



AXIOMS

**AUTARCH'S QUARTERLY SUPPLEMENT FOR
THE ADVENTURER CONQUEROR KING SYSTEM**

When the going gets tough, the tough suffer -30' movement penalty.

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ADVENTURER CONQUEROR KING SYSTEM™

AXIOMS

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CREDITS

Design:	Alexander Macris	Fredrick Liner	Adventurers:	Nathaniel Bennett
Contributors:	Mark Bober Charles Myers Eric Maloof	Andrew Sutton Steve Snow Jeff Clark M Eskridge Zombie Mooose Randall Orndorff Jonas Gutebrand Micah Sweet Samuel Gaines Solthas Will Robinson Adrian Romero Karl Miller Benjamin Terry Bryan Steelman Jacob DeCoursey Fendly Friend Michael H. susan_brindle Roxy Bastien Pilon Torben van Hees Eric Maloof Michael Morrison Omer Golan-Joel Martin Nichol Nathan Birch Hardrada Iyar Miguel Zapico Jake Parker Libri Simon Stroud Martin Nesbakken Peter McNamara Kelly Roberge James Kerr Matt Walsh	Candice Bailey Dan Wood Robert Conley Regolov Victor Kuo Ozhara Jeffrey Wells Leah Glenn Arnason David Durrett Nick Gauthier Darius Ian Borchardt Michael Hengeli Carlos de la Cruz Morales Benjamin Patton Bob Dunham Alberto Casillas Simon Forster Beedo Gregg Kern Joel Rojas Kyle Oppy Adam McGregor Craig Cussans Michael Doa Patrick Slauson Claire Crimson Eric Keith Clark Emmanuel Andrew S Richard McKita Kevin Empey Brian Alex Mooney Lukas Kuestenmacher	
Layout Artist:	Richard G. Iorio			
Patron Deity:	CharlesDM			
Demigod:	Ethan Gundry			
Emperors:	Jarrold Maistros Ralph Goss			
Kings:	Florian Hübner Bleddyn Wilson Ben Prior Christopher Krueger David Johnston Timothy Jaxon Will Arnold Matthew Kane Tom Herbert Nowell Steven Dolges Curtis Anderson Scott Tooker Wesley Marshal Bobloblah Aryxymaraki Jason Blalock			
Conquerors:	Daniel Trujillo Reece Nelson Colin Chapman James Hughes Rahshaad Benjamin Keith Higdon Bryan Green			

Tarkoth
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Bob
James Holden
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Sean Keefe
Mark Daymude
Andrew Byers
Matt Maranda
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Mark Bober
Michael De Rosa
Ricardo Dorda
Lee DeBoer
Shane D
Richard Rohlin
Will Triumph
Chris Heath
John-Matthew DeFoggi



WHAT'S YOUR CONDITION?

WHEN THE GOING GETS TOUGH, THE TOUGH MIGHT HAVE TO SAVE TO AVOID BEING BLINDED, DEAFENED, GRAPPLED, AND FRIGHTENED

Conditions alter a creature's capabilities in a variety of ways and can arise as a result of a spell, a class power, a proficiency, a monster's attack, or other effect. Most conditions, such as blinded, are impairments, but a few, such as invisible, can be advantageous. A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition. If multiple effects impose the same condition on a creature, each instance of the condition has its own duration, but the condition's effects don't get worse. A creature either has a condition or doesn't. The following definitions specify what happens to a creature while it is subjected to a condition.

GENERAL RULES FOR CONDITIONS

The following rules apply to all conditions, except where otherwise noted:

- A condition that prevents a creature from casting spells also prevents the creature from using spell-like abilities that require one full round or more, and from using scrolls.
- A condition that prevents a creature from moving also prevents the creature from taking actions in lieu of moving, such as standing up from being knocked down, sheathing one weapon and drawing another, readying or loosing a shield, picking an item off the ground, or retrieving an item from a pack or sack.
- A condition that prevents a creature from attacking also prevents the creature from taking actions in lieu of attacking that could not be taken as actions in lieu of moving, such as drinking a magic potion, lighting a torch, using a magic item, or turning undead.

ESCAPING FROM THE GRABBED AND RESTRAINED CONDITION

The grabbed, grappled, and restrained conditions can be ended with a successful escape.

When attempting to escape from being grabbed or grappled, a creature has two options. First, it may attempt to slip free with a saving throw versus Paralysis. Second, it may attempt to break free with a proficiency throw to open doors. If the creature has Contortionism proficiency, it gains a +4 bonus on either throw. If the creature is grabbed, grappled, or restrained by a large or imposing creature, it may suffer a penalty on this throw. In either case, if the throw succeeds, the creature has escaped.

When attempting to escape from being restrained, a creature may in some cases have the option to slip free or break free, as above. Sometimes the creature may also or instead have the option to cut free by, e.g., slashing off the tentacle which is restraining it. To cut itself free, a creature must successfully deal a particular amount

of damage (noted in the monster's description) to the creature or appendage that has restrained it.

LIST OF CONDITIONS

BLINDED

- A blinded creature is easy to sneak up on, and suffers a -2 penalty to surprise rolls.
- A blinded creature suffers a -4 penalty to all attack throws.
- A blinded creature has its movement rate reduced to $\frac{1}{4}$ its normal rate.

CHARGING

- A charging creature gains a +2 bonus to melee attack throws, but a -2 penalty to its Armor Class.
- A charging creature equipped with an appropriate weapon or natural weapon will deal double damage.
- The condition is ended on the creature's next initiative.

CHOKING/VOMITING

- A choking/vomiting creature cannot attack, cast spells, move, or speak. However, it can still defend itself (it is not vulnerable).

CONCENTRATING

- A concentrating creature is able to sustain a continuous spell or effect which requires concentration.
- The condition is ended immediately if the creature takes damage or fails a saving throw.
- The condition is also ended immediately if the creature attacks, casts a spell, moves more than one-half its combat movement distance during a round, moves more than one-half its exploration movement rate during a turn, or moves more than one-half its wilderness movement rate during a day. Taking an action in lieu of moving, however, does not end the condition.
- If a concentrating creature is mounted, use the mount's movement rates in lieu of the concentrating creature's movement rates to determine whether the condition is ended. If a concentrating creature is standing on a vehicle controlled by others (such as a ship), ignore the vehicle's movement and use the creature's movement rates across the vehicle to determine whether the condition is ended.

