

RAGING SWAN PRESS

20 THINGS #49:
ABNORMAL LOW-LEVEL UNDEAD



SYSTEM
NEUTRAL



YOUR TIME IS PRECIOUS

MAKE YOUR CAMPAIGN PREP. EASIER

JOIN RAGING SWAN PRESS'S PATREON CAMPAIGN

[PATREON.COM/RAGINGSWANPRESS](https://patreon.com/ragingswanpress)

20 THINGS #49: ABNORMAL LESSER UNDEAD

Are you a busy GM? Does session prep take too long? Do you never have time to work on the cool little details that can bring your session to life? Well fear not! That's where the 20 Things line comes in.

Compiled from the free 20 Things posts available at Raging Swan's website, this short, focused compilation gives you, the time-crunched GM, the tools to effortlessly add verisimilitude and detail to your adventure. Use the material herein either before or during play and bask in your players' adulation.

This instalment provides five pages compatible with virtually any fantasy roleplaying game and is designed to help you to flesh out and bring to life the low-level undead in your campaign.

CREDITS

Design: Creighton Broadhurst

Development: Creighton Broadhurst

Art: Paul Daly, William McAusland, Dave Peterson and Dean Spencer. Some artwork copyright William McAusland, used with permission. Some images copyright Erisian Entertainment, used with permission

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system or transmitted, in any form or by any means, without the prior permission in writing of Raging Swan Press or as expressly permitted by law.

©Raging Swan Press 2020.

CONTENTS

Credits	1
Contents	1
1,000 Abnormal Ghouls or Ghosts	2
Physical Description	2
Battle Tactics.....	2
Treasure.....	2
1,000 Abnormal Mummies	4
Physical Description	4
Battle Tactics.....	4
Treasure.....	4
1,000 Abnormal Skeletons.....	5
Physical Description	5
Battle Tactics.....	5
Treasure.....	5
1,000 Abnormal Wights	6
Physical Description	6
Battle Tactics.....	6
Treasure.....	6
1,000 Abnormal Zombies	7
Physical Description	7
Battle Tactics.....	7
Treasure.....	7
OGL V1.0A	8

To contact us, email gatekeeper@ragingswan.com

To learn more about Raging Swan Press, visit ragingswan.com

To learn more about Raging Swan Press on Patreon, visit
patreon.com/ragingswanpress



1,000 ABNORMAL GHOULS OR GHOSTS

One of the most commonly encountered undead, ghouls—and their more powerful brethren, ghosts—are rightly feared by adventurers for their paralysing touch and disease-ridden fangs.

PHYSICAL DESCRIPTION

A standard ghoul appears thusly:

This hairless, gaunt humanoid has pallid skin, long claw-like nails and red eyes that burn with an unholy light. Its long tongue lolls from a mouth crammed with horribly elongated, pointed teeth.

To this basic description, apply one of the entries below:

1. This foul beast wears blood-spattered once-fine clothes.
2. One of the creature's ears is missing—all that remains is a livid red scar.
3. More emaciated than its fellows, the claws on this creature's left hand are broken.
4. With but one eye, this ghoul looks almost comical; however, its remaining eye blazes with hate and hunger.
5. Tufts of blond hair cling to the creature's scalp.
6. Dried blood coats the creature's chin and chest.
7. Still wearing torn and bloody clothes, this creature only has one boot; its other foot is little more than a stump—its toes seemingly gnawed away.
8. The creature clutches the shard of a sword in its right hand and licks the weapon's splintered blade as it stalks forward.
9. This creature's neck is laid open—the white glimmer of its spine is visible behind its writhing muscles and pallid skin.
10. Bizarrely elongated ears—perhaps reminiscent of an elf's—grow from this horrid creature's head.

