

# FRATERNITY OF ASH



M.T. BLACK



# FRATERNITY OF ASH

*A fiendish cult and a sinister plot await in this adventure  
for the world's greatest roleplaying game!*

**Design:** M.T. Black

**Additional Design:** Chance Dudinack, Kobold Press

**Editor:** Noah Lloyd

**Layout:** Alan Tucker

**Proofreader:** Andrew Ervin

**Cartography:** Tommi Salama,  
Miska's Maps, Dyson Logos

**Art:** Matt Morrow, Brian Patterson, Shutterstock,  
Publisher's Choice Quality Stock Art © Rick Hershey /  
Fat Goblin Games

[www.mtblackgames.com](http://www.mtblackgames.com)

Fraternity of Ash © 2022 M.T. Black. This product is compliant with the Open Game License. All trademarks, proper names, dialogue, plots, storylines, locations, characters, creatures, illustrations, and trade dress are designated Product Identity. Except for material designated as Product Identity, the game mechanics of this game product are Open Game Content, as defined in the Open Game 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.





# ADVENTURE OVERVIEW

*Fraternity of Ash* is an adventure for the Fifth Edition of the world's greatest roleplaying game. It is designed for 1st- to 4th-level characters and is optimized for five characters with an average party level of 3. This adventure takes place in my WORLD OF ISKANDAR campaign setting, but it can be easily transferred to any other fantasy game world.

## CONTENTS

- [Chapter 1: Mara is Missing](#)
- [Chapter 2: Temple Tor](#)
- [Appendix A: Handouts](#)
- [Appendix B: Factions](#)
- [Appendix C: Magic Items](#)
- [Appendix D: Creatures](#)

## ADJUSTING THIS ADVENTURE

This adventure is optimized for five characters with an average level of 3. To determine whether you should adjust the adventure difficulty, add up the total levels of all the player characters and divide the result by the number of characters. This is the group's average party level (APL). Consult the table below to determine the party strength.

| Party Composition                   | Party Strength |
|-------------------------------------|----------------|
| 3-4 characters, APL less than 3     | Very weak      |
| 3-4 characters, APL equivalent to 3 | Weak           |
| 3-4 characters, APL greater than 3  | Average        |
| 5 characters, APL less than 3       | Weak           |
| 5 characters, APL equivalent to 3   | Average        |
| 5 characters, APL greater than 3    | Strong         |
| 6-7 characters, APL less than 3     | Average        |
| 6-7 characters, APL equivalent to 3 | Strong         |
| 6-7 characters, APL greater than 3  | Very strong    |

# BACKGROUND

Many years ago, a young woman from Iskandar named Oonagh Ellendaire fell in love with Gallivar Candlemass, a poor though dashing sailor. Her wealthy family disapproved of the relationship, and she finally eloped with Gallivar, forsaking her life of privilege. After many adventures together, they settled in the tiny village of Strangelight and made their living as plum growers. It was a modest life, though Oonagh indulged her taste for luxuries by selling the occasional piece of jewelry.

They were happy enough for several years, until Gallivar died in a farming accident. Oonagh was despondent for a long time, but the rapid depletion of her funds forced her to act. She returned to Iskandar in humiliation and sought reconciliation with her family, but she was soundly rebuffed.

Forced to live in the city's poor quarter, Oonagh nearly succumbed to despair. But then she befriended Mother Gloam, an apothecarist who belonged to a cabal of devil worshippers called the Fraternity of Ash ([page 29](#)). Mother Gloam inducted Oonagh into the order with promises of wealth, power, and revenge against her family.

Oonagh was a talented student and eventually returned to Strangelight to establish the cult there. Using a stolen grimoire, she consecrated herself to Chemash, a powerful archfiend, who gave her several devilish servants and various other gifts. The new cult performed their rituals on Temple Tor, a sinister hill that the Strangelight villagers avoided.

Oonagh used her newly acquired abilities to steal from the surrounding villages and maintain herself in the manner she wished. She soon forgot her desire for revenge and became consumed with the study of devility while recruiting others to her cause.

In the village lived an old pauper named Auntie Mara, who had no permanent home and made a few coins through fortune-telling. Oonagh learned that Mara had





fey ancestry, and she knew from her grimoire that fey sacrifices were extremely potent. Five days ago, the cabal kidnapped Auntie Mara and took her to Temple Tor.