CONCENTRATING AND STATIONARY

- A concentrating and stationary creature is able to sustain a continuous spell or effect which requires stationary concentration.
- The condition ends if the creature takes damage or fails a saving throw.
- The condition also ends if the creature attacks, casts a spell, or moves, or takes an action in lieu of moving.
- If a concentrating creature is mounted, use the mount's movement rates in lieu of the concentrating creature's movement rates to determine whether the condition is ended. If a concentrating creature is standing on a vehicle controlled by others (such as a ship), ignore the vehicle's movement and use the creature's movement rates across the vehicle to determine whether the condition is ended.

DEAFENED

- A deafened creature is easy to sneak up on, and suffers a -2 penalty to surprise rolls.
- Due to its inability to hear itself, a deafened creature has a -4 penalty on ceremony throws and spellcasting throws.
- A deafened creature has a 2 in 6 chance of failing any attempt to cast a spell, read a scroll, or utter a command word.

ENGAGED

- An engaged creature may not move except (1) as part of an overrun, (2) to perform defensive movement, or (3) to take one of the following actions in lieu of moving: sheathing one weapon and drawing another, readying or loosing a shield, picking an item off the ground, or retrieving an item from a pack or sack.
- The condition ends immediately when the creature is no longer within 5' of an opponent that is not helpless.

EXHAUSTED

- Exhausted creatures may not run or charge.
- The condition is ended when the creature rests for one turn (10 minutes).

FATIGUED

- Fatigued creatures suffer a cumulative -1 penalty on attack throws, proficiency throws, and damage rolls per day until the condition ends.
- The condition is ended when the creature rests as its major activity for a day.

FEEBLEMINDED

- A feeble-minded creature cannot attack, cast spells, speak coherently, or understand complex instructions.

FRIGHTENED

- A frightened creature cannot attack, cast spells, or speak (except to make exclamations of peril and warning such as "DRAGON!" or "Flee for your life!").
- A frightened creature will run from the source of its fear at its full movement rate until the condition ends.

- If a frightened creature cannot flee, it cower in terror. It suffers a -2 penalty to AC and cannot attack, cast spells, move, or take any other actions until the condition ends. However, it is not **vulnerable**.
- An engaged creature that is frightened will cower in terror until it is able to disengage with defensive movement.

GRABBED

- A grabbed creature cannot attack, cast spells, move, or take any other action except to attempt to escape.
- While a creature is grabbed, the opponent which grabbed it can automatically deal damage on its initiative each round to the grabbed creature without having to make an attack throw. Doing so counts as the opponent's attack with whatever natural weapon it has used to grab the creature. A grabbed creature still receives a saving throw against any special effects of the attack (such as poison, etc.).
- While a creature is grappled, the opponent which grappled it can move (bringing the grappled creature with it), but the grabbed creature's weight (lbs / 12) is applied as stones of encumbrance to the opponent. If the grabbed creature's weight causes the opponent to exceed its maximum load, the opponent cannot move. Regardless of encumbrance, however, the opponent cannot charge or run unless the grabbed creature is at least one size category smaller than the opponent.
- A grabbed creature also has the **vulnerable** condition while it is grabbed.
- The grabbed condition is ended immediately when the grabbed creature escapes or when the creature which grabbed it releases it.

GRAPPLED (AKA GRABBED BY WRESTLING)

- A grappled creature cannot attack, cast spells, move, or take any other action except to attempt to escape.
- While a creature is grappled, the opponent which grappled it can perform a brawl, force back, disarm, or knock down action each round without having to make an attack throw so long as the grapple continues. The opponent still receives a saving throw.
- While a creature is grappled, the opponent which grappled it can move (bringing the grappled creature with it), but the grabbed creature's weight (lbs / 12) is applied as stones of encumbrance to the opponent. If the grappled creature's weight causes the opponent to exceed its maximum load, the opponent cannot move. Regardless of encumbrance, however, the opponent cannot charge or run unless the grappled creature is at least one size category smaller than the opponent.
- A grappled creature also has the **vulnerable** condition while it is grabbed.
- The grappled condition is ended immediately when the grappled creature escapes or when the creature which grappled it releases it or performs a force back or knock down.

GYRATING

- A gyrating creature is highly unstable and has difficulty moving. If a gyrating creature has a surface it can push against, it can move at ½ its normal movement rate. If the target does not have a surface it can push against, it cannot move at all. It can take actions in lieu of moving without penalty, however.
- A gyrating creature suffers a cumulative penalty to its attack throws each time it attacks. Its first attack throw will suffer a -1 penalty, its second a -2 penalty, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the target creature to begin again at -1.

HELPLESS

- A helpless creature cannot attack, cast spells, or move, or take actions in lieu of attacking or moving.
- A helpless creature gains no benefit to its AC from its shield (if any).
- A helpless creature can be **ambushed** or **backstabbed** by creatures capable of doing so.
- All attack throws against helpless creatures gain a +2 bonus, or a +4 bonus if the attacker **ambushes** or **backstabs** the helpless creature. The helpless creature is dealt the attack's ordinary damage, or the attack's ordinary damage multiplied by two or more from ambush or backstab.
- Melee attack throws against helpless creatures automatically hit if the attacker is of the same or larger size category than the helpless creature. If the attacker is not engaged, and his attack is capable of damaging the helpless creature, then the helpless creature may be automatically slain. The attacker may not cleave thereafter, however. Otherwise, the helpless creature may be dealt the attack's ordinary damage.

INFURIATED

- An infuriated creature will attack any creatures it can detect. It will prioritize attacking whichever creature has most recently damaged it, but otherwise will attack the closest target. If the animal has no eligible targets, it will wait motionless in seething fury until a target presents itself.
- An infuriated creature gains a +2 bonus to its attack throws but suffers a -2 penalty to its AC due to its mindless rage.
- An infuriated creature is immune to fear and ignores morale rolls.
- An infuriated creature cannot speak.

MESMERIZED

- A mesmerized creature cannot attack, cast spells, move, or speak.
- A mesmerized creature can still defend itself (e.g. it is not **vulnerable**).

