

Publishing Castles and Crusades Compatible Supplements

Introduction

Thank you for your interest in publishing supplements for Castles and Crusades! We believe that more publishers creating content beyond the core system is good for everyone – us, third party publishers, and most importantly gamers!

This document will help you understand what steps you need to take to adhere to the Open Game License that all products based upon ours must conform to, along with steps that are required by us here at Troll Lord Games to protect our IP and our products.

In return, you will be able to place “compatible with Castles and Crusades” upon your product, and can use the logo referenced in this document on your product, as long as such use does not violate any requirements listed herein.

Requirements

Title Page

Castles and Crusades is a Registered Trademark, and must be marked as such on first use in your product. To satisfy this requirement, place a statement on your title page (or where ever you put your copyright notice), include something like the following:

Castles and Crusades® is a product of Troll Lord Games©

Link

You must link the *Castles & Crusade Players Handbook* from your website, or where ever you sell your compatible material. Display text with the link similar to the following: This work is compatible with” and either write out the title or place an image with link.

Other Copyright Notices

The following is a list of terms that are the copyrighted property of Troll Lord Games, and first mention of them in your work must include the © marking:

- *the name of any Troll Lord Games System – Victorious, Amazing Adventures, etc.*
- *Siege Engine*
- *Ahrde or any Ahrde product*
- *Product names in general are copyrighted across the industry, so it is best to mark each product*

OGL Notice

C&C is derived from the System Reference Document (SRD) for D&D. A product that supports C&C must include a copy of the **Open Game License (OGL) version 1.0a**. We have attached a copy at the end of this document. It is common practice to make this the last non-map page in the publication.

Publishing Castles and Crusades Compatible Supplements

OGL, Section 15 Modifications

Add TLG products referenced in the module into section 15 of the OGL. We have added the two most referenced books – *The Players Handbook* and *Monsters and Treasure* to the attached copy of the OGL at the end of this document. Here is a sample modified OGL Section 15 for a C&C-based module to offer an example (Find the printing and copyright date on the title page of the book(s) you use for developing your material):

15. COPYRIGHT NOTICE Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Castles and Crusades Players' Handbook, 7th Printing, Copyright 2017, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles and Crusades Monsters and Treasure, 5th Printing, Copyright 2019, Troll Lord Games; Authors Robert Doyel and Stephen Chenault.

Add a line for each book that your product mentions or references, such as *Adventurers' Backpack*, any of the Codexes, etc. While it is not required, we also recommend that your publication be added to the list. The generic format of listings is as follows:

[Title], [printing], [copyright year], [publisher]; Authors [author name, author name]

Logo Usage

Follow these guidelines to use the Castles & Crusades official logo, the 3rd Party Logo or do use your own.

- You cannot use our logo alone to represent your product as being produced by us.
- You can use the Castles & Crusades official logo on the top of your book, mimicking the style of official publications. To do so you must also place the 3rd Party Compatible Logo on the book as well. The 3rd Party Compatible logo should be placed on the top of the book to the left or right of the Castles & Crusades logo. The Castles & Crusades Logo can be found here [C&C Logo Link]. The 3rd Party Compatible Logo can be found here [Logo link].
- If you do not wish to use the C&C official logo you can use your own logo. When using your own logo your logo must appear on the same page (including cover and back cover) in at least the same dimensions as the C&C.

Troll Lord Games make family-friendly games. To protect this image and our customers, you may not use the Castles and Crusades logo on products that are overly sexualized or full of gratuitous profanity. We understand there is creative use of both topics to make a good story; but too much is harmful to you, us, and the industry.

The Castles & Crusades 3rd Party Compatible logo is here:

[[Link to Logo postscript file for download]] It may be used on products that are compatible with Castles and Crusades. You may use the 3rd party logo on the front of your book, though you do not have to. When using your own logo, or the Castles & Crusades logo, your logo must appear on the same page (including cover and back cover) in at least the same dimensions as the C&C or C&C 3rd Party Logo. You cannot use our logo alone to represent your product as being produced by us.

Appendix A: The Open Game License

OPEN GAME LICENSE Version 1.0a: The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions:

- (a) "**Contributors**" means the copyright and/or trademark owners who have contributed Open Game Content;
- (b) "**Derivative Material**" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted;
- (c) "**Distribute**" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;
- (d) "**Open Game Content**" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity.
- (e) "**Product Identity**" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content;
- (f) "**Trademark**" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor;
- (g) "**Use**", "**Used**" or "**Using**" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content;
- (h) "**You**" or "**Your**" means the licensee in terms of this agreement.
- 2. The License:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
- 3. Offer and Acceptance:** By Using the Open Game Content You indicate Your acceptance of the terms of this License.
- 4. Grant and Consideration:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
- 5. Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are

Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

- 6. Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
- 7. Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
- 8. Identification:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
- 9. Updating the License:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
- 10. Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
- 11. Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
- 12. Inability to Comply:** If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
- 13. Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
- 14. Reformation:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
- 15. COPYRIGHT NOTICE** Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.
System Reference Document Copyright 2000, Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.
- Castles and Crusades Players' Handbook, 7th Printing, Copyright 2017, Troll Lord Games; Authors Davis Chenault and Mac Golden.**
- Castles and Crusades Monsters and Treasure, 5th Printing, Copyright 2019, Troll Lord Games, Authors Robert Doyel and Stephen Chenault.**