

RAGING SWAN PRESS

TREASURES & TRINKETS:
TREASURE HOARDS #1



5E



YOUR TIME IS PRECIOUS

MAKE YOUR CAMPAIGN PREP. EASIER

JOIN RAGING SWAN PRESS'S PATREON CAMPAIGN

[PATREON.COM/RAGINGSWANPRESS](https://patreon.com/ragingswanpress)

TREASURES & TRINKETS: TREASURE HOARDS #1

Your PCs are deep in the dungeon and have just defeated a terrifying dragon! As they bandage their wounds, and ready their fallen friend's bodies for return to the surface, they look around and ask "So what treasure's in the dragon's hoard, anyway?" At that point, unless the GM has prepared a detailed list of treasure, the PCs get (possibly) literally tons of coins and some generic magic items. (After all, most GMs have better things to do with their prep time than generate descriptions for stuff the PCs will likely sell).

Treasures & Trinkets: Treasure Hoards #1 banishes these problems by providing a veritable hoard of 25 pre-generated, richly detailed treasure hoards for challenges 0-4 ready to insert into almost any GM's campaign.

Treasures & Trinkets: Treasure Hoards #1 is designed for use with the 5th edition of the world's most popular roleplaying game.

CREDITS

Design: Ronald Calbick, Thomas King and Chad Perrin

Development: Creighton Broadhurst

Art: William McAusland. Some artwork copyright William McAusland, used with permission.

©Raging Swan Press 2016.

The moral right of Ronald Calbick, Thomas King and Chad Perrin to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988.

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system or transmitted, in any form or by any means, without the prior permission in writing of Raging Swan Press or as expressly permitted by law.

CONTENTS

Challenge 0-4 Treasure Hoards	2
Support Raging Swan Press	7
OGL V1.0A	7

Product Identity: All trademarks, registered trademarks, proper names (characters, deities, artefacts, places and so on), dialogue, plots, storylines, language, incidents, locations, characters, artwork and trade dress are product identity as defined in the Open Game License version 1.0a, Section 1(e) and are not Open Content.

Open Content: Except material designated as Product Identity, the contents of *Treasures & Trinkets: Hoards Challenge #1* are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

To learn more about the Open Game License, visit wizards.com/d20.



CHALLENGE 0-4 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. They can find the entire hoard in one place or the GM can split it up among encounter areas.

D%	TREASURE HOARD	NOTES
01-04	Treasure hoard #1	
05-08	Treasure hoard #2	
09-12	Treasure hoard #3	No magic items
13-16	Treasure hoard #4	
17-20	Treasure hoard #5	
21-24	Treasure hoard #6	
25-28	Treasure hoard #7	
29-32	Treasure hoard #8	
33-36	Treasure hoard #9	
37-40	Treasure hoard #10	
41-44	Treasure hoard #11	
45-48	Treasure hoard #12	
49-52	Treasure hoard #13	
53-56	Treasure hoard #14	
57-60	Treasure hoard #15	
61-64	Treasure hoard #16	
65-68	Treasure hoard #17	
69-72	Treasure hoard #18	
73-76	Treasure hoard #19	No magic items
77-82	Treasure hoard #20	
83-86	Treasure hoard #21	
87-92	Treasure hoard #22	
93-96	Treasure hoard #23	
97-98	Treasure Hoard #24	
99-100	Treasure Hoard #25	

TREASURE HOARD 1

- **Coinage:** 2,309 cp, 1,379 sp, 108 gp.
- **Cut Malachite (2):** These worked gems are a deep sea foam green, cut into roughly square shapes (each worth 10 gp; DC 10 Intelligence check identifies and values).
- **Jewel-Encrusted Statue:** Roughly four-foot tall, this gold statue is studded with dozens of small set valuable gems. It depicts an immensely obese, bearded man wearing ornate robes and carrying a mitre (worth 300 gp; DC 15 Intelligence check values).
- **Potions of Healing (2):** These copper vials seem heavier than they should be. Closer examination reveals their sides are thicker than normal.
- **Potion of Greater Healing:** This clay tube contains a lavender liquid.
- **Potion of Climbing:** This vial contains a syrupy brown liquid resembling tree sap.

