

# Eden's Lament

Story by Nathaniel Brown

Written by Jayson "Rocky" Gardner



SILVER BULETTES



Swords  
& Wizardry  
COMPATIBLE

# Eden's Lament

## Credits

Story by Nathaniel Brown  
Written by Jayson "Rocky" Gardner

Editors: Ian McGarty and Austin Gardner  
Layout: Jayson "Rocky" Gardner and Ian McGarty

Special thanks to  
Kendra Gardner  
Hanson Gardner  
Spencer Gardner  
Elijah Gardner  
Emily Bee  
Hannah Ringler  
Frog God Games

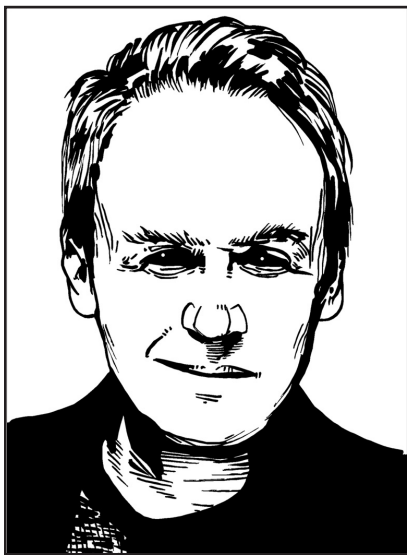
Maps made with Dungeonographer, by Inkwell Ideas  
Game designed for Swords and Wizardry, by Matt Finch

This adventure is compatible with Swords & Wizardry and Swords & Wizardry, S&W, and Mythmere Games are trademarks of Matthew J Finch and the author is not associated with Matthew J. Finch, Mythmere Games, or Frog God Games.

This adventure is for four to six 5th-7th level characters, and is able to be added into any campaign or world. You can change the names of anyone or anything to fit your campaign needs. Hope you enjoy. Cheers.

The main antagonist, Eden, is a paladin. Her religion should match that of a paladin or cleric within the party. Note each character's age at the beginning of this module. Eden carries an artifact that can age characters.

### THE SETTING



Captain Tybalt

The town of Gilramore is roughly half of a mile long. It consists of a town hall, blacksmith, carpenter, alchemist, temple, and tavern. Most of the buildings are made from wood. The town hall and temple are made from stone.

The people are generally friendly and will greet the party and treat them with respect.

Approaching the town, you hear commotion from down the street. A woman in polished plate armor, with a sword strapped behind her shield lurches past you in a rush. You round a corner to see a captain and guards standing, with weapons drawn in front of a grand house. The dark, stone roof cloaks the house in a shadowy pall. The wooden siding on the house looks dreary in the afternoon shadows. As you approach, the captain moves to intercept you. "You are encroaching on official town business. Explain yourselves." His brow creases in worry.

Allow the party to converse with Captain Tybalt. Answers to common questions could be as follows:

What's in this town?

"I am not a tour guide. Find your way to an inn or tavern. I don't have time for monotonous questions."

What is happening here?

"I will tell you only if you agree to help. We are simple people here, with no means of stopping paladins or other adventurers."

What is your name?

"I am Captain Tybalt. I am the day captain of the guard in Gilramore."

Why should I help?

"You're adventurers, from the look of you. The scene within will lead you to a fine adventure. If that's not enough, I believe a dark force was awakened. You may become the heroes of stories."

Who was the woman that ran past us?

"Her name is Eden Gage. She is a paladin of the Holy Order. She is married to a man named Hayden. Eden was born here, and has become the town hero."

If the party agrees to help, read the following:

"We know little about what happened inside. Camilla, a neighbor of Eden and Hayden, came running to the guard post. Camilla hurriedly told me that she heard a man scream from this house. I gathered as many guardsmen as I could muster and came straight over. I knocked on the door, Eden opened it, and ran past me ignoring my calls to stop. My duty compels me to make sure everyone is safe, so I stepped inside and did a quick search. At the top of the stairs, I found the body of an old man. I have no idea what happened to Hayden or who that man was. I would be indebted to you if you could search the house. We are simple guards, used to dealing with goblins and drunks, not murders and fleeing paladins."