NAUSEATED

- A nauseated creature cannot attack, cast spells, or speak.
- A nauseated creature can move away from the source of nausea, but cannot otherwise move or take actions in lieu of moving.
- A nauseated creature can still defend itself (e.g. it is not **vulnerable**).

PARALYZED

- A paralyzed creature is **helpless** (as above).
- A paralyzed creature cannot speak.

PETRIFIED

- A petrified creature is helpless (as above).
- A petrified creature cannot see, hear, smell, taste, touch, speak, or think.
- A petrified creature does not age, and is immune to all enchantments and transmutations except **stone to flesh**, and to all death spells except **disintegrate**.
- A petrified creature is damaged as a stone structure. It has 1shp per 2,000lbs, rounded up.

PRONE

- A prone creature can move, but only to crawl at a movement rate of 5', to take an action in lieu of moving, or to end the condition by using an action in lieu of moving to stand up.
- A prone creature that is engaged is subject to the movement restrictions of being engaged, so it can only crawl if using defensive movement, and cannot stand up in lieu of moving.
- A prone creature can attack, but suffers a -4 penalty on its attack throws. A prone creature can stand up in lieu of attacking.
- A prone creature can be **backstabbed** by creatures capable of doing so.
- Attack throws against prone creatures gain a +2 bonus, or a +4 bonus if the attacker **backstabs** the stunned creature. The stunned creature is dealt the attack's ordinary damage, or the attack's ordinary damage multiplied by two or more from **backstab**.
- The condition is ended immediately when the creature stands up.

RECUPERATING

- A recuperating creature cannot be healed above 1 hit point.
- A recuperating creature cannot attack or cast spells.
- A recuperating creature has its movement rate reduced to ¼ its normal rate.
- The condition is ended when the recuperating creature has recuperated for the required number of days.

RESTRAINED

- A restrained creature cannot move, but can still attack, cast spells, take actions in lieu of attacking, or attempt to escape.
- The opponent which restrained the creature can automatically deal damage on its initiative each round to the restrained creature without having to make an attack throw. Doing so counts as the opponent's attack with whatever special natural weapon it used to restrain the creature. The restrained creature still receives a saving throw against any special effects of the attack (such as poison, etc.).
- A restrained creature also has the **vulnerable** condition while it is restrained.
- Sometimes a creature can be restrained by multiple causes (such as several tentacles); when this occurs, the restrained creature suffers an additional -1 penalty on its attack throws for each additional cause of restraint, in addition to the effects above.
- While a creature is restrained, the opponent which restrained it can move itself (bringing the restrained creature with it), but the restrained creature's weight (lbs / 12) is applied as stones of encumbrance to the opponent. If the restrained creature's weight causes the opponent to exceed its maximum load, the opponent cannot move. Regardless of encumbrance, however, the opponent cannot charge or run unless the restrained creature is at least one size category smaller than the opponent.
- If a creature is restrained by long appendages (such as tentacles), the opponent which restrained it can, in lieu of an attack with that appendage, move the creature with its appendages while remaining stationary itself. Some creatures may have the movement rate at which they can move restrained opponents listed; if not otherwise noted, a restrained creature can be moved at the same rate as the opponent's combat movement rate, subject to encumbrance. The restrained creature's weight (lbs / 12) is applied as stones of encumbrance to the opponent's appendage(s). Calculate the normal load for the opponent's appendage(s) as (creatures' normal load x number of appendages restraining creature / total number of appendages) for purposes of calculating the rate at which the restrained creature can be moved.
- The restrained condition is ended immediately when the restrained creature escapes or when the creature which restrained it releases it. If restrained by multiple causes, each must be escaped separately.

SLUMBERING

- A slumbering creature is **helpless** (as above).
- A slumbering creature cannot see, hear, or speak.
- The condition is ended immediately if the slumbering creature is attacked, damaged, or moved.

STUNNED

- A stunned creature cannot attack, cast spells, move, or take actions in lieu of attacking or moving.
- A stunned creature is **vulnerable**.

UNCONSCIOUS

- An unconscious creature is helpless (as above).
- The condition is ended when the creature is slain.
- The condition is also ended when the unconscious creature's wounds are treated. When this occurs, the unconscious creature must roll 1d20+1d6 on the **Mortal Wounds** table and apply any appropriate modifiers listed.
- The condition is also ended if 24 hours pass. When this occurs, the unconscious creature must roll 1d20+1d6 on the Mortal Wounds table, with no bonus for treatment and at the full -10 penalty for being treated 1 day later.

VULNERABLE

- A vulnerable creature gains no benefit to its AC from its shield (if any).
- A vulnerable creature can be **ambushed** or **backstabbed** by creatures capable of doing so.
- All attack throws against vulnerable creatures gain a +2 bonus, or a +4 bonus if the attacker **ambushes** or **backstabs** the grabbed creature. The vulnerable creature is dealt the attack's ordinary damage, or the attack's ordinary damage multiplied by two or more from **ambush** or **backstab**.



WELL MET! NOW PREPARE TO DIE, HANDSOME

EXPANDED MECHANICS FOR DIPLOMACY, INTIMIDATION, AND SEDUCTION IN ACKS

In ACKS, interactions between PCs and NPCs use a simple 2d6 reaction roll system which creates a bell curve of results ranging from Hostile (2) to Friendly (12). The system functions admirably well for happenstance encounters between strangers provided the range of modifiers are kept limited (-3 to +3). However, the system begins to break down when a large number of positive modifiers are applied without any context or situational adjustment. Given sufficient bonuses, the results can be absurd – entire dungeons of monsters yielding without a fight.

The reaction rules in ACKS also make no provision for ongoing or repeated interactions. Can a Hostile creature ever be made Friendly? How long does it take? This article provides a set revised mechanics that answer these questions.

THE BASICS OF INTERACTION

Interaction occurs whenever an adventurer or party of adventurers encounters a creature or group of creatures not previously encountered. This is called an **initial interaction** and is resolved with an **interaction roll**. Various modifiers will apply to the interaction roll based on the **tone** of the interaction. The results of the interaction roll will yield an **attitude** such as Hostile, Unfriendly, Neutral, Indifferent, or Friendly. (The reaction roll rules in ACKS cover initial interactions, more-or-less.)

