

# Teacher's Guide

PRESENTED BY

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MUSEUM OF POP CULTURE

# Welcome to the Teacher's Guide!

This manual has all the information you will need to prepare for your class's Journey to the Cave of Bemagorn. We recommend that you review this entire document prior to the class. This should take about 20 minutes. If you have any questions, please don't hesitate to send us an owl at [Outreach@MOPOP.org](mailto:Outreach@MOPOP.org)

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# About this Adventure...

## Lesson Plan Overview

Target Age Range: Grades 4-12

Estimated Program Length: 90-120 minutes, to be split over 2 class periods

**MOPOP Exhibition Connection:** *Fantasy: Worlds of Myth and Magic*

## MOPOP Mission Connections:

- We are on a mission to activate the world-shaping power of pop culture through participative experiences, discovery, and play.
- Pop Culture is a theater, an open world, and a runway where we can imagine new realities and try them on for size.
- Pop Culture connects us- In an era of digital and physical isolation, it is a connective force

## Social and Emotional Learning Standards:

- STANDARD 1 – SELF-AWARENESS – Individual has the ability identify their emotions, personal assets, areas for growth, and potential external resources and supports.
- STANDARD 3 – SELF-EFFICACY – Individual has the ability to motivate themselves, persevere, and see themselves as capable.
- STANDARD 5 – SOCIAL MANAGEMENT – Individual has the ability to make safe and constructive choices about personal behavior and social interactions.
- STANDARD 6 – SOCIAL ENGAGEMENT – Individual has the ability to consider others and show a desire to contribute to the well-being of the school and community.

**Learning Objective:** Students will engage empathetically with peers in solving problems.

**Learning Criteria:** Students will demonstrate their understanding by engaging in one or all of the following behaviors:

- Students check in verbally with other members of the team to ensure agreement and understanding.
- Students ask each other questions.
- Students explain concepts to each other patiently.
- Students face each other when speaking and listening.
- Students use encouraging language with each other.
- Students spend time both offering input to conversations and listening to other ideas.

# Adventure Format Overview

*Journey to the Cave of Bemagorn* is a story-based classroom adventure inspired by fantasy role-playing games like Dungeons & Dragons or Pathfinder.

Students are split into five teams; each team represents a character in the story. Through creative problem-solving and interaction with the items in each of their “Adventure Satchel” kits, the five teams will work together to overcome obstacles – and save the village!

The story is told through an immersive radio play embedded in the slides of a PowerPoint presentation. This presentation will be your main tool to navigate the story through all its twists and turns.

Your role, as the classroom teacher, in this adventure will be to:

1. Put together a worksheet of 8 problems that your students will solve during the adventure. These can be math problems, word problems, social-emotional challenges, etc.- whatever is the best fit for your classroom! (Prep time: appx. 20 minutes).
2. Set up the classroom space (Prep time: appx. 20 minutes).
3. Click through the PowerPoint slides and follow any directions it gives you. (During adventure, appx. 2 hours total over 2 class periods)
4. Provide direct support to students (During adventure, appx. 2 hours total over 2 class periods)

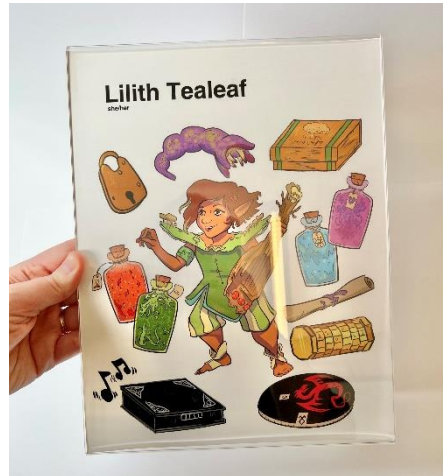
The story will do the rest!



If you would like to look at the story ahead of time, you can look at the *Journey to the Cave of Bemagorn* script, and at the Spoilers Page at the end of this guide. If you would like the story to be a surprise, reading this guide will be all you need to prepare for the adventure!

