spells in a different Terrain, he makes Wilderness Lore check (DC 25). The character receives a bonus to this roll equal to the number of days he has spent in the terrain. If the roll is successful, he substitutes his current 1st level ability for the equivalent ability for the terrain in which he finds himself. The character substitutes his *woodland stride* ability when he next passes the check, his *trackless step* ability after that and finally, if he has it, he substitutes his *venom immunity* ability. Druids rarely hesitate to adapt to whatever environment they find themselves in but they can choose not to do so if they wish, retaining whatever powers they still have from their old terrain.

Nature Sense: The nature sense power is a special case. Using these rules, a druid can identify plants and animals (their species and special traits) normally found in whatever terrain to which he or she is currently adapted with perfect accuracy. If the character has yet to adjust to the terrain, he must make a Wilderness Lore check (DC 15) to be accurate. In addition, a 1st level druid can always tell if water is safe to drink or dangerous (polluted, poisoned, or otherwise unfit for consumption).

In some terrains, this ability alone is all the character receives at 1st level. In other terrains, where identifying local species is of little or no use, there is a bonus 1st level ability available to druids adapted to that terrain.

ARCTIC ADAPTATION

As a druid adapts to arctic surroundings, he slowly loses all colour from his skin and hair. Arctic Adaptation occurs in cold environments predominantly covered in ice. Characters living in the tundra may take to Arctic Adaptation or some other adaptation suitable to the terrain.

Language: Auran. A druid starting the game with an adaptation to arctic environments can substitute Auran for one of the bonus languages available to him because of his race.

Ice Familiarity: A 1st level druid adapted to arctic conditions can sense the thickness of ice and snow perfectly. This ability requires the druid to be able to see the ice in question and he can judge perfectly if it will support his or another creatures' weight. This is an extraordinary ability.

Exposure Immunity: A 2nd level druid adapted to arctic condition suffers no effects from exposure in temperatures as low 0 °F. In thick furs, the druid suffers no effects of exposure at all, no matter the temperatures. If the druid finds himself in temperatures lower than 0 °F without his furs, he receives a +8 bonus to his saving throw. If the character is knocked unconscious by the cold, he enters a form of hibernation and does not suffer any additional damage. A heal check (DC 20) and a fire will bring the character too in 1d6 hours. This extraordinary ability offers no protection against cold-based spells or other supernatural effects. This is an extraordinary ability.

Ice Movement: A 3rd level druid adapted to arctic conditions may walk over any ice-covered surface without the need to make balance checks of any kind. The character can walk on thin ice that would not

normally support his weight and not break through the surface. The character can climb any ice-covered surface as though under the influence of a *spider climb* spell. This is a supernatural ability.

Cold Immunity: A 9th level druid adapted to arctic conditions receives 20 points of cold resistance. The character ignores the first 20 points of cold damage dealt to him in a round. This is an extraordinary ability.

CAVERN ADAPTATION

Dwarven druids in particular spend much of their time underground. Druids in the underdark often develop the powers of Cavern Adaptation.

Language: Undercommon. A druid that starts the game with an adaptation to the Cavern may substitute Undercommon for one of the bonus languages available to her because of race.

Stonecunning: A 1st level druids adapted to caverns or an underground environment receives the dwarven ability of stonecunning. If the druid has stonecunning already, the druid's racial bonus for stonecunning increases from +2 to +4 on checks to notice unusual stonework. This is an extraordinary ability.

Climbing Mastery: Once a 2nd level druid has adapted to the cavern terrain, he can climb with at his normal movement rate instead of halving his normal rate as would be usual. This is an extraordinary ability.

Echoless: A 3rd level druid that has adapted to the caverns knows the importance of sound over sight while under ground. The druid is always considered to be taking-10 on a Move Silently check. Any creature with a sound based Blindsight extraordinary ability must make a Listen check using the Move Silently check as the difficulty to notice the druid using this sense. This ability only functions when the druid is underground or in a cavern. This is an extraordinary ability.