## THE ADVENTURE

### THE ENTRY ROOM Room 1

When you enter the door you are assaulted by the smell of death. You also sense a smell of burning, but more faintly than the rot. This room is sparsely furnished. There are two masterfully carved tables with vases of beautiful floral designs. On the far wall hangs a gorgeous painting of a woman in shining plate mail battling a huge bipedal monster with large teeth, dark green skin and dagger-like claws. It depicts the woman giving the final blow, sword run through a lit torch blazing over her head ready to strike.

### THE STUDY Room 2



This room is furnished with a dilapidated hardwood desk and a chair made of warping wood. On the desk there are many pieces of parchment, yellowed with age. There are a few unlit candle nubs and an extinguished half burnt candle. Another painting hangs on the wall above the desk. This painting depicts a field of wildflowers in afternoon sunlight.

Searching the desk will uncover a journal.

#### JOURNAL ENTRY #1

Dated one month earlier

*The high priestess Atarah has given me this artifact to hold on to until we can figure out what to do with it. It is a very ugly and nasty thing. I can feel its evil just by being around it. Its eyes just glowed at me!*

#### JOURNAL ENTRY #2

One day after Entry #1

*I have begun to study the artifact. I must under-*

*stand this head if it shall be destroyed. I will take every precaution.*

#### JOURNAL ENTRY #3

Three days after Entry #2

*I have learned what the head does. It disgusts me. It can create undead through some ability with its eyes. I must study it further. Maybe there is a way to block its terrible power.*

#### JOURNAL ENTRY #4

One day after Entry #3

*I have figured out how to work it. If I focus my mind it shoots a bolt of black energy. It seems to have a mind of its own. I can feel its call upon my soul. It is a good thing my resolve and will are so strong, a lesser person may fall to its lure.*

#### JOURNAL ENTRY #5

An undated entry

*The vulgar thing's call has become louder. It has told me its name. This doom is called "Khron." I can resist it. I must resist it. I will find a way to make sure it never harms anyone.*

#### JOURNAL ENTRY #6

An undated entry

*Khron knows where to find the tome! He knows that Mara safeguards it. He knows the cabin is but two days journey from here! I must be strong. I must resist his calls until Atarah returns for him. I have sketched a map of where Khron wants to go. I shall bury it deep in the ground. Then it will not call to me anymore.*

#### JOURNAL ENTRY #7

Dated one week ago

*Even when I buried it in the backyard, I still heard the unholy voice in my head. The vile head has shown me fear. In all my years of service, dread has never touched my heart. I must be strong! I must not listen to its whispers to kill Hayden!!*

#### JOURNAL ENTRY #8

The last undated entry

*I will do the will of my God. I understand now. Khron is right, and the world is too evil to leave the way that it is. I will spare Hayden the suf-*

*fering of this plane. When that task is finished, I shall retrieve the tome, and go to an ancient temple far to the east. There I will truly understand.*

#### KITCHEN ROOM 3

As you enter the kitchen, the burning smell overpowers the scent of death. Looking around, you see the following: an old stone oven, a small water basin, and a wooden table. Two bowls sit on the table, one with roasted carrots, and the other with a wilted salad. Two chairs are pushed under the table. A third chair, with a broken leg lays on the ground.

If the party opens the oven, they will find a charred turkey.

#### THE LIBRARY ROOM 4

As you cross the threshold of this room you immediately feel slightly claustrophobic. The walls are covered from floor to ceiling on all sides with towering book shelves. In the center of the room, a plush red arm chair sits with a small end table on its left. Resting on the table is a long tooth glowing with a soft light. A ceramic cup with a dark liquid sits next to the tooth.

The tooth is a troll tooth, with Continual Light cast on it. The dark liquid is cold tea.

#### THE PAINTING ROOM ROOM 5

This room is quite messy. There are several half-painted canvases strewn about. One canvas, on an easel, seems to be finished except for a few minor details. There are several dyes and paints on a small shelf on the left wall.

When the party inspects the painting on the easel, read the following:

The painting on the easel depicts a candlelit room. At the center of the canvas, a female warrior kneels, dressed in silvery plate mail. Her head hangs low, obscured by shadow. In front of her, a sword thrusts into the stone floor. Her hand rests on the pommel, its blade is charred and blackened.