BATTLE TACTICS

In battle, some ghouls fight differently to their brethren:

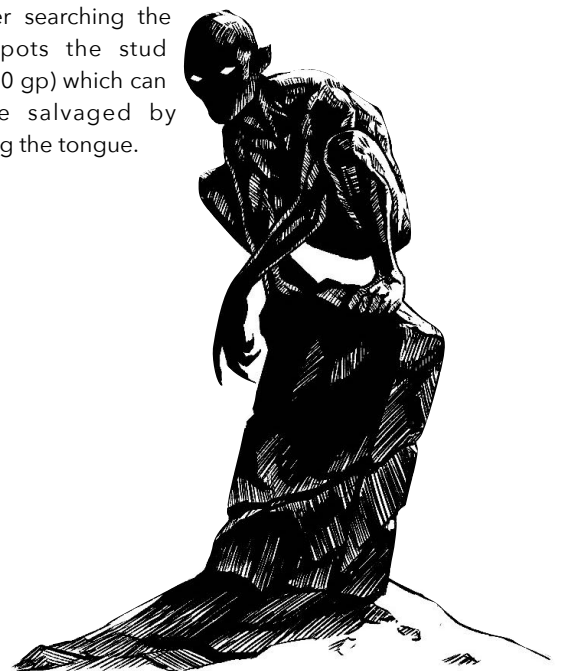
1. This starving ghoul immediately feasts on any slain combatant—even one of its own—and only resumes fighting if attacked.
2. The ghoul stays low and goes for its opponent's legs, in an attempt to trip its target.
3. The ghoul screeches as it rushes into combat and loudly howls every time it injures its prey.
4. As it stalks forward, this ghoul licks dried blood from its chin with its elongated, blackened tongue.
5. Clutching two skulls, which it uses as improved missile weapons, the ghoul skirts combat in an attempt to get at the party's (soft-skinned and vulnerable) spellcasters.
6. This ghoul unhesitatingly attacks the nearest opponent.
7. This ghoul is ravenous. If it downs an opponent, it immediately drags it away to feast in private.
8. Stronger than its fellow, this ghoul grapples and pins its opponent so its allies may feast on living prey.
9. This ghoul has a dim recollection of its previous life. If it finds a discarded weapon on the battlefield, it uses it in battle.

10. This ghoul is a rarity of its kind. It is a coward and flees if the battle seems lost. If captured, it is very talkative if it seems cooperation may save its "life".

TREASURE

Sometimes, ghouls yet have some small trinket or treasure about their person. Roll on the list below, if you determine the creature has a small item of personal treasure:

1. The ghoul wears a silver earring (worth 5 gp); its twin is missing—long since torn from the creature's ear.
2. Three small bronze rings set with coloured glass—nothing more than costume jewellery—adorn the ghoul's left hand. Each ring is worth 1 sp.
3. The creature wears a belt from which hangs a bloodstained pouch; within perceptive characters find 3 gp.
4. The creature was once a thief. Its worn boots contain a hidden compartment in each heel; each contains a single platinum coin (but only perceptive characters find this hidden treasure).
5. In life, this poor unfortunate had a penchant for piercings and wore four small silver bars (each worth 1 gp) in each ear.
6. The ghoul wears the remnants of a once fine shirt; silver thread (worth 5 gp) decorates the collar and cuffs.
7. Incongruously, in life this poor fellow had three false gold teeth. If they are extracted—a foul, dangerous task during which the character could contract ghoul fever—they are worth 3 gp (assuming the characters don't confess to where they got the tainted precious metal).
8. The ghoul wears thick, torn trousers. It has a hidden fine silver dagger (worth 90 gp) strapped to its left shin.
9. The creature wears a single gold ring set with a tiny black stone (an onyx) on a broken, swollen finger. The ring (worth 50 gp) can only be removed by cutting off the finger.
10. This creature has a stud piercing its overly-long, blackened tongue. Only a perceptive character searching the body spots the stud (worth 20 gp) which can only be salvaged by removing the tongue.





1,000 ABNORMAL MUMMIES

Undead creatures raised to guard the ancient tombs of the honoured dead, mummies are ever-vigilant for interlopers into their domain of death and dust. Created through a lengthy embalming process mummies have all their vital organs removed and replaced with sacred herbs, flowers and the like. Thus, they resist time's remorseless onslaught well.