TREASURE HOARD 2

- **Coinage:** 2,115 cp, 924 sp, 99 gp.
- **Banded Agate (8):** These translucent striped blue stones are smooth and worn (each worth 10 gp; DC 10 Intelligence check identifies and values).
- **Small Mirror Set in a Painted Wooden Frame:** A simple mirror set within a pale blue frame; the paint is chipping and peeling (worth 25 gp; DC 10 Intelligence check values).
- **Nobleman's Portrait:** A small painting of a nobleman done by a second-rate artist. The man's face is set in a sneer of disdain (worth 25 gp; DC 10 Intelligence check values).
- **Matching Opal Ring:** A medium-sized opal set into a silver band. The gem is black with veins of red, giving it a somewhat fiendish appearance (worth 25 gp; DC 10 Intelligence check values). It matches the necklace, below.
- **Matching Opal Necklace:** A silver necklace made to appear as a fiendish face, complete with horns and fangs. Three black and red opals are set into it as the fiend's eyes (worth 50 gp; DC 15 Intelligence check values). It matches the ring, detailed above.
- **Black Velvet Mask:** This mask—held in place by two thin leather straps—resembles a fiendish face and is stitched with silver thread (worth 25 gp; DC 10 Intelligence check values).
- **Potion of Resistance:** This iron vial contains water flecked with silver.
- **Potion of Animal Friendship:** This plain pottery vial is rough and crudely crafted; it is tightly stoppered with a slightly oversized cork.

TREASURE HOARD 3

- **Coinage:** 1,514 cp, 652 sp, 73 gp.
- **Star Rose Quartz (10):** These translucent, rose-coloured stones have a white star-shaped centre (each worth 50 gp; DC 10 Intelligence check identifies and values).
- **A is for Aboleth:** A rare copy of the famed children's book. Goes all the way from A – Aarakocra to Z – Zombie (worth 50 gp; DC 10 Intelligence check values).
- **Landscape Painting:** A beautiful painting of a serene forest glade. Off to one side is a small pond, with a waterfall. Various scantily-clad fey creatures frolic in its pristine waters (worth 100 gp; DC 15 Intelligence check values).
- **Quarterstaff:** This dark grained wooden quarterstaff's finish is smooth and even. It weighs roughly half what one might expect (worth 40 gp; DC 15 Intelligence check values).

TREASURE HOARD 4

- **Coinage:** 1,972 cp, 602 sp, 49 gp.
- **Giant's Ivory Necklace:** A necklace of tribal fetishes, made of walrus ivory and bearing a scrimshaw pattern. The necklace is larger than those worn by humans and must have belonged to some kind of giant (worth 100 gp; DC 15 Intelligence check values).
- **Potion of Hill Giant Strength:** This vial contains a foul-smelling tan-coloured liquid.
- **+1 Light Crossbow Bolts (4):** The tip of these finely crafted wooden bolts are etched with the Dwarven rune for death.

TREASURE HOARD 5

- **Coinage:** 2,404 cp, 1286 sp, 104 gp.
- **Chalcedony (8):** These opaque white stones are cool to the touch (each worth 50 gp; DC 10 Intelligence check identifies and values).
- **Amethyst Pendant:** A simple string necklace, with a pendant shaped like a tankard. The pendant is carved from a deep violet coloured amethyst (worth 25 gp; DC 10 Intelligence check values).
- **Flask of Whiskey:** A metal flask with an embossed emblem of a large tree (worth 25 gp; DC 10 Intelligence check values) holds a particularly smooth whiskey.
- **Slippers of Spider Climbing:** A pair of unadorned black silk slippers that are rough and uncomfortable to wear.
- **Stone of Good Luck:** This translucent green stone has numerous thin white bands and an engraved clover leaf on one side.
- **Eyes of the Eagle:** A set of simple wire frame spectacles with ornate crystal lenses.

TREASURE HOARD 6

- **Coinage:** 2,547 cp, 996 sp, 83 gp.
- **Bottle of Absinthe:** A dark green bottle filled with murky liquid. Two elves dance and cavort on the label (worth 50 gp; DC 10 Intelligence check values).
- **Gilded Dinner Plate:** A fine plate like one would find in a nobleman's dining room. On the bottom of the plate is the artisan's symbol, a stylized falcon (worth 100 gp; DC 25 Intelligence check values).
- **Crowbar:** This iron crowbar's edges are only barely touched by the reddish tint of encroaching rust (worth 2 gp; DC 10 Intelligence check values).
- **Ring of Water Walking:** This finely crafted silver band is embossed with overlapping waves of water. The wearer of this ring, never suffers from seasickness.