# Kit Contents

In this kit, you will find 5 “Adventure Satchels”, one for each character in the story. Inside, you will find:



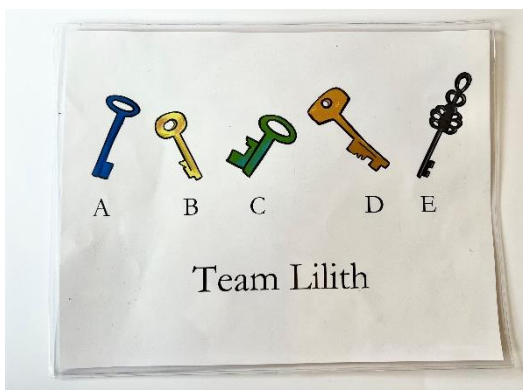
A character sheet with an inventory of the kit



Numbered tags, 1-7



Rot Grub survival kit, containing a rot grub specimen, 2 potions, and a scroll



A sheet with keys illustrated on it, each labelled A – E



Ancient Draconic message to be decoded



Kit contents continued...

In Lilith's kit only, you will find a locked music box



Secret letter envelope, with letters inside

In Lilith's kit only, you will find a golden cylindrical cryptex that has the key to the music box inside.



20-sided die

An Illumination  
Potion and a Life-  
Saving Potion



Draconic decoder



A lock

In addition, there is a “Teacher’s Satchel”, which is a canvas bag. This Teacher’s Satchel contains the objects that you will need to participate.

Magical healing gem  
of Bemagorn



5 keys

6-sided, 10-sided, and 20-sided die



Teacher’s Guide



Draconic decoder



3 rolls of tape

Flat rings

## Story & Character Summary

The fantasy village of Adelbrin is preparing for their annual harvest festival when they discover that their beloved forest is being overtaken by a toxic moss that sucks the life out of everything it grows over. The only way to eradicate the moss is to harness the magic of a healing gemstone that is hidden deep within the Cave of Bemagorn. Adelbrin's Council of Elders convenes and selects five heroes to retrieve the gem and save the village. The five heroes are:

### **Rhogar (he/him)**

Dragonborn Barbarian

Rhogar is a professional hero: vainglorious, callous, and quick to solve problems with his brute strength. He joins the party in pursuit of glory for himself, but to be successful in the adventure, he must learn to value the strengths of others.



### **Lilith Tealeaf (she/her)**

Halfling Bard

Lilith is a prankster that plays an enchanted mandolin. She is a musician at the Toadstool Tavern and is not sure why she would be chosen to save the village. Feeling unworthy and not wanting to show it, she goofs around and doesn't take the quest seriously. Lilith must learn to fully apply herself and believe in her own power if she is to be successful on this quest.





**Malee of the Misty Glen (they/them)**  
Elf Druid

Malee is a druid from the rural and mysterious Misty Glen. Malee is extremely connected to nature and has taken a druidic vow to protect the natural world. They are shy and nervous around new people; they worry about fitting in and others liking them. Malee must discover that being likable does not mean being perfect.

**Yelfarin (he/him)**  
Firbolg Ranger

Yelfarin is a ranger and peacekeeper stationed in the Eastern Forests. He is extremely sweet and tender with a soft spot for the gentler things in life. He is empathy driven, listens well, and is a natural born leader, but he will need to learn to improvise and go with the flow when the future becomes uncertain. Learning when to release control and just let things play out will bring Yelfarin to his true potential.





**Iris Flintbeam (they/them)**

Human Wizard

Iris is a brilliant wizard who has recently graduated from spellcasting academy. Extremely bright and accomplished, they don't want to deal with the messiness of working with others and would rather do it all themselves. Iris must learn that leading effectively means stepping in, stepping out, and not being afraid to ask for help.