#### BEDROOM. ROOM 6

Upon entering you see a large well crafted wood-

en bed with sheets upturned and unmade. On each side of the bed is a nightstand. Both have unlit candles, and a dresser squats in a corner. As Tybalt said, there is an old, wizened body laying on the ground. Its hair is long, gray and unkempt.

If the party inspects the body, its eyes flick open and Hayden, now a ghastr, attacks whoever is closest.

GHAST  
Hit Dice: 4  
Armor Class: 4  
[15]  
Attacks: 2 claws  
(1d3), bite (1d6)  
Save: 13  
Special: Stench,  
paralyzing  
touch  
MOVE: 14  
Alignment:  
Chaos  
Challenge Level/XP: 5/240



If the party searches the room, they will find two golden rings on a nightstand. Both are engraved with the phrase "Love conquers darkness." One is a man's ring, and the other is a woman's.

#### THE GUARD CAPTAIN'S SON

As you exit the house, you see Tybalt talking to a woman excitedly. He turns to you and you can see sorrow in his eyes.

"I am asking you personally now, please find Eden. She has taken my four year old son, Isaac. Please, please find him." He begins sobbing. "Do you know where they went?"

Tybalt is not a rich man. He has nothing to offer to save his son except thanks.

If the party agrees, Tybalt responds:

"Thank you! Find my son, please! Hurry now. She already has time on you. You must catch her before something awful happens to Jon!"



## INTO THE FOREST

To reach the secluded cabin, the party must travel for two nights and three days through the Blackbark Forest. Roll for random encounters twice during daylight, and twice during each watch while resting. On a result of 1-2 on a d6, roll for an encounter on the above table. While resting, if a fire is lit, a wandering monster will appear on 1-4 on a d6.

Die Roll	Encounter (Number)
1-2	Banshee (1)
3-4	Bear, Grizzly (1)
5-6	Demon Stirge (3d4)
7-8	Ghoul, Crimson (1d4)
9-10	Grave Risen (1) + Zombies (2d6)
11-12	Rat, Giant (5d4)
13-14	Tick, Giant (1d6)
15-16	Wight (1d4)
17-18	Wolves (2d10)
19-20	Zombie, Pyre (1d3)

## APPROACHING THE LODGE

After hiking through the Blackbark Forest, you finally set eyes upon the cabin the journal described. It rests in a small clearing surrounded by long grass. Tree stumps dot the area, some as high as ten feet. The wood of the cabin has begun to rot near the ground. The front door hangs ajar and shards of glass from a broken window litter the ground.

Eden and Khron have left a guardian in the long grass outside of the cabin. The bonesucker looks like a tree stump and surprises on 1-4 on a d6.

### BONESUCKER

Hit Dice: 8 (35 hp)

Armor Class: 3 [16]

Attack: 4 tentacles (1d4 + 4 + liquefy bones)

Save: 8

Special: Liquefy bones, +1 or better weapon to hit

Move: 9

Alignment: Chaos

Challenge Level/XP: 10/1400

**TREASURE:** Buried in the ground (about a foot deep) where the bonesucker camouflaged itself is a small metal box. It contains: 4 tiger's eye gems (50 gp each), 1 ruby (1800 gp), 20 pp, and a potion of invisibility.

## INSIDE THE CABIN THE GATHERING HALL ROOM 1

As you enter the front door of the cabin, you see doors on both the right and left walls. Dominating the room is a large square table. Made of polished marble, the table has eight wooden stools along its sides. A woman's corpse lays in coagulated blood. Her body sprawls upon the ground in front of the broken window. As if drawn by your very life force, the corpse stands haphazardly and lurches toward you.

The party will have one round before the cadaver reaches them.