TREASURE HOARD 7

- **Coinage:** 1,901 cp, 1,081 sp, 67 gp.
- **Lapis Wolf:** This statuette of a stylized wolf is about the size of a small cat and carved from lapis lazuli, giving it an intense blue colouration (worth 150 gp; DC 15 Intelligence check values).
- **Potions of Healing (4):** These vials contain a liquid smelling vaguely of roses.
- **Potion of Diminution:** This small vial contains a sour yellow-tinted liquid.
- **Driftglobe:** This not quite round glass sphere has a small chip in it. Several small cracks radiate outwards from the chip, suggesting the *driftglobe* may shatter before long.

TREASURE HOARD 8

- **Coinage:** 1,945 cp, 814 sp, 90 gp.
- **Sardonyx (7):** Opaque red and white banded stones in a small leather pouch (each worth 50 gp; DC 10 Intelligence check values).
- **Rare Books:** Several obscure tomes, detailing subjects such as the proper etiquette for gnomish ball-room dancing and the ecology of the bulette (worth 75 gp; DC 15 Intelligence check values).
- **Scroll of Darkness:** This tattered piece of parchment bears a skull seal set in black wax.
- **Scroll of Heroism:** This rigid scroll—written in flowing scarlet ink—is hard to unroll.
- **Scroll of Magic Mouth:** Cramped words cover this yellowed parchment, which is decorated with several doodles of a large, open mouth.

TREASURE HOARD 9

- **Coinage:** 2,022 cp, 1,633 sp, 51 gp.
- **Barrel of Rare Spices:** A large barrel of rare and exotic spices. It gives off a very distinctive peppery smell (worth 50 gp; DC 15 Intelligence check values).
- **Cook Pot:** A black, well-used cook pot in good condition with a heft perhaps better suited for use as a makeshift bludgeoning weapon than part of a traveller's gear (worth 8 sp; DC 10 Intelligence check values).
- **Ornate Hourglass:** This large hourglass made from polished oak with golden inlay (worth 100 gp; DC 10 Intelligence check values) is cumbersome. It is set to measure the passage of one hour.
- **Scroll of Guidance (2):** Beautifully rendered divine symbols and illustrations of praying angels border these scrolls held in a simple brass tube.

TREASURE HOARD 10

- **Coinage:** 2,216 cp, 851 sp, 97 gp.
- **Giant Onyx (6):** Worked black onyx gems with bands of white, each roughly the size of a grown man's fist (each worth 50 gp; DC 10 Intelligence check identifies and values).
- **Handful of Emerald Fragments (4):** The shattered pieces of an unworked emerald; several of the jagged fragments are surprisingly sharp (each worth 10 gp; DC 10 Intelligence check identifies and values).
- **Copper Band:** A dented copper ring with a barely legible emblem of a soaring bird. A DC 10 Wisdom (Perception) check reveals the emblem to actually be a set of crossed daggers (worth 25 gp; DC 10 Intelligence check values).
- **Ruby Crown:** This circlet of burnished silver has two flawless red and violet rubies set into its centre (worth 100 gp; DC 15 Intelligence check values).
- **Universal Solvent:** This heavy water flask contains a thick, smelly liquid.

TREASURE HOARD 11

- **Coinage:** 1,981 cp, 915 sp, 82 gp.
- **Lute:** This ornately crafted lute grants the user a +1 on Charisma (Performance) checks made while singing and dancing (worth 100 gp; DC 15 Intelligence check values).
- **Silver Locket:** A silver locket hung on a chain of the same material. On the inside is a portrait of a young woman with blonde hair (worth 100 gp; DC 15 Intelligence check values).
- **Boots of Striding and Springing:** These pale green boots are heavily worn and smell musty.

TREASURE HOARD 12

- **Coinage:** 2,872 cp, 1,036 sp, 30 gp.
- **Blue Quartz (8):** Transparent pale blue stones in a small wooden box (each worth 10 gp; DC 10 Intelligence check identifies and values).
- **Silk Vest:** A tailored vest of red silk, stitched with golden thread. It is plain yet obviously of good quality (worth 50 gp; DC 10 Intelligence check values).
- **Potion of Greater Healing:** Lavender-coloured liquid fills this battered iron vial.
- **Bag of Holding:** A pale brown cloth bag with a band of mountains embroidered around the middle.

