

# OLD-SCHOOL ESSENTIALS

RETRO ADVENTURE GAME

## Third-Party License v1.7

A free of charge and royalty free license allowing third-party publishers to refer to the Old-School Essentials name and to use a “Designed for use with Old-School Essentials” logo in commercial or non-commercial products.



**NECROTIC  
GNOME**

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# THE LICENSE

This license allows unaffiliated third-party publishers to release products declared as designed for use with *Old-School Essentials*. The following terms apply.

## Naming, Style, Affiliation

### Product Title

Your product's title may not include the name "Old-School Essentials" or the acronym "OSE". Those terms may be used in a subtitle, e.g. "A zine for OSE", "Old-School Essentials version", etc.

### Official Product Line

You must not in any way state or imply that your product is an official *Old-School Essentials* release.

### Affiliation

You must not in any way state or imply that your product is affiliated with or approved by Necrotic Gnome.

### Trade Dress

Your product must use trade dress (i.e. fonts, colours, style, design, cover layout) distinct from that of the official *Old-School Essentials* products, so that it does not appear like an official *Old-School Essentials* release.

### Layout and Text Structure

As long as you use distinctive trade dress (see *Trade Dress*, above), you may follow the layout and text structure conventions of official *Old-School Essentials* products (e.g. the two-page class layouts, the bullet list spell presentation, the bolded words and bullet list adventure presentation). If you do so, please consider adding a note in your credits section along the lines of "Layout inspired by Old-School Essentials by Necrotic Gnome".

## The "Designed for Use With Old-School Essentials" Logo

### The Logo

Two versions of the "Designed for use with Old-School Essentials" logo accompany this license.

### Front or Back Cover

You must include the "designed for use with" logo somewhere on your product's cover (front or back).

### Placement

The "designed for use with" logo must not be displayed in such a way that it forms part of your product's title.

### Sizing

The "designed for use with" logo must be displayed smaller in size than your product's title.

### Styling

The "designed for use with" logo may not be colourised, made transparent, or have its aspect ratio (width vs height) altered.

## Compatibility

### Requires Old-School Essentials

You must state (on the back cover of your book and, optionally, in your introductory text) "Requires *Old-School Essentials*".

### Flavour

Optionally, you may specify a particular flavour of Old-School Essentials, for example "Requires *Old-School Essentials Advanced Fantasy*".

### Rules Compatibility

You must make an effort to ensure that all rules mechanics used in your product are compatible with the *Old-School Essentials* rules.

## References

### Use of the Old-School Essentials Trademark

Under this license, you are granted permission to refer to the trademark “Old-School Essentials” in your product’s interior or cover text.

### Referencing Spells, Classes, Monsters, Etc.

You may refer to character classes, class abilities, races, spells, magic items, monsters, game rules, etc. in any official *Old-School Essentials* books by name.

### References to Other Books

You may refer readers to sections of any *Old-School Essentials* book published by Necrotic Gnome. The following format is recommended: “See *Doors*, under *Dungeon Adventuring* in *Old-School Essentials*”.

## Replicating Content

### Old-School Essentials Core Rules

Your product must not replicate any text from the *Player Characters* or *Adventuring* sections of *Old-School Essentials*.

### Other Old-School Essentials Material

If your product is released under the Open Game License, you may replicate any other content from *Old-School Essentials* books that is declared as Open Game Content, according to the normal stipulations of the Open Game License.

## Legal

### Required Legal Text

Your product’s legal text must contain the following: “Old-School Essentials is a trademark of Necrotic Gnome. The trademark and Old-School Essentials logo are used with permission of Necrotic Gnome, under license”.

### Legal Responsibility

You agree to take legal responsibility for your product, including copyright or trademark infringement claims.

### Right of Denial

Necrotic Gnome retains the right to deny use of this license.

### Free of Charge

Use of the license and logo is free of charge and royalty free.

## Necrotic Gnome Complimentary Copy

After publication, you must provide one copy of your product (print or PDF) to Necrotic Gnome. Please contact [summon@necroticgnome.com](mailto:summon@necroticgnome.com).

## Questions?

Please contact [summon@necroticgnome.com](mailto:summon@necroticgnome.com) if you have any questions about anything in this license.

# ADDITIONAL NOTES

The following notes do not form an official part of the *Old-School Essentials* third-party license, but are included here to provide additional guidelines and advice around certain topics.

## Marketing

### DriveThruRPG Rules Category

If publishing your product at DriveThruRPG, remember to check *Old-School Essentials* under Rule System in the list of filters when setting up your product.

### Old-School Essentials Newsletter

When you publish a product under this license, please feel free to send us a link to where it can be purchased or downloaded. We're sometimes able to mention new third-party products in our official *Old-School Essentials* newsletter.

### Fan Communities

The Old-School Essentials / Necrotic Gnome fan communities (e.g. on Facebook, Discord) welcome news about third-party products. Please follow the rules of each community with regard to posting links to your products and ask the moderators if unsure.

## Open Game License Not Required

Following the uncertainty around the future of the Open Game License in January 2023, some publishers prefer to no longer use the OGL. The *Old-School Essentials* third-party license *does not require you to use the OGL*.

You are free to publish original *Old-School Essentials* content of your own creation under any license you wish (or no license at all). If you wish to copy or adapt Open Game Content text from official *Old-School Essentials* books then you may either use the OGL or ask our permission to copy text outside of the stipulations of the OGL.

## References

### Tomes or Modular Books?

*Old-School Essentials* exists in two forms: tomes plus sets of modular books. As readers of your product may have one or both of these forms of the game, it is not recommended to refer to the names of specific books, but rather to the game in general. For example, rather than saying "See *Old-School Essentials Classic Fantasy Monsters*", it is recommended to simply say "See *Old-School Essentials*". References in this form are applicable to readers who have either form of the game.

### Page Number References

It is not recommended to refer to page numbers, as they are not consistent in different editions of the game.

## Style Guide

To make your product easy for readers to use with other *Old-School Essentials* products, you may wish to refer to the style guide, *available here*.