### CADAVER

Hit Dice: 6 [13]

Attacks: 2 claws (1d4 + disease) and bite (1d6 + disease)

Save: 16

Special: Disease, reanimation

Move: 6

Alignment: Chaos

Challenge Level/XP: 4/120



As the corpse falls for the final time, a blue corona of light envelops it. This light coalesces into a spirit of a middle aged woman. "I am Mara. I was once Eden's friend. Khron has taken control of her mind and stolen the unholy tome I once guarded. They must be stopped. Two days east of here you will find a profane temple. Khron must complete his ritual there. He has all of the ingredients: a pure spirit, a corrupted spirit, and the tome."

Allow the group to ask questions of Mara. Here are some examples of answers to questions they might ask:

Is Isaac safe?

"The boy with Eden? They will not harm him until the final hour of the ritual. If you do not reach him in time, the ritual will consume his soul."

What is the ritual?

"A profane ceremony. First, it gathers necromantic energy to the temple. This energy will radiate out and create throngs of undead. First only the dead will animate, but as it grows more intense, even the living will become corruptions."

Can Khron be destroyed?

"The book details a ritual to destroy Khron. I do not recall its specifics, though."

How did Khron/Eden defeat you?

"Eden was a friend. I never expected an attack from her. She hid the accursed head in a bag until she was close. It used a black magic from its eyes. I darted out of the bolts path, right into Eden's sword."

After five minutes, read the following:

Mara's form begins to waver and flicker. Her voice fluctuates in volume. "My time here is at an end. I go now to my god to be judged. Stop the ritual." With those final words, Mara fades into the ether.

### THE KITCHEN

#### ROOM 2

The door from the right of the gathering hall leads to the kitchen of the cabin. The furnishing are antiquated, but still in good repair. A cabinet stands on the left wall. Next to the cabinet is a counter, with a deep water basin. A brick and stone oven squats in the center of the right wall. Just on the other side of the oven is an iron stove, with a pan and two large pots on its unlit burners.

If the party searches the cabinets, they find enough preserved food to give each member two iron rations.

### ROOM 3

#### THE BEDROOM

The left door from the gathering hall leads to a bedroom. Six beds have been ripped apart. Three footlockers are smashed, and their contents are strewn about the room haphazardly. Three more footlockers remain untouched, with cheap locks holding them closed.

Clothes and blankets were the main contents of all footlockers. A gold ring (500 gp) is tossed into a corner of the room.

### THE END OF THE FOREST

Roll twice more for wandering monsters as the party proceeds through the forest.

You trudge another day through the forest. As night begins to fall, you crest a hill and see a clearing before you. Among the tall grass figures dig holes frenetically. A stone temple stands in

the center of the field, with a large carving of a goat head with four horns is etched in the wall. The double doors hang open, revealing darkness inside.

As the party approaches the temple, the twelve skeletons stop digging and move to attack.

SKELETON

Hit Dice: 1 (4 hp each)

Armor Class: 8 [11],

Attacks: Shovel (1d4)

Save: 17

Special: Immune to sleep and charm type spells

Move: 12

Alignment: Neutral  
Challenge level/XP:

1/15

When you look at the temple, the carving glows with a deep purple illumination. Sixteen dark tendrils writhe through the doors, moving toward the holes where the skeletons were digging.

The party must navigate through the tendrils to enter the temple. If a party member touches a tendril they will age 1d6 years. The tendrils can be damaged with magic weapons (Armor Class 8 [11], 4 hp). Destroyed tendrils transform into smoke and swirl into the temple.

Party members can make two checks to avoid all of the tendrils without fighting, a saving throw, and rolling under their Dexterity on 3d6. Each failure results in the tendril aging the character 1d6 years.

Walking into the temple, your nose is assailed with an aura of decay. In the far left corner of the room, Isaac is sunk to his neck in a sludge filled font. Eden stands in front of the massive bone altar, gazing at the mummified head and open book upon it. The magics pouring forth from the altar have blackened Eden's sword, which lays across the altar. Her shield remains untarnished, and her armor is beginning to corrupt at the joints. Eden's face looks pale and gaunt. The magics are turning her into a ghoulish visage.



Eden sneers as you enter. "Khron said you would come. He is always right. Have you come to help us? Or will you join the legions of dead to cleanse this world?"

Eden is giving the party an opportunity to converse. She will answer questions with other questions and generally avoid them if they are about Khron's plan.