TREASURE HOARD 13

- **Coinage:** 2,270 cp, 868 sp, 110 gp.
- **Flawed Diamond:** This small, somewhat clear, white gem has a brilliant lustre. Although it has numerous flaws, it is still valuable (worth 150 gp; DC 10 Intelligence check identifies and values).

- **Silver Hand Mirror:** This small handheld vanity mirror is fashioned from a single piece of silver; a riot of leaves and daisy-petals in relief ring the flat surface of a thin sheet of glass over the polished viewing surface (worth 50 gp; DC 10 Intelligence check values).
- **Ranger's Charm:** A small pendant on a leather string. The pendant is three crossed arrows made of iron (worth 25 gp; DC 10 Intelligence check values).
- **Potion of Superior Healing:** This metal flask contains a pearl-coloured liquid that tastes exceptionally bitter.

TREASURE HOARD 14

- **Coinage:** 2,042 cp, 1,137 sp, 104 gp.
- **Carnelians (2):** A reddish translucency, as of sunlight seen through closed eyelids on a cloudless noon, colours this pair of polished stones. One is uncut, the other showing the first marks of a jeweller's work (worth 25 and 50 gp; DC 10 Intelligence check identifies and values).
- **Silk Vest:** A tailored vest of red silk, stitched with golden thread. It is plain yet obviously of good quality (worth 25 gp; DC 10 Intelligence check values).
- **Scroll of Hypnotic Pattern:** This stained and ragged piece of parchment looks as if it might fall apart completely if not handled with care.
- **Potion of Poison:** This square stoppered flask contains a clear liquid with an aromatic smell.
- **Potion of Invulnerability:** A vial carved of petrified wood contains a crimson liquid that makes anyone smelling it feel light-headed.
- **Potions of Mind Reading (2):** These flasks each contain a purple liquid and have a stopper on a small silver chain.

TREASURE HOARD 15

- **Coinage:** 1,759 cp, 980 sp, 64 gp.
- **Bloodstones (2):** These red spotted blue-green stones are the size of a thumbnail (each worth 50 gp; DC 10 Intelligence check identifies and values).
- **Jade Necklace:** A necklace of beads made from green jade, intermixed with what appears to be wolf or worg fangs (worth 200 gp; DC 15 Intelligence check values).
- **Golden Bracelet:** This plain golden bracelet is a thin circle of metal half an inch wide with the edges curled into narrow lips. A deep nick in one edge cuts halfway across its width, and a crust of black could be the blood of its former owner (worth 50 gp; DC 10 Intelligence check values).
- **Alchemy Jug:** A large ceramic jug decorated with all manner of carefully painted and interconnected elemental symbols.

TREASURE HOARD 16

- **Coinage:** 2,375 cp, 1,550 sp, 49 gp.
- **Flasks of Oil (20):** A wooden crate is filled with simple, battered steel flasks, each of which contains enough lamp oil to fill a lantern (each worth 1 sp; DC 5 Intelligence check values).
- **Nose Ring:** This plain, thin golden ring is too small for a typical finger, and stops a quarter inch shy of being a complete band; it has rounded ends on either side of the gap (worth 25 gp; DC 10 Intelligence check values).
- **Cube of Force:** A small red silk drawstring pouch contains a transparent glass cube with swirling mist within it. Each face is engraved with a different shape positioned as the pupil of an open eye.

TREASURE HOARD 17

- **Coinage:** 2,081 cp, 1,036 sp, 78 gp.
- **Flawed Crimson Garnet:** A tear-shaped stone with crimson colouration marbled with veins of orange (worth 50 gp; DC 10 Intelligence check identifies and values).
- **Potions of Superior Healing (2):** These simple clay pots are covered with decorative white paint and contain an exceptionally bitter pearl-coloured liquid.
- **Handy Haversack:** This soft leather backpack looks newly fashioned and has the initials "GRC" pyrographed on the central pouch.
- **Potion of Ethereality:** This glass vial wrapped in wire and contains a liquid that alternates between being clear and a cloudy grey.

TREASURE HOARD 18

- **Coinage:** 2,590 cp, 1,438 sp, 48 gp.
- **Jade Dice (4):** A small wooden box is lined with green velvet and contains four gemstone dice (each worth 25 gp; DC 10 Intelligence check values).
- **Potion of Hill Giant Strength:** This small cracked vial contains a tan-coloured liquid with a foul smell.
- **Oil of Slipperiness:** This tall, narrow vial has a cork stopper and contains a thick yellow liquid.
- **Potion of Greater Healing:** This small glass vial looks very delicate and contains a lavender-coloured liquid. The liquid smells of lavender and roses.
- **Dust of Dryness:** A small leather pouch is embroidered with a simple desert scene and contains a fine sand-coloured dust.