If satisfied with the attitude of a creature or group encountered, the adventurer or party need make no further interaction rolls. However, if the adventurer or party wishes to change the attitude of a creature or group that already has an attitude, they must engage in an **attempt to influence**.

If combat breaks out between the adventurer(s) and the creature(s), no attempts to influence may be made until the adventurer or party are defeated and captured, or the creature(s) are defeated or fail a morale roll.

TIME REQUIRED FOR INTERACTION

Stage	Time Required
Initial Interaction	Instantaneous
1st Attempt to Influence	1 round (10 seconds)
2nd Attempt to Influence	6 rounds (1 minute)
3rd Attempt to Influence	1 turn (10 minutes)
4th Attempt to Influence	6 turns (1 hour)
5th Attempts to Influence	8 hours (1 work-day)
6th+Attempts to Influence	5 work-days (1 week)

Interacting with NPCs takes time. The amount of time required to interact depends on how well the interacting individuals or groups know each other. The Time Interval for Interaction table, below, shows the amount of game time that characters must spend at each stage of interaction. Initial interactions between strangers happen

almost instantly; persuading a foe of decades to join an alliance may take weeks or months.

SPOKESPERSON

When interactions occur between groups, each group will designate a spokesperson. The spokesperson is typically the group's leader or its highest Charisma character. The class, ability scores, proficiencies, and other characteristics of the spokesperson are applied on behalf of the group.

Sometimes a party of adventurers may not have a clear spokesperson, or may disagree as to who their spokesperson ought to be. In this case, whichever adventurer is encountered by or speaks to the other side first is considered to be the **spokesperson** for that stage. The Judge can call for an initiative roll to determine who speaks first if it is unclear.

EXAMPLE: Tavus is a paladin (CHA 18, Mystic Aura, Intimidation, +7 total bonus) nominally leading a party of 1st level adventurers. One of his comrades is an explorer named Morne (CHA 7, -1 penalty). The party encounters a group of 5 orcs. Tavus tells the Judge, "I draw my sword and tell them to surrender or die." Morne, who enjoys disrupting the paladin's plans, immediately says "I show my bare hands and say 'let's talk!'" The party erupts into dispute around the gaming table. The Judge calls for Tavus and Morne to each roll initiative. Morne wins, so he speaks first. The orcs consider him the spokesperson of the adventurers.

TONES OF INTERACTIONS

There are three types of interactions possible: Diplomatic, Intimidating, and Seductive, corresponding to the three proficiencies of the same name. Each tone of interaction has a different set of modifiers applicable to it. If a party is surprised by an encounter, the Judge chooses the tone based on whichever is least favorable for the party. Otherwise, the party's spokesperson chooses the tone of interaction for the and at each stage thereafter. If tone is unclear from the spokesperson's statements or role-play, the Judge can ask for clarification or decide what tone has been adopted. Once the tone of interaction is settled, the Judge makes an interaction roll

EXAMPLE: Morne is the acting spokesperson for a party of adventurers that has just encountered 5 orcs. He raises empty hands and says "let's talk!" The Judge rules that this is a Diplomatic tone.

Diplomatic interactions occur when an adventurer makes a non-threatening appeal to the self-interest of a target or target's group. Calling on a guard to do his duty, a noble to protect his subjects, or a group of strangers to parley rather than fight are all examples of diplomatic interactions. The lengthy time intervals for ongoing attempts to influence with diplomacy represent long conversations, meetings, "diplomatic summits," and so on.

DIPLOMATIC MODIFIERS

The following modifiers apply to diplomatic interactions.

Alignment

- Character believed to be Lawful; target is Lawful or Neutral +1
- Character believed to be Lawful; target is Chaotic -1
- Character believed to be Chaotic; target is Lawful or Neutral -2
- Character's race is a historical enemy of target -2

Location

- Character is trespassing in target's lair -1
- Character is in own lair +1

Authority

- Character has legal authority over target (lord, guard, etc.) +2 or more
- Character owes target favors -1/unrequited favor
- Target has authority over character -1 or more
- Target owes character favors +1/unrequited favor

Ability Scores & Proficiencies

- Character has Charisma Modifier +Modifier
- Character has Bribery and offers appropriate bribe +1 to +3
- Character has Diplomacy +2
- Character has Mystic Aura +2
- Target has Wisdom Modifier -Modifier

Threat

- Character is brandishing weapon -1
- Target believes character has harmed friends -2
- Target has witnessed or has evidence that character harm friends -5
- Target has been personally harmed by character -5 or more

Relationship

- Target is already Hostile -2
- Target is already Unfriendly -1
- Target is already Indifferent +1

Interaction Roll	Initial Interaction	Attempt to Influence
2	Hostile, attacks	Shift 2 attitudes towards Hostile
3-5	Unfriendly, may attack	Shift 1 attitude towards Hostile
6-8	Neutral, uncertain	Shift 1 attitude towards Neutral
9-11	Indifferent, uninterested	Shift 1 attitude towards Friendly
12	Friendly, helpful	Shift 2 attitudes towards Friendly

EXAMPLE: A party of 1st level adventurers has just encountered five orcs. Morne, foolishly acting as the party's spokesperson, says "we come in peace!" Morne has a Charisma 7 (-1) and no relevant proficiencies.

The characters are believed to be of Lawful alignment and the target is Chaotic (-1) and the character's are trespassing in the target's lair (-1). Morne is not brandishing a weapon and the targets have no evidence that the characters harmed anyone. The total penalty is -2. The total modifier is therefore -1 -2=-3.

The Judge rolls 2d6-3, and gets an 11. The total of (11-3) 8 results in a "Neutral" response. "If you come in peace, why'd you invade our lair?" says the orc gang leader. The paladin, Tavus, now steps forward and attempts to influence the orcs. Since this is the first attempt to influence, it requires (1 combat round (10 seconds)). The paladin decides to continue with a Diplomatic tone, saying "We've come to work as mercenaries. We'd like to meet your chief to join his service."