# Before Your Adventure...

## Checklist

- ☐ Prepare an 8 Question Problem Worksheet
  - Question #5 is multiple choice
- ☐ Test the PowerPoint
- ☐ Hang the Map
- ☐ Set up Student Tables
- ☐ Set up Goblin Challenge
- ☐ Charge the Illumination Potions

## Problem Preparation

A critical piece of the journey is solving problems. You will prepare 8 problems that students will solve to unlock resources from their “Adventure Satchels.” These can be any kind of problems that are relevant to your classroom learning; math problems, word problems, discussion questions, etc. Please note: the radio play and student script currently use the phrase “math problems” because this was originally designed to be integrated with math classes. We’re currently working on updating all voiceover content, but just know that any of these spots can accommodate the problem that makes the most sense for your classroom learning. Thank you for your patience as we make these changes!

Students will solve these problems within their small teams, and all students on the team must be prepared to answer the question.

The worksheet should have 8 problems of any variety, the only special instruction is that **problem #5 MUST be multiple choice** with at least 5 different answer options labeled A, B, C, D, E. The correct answer **MUST** be “C.”

Print a copy of the problems worksheet for each student.

## How to use the PowerPoint:

Download the PowerPoint presentation from the Educator Portal. It’s important that you download and open/ run it from your own computer rather than clicking through it online.

- First, go to the Educator Portal: [MOPOP.org/educator-portal](http://MOPOP.org/educator-portal)
- Find the link to the PowerPoint, and click on “Download PowerPoint”
- This will open the PowerPoint, but won’t download it. You must then click on “File” in the upper lefthand corner, Save As, and select “Download a Copy”
- Open the version of the PowerPoint that you just downloaded.
- You must follow these steps, or else the audio won’t play on the PowerPoint.

Now that the PowerPoint is downloaded, you can navigate in the following ways:

1. Put the PowerPoint into "Presentation Mode"
2. Use your mouse cursor to click the "Continue" sign in the bottom right corner to get to the next slide. DO NOT use the space bar or arrow keys to progress to the next slide.
3. Use your mouse cursor to click the wooden sign that corresponds to the decisions of the class to get to the next relevant slide.
4. For slides with a black and green arrow on them: this means the slide has audio to play! This audio is necessary to follow the story. To play the audio, press the space bar once. Note: **Do not** click the black and green arrow in the top left corner with your mouse cursor, as the audio will not play correctly.
  - a. If there are 2 black and green arrows in the top left corner, it means that there are 2 audio clips embedded on the slide. Press the space button once like you usually would. Once the first audio clip is complete, press the space button again to play the second clip.
5. **TO REITERATE: DO NOT USE THE ARROW KEYS ON YOUR KEYBOARD TO NAVIGATE THE POWERPOINT. IT WILL CAUSE PROBLEMS.**
  - a. **The space bar is used to play audio on slides with the black and green arrow.**
  - b. **The mouse cursor is used to click the brown signs in the bottom right corner of the slides and will progress the story.**

Check the following:

- ☐ Do you notice anything strange about the formatting? Text boxes on top of each other or off the page, font sizes that are too large, dysfunctional transitions, etc.?
- ☐ Are the buttons and links on the slides functioning properly?
- ☐ Is the audio working? Can you hear voiceover and music?
- ☐ Is your projector working?

If any of these are off, or if there is something wrong with the PowerPoint file, let us know at [Outreach@MOPop.org](mailto:Outreach@MOPop.org). Otherwise, you're ready to go!



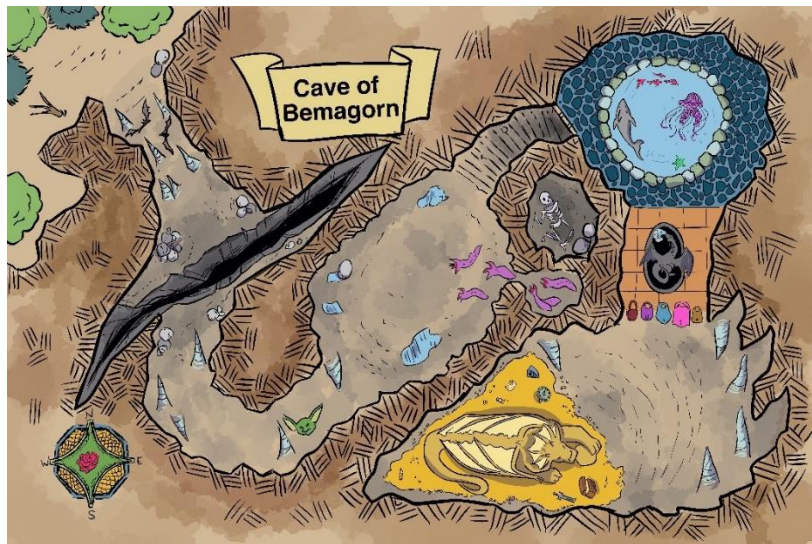
# Classroom Setup – Before the Students Arrive:

There are 3 main parts to setting up your classroom:

- ☐ Hang the map.
- ☐ Set up the student tables.
- ☐ Set up the Goblin Challenge Obstacle Course.

Setup will take about 20 minutes to complete.

## 1. Hang the Map



In one of the suitcases, you will find a map of the Cave of Bemagorn. Hang it with tape in an area where all students can see it from their seats.

This map is a visual aid for your students, similar to a map you may find at the beginning of a fantasy book. It helps students keep track of where they are in the story, how far they've come, and how much they have left.

## 2. Set Up Student Tables

There are 5 characters in the adventure party, which means your class will be split into 5 groups with 3-7 students per group. You may allow students to self-select their groups, randomly assign groups yourself, or set out the groups in advance. You may also decide how you would like to assign each group their character.

For each table group:

- ☐ Put the Adventure Satchel on their group of tables.
- ☐ Open the Adventure Satchel. In it, you will find:
  - A paper figure of the character assigned to that Satchel.
  - A “Character Sheet”, which includes an illustration of their character and images of the objects in their kit.
  - Numbered tags, 1-7.
  - Other items, which should stay in the kit.
- ☐ Place the paper figure and the character sheet in the middle of each table group.
- ☐ Place a numbered tag at each student’s seat, starting with 1, 2, etc. If you have leftover tags put them aside, you won’t need them.
- ☐ Close the Adventure Satchel.
- ☐ Place copies of the problem worksheet you created on the table.



Once all 5 table groups are situated, you are ready to move on!