PHYSICAL DESCRIPTION

A standard mummy appears thusly:

Wrapped in strips of mouldering linen this humanoid creature shuffles slowly forward.

To this basic description, apply one of the entries below:

1. The creature's eyes—one red and one blue—glimmer balefully.
2. Eldritch symbols cover the wrappings around the creature's head—giving the impression of tattoos.
3. The wrappings around the creature's left leg are loose, and unravel as the battle rages.
4. The creature's blackened wrappings are ragged and—in a few places—scorched.
5. Dried blood covers the creature's hands—as if it has bludgeoned more than one foe to death.
6. The heavy, cloying miasma of death radiates from the creature. (Investigation reveals, the mummy's body is rotting from the inside out).
7. The creature's eyes have been gouged out and it is blind; it has excellent hearing, however, and also sniffs the air like a hunting hound searching for prey.
8. Large and hulking, the creature lumbers about with no semblance of stealth.
9. The creature's head lolls unnaturally on a broken neck.
10. The creature wears the ornate funeral mask of a priest.

BATTLE TACTICS

In battle, some mummies fight differently to their brethren:

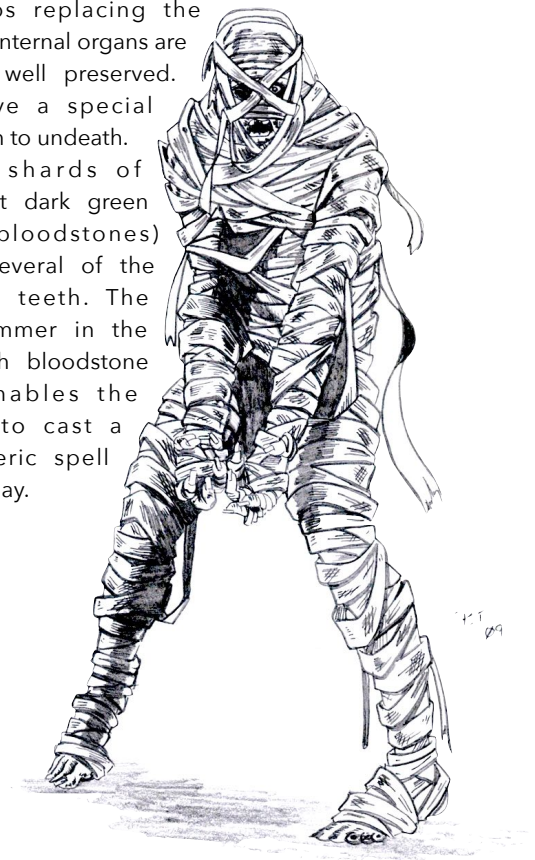
1. This mummy mournfully moans and groans as it enters combat. It bellows in anger, when damaged.
2. Driven mad by its mummification, this mummy cackles and capers in combat—sometimes wasting actions to do so.
3. Carrying an ornamental falchion into battle, this mummy hews mightily with the blade until reduced to half hps (at which point, it reverts to its natural attacks).
4. Every time it strikes a foe, the mummy lets out a deep, malevolent laugh.
5. If the mummy knocks a foe unconscious, it spends several rounds battering its helpless enemy to death.
6. Terrified by fire, the mummy cowers away from even the smallest flame.
7. The mummy was a tomb robber; it sneaks about trying to attack with surprise (preferably from behind or a flank).

8. The mummy hates followers of good gods, and attacks folk bearing such symbols before all other targets.
9. The mummy grapples its opponents, before beating them to death with its powerful fists.
10. Abnormally resistant to fire, flames do not scare this mummy.