They plan to sacrifice her soon...

### This Adventure in Your World

This adventure is set in the WORLD OF ISKANDAR, which you can learn about in the *Iskandar: City Sourcebook* supplement. However, you can easily transfer this adventure to any other fantasy game world.

# ADVENTURE HOOKS

Following are some suggested adventure hooks:

- Someone knows Feroja, the servant at Strangelight Hall, and receives a message from her. One of her dear friends is missing, and she wants the characters to help find her.
- The characters are passing through Strangelight when a villager approaches and suggests they see the Warden if they want some work.
- Lady Casimira, a member of House Tarbarry (page 30) in Iskandar, hires the characters to retrieve Kal, a hedge wizard who used to work for her. Kal embezzled some money before fleeing the city, and Casimira recently learned he is hiding in Strangelight.
- Perun, an esteemed diabolist from Iskandar, hires the characters to locate a valuable book called the Abyssal Incunable. It was stolen from him some years ago, but a recent divination revealed it is somewhere in the village of Strangelight.





# CHAPTER 1: MARA IS MISSING

**Summary.** The characters enter the village and investigate the disappearance of Auntie Mara.

## LOCATION OVERVIEW

---

Strangelight village is a tiny huddle of wattle-and-daub houses surrounded by small thickets of blackwood trees, fields of wheat, and animal pens. It sits on the edge of a lonely moor, which stretches off to the north and east.

### Strangelight Village Features

A tiny village that lies on a backroad about twenty miles north of Iskandar.

**Population.** 230 (95% human, 5% other), including the population of the surrounding farms. They are all commoners unless specified otherwise.

**Construction.** The houses mostly have wattle-and-daub walls and are built on blackwood frames with tall, gabled roofs that are thatched with heather. Chimneys are built of field stone.

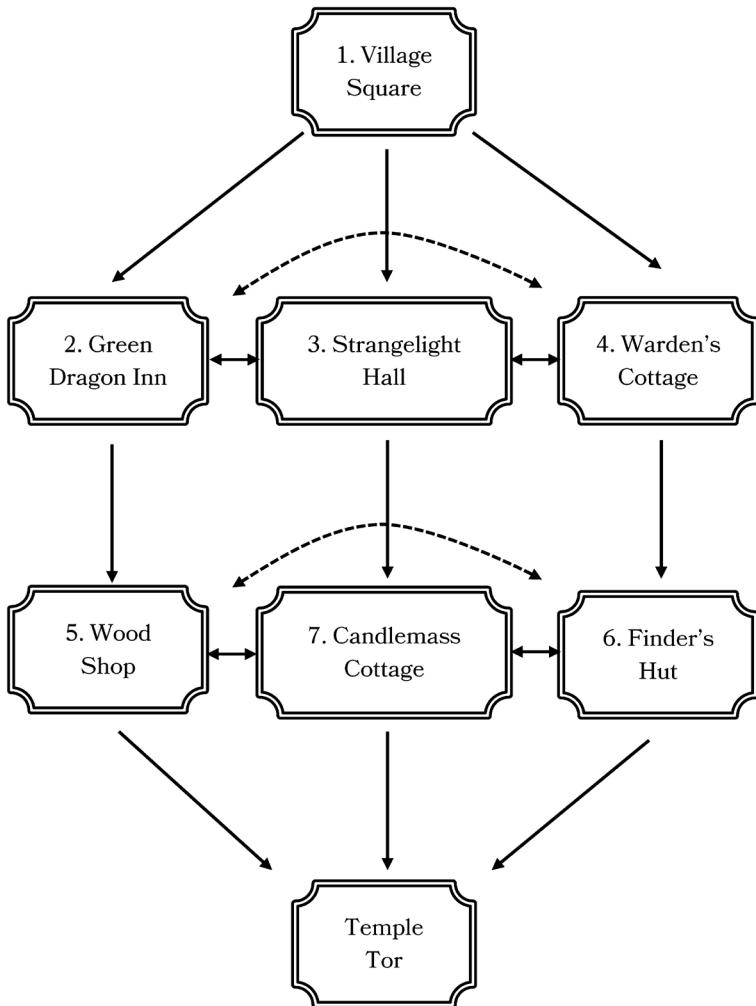
**Government.** The village recognizes the authority of Iskandar and operates according to a charter that outlines its civic rights and obligations. Every five years, the villagers select a Warden by lot, who is responsible for keeping the peace. The current Warden is a crop farmer named Yateja.