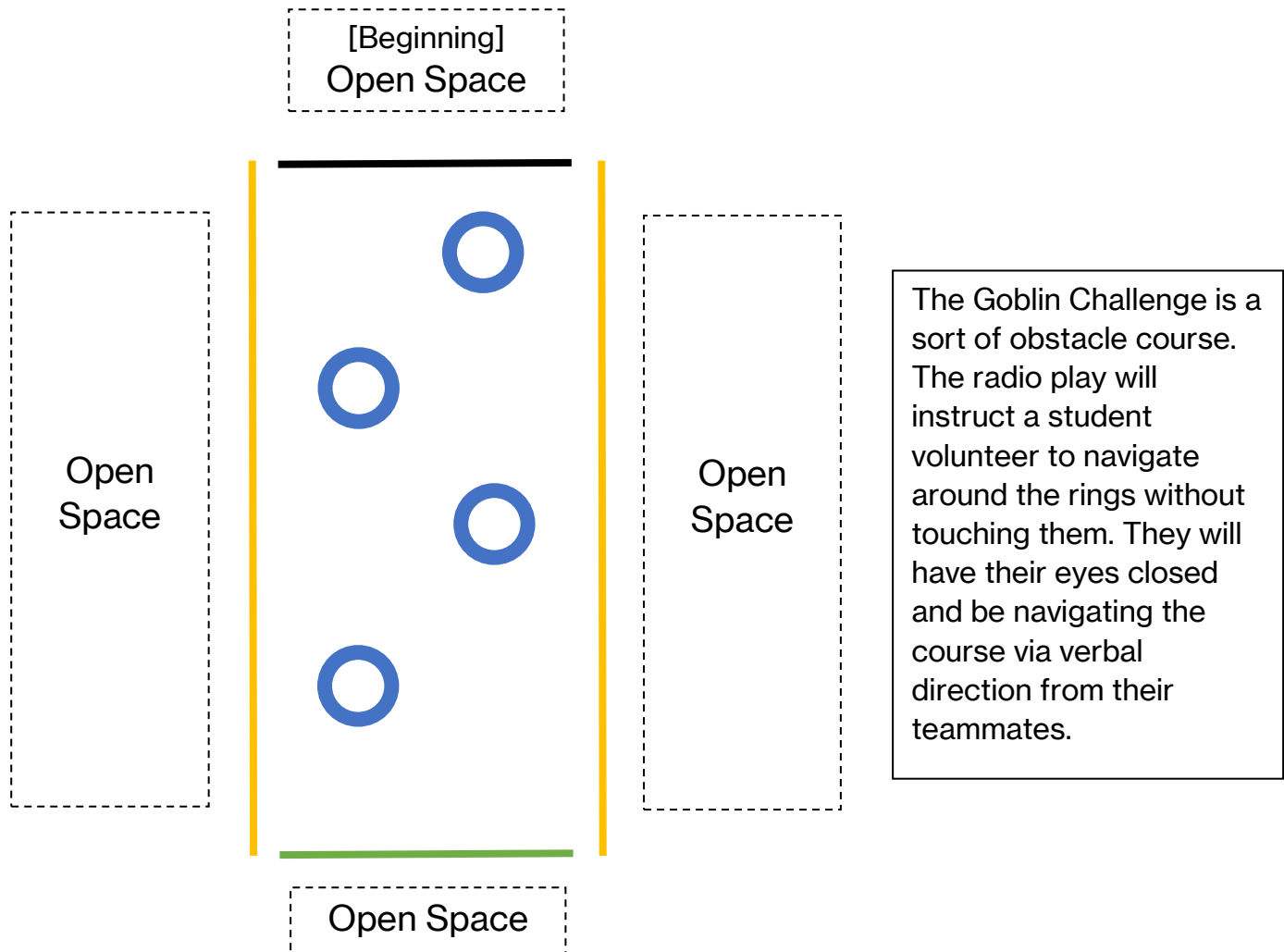


If you only have five students in your class, each student will represent a character and all five will share one Adventure Satchel. Use the satchel with green ribbon that corresponds to Lilith. All five students will work together to solve the problems. For other tips on working with a smaller class, see the Accessibility Notes on page 21.

### 3. Setting up the “Goblin Challenge”

For the ‘Goblin’ setup, gather the following items from your Teacher Satchel:

- ☐ 6-10 yellow flat rings
- ☐ 3 rolls of colored tape (yellow, green, and white)
- ☐ Set these up roughly in accordance with the schematic on the next page. You will ideally need around a 5x7 foot space as close to the middle of the classroom as possible.



Place the rings in any arrangement, as long as the level of difficulty is appropriate for your students. You can make the course shorter, use fewer rings, etc., as long as it provides a meaningful challenge.

You can also adjust the ring arrangement based on physical access needs (e.g. placing the rings far apart so a student in a wheelchair or on crutches may navigate them easily, etc.). The open spaces to the left and right can be designated along the walls of the classroom to save space. There will, however, need to be open spaces at the beginning and end of the course, by the black and green lines.

## 4. Charge the Illumination Potions

If you have time before your class, remove all blue potions from the kit and charge them under a light or in a window if it's sunny. This will help them glow brighter during the adventure. Don't forget to put them back into the kits before the adventure starts!

Once you have completed all of these steps, your classroom will be ready for your Journey to the Cave of Bemagorn!

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## Gameplay Instructions

Most of the instructions for this adventure will be delivered through the "Storyteller" character in the radio play, and it is not necessary to review the play ahead of time. However, there are a couple actions that will be important for you to know:

### 1. How to choose a student to respond to your plug-in problems

Students will be randomly selected to answer a problem from the worksheet using a set of 2 dice. This system ensures that every student is prepared to answer any question at any time and encourages students to collaborate to reach an agreed upon answer.

