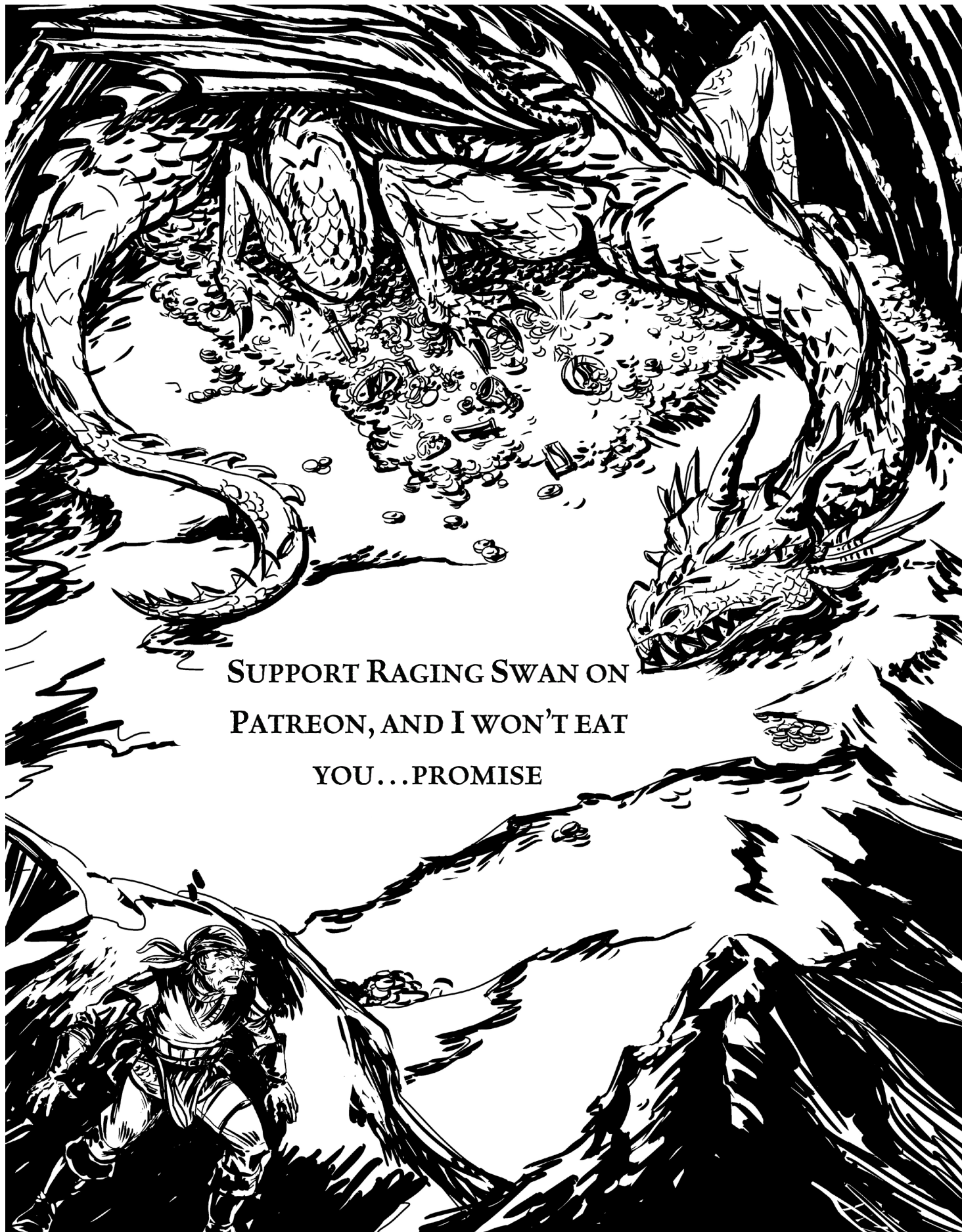


RAGING SWAN PRESS

I LOOT THE BODY





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

I LOOT THE BODY

Adventurers are always looting the bodies of their vanquished foes. Often the GM simply reads off the villain's equipment list and the players move on. In this situation, beyond armour, weapons, magic items and some coin most foes never seem to carry anything of minor interest. This doesn't help the GM diligently trying to breathe life and verisimilitude into his campaign.

Enter I Loot the Body. Within, find three tables packed full of trinkets, minor pieces of jewellery and other adornments along with the random things found in a villain's pouch. Use them to enliven the looting in your campaign today!

