

100 TREASURE TROVES

TREASURE TYPE I

OFFICIAL GAMING AID DESIGNED AND APPROVED FOR USE WITH

CASTLES & CRUSADES[®]

By JAMES MISHLER

100 Treasure Troves — Treasure Type 1 provides the **Castles & Crusades** Castle Keeper with 100 ready-made treasure troves for use in any campaign. The treasures included on these tables were generated using the standard method presented in the **Castles & Crusades** Monsters & Treasures book. If you need a Type 1 treasure, simply roll d100 and consult the table below. The only result of the M&T chart that the table below does not account for is *no treasure*, which should be a determination you make on your own as Castle Keeper; every result on this table has one or more treasures from at least one column of M&T **Table 1.0: Treasure**.

Core Assumptions

- 1,000 cp = 100 sp = 10 gp = 1 pp
- Expert-crafted weapons provide a +1 non-magical bonus to damage; they cost 10 times the normal retail price.
- Master-crafted weapons provide a +1 non-magical bonus to hit and to damage; they cost 25 times the normal retail price.
- Expert-crafted armor provides a +1 non-magical bonus to AC; they cost 10 times the normal retail price.
- Master-crafted armor provides a +1 non-magical bonus to AC and absorbs one point of damage from each non-magical melee or missile attack; they cost 25 times the normal retail price.
- Silver-plated weapons can strike lycanthropes and certain other creatures immune to normal weapons; they cost 10 times the normal retail price.
- Gems can be of various sizes and qualities; small or poor quality gems usually are worth half the normal value, while large or fine quality gems are usually worth up to double the value. A large and fine gem might be worth five to 10 times the normal value, and so on. Gems were also divided up based on total value, i.e., rather than a 100 gp and 25 gp gem, perhaps there are five 25 gp gems; so the total number of gems found do not add up to standard numbers, though the *values* usually do.
- Not all jewelry is created equal, i.e., some jewelry has value from its design, while other pieces have greater value from the materials, *etc.* A pair of gold earrings will not have the same value as a gold crown; the values on the material values table (Table 3.6) are merely *averages*, not absolutes. If jewelry is broken up for parts (gems, raw metal, etc) at least half the value should be lost from destruction of its inherent beauty, often more.
- If an item is said to be “at the bottom of the pile” or “within *x* container,” you should not include it in the initial description! Make your players *work* to find the good stuff!

Note: There are some magic items on this table with an XP value greater than 100. I found the limitation to be unnecessary and overly restrictive, as it would thus limit magic items included with Type 1 treasures to merely eight different potions or a single scroll of one spell, which does not fit the classic game style I feel **Castles & Crusades** should meet. Thus, some magic items above the value normally allowed on the tables can be found herein; if that does not fit your campaign, simply re-roll the treasure or replace the magic item with a potion or scroll.