TREASURE

Sometimes, mummies yet have some small trinket or treasure about their person. Roll on the list below, if you determine the creature has a small item of personal treasure:

1. A gold bangle worth 50 gp encircles the mummy's left leg.
2. One strip of the mummy's wrappings radiates faint magic. It is a *scroll of bless*.
3. A +1 arrow fletched with silver feathers is lodged in a fold in the mummy's wrappings.
4. The creature yet wears ancient tarnished silver earrings of a style not wrought for centuries. They are worth 100 gp, but are blasphemous things.
5. The mummy wears the unholy symbol of an evil god of death. Studded with small glittering blood-red rubies the thing is beautiful and terrible. It is worth 350 gp.
6. The mummy's festering burial wrappings are stitched with silver wire. Removed and cleaned, the wire is worth 75 gp.
7. Ornate jade jars (worth 100 gp) hold the mummy's shrivelled internal organs.
8. The mummy wears an ornate silver pendant adorned with a (now defaced) rising sun symbol. The pendant is only worth 50 gp, due to the damage.
9. The herbs replacing the mummy's internal organs are rare and well preserved. They have a special connection to undeath.
10. Jagged shards of transparent dark green stones (bloodstones) replace several of the mummy's teeth. The teeth glimmer in the light. Each bloodstone tooth enables the mummy to cast a minor cleric spell once per day.



1,000 ABNORMAL SKELETONS

Animated by a foul necromancer's unholy spells, skeletons are implacable, low-level foes. Packs of unfeeling, mindless skeletons can destroy even large groups of adventurers.

PHYSICAL DESCRIPTION

A standard skeleton appears thusly:

This animate skeleton staggers toward you, its bony, claw-like fingers reaching for your throat.

To this basic description, apply one of the entries below:

1. Scraps of hair grow from patches of decomposing flesh yet clinging to the skeleton's skull.
2. Several bones are missing from the creature's rib cage.
3. The entire left side of the skeleton's skull is crushed and broken—no doubt the result of a massively heavy blow.
4. Dirty, torn rags cling to the skeleton's frame. Covered in matted dirt and dried blood they reek of death and the grave.
5. Ending in a jagged stump, the skeleton's right arm is missing below the elbow.
6. Incongruously, this skeleton's skull—minus its jaw—is wedged inside the creature's ribcage.
7. Clad in faded but serviceable clothes this skeleton seems more recent animated than its brethren. Its bones are clean—perhaps even polished—and lumps of specially shaped ebon coal fill its eye sockets.
8. One of the skeleton's legs is horribly smashed; the lower leg hangs from the undead's kneecap.
9. This skeleton's bones are stained a mottled black. (The skeleton was immersed in oil long ago, which impregnated the bones; it burns easily—and brightly!)
10. This tall skeleton's body is tightly wrapped in strips of mouldering cloth; however, its skull has not been so wrapped. To the uninitiated, the skeleton could appear to be a mummy.

BATTLE TACTICS

In battle, some skeletons fight differently to their brethren:

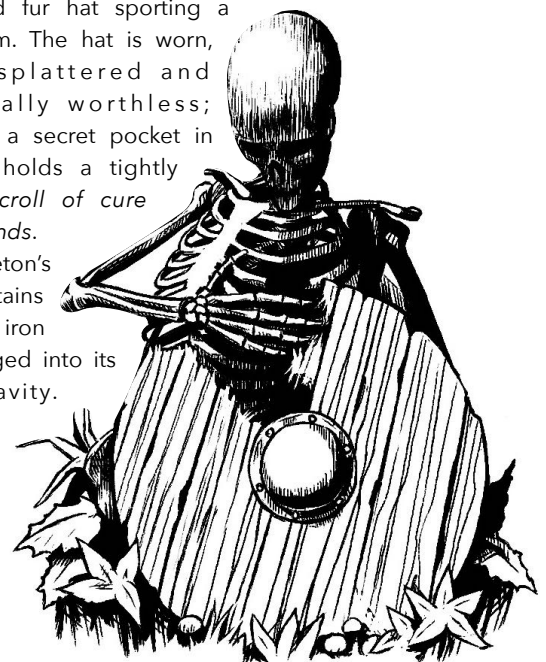
1. With one missing leg, this skeleton literally hops into battle; reduce its speed by half.
2. This undead is faster than its companions; increase its speed by half.
3. Every time, the skeleton lands a successful hit, a few small bones fall away from its body.
4. This skeleton walks particularly loudly and the click click of its bony feet are audible from a goodly distance.
5. After it first misses in melee, the skeleton drops its weapon and reaches toward its foes with claw-like fingers.
6. Every time it strikes a foe in battle, the skeleton throws back its head in silent exultation.
7. The skeleton has a large, blood-spattered wooden shield—which it uses to beat its foes to death—strapped to its arm.