Design: Josh Vogt

Development: Creighton Broadhurst

Editing: Creighton Broadhurst

Cover Design: Creighton Broadhurst

Layout: Creighton Broadhurst

Interior Art: William McAusland and Bradley K. McDevitt. Some artwork copyright William McAusland, used with permission.

Thank you for purchasing *I Loot the Body*; we hope you enjoy it and that you check out our other fine print and PDF products.

Published by Raging Swan Press
August 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 *I Loot the Body* 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 Josh Vogt 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

Using this Supplement.....	2
Pouch Contents	2
Jewellery & Adornments	4
Trinkets	6
Did You Know?.....	8

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.



USING THIS SUPPLEMENT

Adventurers are always looting the bodies of their vanquished foes. Often the GM simply reads off the villain's equipment list and the players move on. In this situation, beyond armour, weapons, magic items and some loose coin some foes never seem to carry anything of minor interest. Of course, this is normally due to the tyranny of page count, word count and pagination, but this doesn't help the GM diligently trying to breathe life and verisimilitude into his campaign.

Enter *I Loot the Body*.

This supplement presents three tables, each of 100 entries. Broken down into distinct sections, these tables help the busy

GM add small items of interest to a NPC's equipment. None of the items listed herein are likely to propel the PCs into a new adventure, but in the same vein as dungeon dressing they'll provide minor features of interest to enrich the game.

Generally, the items described herein have a low—or no—worth; a GM should employ common sense when assessing their value. For example, a set of fur-lined gloves might be worth 1 sp, but a single golden nose stud might be worth 5 gp. Remember the items on these tables are not substitutes for proper treasure.

POUCH CONTENTS

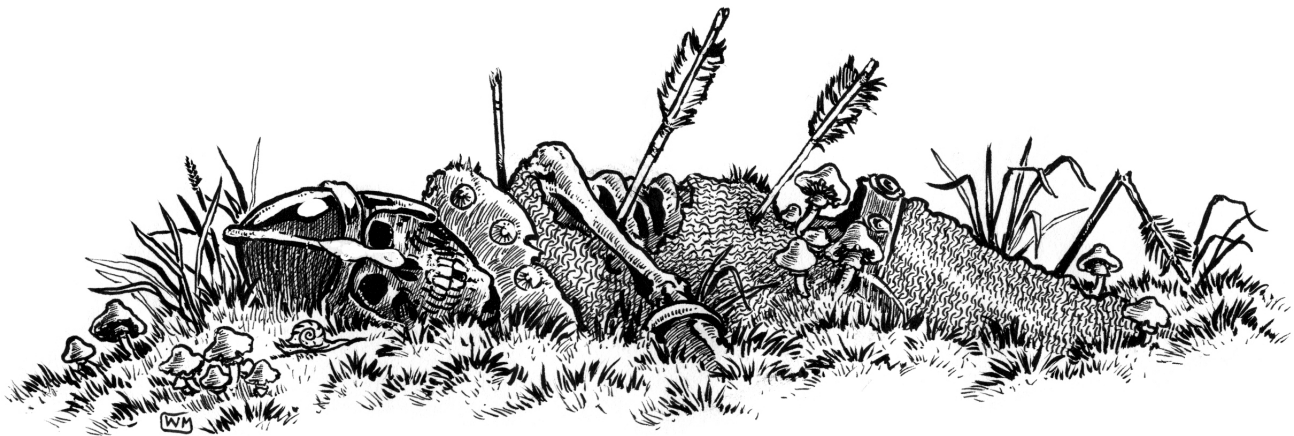
Beyond their coinage, folk often carry odds and ends as well as minor pieces of small equipment in their pouches. Use this table, to generate such contents.

D%	
1	A deck of cards, all of which are blank.
2	A miniature hammer and anvil.
3	Half of a polished wooden flute.
4	A knife with a blade on one end and fork tines on the other.
5	A seemingly endless supply of toothpicks.
6	Strings of varying thickness and length.
7	A quill and inkpot.
8	A tiny scroll covered in tiny, nonsensical glyphs.
9	A blade polishing kit, though missing any oil.
10	Fishing hooks with a large coil of line.
11	A carving knife and an untouched block of wood.
12	A sewing kit, although it has four needles and some spare buttons it only has black thread.
13	A velvet-lined box with a number of empty slots inside sized for potion vials.
14	A fistful of tinder scrap.
15	A flask of the area's strongest liquor.
16	A small mirror and shaving razor.
17	Strips upon strips of beef jerky.
18	A travel-sized prayer censer.
19	A ball of yarn, marked off at regular intervals with chalk.
20	A tight roll of leather that could act as makeshift cover in a pinch.
21	An empty water flask.
22	A compass.
23	A set of practice throwing daggers, dulled by use.
24	A random assortment of herbs and roots.
25	Rolls of bandages and salves.
26	A hunting horn embellished with a sigil depicting a rearing stag.

