



D20 MODERN

A d20 Modern Sorcebook

modern chemistry

Requires the use of the d20 Modern™ Roleplaying Game, published by Wizards of the Coast, Inc.

“Modern Chemistry” uses the rules provided in “The Little Black Drug Book” published by Louis Porter, Jr. Design, Inc. to present a variety of fictional drugs for use in a D20 Modern campaign. By no means does this product seek to trivialize or make light of the seriousness of drug addiction. But, most GMs should find “Modern Chemistry” useful for introducing both the positive and negative game effects drugs can have on Modern heroes and supporting characters alike.

new drugs

bleeder

Few drugs inspire fear quite like Bleeder, a powerful anti-coagulant sometimes incorporated into chemical-filled ammunition to increase the blood loss of inflicted wounds. The drug also includes a necrotoxin to induce internal bleeding as a side-effect, causing even worse blood loss over a prolonged period of time to anyone surviving an initial conflict. Originally, government researchers created Bleeder for special military use as an adaptation of anti-coagulant breakthroughs in the commercial drug industry. Over time, however, the drug also found its way to the streets and now anyone with enough money can acquire Bleeder as a potent chemical weapon.

Form: Injected liquid or ballistic chemical-round

Type: Anti-coagulant necrotoxin

Benefits: Extended Duration

Drawbacks: Internal Bleeding

Strength Rating: 5

Onset Time/Duration: 1 round / 2d4+2 hours

Side-Effect Duration: 30 hours – CON

Addiction/Dependency: Non-addictive

Next Dosage: n/a

Withdrawal Period: n/a

Withdrawal Symptoms: n/a

Legality Rating: Provisional (5)

Purchase DC: 22

Overdosing: Hemophilia; user suffers 1 additional point of damage from each slashing, piercing, or ballistic attack as a result of blood loss until someone successfully tends to the wound.

Game Effects: In its weaponized form, Bleeder automatically overdoses each local wound with anti-coag-



Written by Neil Spicer

ulant, forcing the loss of 1 additional hit point per round until someone stops the bleeding with first-aid. Once the drug runs its course, however, additional internal bleeding takes its toll, inflicting 2 additional hit points of damage each hour. In addition, any attack that triggers a massive damage save during these side-effects, also results in one point of temporary Constitution damage.

Double-Tap

Double-Tap earned its nickname because it actually includes two drugs in one package. The primary dose serves as a major pain reducer and stimulant to provide a temporary boost to the user's strength and endurance. This also increases aggressive behavior in the user, but Double-Tap employs a delayed second dose of depressant to offset such side-effects. The military first developed Double-Tap in only its stimulant form to enhance a soldier's performance in the field. But problems with aggression and psychological disorders in habitual users, led their researchers to add the depressant to make subjects more manageable. Earlier forms of Double-Tap still exist, however, and some drug dealers find it easier to manufacture than the current variety.

Form: Injected

Type: Stimulant, pain reducer and delayed depressant

Benefits: Ability Boost (*STR*), Fast Burnout, Reduced Addiction

Drawbacks: Aggressive Behavior

Strength Rating: 3

Onset Time/Duration: 1d10 rounds / 2 hours

Side-Effect Duration: (30 hours – CON) / 3

Addiction/Dependency: Fortitude save (*DC 18*) every three uses

Next Dosage: 1d8 hours

Withdrawal Period: 1d10 hours

Withdrawal Symptoms: Exhaustion, must also succeed at Fortitude save (*DC 15*) or lose 1d3 CON

Legality Rating: Illegal – Class C (2)

Purchase DC: 30

Overdosing: Fall into a coma for 3d12 hours, followed by a Fortitude save (*DC 20*) to avoid death.

Game Effects: As a stimulant and pain reducer, Double-Tap provides a +2 bonus to both *STR* and *CON* for as long as the drug lasts. It also boosts the user's natural energy by granting a +4 bonus on Initiative checks as well as the temporary benefits of the Endurance feat. The normal side-effect of Double-Tap increases aggression in its users, causing a -2 penalty to Defense as they become more reckless in combat. Double-Tap's depressant offsets this consequence after 1d4 hours, but still inflicts a -2 penalty to Initiative checks for the remainder of the side-effect duration.

Enerject

Enerject burst onto the sports scene as a difficult-to-detect steroid-stimulant designed to boost *STR* and *DEX*, but the side-effects include both psychological addiction and an array of physical problems. The latter include impotence, frequent urination, and powerful headaches. In addition, true addicts of

Enerject who suffer withdrawal, experience rapid weight loss and severely reduced Constitution.