Meld into Stone: A 9th level druid adapted to underground environments may *meld with stone* as a move-equivalent action. Leaving the stone requires another move-equivalent action. The druid may use this ability as often as he likes but the character can remain bonded to a stone for only 10 minutes per druid level each day. A *dispel magic* spell has no effect on the druid melded with stone but all other spells effect the druid as normal for a *meld with stone* spell. This is a supernatural ability.

CITY ADAPTATION

If there is one terrain to which some druids will resist adapting, it is a city or town. City Dwellers start the game adapted to the city in which they live. A character must adapt to each city individually. The powers only work when the druid is in the city to which he is adapted.

Language: None. A druid character starting with adaptation in the city does not gain access to a bonus language.

Sense Place: A 1st level druid that adapts to a city develops an intuitive understanding of his place within the city. By making an Intuit Direction (DC 15), the druid can tell exactly where he is, even if he is knocked unconscious or led blindfolded through the back streets. This power relies on the subtle clues of the city but it also depends on a deep spiritual knowledge of the city. This is an extraordinary ability.

Ledge Runner: A 2nd level druid can walk through the back alleys and across all the roofs of the city with remarkable ease. The character can take-10 on all balance, climb and jump checks made within the city's boundaries. This is an extraordinary ability.

Whispers from the City: Only druids of 3rd level or higher can use this power. The character climbs to a place over looking the city and opens his self to the living spirit that reside deep beneath the human construction. The character makes a Scry check (DC 20). The character immediately hears whispers from the street. The druid can attempt to learn specific information about the city and its inhabitants or even specific inhabitants (1 question / druid level) or he can find out if a specific person has entered the city. This power can also be used passively, allowing the city to feed the druid any information its spirit, or the games master, needs him to know. This supernatural ability can be used once each week (starting one week after the character first manifests the power).

Fox's Trick: In the city, Foxes have a way of simply vanishing. It is a habit that druid adapting to the city aim to mimic. A druid of 9th level can step through any door in the city and step out of a door anywhere else in the same city within 600 feet. This is a move-equivalent action and in all other ways functions a *dimension door* spell as cast by a 5th level sorcerer. The druid may use this ability a number of times each day equal to his or her wisdom modifier.



DESERT ADAPTATION

Druids that allow themselves to adapt to desert environment develop darker skin than normal for their race. They often dress in Aba and avoid any form of armour that can make it all but impossible to avoid the effects of extreme heat.

Language: Draconic. A druid that starts the game with an adaptation to deserts may substitute Draconic for one of the bonus languages available to him because of his race.

Water Sense: A 1st level druid adapted to desert conditions become extremely sensitive to water. The druid automatically detects any water within 100 ft. As a full round action the druid may make an Intuit Direction check (DC 20). If the check is successful, the character knows the direction to nearest source of water. This supernatural ability only functions if the water is within one mile per level.

Water Retention: A 2nd level druid adapted to desert conditions retains water far longer than normal. The character adds his druid level to his constitution before determining how long he can go without water. In addition, the desert-adapted druid makes a fortitude saving throw to avoid the effects of thirst instead of the normal constitution check. This is an extraordinary ability.

Heat Resistance: At 3rd level, a Desert adapted druid may add his charisma bonus as a resistance bonus to saving throws to avoid the effects of extreme heat (minimum: +1). This is an extraordinary ability.

Fire Resistance: A 9th level druid adapted to desert environments receives 20 points of fire resistance. This is an extraordinary ability.

IMMERSION ADAPTATION

Druids rarely intentionally adapt to immersion. Only druids from races not native to underwater environments can adapt to immersion. Surviving under water long enough to actually adapt to these conditions requires extensive use of *water breathing* spells.

Language: Aquan. A druid that starts the game with an adaptation to immersion may substitute Aquan for one of the bonus languages available to him because of his race.

Sea Sight: A 1st level druid adapted to underwater conditions sees underwater as a native creature. Using the rules outlined in *Seas of Blood* by *Mongoose Publishing*, the druid doubles the normal distance of vision and may use dark vision at half the normal distances below depths of 50 feet. This is an extraordinary ability.

