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These licenses are specifically designed for use with packages of assets. Assets are individual components which are provided for use within other programs (most commonly in map making or other generic graphics/art programs) as just one part of a composite map, image, scene or environment.

These assets are provided freely for any use, including commercial.

It is not my intention to restrict how these are used, however the reason for choosing this license is to ensure that the free nature of these assets, and any modifications based on them, is maintained for the community. If you abide by the spirit of this intention then all will be good between us.

## Notes on Attribution

The terms of the license require attribution when using these assets.

Attribution should ideally include the asset pack name, that it was created by Apprentice of Aule, and the location that the asset was downloaded from. It should include at least the first two.

Attribution can be a pain, and it is easy to forget. If you are using these assets for non-commercial purposes then I will not, under most normal circumstances, take any legal action for failing to attribute. Similarly, I request that nobody else should take action against you for this, including such actions as barring you from a competition.

I do consider it a matter of courtesy that you provide attribution when submitting a final image for a competition, or to a public gallery (on or off line).

If you run a patreon or similar website acting as a hub for the distribution of your work, then I would consider it a kindness to provide attribution somewhere on there, and would then consider it unnecessary to provide attribution for each piece of work you provide through that site.

If you are happy to, please do get in touch to show me your work using these assets. I'd love to see what people are doing with them.

Apprentice of Aule, 23/10/2020 ApprenticeOfAule@protonmail.com

## Terms used in the license:

*Asset Pack* – the collective name of the overall package of files provided by the Creator to which this license is attached.

**Attribution** – providing credit to the *Creator* when sharing any *User Content*, *Modifications*, or *Base Items*. Different *Creators* may have specific requirements about how this is done, but generally it should include the *Creator's* name, the *Asset Pack* used and a link to where the *Asset Pack* can be found.

**Base Items** – refers to any part of the *Asset Pack* that may be used to generate User Content. This may be a whole file, or a part of a file extracted either by the user or by a program that the file is loaded in to. When the *Base Item* is an image this refers to the appearance of the image itself independent of format.

*Content* – the files contained within the *Asset Pack*.

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Share/Sharing - distribution of the item described, by any means, by the User.

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**User Content** – any map, image or other composite output which is created by the *User*, within which the *Base Items*, either modified or unmodified, are used as just a part of the overall composition where there is a clear creative input that does not derive solely from the use of the *Base Item*.