Several things can help to redeem Eden. Each time one of these things is shown, or brought up in conversation Eden will make a save at -10. For each subsequent item brought up, Eden will get another save, with the penalty decreasing by 1.

Wedding Rings (one try for each)

A painting from Eden's home

Troll Tooth

Mara

If all of these are brought to Eden's attention, she will get to make a save with no penalty. After five minutes, or if Eden fails all of her saves, combat ensues.

If Eden attacks, read the following:

Rage suddenly builds in Eden's eyes. Anger quickly spreads to the rest of her face. "You are trying to pull me away from the true path. Now you will die!"

With only this warning, Eden grabs her weapon and attacks.

EDEN, 8TH PALADIN  
Str 14; Dex 15; Con 13; Int 10; Wis 8; Cha 15

Hit Dice: 8 (32 hp)

Armor class: 0 [19]

Attacks: +1 sword (1d8 + 2)

Save: 5

Special: none

Alignment: lawful (chaos with artifact)

Challenge rating/XP: 11/1700





## TREASURE

Eden has plate mail armor, +1 long sword, +1 shield, and 2 potions of healing.

Khron will also take actions during Eden's attacks. The head will take the following actions by round:

Round 1: Pulse necromantic energy wave ( all in room except Eden and Isaac save or age 10 years) This also animates 10 zombies that break out of the walls.

Round 2: Focuses necromantic beam on one character. (Age 1d6 x 10 years. Save to half the aging.) 10 zombies join combat.

Round 3: Uses a *Telekinesis* spell to move Isaac from the font to the altar.

Round 4: Focuses necromantic beam on Isaac.

Round 5: Continues focusing

Round 6: Continues focusing

Round 7: Isaac rises as a wight, and attempts to flee with Khron's head. (Khron's soul now inhabits Isaac's body and only killing him will free Isaac.)

## ZOMBIE

Hit Dice: 2

Armor Class: 8 [11] or shield 7 [12]

Attacks: weapon or strike (1d8)

Save:16

Special: Immune to sleep and charm spells

Move:6

Alignment: Neutrality

Challenge rating/XP: 2/30

Note: In the temple undead turn at 5 Hit Dice higher.



## THE ENDINGS

There are 4 possible endings: Eden is redeemed; Eden and Isaac die; Eden dies, but Isaac lives; or the party fails.

Ending #1: Eden Redeemed

"Thank you friends. Khron had a grip on my soul. We must end this ritual. Quickly! I will grab Isaac. One of you grab the book. We cannot destroy Khron."

After Isaac is safe and the book is secured, Eden asks, "What do we do about Khron? We are not powerful enough to destroy him. And he will corrupt any of us. He cannot stay here. If he does, he will gain more power and more undead, and this will start over."

Allow the party to form a plan to deal with Khron. Due to Isaac's young age, he is able to handle Khron without risk. Provide bonus XP for a creative plan that doesn't put anyone at risk of possession. Some permanent solutions for Khron could be: burial on holy ground, turning him into high ranking church officials, throwing him into the ocean, or competing a ritual from the tome. Returning to Gilramore is a joyous occasion. Captain Tybalt is at the entrance of the town, and rushes to meet Isaac. Tybalt grabs up Isaac and loudly proclaims "You are alive! I love you, Isaac. I love you. I love. . ." He devolves into crying for joy. After a moment, he composes himself, and addresses the party.

"Thank you all for returning Isaac! The tavern has promised free drinks for our new heroes, and the inn has promised free beds. I will talk to other merchants on your behalf. Thank you!"

He then turns to Eden and stares straight into her eyes. "I will never forgive you for taking my son. You should burn in hell for what you have done."

All mundane items will be 10% below book value in Gilramore for the party. The shopkeepers will keep this discount for one year.

### Ending #2: The Death of the Child

Allow the party to form a plan to deal with Khron's head. Khron's soul is unable to influence events for one year due to the ritual.

Some permanent solutions for Khron could be: burial on holy ground, turning him into high ranking church officials, throwing him into the ocean, or competing a ritual from the tome.

Returning to Gilramore is a somber experience. Captain Tybalt races to you as the town comes into sight. "Where is Isaac? Were you able to save him?" He searches frantically for his child.