27	An artist's sketchpad and charcoal nubs. The book contains several bad landscape drawing.
28	A sweet-smelling bar of soap.
29	A bottle of fine wine wrapped in rags.
30	A number of meat hooks, like a butcher would use.
31	A set of fur-lined gloves.
32	A collection of nuts and berries in a smaller pouch.
33	A handful of berries commonly known to be poisonous.
34	A folded up sheath, sized for a longsword, decorated with fine stitching depicting the stars.
35	A pass that lets the person through a nearby city's gates without question.
36	Three spare bowstrings.
37	A wide-brimmed hat adorned with a massive feather.
38	A set of blank parchments sandwiched between polished wooden covers and tied together with red string.
39	A number of thick candles, each of which bears a different scent.
40	A variety of musty-smelling animal pelts.
41	A veil to be worn across the lower half of the face, blocking out the dusty winds.
42	A grappling hook on the end of a blackened rope.
43	A jar of thick, pungent glue and a sticky brush wrapped in a rag.
44	Charts detailing constellations and their times of appearance in the night sky.
45	Vials of what appear to be different types of sands gathered from across the lands.
46	A theatrical mask depicting a white-faced woman crying tears of blood.
47	Rusty tongs and a crowbar.
48	A needle and ink kit for inscribing tattoos in a variety of colours.

49	A wide assortment of spell components, including powders, dried insects and flecks of precious metal.
50	Samples of stone that appear to be taken from a variety of local quarries.
51	A cat's mummified head that meows when you pet it.
52	A little cooking pot and ladle.
53	Road rations so old they've lost all flavour. Or maybe they never had any.
54	A slim tome with nothing but blank pages.
55	A set of flint and steel.
56	Several leather-wrapped bundles of wood dipped in pitch (that make lighting fires easier).
57	A palm-sized astrolabe.
58	A blackjack.
59	Three empty potion vials.
60	A dozen lockpicks most of which are snapped in half.
61	A vial of oil that heats any skin it's rubbed on for an hour.
62	A miniature abacus.
63	A small, battered spyglass, which has all its glass missing
64	A page filled with dwarven oaths and curses.
65	A well-worn hammer and chisel.
66	A set of three six-sided die; grisly faces replaces the pips.
67	Several paper cones packed with a powdered drug.
68	A map of all nearby trading routes.
69	A plain leather mask with just eye and mouth holes.
70	A bear trap. Fortunately not primed.
71	A dark hooded cloak wrapped up tightly. It smells slightly musty.
72	A set of bolas made of rope and metal balls.
73	A miniature painted portrait of the person's spouse and children.
74	A few bundles of what appear to be paper sticks with thin cords running out of their ends.

75	A last will and testament, entreating whoever finds it to follow its wishes.
76	An idol depicting a particularly nasty god of death and destruction.
77	A tightly rolled oil-slicked poncho designed to ward off all but the worst rain.
78	A couple of indecently illustrated books that turn out to be bawdy romances.
79	A surveying map, noting the location of nearby mines.
80	A short length of slender steel chain.
81	A small spade for gardening or digging latrines.
82	A translation book for a common language into Abyssal.
83	Stale bread and mouldy cheese.
84	A set of spare clothes.
85	A medallion identifying the person as an agent of the local ruler.
86	Surgeon blades, scalpels, needles and thread. Some of the blades have flecks of dried blood on them.
87	A tiny travelling chess set carved in the local fashion.
88	A small lyre, the wood freshly oiled.
89	A mortar and pestle, stained by long use.
90	A block of wax and jars of tar.
91	A miniature lantern.
92	A notebook listing local beasts in detail.
93	Cooking seasonings, including salt and pepper wrapped tightly in individual bundles.
94	An empty wooden box wrapped in a pretty bow.
95	A strange-looking rock the locals believe purifies any water it's dropped into.
96	A jar of moustache and beard wax.
97	A set of shackles and the keys to them.
98	A business ledger, listing accounts owed.
99	Two skeletal fingers wired together.
100	A slightly cracked vial that is now leaking healing potion (reducing its efficacy by half).



