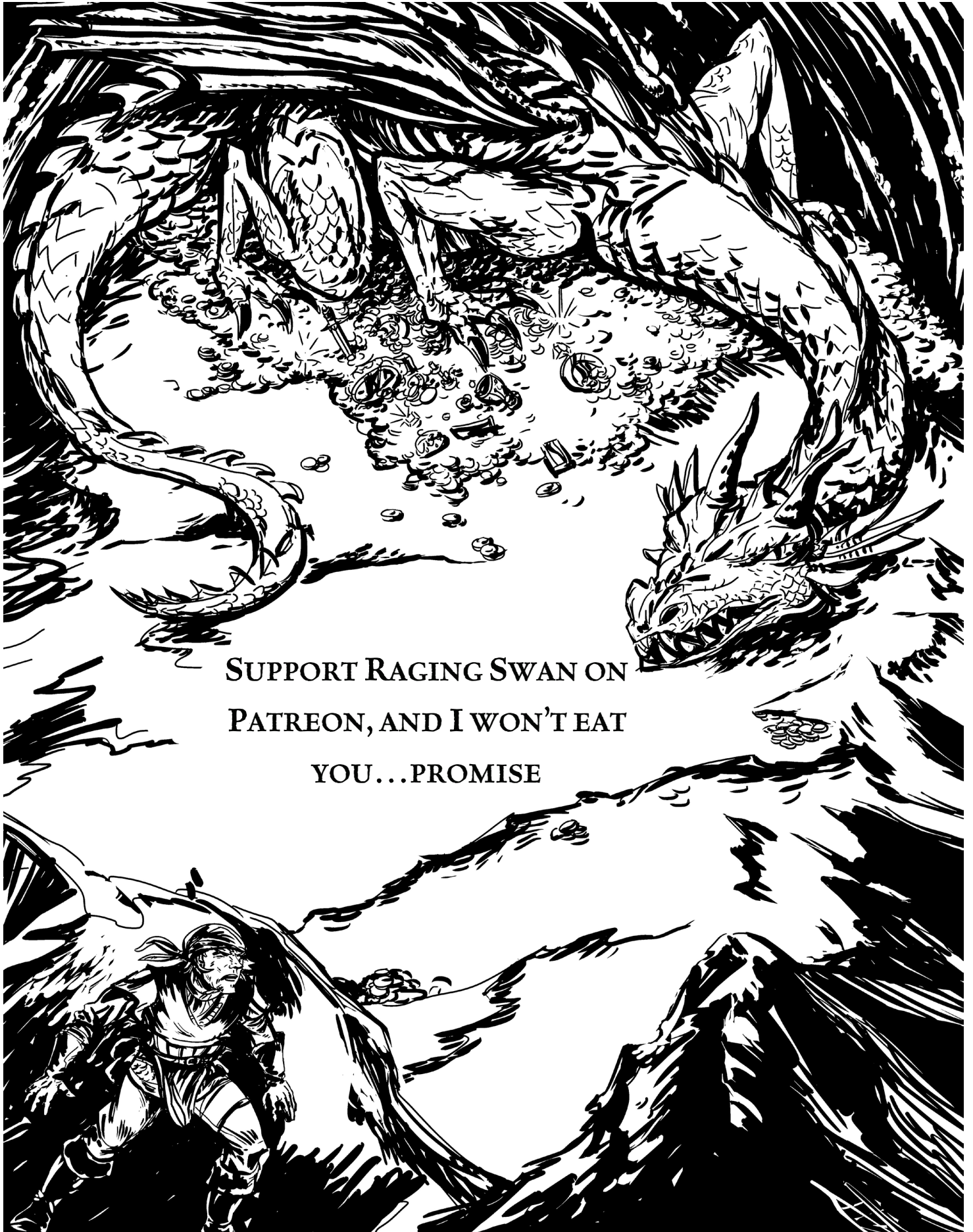


RAGING SWAN PRESS

PLACES OF POWER:
THE FRAGRANT TOWER



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



SUPPORT RAGING SWAN ON
PATREON, AND I WON'T EAT
YOU...PROMISE

PLACES OF POWER: THE FRAGRANT TOWER

The squat, austere form of the Fragrant Tower is not much to look upon as it sits atop Spellbarrow Hill. But visitors soon find the tower to be aptly named, as they are greeted by a myriad of tantalizing scents emanating from the tower's rooftop garden and surrounding rose hedges. Home to the wizard Tasril and his small household, The Fragrant Tower is an obvious destination for travellers with coin to spend on items of magic, or those who seek to acquire some of Tasril's enchanted perfumes.