The party should convey what happened in their

own words. Tybalt, beside himself with grief, lashes out angrily at everyone. He takes Isaac's body (if available) to be buried.

As Tybalt walks away, he turns and speaks a last time. "At least that monster, Eden, got what she deserved. Good-bye."

### Ending #3: The Death of the Paladin

Eden is dead, and the profane skull no longer pulses its dark magic. You collect Isaac, unconscious and alive, and make the return trip to Gilramore.

As you end the weary trip, Tybalt waits at the edge of town. He runs to you, with a big smile on his face. "Isaac! You're okay! I love you. I love you. . . " He devolves into sobs of joy.

A few moments later, he composes himself. "Thank you for rescuing my son. What of Eden?"

Let the party explain what happened. Tybalt is grateful for the return of Isaac. He has mixed feelings about Eden.

"I cannot thank you enough for rescuing Isaac, but my heart mourns for Eden. She was a good person and did not deserve to have her life ended that way. I will buy the rounds at the tavern tonight in her honor. And yours."

### Ending #4: Failure by the Party

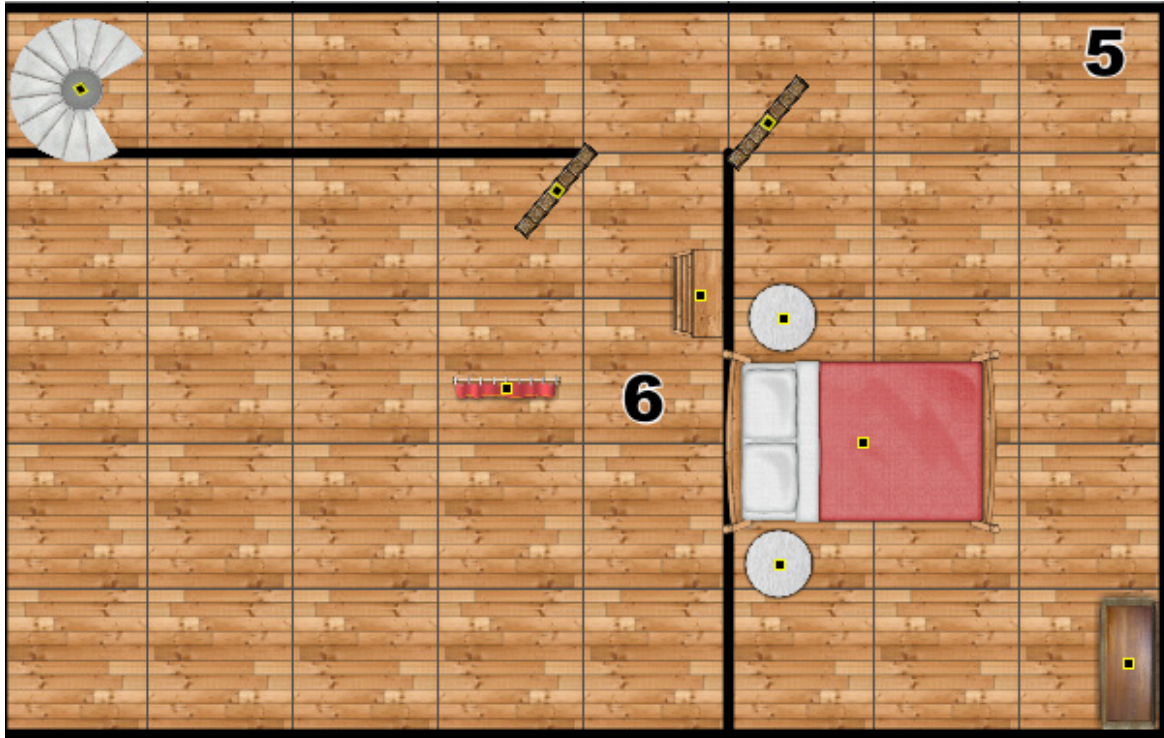
Khron completes the ritual, raises an army, and attempts to plunge the world into undead chaos. Perhaps another adventuring party will stop him before it is too late.

