

SECRETS OF PACT MAGIC

OPEN GAME CONTENT

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Open Game content from *Secrets of Pact Magic* includes the following.

Chapter 1: Introduction.

Content under the heading, “Who Are the Spirits?” and content under the heading, “A Typical Binding Ceremony.” No other content in this chapter falls under the Open Game License unless it is already part of the public domain.

Chapter 2: Races.

Open Game content includes the mechanics for the atlan, demon eye, fremin, hobgoblin (civilized), hobgoblin prince, and the troglodyte (fearling). Specifically, you can mention a race’s name, reprint rules under the “Racial Traits” section, and use example proper names indicated under “Male Names” and “Female Names.” You may reference a race’s physical description using your own words but you cannot reprint the text under the “Physical Description” heading. Finally, you may use all content under “Game Rule Information” and “Class Features” for any race’s paragon class. Material for the hobgoblin and troglodyte that already falls under the Open Game license remains open content.

Chapter 3:

Classes. You may use the content in Table 3-1: Pact Magic Classes. Additional Open Game content includes mechanics for the empyrean monk, foe hunter, occult priest, pact warrior, soul weaver, spirit binder, unbound witch, and warbinder. Specifically, you can mention a class’s name and reprint content that falls under the headings of “Game Rule Information”, “Class Skills”, and “Class Features.” You may not use the level advancement table for a class. You may use any other tables that are already Open Game content (such as a monk’s unarmed damage).

Chapter 4: Spirits.

Open Game content includes the mechanics for summoning and binding spirits. Specifically, you may reference and use any text under the heading of “Binding Spirits” including the “Optional Rule: Side-Effects” sidebar and the table there-in. You may also use Table 4-2: Determining Spirit Knowledge under the heading, “What Do You & Your Foes Know?” You may refer to the names of spirits. When you do so you must refer to a spirit’s full name with its title the first time you mention the spirit’s name. For example, “Aza’zati, the Green Wyrmling”. Thereafter, you may refer to a spirit by its name only without its title. You may refer to a spirit’s level, its constellation, whether it offers an inspired companion. You may not refer to any other content contained in a spirit’s description.

Chapter 5: Skills, Feats & Flaws

You can use the following feats and any tables or explanatory addenda that are referenced in the descriptions of these feats: Augment Pact, Binder Prodigy, Capstone Binder, Expel Spirit, Focal Constellation, Ignore Binding Requirements, Minor Binding, Improved Minor Binding, Practiced Minor Binding, Rapid Ability, Rapid Binding, Skilled Binder, Supernatural Conscious-

ness, Suppress Personality Shift, Suppress Physical Sign, and Vatic Foresight. You may refer by name to any other feats, but you may not reprint such feats’ descriptions.

Chapter 6: Prestige Classes

You may use the content in Table 6-1: Pact Magic Prestige Classes so long as you refer to the name of a prestige class and its brief description together in the same table or paragraph. Once you mention a prestige class this way, you are free to mention it again however you like. You may not use any other content from this chapter.

Chapter 7: Spells

All material in this chapter is Open Game content except for the “Pact Magic Maladies” sidebar.

Chapter 8: Magic Items

The following items are Open Game content: bell of eviction, binder’s mantle, binding gem, dedicated vest, desert spice, spirit ward.

Chapter 9: Organizations

You may use the “Theosophists and Demonologists” sidebar, and you may refer to the name of an organization so long as you also mention the organization’s core mission or the name of its unique spirit in the same table or paragraph as the organization’s name. Once you mention an organization this way, you are free to mention it again however you like. You may not use any other content from this chapter.

Chapter 10: Encounters

Open Game content includes the racial traits and/or class features indicated for the hatching aranea, lemurian hobgoblin, spirit-touched creature, true atlan, and vatic naga. No other material in this chapter is Open Game content.

Chapter 11: Epic Pact Magic

You may use the content under the heading, “Epic Spirit Binding.” No other material in this chapter is Open Game content.

Chapter 12: Game Tools

You may use the content under the headings “Pact Magic Adventure Ideas”, “Designing Your Own Spirits”, and “Designing Pact Makers.” No other material in this chapter is Open Game content.

Supplementary Material

To be added at a future date.