TREASURE HOARD 19

- **Coinage:** 2,205 cp, 1,133 sp, 76 gp.
- **Resplendent Royal Outfit:** This red, blue and gold robe is of the finest silks and embroidered with fabulous skill and talent. A cloak and mantle made from wolf's fur completes the outfit (worth 250 gp; DC 15 Intelligence check values).
- **Owlbear Statue:** Roughly the size of a halfling, this statue depicts an owlbear roaring in triumph. The statue is carved from dark green jade, flecked with specks of red (worth 150 gp; DC 15 Intelligence check values).
- **Tribal Headdress:** An old and timeworn headdress, made from numerous feathers and beads. Worthless except to a collector (worth 50 gp; DC 15 Intelligence check values).

TREASURE HOARD 20

- **Coinage:** 1,822 cp, 566 sp, 70 gp.
- **Giant Lapis Chunk:** A large gemstone, with a deep indigo colour, about the size of a humanoid's head (worth 100 gp; DC 10 Intelligence check identifies and values).
- **Potion of Fire Giant Strength:** A bubbling red liquid fills an overly large flask that is warm to the touch.
- **Potion of Gaseous Form:** A simple leather pouch holds a simple bottle. Tendrils of mist flow out and over the bottle when opened.
- **Horseshoes of Speed:** These four horseshoes are bound together with a small piece of twine.
- **Feather Token (Bird):** This large, black feather is incredibly smooth.

TREASURE HOARD 21

- **Coinage:** 2,022 cp, 1,633 sp, 51 gp.
- **Amethyst:** The multitude of tiny facets in this transparent, purple heart-shaped stone creates a dizzying flicker of light and dark, as it catches and refracts the light (worth 150 gp; DC 10 Intelligence check identifies and values).
- **Potions of Healing (2):** These vials have a tall, thin neck and a broad rounded bottom. Within tiny golden flecks float in an otherwise incredibly clear, but viscous, liquid.
- **Scroll of Ice Knife:** A large piece of vellum has been rolled into a heavy brass tube decorated with stylised engravings of a lofty, snow-covered mountain range.
- **Scroll of Charm Person:** The faded, cramped writing on this old and cracked scroll is barely decipherable. Rough handling could cause it to rip.
- **Scroll of Thaumaturgy:** A small worn piece of parchment rolled into a tube and tied with a bloodstained ribbon.

TREASURE HOARD 2 2

- **Coinage:** 2,277 cp, 1,008 sp, 120 gp.
- **Old Book:** A scuffed and well-worn text written with manticores blood ink on fine linen paper, bound in aged dried leather, bears the title “Elementary Principles of the Arcane Instrument” (worth 500 gp; DC 15 Intelligence check values).
- **Embroidered Cloak:** A heavy black cloak, elaborately embroidered and lined with violet silk (worth 75 gp; DC 10 Intelligence check values).
- **Cloak of the Manta Ray:** This exquisite cloak is a bright aquamarine colour. When put on for the first time, the cloak changes its length so that its hem brushes the ground.
- **Scroll of Darkvision:** An ivory scroll case contains a single piece of well-preserved parchment (scroll case worth 25 gp; DC 10 Intelligence check values).