Form: Injected

Type: Steroid stimulant

Benefits: Ability Boost (*STR*, *DEX*), Extended Duration

Drawbacks: Psychologically Addictive, Headaches, Impotence, Diuretic

Strength Rating: 4

Onset Time/Duration: 1d6 rounds / 6 hours

Side-Effect Duration: 30 hours – CON

Addiction/Dependency: Fortitude save (*DC 25*) after every use

Next Dosage: 1d6 hours

Withdrawal Period: 2d6 hours

Withdrawal Symptoms: Exhaustion, user dazed, suffers loss of 1d6 CON (*no save*)

Legality Rating: Illegal – Class A (4)

Purchase DC: 28

Overdosing: Fortitude save (*DC 20*) or die from cardiac arrest

Game Effects: Enerject increases the user's *STR* and *DEX* attributes by +2, provides a +4 bonus to Initiative checks, and grants temporary use of the Endurance feat for up to six hours. Side-effects kick in shortly thereafter and produce blinding headaches imposing a -2 penalty on Concentration checks and any activities requiring dedicated focus. In addition, Enerject reduces sexual desire while causing frequent trips to the bathroom every two hours. Lastly, due to the psychological power of Enerject, it inflicts a -2 step penalty on an addict's skill checks, attacks, and saves, while not under the drug's direct influence.

Glimmer

This drug gives a boost of energy, confidence, and endurance while also allowing its users to make a fashion statement. Entire underground subcultures have evolved where Glimmer addicts attach the drug's multicolored tabs to their bodies in a variety of patterns. These works of art sometimes designate gang colors or simply highlight tattoos, but always represent each user's own unique creativity, style, and mood.

Form: Direct-contact dermal patch

Type: Stimulant

Benefits: Ability Boost (*CHA*)

Drawbacks: None

Strength Rating: 2

Onset Time/Duration: 1 minute / 1 hour

Side-Effect Duration: 30 hours – CON

Addiction/Dependency: Fortitude save (*DC 15*) every three uses

Next Dosage: 1d10 hours

Withdrawal Period: 1d8 hours

Withdrawal Symptoms: Fatigue

Legality Rating: Illegal – Class C (2)

Purchase DC: 20

Overdosing: Fortitude save (*DC 20*) or die of cardiac arrest

Game Effects: Glimmer raises a user's confidence, increasing *CHA* by +2 for an hour at a time. As a stimulant, it also temporarily conveys the Endurance feat for free, and provides a +4 bonus on Initiative checks.

Hell's Doorstep

Also known as HD or Heavy-D, Hell's Doorstep gives its user a sinful euphoria of an extended duration and temporarily increases physical strength and stamina. But, to reach this state, a user has to eventually "pay the Devil his due" with severe side-effects. These include punishing pain and suicidal depression. Hell's Doorstep is highly addictive and any attempts to ignore its siren call after a few uses, results in withdrawal symptoms described as "living hell," including an increased chance of outright death.

Form: Powder

Type: Euphoric

Benefits: Ability Boost (*CON*, *STR*), Extended Duration

Drawbacks: Headaches, Suicidal Tendencies, Severe Withdrawal Symptoms

Strength Rating: 4

Onset Time/Duration: 1d6 rounds / 6 hours

Side-Effect Duration: 30 hours – *CON*

Addiction/Dependency: Fortitude save (*DC* 25) after every use

Next Dosage: 1d6 hours

Withdrawal Period: 4d6 hours

Withdrawal Symptoms: Exhaustion, user dazed, suffers loss of 1d6 *CON* (*no save*)

Legality Rating: Illegal – Class A (4)

Purchase DC: 21

Overdosing: Fortitude save (*DC* 20) or suffer nausea for 1d3 days

Game Effects: As a euphoric, Hell's Doorstep provides a +2 bonus to *CHA*, *STR*, and *CON* for its 6-hour duration, but also incurs a -2 penalty to *WIS*. Side-effects include blinding headaches that incur a -2 penalty on all Concentration checks. In addition, the suicidal tendencies generated by Hell's Doorstep inflict a -3 cumulative penalty on all other skill checks, attacks, and saves until the drug runs its course – or the user commits suicide – whichever comes first.