**Economy.** Most of the villagers are involved in the farming of crops or sheep.

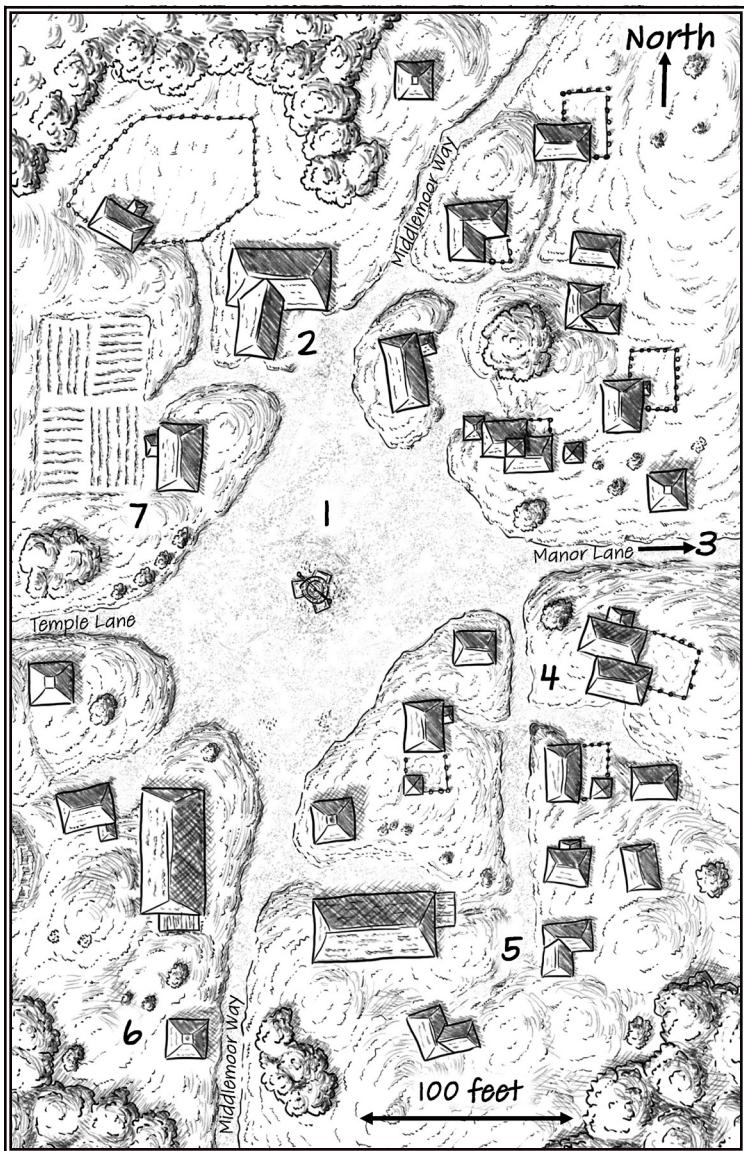
**Important Buildings.** The only significant buildings are the Green Dragon Inn, which is in the village square, and Strangelight Hall, an old house at the end of Manor Lane about a mile east of the village.



# CLUE MAP



# VILLAGE MAP





## 1. VILLAGE SQUARE

---

Please read the following:

The village square lies at the intersection of a quiet road and a narrow country lane. It is about a hundred feet wide and surrounded by a loose collection of mostly wattle-and-daub cottages with blackwood frames and tall, gabled roofs. The ground is packed earth broken by the occasional tuft of fresh grass, and there is a stone well right in the middle of the square.

This location is a good starting place for the adventure.

**Initial Clues.** Please see the clue map on [page 9](#).

The Green Dragon Inn (location 2) is plainly visible on the north side of the square, while a large signpost next to Manor Lane says, “Strangelight Hall.” Following the sign takes you to location 3. The first time the characters enter the square, a random villager suggests they see the Warden (location 4) about a job.