TREASURE HOARD 2 3

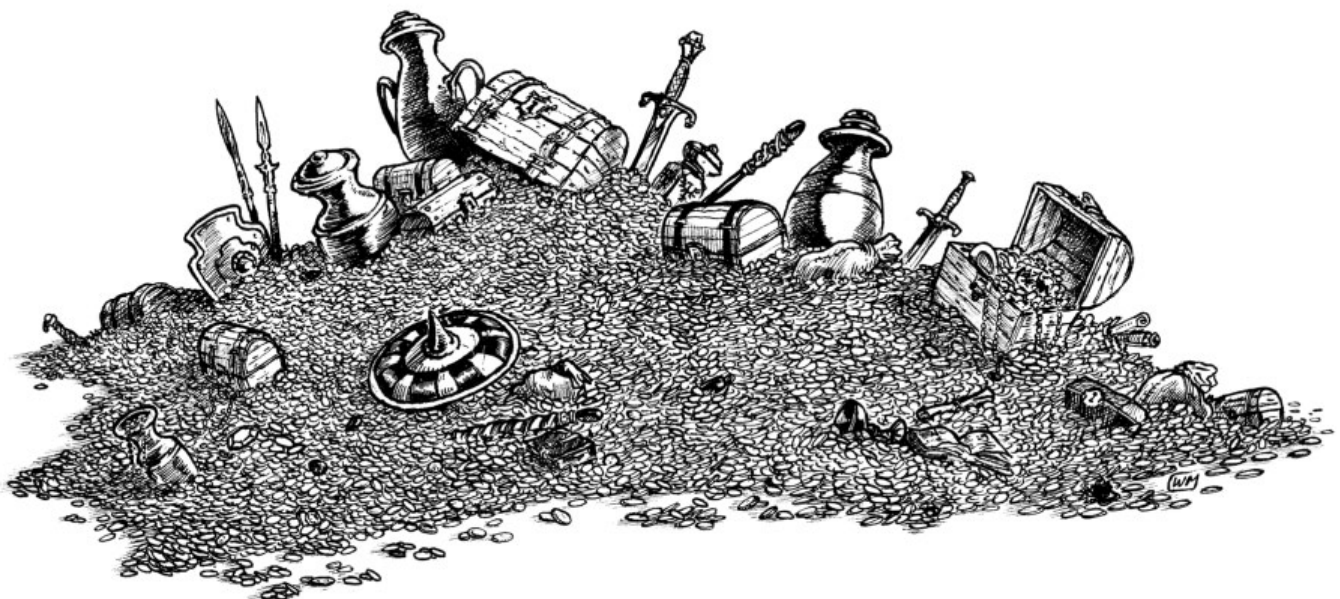
- **Coinage:** 2,757 cp, 1,445 sp, 109 gp.
- **Assorted Ornamental Stones (9):** A small bag contains fifteen polished spheres, each composed of a different colourful stone. These marbles bear the faint wear of use in a child's game, perhaps a very wealthy couple's child (each worth 10 gp; DC 10 Intelligence check identifies and values).
- **Staff of Withering:** This gnarled wooden staff is carved into the shape of a slender emaciated figure with arms stretched over its head and the hands cupped around a small head with a gaunt face.

TREASURE HOARD 2 4

- **Coinage:** 2,872 cp, 1,036sp, 30 gp.
- **Diamond Ring:** This somewhat plain gold ring is set with three small diamonds in a triangular pattern (worth 300 gp; DC 15 Intelligence check values).
- **Velvet Hat:** This wide-brimmed hat with a shapeless crown is made from maroon crushed velvet, its stitching so skilfully worked it is invisible to any but the most expert eye (worth 10 gp; DC 10 Intelligence check values).
- **Potion of Greater Healing:** This flask is egg-shaped and contains a lavender-coloured liquid with a layer of sediment at the bottom.
- **Potion of Fire Breath:** This metal flask contains a fluid that smells strongly of cinnamon.
- **+1 Arrows (6):** These arrows all have black fletching.

TREASURE HOARD 2 5

- **Coinage:** 2,671 cp, 909 sp, 40 gp.
- **Amethyst Ring:** This gold band set with three deep violet stones has an inscription on the underside. A DC 15 Wisdom (Perception) check reveals it to be the phrase, “Enduring as the Mountain” written in Dwarven (worth 200 gp; DC 15 Intelligence check values).
- **Flasks of Acid (3):** These thick glass flasks slosh thickly with a heavy black fluid; an acrid stench greets anyone opening them (each worth 25 gp; DC 10 Intelligence check values).
- **Hat of Disguise:** An unadorned dark grey peasant's bonnet.
- **Boots of the Winterlands:** These small, fur trimmed white boots slip on surprisingly easy despite their size.



Please consider joining our Patreon campaign.

Your support enables us to pay our freelancers a decent wage. In return, you get free books before they go on general release.

Learn more and sign up at patreon.com/ragingswanpress.

OGL V1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE: Open Game License v 1.0 ©2000, Wizards of the Coast, Inc.

Open Game License v1.0a. Copyright 2000, Wizards of the Coast Inc.

System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

So What's the Hoard Like, Anyway? ©Raging Swan Press 2012; Authors: Thomas King and Chad Perrin.

Treasures & Trinkets: Treasure Hoards #1. ©Raging Swan Press 2016; Author: Ronald Calbick, Thomas King and Chad Perrin.



EVERYTHING

is better with

tentacles



ragingswan.com