Tavus has Charisma 18 (+3) and Mystic Aura (+2), for a total bonus of +5. The same situational penalty apply, as the characters are still believed to be of Lawful alignment and the target Chaotic (-1) and the characters are still trespassing in the target's lair (-1). The Judge therefore rolls 2d6+5-2; the dice yield an 7. This modifies to a 10, resulting in a shift in attitude by one category, from "Neutral" to "Indifferent". The orc gang leader says, "Eh, Aghrimun always was stupid, knew he'd get himself killed some day. Not sure I wat to bother the chief right now, but you can go find him yourself if you want."

The paladin decides to continue parleying. As this is a second attempt to influence, it will take 1 minute (6 rounds of interaction). His modifier is now 2d6+5-1, because he gains a +1 from the target being Indifferent. The paladin decides to make fun of Aghrimun's weakness and then says they should all go have a laugh about it with the chief. The dice yield a result of 3, modified to a 7, resulting in a shift in attitude by one category towards "Neutral". This reverts the orcs towards Neutral. "I ain't got no interest in cracking jokes with the likes of you," says the orc gang leader. "Get out of here before I decide I want to crack your skull."

INTIMIDATING INTERACTIONS

Intimidating interactions occur when an adventurer threatens to cause harm to a target or target's group if the target does not cooperate with the adventurer. It is, in many ways, easier to use intimidation than diplomacy. But intimidating interactions have several disadvantages.

First, intimidating interactions cannot achieve genuinely Indifferent or Friendly attitudes. Instead, these are replaced with the Fearful and Cowed attitudes. Fearful creatures will attempt to withdraw or escape at the first opportunity; if no opportunity to escape is available, they count as cowed while they remain intimidated. Cowed creatures act as if Friendly while they remain intimidated. While Cowed or Fearful, creatures are treated as Neutral for purposes of diplomatic or seductive interactions.

Second, unlike the attitude established by a diplomatic interaction, the attitudes established by intimidating interactions are temporary. A new interaction roll must be made if the adventurer encounters new allies of the intimidated creature. It should be resolved with the same roll as that used for the with the new creatures. The Judge can also call for a new interaction roll anytime the conditions that led to the initial intimidation have materially changed.

The lengthy time intervals for ongoing attempts to influence with intimidation represent activities such as long-term brainwashing, dehumanizing treatment, and/or torture. The Judge may limit the use of such interactions by Lawful characters if desired.

INTIMIDATION MODIFIERS

The following modifiers apply to intimidating interactions.

Character
Character and party members outnumber target(s) +1
Character and party members outnumber target(s) by 3:2 or more +2
Character and party members outnumber target(s) by 3:1 or more +5
Character is in own lair +1
Character is brandishing weapon +1
Character is brandishing magic items +1
Character has target at disadvantage (blackmail, tied up) +2 or more
Character has legal authority over target +2 or more
Character is significantly higher level than target (3+ HD) +2

Target
Target's Morale Score -score
Target has Wisdom Modifier -Modifier
Target has witnessed character kill or torture target's associates +1
Target is in own lair -1
Target is armed -1
Target has spells or magic items available -1
Target and friends outnumber character and party members -1
Target and friends outnumber character and party members by 3:2 or more -2*
Target and friends outnumber character and party members by 3:1 or more -5*
Target has character at disadvantage (trump card, helpless) -5
Target has legal authority over character -2 or more
Target is significantly higher level than character (3+ HD) -2
Target believes he will suffer loss of face if submits -2 or more
Target believes he will be horrendously punished or killed if he submits -5 or more**
*If target is in lair, include number in lair as part of friends
**"The Dark Lord will do far worse things to me than you ever would" factor

Ability Scores & Proficiencies
Character has Charisma Modifier +Modifier
Character has Intimidation and either legal authority, outnumber, or outlevels target +2
Character has Mystic Aura +2

Relationship
Target is already Hostile -2
Target is already Unfriendly -1
Target is already Fearful +1

Interaction Roll	Initial Interaction	Attempt to Influence
2	Hostile, attacks	Shift 2 attitudes towards Hostile
3-5	Unfriendly, may attack	Shift 1 attitude towards Hostile
6-8	Neutral, uncertain	Shift 1 attitude towards Neutral
9-11	Fearful, attempts to withdraw/escape if possible	Shift 1 attitude towards Friendly
12	Cowed, helpful	Shift 2 attitudes towards Friendly

EXAMPLE: The party of 1st level adventurers has just slain the five orcs who refused to take them to their chief. Their bodies litter the floor and the adventurers' weapons are covered with orc-gore. Just then, another 10 orcs enter the room. Tavus (CHA 18, Mystic Aura, Intimidation, +7 total) steps forward. "Drop your weapons if you don't want the same to happen to you!" he says in orcish.

The characters are brandishing weapons (+1) and have some visible magic items (+1) but are not of substantially higher level and have no legal authority (0). The orcs are in their own lair (-1), are brandishing weapons (-1), and including friends in their lair outnumber the characters by more than 3:1 (-5). However they can see that the PCs have killed some friends (+1). Their chieftain is alive, giving them ML +2 (-2). The total modifiers are +7+1+1-1-1-5+1=+1.

The Judge rolls 2d6+1, and gets an 11. The adjusted total of 12 results in a "Cowed" response. The orcs drop their weapons. "We surrender!" they shout, dropping their weapons. "Take us to your chief," the paladin orders.

The characters reach the orc chief and seek to intimidate him as well. "Time to leave these caves, chief. This place is ours now," says Tavus. The characters are brandishing weapons (+1) and have some visible magic items (+1) but have no legal authority (0). The orc chief is in his own lair (-1), brandishing a weapon (-1), and has troops that outnumber the characters by more than 3:1 (-5). He knows that the PCs have killed some friends (+1). But he is 4HD, substantially higher level than the party (-1), has access to a witch doctor (-1), and will suffer loss of face if he submits to the adventurers (-2). With the chief alive, the orc morale is +2 (-2). The total modifiers are +7+1+1-1-1-5+1-1-1-2=-3.

The Judge rolls 2d6-1 and gets a 6. The adjusted total of 3 results in an "Unfriendly" response from the chief and other new orcs in the room. "I'll give you 10 seconds to get the hell out of my caverns, and then I start eating human-flesh," says the Chief.