You will roll a 6 and 10-sided die after each problem is solved.



- Roll the 6-sided die to determine the table group.
- Roll the 10-sided die to determine which student in the group will answer.

#### I. How to use the 6-sided die:

The 6-sided die determines which table group will answer. Each number on the die corresponds to a table group.

- 1 – Team Malee
- 2 – Team Rhogar
- 3 – Team Lilith
- 4 – Team Yelfarin
- 5 – Team Iris



There are only 5 tables, so if you roll a 6 you may either re-roll or use it as a wildcard and choose a table at random.

## **II. How to use the 10-sided die:**

The 10-sided die determines which student will answer. This is where the numbered tags at each seat will come into play: if you roll a 1, student 1 will answer, if you roll a 2, student 2 will answer, etc.

You will have fewer than 10 students at a table group. The remaining numbers on the die may be used as a re-roll or as a wild card, where the table group may decide who they would like to answer.

If you have 6 students or less at each table, use the 6-sided die to determine which student will answer.

If the randomly selected student in any one table group answers correctly, then all table groups can unlock the resource, even if they weren't called on.

If a student answers incorrectly, you may take time to pause and help the class understand the concept. Or you may re-roll and choose another student at random. There is no penalty for answering a question incorrectly.

## **2. Roll-Offs**

If students come to a tie or cannot make a decision at any point in the class, you may conduct a roll off.

Choose a 6-sided die. Numbers 1-3 represent one option. Numbers 4-6 represent the other option. Roll die, then proceed with whatever option is rolled.

## **3. A Note on Time Limits**

Nearly all of the challenges have time-limits attached to them (students must solve a problem in 2 minutes, etc.).

If you find that the time limit is too restrictive for your students to do the work required of them, feel free to give them extra time.

While these limits help the completion of the adventure in a timely fashion and add additional stakes, you know your students and their needs best.

## **4. Failure is Okay**

With many of the challenges, there is a possibility that students will not achieve the goal the Storyteller instructs them to achieve. That is okay.

Revealing a secret here – no matter how the story twists and turns for your class, they are still guaranteed to make it to the end and save the village.

There are valuable things to be learned from the “failure” option. For this reason, some challenges are purposefully more difficult to succeed in than others.

The destination is set. Encourage your students to enjoy the journey!

## During Your Adventure...

### Puzzle Details

There are a few challenges that require you to lead an activity or discussion. The following information is for you to reference throughout the adventure. They may not make sense right now, but they will come together during the Journey! If you'd like to know more, feel free to read the radio play script.

### 1. Trial 5 – Charming the Snakes



What to know:

- The students will be solving Problem #4. You will visit each table as they solve the problem and give them permission to open their “Secret Letter Envelopes” when they answer correctly. Use the 10-sided (or 6-sided, depending on group size) die to decide who will answer.
- The students will be instructed by the radio play to unscramble the letters inside their envelopes to spell a word as a class.
- The secret word is “S-L-E-E-P-Y.”
- Once students align the letters on the cryptex to spell SLEEPY, a key will be released from the cryptex. The cryptex will pull apart, you do not need to unscrew it. (See images on the following page.)

- The key from the cryptex opens the music box. (See images on the following page.) **Please note that you will need to turn the wheel on the bottom of the music box in order for it to start playing.**



### 3. Trial 6 – Unlock the Door to the Dragon’s Lair

The Procedure:

- a) The Storyteller will instruct students to solve Problem #5, which is multiple choice.



- b) Each choice will correspond with an image of a key. The images of the keys are scrambled on each table’s paper, so even though they all may find the correct answer “C” the key on their paper that corresponds to “C” will be unique to each group. The actual keys are in your Teacher’s Satchel.