D100 TREASURE TROVE

- 1 2,502 cp and 254 sp lay in a loose pile.
- 2 A carved wooden scepter in form of human skeleton (the eyes of which each have small amethysts, 500 gp), a flask of unholy water (30 gp), and a dozen torches (1 cp each) sit together in a large sack (5 sp).
- 3 A small belt pouch (5 sp) contains a tiger eye (25 gp), a smallish peridot (200 gp), and a topaz (500 gp).
- 4 506 sp fill a small wooden chest (2 gp); underneath all the silver is a scroll case (1 gp) containing a clerical *scroll of cure light wounds* (300 gp).
- 5 In a small glass bowl (5 sp) sit two large pieces of amber (10 gp each), a pearl (25 gp), and a largish amethyst (350 gp).
- 6 336 sp, two pieces of obsidian (5 gp each), a large moonstone (50 gp), and scroll case (1 gp) containing a treasure map to a type 13 treasure trove are wrapped in a cured owlbear pelt (250 gp).
- 7 34 gp and 2 pp sit in a rotting belt pouch wrapped in an old scarf.
- 8 1,080 cp, 162 sp, 15 gp, and a small electrum orb covered with gem flakes (500 gp) sit in a large iron-bound trunk (4 gp).
- 9 3,608 cp sit in a loose pile, while 315 sp stand amidst the coppers in a dozen stacks ranging from 15 to 50 coins.
- 10 Six flasks of oil (1 gp each) sit amongst the 2,743 cp that fill a large stone box.
- 11 A poor malachite (5 gp) and scratched bloodstone (25 gp) sit loose upon the ground.
- 12 A small rotting belt pouch containing 22 gp, a wolf spear (3 gp), a dagger (2 gp), and a flute (15 gp) can be found upon the desiccated remains of an erstwhile adventurer.
- 13 A small wooden chest (2 gp) contains 272 sp, 29 gp, a lapis lazuli (25 gp), a large moonstone (200 gp), a scroll case (1 gp) with a treasure map to a type 19 treasure trove, and a *potion of spider climb* (300 gp).
- 14 195 sp, 30 gp, and a long sword with an amber stone in the hilt (20 gp) lay upon the ground.
- 15 644 sp sit at the bottom of a barrel filled with brackish water.
- 16 A large stone bowl is filled to the brim with 3,137 cp; underneath all the copper sits a small carved wooden coffer lined with crushed velvet (20 gp) containing three fire opals (500 gp each).
- 17 7 pp are sewn into the lining of a dirty, heavy black cloak (1 gp) which is wrapped tightly around a lady's ornate silver necklace with jade beads (625 gp).
- 18 A small sack (1 sp) contains 33 gp and a *potion of cure light wounds* (300 gp).
- 19 An old, scuffed backpack with broken straps and bursting seams contains 455 sp, a purse with 12 gp, a tinderbox, two flasks of oil, and a wadded-up sheet of vellum (actually a wizard *scroll of sleep*, 300 gp) containing a largish violet-blue sapphire (75 gp), amidst rotted rations.
- 20 A leather wallet contains six bloodstones (50 gp each) hidden among fine halfling pipeweed (1/2 lb., 1 gp); the wallet sits in a great helm (20 gp).
- 21 A small wooden chest (2 gp) contains 364 sp, six thin silver bracelets (50 gp each), 10 silver-tipped arrows (1 gp each), a silver dagger (20 gp), a wallet with a sprig of Wolvesbane (2 gp), and an ornate signet ring of silver depicting a wolf rampant (100 gp).
- 22 A *magical long sword +1* (1000 gp) sheathed in a rotting scabbard leans against the wall.
- 23 A dagger (2 gp), a mortar and pestle (3 gp), and a string of prayer beads (2 gp) sit atop a pile of 1,380 cp that completely fills a large iron cauldron (3 gp); an additional 603 cp and 64 sp lay strewn upon the ground around the cauldron.
- 24 A large sack (5 sp) contains 419 sp, two amethysts (250 gp each), a largish bloodstone (75 gp), a pair of fine silver earrings in the form of faeries with gem-flake eyes (125 gp each), a roll of bandages (1 sp), a moldy block of cheese, and a lady's fine nightgown (10 gp).
- 25 A large iron-bound wooden trunk (8 gp) contains four white silk tunics (6 gp each), four silk pantaloons (two red, one green, one yellow, 8 gp each), two fine heavy cloaks (one black, one gold, 5 gp each), a deep black robe of rich velvet (10 gp), shiny black heavy boots (5 gp), a crocodile-skin belt with a gold-plated buckle (10 gp), a fancy plum purple and white hat with a gold star brooch (100 gp), two silk bed sheets (5 gp each), two silk throw pillows (5 gp each), and, buried at the bottom, an expert-crafted light mace (+1 non-magical bonus to damage, 50 gp) and a *potion of cure light wounds* (300 gp) are wrapped in a pair of red long johns (4 sp) to keep them from making noise when the trunk is shaken.