From time to time, or so the locals claim, the sweet-scented breezes from the tower carry traces of fouler odours. Widely believed to be the by-product of the wizard's magical experiments, there are those who wonder if the perfumed halls conceal an ominous secret and if something sinister lurks in the depths of the tower dungeons.

Design: Jacob Trier
Development: Creighton Broadhurst
Editing: Creighton Broadhurst
Cover Design: Creighton Broadhurst
Layout: Creighton Broadhurst
Cartography: Dyson Logos
Interior Art: Matt Morrow

Thank you for purchasing *Places of Power: The Fragrant Tower*; we hope you enjoy it and that you check out our other fine print and PDF products.

Published by Raging Swan Press
July 2015

ragingswan.com
gatekeeper@ragingswan.com

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 *Places of Power: The Fragrant Tower* 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. The moral right of Jacob Trier to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988. ©Raging Swan Press 2015.

CONTENTS

The Fragrant Tower At a Glance	2
Notable Locations	4
Unique Magic Items.....	6
Tarril the Transformed.....	7
Did You Know?.....	8

STAT BLOCKS BY CR

CR		PAGE
8	Tasril the Transformed N male troglodyte wizard (conjurer) 8	7

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

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



THE FRAGRANT TOWER AT A GLANCE

Originally a simple watchtower, the Fragrant Tower got its name a few decades ago, when the wizard Tasril acquired the structure and took up residence with his small household. When the wind is right, the sweet scent from the tower's roof-top garden carries for miles, guiding travellers to the squat tower atop Spellbarrow Hill.

Inside, visitors experience a myriad of olfactory impressions from the scented candles, perfumes and incense present in every room. Some of these aromatic items even have magical properties, and may be purchased by those with sufficient coin.

Tasril rarely leaves his laboratory, leaving it to his two dwarven servants to deal with any distractions or visitors. But both the wizard's reclusive behaviour and the multitude of odours serve to cover a secret guarded jealously by the tower's inhabitants. And while visitors are treated with every courtesy, they are also cautioned against exploring the tower.

DEMOGRAPHICS

Ruler Tasril

Population 4

Alignment N

Languages Common, Dwarven, Elvish, Gnome, Undercommon

Resources and industry Spellcasting and crafting of magical items, arms and armour.

LORE

A PC making a Knowledge (geography) or Knowledge (local) check may know some information about the Fragrant Tower. A successful check reveals everything learned by a lesser check.

DC 10: The Fragrant Tower is home to the wizard Tasril and his household. It is so named because of the many sweet-smelling flowers planted around it and in its rooftop garden.

DC 15: Tasril rarely deals with visitors in person. Instead, a pair of dwarven siblings manages most of his daily affairs. Those who have met the wizard describe him as a reserved, but courteous, elf.

DC 20: It is usually possible to purchase a few magic items at the tower and Tasril has been known to take commissions. He specializes in enchanted perfume and magic scented candles.

NOTABLE FOLK

The following folk reside in the Fragrant Tower:

Oldar (location 6; LN male dwarf ranger 1/expert 2) Oldar mainly tends to the grounds outside the Fragrant Tower and to the plants in the rooftop garden.

Tasril (location 2; N male troglodyte wizard [conjurer] 8) The reclusive master of the Fragrant Tower does what he can to endure his current condition, while searching for a way to return to his original elven form.

Yanga (location 5; LN female dwarf expert 2) Yanga fulfills the role as housekeeper, cook and hostess. She makes sure the visitors' quarters are always ready, and guests have everything they need.

Zhamosia (location 2; N female svirfneblin wizard [illusionist] 3) Ever since Tasril's transformation, this faithful deep gnome has been his loyal companion and apprentice. She prefers to spend her time in the tower's underground laboratories.

NOTABLE LOCATIONS

The following areas of the Fragrant Tower are of particular interest to adventurers:

1. **Underground laboratory:** The tower's deepest levels house arcane workshops and laboratories and a concealed escape tunnel.
2. **Wizards' living quarters:** Tasril and Zhamosia both reside in these underground chambers, which also hold a well-stocked library.
3. **Entry level:** Anyone wishing to enter the Fragrant Tower must pass through its fortified entrance before reaching the comfortable visitors' lounge.
4. **Visitors' quarters:** This level of the tower holds a trio of finely furnished rooms for guests.
5. **Kitchen level:** The tower's kitchen and Yanga's living quarters are located on this level.
6. **Fountain level:** A magic fountain at this level provides fresh water for the tower. Olgar lives in a room beyond the fountain.
7. **Rooftop garden:** Lush plants and aromatic flowers grow atop the entire roof of the Fragrant Tower.

