

HORRORS UNBOUND



STANK HOG

by G. Scott Swift



5TH EDITION
COMPATIBLE

\$3.99



FROG GOD
GAMES

HORRORS UNBOUND

STANK HOG

Author
Scott Swift

Producer
Bill Webb

Project Manager
Zach Glazar

Layout and Graphic Design
Charles A. Wright

Cover Design
Jim Wampler

Front Cover Art
Terry Pavlet

Interior Art
Terry Pavlet and Kurt Wolfe

FROG GOD GAMES IS

CEO
Bill Webb

Creative Director
Matthew J. Finch

Production Director
Charles A. Wright

Chief of Operations
Zach Glazar

Special Projects Director
Jim Wampler

Customer Relations
Mike Badalato



**FROG GOD
GAMES**

**5TH EDITION RULES,
1ST EDITION FEEL**

©2018 Frog God Games. All rights reserved. Reproduction without the written permission of the publisher is expressly forbidden. Frog God Games and the Frog God Games logo is a trademark of Frog God Games. All characters, names, places, items, art and text herein are copyrighted by Frog God Games, Inc. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

Product Identity: The following items are hereby identified as Frog God Games LLC's Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Game Content: 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. Previously released Open Game Content is excluded from the above list.



TABLE OF CONTENTS

STANK HOG.....	3
LEGAL APPENDIX.....	7



STANK HOG

SWYFTE'S PHYSIOLOGUS 5E:

STANK HOG

BY G. SCOTT SWIFT

Swyfte's Physiologus is a collection of ecologies of wondrous beasts, monstrosities, and horrors. Swyfte was a scholar hired ages ago to travel alongside the Company of the Frog to chronicle its exploits and record information about any creatures encountered.

Copies, even partial copies, of the ancient text are sought by sages and adventurers alike in order to better understand these creatures and possibly gain some advantage in combat against them.

STANK HOG (SUS NOXIUM)

Commonly known as the stank hog, Sus noxium is a member of the wild swine species whose habitats are wide ranging and can include deserts, jungles, forests, and lower mountain ranges. The stank hog is somewhat larger than its cousin, the common wild swine, reaching a shoulder height of 40 inches, a length of 6 feet, and weighing up to 500 lbs. Protruding from an elongated muzzle, a single set of curved and pointed tusks reaches a length of 10–12 inches upon maturity of the hog. Stank hogs are nearly devoid of fur, with only sparse, bristly hairs poking upwards from their thick, dark-grey hides. Each of its feet has four toes that end in two larger frontal hooves and two smaller rear hooves. Its short tail ends with a tuft of bristly hair and twitches when the animal is agitated.

The primary difference of Sus noxium from the common wild swine is its anal gland, capable of storing and concentrating its noxious flatus. When attacking or frightened, the stank hog will release a barrage of flatulence capable of downing the most stoic of adversaries, causing them to fall to the ground gasping for breath and vomiting profusely. The stank hog will take advantage of its incapacitated enemy by either fleeing or attacking with its razor-sharp tusks. The stank hog has few natural predators other than the greater monstrosities, most creatures tending to avoid them after a fetid first encounter. Humans and humanoids occasionally hunt the hogs in order to thin their numbers to prevent crop raiding or to acquire their usable body parts including their hides, tusks, and anal glands.

ECOLOGY

The stank hog is highly adaptable and can be found in a wide range of environments, barring arctic and sub-arctic climates. They will range in an area roughly 20 miles by 20 miles, requiring only water, a food source, and underbrush for nesting purposes. They are omnivores and will eat grass, bark, crops, tubers, and berries, along with smaller animals or carcasses. They do not actively hunt for larger animals but will attack any creature that invades their space, eating anything they kill in such situations.

Stank hogs rest in heavily brushed areas, rutting out nests that can be almost as deep as a burrow. The brush inhibits predators to a degree and provides an audible alarm, alerting the stank hogs to any creature or person approaching.