Water Breathing: A 2nd level druid that adapts to underwater existences acquires the ability to breathe underwater. The character may now freely speak under water, allowing him to use verbal components for spells without difficulty even when completely immersed under water. This is a supernatural ability.

Natural Swimming: A 3rd level druid that adapts to being completely immersed in water develops a swim speed equal to his normal land movement rate. This allows the character to swim as though it were his normal form of movement. The druid can move through water at this speed without the need to make swim checks. The druid gains a +8 racial bonus to any swim check to perform some special action or to avoid hazards. The druid may take 10, even if rushed or threatened, when swimming. These druids can use the run action while swimming, provided they swim in a straight line. This is a supernatural ability.

Pressure Resistance: A 9th level druid that has adapted to underwater existence develops a complete immunity to any crushing damage from great depths. This is an extraordinary ability.

JUNGLE ADAPTATION

Jungle adapted druids often appear very similar to woodland adapted druids. Jungle adaptation occurs in thick tropical jungle as opposed to the temperate woodland terrain. The general humidity means that Jungle Adapted druids wear less than their woodland peers.

Language: Draconic. A druid that starts the game with an adaptation to the Jungle may substitute draconic for one of the bonus languages available to him because of his race.

Swift Stride: A 2nd level druid adapted to a jungle terrain may move through natural thorns, briars, overgrown areas, and similar terrain at her normal speed and without suffering damage or other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect the druid. This is an extraordinary ability.

Trackless Step: A 3rd level druid adapted to a jungle terrain leaves no trail in jungle surroundings and cannot be tracked except by another druid. This is an extraordinary ability.

Jungle Immunity: A 9th level druid that adapts to a jungle develops a powerful immunity to all natural diseases and the insects that act as vectors for them in the tropical climate. All vermin of tiny size or smaller will actively avoid the druid and remain at least 5 ft from him at all times. In addition, any spell that uses insects to attack (*summon swarm*, *insect plague* etc.) is completely ineffective against the druids and will simply bypass him. This power offers no protection against diseases inflicted through injury or supernatural diseases such as *mummy rot* or *devil's chills*. This is an extraordinary ability.

LAKE ADAPTATION

The Lake Adaptation is also called the River Adaptation. Druids that live near or venture out on fresh water regularly begin to develop this adaptation.

Language: Aquan. A druid that starts the game with an adaptation to a Lake may substitute Aquan for one of the bonus language available to him because of his race.

Nature Sense: The druid with a river adaptation may identify any plant or animal that lives in or near fresh water.

Voice of the Tributaries: The spirits of the river can actively carry the voice of the druid down stream. A 2nd level druid can use a special form of *whispering wind* at will. The druid must be standing on or within 5 ft of a river or stream to use this ability. He can only send messages spoken in Aquan and the designated spot must be down stream, either on or within 5 ft of the river, stream or some other large source of fresh water into which the tributary the druid is standing on flows into. In all other ways, treat this as a *whispering wind* spell like ability useable once every ten minutes. This is a spell like ability.

Water Walking: A 3rd level druid that has adapted to lakes and river may walk on water as though it were solid ground. If the character falls into water, this power does not function. The druid must step onto the water from solid ground to be able to use this power. This power only operates on stagnant, still or very slow moving water. Rivers, streams or any other water with a disturbed surface cannot be walked on using this power. This ability cannot be activated once a

character is immersed in water and, unlike *water walk*; the druid's feet actually touch the surface of the water. This is a supernatural ability.

Breathless: A 9th level druid adapted to lakes gains the ability to hold his breath for extended periods. The character may make a Concentration check instead of a Constitution check to resist the effects of drowning or suffocation by using a standard action each round. This is an extraordinary ability.

MOUNTAIN ADAPTATION

Many druids that venture out into the mountains develop a strange affiliation for their surroundings, learning to predict disasters and to climb the mountain, calling on its ancient spirit to aid them with the dangerous choices a climber makes every second.