**Creepy Child.** Standing on the side of the square is a barefoot boy who looks about ten years old. He has flaxen hair and glassy gray eyes and watches the characters intently. He will not answer questions about his name or family and instead queries the characters about their intentions and motivations. No one in the village knows anything about him.

This is the archfiend Chemash, who has come to Strangelight in disguise to observe Oonagh Candlemass, who is a favored servant. He is not there to interfere, only to watch. Once the characters speak to him, he begins turning up at unexpected places, quietly and intently watching them.

A paladin’s Divine Sense identifies Chemash as a fiend. Should anyone damage Chemash, he instantly teleports away in a sulfurous puff, and the attacker must make a successful DC 17 Constitution saving throw or drop to 0 hit points.

# RANDOM ENCOUNTERS

Each time the characters enter the square, consult this table.

## Random Encounter Table

### d12 Encounter

- 1-5 No encounter
- 6 Valeriy Crookstaff, a grim shepherd in a mud-caked tunic, saunters up to the characters and looks them over critically. She says they are not welcome because strangers have been causing too much trouble, and hurls a few personal insults.
- 7 Sergus Ashfellow, a morbid laborer with thick, slack lips, wanders up to the characters and says something tedious about the weather. If engaged in conversation, he casually notes that people are disappearing in town.
- 8 Elga, an egotistical pauper in a tattered but colorful dress, approaches the party and asks for a few coppers. She tells them she was once very wealthy and cautions them that there are thieves in the region.
- 9 There are  $1d4 + 2$  **diseased giant rats** from the moor scrummaging through a garbage heap beside a house. Three youths are kicking a leather ball nearby, and they haven't seen the rats. If the characters don't intervene, one of the youths is bitten and succumbs to disease the following day.
- 10 A tiny **skrzak** attempts to force open a window on one of the houses facing the square. This nasty creature was summoned by Oonagh and tasked with stealing from the locals. It is acting quite brazenly, although no one else has noticed it.
- 11 Eberulf, a goblin **spy** wearing a colorful and stylish tunic, approaches the characters with a gap-toothed smile. He claims to be a book merchant, and he has heard that there is a rare tome called the *Abyssal Incunable* in town. Do they know who has it? In truth, he is a member of the Friendly Society ([page 31](#)) come to steal the tome.
- 12 Gretchen Greenleaf, a delicate young woman in a green tunic, sings sadly about a wasted life. She is actually the god of Tanglewood, a local forest, in disguise. She dares not intervene for fear of provoking Chemash, but she is very concerned for Auntie Mara and gently encourages the characters to find her. Should anyone recognize her celestial nature, she whispers a blessing into their ear, which grants them inspiration, then disappears.





## 2. GREEN DRAGON INN

---

Please read the following:

This two-story building has a bowing roof of red shingles and a drunkenly leaning chimney. The sign above the door depicts a sleeping green dragon.

The inn is named for the green dragon head mounted on the wall, which is really an alligator's head with some fins glued on. There are typically  $1d6 + 2$  villagers in the common room. Use the Random Encounter Table in location 1 to generate random people.

**Food and Drink.** The inn sells a pale, foamy ale for 4 cp per mug, and it is very good. For food, there is lumpy mutton stew and stale bread for 1 sp served just before sundown. It doesn't taste like much, but it's warm and filling. No food is served at breakfast or lunch.

**Lodging.** Upstairs, there is a dormitory with eight beds and two smaller rooms (10 feet square), each with a single bed. A night's lodging costs 3 sp per person in the dormitory, or 5 sp per person for the single room. Both these rates include a serving of stew and bread in the evening. There are currently six vacant beds in the dormitory and a vacant single room.

**Dusek the Dragonslayer.** With his scruffy gray beard, rosy complexion, and beer belly, Dusek is a talkative innkeeper who likes to tell how he slew the "dragon" on the wall. The villagers play along and call him "the Dragonslayer." Dusek is enamored with adventurers and often says, "Back in my adventuring days..."