A typical sounder of hogs consists of an alpha male and his following of twenty or more sows and piglets, consisting of five sows and fifteen piglets on average. Older disenthroned males often live a solitary life, and groups of younger males (up to ten or more) band together when they are not vying for supremacy during mating season.

EVIDENCE OF ACTIVITY AND TRACKING INFORMATION

Stank hogs leave signs of their presence much like other wild hogs. They travel from forage site to forage site, rutting up the ground, digging for tubers or other roots, or even consuming croplands much to the dismay of farmers. These rutting sites are generally near the thick undergrowth of forests, the hogs avoiding open terrain when possible. The stank hog usually has a primary resting spot deep within a thicket of underbrush and will either root out a mud-filled, hog-sized depression in the ground called a wallow (the deeper the better) or simply press down grass and other foliage to make a temporary bedding site. There will be one such resting place per adult hog in the sounder. Mud rubs



HORRORS UNBOUND

are often found near wallows, the hogs having bathed in mud to protect their skin and later rubbing off the excess mud on nearby trees.

GM Note: Attempting to follow the path through the underbrush to the hog's resting spot will force medium-sized humanoids to crouch, causing an attack penalty of -2 and limiting movement to ½ their normal rate.

Stank hog hooves are split and rounded at the front tip, and tracks will either consist of the two front hooves or all four hooves of each foot, depending on the depth and softness of the imprinted mud. (Shallower tracks can sometimes be confused with deer tracks.) The front toe hoofprints are farther apart due to splaying if the hog is exceptionally big or if it was running when it left the print. An experienced tracker will note the hoofprint is larger in size from the standard wild swine's.

Scat left by the stank hog can vary depending on diet but is generally uniform in shape with blunt ends. If the stank hog has eaten a creature recently, evidence of hair, bone, or feathers will remain. One distinct difference in the stank hog's scat will be the presence of thin green streaks, giving the scat an unbearable stench.

Other less common evidence of stank hog presence includes tusk markings on trees, scattered debris from rotting logs from where the hog ripped a small creature's hiding spot apart, and corpses of humanoids or other creatures accompanied by vomitus. A telltale sign that a stank hog is nearby is its noxious odor upon the breeze, and if coupled with the sounds of grunting or squealing, the beast is communicating with others of its kind or warning trespassers.

COMBAT TACTICS

Stank hogs will avoid interaction with other species but fear nothing, having racked up multiple victories in their lifetimes through the use of their noxious fumes. They do, however, often mistake the mere presence of a creature as an act of aggression and will attack creatures within fifty feet on sight.

A common tactic for the stank hog is to shoot out from thick underbrush alongside a trail, charging its adversary in attempts to gore with its deadly tusks, and then continue running across the trail and back into the underbrush on the other side, but not before releasing its debilitating gas. The hog will then make its way back through the underbrush for another similar charge, if possible, or keep running if it feels outnumbered or outmatched. If multiple hogs are encountered, they will burst forth from different areas of the underbrush in attempts to confuse their enemies, tainting the air with their noxious fumes. A stank hog in close quarters will bite its opponent with its crushing jowls, ripping flesh and crushing bones.

PERSONAL OBSERVATIONS

The great hog surprised us all, charging out of the thick underbrush alongside the narrow trail we followed in search of the orc's lair. The hog ripped Bill's greave clean off, tearing a huge gash in his right leg with a long, sharp tusk. The huge fighter took a knee to prevent himself from falling and readied his great sword in time to meet the next charge from an even bigger hog. Bill's sword skewered the beast from mouth to rectum, culminating in an audible pop. Moments later, Bill was incapacitated, retching his breakfast of oats and jerky upon the forest floor, eyes blood red and pleading for air. I, too, was taken with nausea as a nearly imperceptible green mist wafted my way, but the feeling subsided when I ran out of its radius. I turned back to the carnage to see Finch execute a nearly perfect backflip, landing on a charging hog and riding it while bringing his dagger down, down into the back of its neck until another prolonged series of pops and squeaks were heard emitting from the beast's rear-end. The thief soon fell from his unwilling mount, holding his gut and curling in a fetal position. The hog staggered on, fell half-supported into the thicket and ceased moving. Glaze, the wizard, fared better. He nearly dodged a third charging beast, receiving only a small scratch on his thigh. The beast grunted as he passed him by, yet only a fizzle of noise escaped its bowels, and Glaze seemed unaffected. The unfortunate beast's charge continued toward the safety of the thicket, but it ran headlong into the divinely adorned shield of Charles the Righteous. Holy symbol imprinted

into its head, the wounded hog squealed and ran away at a tangent, never to be seen again.