Language: Auran or Terran. A druid that starts the game with an adaptation to the Mountains may substitute either Auran or Terran for one of the bonus languages available to him because of his race.

Disaster Sense: A 1st level druid adapted to a mountain senses any natural disasters related to the mountain, mud slides, rock slides, avalanches, etc. at least 10 minutes per druid level before it happens. Disasters intentionally caused by others are not detected using this ability. This is an extraordinary ability.

Climbing Mastery: Once a 2nd level druid has adapted to the mountain terrain, he can climb with at his normal movement rate without taking any penalty to the Climb check. In addition, the druid retains his dexterity bonus to his armour class while climbing. This is an extraordinary ability.

Slow Fall: A 3rd level druid that has adapted to a mountain terrain can use a wall or sheer cliff face to slow his fall. The druid takes damage as if the fall were 20 feet shorter than it actually is. This is an extraordinary ability.

Spirit of the Mountain: A 9th level druid adapted to the mountains may use his wisdom modifier in place of the normal ability modifier when using the Balance, Climb and Jump skills. This is an extraordinary ability.

PRAIRIES ADAPTATION

The Prairies are cultivated grasslands used by humans in particular to graze their herd animals. Though artificial and under the control of human settlements,



LORDS OF THE TERRAIN

the Prairies are home of animals and plants that could not exist elsewhere.

Language: Sylvan. A druid that starts the game with an adaptation to the prairie may substitute sylvan for one of the bonus languages available to him because of his race.

Warning of the Herd: The herd is ever alert for predators. On the open prairie, the trained senses of the herd can detect an enemy over great distances. The 1st level druid that has adapted to the environment adds +100 ft to the rolled spotting distance to notice other creatures. The druid does not increase the distance at which he automatically notices other creatures but is simply allowed to make a roll when those creatures are further away than normal. This power only works on the open prairie and does not help if mist, lighting or other conditions are limiting line of sight. This is an extraordinary ability.

For example: in grassland, the normal spotting distance is 12d6 x 20 ft - an average of 420 ft A druid would be able to notice another creature at a range of 520 ft instead. The 210-ft distance at which both groups automatically notice each other is not increased by this power.

Fleet of Foot: A 2nd level druid that has adapted to a prairie moves faster than normal for his race by +10 feet when wearing no armour, light armour or medium armour (and not carrying a heavy load). This ability does not stack with the barbarian fast movement ability or any other similar abilities. This is an extraordinary ability.

Trackless Step: A 3rd level druid adapted to a prairie terrain leaves no trail in prairie surroundings and cannot be tracked except by another druid. This is an extraordinary ability.

Path Finder: A 9th level druid adapted to the prairies may make an Intuit Direction check to sense the direction toward any settlement on the prairies and the shortest route to the direction. The druid can use this power to know the direction to a settlement he has heard of or had described to him or he can use it to locate the nearest settlement of a specific size. The size of the settlement determines the difficulty for the Intuit Direction check. This is an extraordinary ability.

Number of Inhabitants	DC
25,001 plus	automatically successful
15,001 - 25,000	5
801 - 15,000	10
201 - 800	15
101 - 200	20
51 - 100	25
10 - 50	30
9 or less	35

RUINS ADAPTATION

Ruins are some of the most exotic terrain to which a druid might adapt. A druid can only adapt to a ruin if it is old enough to have imprinted itself on the Otherworld. Subconsciously, these druids pick up information about the fallen civilisation that gave rise to the ruin. They often wear the items they find scattered about the run. Like city adaptation, a character must adapt to each ruin individually. These powers only work in the ruin to which the druid is currently adapted.

Language: Special. A druid that starts the game with an adaptation to a particular ruin may substitute whatever language the ancient inhabitants of the ruin commonly spoke in place of one of the bonus languages available to her because of race.

Secret Passage: A 2nd level druid that has adapted to a ruin that passes within 10 ft of a concealed or secret door immediately receives a search check to notice it. Elven druids of 2nd level or higher that have adapted to a ruin receive this check whenever they pass within 20 ft of a concealed or secret door. This is an extraordinary ability.