Since the adventurers have now encountered allies of the orcs they intimidated, a new interaction roll is required for those orcs. It is resolved with the same roll as that used for the with the orc chief. Since the result was 3, that means that the currently cowed orcs have their attitudes adjusted downward by one category, from "Cowed" to "Fearful". They begin to slink towards the sides of the room, hoping no one pays attention to them.

SEDUCTION INTERACTIONS

Seductive interactions occur whenever an adventurer appeals to a target's prurient interest. Seductive interactions can only be used with creatures with whom it would be possible to have passionate relations (not necessarily intercourse, but at least deep emotional passion.) The lengthy time intervals for ongoing attempts to influence with seduction represent extended periods of courtship such as private conversations, dates, social outings, cohabitation, and so on.

SEDUCTION MODIFIERS

Age

- Character is of younger age category than target attracted to youthful mates +1/category
 - Character is of younger age category than target attracted to mature mates -1/category
 - Character is of older age category than target attracted to mature mates +1/category
 - Character is of older age category than target attracted to mature mates +1/category
- *Age categories only apply within Youth to Old range.

Status

- Character has higher social status than target +1 per noble rank or equivalent
- Character is substantially higher level than target +1
- Character is substantially lower level than target -1

Kink

- Character is of a race which particularly appeals to target +1 or more
- Character is of a race which is unappealing to target -1 or more
- Character's clothing is particularly appealing to target +1 or more
- Character's clothing is particularly unappealing to target -1 or more
- Character's physical traits are particularly appealing to target +1 or more
- Character's physical traits are particularly unappealing to target -1 or more
- Character's behavioral traits are particularly appealing to target -1 or more
- Character's behavioral traits are particularly unappealing to target -1 or more

Privacy

- Character and target are alone +1
- Characters and target are in front of target's friends -1

Ability Scores & Proficiencies

- Character demonstrates Performance or Art proficiency +1
- Character has Mystic Aura +2
- Character has Seduction and otherwise at least +1 in modifiers +2
- Target has Wisdom Modifier -Modifier

Relationship History

Relationship	History
Character already Hostile	-2
Character already Unfriendly	-1
Character already Indifferent	+1
Character already Friendly	+2
Character has taken advantage of target's friends in the past	-1
Character has taken advantage of target in the past	-2
Target would be at personal risk from liaison with character	2 or more

REACTION TO SEDUCTION

Interaction Roll	Initial Interaction	Attempt to Influence
2	Hostile, attacks or calls for aid	Shift 2 attitudes towards Hostile
3-5	Unfriendly, insults or rejects	Shift 1 attitude towards Hostile
6-8	Neutral, remains open	Shift 1 attitude towards Neutral
9-11	Indifferent, but secretly interested	Shift 1 attitude towards Friendly
12	Friendly, helpful	Shift 2 attitudes towards Friendly

EXAMPLE: Tavus's party is virtually annihilated by the orc chief and his minions. The only survivor is Anja, a priestess of Ianna (CHA 16, Seduction, total modifier +4), who has been captured to be eaten later. As the cook-fires are being warmed, Anja says to the chief, "Don't you want me for yourself?" and begins dancing for him (Performance: dance).

Anja is younger than the orc chief, who – like many males – is attracted to youthful mates (+1). She is substantially lower level than the 4D orc chief (-1) and of lower social rank (-1). The orc chief has no particular kink for human women like Anja, but no antipathy either. Anja is attempting a seduction in front of the chief's friends (-1). Anja has displayed a Performance proficiency (+1). The chief, having fought against the adventurers, is Hostile (-2). The modifiers from the situation add up to -3. Combined with Anja's Charisma modifier and Seduction, the total modifier is +4-3=+1.

The Judge rolls 2d6+1, and gets an 11, modified to a 12. The adjusted total of 12 results in a shift of 2 attitudes towards Friendly, from Hostile to Neutral. The chief says "Keep dancing and maybe I won't cook you. Or maybe I will."

The priestess decides to continue seducing the orc chief. As this is a second attempt to influence, it will take 1 minute (6 rounds of interaction), during which time she continues to dance. Her modifier is now 2d6+3, because she no longer suffers the -2 penalty from the chief being hostile. The dice yield a result of 3, modified to a 6, resulting in a shift in attitude by one category towards "Neutral". The chief remains Neutral. "I'm not all that impressed," he says.

The priestess dances as if her life depends on it in a third attempt to influence. It will take 1 turn (10 minutes). Her modifier remains 2d6+3. The dice yield a 9, modified to a 12, resulting in a shift of attitude by two categories towards "Friendly". The chief breaks out into a toothy grin. "She has endurance! I like that in a mate. Bring her over here, she's with me."

Several years later, the chthonic priestess Anja emerges as the head of a warband of orcs....

PREPARE FOR THE FUTURE

A GLIMPSE OF WHAT MIGHT THE FUTURE MIGHT HOLD FOR THE ADVENTURER CONQUEROR KING SYSTEM

The document you are reading is from the future... It was distributed as a free pamphlet at GENCON 2020 to assist ACKS players in making the conversion from ACKS 1E to ACKS 2E. How it reached me, I do not know; it is perhaps a result of some creatio-cognitive singularity in Indianapolis in recent days. In any event, it's quite interesting. I have some concerns about some of what's in this pamphlet, but I can only assume that in the next 30 months that my future self will experience certain playtest outcomes and player suggestions which will make it all become clear. Or perhaps not – the future is, after all, still ours to shape.

AN INTRODUCTION TO ACKS 2E

Welcome to GenCon 2020! This year marks the 10th anniversary of Adventurer Conqueror King System. By the standards of role-playing games, that makes it an old rules set. Of course, age alone is no reason to change something; but with ten years of gameplay behind ACKS by hundreds of gaming groups worldwide, Autarch has now accumulated a wealth of new knowledge about the game. With feedback from our loyal fans, we've decided to update ACKS. This guide will walk you through the major changes to the game.

CHARACTERS

WISDOM MODIFIER

In ACKS 2E, your WIS modifier increases your throw bonus on all saving throws, not just saving throws versus magic.

DEXTERITY MODIFIER

In ACKS 2E, your DEX modifier increases your throw bonus on proficiency throws to perform acrobatics, open locks, pick pockets, find traps, remove traps, hide in shadows, move silently, or climb walls.