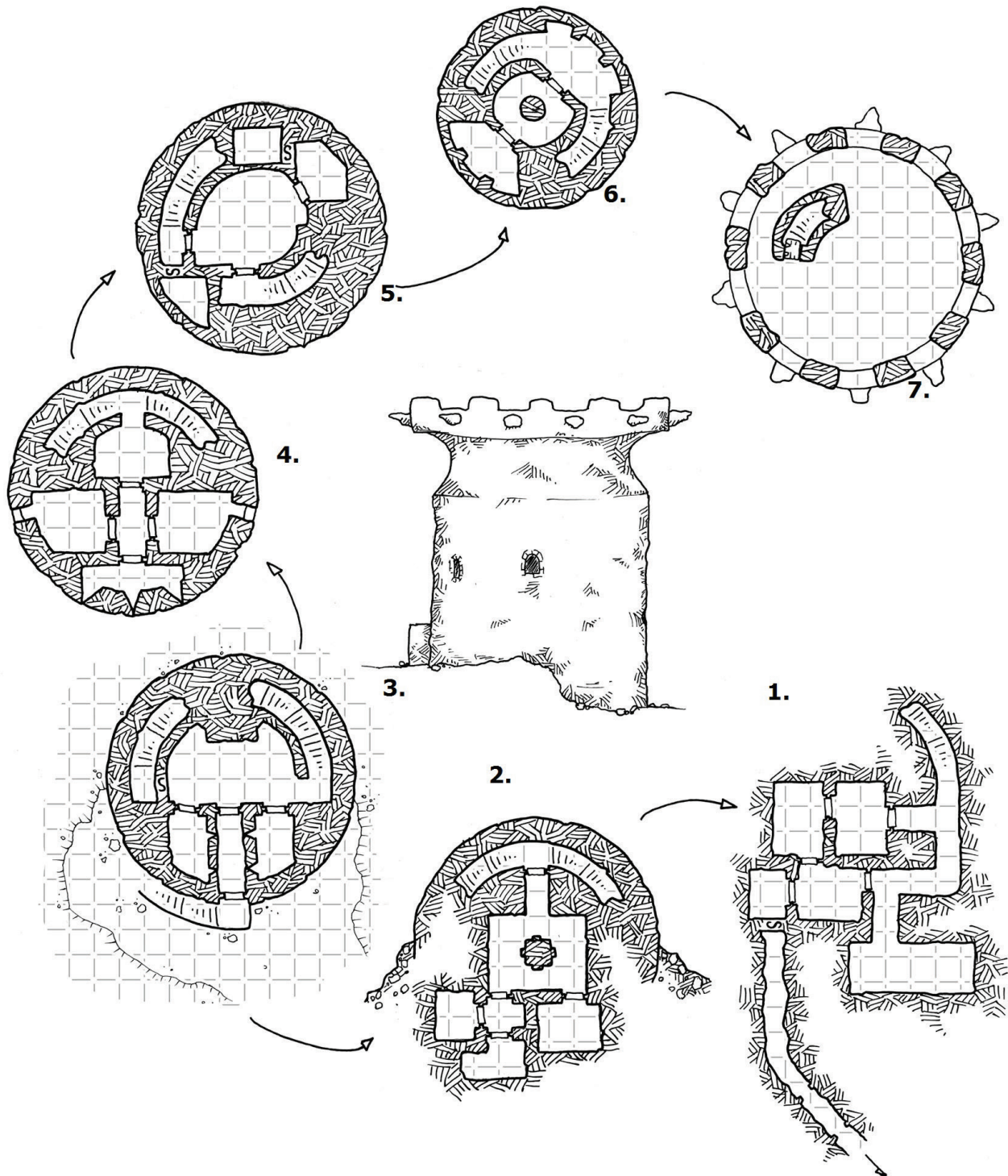
MARKETPLACE

When the PCs arrive at the Fragrant Tower, the following items are for sale:

- **Consumables** *scroll of dispel magic* (375 gp), *scroll of resist energy* (150 gp)
- **Miscellaneous items** *boots of elvenkind* (2,500 gp), *incense of meditation* (4,900 gp)
- **Weapons & Armour** *+1 giant bane longbow* (8,375 gp)

Additionally, the following services are available:

- **Spellcasting** Arcane spellcasting (see Taril's stat block for full list of available spells)
- **Crafting** Magical arms and armour, scrolls and wondrous items



NOTABLE LOCATIONS

1: UNDERGROUND LABORATORY

Deep below the Fragrant Tower, a series of interconnected chambers house Tasril's arcane workshop and laboratory. The air down here is stale and thick with vapours from the chemicals and reagents used in experiments and crafting processes.

Featureless dark grey stone tiles cover the floor and walls. Each chamber is furnished with workbenches, braziers, shelves, tables and alchemical equipment, all arranged in an orderly and practical fashion. Heavy reinforced wooden doors with superior locks (DC 40 Disable Device opens) separate the rooms. The doors are locked when the area is not in use.

Since all of the tower's occupants have darkvision, there are no permanent lighting fixtures in the underground levels. If light is needed, candles or cantrips are used.

At the end of the corridor leading up to the workshops, a large storage room holds an impressive variation of raw materials and rare ingredients, all meticulously sorted and labelled.

In the farthest room, a hidden passage (DC 25 Perception spots) connects to a series of tunnels leading deeper into Spellbarrow Hill.

2: WIZARDS' LIVING QUARTERS

From the stairwell, a single door opens into a spacious room smelling of old parchment and dust. Bookshelves holding a sizable collection of books and scrolls line all four walls. In the centre, four chairs are set around a square table.

EVENTS

While the PCs are in the Fragrant Tower, one or more of the below events may occur. Choose or determine randomly:

D6	EVENT
1	The magical fountain at location 6 malfunctions, sending cascades of water out the windows and down the stairs.
2	A particularly potent plant in the rooftop garden blossoms, filling the tower and the surrounding area with pollen which causes mild hallucinations.
3	A group of demon hunters arrive and demand to search the tower. After being denied entry by Olgar and Yanga, they grudgingly depart.
4	A wealthy noblewoman arrives with an extensive entourage and spends hours in the visitor's lounge sampling magic perfumes and scented candles.
5	A horrid stench suddenly fills the tower in the dead of night. It seems to be coming from the rooftop garden.
6	In honour of a holiday dedicated to one of the dwarven deities, Yanga treats all guests in the tower to a special meal of dwarven delicacies and fine ales.

On the far side of the room, two doors lead to austere bedchambers. Zhamosia sleeps in the eastern room, while Tasril's bedroom and private study are behind the western door.

The bald and shy Zhamosia is deeply devoted to Tasril and feels indebted to him, for his sacrifice in protecting her tribe, her father's role in trapping him in his monstrous form and his continued tutelage in the arcane art. Her loyalty is absolute and there is nothing she won't do for her master.

3: ENTRY LEVEL

Thick rose hedges with tough brambles and sharp thorns form an aromatic, but effective, perimeter around the exterior of the Fragrant Tower. The stair leading up to the front door presents the only easy route for entry to the tower.

At the door, a carved sign instructs visitors to ring the bell and wait for admittance. Beyond the front door, a short corridor lined with arrow slits allows the tower's residents to inspect visitors closely before granting them entry to the richly decorated lounge.

Incense from multiple censers fills the room with a sweet and invigorating scent, and comfortable furniture and refreshments stand ready.

A painting of a silver-haired elf (Tasril in his original form) hangs on the wall opposite the entrance. The painting is enchanted, and allows Tasril to see and communicate with

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about the Fragrant Tower and its inhabitants. This takes 1d4 hours and requires a DC 10 check. A character exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use the table below to determine which rumour(s) the PC learns.

D6	RUMOUR
1	Before settling in the Fragrant Tower, Tasril had several underground adventures.
2	Tasril is said to have a mysterious apprentice, who aids him in his magical research and crafting.
3	Some nights, Tasril wanders his rooftop garden alone, but never for long.
4*	Tasril has a demon trapped in the dungeons beneath his tower, and has forced it into 99 years of servitude.
5*	The foul stench which sometime issue from the tower come from a portal linked to the nether planes.
6	Tasril was once slain and brought back to life. The experience altered him in some fundamental way, and forced him to retire.

*False rumour

visitors while in his private study below.