Provided the characters stroke his ego a little, Dusek readily shares what he knows about the current situation:

- Auntie Mara, a "pesky vagrant" who often plied her fortune telling trade near his inn, went missing some days ago.
- Kal the Stranger also went missing. He is from Iskandar and has been staying at the inn for a few months.
- Feroja, who lives in Strangelight Hall (location 3), is close friends with Auntie Mara and might know more.

- The Warden (location 4) is meant to be investigating but does not appear to have done much.

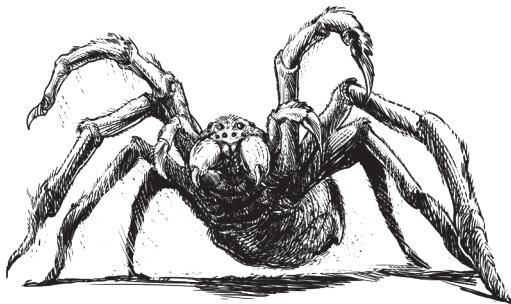
**Kal's Room.** Kal is lodging in one of the single rooms. The door has no lock, though Dusek prevents anyone going upstairs without a convincing reason. There is a window in Kal's room, and anyone can climb up the outside to access it with a successful DC 10 Athletics check. Inside the room is a bed covered by a tattered blanket, a rickety stool, and an old wooden trunk.

**Wooden Trunk.** This small, aging trunk is covered by a dark brown patina and has a black metal clasp. Crudely carved on the lid are the words: DON'T TOUCH OR YOU'LL BE SORRY! The clasp is trapped.

**Trunk Trap.** There is a glyph of warding on the trunk. If anyone besides Kal touches the clasp with their hand, the glyph is triggered and summons a **giant wolf spider** that immediately attacks. The glyph can be detected with a successful DC 10 Intelligence (Arcana) check and disabled with a successful DC 13 Intelligence (Arcana) check.

**Treasure.** Inside the trunk are some clothes, an inkpot, a purse holding 156 gp, a potion of healing, and Kal's journal.

**Kal's Journal.** This is a folio-sized book with a stiff, leather cover and fragile parchment leaves. Most of the entries concern his time in Iskandar as "personal assistant" to Lady Casimira of House Tarbaray. However, the last page describes his suspicions about the Fraternity and his friendship with the carpenter (location 5). Give the players the handout on [page 26](#).





### 3. STRANELIGHT HALL

---

Strangelight Hall sits at the end of Manor Lane, about a mile east of the village square. Please read the following:

A broad, two-story manor house, made of rugged gray limestone with a steep slate roof, sits atop a low hill covered in purple heather. A tall, neat hedge surrounds the grounds.

Gaining entry is a challenge.

**Ornate Gate.** There is an ornate iron gate in the hedge with a magic mouth spell. If anyone approaches, it says, in a buzzing, metallic voice, “Only residents and invited guests are permitted to enter!” The gate is secured with an arcane lock. If the characters say they are guests of Feroja, it swings open.

**Tall Hedge.** The hedge is 8 feet tall, and the branches come alive to resist intruders. A climber must make a successful DC 13 Strength (Athletics) check or be dumped on the ground for 1d6 bludgeoning damage.

**Feroja.** Standing at the manor door is a woman with a plump, smiley face and wavy yellow hair. She is Feroja, a servant of Orana Inkwood, who is currently away. Feroja is a friendly gossip who is eager for company. She shares the following information with polite characters:

- Her dear friend, Auntie Mara, has been missing for several days, and she is very distressed about it. Yateja the Warden (location 4) has been investigating.
- A sinister man called Kal the Stranger used to argue with Auntie Mara and went missing at about the same time. Kal stays at the Green Dragon Inn (location 2).
- Feroja saw Oonagh Candlemass (location 7), a grandiose villager, talking to Auntie Mara several times before she disappeared.

## 4. WARDEN'S COTTAGE

Please read the following:

This house has a stout timber frame, limewashed walls, and a tall gabled roof freshly thatched with purple heather. Next to the house is a barn of similar construction.

The door to the house is open and a voice says, “Come in!” if anyone knocks.

**Yateja the Warden.** Sitting at a worn table is a squat woman of middle years with greasy red hair and rough, pockmarked skin. This is Yateja, who is a crop farmer. She drew the lot to be village Warden three years ago, but she finds the job very tiresome. Yateja and her spouse are also extremely busy with their farm, so she has made no progress in the search for Mara. The help of adventurers is a godsend, though she does make a show of asking for references and prior experience.