ARMOR, WEAPON, AND FIGHTING STYLE PROFICIENCIES

In ACKS 1E the armor, weapons, and fighting styles available to a character were defined in natural language. This occasionally made a particular class's selections somewhat open to debate. ACKS 2E has formalized the selection of armor, weapons, and fighting styles into proficiencies, so that each class can have its starting armor, weapon, and fighting style proficiencies clearly laid out in a table.

ANIMAL COMPANIONS AND FAMILIARS

Instead of having ½ the Hit Dice of the adventurer they accompany, animal companions and familiars in 2E have 1 Hit Die less than their adventurer (½ HD at 1st level). The animal companion or familiar's baseline characteristics are adjusted based on its current Hit Dice relative to the Hit Dice of an ordinary animal of its type:

- The monster's attack throws, hit points, and saving throws increase or decrease by one per Hit Die.

- The monster's AC increases or decreases by ½ (1 per 2 HD), to a minimum of 0 and a maximum of its own starting HD.
- The monster deals an average of 2 hp more or less damage divided among all its attacks per HD. The Judge should decide how this is manifested. The Monster Attack Table (p. XX) can be used to calculate new damage dice if desired.

These rules put animal companions and familiars equal to an equivalent animal henchman acquired via Beast Friendship proficiency.

The rules for familiars in 2E specify that the familiar cannot itself select the Familiar proficiency, nor have henchmen. Familiars that take language proficiency learn to read and understand the language, but cannot speak it. Familiars can only communicate with their adventurer, or with characters benefiting from speak with animals or tongues.

EQUIPMENT

COMMISSIONING EQUIPMENT

ACKS 2E incorporates the revised rules for Commissioning Equipment originally posted on the Official Forums, restated below:

If equipment the adventurers desire to purchase is not available, they may commission it to be created. The advantage of commissioning equipment is that ten times more equipment can be commissioned than is available as inventory. Where the number available is listed as a percentage chance, multiply the percentage by 10 and divide by 100%. The integer quotient is the number of units available, and the remainder (if any) is the percentage chance of one additional unit being available.

The disadvantage of commissioning equipment is that it is not immediately available. Buildings and vehicles, which can be built by large groups, are constructed at a rate of 1 day per 500gp value. Animals take 1 day per 1gp value to find and train. Other equipment takes 1 day per 5gp value. All commissioned equipment is worked on simultaneously.

CROSSBOWS AND ARBALESTS

Crossbows and arbalests must be reloaded after they are fired. Reloading is an action in lieu of moving.

MASTERWORK EQUIPMENT

The rules for masterwork equipment in the Heroic Fantasy Handbook are incorporated into ACKS 2E.

PROFICIENCIES

GAINING PROFICIENCIES

In ACKS 2E, all characters have four implicit general proficiency slots which represent their potential for natural accretion of knowledge

over time (in addition to their starting and level-based proficiencies). Characters who are not exceptionally diligent at practice automatically fill these slots after 5, 15, 35, and 70 years of work.

However, by extensive training, characters can accelerate their acquisition of these proficiency slots.

- It takes 60 days (2 months) of major activity training that proficiency to gain the first rank of a proficiency.
- It takes 240 days (8 months) of major activity training that proficiency to gain the second rank or the first rank of a second proficiency.
- It takes 540 days (18 months) of major activity training that proficiency to gain the third rank or the first rank of a third proficiency.
- It takes 960 days (32 months) of major activity training that proficiency to gain the fourth rank or the first rank of a fourth proficiency.
- The total time required to gain four proficiency ranks is therefore 1,800 days; at 6 hours per day of major activity that equates to about 10,000 hours.

RETRAINING PROFICIENCIES

Characters in ACKS 2E can retrain an existing class or general proficiency for another proficiency of the same type with 120 days of major activity training. The character must have access to a tutor who knows the proficiency, or to a training manual of the appropriate proficiency rank. A character can train back into a proficiency he previously knew with 60 days of major activity.

EXAMPLE: As a young man, Athelstan learned Craft (blacksmithing) and used his earnings from blacksmithing to tide him over when he was recovering from adventurers. Now that Athelstan has become a lord, he has a blacksmith on retainer and concerns himself with weightier matters of state. Athelstan hires a marshal to train him in Military Strategy. After 60 days of training, Athelstan has learned Military Strategy. He has lost Craft (blacksmithing).

MODIFIED PROFICIENCIES

ACKS 2E incorporates the modifications to the rules for Proficiencies found in the Heroic Fantasy Handbook.

SPELLS

ARCANE REPERTOIRES AND SPELLBOOKS

The conceptual difference between spell repertoires, spell books, and spell formulas was somewhat confused in ACKS 1E. In ACKS 2E the rules make a clear distinction between the three.

- A spell repertoire is the set of spells that an arcane caster is capable of casting. The size of a caster's spell repertoire is limited by his class, level, and ability scores.
- A spell book is the set of spells that an arcane caster could have in his repertoire. There is no limit to the size of a caster's spell book.
- A spell formula is the information necessary to add a spell to a spell book. Spell formulas can be found on scrolls, in other caster's spell books, or in rare books.

It requires 1,000gp and 1 week of game time per spell level, plus access to the appropriate spell formula, to add a spell to your spell book. If your repertoire is not full, you may automatically add the spell to your repertoire at the same time. If the your repertoire is full, you may automatically replace one spell of the same level with the new spell at the same time.

An arcane spellcaster who already has a full repertoire of spells may sometimes wish to replace one spell in his spell repertoire with another of equal level already recorded in his spell book. It costs 1 week of game time per spell level to replace a spell in the repertoire with another in the spell book.

ADVENTURES

ATTACKS AND ARMOR PENETRATION

ACKS 2E uses the rules for Attacks and Armor Penetration found in the Heroic Fantasy Handbook.

CONDITIONS

The effect of various conditions in combat has been formalized in ACKS 2E following the rules from this issue of Axioms.

CRITICAL HITS

ACKS 2E uses the rules for Critical Hits found in the Heroic Fantasy Handbook.

DAMAGE

When doubling (tripling, quadrupling, etc.) damage dice, increase the damage bonus by the same factor.

HIT POINTS AND HEALING

ACKS 2E uses the rules for Hit Points and Healing found in the Heroic Fantasy Handbook.

