

Something Wicked

A community content agreement for Wicked Ones

While there's no real legal authority to prevent anyone from making community content that's compatible with *Wicked Ones*, I'd really like it if people could follow some pretty simple rules when setting up their products.

Wicked Ones is a **finished game**. We won't be updating it or releasing anything in the product line - our development efforts have turned towards a different path. We still love the game and there will be an active community on the Discord (<https://discord.banditcamp.io>). It's my hope as the creator of WO that a dev community develops around the game and adds to it over time. That's what the Something Wicked agreement is about, a way to organize such efforts.

You can place the label **Something Wicked** and include the phrase "Compatible with Wicked Ones" (or something similar, though not the WO logo itself) on your product. In exchange, we ask that you follow these basic rules:

1. Anything you make should require the *Wicked Ones* book to be used.
2. Don't explain rules that appear within *Wicked Ones* or other Something Wicked supplements that you reference.
3. If you reference rules from other sources, please provide the title of those sources and a link to purchase or download them somewhere within your product, preferably within the first few pages. Be sure to also credit any authors of those products.
4. Don't imply that Bandit Camp or *Wicked Ones* are endorsing your project.

That's it, really. You can sell anything you create and charge what you think is fair for it. If you do end up making something, please reach out on Discord (<http://discord.banditcamp.io>) or by email (ben@banditcamp.io) so we can help advertise what you're making!

I'm really looking forward to seeing new sandboxes, factions, dungeon themes, callings, primal monsters and more. I think there's a lot of cool dev space left for people to tinker around with and truly hope you all do.

Thanks,
- Ben