Jammer

Jammer acts as a depressant to shut down the outside world and reduce sensory input. This allows users of Jammer to maintain calm and ignore pain even in moments of the highest possible stress to the body. As the drug's strength wanes, however, it temporarily diminishes the user's eyesight and hearing, leading many to refer to such addicts as street-zombies or deadheads. Repeated use of Jammer also causes psychological addiction with withdrawal symptoms taking a harsh toll on both the mind's ability to focus and the body's physical condition.

Form: Pill

Type: Depressant

Benefits: Calm, Ignore Pain

Drawbacks: Sense Reduction (*sight*, *hearing*), Psychological Addiction

Strength Rating: 3

Onset Time/Duration: 1d10 rounds / 2 hours

Side-Effect Duration: 30 hours – *CON*

Addiction/Dependency: Fortitude save (*DC* 20) every three uses

Next Dosage: 1d8 hours

Withdrawal Period: 1d10 hours

Withdrawal Symptoms: Exhaustion, must also succeed at Fortitude save (*DC* 15) or lose 1d3 *CON*

Legality Rating: Illegal – Class B (3)

Purchase DC: 15

Overdosing: Fortitude save (*DC* 20) or slip into deep coma for 2d12 hours

Game Effects: As a depressant, Jammer reduces stress and tension, providing a +6 bonus on saves against fear and a +4 bonus on Concentration checks. It also temporarily grants the Improved Damage Threshold feat for the duration of the drug's effects, but inflicts a -2 penalty on Initiative checks. After the drug runs its course, Jammer also reduces the user's sight and hearing, causing a -2 penalty on all Listen, Spot, and Search checks, as well as any other activity dependent upon those two senses. In addition, due to its powerful psychological addiction, Jammer imposes a -2 penalty on all attacks, saves, and skill checks to those that become dependent on the drug. These penalties disappear however, as soon as the user receives his next hit.

Juvenescence

Also referred to as Essence or Saint Juve, this drug is a powerful sleeping agent and pain reducer designed to speed the natural healing process, even countering some poisons. It causes swift drowsiness, and any user who attempts to stay awake still suffers reduced awareness and dizziness. Hospital researchers originally created Juvenescence to aid recovering trauma victims and surgical patients. The drug's use has now extended to law enforcement and some paramilitary organizations for quite some time.

Form: Liquid or Injected

Type: Soporific pain reducer

Benefits: Increased Healing, Immunity (*General Poisons*), Extended Duration (x2)

Drawbacks: Dizziness, Reduced Awareness

Strength Rating: 2

Onset Time/Duration: 1 minute / 4 hours

Side-Effect Duration: 30 hours – *CON*

Addiction/Dependency: Fortitude save (*DC* 15) every eight uses

Next Dosage: 1d12 hours

Withdrawal Period: 1d6 hours

Withdrawal Symptoms: Fatigue

Legality Rating: Prescription (2)

Purchase DC: 24

Overdosing: Fortitude save (*DC* 20) to avoid death; success still inflicts a coma for 2d12 days

Game Effects: Juvenescence always forces a Fortitude save (*DC* 15) to stay awake. Failure places the user into a state of unconscious sleep for the drug's duration (4 hours). During this time, the natural healing rate is increased to 2 hit points per character level. If the user undergoes complete bed rest for the entire day, the restorative powers increase to 3 hit points per character level instead. Those who fight off the sleepy effects do not receive these advantages, and only suffer the drug's side-

effects. These include the reduction of DEX and base movement rates by one-half due to severe dizziness, and a -2 penalty on all Listen, Search, and Spot checks because of reduced awareness. In addition, the user's maximum Dexterity bonus to Defense is reduced to +3 for the duration.

kill-zone

Also known as KZ or Krazy, this hallucinogenic nerve-gas first developed within the military as a chemical weapon, but swiftly found its way into the hands of criminal organizations, street gangs, and even some drug-users. It primarily saw use as a weapon of terror, causing opponents to turn on one another in the battlefield. Eventually, police units discovered they could break stalemates more effectively by pumping Kill-Zone into the confined spaces held by entrenched gangs. This allowed law enforcers to assure such killers eliminated one another rather than risk their own lives in an assault. Of course, any hostages left inside suffered a similar fate, leading the courts to establish protocols for its use. Black markets quickly developed for Kill-Zone, however, and its buyers rarely exercise such restraints.