Concealed Presence: A 3rd level druid adapting to a ruin gains an intuitive understanding of all the nooks and crannies where he can hide. The character receives a +4 inherent bonus to *Move Silently* and *Hide* checks while inside the ruin's boundaries. This is an extraordinary ability.

Ruin Lore: At 9th level, a druid living in a ruin develops a magical connection to the ruin. Once each month (starting one full month after the druid first adapts to the ruin), the druid may cast *legend lore* in relation to any one object or relic from the ruin. This spell like ability requires one minute to use and the character must have the object or its remains in his possession. This ability does not function in relation to living creatures. In all other ways, this ability

function as a *legend lore* spell cast by a 10th level bard. This is a spell like ability.

SAVANNAH ADAPTATION

These ancient grasslands are home to all manner of beautiful and dangerous creatures. Beneath the tall grasses, an unseen world is filled with all manner of struggles and conflicts. It is into this world that a Savannah druid immerses himself.

Languages: Sylvan. A druid that starts the game with an adaptation to Savannah may substitute Sylvan for one of the bonus language available to him because of his race.

Warning of the Herd: The herd is ever alert for predators. In the open savannah, the trained senses of the herd can detect an enemy over great distances. The 1st level druid that has adapted to the environment adds +100 ft to the rolled spotting distance to notice other creatures. The druid does not increase the distance at which he automatically notices other creatures but is simply allowed to make a roll when those creatures are further away than normal. This power only works on the open savannah and does not help if mist, lighting or other conditions are limiting line of sight. This is an extraordinary ability.

For example: in grassland, the normal spotting distance is 12d6 x 20 ft - an average of 420 ft A druid would be able to notice another creature at a range of 520 ft instead. The 210-ft distance at which both groups automatically notice each other is not increased by this power.

Grass Crouch: A 2nd level druid that has adapted to the savannah may crouch in the tall grass and remain unseen. As a standard action, the druid can take advantage of the grass to take-10 on his hide check. The druid must be in grasses of at least waist height to use this power, meaning the power is generally only useful during the wet season when high grasses are common. This is an extraordinary ability.

Trackless Step: A 3rd level druid adapted to the savannah leaves no trail in open natural surroundings and cannot be tracked. This is an extraordinary ability.

Hide in Grasses: Out on the savannah, many creatures know how to simply vanish into the high grass. A 9th level druid that has adapted to the Savannah can make a Hide check to simply vanish from sight so long as he is standing in grasses at least waist high. It does not

matter if he is being observed but it does require a standard action. This power is generally only useful during the wet season when the grasses are tall but like most Savannah creature, the druid migrates to the forest during the dry seasons and adopts the powers of the forest instead. This is an extraordinary ability.

SEAFARING ADAPTATION

Out on the ocean wave, many druids venture forth onto the waves. Here they can explore the power of one of nature's most potent forces. By pirate ship or trading vessel, the druid can explore the power of water and learn to adapt to this terrible force.

Language: Aquan. A druid that starts the game with an adaptation to Seafaring may substitute Aquan for one of the bonus language available to him because of his race.

Weather Sense: A 1st level druid adapted to seafaring acquires the ability to predict the weather for a number of days in advance equal to his class level divided by two, rounded up. The Games Master may simply related, in broad descriptions, the weather for the next few days. This is an extraordinary ability.

Speed of the Fish: A 2nd level druid adapted to seafaring doubles his normal swimming speed. This speed is calculated normally, taking into account the druid's encumbrance etc. and than simply doubled. This is an extraordinary ability.

Salt Synthesis: A 3rd level druid adapted to seafaring gains the ability to subsist on seawater for an indefinite period. This is an extraordinary ability.

Breathless: A 9th level druid adapted to seafaring gains the ability to hold his breath for extended periods. The character may make a Concentration check instead of a Constitution check to resist the effects of drowning or suffocation by using a standard action each round. This is an extraordinary ability.