- c) When a group believes they have reached the correct answer and would like to try the corresponding key, they will call you to their team with a raised hand.
- d) You will bring the ring of keys with you to the table. Use the 10-sided (or 6-sided, depending on group size) die to decide who will answer.
- e) This is very important: you will neither confirm nor deny their answer. Give them the key they would like to try and watch them try it.
  - a. If they answered the question correctly, the key will work.
  - b. If they have not found the correct answer, the key will not work.
- f) If the key has not worked, you may either leave the group to try the problem again, or work with them to identify their mistake.
- g) Repeat with other groups until all the locks have been unlocked. This challenge does not have a time limit.

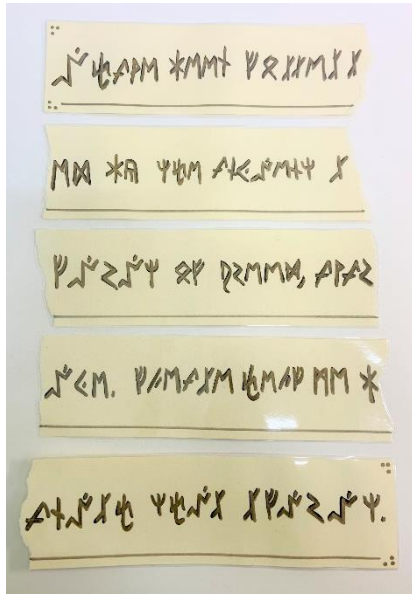
Solutions:

- Team Rhogar – Dark Blue Key
- Team Lilith – Green Key
- Team Iris – Black Key
- Team Malee – Yellow Key
- Team Yelfarin – Gold Key

#### **4. Trial #8 Draconic Scrolls**

Tables will use a decoder to translate the symbols on a ripped up draconic scroll. Every table will have to work together to unscramble the full message using their Draconic Decoder. The decoded scroll reads: “I have been possessed by the ancient spirit of greed, Avarice. Please help me banish this spirit.”





## Accessibility Notes:

First and foremost, you know your students best! Please, adjust and any and all features of this class as you see fit for your students.

### Student Script:

We have included a student script that can be printed and given to students who may benefit from having a written copy of the story in front of them. The script is an exact transcription of the radio play.

### For Smaller Class Sizes:

The minimum number of students needed for this class is 5. If you have 5 students, assign each student a character to play in the story. Give each student their corresponding character sheet. Seat students at one table and give them the Adventure Satchel with green ribbon to share. The satchel with green ribbon is significant because it has the music box and cryptex needed for Trial #5. Because there is only one table group use the 6-sided die when determining which student at the table will answer the question. Encourage students to work together on all problems to maintain the collaborative environment.

# Spoilers

What happens at each twist and turn in Journey to the Cave of Bemagorn? Here are the spoilers of each challenge so you know what's coming! Note: you do not have to read these! This is only for those who want to know what to expect.

## **Trial #1: Illumination Potion**

Students solve Problem #1. Students get unlimited tries at the problem. When they are successful, they take the illumination potions out of their kit. If you turn off the lights, the potions should glow!

## **Trial #2: Chasm**

The adventurers disagree about how to cross the chasm. The class must solve Problem #2.

- If team Rhogar or Lilith answer correctly first the party is thrown across and land safely on the other side.
- If team Iris or Malee answer correctly first the party crosses safely on a bridge.
- If team Yelfarin answers correctly first they vote as a table for which method they will cross by.

## **Trial #3: Goblin Obstacle Course**

The students must try to cross the course without stepping on a ring and being “seen” by the goblin.

- If someone steps on a ring: the adventurers are seen by the goblin! Malee uses her druidic abilities to turn into a tiger and scares the goblin away. The adventurers continue safely.
- If no one steps on a ring: the adventurers are not seen by the goblin, they continue safely.

## **Trial #4: Rot Grubs**

Students must unanimously vote on which potion they would like to use to escape the rot grubs.

- If they vote unanimously on Fire Potion: the adventurers are engulfed in flames and run through the rot grub den safely.
- If they vote unanimously on Fool's Flesh Potion: the adventurers distract the rot grubs with the fool's flesh smell and pass through the den safely.
- If they do not vote unanimously: the adventurers use both potions and chaos erupts! They must solve Problem #3 to use a life saving potion. Students get unlimited tries to answer Problem #3. When it is answered correctly, the potion turns the adventurer's skin to iron, and they are able to pass through the den safely.