The noxious flatulence subsided after a few minutes, and the dauntless adventurers of the Company of the Frog recovered themselves. Charles tended Bill's wounds, channeling the power of his deity through the poultice he applied to Bill's leg, the wound taking on a slight white glow and sealing with a fresh scab. Glaze busied himself with surgically removing the anal glands of the dead hogs and otherwise examining the carcasses. Finch plucked out the four tusks and proclaimed they were worth one silver piece each to a trader back home who collected such things.

STANK HOG

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 35 (6d10+5)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	4 (-3)	8 (-1)	3 (-4)

Senses passive Perception 11

Languages —

Challenge 2 (450 XP)

Actions

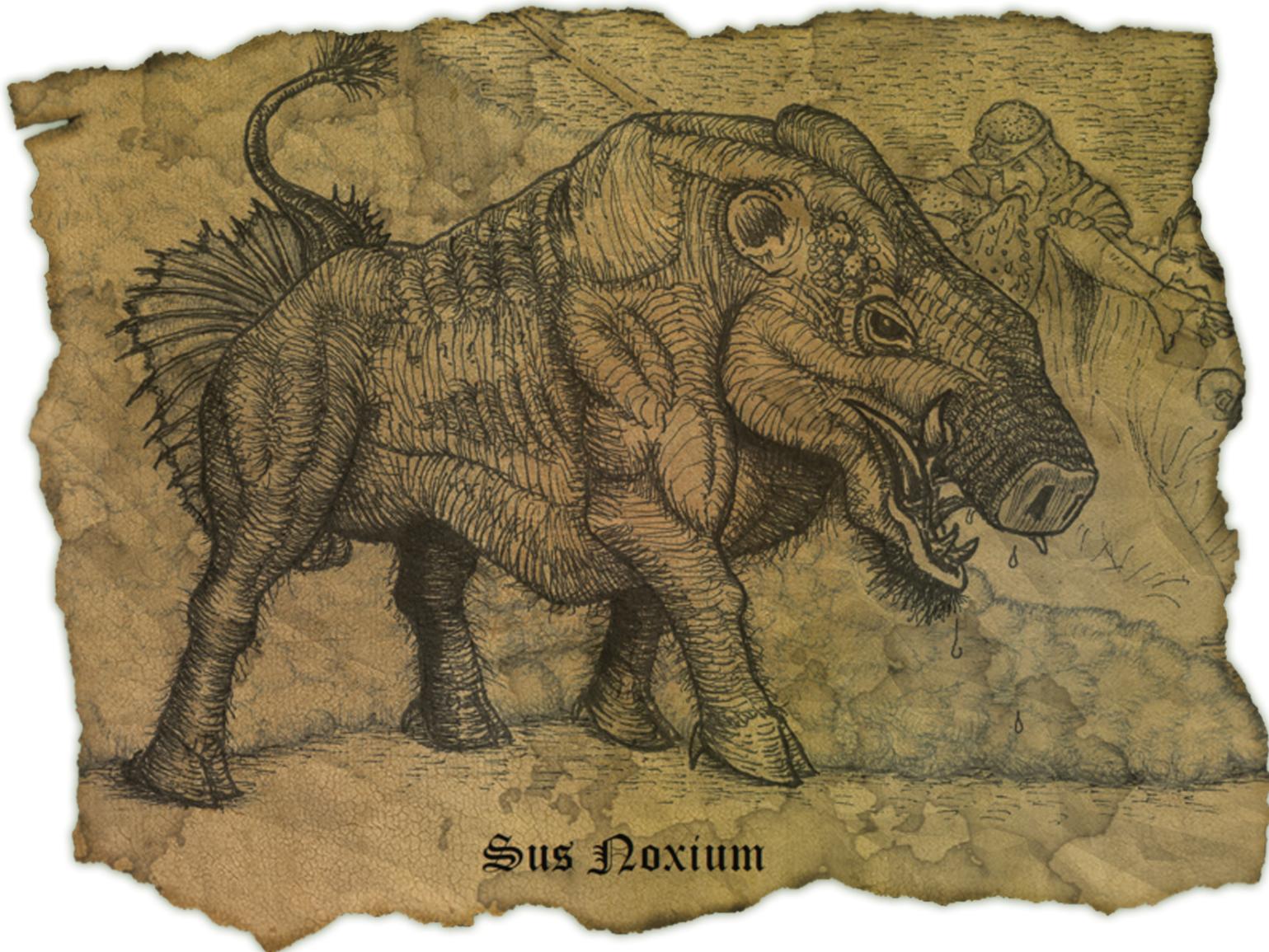
Cut and Run. *Melee weapon attack:* +3 to hit. *Hit:* 11 (2d8+3) slashing damage. The stank hog will charge its opponent, often emerging from the cover of thick underbrush, attempting to gore with its tusks and keep running to the safety of more underbrush, if present, or simply to put space between itself and the opponent. Any opponent gored in such a manner must make a DC 12 Dexterity saving throw or be knocked prone to the ground. The hog may or may not release its mephitic gust attack during this charge.

