

TSR Ltd. AD&D Revived Open Game License (OGL)

Section 1: Purpose

This license is established to openly support the development and distribution of third-party content compatible with *AD&D Revived*, a game published by TSR Ltd. It aims to promote creativity and community involvement while safeguarding TSR Ltd.'s intellectual property, brand identity, and the integrity of the game system. This document sets clear, enforceable rules for the use of designated game mechanics, terminology, and rules applicable to both non-commercial and commercial projects.

Section 2: Definitions

Open Game Content (OGC):

Game mechanics, rules, and terminology expressly designated as freely usable in Appendix A of this document.

Product Identity (PI):

Includes, but is not limited to, characters, character names, storylines, settings, artwork, logos, trademarks, and any content not specifically listed as OGC.

Licensee:

Any individual, group, organization, or entity that utilises this license.

Non-Commercial Use:

Distribution of content without receiving or seeking any financial compensation, either directly or indirectly, including donations, advertising, and promotional exchanges.

Commercial Use:

Any use of the Licensed Content that generates, or intends to generate, monetary value this includes, but is not limited to, sales, advertising revenue, paywalls, subscriptions, and crowdfunding.

Section 3: Grant of License

TSR Ltd. grants each Licensee a perpetual, worldwide, non-exclusive license to use, reproduce, adapt, and distribute Open Game Content in accordance with this agreement. This license does **not** extend to Product Identity or any materials not explicitly designated as OGC in Appendix A.

Section 4: Use Guidelines

4.1 Non-Commercial Use

Licensees may freely use, adapt, and distribute Open Game Content under the following conditions:

- Proper attribution must be given to TSR Ltd. and the *AD&D Revived* OGL-R.
- A statement must be included clearly indicating that the material is unofficial and unaffiliated with TSR Ltd.
- A functional hyperlink to the official TSR Ltd. website must be included in the distribution platform or documentation.
- No licensing fees are required.

4.2 Commercial Use

Commercial Licensees must register with the TSR Ltd. Creator Portal and comply with the tiered licensing structure outlined below. All revenue thresholds are assessed on a gross monthly basis and must be reported quarterly.

Tier 1: Hobbyist (Gross Revenue under £1,000/month)

- **License Fee:** £0
- **Requirements:**
 1. Attribution and placement of the “Compatible with AD&D Revived” badge.
 2. Product registration via the TSR Ltd. Creator Portal.
 3. Disclosure of gross revenue figures quarterly via portal submission.

Tier 2: Professional (Gross Revenue £1,000–£5,000/month)

- **License Fee:** £25/month or £200/year.
- **Charitable Contribution:** Minimum of 10% of gross monthly revenue.
- **Requirements:**
 1. All Tier 1 conditions.
 2. Charitable donation must go to a **verified and legally registered non-profit, charity, or community organisation** that supports:
 - Youth education and development
 - Mental health services
 - Game accessibility and inclusion
 - Underserved or marginalised communities
 - Community enrichment via art or storytelling
 3. Donation records must be submitted quarterly and include:
 - Name of the organisation
 - Donation amount
 - Timestamped receipt or digital confirmation

Tier 3: Publisher (Gross Revenue over £5,000/month)

- **License Fee:** £100/month or £1,000/year.
- **Charitable Contribution:** Minimum of 20% of gross monthly revenue.
- **Requirements:**
 1. All Tier 1 and Tier 2 conditions.
 2. Access to co-marketing opportunities and early content previews from TSR Ltd.
 3. Same documentation and proof of donation obligations as Tier 2.

Failure to provide required documentation or charitable contributions may result in immediate suspension of commercial licensing rights.

Section 5: Prohibited Uses

Licensees are strictly prohibited from:

- Using any Product Identity (as defined in Section 2) without written authorisation from TSR Ltd.
- Misrepresenting their content as officially endorsed, licensed, or affiliated with TSR Ltd.

- Distributing, promoting, or creating any content that:
 1. Incites hatred, discrimination, or harassment
 2. Violates the laws of the United Kingdom or United States as outlined below:

United Kingdom Legislation:

- *Public Order Act 1986, Section 4*
- *Racial and Religious Hatred Act 2006*
- *Communications Act 2003, Section 127*

United States Federal Law:

- *18 U.S.C. § 249 (Hate Crimes Prevention Act)*
- *18 U.S.C. § 241–242 (Civil Rights Protection)*
- *42 U.S.C. § 3631 (Civil Rights Act of 1968)*

This clause will be strictly enforced. Violation leads to automatic license termination under Section 6.

Section 6: Termination

Violation of any clause in this license immediately terminates the Licensee's rights under this agreement. Upon termination:

- All distribution of content utilising OGC must cease immediately.
- The Licensee may not resume use until compliance is confirmed and approved in writing by TSR Ltd.
- TSR Ltd. may issue waivers or reinstatements at its sole discretion, subject to additional conditions.

Section 7: Updates and Changes

TSR Ltd. reserves the right to modify or update this license. Any changes will be announced with a **minimum notice period of 90 calendar days**.

- Licensees who publish content under a prior version of this license will retain perpetual rights to continue distributing that content under the terms of the version in effect at the time of publication.

Section 8: Dispute Resolution

In the event of a dispute regarding this license:

- Parties agree to binding arbitration under the laws of England and Wales.
- Jurisdiction shall be established in Walsall, United Kingdom.
- Legal fees and costs will be borne by the non-prevailing party unless otherwise determined by the arbitrator.

Appendix A: Designated Open Game Content

(Unchanged as requested.)

- Core mechanics (attributes, dice mechanics, leveling rules)
- Character class templates and spellcasting systems
- Monster stat block format and encounter mechanics
- Non-unique magic items and item generation tables
- Generic skill names and saving throw categories
- Combat rules, initiative system, and hit point mechanics