On the eastern side of the lounge, stairs lead to the upper levels. A cunningly concealed door on the west wall (DC 30 Perception spots) hides the entrance to the tower's lower levels.

4: VISITORS' QUARTERS

The tower has three guest rooms connected by a small corridor and a compact salon opening out to the stairs. Each of the rooms accommodates two people, and has its own distinct theme of colours and scents.

- The western room is decorated in warm orange and yellow tones, and smells of apricot and azaleas.
- The southern room is decorated in blue and purple, with lavender and hyacinth fragrances.
- The eastern room is decorated in shades of green and smells of rosemary and mint.

VISITING THE FRAGRANT TOWER

Anyone wishing to enter the tower must first announce themselves by ringing the bell by the front door. They are usually greeted by Oldar, who inquires to the identity of the visitors and the purpose of the visit through a small window next to the door.

After presenting themselves, visitors are admitted into the entry corridor, where they are asked to leave any weapons they might be carrying behind. After doing so, they are admitted into the tower itself.

Oldar and Yanga greet visitors in the lounge on the entry level, and make sure they are comfortable. The pair also manages the sale of available magical items.

If the visitors need to see Tasril, either because they require a custom order or because they have questions the dwarves can't answer, Tasril first communicates with them through his enchanted painting, claiming to be tied up in urgent affairs in his private quarters. If a personal consultation is required, he uses *alter self* to transform into elf shape and *dimension doors* to the lounge, making sure to depart again well before the *alter self* expires.

Visitors who arrive late in the day or need to wait several days for their orders to be finished, may stay the guest quarters. They are free to use the lounge and come and go as they please, but are warned not to venture farther into the tower.

For every hour spent in the tower, there is a 5% chance that one or more of the PCs detect Tasril's stench as a subtle undertone to the other fragrances in the tower. A DC 15 Knowledge (dungeoneering) check identifies it as troglodyte stench. If questioned about it, the occupants of the tower claim it is a by-product of Tasril's experiments.

If anyone other than Tasril, Zhamosia, Oldar or Yanga move farther up the stairs, a *magic mouth* triggers and loudly declares the upper levels to be private and off limits to visitors.

5: KITCHEN

A large kitchen occupies most of this level of the tower. Here, the perfumed odours from the lower levels are replaced by the smell of freshly baked bread, roasting meats and spices, depending on what Yanga is cooking.

In the centre of the kitchen stands a solid oak table where Yanga and Oldar take most of their meals, while Tasril and Zhamosia usually have their food brought down to the underground sections.

Yanga lives in the small chamber adjacent to the kitchen, and keeps a small emergency supply of potions and weapons for her and Oldar hidden in a secret room in case the tower comes under attack. The stout flaxen-haired dwarf maiden is firmly committed to honouring the life debt she and her brother owe Tasril, but she also secretly wishes they could be free to leave the tower and start a life on their own terms.

Another secret room at the top of the stairs allows Tasril to bypass the middle sections of the tower with his dimensional steps ability.

6: FOUNTAIN LEVEL

The landing above the stairway is dominated by several racks containing various gardening tools and shelves with seeds and gardening supplies.

IN YOUR CAMPAIGN

The Fragrant Tower is designed to be easily placed in an existing adventure or setting. The exact location of the tower is purposefully vague, and it can be placed in an isolated locale or near or in a minor settlement such as a village or town.

The tower and its occupants can serve a variety of roles. Since Tasril funds his research by hiring out his services, PCs might visit the Fragrant Tower to have their equipment, weapons or armour enchanted, or to acquire new magical items or scrolls. Alternatively, the PCs might be looking for someone to cast a specific spell, or be in need of information regarding arcane subjects.

Tasril's secret and the efforts to protect it might serve as a red herring to divert the attention of PCs investigating other malicious affairs. Finally, the Fragrant Tower itself, and especially the tunnels leading deeper into Spellbarrow Hill, could play a key role in an adventure plot.

If the PCs should somehow be able to help Tasril protect his secret, solve his stench problem or return to original form, they could gain a valuable ally. Alternatively, if they reveal his true form to the public, they earn his ire.

A door leads into a circular chamber. Occupying the middle of the room is an elegantly carved marble figure of an elven priestess holding a flagon over a wide basin. When a command word is spoken, fresh water pours from the flagon. This serves as the tower's primary water supply.

On the other side of the fountain room, Oldar lives in a spacious, but sparsely equipped room. He spends most of his time either in the rooftop garden, in the kitchen or on errands away from the tower.