- 26 610 sp lay in a pile; underneath the coins are the tattered remnants of a large, burst sack.
- 27 72 gp and 15 pieces of turquoise (10 gp each) sit in a small sack (1 sp).
- 28 A huge spherical moonstone the size of two fists together (500 gp) and a small folding gold-plated stand (50 gp) sit snugly amidst crushed velvet in a fine mahogany box with gold inlay (250 gp). The gold inlay forms a design of stars, moons, and suns; though it may appear to be a crystal ball, the moonstone possesses no magical powers.
- 29 A small wooden chest (2 gp) contains 423 sp, 42 gp; a silver urn (125 gp) containing a moonstone (25 gp), a bloodstone (50 gp), and an opal (100 gp) among 63 other worthless stones; an ivory pipe (10 gp), and a scroll case (1 gp) containing a wizard *scroll of detect magic* (300 gp).
- 30 42 gp, 3 pp, a silver holy symbol (25 gp), and a pint flask (3 cp) of fine brandy (4 gp) are wrapped in a fine tabard (10 gp) tied on a bundle stick.
- 31 A suit of scale mail (50 gp) and master-crafted battle-axe (+1 bonus to hit and damage, 250 gp) lay upon the ground; the gambeson beneath the mail has 3 gp sewn into the lining.
- 32 A large sack (5 sp) contains 330 sp, 20 gp, and a small belt pouch (5 sp) with three pearls (25 gp each).
- 33 A small wooden chest contains 536 sp, a small sack (1 sp) containing 24 jade non-magical rune stones (10 gp each, 360 gp for the full set), and a scroll case (1 gp) containing a scroll detailing the use and history of the rune stones (40 gp).
- 34 Twelve fine obsidian blades (10 gp each), an expert dagger (+1 non-magical bonus to damage, 50 gp), and a cleric *scroll of cause light wounds* (300 gp) are wrapped in a treatise on human anatomy, complete with diagrams, written in blood on seven human skins (40 gp).
- 35 An ivory draughts board (250 gp), 12 gold playing pieces (10 gp each) and 12 silver playing pieces (1 gp each), each piece depicting a dragon of the appropriate color, all contained in a specially-designed cedar case with gold and silver inlay depicting battling dragons (125 gp).
- 36 A fine horn chased with silver inlay depicting a lion hunt (150 gp) contains 77 gp.
- 37 A small sack (1 sp) contains a gold waist chain with seven opals (800 gp), a silver necklace (50 gp) with a gold medallion depicting a phoenix (250), and a magical *dagger +1* (1,000 gp).
- 38 1,897 cp and 67 sp are strewn haphazardly on the floor.
- 39 A large belt pouch (1 gp) holds 18 gp and 2 pp.
- 40 A small green garnet (250 gp) is hidden in a goblin skull filled with wadded rags.
- 41 A large loose pile of treasure consists 1,680 cp, 325 sp, 64 gp, a moonstone (25 gp), large opal (200 gp), a large peridot (500 gp), an amethyst (250 gp), an expert-crafted two-handed sword (+1 non-magical bonus to damage, 300 gp), a golden chalice (200 gp), and a *potion of cure light wounds* (300 gp).
- 42 12 small amethysts (5 gp each) and an opal (100 gp) are hidden in a secret compartment in the base of a finely carved and painted foot-tall ivory statue of the goddess of love (300 gp).
- 43 825 cp, 124 sp, 12 gp, 1 pp, a moonstone (100 gp), and a scroll case (1 gp) containing a wizard *scroll of shocking grasp* (300 gp) sit in a large wooden chest (5 gp).
- 44 16 gp, a piece of malachite (10 gp), one week's rations (3 gp), a horn (5 gp), and a hooded lantern (7 gp) sit in a large sack.
- 45 A magical *dagger +1* (1,000 gp) is wrapped in a tunic rent with cuts and caked with dried blood.
- 46 A master-craft two-handed sword (+1 non-magical bonus to hit and to damage, 750 gp) and a leather sword baldric studded with flakes of amber (50 gp) sit hidden amidst a pile of tattered and moldy tapestries.
- 47 420 sp sit in a large sack.
- 48 305 sp, 11 gp, two moonstones (25 gp each), and a *potion of cure light wounds* (300 gp) are mixed together wrapped in a dusty saddle blanket (5 sp).
- 49 A 6-inch tall egg made of gold opens on a hinge, revealing within a dragon hatchling carved from ivory and decorated with emerald flakes (1,250 gp).
- 50 A heavy silver-plated lance (100 gp) and an expert-crafted large steel shield (total non-magical bonus of +2 to AC, 200 gp) hang upon the wall.
- 51 412 sp in a loose pile upon the ground.
- 52 A bone scroll case (1 gp) contains an illusionist *scroll of change self* (300 gp).