JEWELLERY & ADORNMENTS

Folk often wear trinkets and other adornments. Use this table, to generate details of such minor treasures.

D%	
1	A pendant made of twisted, cheap tin set with shiny rocks.
2	A ring formed of a thorny vine knotted on itself.
3	A plain steel ring, yet quite thick.
4	This large brass ring looks meant to be clasped around someone's neck.
5	A wooden locket with the head of a dragon carved on the face.
6	A bracelet bauble made of rock, chiselled in the shape of a smith's hammer.
7	A quadruple-braided coil of hay wound about to form a bracelet.
8	A single bronze earring, quite dull.
9	This shield-shaped pendant has a surprising gleam.
10	The ruby in this silver ring is an obvious paste fake.
11	A wooden cross suspended from a circlet of wooden beads, all highly polished.
12	Cerulean tassels, meant to hang off a robe.
13	A tiny ring formed of multi-coloured beads woven on threads of steel.
14	These earrings appear to be formed of polished seashells.
15	Someone has turned a string of dried ears into a grisly belt, complete with a larger, hairier ear for a buckle.
16	This golden clasp and chain has a keyhole that connects the whole together; of the key, there is no sign.
17	Tiny white orbs on hooks suddenly blink like eyes.
18	Six polished stones fashioned into buttons.
19	This pendant has a single letter inscribed on it: V.
20	This ring appears made of solid bone, without a seam to be seen.
21	This necklace is formed of interlinking, wickedly curved hooks that must've dug into the wearer's neck.
22	An armband of hammered bronze, meant to clamp around the upper arm.
23	These crimson barbs look fashioned to be set at the end of one's fingertips to give the impression of delicate claws.
24	A set of five thin gold rings, descending in size and meant to be worn upon the toes.
25	This white patch of office appears to have been torn off a bloody uniform.
26	A small clay plate attached to a silver chain big enough to be worn around the neck.

27	Lines of enormous fake gems all linked together, designed to wrap around the ankle and then down to a toe.
28	The religious symbol set into this necklace is that of a well-known cult in the area.
29	A set of rings, bracelet and a necklace all made of leafy twigs.
30	A black veil woven through with silver threads so it obscures the wearer's face.
31	These miniature butterfly wings have a circlet that goes around the neck, so the wings appear to sprout from the wearer's back.
32	Bronze earrings fashioned to look like mouths wide with grinning teeth.
33	A human jawbone that's been polished and formed into a tiara.
34	An eye patch with a single opal set in the centre, looking like a false eye.
35	A bracelet formed from an enormous millipede—dead fortunately.
36	A series of metal bands that rest atop each other, sitting on the shoulders and rising up to the base of the jaw.
37	These black pig bristles are meant to be attached to a lady's eyelids.
38	This ring bears skull and crossbones etched all around the band.
39	A head sash formed entirely of dried and preserved woven seaweed.
40	Tiny sparkly stones meant to be stuck to the face in ornate patterns.
41	Chunks of pink crystal threaded along with black beads onto a leather bracelet.
42	Woven braids of different colours hang down from the back of this copper headband.
43	Wooden rods intended to be twined through the hair in a bob.
44	This tiny silver bracelet could only have been worn by a child, or perhaps a pixie. Decorated with a woodland scene it is smeared with dirt.
45	The pendant turns out to be a dead mouse with its tail knotted over the cord.
46	These cords fashion little bells just above the knees, giving the wearer a musical gait.
47	A local coin has a hole bored through it, and now dangles from a simple leather thong.
48	A metal bracer fashioned to look like a snake swallowing its own tail.
49	Patches of fur that are supposed to cover one's ears, though whether for fashion or warmth, you aren't sure.
50	Those earrings appear to be made of dried frog's legs.
51	These metal strips are meant to lie across one's teeth, giving you a gleaming grin.