The stocky and gruff Oldar is fairly content with his life in the Fragrant Tower. His many responsibilities in managing the daily affairs of the tower give him a sense of accomplishment, and he wouldn't mind terribly if the status quo could be maintained indefinitely.

7: ROOFTOP GARDEN

The entire top of the tower is one big garden, vibrant with both colour and fragrance. Around the ramparts, a series of raised

flowerbeds contain a myriad of different plants and flowers, neatly arranged and labelled. When the wind is right, the scent of the many flowers carries for several miles.

In the centre, a small circular greenhouse holds several plants too delicate to endure the climate without protection.

The garden supplies Tasril with ingredients needed for his experiments with magical fragrances and his efforts to neutralize his horrid stench. A small produce section supplements the kitchen stores with fresh fruit and vegetables.

Oldar does most of the gardening, with a bit of help from Yanga. Tasril frequently visits the garden at night, to harvest ingredients and enjoy the feeling of open air around him. He takes care to use the cover of darkness and shadows to make sure he cannot be spotted from below.

UNIQUE MAGIC ITEMS

Tasril has created many unique magical items in the course of his magic researches. A small sample, appear here, and the GM should use these as a template to design other such items.

MIMICRY MUSK

Aura Faint transmutation; **CL** 3rd

Slot None; **Weight** —; **Price** 100 gp; **Requirements** Craft Wondrous Item; *alter self*; **Cost** 50 gp

This smooth pale paste is odourless until mixed with blood, sweat or saliva from a living or recently deceased creature. Adding one of these substances to the paste and then coating a creature with it alters the recipient's scent to exactly match that of the owner of the bodily fluids. This grants a +20 to Disguise checks to impersonate that individual (or a member of the same race) against creatures that rely on scent to identify others.

Applying *mimicry musk* takes one minute and the effect lasts for 30 minutes. A single dose is enough for one Small or Medium creature.

SCENTSHIELD CANDLE

Aura Faint transmutation; **CL** 3rd

Slot None; **Weight** 1/2 lb.; **Price** 400 gp; **Requirements** Craft Wondrous Item; *negate aroma*; **Cost** 200 gp

This slender wax candle produces a pleasant and soothing aroma, when lit. The specific scent of the candle is determined

on creation, and can range from a fresh pine fragrance to a warm and spicy cinnamon scent. When the candle is burning, all other natural and unnatural odours within a 20 ft. radius are negated. Neither the scent special quality nor the stench special quality function within the area of effect.

Casting a spell that relies on smell (such as *stinking cloud*) requires a DC 14 caster level check for it to function inside the area. A *scentshield candle* burns for one hour. If extinguished prematurely, it loses all magic, but retains its scent.

THURIBLE OF TURNING

Aura Moderate abjuration; **CL** 5th

Slot None; **Weight** 1 lb.; **Price** 10,000 gp **Requirements** Craft Wondrous Item; *magic circle against evil*; **Cost** 5,000 gp

This miniature brazier is wrought from cold iron and is decorated with scenes of celestial beings fighting fiends and demons. When filled with coals and blessed incense worth at least 25 gp, and lit, the thurible fills an area 30-foot in diameter with light smoke for 10 minutes. The smoke has a sandalwood fragrance and does not inhibit vision or grant concealment, but does repel evil creatures. An evil creature must make a DC 15 Will save to enter the smoke. Any evil creature already inside the area of effect when the thurible is lit must make the DC 15 Will save or be frightened until they can exit the smoke and for 1d4 rounds afterwards.

TARRIL THE TRANSFORMED

Once an accomplished adventurer and explorer, Tasril now leads a life of isolation, in constant search of a way to escape the foul stench caused by his monstrous form.

Several years ago, the elf wizard Tasril joined a company of adventurers on an underground expedition. Deep below the surface of the world, they came into conflict with a band of

TASRIL THE TRANSFORMED

CR 8 (XP 4,800)

This lizardlike humanoid wears a simple dark brown robe over its dull grey scales. The bright yellow eyes reflect a measure of calm intelligence which seems at odds with the otherwise savage exterior.