In its drug-form, Kill-Zone provides mostly non-addictive, pleasant hallucinations for the first two hours, but these illusions quickly turn deadly, encouraging irrational behavior, aggressive rage, and even lingering nightmares in its victims. As a result, most drug-users only inhale Kill-Zone while locked away in a safe location, to minimize any danger they might pose to others. In this fashion, they enjoy the drug's high and then ride out any nightmares that follow. Unfortunately, stronger addicts of Kill-Zone sometimes forget to exercise these precautions. And some who use the drug still do so as a weapon of terror to inflict upon others instead.

Form: Direct contact or inhaled gas

Type: Hallucinogen

Benefits: Extended Duration, Reduced Addiction

Drawbacks: Rage, Nightmares

Strength Rating: 2

Onset Time/Duration: 1 minute / 2 hours

Side-Effect Duration: 30 hours – CON

Addiction/Dependency: Fortitude save (*DC 13*) every three uses

Next Dosage: 1d10 hours

Withdrawal Period: 1d8 hours

Withdrawal Symptoms: Fatigue

Legality Rating: Provisional (5)

Purchase DC: 19

Overdosing: Permanent loss of 1d4 Wisdom, recurring nightmares and hallucinations of violence, possible insanity

Game Effects: Pleasant hallucinations cause a -2 distraction penalty to Listen, Search, and Spot checks for the first two hours. Thereafter, side-effects force a Will save (*DC 15*) to resist the building rage that follows. Failure indicates the victim lashes out against any perceived insult or threat for the next several hours. Afterward, an additional Will save (*DC 15*) must succeed or nightmares and sleeplessness plague the user for the

next 1d4 days, causing fatigue and preventing the recovery of hit points for the duration.

matchmaker-heartbreaker

This aphrodisiac comes in distinct varieties called Poz and Neg, serving as two parts of a single drug. Individually, Poz and Neg have no immediate effect other than an increased libido. When combined, however, they create a powerful euphoria.

Matchmaker typically comes in tab-form as concentrated liquid versions of Poz and Neg which are then dried upon tiny strips meant to be taken orally. After applying the tabs to the tongue, users may then kiss and mix the drug to produce the euphoric effects. Most Matchmaker strips also include a fruit flavoring to enhance the taste experience.

Attempts to mix two Poz or Neg strips together – or prolonged exposure to just one of the strips without eventually introducing its mate – may lead to an increased chance for cardiac arrest. This side-effect has given the drug its other nickname, Heartbreaker. In addition, even properly mixed Matchmaker produces a short-term heightened sensitivity in the skin, causing the body's pain receptors to fire much more strongly than usual. Of course, for some, this effect has a mixed benefit for partners into pain.

Form: Oral tab

Type: Euphoric aphrodisiac

Benefits: Extended Duration, Fast Burnout

Drawbacks: Pain Sensitivity, Cardiac Arrest

Strength Rating: 3

Onset Time/Duration: 1d10 rounds / 4 hours

Side-Effect Duration: (30 hours – CON) / 3

Addiction/Dependency: Fortitude save (*DC 20*) every three uses

Next Dosage: 1d8 hours

Withdrawal Period: 1d10 hours

Withdrawal Symptoms: Exhaustion, must also succeed at Fortitude save (*DC 15*) or lose 1d3 CON

Legality Rating: Illegal – Class B (3)

Purchase DC: 17

Overdosing: Fortitude save (*DC 20*) or suffer nausea for 1d3 days

Game Effects: As a euphoric, Matchmaker provides a +2 bonus to CHA for its 4-hour duration, but also incurs a -2 penalty to WIS. Any user failing to properly mix Poz and Neg together must make a Fortitude save (*DC 15*) or suffer a fatal heart attack. Even users who do “find their match” suffer from pain sensitivity that causes 1d3 additional non-lethal damage for every 5 points normally inflicted on the user for the side-effect's duration.

midnight oil

Also known as Jolt, Midnight Oil acts as a long-lasting stimulant to boost the user's intelligence and ability to focus. The drug most often sees use by students for late-night studying, but can lead to bouts of insomnia once it runs its course. In addition, a subject's body typically builds up a resistance to the drug with higher doses required to gain its effects.