MORTAL WOUNDS

In ACKS 2E, adventurers with d6 HD add +2 to their 1d20 roll on the Mortal Wounds table. Adventurers with d8 HD add +4, adventurers with d10 HD add +6, and adventurers with d12 HD add +8.

However, the penalties for negative hit points are more severe. The Mortal Wounds throw is modified by +5 if hp are exactly 0; -2 if hp are at a negative value from $\frac{1}{4}$ to $\frac{1}{2}$ max hp; -5 if hp are at a negative value of $\frac{1}{2}$ max hp to max hp; -10 if hp are at a negative value of max hp to twice max hp; and an additional -5 for each max-hp interval thereafter.

EXAMPLE: Athelstan has 40 hp. At 0 hp, the modifier is +5. At -5 hp, the modifier is 0. At -10 hp, the modifier is -2. At -20 hp, the modifier is -5; at -10 hp, the penalty is -2; at -20hp, the penalty is -5; at -40hp, the penalty is -10; at -80hp, the penalty is -15, and so on.

SPEARS

When attacking with a spear, an attack throw of natural 1 results in a non-magical spear's haft being broken. A magical spear's haft is damaged. A magical spear can be damaged a number of times equal to its bonus before its haft is broken. A spear with a broken haft can be used as a dagger or a quarterstaff, but no longer functions as a spear. A nonmagical or magical spear can be repaired by setting the spearhead onto a new shaft, which costs 1gp and requires 1 rank of Craft (weaponsmithing).

Special Maneuvers

ACKS 2E adds the clamber and sweeping attack special maneuvers from the Heroic Fantasy Handbook. It also makes special maneuvers more useful. When you succeed on a disarm, force back, knock down, or sunder special maneuver, you may choose to deal normal damage in addition to triggering the effect of the special maneuver. When you succeed in a wrestling special maneuver, you may choose to deal brawling damage in addition to triggering the effect of the special maneuver.

THIEVERY

ACKS 2E uses the rules for Thievery found in the Heroic Fantasy Handbook, including encumbrance, equipment, and revisions to the thief skills.

CAMPAIGNS

CAMPAIGN ACTIVITIES

Campaign activities in ACKS 2E are governed using the rules for Campaign Activities found in Axioms Special Edition.

MAGICAL RESEARCH

Weapons: Weapons that use ammunition (bows, crossbows, slings) and the various types of ammunition (arrows, bolts, and stones) cost only ½ the time and gold to enchant as other weapons. This is because the magical bonus applies only to the attack throw or damage roll and not both.

Potions: Potions have a duration of 1d6+6 turns or the duration of the spell granted by the potion, whichever is shorter. Potions enchanted with spells of instantaneous duration (such as healing potions) remain instantaneous. Potions have a caster level equal to the minimum caster level required to cast the spell with which the potion has been enchanted.

Wands and Staves: Wands have a caster level equal to the minimum caster level required to cast the highest-level spell with which the wand has been charged. Staves have a caster level equal to the three levels higher than the minimum caster level, or equal to that of the caster who enchanted them, whichever is lower.

Constructs and Machines: The cost of adding a major special ability to a construct or machine is 5,000gp. The cost of adding a minor special ability is 625gp. Major and minor special abilities are currently explained in Lairs & Encounters.

STRONGHOLDS AND DOMAINS

ACKS 2E uses the revised approach for strongholds and domains found in Axioms III in lieu of the system found in the Campaigns chapter of ACKS 1E, as well as the ancillary rules for separating land and lordship, establishing senates, and managing domain encounters from that same issue, and for beastman clanholds, chaotic domains, and tribal warriors from Axioms II.

BATTLES

The 2E rules adopt the revised approach for abstract battle resolution found in Axioms IV in lieu of the system found in Domains at War: Campaigns.

MERCANTILE VENTURES

ACKS 2E incorporates the rules for mercantile ventures found in Axioms III.

ABSTRACT DUNGEONS

ACKS 2E incorporates the rules for abstract adventuring found in Axioms VIII.

MONSTERS

MONSTER REACTIONS

The monster listings now include a reaction score for each monster, which is applied as a modifier to reaction rolls when the monster is encountered by adventurers. This score can vary depending if the monster is encountered in its lair.

EXAMPLE: Owlbears are mean-spirited carnivores gripped by bestial madness. Their reaction modifier is -10. Owlbears almost always attack adventures they encounter.

TREASURE

TREASURE TYPE

ACKS 2E uses the updated treasure type tables found in Heroic Fantasy Handbook.

POTIONS

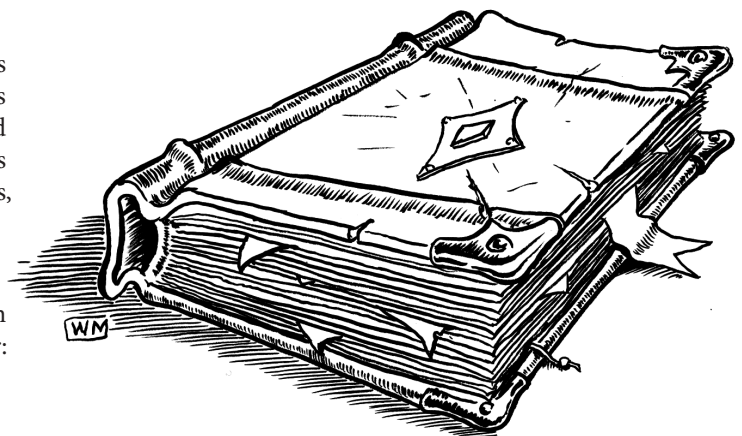
Potions have a duration of 1d6+6 turns or the duration of the spell granted by the potion, whichever is shorter. Potions enchanted with spells of instantaneous duration (such as healing potions) remain instantaneous. Potions have a caster level equal to the minimum caster level required to cast the spell with which the potion has been enchanted.

SCROLLS

Scrolls have a caster level equal to the minimum caster level required to cast the spell, or the caster level of their users, whichever is greater.

WANDS AND STAVES

Wands have a caster level equal to the minimum caster level required to cast the highest-level spell with which the wand has been charged. Rods and staves have a caster level equal to the three levels higher than the minimum caster level, or equal to that of the caster who enchanted them, whichever is lower.



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