THUS ENDS EDEN'S LAMENT



# MAPS

## EDEN'S HOUSE SECOND FLOOR



## EDEN'S HOUSE GROUND FLOOR

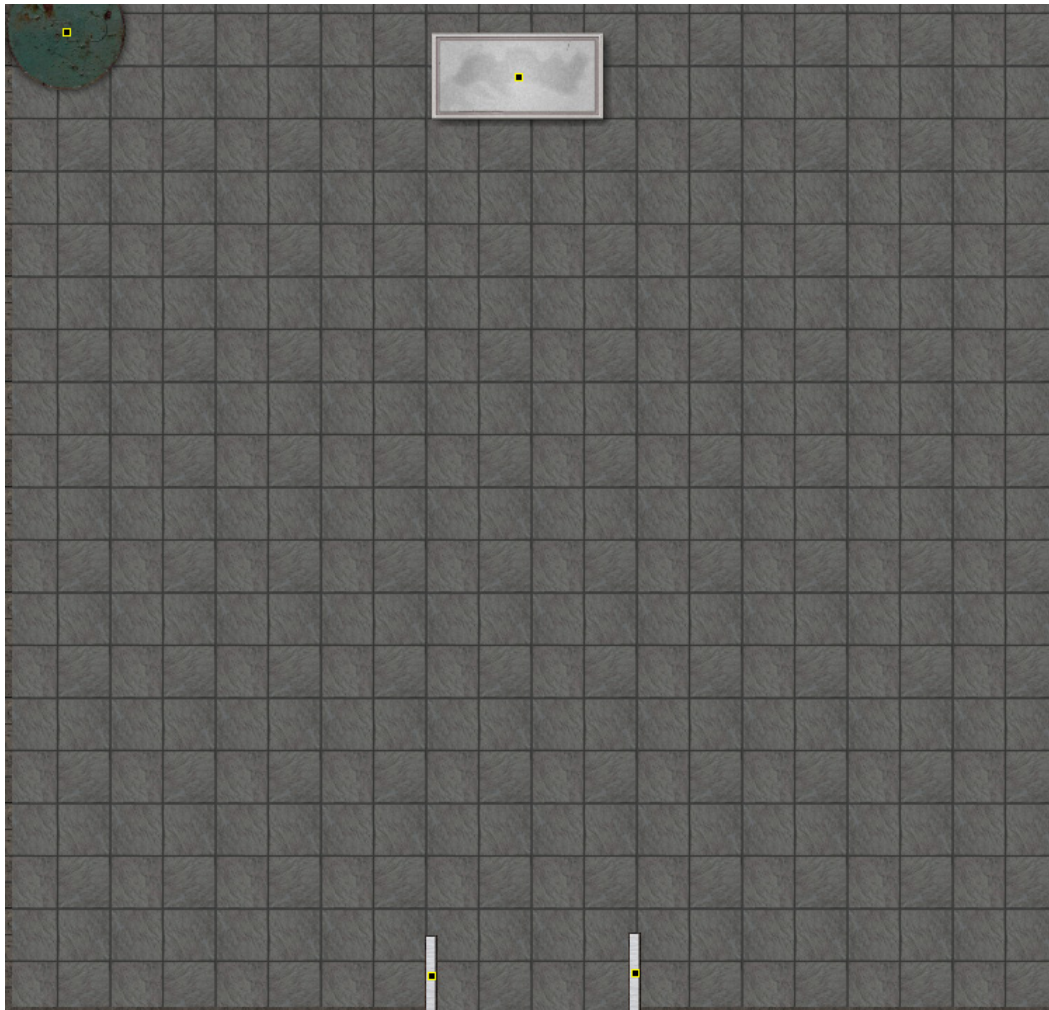








# THE TEMPLE



JOURNAL ENTRY #1

Dated one month earlier

*The high priestess Atarah has given me this artifact to hold on to until we can figure out what to do with it. It is a very ugly and nasty thing. I can feel its evil just by being around it. Its eyes just glowed at me!*

JOURNAL ENTRY #2

One day after Entry #1

*I have begun to study the artifact. I must understand this head if it shall be destroyed. I will take every precaution.*