Yateja has a brusque manner and tends to talk over the top of people. She shares the following information:

- Auntie Mara, a pauper who has lived in the village her whole life, went missing five days ago. She made a humble living as a fortune teller and mostly lived outdoors. Mara is liked by most of the locals, and they have scrounged up a 50 gp reward for her return.
- Yateja last saw Mara near the Green Dragon (location 2). She was talking to Feroja, a servant at Strangelight Hall (location 3).
- Niall the Finder (location 6) mentioned seeing some strangers near the village a few weeks back. It could be worth following up with him.

Yateja is too busy to accompany the characters on the investigation but is available if they need specific help.





## 5. Wood Shop

---

Please read the following:

An open-walled workshop is attached to this long, low-gabled house. Saws, hammers, adzes, chisels, augers, and planes are scattered about the place, alongside piles of timber and some partially built furniture.

The village carpenter, Deyana Woodcutt, is in the workshop making a narrow table. She is a bony, high-shouldered woman with stubbly hair and freckly, parchment-like skin.

**Cool Reception.** Deyana is unfriendly, and her manner becomes hostile if asked about Auntie Mara or Kal the Stranger. She demands the characters leave, while licking her lips nervously and casting glances at her house. If pressed, she suggests they investigate Niall the Finder (location 6), who she describes as “creepy.”

**Hidden Guest.** Lurking inside the house is her lover, Kal the Stranger (**hedge wizard**). He is a barrel-gutted, middle-aged man wearing a shabby black tunic. He wields a jaunty little wand with a silver tassel attached to it. If discovered, he attempts escape using his enchantment magic.

**Kal’s Story.** Upon capture, Kal readily (though pompously) talks. He admits he and Mara often argued, but it was “in good humor.” Feroja (location 3) accused him of kidnapping Mara, so he fled here. He also shares the following:

- Some weeks ago, he was exploring Temple Tor (chapter 2) and saw the Fraternity of Ash symbol engraved on some stonework. He heard about the Fraternity in Iskandar.
- He noticed Oonagh Candlemass (location 7) frequently speaking to Mara in recent times. Mara would not tell him what it was about.

## 6. FINDER'S HUT

---

Please read the following:

This modest hut is in poor condition, with a worn blackwood frame and tattered thatching. The stern, splintery door stands slightly ajar.

Inside the hut is Niall the Finder (**scout**), a tall, raw-boned man on the cusp of old age, dressed in a greasy leather jerkin. He has slick, thinning hair, shaggy gray eyebrows, and a small, fishlike mouth. He is accompanied by Boomer, an enormous black pig. There is nothing of value inside his dirty hut, just some rudimentary furniture and a few animal skins.

**Niall's Secret.** Although a trapper by trade, Niall is also a member of the Foresters ([page 29](#)), a group dedicated to defeating evil. Niall recently learned that a cult is operating near the village, and he is trying to discover their plans.

**Talking to Niall.** Niall, who is rather shy, mumbles when he talks and rarely makes eye contact. He is inherently suspicious of strangers but recognizes how useful an adventuring party could be in the current situation. The characters can establish trust by sharing what they have already learned, at which point he reveals the following:

- Niall was checking his traps one evening when he noticed a faint red glow from Temple Tor (chapter 2). There he saw several robed figures performing a fire ritual and recognized one as Oonagh Candlemass (location 7).
- The Warden and Oonagh are friends, and he's not sure if she can be trusted. He told her he'd seen robed strangers near the village to gauge her reaction; she didn't react.
- He thinks he has seen someone hiding in the Wood Shop (location 5). As it happens, Niall has an awkward crush on the carpenter and sometimes watches her shop.





## 7. CANDLEMASS COTTAGE

---

Please read the following:

The walls of this pretty cottage are made from umber-colored bricks, and the tall roof is tiled with pale, flinty slate. The heavy front door is freshly oiled, while soldier-straight rows of plum trees stand in a nearby orchard.

Oonagh Candlemass lives here, though she is not currently at home.