Bite. *Melee weapon attack:* +3 to hit. *Hit:* 8 (2d6+2) piercing damage.

Mephitic Gust. Once every other round, the stank hog will accumulate enough gas to let forth a vile gust of air that it has accumulated in its specialized anal gland. This attack is an additional free action and can be coupled with any other attack. When the stank hog attempts to make this attack, roll a d20. A result of 10 or higher creates a gas cloud of 10-foot diameter, 15 or higher creates a gas cloud of 20-foot diameter, 20 or higher creates a gas cloud of 30-foot diameter. The effect is immediate and profound, affecting all creatures within the cloud. Any creature caught within the gaseous cloud must make a Stamina saving throw, DC vs. the stank hog's roll, or immediately fall upon the ground with eyes stinging and vomit flowing. Any creature making the save must use its next action to exit the area, forgoing any attacks. If any actions are made other than an attempt to leave the area, the creature must make a saving throw for each action attempted. Those creatures initially failing the saving throw will be allowed an additional saving throw every other round. The mephitic gust lasts 1d4+1 rounds, lingering in the same area unless a strong wind moves it elsewhere. The stank hog is immune to its own and other stank hogs' mephitic gusts. Note: If less than 10 is rolled during the stank hog's mephitic gust attack, the anal gland is considered to be deflated and adhered unto itself, rendering the mephitic gust for that stank hog inoperable until a long or short rest and creating no effect.

Stank's Revenge. Any piercing attack from the flank or rear has a 10% chance of popping the inflated anal gland of the stank hog, releasing the noxious flatulence and causing the full effect as described under the mephitic gust action. Additionally, any piercing or slashing critical hit from the flank or rear has a 50% chance of popping the inflated anal gland and triggering the mephitic gust action, the mighty blow cutting deep into the stank hog's thick hide and puncturing the gas-filled gland. If stank's revenge is activated, the hog can no longer use the mephitic gust attack until able to heal for one week.

STANK HOG



HUNTING THE STANK HOG

The conventional method of hunting the stank hog is to search for signs of activity and track the beast to its foraging grounds, and ultimately, its thicket-covered resting spot. Smaller humanoids can traverse the tunnels (cut by the hog) through thick underbrush to the animal's wallow to flush out the hogs, but this is dangerous. Hacking through the brush will alert the sounder, and the hogs will usually exit or attack. The ideal method is to employ hunting dogs, sending them into the thicket tunnels to flush out the stank hogs. Though reluctant to follow the trail of the foul-smelling creatures, properly trained and incentivized dogs can easily pick up the scent. The dogs will participate in the fight as well, darting in and out to confuse the wild hogs but quickly succumbing to the gaseous vapors the stank hogs release.