STEPPE ADAPTATION

The flat treeless terrains are renowned for the rich black soil and cold brisk winds. This arid terrain is nowhere near as lifeless as it at first appears. Survival on the steppes depends on an ability to move swiftly to where the food can be found. Druids on the steppes do not stay in one place for very long. On the plane, the most important ally a druid can have is his horse.





LORDS OF THE TERRAIN

Language: Sylvan. A druid that starts the game with an adaptation to the steppes may substitute sylvan for one of the bonus languages available to him because of his race.

Horse Ally: A 1st level druid adapted to the steppes can befriend one horse or other ridden animal without the creature's Hit Dice counting against his or her normal maximum. A druid starting with an adaptation to the Steppe terrain begins with a Horse or Riding Dog in addition to his normal 2 Hit Dice of animal companions. This is an extraordinary ability.

Spirit of the Herd: A 2nd level druid has such a close bond with the spirit of the steppes that he receives a sacred (or profane) bonus to Handle Animal and Ride checks equal to his wisdom bonus (minimum: +1) in relation to herd animals and animals conventionally used for riding on the steppes (i.e. horses). This is an extraordinary ability.

Trackless Step: A 3rd level druid adapted to the steppes leaves no trail in the rich black soil and cannot be tracked except by another druid. This is an extraordinary ability.

Loose Earth: A 9th level druid grants his steed the ability to leave no trail when on the Steppes. In addition, the druid's steed benefits from a *freedom of movement* effect so long as the druid is riding the steed. This is a supernatural ability.

SWAMP ADAPTATION

Perhaps one of the nastier adaptations to which a druid can take; there is something unsavoury about a druid that has spent too much time within swamps and marshlands.

Language: Aquan. A druid that starts the game with an adaptation to a swamp environment may substitute Aquan for one of the bonus languages available to him for race.

Marsh Stride: A 2nd level druid adapted to a swamp environment may move through water, mud and vegetation that would normally impede his movement at normal speed without suffering damage or other impairment. However, spell effects and the supernatural or spell-like abilities of monsters cannot be bypassed using this ability. This is an extraordinary ability.

Crocodile Crouch: A 3rd level druid adapted to the swamp receives a +12 racial bonus to Hide checks

while submerged. This ability requires the druid to survive the risks of submersion while hiding, either through holding his breath or the *water breathing* spell. This is an extraordinary ability.

Swamp Immunity: A 9th level druid that adapts to a swamp develops a powerful immunity to all natural diseases and the insects that act as vectors for them in the tropical climate. All vermin of tiny size or smaller will actively avoid the druid and remain at least 5 ft from him at all times. In addition, any spell that uses insects to attack (*summon swarm*, *insect plague* etc.) is completely ineffective against the druids and will simply bypass him. This power offers no protection against diseases inflicted through injury or supernatural diseases such as *mummy rot* or *devil's chills*. This is an extraordinary ability.

WOODLAND ADAPTATION

Language: Sylvan. A druid that starts the game with an adaptation to the woodland may substitute sylvan for one of the bonus languages available to him because of race.

Woodland Stride: A 2nd level druid adapted to a woodland terrain may move through natural thorns, briars, overgrown areas, and similar terrain at his normal speed and without suffering damage or other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect the druid. This is an extraordinary ability.

Trackless Step: A 3rd level druid adapted to a woodland terrain leaves no trail in woodland surroundings and cannot be tracked except by another druid. This is an extraordinary ability.

Venom Immunity: A 9th level druid adapted to woodland terrain gains immunity to all organic poisons, including monster poisons but not mineral poisons or poison gas. This is an extraordinary ability.

Open Game License

THIS LICENSE IS APPROVED FOR GENERAL USE. PERMISSION TO DISTRIBUTE THIS LICENSE IS MADE BY WIZARDS OF THE COAST!

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, abridgement 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.

Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Open game content from The Quintessential Druid copyright 2002, Mongoose Publishing.