**Trial #5: Snake Charming**

Students get unlimited tries to solve Problem #4. When it is answered correctly, they gain access to the clues needed to open the music box. Lilith plays her enchanted mandolin, and the party is able to pass the snakes safely.

**Trial #6: The Keys**

Students solve Problem #5 (which is multiple choice with correct answer C). Students trial and error which keys will open which locks. Students get unlimited tries. When all of the correct keys are matched to the correct locks, the adventurers open the door to the Dragon's Lair.

**Trial #7: Prepare your Attack**

Students have unlimited tries to solve Problem #6. When they solve it correctly, the adventurers prepare their attacks. NOTE – the adventurers do not harm the dragon in any way. It is revealed that the dragon is a nice dragon that has been possessed by a greedy spirit.

**Trial #8: Draconic Scrolls**

Students will decode a section of a draconic scroll with a decoder. They must piece together the message from the dragon. When they have revealed the message, they may move on. The message reads, "I have been possessed by the ancient spirit of greed, Avarice. Please help me banish this spirit."

**Trial #9: Earth Tremor Spell**

Students solve Problem #7. When they solve it correctly, Iris casts an Earth Tremor spell that lets light into the cave and causes Avarice to emerge from the dragon.

**Trial #10: Battle the Greedy Spirit Avarice**

Students and Teacher will engage in dice-based combat.

- If the adventurers reduce Avarice to 0 Health Points: Avarice explodes into dust and the adventurers are rewarded with the healing gem.
- If Avarice reduces the adventurers to 0 Health Points: The adventurers solve Problem #8 to summon Fafnir the dragon to help them. When they answer correctly, Fafnir shoots fire at Avarice and turns him to dust. The adventurers are rewarded with the healing gem.

# Packing up

When you're done with your adventure, we ask that you please pack things up and make sure you're returning everything. We recommend giving yourself at least 10-15 minutes for resetting between classes or packing everything up. Here's a handy checklist to make sure you've included everything:

## In Each Student Kit:

- ☐ A small chest labelled 'Rot Grub Survival Kit', inside of which will be a Rot Grub specimen, 2 potions: one orange, one green, and laminated instructions.
- ☐ A vintage lock (locked)
- ☐ A 20-sided Die
- ☐ A small leather envelope with 1 or 2 letters inside
- ☐ A pink potion and a blue potion
- ☐ A piece of "scroll" with draconic letters on it
- ☐ A laminated sheet with keys illustrated on it, each labelled A – E
- ☐ A Draconic Decoder circle
- ☐ Numbered tags, 1-7
- ☐ Plastic stand with illustration of the character the Satchel belongs to
- ☐ In Lilith's kit only, you will find a music box with a lock and a golden decoder cryptex. Either return the key to its spot inside the cryptex, or leave it loose within the student kit.

## In the Teacher's Satchel:

- ☐ Front left pocket:
  - Purple pouch with
    - A 6-sided die
    - A 10-sided die
    - A 20-sided die
- ☐ Front right pocket:
  - 5 keys on a ring
- ☐ Inside the main satchel compartment:
  - Green pouch with a crystal inside
  - 3 rolls of tape: green, yellow, white
  - Yellow flat circles
  - Binder with the Teacher's Guide, also including a draconic decoder in the inside pocket

## Inside either suitcase:

- ☐ Laminated map of the Cave of Bemagorn

On the next page, you'll see how to pack the kits back up to be ready for their return to MoPOP.



Please stack the student kits, teacher's satchel, and Map of Bemagorn gently back into the suitcases as pictured:



# Thank you!

**Thank you so much for joining us on our Journey to the Cave of Bemagorn!**

If you have any questions, email us at [Education@MOPOP.org](mailto:Education@MOPOP.org). We are rooting for you!

Good Luck, and Have Fun!

This program was written by Kali Strawn, Nabilah Ahmed, and Natasha Ransom.

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