Once confronted, longer weapons such as long spears are best to maintain maximum distance from both the dangerous tusks and the debilitating flatus. The hogs can be ushered into either nets or pit traps, with either method quickly incapacitating the lumbering beasts.

Wetted rags for covering the mouth and nose will aid in preventing the debilitating effects of the vile odor emitted by the stank hog.

GM Note: Wearing a wet rag over the mouth and nose will give a +2 bonus to all saves versus the mephitic gust.

TREASURE

Stank hogs usually have no treasure other than their harvestable body parts, the exception being any valuables carried by their dead victims.

HARVESTABLE PARTS

The hide of the stank hog can be removed and cured for leather goods including hide or leather armor, boots, and other mundane goods. It takes one hour to properly remove the hide (hunting experience required). An unspoiled hide can fetch 8 sp.

The tusks of the stank hog can be removed, undamaged, in approximately one minute. Each tusk is valued at 1 gp and can be used for ornamentation or as a primitive blade or piercing weapon if affixed with a handle and further sharpened.

The meat of the stank hog is not valued due to its gamey taste with a hint of putridity. It is edible and nourishing, but only for the desperate. A light scent and taste of the noxious flatulence permeate the meat of the entire hog, but the taste in the hindquarters is overwhelmingly strong and cannot be eaten without inducing vomit.

The value of a piglet, though rarely desired, is 25 gp to the right buyer (someone wanting to discourage trespassers or desiring to harvest the stank gland upon maturity).

The real prize from the stank hog is its anal gland. Though the biological processes required to generate the noxious effect have died with the hog, the residue remaining within the glandular sack can be used as

a component for the Stinking Cloud spell or as an ingredient in poisons or stank bombs (see below). The gland is fairly benign (if left intact upon removal) as long as no pressure is applied that would release any trapped gas inside. The stank gland sells for approximately 50 gp to wizards, thieves, assassins, and alchemists.

PREPARATIONS USING THE STANK HOG ANAL GLAND

The practitioner must wear a wet cloth over the mouth and nose and airtight goggles to prevent incapacitation from the acrid fumes. The preferred method is to be downwind on a slightly breezy day or have assistants constantly fan the back of the practitioner.

The mucosal lining is scraped away from the viscera and dried in the sun for three days. The dried lining is then ground into a fine powder—stank hog powder—and collected in a stoppered glass vial until used. Four ounces of stank hog powder can be extracted from a single anal gland.

SPELL COMPONENT

The stank hog powder can be substituted as a more effective component in the casting of Stinking Cloud.

If used as a component, the Stinking Cloud spell is intensified, and Constitution saving throws are made at -2 versus the spell. Each casting consumes ½ ounce of stank hog powder.

NON-LETHAL POISON

Sprinkling stank hog powder into a drink will cause the imbiber to fall ill, growing weak, nauseated, and most likely vomitous. The lingering stench of the stank hog powder can be lessened by a prolonged drying out stage, decreasing the likelihood of detection. The poison is best employed in an alcoholic beverage, disguising the taste and giving the appearance that the imbiber has drunk too much. The indisposed victim becomes a ripe target for pickpocketing, kidnapping, or murder without putting up a fight.

Anyone drinking liquid tainted with stank hog powder must make a DC 17 Constitution saving throw or become ill. The effects are similar to being puking drunk, or near the brink of puking, and the victim is only able to stagger with some assistance to the nearest latrine in which to puke or bed in which to lie down. However, the victim has no real self-control and will head in whatever direction in which he is led. If not led, the victim will do his best to head outdoors for fresh air, but with any obstacles, he will lie down on the floor, falling asleep or blacking out within 15 minutes. One ounce of stank hog powder must be used to effectively poison a victim.