The d20 System® License version 3.0

By downloading the enclosed graphic files and/or by returning the Confirmation Card as presented in the file "card.pdf," the Licensee ("You") accept to be bound by the following terms and conditions:

1. Copyright & Trademark

Wizards of the Coast, Inc. retains title and ownership of the d20 System trademark logos, the d20 System trademark, and all other copyrights and trademarks claimed by Wizards of the Coast in The Official Wizards of the Coast d20 System Trademark Logo Guide version 1.0, incorporated here by reference.

2. License to use

You are hereby granted the non-transferable, non-exclusive, royalty-free license to use the d20 System trademark logos, the d20 System trademark, and certain other trademarks and copyrights owned by Wizards of the Coast in accordance with the conditions specified in The Official Wizards of the Coast d20 System Trademark Logo Guide version 1.0. (the "Licensed Articles")

3. Agreement not to Contest

By making use of and/or distributing material using the d20 System Trademark under the terms of this License, You agree not to contest the ownership of the Licensed Articles

4. Breach and Cure

In the event that You fail to comply with the terms of this License, You will be considered to be in breach of this License. Wizards of the Coast will attempt to notify you in writing by sending a Registered Letter to the address listed on the most recent Confirmation Card on file, if any. You will have 30 days from the date the notice (the "cure period") to cure the breach to the satisfaction of Wizards of the Coast. If no Confirmation Card is on file, you will be considered to be in breach of this License immediately.

5. Termination

If, at the end of the cure period, the breach is not cured, Wizards of the Coast may terminate this License without further written notice to You.

6. Effects of Termination

Upon termination, You shall immediately stop all use of the Licensed Articles and will destroy any inventory or marketing material in Your possession bearing the d20 System Trademark logos. You will remove any use of the d20 System Trademark logos from your advertising, web site, letterhead, or any other use. You must instruct any company or individual that You are or become aware of who is in possession of any materials distributed by You bearing the d20 System Trademark logos to destroy those materials. You will solely bear any costs related to carrying out this term of the License.

7. Penalty for Failure to Comply with Termination Instructions

If You fail to comply with the Effects of Termination, Wizards of the Coast may, at its option, pursue litigation, for which You shall be responsible for all legal costs, against You to the full extent of the law for breach of contract, copyright and trademark infringement, damages and any other remedy available.

8. Updates

Wizards of the Coast may issue updates and/or new releases of the d20 System Trademark logos without prior notice. You will, at the earliest possible opportunity, update all material distributed by You to use the updated and/or new version of the d20 System Trademark logos. You may continue to distribute any pre-existing material that bears an older version of the d20 System Trademark logo.

9. Changes to Terms of the License

Wizards of the Coast may issue updates and/or revisions to this License without prior notice. You will, at the earliest possible opportunity, conform in all respects to the updated or revised terms of this License. For a period of 90 days You may continue to distribute any pre-existing material that complies with a previous version of the License. Thereafter written consent should be obtained from Wizards of the Coast. Subsequent versions of this License will bear a different version number.

10. Updates of Licensee information

You may transmit an updated version of the "card.pdf" Confirmation Card at any time to Wizards of the Coast.

11. Notices to Licensor:

Wizards of the Coast
d20 System License Dept.
PO Box 707
Renton, WA 98057-0707

12. No maintenance or support

Wizards of the Coast shall have no obligation whatsoever to provide You with any kind of maintenance or support in relation to the d20 System Trademark logos.

13. No Warranty / Disclaimer

THE D20 SYSTEM TRADEMARK LOGO FILES ARE MADE AVAILABLE ON AN "AS IS" BASIS. WIZARDS OF THE COAST DOES NOT MAKE ANY REPRESENTATION OR WARRANTY, WHETHER EXPRESS OR IMPLIED, AS TO THE FITNESS FOR A PARTICULAR PURPOSE, USE OR MERCHANTABILITY. WIZARDS OF THE COAST MAKES NO REPRESENTATION OR WARRANTY THAT THE D20 SYSTEM TRADEMARK LOGO FILES ARE ERROR-FREE. MAKES NO REPRESENTATION OR WARRANTY THAT THE D20 SYSTEM TRADEMARK LOGO FILES ARE ERROR-FREE.