- 53 6,150 cp sit in a lid-covered huge stone box.
- 54 Four moonstones (25 gp each) and three bloodstones (50 gp each) sit upon a silver platter (250 gp).
- 55 32 gp and 3 pp in a large belt pouch (1 gp).
- 56 A blood-spattered but otherwise intact adventurer's shoulder pack (2 gp) contains 50 feet of silk rope (10 gp), a grappling hook (1 gp), a set of manacles (15 gp), two weeks of rations (6 gp), a spell component belt pouch (10 gp), three flasks of oil (1 gp each), a tinderbox (1 gp), two large sacks (5 sp each), and a scroll case (1 gp) containing a treasure map to a type 10 treasure.
- 57 An expert-craft heavy crossbow (+1 non-magical bonus to damage, 500 gp) and a quiver of 12 silver-plated bolts (15 gp) hang upon the wall.
- 58 A simple gold ring is actually a *ring of protection +1* (2,300 gp).
- 59 909 cp, 120 sp, and 9 gp sit jumbled together in a large wooden chest (5 gp).
- 60 428 sp are rolled up in a filthy patched blue robe.
- 61 Seven large sacks each contain 491 cp, 68 sp, and 5 gp; the fourth sack contains a crown of silver with a gold centerpiece in the shape of a lion rampant (500 gp).
- 62 A barbarian-style lion fur belt (12 gp) has 8 pp hidden between the leather base and the lion hide.
- 63 An elaborate wooden box with gold inlay (200 gp) contains a silver tiara with bloodstones (750 gp) and a *potion of cure light wounds* (300 gp).
- 64 A shoulder pack (2 gp) containing 50 sheets of paper (1 gp each), two vials of ink (8 gp each), four empty scroll cases (1 gp each), and a small sack (5 sp) with 60 gp and a pearl (25 gp).
- 65 7,274 cp, a master-craft short bow (+1 non-magical bonus to hit and to damage, 750 gp), and a quiver of 16 arrows (16 sp) with a moonstone (100 gp) hidden in the base, lay scattered on the ground.
- 66 A black lacquered walking stick with a brass skull on the handle end actually hides a magical *poniard +1* (1,000 gp); the brass skull is the pommel of the poniard, which is removed from the rest of the walking stick by holding the middle of the staff and twisting the skull to the counter-clockwise.
- 67 A violet garnet the size of a man's thumbnail (750 gp) is hidden in a canteen full of water (2 gp).
- 68 A large bronze urn (25 gp) contains 621 sp.
- 69 *The Cursed Wand Zabamb*: This wand takes the form of a foot-long and inch-round jagged spike of silvery metal in the form of a lightning bolt. The wide shaft of the bolt on one end has the word "Zabamb" engraved in Common within it. When touched, the wand gives off a tingling electric feeling, and the wielder's hair twitches and dances, though there is no breeze. If the wand is held by a *wizard* and the wielder speaks the word "Zabamb," the wand starts giving off small arcs of electricity in a five-foot radius. The wielder must make a CL 6 Dexterity save to be able to drop the wand, or he is stuck holding it by the shock of electricity, and cannot move nor speak; if he makes the save, the wand drops at his feet, and he is free. In either case, in the next round, on its own initiative count, the wand sets off a thunderclap amidst a 40-foot diameter sphere of arcing lightning bolts. All within suffer 6d6 points of electricity damage (CL 6 Dexterity save for half damage); if the wielder was trapped, he gets *no saving throw*, takes full damage, and has to make a CL 6 Constitution save or be knocked unconscious for 1d6 minutes. The wand also attracts lightning during a thunderstorm when held or carried by a living being; there is a 1 in 6 chance per ten minutes (non-cumulative) that a lightning bolt strikes the wand without warning. The being holding or carrying the wand or within 10 feet of it when the lightning strikes suffers 6d10 points of damage (CL 6 Dexterity save for half); this bolt invariably deals structural damage to any building the wand is in or device the wand is attached to when the bolt strikes! The wand neither has nor requires charges. A bard who reads or hears the name may make a Legend Lore check to recognize the wand and its dangers; similarly, a wizard has a 5% chance per level of having heard of the wand and knowing it is accursed.
- 70 405 sp sits in a large sack.
- 71 A small plain wooden box contains a plain silver necklace that is actually a magical *necklace of adaptation* (4,500 gp)
- 72 3,472 cp fill the open spaces around a withered corpse in a plain oak coffin (8 gp).