Male troglodyte wizard (conjurer) 8

N Medium humanoid (reptilian)

Init +4; **Senses** darkvision 90 ft.; Perception +9, Sense Motive +1
Speed 30 ft., **ACP** 0; Stealth +6 (+10 in rocky areas)

AC 16, touch 10, flat-footed 16; **CMD** 15
(+6 natural)

Fort +12, **Ref** +3, **Will** +8

hp 59 (8 HD)

Space 5 ft., stench (30 ft., DC 15, 10 rds.); **Base Atk** +5; **CMB** +5

Melee mwk dagger +6 (1d4/19-20) or
bite +5 (1d4), 2 claws +5 (1d4)

Ranged mwk dagger (range 10 ft.) +6 (1d4/19-20)

Ranged Touch acid dart (range 30 ft., 7/day) +5 (1d6+4 acid)

Dimensional Steps (Sp [standard, 48/day] teleport in 5 ft. increments)

Wizard Spells Prepared (CL 8th; concentration +12, arcane bond [ring])

4th—*black tentacles*, *dimension door* (2), *greater invisibility*

3rd—*extended alter self*, *clairaudience/clairvoyance*, *dispel magic*, *slow* (DC 17), *summon monster III*

2nd—*glitterdust* (2; DC 17), *invisibility*, *resist energy*, *summon monster II*

1st—*alarm*, *endure elements*, *grease* (DC 16), *feather fall*, *mage armour*, *unseen servant*

0 — *detect magic*, *mage hand*, *message*, *read magic*

Combat Gear *potion of cure moderate wounds* (2)

Abilities Str 10, Dex 11, Con 18, Int 19, Wis 12, Cha 8

SQ summoner's charm (+4 rds.)

Feats Craft Magic Arms & Armour, Craft Wondrous Item, Extend Spell, Great Fortitude, Improved Initiative, Scribe Scroll, Spell Focus (conjuration)

Skills as above plus Appraise +15, Craft (alchemy) +15, Knowledge (arcana) +15, Knowledge (planes) +15, Spellcraft +17

Languages Common, Celestial, Draconic, Draconic, Sylvan, Undercommon

Gear as above plus *cloak of resistance* +1, *headband of vast intelligence* +2, spell component pouch, spellbook, 98 gp

Spellbook (enchantment, evocation) as above plus 4th—*arcane eye*, *minor creation*; 3rd—*aqueous orb*, *stinking cloud*; 2nd—*magic mouth*, *misdirection*; 1st—*colour spray*, *comprehend languages*, *identify*, *obscuring mist*; 0 — all

duergar slavers preying on a svirfneblin tribe. In a decisive confrontation, Tasril defeated the slavers by triggering a cave-in with a spell. Caught in the collapse, Tasril perished along with the duergar.

To reward Tasril's courageous sacrifice, the shaman of the svirfneblin tribe brought his soul back through *reincarnation*. Unfortunately the body of a troglodyte formed to house his soul. Trapped in the monstrous form, Tasril departed for the surface world. The shaman's daughter, Zhamosia, chose to follow him as an apprentice, and the dwarven siblings Oldar and Yanga, grateful for being liberated from the slavers, also pledged him their service.

Settling in the Fragrant Tower, Tasril began searching for a way to escape his constant stench. Already a talented magical craftsman before his transformation, he focused on items and substances designed to manipulate and neutralize odours. He believes this is his best hope, as he knows nothing short of a *wish* or *miracle* can return him to his original form.

Appearance: In his troglodyte form, Tasril has dull grey scales covered with dark spots. When transformed using *alter self*, he appears as a tall, silver-haired elven male.

Distinguishing features: Tasril is easily recognized by the dark, triangular crest on the top of his head.

Personality: Being of a rational and analytical nature, Tasril is rarely overcome with emotion, and treats his current situation as a logical problem to be solved through the appropriate application of reason and knowledge.

Mannerisms: While pondering a complicated problem, Tasril

tends to tap his claws against any available hard surface, giving off a staccato rhythm.



If you enjoyed this product, please consider leaving a review.

If you didn't enjoy this product, did you know Raging Swan Press offers a money back guarantee?

OPEN GAME LICENSE VERSION 1.0A

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: ©2000, Wizards of the Coast, Inc. Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game. ©2008, 2009, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder RPG Bestiary. ©2009 Paizo Publishing LC; Author Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook and Sip Williams.

The Book of Experimental Might. ©2008, Malhavoc Press; Author: Monte Cook.

Tomb of Horrors. ©2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content by TSR.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Places of Power: The Fragrant Tower. ©Raging Swan Press 2015; Author: Jacob Trier.

Visit us at ragingswan.com