STANK BOMB

Two ounces of stank hog powder are funneled into a glass flask and a stopper is inserted. A pipette is pushed through a hole in the stopper and air is pumped gently into the flask, causing an increase in the internal pressure. Finally, a viscous sap is forced through the pipette as it is removed, sealing the pressurized flask.

In battle, the stank bomb is simply thrown at an opponent. If the glass flask breaks, the internal pressure, as well as the pressure of impact, will distribute the stank hog powder into the air. All creatures within a 10-foot radius must roll a success on a DC 13 Constitution saving throw or suffer the effects of the mephitic gust, i.e., they will immediately fall upon the ground with eyes stinging and vomit flowing. Any creature making the save must use its next action to exit the area, forgoing any attacks. If any actions are made other than an attempt to leave the area, the creature must make a saving throw for each action attempted. Those creatures initially failing the saving throw will be allowed an additional saving throw every other round. The stank bomb effect lasts for 1d3 rounds or until a moderate breeze dissipates it.

Below are some adventure hooks with specifics that can either be used as written, expounded upon, or tweaked as the Game Master sees fit.

- Stank hogs make great wandering monsters in any wilderness or jungle journey, bursting out of underbrush to surprise the incautious party.

- The PCs have been hired by a rebel group to free a comrade held in the city keep. Kenwhit, a low-level thief with the local thieves guild, is demanding three stank hog anal glands in exchange for revealing the hidden entrance to the sewers leading directly into the keep's dungeon. Unmoved by offers of coin, he boasts he can scam or steal gold anytime but needs the glands to create poisons for a big mark coming to town next week. Stank hogs have been seen in the nearby woods.

- The PCs encounter a small halfling farming village during their travels. Mayor Gippy will barter their finest pipeweed (150 gp worth) in return for the eradication of a local sounder of stank hogs. The pipeweed is highly sought after, and the farther from the halfling village, the higher the price it will fetch.

- The reclusive wizard Mirelda is able to teach the spell Stinking Cloud to a wizard in the party (or perhaps sell needed potions and scrolls). She will only teach the spell in return for four stank hog anal glands. If her request is fulfilled, she will teach the spell for free and impart the knowledge that stank hog gland powder will intensify the spell as noted above.

- A decrepit old alchemist named Craginth has sent his assistant to seek out adventurers. If the PCs answer his call, he will request five stank hog anal glands for making stank bombs. He will pay 50 gp each for the glands and will offer to teach the PCs how to make stank bombs for a fee. If the PCs wish to learn the secret, it will cost them five stank hog anal glands and an additional 100 gp. The alchemist will throw in one free stank bomb if they party pays his fee. Alternatively, the alchemist will convert stank hog anal glands into stank bombs for a fee of 25 gold each. The process takes four days. He is unable to produce the stank bombs without the help of the PCs due to having no supplier of the hard-to-find ingredient.

- An aging squire, Gregor Destane, is a son of a wealthy nobleman. His inheritance is contingent upon his becoming a knight though he will not share this information with the PCs. He will pay 150 gp to be escorted on a hunt for a stank hog. He wants it kept quiet. He intends to take the head as a trophy to prove his worth to the archduke in charge of raising squires to knighthood, having been rejected in the past for failure to demonstrate bravery in battle. A rabid stank hog has been traveling farther from the woods than usual and attacking outlying villages, killing two farmers and a young boy recently. He feels that dispatching the hog “by himself” will prove his worth. He requests that the PCs meet him just inside the forest to begin the hunt (to avoid any witnesses).

- Oleg, a wealthy tavern owner, seeks the head of a stank hog to display upon his tavern wall alongside other trophies. His signature drink is called Old Stank Eye, and he feels the trophy will boost sales as well as give patrons a good laugh. He will pay 100 gp for the retrieval of the head and delivery to the local taxidermist in his name. Note: Old Stank Eye is an aged whiskey infused with a collection of healing herbs—a family secret—cultivated by his nearly 90-year-old mother. The drink costs 5 gp and will give the instant effect of a short rest and decrease Dexterity by 2 points for the next six hours. Only one drink can be imbibed within a 24-hour period or the drinker will become extremely sleepy, unable to do anything productive other than fight to stay awake. Oleg will warn all customers, “Only drink one,” before bursting out with raucous laughter.