52	This set of interlocking brass rings could act as knuckledusters if the wearer were so inclined.
53	A belt buckle etched with the shape of a screaming (or perhaps laughing) face.
54	This belt hangs loose around the hips and a scrap of silk hangs down over the crotch.
55	An armband formed from a dagger blade that's been bent back around on itself.
56	Tiny horses made of woven wool are set on strings that twirl as the wearer walks.
57	The whorl on this wooden pendant dizzies viewers if looked at for too long.
58	A bracelet hung with baubles in the shape of a dozen different animals.
59	A ring set with a copper coin of the region, bearing the ruler's face.
60	This armband is made of cured human skin, and there's still some dark hair left on it.
61	Thick burnt blocks hang on a chain, ash puffing off them each time they knock together.
62	A ring with the swan signet of a lesser family in town.
63	A stream of delicate white lace to tie around the neck in the latest fashion.
64	A golden bracelet with tiny chains that link to rings set on each finger.
65	These earrings appeared to be made from leaves dipped in liquid silver.
66	A pendant that looks to be a key, though bent at a right angle so it could never be used.
67	A set of blue-and-white clamshells dangles from fine hooks.
68	These ear studs look to be made of tiny cogs, which interlock perfectly when held together.
69	This set of bracelets reach from the wrist all the way up to the crook of the elbow.
70	Strings of colourful beads woven into long braids of hair.
71	This rich scarf drapes over the shoulders and lies flat across the chest, revealing stitched lettering.
72	This black leather collar with steel spikes is sized for a person, rather than a dog.
73	This golden ring has strange letters that only appear when held near a source of intense heat.
74	An obsidian clasp meant to hold one's long hair back and off the face and neck.
75	A diadem formed from golden rope that rests a piece of turtle shell on one's forehead.
76	A painted wooden comb meant to be set in a person's thick hair and left there.
77	Preserved flowers meant to be tucked into a cherished one's hair.
78	This crimson tassel is meant to be strapped on one's weapon, providing flourish in a fight.

79	A headband formed of a strap of furry leather, from an unknown beast.
80	These beaten gold thin, conical wafers of metal are worn to cover one's nipples.
81	These earrings are fashioned to look like daggers, complete with rubies at their tips, like drops of blood.
82	Colourful flowers have been strung into a large necklace, but they all appear to be made of folded paper.
83	A single golden nose stud.
84	A blue-and-gold bauble in the shape of an eye, meant to ward off evil spirits.
85	Anklets of leather tassels that sweep up the wearer's footsteps when they walk.
86	Spikes of painted bone meant to be worn as earrings and the like. They are worn by pushing them through the wearer's flesh.
87	A steel nose hook, like a bull might be meant to wear.
88	The inscription on this bracelet reads: "To my love..." but the name has been scratched off.
89	A fine netting meant to be thrown over a lady's hair-do.
90	A bracelet formed of impossibly bright feathers.
91	A soapstone pendant carved into the shape of a bunny.
92	This coppery metal bar has a knob on both ends and a hole thorough the middle. Of what it is meant to attach to, there is no sign.
93	These little cymbals can be placed on fingertips and clashed together, producing a surprisingly loud chime.
94	The pearl atop this pewter ring swivels on tiny hinges to reveal a hiding space.
95	This leather wrist strap has a miniature sundial attached to it for some odd reason.
96	A heavy necklace set with the talons of various creatures.
97	A row of amber beads has strange insects frozen in the depths of each one.
98	A large wooden block hung from thick rope reads, "I am a witless dullard."
99	This cord is almost as thin as a hair, but reflects moon and starlight like white fire.
100	On applying a certain pressure, these iridescent beetles clamp their pincers on any presented flesh and hang there like jewellery.

TRINKETS

Folk often have small, seemingly odd, items in their possession. Use this table, to generate the details of such trinkets.

D%	
1	A wood carving of an owl, so lifelike the eyes might blink at any moment.
2	A dried-up snakeskin wrapped into a tight coil.
3	A rose stem with the thorns still on, but all the petals plucked.
4	A wadded up scrap of leather that looked like it once had writing on it.
5	A shard of glass that changes colour depending on how it is held up to the light.
6	An odd stone that seems attracted to most metal it nears.
7	A strap of silk with the words "Put it Back" inked on it.
8	A rabbit's foot, dyed purple.
9	A shard of porcelain decorated with tiny painted flowers.
10	A bunch of needles stuck through a doll made of stuffed sackcloth.
11	A whole eggshell with the egg inside somehow drained.
12	A white stone with several black lines scored across it.
13	A miniature house formed of fired clay painted outlandish colours.
14	Six small feathers tied together with twine.
15	A vial of ash.
16	A battered tin cup.
17	A horseshoe so rusty it could be snapped in half with a good tug.
18	A sheet of paper, blank except for a dot in the middle and the words "You are here."
19	A dirty mirror so small it fits into a pocket.
20	An empty glass orb so fragile, the slightest pressure should crush it.
21	A length of string that looks to have been snapped in half and re-tied multiple times.
22	One half of a wooden puzzle block.
23	A steel doorknob, with the end snapped off jaggedly.
24	A tarnished silver bell lacking a clapper. The worn initial H.P.L are barely visible on its lip.
25	A pair of bird wings, sewn together so they flap if held while the wearer runs.
26	This appears to be someone's disembodied moustache.
27	A chunk of obsidian shaped into a cow's head.
28	A piece of pink ribbon tied into a little bow.
29	A thimble that's been hammered flat.
30	A coin that appears to have been bitten by impossibly sharp teeth.