JOURNAL ENTRY #3

Three days after Entry #2

*I have learned what the head does. It disgusts me. It can create undead through some ability with its eyes. I must study it further. Maybe there is a way to block its terrible power.*

JOURNAL ENTRY #4

One day after Entry #3

*I have figured out how to work it. If I focus my mind it shoots a bolt of black energy. It seems to have a mind of its own. I can feel its call upon my soul. It is a good thing my resolve and will are so strong, a lesser person may fall to its lure.*

JOURNAL ENTRY #5

An undated entry

*The vulgar thing's call has become louder. It has told me its name. This doom is called "Khron." I can resist it. I must resist it. I will find a way to make sure it never harms anyone.*

Journal Entry #6

An undated entry

*Khron knows where to find the tome! He knows that Mara safeguards it. He knows the cabin is but two days journey from here! I must be strong. I must resist his calls until Atarah returns for him. I have sketched a map of where Khron wants to go. I shall bury it deep in the ground. Then it will not call to me anymore.*

JOURNAL ENTRY #7

Dated one week ago

*Even when I buried it in the backyard, I still heard the unholy voice in my head. The vile head has shown me fear. In all my years of service, dread has never touched my heart. I must be strong! I must not listen to its whispers to kill Hayden!!*

JOURNAL ENTRY #8

The last undated entry

*I will do the will of my God. I understand now. Khron is right, and the world is too evil to leave the way that it is. I will spare Hayden the suffering of this plane. When that task is finished, I shall retrieve the tome, and go to an ancient temple far to the east. There I will truly understand.*

Product Identity includes, but is not limited to: all artwork, Eden, Gilramore, Captain Tybalt, Khron, Eden's Lament, Silver Bulette, Silver Bulette Logo, maps, and trade dress

## Open Gaming License

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 identi-

fy 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 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Swords & Wizardry Complete Rules, Copyright 2010, Matthew J. Finch

Ghast from Monstrosities, Copyright 2012, Matt Finch  
Bonesucker from Tome of Horrors Compete, Copy-

right 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Erica Balsley.  
Cadaver from Tome of Horrors Compete, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.  
Skeleton from Monstrosities, Copyright 2012, Matt Finch

Zombie from Monstrosities, Copyright 2012, Matt Finch

Banshee from Monstrosities, Copyright 2012, Matt Finch

Bear, Grizzly from Monstrosities, Copyright 2012, Matt Finch

Demon Stirge from Monstrosities, Copyright 2012, Matt Finch

Ghoul, Crimson from Monstrosities, Copyright 2012, Matt Finch

Grave Risen Tome of Horrors Compete, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Rat, Giant from Monstrosities, Copyright 2012, Matt Finch

Tick, Giant from Monstrosities, Copyright 2012, Matt Finch

Wight from Monstrosities, Copyright 2012, Matt Finch

Wolves from Monstrosities, Copyright 2012, Matt Finch

Zombie, Pyre from Monstrosities, Copyright 2012, Matt Finch

END OF LICENSE

#### ART CREDITS

Cover Art: HermaDolph

Page 1: Jeff Preston, <http://creativecommons.org/licenses/by/3.0/>

Page 2: by Daniel F. Walthall, found at: [drivethrurpg.com/product/181517](http://drivethrurpg.com/product/181517), available under a CC BY 4.0 license: [creativecommons.org/licenses/by/4.0/](http://creativecommons.org/licenses/by/4.0/)

Page 3: "Ghast" copyright 2007 by Mark Huffman

Page 3: "Ring" Rick Hersey, Standard Stock Art: Issue(1) by Small Niche Games

Page 5: "Cadaver" © Jack Badashski, 2016

Page 6: "Skeleton" Skortched Urf Studios, artist Nathan Winburn

Page 6: "Eden" Jeff Preston, <http://creativecommons.org/licenses/by/3.0/>

Page 7: "Zombie" Kimagu, from Undead Pack

Page 8: "Death Angel" artist Rick Hershey



Page 10: Jeff Preston, <http://creativecommons.org/licenses/by/3.0/>

Page 11: Jenni Saveall 2012, used with permission.

All maps made with Dungeonographer, published by Inkwell Ideas, Inc.