SAYINGS AND SIMILES

As stinky as a stank hog.

Stank hog drunk (referring to vomiting drunk).

I'd rather wallow with a stank hog than bed with you.

'Tis better to let the stank hog eat your carrots than to die a stinky death.

STANK HOG

Designation of Product Identity: The following items are hereby designated as Product Identity as provided in section 1(e) of the Open Game License: Any and all material or content that could be claimed as Product Identity pursuant to section 1(e), below, is hereby claimed as product identity, including but not limited to: **1.** The name “Frog God Games” as well as all logos and identifying marks of Frog God Games, LLC, including but not limited to the Frog God logo and the phrase “Adventures worth winning,” as well as the trade dress of Frog God Games products; **2.** The product name “The Lost Lands,” “Horrors Unbound: Stank Hog” as well as any and all Frog God Games product names referenced in the work; **3.** All artwork, illustration, graphic design, maps, and cartography, including any text contained within such artwork, illustration, maps or cartography; **4.** The proper names, personality, descriptions and/or motivations of all artifacts, characters, races, countries, geographic locations, plane or planes of existence, gods, deities, events, magic items, organizations and/or groups unique to this book, but not their stat blocks or other game mechanic descriptions (if any), and also excluding any such names when they are included in monster, spell or feat names. **5.** Any other content previously designated as Product Identity is hereby designated as Product Identity and is used with permission and/or pursuant to license.

This printing is done under version 1.0a of the Open Game License, below.

Notice of Open Game Content: This product contains Open Game Content, as defined in the Open Game License, below. Open Game Content may only be Used under and in terms of the Open Game License.

Designation of Open Game Content: Subject to the Product Identity Designation herein, the following material is designated as Open Game Content. (1) all monster statistics, descriptions of special abilities, and sentences including game mechanics such as die rolls, probabilities, and/or other material required to be open game content as part of the game rules, or previously released as Open Game Content, (2) all portions of spell descriptions that include rules-specific definitions of the effect of the spells, and all material previously released as Open Game Content, (3) all other descriptions of game-rule effects specifying die rolls or other mechanic features of the game, whether in traps, magic items, hazards, or anywhere else in the text, (4) all previously released Open Game Content, material required to be Open Game Content under the terms of the Open Game License, and public domain material anywhere in the text.

Use of Content from *The Tome of Horrors Complete*: This product contains or references content from *The Tome of Horrors Complete* and/or other monster *Tomes* by Frog God Games. Such content is used by permission and an abbreviated Section 15 entry has been approved. Citation to monsters from *The Tome of Horrors Complete* or other monster *Tomes* must be done by citation to that original work.

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 1.0a © 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.

System Reference Document 5.1 © 2016. Wizards of the Coast, Inc; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on material by E. Gary Gygax and Dave Arneson.

Tome of Horrors © 2018, Frog God Games, LLC; Authors: Kevin Baase, Erica Balsley, John “Pexx” Barnhouse, Christopher Bishop, Casey Christofferson, Jim Collura, Andrea Costantini, Jayson ‘Rocky’ Gardner, Zach Glazar, Meghan Greene, Scott Greene, Lance Hawvermale, Travis Hawvermale, Ian S. Johnston, Bill Kenower, Patrick Lawinger, Rhiannon Louve, Ian McGarty, Edwin Nagy, James Patterson, Nathan Paul, Patrick N. Pilgrim, Clark Peterson, Anthony Pryor, Greg Ragland, Robert Schwalb, G. Scott Swift, Greg A. Vaughan, and Bill Webb

Horrors Unbound: Stank Hog © 2018, Frog God Games, LLC; Author: Scott Swift