- 73 425 sp are strewn all over the floor before a man-sized gold-plated statue of a god of thunder (500 gp); the statue's eye sockets each hold a loose lapis lazuli (25 gp each), and the statue holds in its hands a master-craft war hammer (+1 non-magical bonus to hit and to damage, 150 gp).
- 74 1,555 cp, 155 sp, and a *potion of cure light wounds* (300 gp) sit in a large, lid-covered copper pot (3 gp).
- 75 339 sp, 35 gp, and three tiger eyes (25 gp each) sit in a large sack.
- 76 35 gp and 20 small opals (10 gp each) are hidden wrapped in a stinking sock at the bottom of a large, ratty wooden trunk filled with rags.
- 77 616 cp, 424 sp, 48 gp; a large belt pouch (1 gp) containing 10 opals (100 gp each) and an emerald (1,000 gp); a gold armband in the shape of a coiled serpent with jade eyes (2,500 gp) and a silver tiara with a dozen amethysts (1,250 gp), are all wrapped up in a magical *cloak of elvenkind* (15,500).
- 78 A small belt pouch (5 sp) contains three blue eye agates (10 gp each).
- 79 A scroll case (1 gp) contains a map to a type 15 treasure and a *wand of color spray* (12,250 gp nominally, though there are only three charges remaining).
- 80 A small sack contains 73 gp and a set of rogues' tools (30 gp).
- 81 22 gp and 2 pp in a small purse (1 sp).
- 82 A small sack (1 sp) contains an empty scroll case (1 gp), a wooden holy symbol (1 gp), a line of prayer beads (1 gp), and a *potion of cure light wounds* (300 gp).
- 83 306 sp are stacked neatly alongside an expert-craft long sword (+1 non-magical bonus to damage, 150 gp)
- 84 A smoky yellow quartz wand (100 gp) is rolled into a kerchief and stuffed in a cracked chamber pot.
- 85 An expert-craft rapier with a bloodstone in the pommel hangs on a hook upon the wall (+1 non-magical bonus to damage, 250 gp); next to it a fine scarlet silk cloak (50 gp) with 20 gp sewn into the lining of the hem to give it weight.
- 86 A large belt pouch (5 sp) contains an amethyst (250 gp), three empty vials (1 sp each), and a *potion of comprehend languages* (300 gp).
- 87 A large wooden chest (5 gp) overflows with 906 cp, 124 sp, 9gp, and a *potion of cure light wounds* (300 gp).
- 88 A small, dingy purple cloth sack with a crown embroidered upon each side is actually a *bag of holding type I* (15 enc, 250 lb. capacity, 2,500 gp)
- 89 Two large sacks (5 sp each), one containing 360 sp, the other 250 gp.
- 90 Three black onyx (50 gp each) sit in a cornucopia carved from ivory (250 gp).
- 91 Six wands of pale blue quartz (20 gp each) sit atop a pillow of crushed blue velvet (20 gp).
- 92 65 gp sits in a small sack.
- 93 10 gp and 4 pp are strewn loose on the ground.
- 94 A small wooden chest contains 83 cp, 300 sp, 34 gp, seven pearls (25 gp each), and a magical *hand axe +1* (1,000 gp).
- 95 Nine small violet-blue sapphires (25 gp each) sit in a small belt pouch (5 sp).
- 96 522 sp fill a master-craft small steel shield (total non-magical bonus of +2 to AC, absorbs 1 hit point from each non-magical melee or missile attack, 225 gp).
- 97 153 sp and 35 gp fill a scuffed and muddied calf-length black leather boot up to the ankle.
- 98 12 pieces of amber (5 gp each) in a tall, stoppered glass jar (2 gp).
- 99 Five ornate gold rings designed to look like leafy branches of an oak tree, each with a carved bloodstone acorn as a centerpiece (250 gp each).
- 100 200 sp in a large sack.

100 TREASURE TROVES

TREASURE TYPE I

OFFICIAL GAMING AID DESIGNED AND APPROVED FOR USE WITH

CASTLES & CRUSADES®

Author: James Mishler
Graphic Design: Peter Bradley

Adventure Games Publishing

PO Box 185
Iola, WI 54945

Adventure Games Publishing: www.adventuregamespubs.com

Troll Lord Games: www.trolllord.com

Castles & Crusades: www.castlesandcrusades.com

Ravenchilde Illustrations: www.ravenchilde.com

PDF Support: www.drivethrurpg.com and www.rpgnom.com

The body text of this product is in Garamond, the titles in Balduur. Thanks to Patrick "Mad Irishman" Murphy of Mad Irishman Productions for the use of the Balduur font. For Balduur and other excellent fonts, plus a ton of great character sheets, including character sheets for Castles & Crusades, go to www.mad-irishman.net

This book uses the mystical, the supernatural, drugs, racism, sexism, insanity, and perversity for settings, characters, and themes. All such elements are elements of fiction, are intended for entertainment purposes only, and do not reflect the beliefs of the writers or publishers. Any resemblance between characters and situations in this book, and persons living or dead, or historical events, is purely coincidental. Reader discretion is advised.