Form: Gel caplet**Type:** Stimulant**Benefits:** Ability Boost (*INT*), Extended Duration (x2)**Drawbacks:** Insomnia, Addiction Tolerance**Strength Rating:** 2**Onset Time/Duration:** 1 minute / 4 hours**Side-Effect Duration:** 30 hours – CON**Addiction/Dependency:** Fortitude save (*DC 15*) every three uses**Next Dosage:** 1d10 hours**Withdrawal Period:** 1d8 hours**Withdrawal Symptoms:** Fatigue**Legality Rating:** Common (*I*)**Purchase DC:** 26**Overdosing:** Fortitude save (*DC 20*) or die from cardiac arrest**Game Effects:** Midnight Oil gives a +2 bonus to *INT*, a +4 bonus on Initiative checks, and the temporary benefits of the Endurance feat. Once the initial boost of energy and focus dissipates, however, the drug prevents its user from falling asleep. This inflicts a -2 penalty on all actions until the side-effects expire. Each week of additional use of Midnight Oil requires double the dosage to achieve the same results, forcing an overdose check as usual.

spiral

Spiral comes in a popular street form as a powdery rock-like substance used to lace cigarettes or other smoking products. It calms and enhances the willpower of the subject for short periods of time, but generally slows down reaction speed. Unfortunately, experimentation with the drug also leads to minor depression for a few hours afterward.

Form: Inhaled**Type:** Depressant**Benefits:** Calm, Iron Will, Fast Burnout**Drawbacks:** Depression**Strength Rating:** 1**Onset Time/Duration:** 3 minutes / 30 minutes**Side-Effect Duration:** (30 hours – CON) / 3**Addiction/Dependency:** Fortitude save (*DC 10*) every eight uses**Next Dosage:** 1d12 hours**Withdrawal Period:** 1d6 hours**Withdrawal Symptoms:** Minor cravings and irritability**Legality Rating:** Illegal – Class B (3)**Purchase DC:** 24**Overdosing:** Fortitude save (*DC 20*) or slip into deep coma for 2d12 hours**Game Effects:** As a depressant, Spiral provides a +6 bonus to Will saves against fear or stress, while inflicting a -2 penalty to Initiative checks. Due to its enhanced calming effects, it also grants a +2 bonus to all other Will saves and an additional +4 bonus to Concentration checks. The drug's side-effects don't usually last very long, but cause a -1 penalty to all attacks, saves, and skill checks following Spiral's high.

twirl

Partygoers and the club-set enjoy this euphoric stimulant more than any other. For Twirl produces a desire for near-constant motion which activates the drug's mood altering effect and kicks it into high gear. Twirl often comes in a liquid form similar in taste to a variety of wines, but some backstreet drug labs have also formed it into red licorice sticks or other forms of candy. Aside from the grand sense of energy and happiness Twirl provides, the drug also enhances the user's balance and coordination, proving useful on the dance floor as well as back alleyways. Some prizefighters and athletes also take the drug for these same benefits, even though it lasts for only an hour at a time.

It often proves easy to spot Twirl users, not only because of their hyperactivity, but also the drug's unique side-effects. As the chemical runs its course and begins to wind down, Twirl spikes the subject's central nervous system, causing frequent uncontrollable twitches for the next several hours. These involuntary movements and facial ticks last only as long as the next hit of Twirl, but addicts have to be careful since overdosing on the drug can lead to catastrophic heart failure.

Form: Liquid or other ingested substance**Type:** Euphoric stimulant**Benefits:** Ability Boost (*DEX*), Fast Burnout**Drawbacks:** Twitch**Strength Rating:** 2**Onset Time/Duration:** 1 minute / 1 hour**Side-Effect Duration:** (30 hours – CON) / 3**Addiction/Dependency:** Fortitude save (*DC 15*) every three uses**Next Dosage:** 1d10 hours**Withdrawal Period:** 1d8 hours**Withdrawal Symptoms:** Fatigue**Legality Rating:** Illegal – Class C (2)**Purchase DC:** 25**Overdosing:** Fortitude save (*DC 20*) or die of cardiac arrest**Game Effects:** After its onset time, Twirl users feel the desire to move, either by dancing, running, or other activity. For the next hour, the stimulant grants a +2 bonus to the user's *DEX*, a +4 bonus to Initiative checks, and temporary use of the Endurance feat. The euphoric component of Twirl also includes a +2 bonus to *CHA*, but dulls the user's common sense with a -2 penalty to *WIS*. After these effects wear off, the drug continues to cause violent movements that the user can no longer control, actually reducing *DEX* and *CHA* by -2 for the duration of the side-effects – or until the next hit of Twirl.

All text on all pages is Open Game Content as defined by the Open Gaming License. See page 6 for more information.

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 1.0a Copyright 2000, Wizards of the Coast, Inc.

Modern System Reference Document Copyright 2002-2003, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Modern Chemistry, Copyright 2005, Louis Porter Jr. Design, Inc.