8. With no legs, this badly damaged skeleton crawls into battle. It doesn't use a weapon, instead trying to rip its target's feet and lower legs to shreds.
9. This skeleton beats its enemies to death with a mouldy arm ripped from a previous victim's corpse.
10. A glimmer of sentience remains to this skeleton. A thief in life, it dimly remembers the worth of striking from behind and manoeuvres accordingly.

TREASURE

Sometimes, skeletons yet have some small trinket or treasure about their person. Roll on the list below, if you determine the creature has a small item of personal treasure:

1. The skeleton wears a worn and stained broad leather belt which holds up the remains of a ragged pair of trousers. The belt has a secret compartment, which holds 3 platinum coins. (Only perceptive characters find the coins).
2. This skeleton has gold fillings in its teeth; extracting the gold yields 1 gp worth of scrap metal.
3. The hilt of the skeleton's weapon has a small black gem (an onyx worth 15 gp) in its handle.
4. The skeleton wears a leather necklace around its neck. The beaten copper and bronze locket hanging from the necklace is hopelessly wrapped around the skeleton's rib bones.
5. Worn gold coins are wedged into the skeleton's eye sockets.
6. Eldritch symbols are etched into one of the skeleton's leg bones. The fell writings are a curse on the living, and are worth 2 gp to a collector of such macabre things.
7. A silver-tipped arrow is wedged in the skeleton's ribcage.
8. The skeleton wears a small silver ring on its left-hand little finger. The ring has the stylised image of a spread fisherman's net. The ring is worth 2 gp, but might belong to a well-to-do local family (and therefore may be worth more to them).
9. Bizarrely, this skeleton wears a ludicrously over-sized fur hat sporting a wide brim. The hat is worn, blood-splattered and essentially worthless; however, a secret pocket in the hat holds a tightly folded *scroll of cure light wounds*.
10. This skeleton's skull contains a largish iron key wedged into its brain cavity. The key unlocks a nearby door.



1,000 ABNORMAL WIGHTS

Returned to unlife by their own malevolence or perhaps a horrific, violent death wights are easily recognisable to those who knew them in life. Their deadly touch saps living creatures' life force.

PHYSICAL DESCRIPTION

A standard wight appears thusly:

Rotting and putrid flesh hangs from this walking corpse. Its eyes glow with baleful red light.

To this basic description, apply one of the entries below:

1. One of the creature's arms has lost all its flesh; nothing but gleaming white bone remains.
2. Still clad in ripped and torn furs, this creature had its throat ripped out before it died.
3. The creature's face is horribly decomposed; muscles and sinew can easily be made out through the ruin of its cheeks.
4. The back of this creature's skull is caved in; a putrid mass of dark grey brain is clearly visible.
5. The creature's throat is horribly blackened and desiccated.
6. Long claw marks run up the creature's legs. The rotting flesh around the wounds is mottled with sullen red splotches.
7. The creature has suffered a vicious head wound; one of its eyes hangs from its socket and jiggles disconcertingly when the creature moves.
8. This creature's face is locked into a horrible grimace of fear and revulsion.
9. As it advances, this creature begins to weep thick, oozing dark-red tears.
10. This creature's back is a mass of claw and bite marks. The wounds are so deep, its gleaming white ribs are visible.