100 Treasure Troves — Treasure Type 1 © 2009 by Adventure Games Publishing. All Rights Reserved. Reproduction without the written permission of the publisher is expressly forbidden. Adventure Games Publishing and respective logos are trademarks of Adventure Games Publishing.

This book is published pursuant to a License from Troll Lord Games. The rules-based content appearing in this book is derived from the Castles & Crusades Player's Handbook Copyright © 2004 Troll Lord Games. Castles & Crusades is property of and copyright 2004 Troll Lord Games. All Rights Reserved. Castles & Crusades, C&C, Castle Keeper, the Castles & Crusades logo, SIEGE engine, and the SIEGE engine logo are Trademarks owned by Troll Lord Games. All Rights Reserved.

AGP00601



MSRP \$1.00

ogL

This book is published under the Open Game License (OGL) version 1.0 by permission of Wizards of the Coast, Inc. The Open Game Content appearing in this book is derived from the 3.0 System Reference Document, copyright 2000 Wizards of the Coast, Inc. All content, including the OGL, is property of and copyright 2009 Adventure Games Publishing. All Rights Reserved.

Designation of Open Game Content: Any content herein that appears in or derives from the System Reference Document (3.0 SRD) is hereby designated as Open Game Content. Any questions regarding the Open Game Content in this product should be directed to James Mishler at jm@adventuregamespubs.com.

Designation of Product Identity: Product identity is not Open Game Content. The following is designated as product identity pursuant to OGL 1.0(d)(3) and (7): (A) product and product line names, including Castles & Crusades, Castles & Crusades Player's Handbook, Castles & Crusades: Monsters & Treasures, Castles & Crusades: Castle Keeper Guide, and any and all product names from published Judges Guide, Troll Lord Games, and Adventure Games Publishing products; (B) logos, identifying marks, and trade dress; (C) all artwork, logos, symbols, graphic designs, maps, cartography, depictions, illustrations, formats, poses, concepts, themes and graphic, photographic and other visual representations, including any text contained within such items; (D) logos and trademarks, including but not limited to Castles & Crusades, Castle Keeper, SIEGE engine, Troll Lord Games, Adventure Games Publishing, or any other trademark or registered trademark clearly identified as product identity by the owner of the product identity, and which specifically includes the open game content; (E) the names, personalities, descriptions and/or motivations of all artifacts, creatures, characters, spells, enchantments, personalities, teams, persons, characters and special abilities, places, locations, environments, equipment, magical or supernatural abilities or effects, powers, items, concepts, cities, city states, political or geographic features, historic events, groups, traits, spells, skills, organizations, items, monsters, places or deities in this book as well as the names of any other thing originating from original Adventure Games Publishing or Troll Lord Games products and not stemming from the System Reference Document, but not the game statistics contained in their stat blocks or other game mechanic descriptions (if any); the intent of this designation is to protect every name, concept and description in this product, regardless of what the name is attached to, as well as every name that comes from the original Adventure Games Publishing or Troll Lord Games products on which this product is based, the strictest possible designation as allowed; (F) all notes, stories, histories, plots, and thematic elements; (G) text and all content that is not otherwise Open Game Content by virtue of appearing in the System Reference Document or being provided as Open Game Content in a work listed in Section 13, below. Basically, if it doesn't have to be open by operation of the license, it is not open in this product, and if it can be claimed as Product Identity, it is.

OPEN GAME LICENSE Version 1.0: 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) "Contributor" means the copyright and/or trademark owner who has contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), position, 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, loan, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanics 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, settings, 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, personalities 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 includes 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 Content by the Contributor; (g) "Use," "Use of" or "Using" means to use, Distribute, copy, sell, 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 Contributor grants 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 Contribution 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 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 coauthorship 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. Liability to Contribute: 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 Gaming License v 1.0 Copyright 2000, Wizards of the Coast, Inc.
System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material created by E. Gary Gygax and Dave Arneson.

Castles & Crusades: Player's Handbook Copyright 2004, Troll Lord Games, Authors Davis Chennault and Mac Golden.

Castles & Crusades: Monsters & Treasures Copyright 2005, Troll Lord Games, Authors Stephen Charnak and Robert Dwyer.

Castles & Crusades: Player's Handbook Copyright 2006, Troll Lord Games, Authors Davis Chennault and Mac Golden.

100 Treasure Troves — Treasure Type I Copyright 2009, Adventure Games Publishing, Author James Mishler.