31	A weighted coin that, when flipped, always lands on its edge.
32	A tankard that turns anything poured inside into raw sewage.
33	A massive shark's tooth.
34	A clay panel with someone's handprint pressed into it.
35	A flier to a house of ill-repute.
36	A preserved pair of ears that look to be torn off a goblin.
37	A vial with a live spider scabbling within.
38	A brass listening horn that makes the person using it go deaf while it's in their ear.
39	A lady's painted fan, but the painting changes every time it's opened and closed.
40	A bag of mints.
41	A pouch that feels and sounds heavy with coin but, when opened, is wholly empty. Investigation reveals five platinum coins woven into its lining.
42	A few pages of horribly written poetry.
43	The figurine of a soldier, complete with metal armour.
44	A hammer that bends every nail it strikes.
45	A scrawled bill from a shady fortune teller.
46	A pair of wedding bands.
47	A shrunken head.
48	A child's crude sketch of their family.
49	A plumb bob that points toward the sky.
50	A spyglass that only shows the viewer's own eye peering back.
51	A block of wood that has been rubbed so many times it has a thumb groove worn into it.
52	Spectacles that turn the wearer's eyes bright red.
53	A fist-sized stone with a miniature sword stabbed deep into it.
54	A length of black cloth with eyeholes cut in it.
55	A sack of glass marbles, with what looks like a starburst frozen inside each.
56	An octopus tentacle.
57	A brass doorknocker shaped like a grumpy old man's face.
58	An hourglass without any sand inside.
59	A vampire fang capped with gold.
60	A map of a city labelled "The Middle of Nowhere."
61	A seashell that when held to the ear emits sounds like the howling wind.
62	A heavy metal ball that only rolls uphill.
63	A handful of fine gold dust wrapped up in a parchment sealed with red wax.
64	A metal figurine moulded in the shape of a horned demon.
65	A scrap of paper that words literally slide off of, no matter what they are written with.

66	Two shining silver balls that chime when clicked together.
67	A random scattering of gears and rivets.
68	An unused coal.
69	A small jar of odd-smelling wax.
70	A silver rod that makes no noise when it strikes anything.
71	A clump of blonde hair tied with fine string.
72	A clay ball with something rattling inside when shaken.
73	A slab of honeycomb.
74	A tongue that, when held, waggles and tries to lick the person holding it.
75	A handkerchief with the initials "O.P." stitched on one corner.
76	A puff of steam that refuses to dissipate.
77	A small metal bar etched with the word: "Help."
78	A paintbrush so clumped with paint, it's useless.
79	A bone stylus tipped with a long claw.
80	A clay whistle that makes no noise, no matter how hard it is blown.
81	A pair of shoes so small, they must be for a baby. They look like they've never been worn.
82	A twig around which is wrapped a length of thick twine.
83	A single acorn. Except one that's formed of pyrite.
84	A pair of leather reins, like those used for driving horses.

85	A stone that glows during the day and turns dark at night.
86	An invitation to a party going on that evening.
87	An envelope with a print of rosy lips painted on the flap.
88	A book smaller than a thumbnail. When a character flips through the book, the words on each page echo in his mind.
89	A box that, when opened, reveals a yellow lizard, which skitters for freedom.
90	A stinking woollen sock covered in patches.
91	A thumb carved out of stone.
92	A thin length of metal bent into the shape of a question mark.
93	A fish skeleton, tied together with thin wires.
94	A metal comb missing all its tines.
95	A half-burnt candle, with wicks sticking out at both ends.
96	This soggy mass appears to be a collection of mossy clumps.
97	The brim of a top hat, missing the actual hat portion.
98	A little skull carved out of jade.
99	A small jar full of fireflies, most of which appear to be dead.
100	A fist-sized lump of stone with flecks of gold embedded in the rock.



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.

I Loot the Body. ©Raging Swan Press 2015; Author: Josh Vogt.

Visit us at ragingswan.com