BATTLE TACTICS

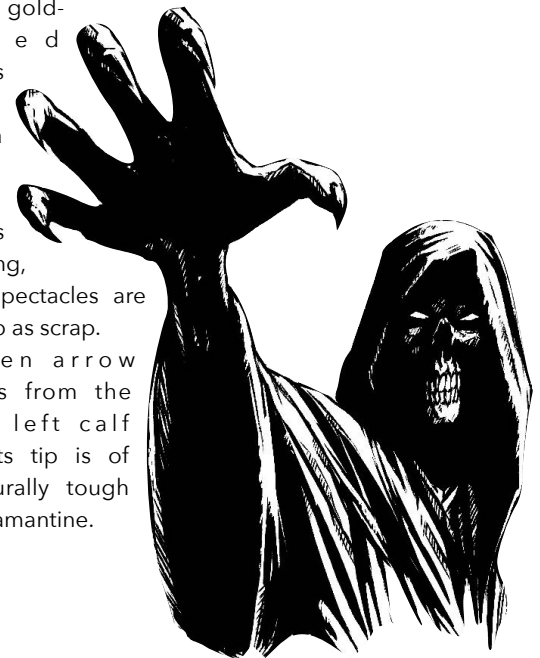
In battle, some wights fight differently to their brethren:

1. This wight tries to sneak round the back, and prefers to fight weak, unarmored opponents.
2. This wight clutches a spear, and hurls it before charging.
3. Before it charges, the creature screams at the top of its lungs.
4. Hungry for flesh, but cautious, this wight fights defensively unless it believes its foe is no real threat.
5. If injured by a melee weapon, the wight tries to rip it from its attacker's hands.
6. If the wight slays an opponent, it immediately feasts on the yet-warm corpse (until it rises to join the undead).
7. This creature has a shattered left leg. It uses a broken spear as a crutch and, consequently, moves at only half speed.
8. This wight wields a huge two-handed axe. It seeks out the toughest-looking opponent and batters it into submission.
9. Sneaky and cunning, this wight always seeks a flanking position, in battle.
10. This wight tries to rip a defender's shield from its target's hand. If successful, it uses the shield as a missile weapon.

TREASURE

Sometimes, wights have some small trinket or treasure about their person. Roll on the list below, if you determine the creature has a small item of personal treasure:

1. Four golden rings gleam on the fingers of this wight's right hand. Three are plain (worth 20 gp each). The fourth is a signet ring (worth 50 gp) and bears a rampant swan sigil.
2. This wight yet wears a belt with pouch attached. The pouch holds a score of marbles and a set of slender lock picks in their own small supple leather pouch.
3. The wight has a sheathed dagger at its belt. The wickedly sharp dagger is of gleaming steel and shimmers when exposed to the light.
4. The wight wears a grimy silver necklace festooned with charms. The charms—also silver but covered in dirt and dried gore—depict several good-aligned deity's symbols. The whole is worth 50 gp.
5. A steel potion vial fills a secret compartment in the heel of one of the wight's knee-length hard leather boots. The vial is broad and flat to better fit the heel, but is sadly empty. Only perceptive characters find the hidden compartment.
6. A packet of mouldy trail rations fills the wight's pouch. The food is inedible, but is packed in a cloth wrapping decorated with a simple map of the surrounding wilderness. The cloth must be cleaned to reveal the map's secrets—which could include a hitherto unknown adventure site.
7. The wight has a longsword scabbard at its belt. The sword is long lost, but the scabbard is a thing of beauty: black leather picked out with silvered thread. An intricate design of a fishing net decorates the scabbard's tip. It is worth 15 gp.
8. The wight carries a mouldy pouch full of coins (17 cp, 45 sp and 3 gp). When slain, the wight falls which bursts open the pouch. Coins spill all over the floor.
9. This wight has a pair of battered, gold-rimmed spectacles shoved into a pocket in its cloak. The lens are missing, but the spectacles are worth 4 gp as scrap.
10. A broken arrow protrudes from the wight's left calf muscle. Its tip is of preternaturally tough metal—adamantine.



1,000 ABNORMAL ZOMBIES

Brainless, animated corpses zombies are slow, tough and difficult to kill. They unfeelingly follow their master's orders.

PHYSICAL DESCRIPTION

A standard zombie appears thusly:

This rotting, walking corpse wears only a few soiled rags. It stumbles forward, arms outstretched.

To this basic description, apply one of the entries below:

1. One side of the creature's face is nothing more than a suppurating, bloody mess; one of its eyes is missing.
2. The zombie's left arm is unnaturally bent at the elbow. As the zombie moves, shards of bone break through its rotting flesh.
3. Clad in blood-soaked peasant's clothes, this person clearly suffered horrendous wounds before death.
4. A huge chunk of this zombie's stomach is missing; a few strands of entrails droop from the gaping wound, creating a skirt of sorts hanging down toward the zombie's knees.
5. This zombie's head lolls from side to side in a disturbing, unnatural fashion; its neck is clearly broken.
6. This zombie has no legs below the knee. Consequently, it slowly crawls forward leaving a bloody slime trail in its wake.
7. This zombie's neck is partially severed; muscles and bone are clearly visible through the gore.
8. This corpulent zombie is naked, and filled with noxious gases. If struck with a sharp melee weapon, it explodes coating adjacent creatures with blood, bone and viscera.
9. This zombie has no jaw. Blood and gore cover its chest.
10. A gaping wound pierces this creature's rib cage, exposing the badly damaged and desiccated organs within.

BATTLE TACTICS

In battle, some zombies fight differently to their brethren:

1. This zombie is much slower than its companions, due to a broken leg. It moves at half speed.
2. As it advances, this zombie stumbles and falls. The next round, it struggles back to its feet.
3. This zombie carries a melee weapon. Every round, it has a 50% chance it accidentally uses the weapon.
4. This zombie has a shield strapped to its arm. Thus, its armour class is slightly better than its brethren.
5. This zombie fixes its dead, baleful gaze on one target and focuses on that individual above all others.
6. Freshly dead, this zombie leaves a wide trail of slippery blood and viscera behind it.
7. This zombie tries to grapple opponents instead of simply beating them to death. If successful, it begins biting.
8. This zombie is faster than its fellows and easily outpaces them in its bloodlust.
9. This zombie has a smashed voice box. It yips and cackles in a similar way to a hunting jackal, as it approaches.

10. This zombie moans and groans as it approaches its prey.

TREASURE

Sometimes, zombies have some small trinket or treasure about their person. Roll on the list below, if you determine the creature has a small item of personal treasure:

1. This zombie wears a wide bloodstained leather belt which seems worthless, at first glance. If the belt is cleaned, however, a complex pattern of stitches emerges depicting what seems to be a section of dungeon complete with a secret room!
2. One golden hoop earring hangs from one of the zombie's decomposing ears. The plain band is worth 2 gp.
3. This zombie wears fine, knee-high leather boots that create an audible clacking sound on stone flooring. If cleaned, the boots are worth 3 gp, but moving quietly in them is hard.
4. A woven leather necklace hangs around the zombie's neck. Perceptive characters spot four thin golden threads, hidden within its strands. Each thread is worth 5 gp.
5. This zombie has a finger wedged in its mouth which wears a thin golden ring decorated with beautifully etched leaves and vines (worth 25 gp). Foul-smelling saliva covers the band.
6. A slender silver chain encircles one of the zombie's ankles. Four small charms—representing the four elements—hangs from the anklet. It is worth 10 gp.
7. A gore-coated dagger juts from the zombie's chest. The wickedly sharp silver dagger is wedged between two rib bones. It is worth 90 gp.
8. This zombie wears the slashed and stained remnants of a silk doublet. It is essentially worthless, but a skilled seamstress could harvest enough silk for several hankies and the like.
9. Slipped within its knee-high leather boots, this zombie carries a small, sharp dagger. Its pommel has a clenched fist design.
10. This zombie wears a cloak sporting a deep cowl. Perceptive characters find two platinum coins sewn into the hem.



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.

20 Things #49: Abnormal Lesser Undead. ©Raging Swan Press 2020; Author: Creighton Broadhurst.

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

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 *20 Things #49: Abnormal Lesser Undead* 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 Creighton Broadhurst to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988.



GLOAMHOLD AND ITS SURROUNDINGS