**Entrance.** The only external door is made of solid blackwood and is locked. A character can use an action and thieves' tools to try to pick the lock, doing so with a successful DC 13 Dexterity check. The windows are not glazed but are shuttered and barred from the inside. They can be forced open with a successful DC 13 Strength check.

**Interior Features.** The interior walls are made of myrtlewood and have been oiled, while the floor consists of dressed fieldstone. There are five interior rooms.

### 7a. Hall

There is a sturdy yellow footstool in one corner and a long wooden trunk against the wall. A Fraternity of Ash symbol (page 30) is carved into the lid and can be spotted with a successful DC 13 Wisdom (Perception) check. The trunk contains a thick green travelling cloak, a pair of hardy leather boots, and a *bag of pyrophobic dust*.

### 7b. Pantry

A double row of cupboards holds various foodstuffs in containers made of ceramic or wood. There are three stubby wooden barrels against the wall holding water, oil, and ale. In one of the containers is a receipt for some work the carpenter did. Give the players the handout on [page 27](#).

## 7c. Dining

The table and chairs are made of oiled blackwood. On the table is an inkpot, quill, and a half-finished letter—give the players the handout on [page 28](#). A sideboard holds plates, cups, flatware, and a bowl of plums.

## 7d. Kitchen

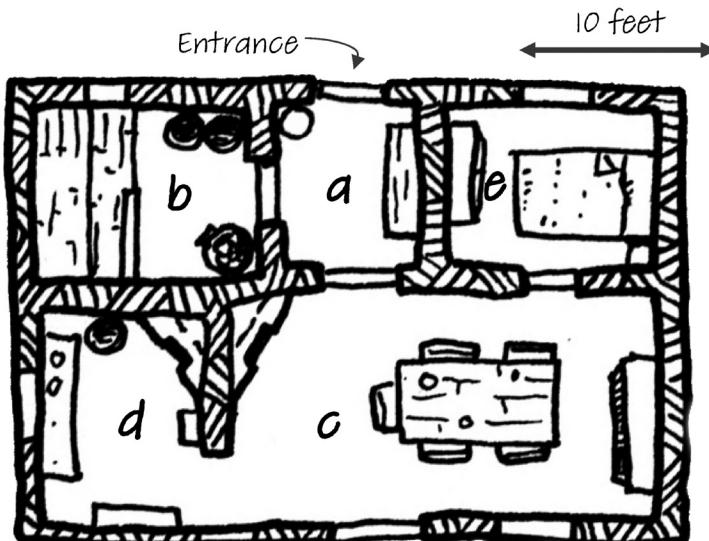
A fine iron stove sits against one wall next to a barrel of water. Cupboards hold cooking utensils, food staples, and spices.

## 7e. Bed Chamber

There is a lavish bed here with calico sheets and a fine woolen blanket. A tall, myrtlewood wardrobe opposite contains quality clothing and various domestic bric-a-brac.

**Treasure.** In the bottom of the wardrobe is a leather purse with 230 gp and a book of occult lore called the *Abyssal Incunable* (worth 150 gp). A bookmarked page describes how feeding on fey flesh can increase the efficacy of some rituals.

**Monster.** A warty gray toad sits on a three-legged bedside table, watching the characters. The creature is a **vedogon**, bound in service to Oonagh. Should the characters touch the purse or books, it attacks.





# CHAPTER 2: TEMPLE TOR

Summary. The characters explore the old ruin at Temple Tor and confront the Fraternity of Ash.

## LOCATION OVERVIEW

About a mile west of the village, past the last crop farm, is an artificial chalk mound known as Temple Tor. It lies at the end of Temple Lane, one of the roads leading out from the village square.

### Temple Tor Features

An isolated mound on the edge of the Strangelight Moors.

**Summit.** 120 feet high. The summit is flat-topped and 80 feet in diameter.

**Diameter.** 450 feet at the base.

**Composition.** It is made mostly of chalk and clay and was built in ancient times.

**Vegetation.** The tor is covered in oatgrass and yellow shrubs with stiff, spiny leaves. It is completely free of trees.

**Overgrown Ruin.** At the summit of the tor is a ruined old temple, long since overgrown by the weeds (see next page).

## APPROACHING THE TOR

As the characters come within 200 feet of the tor, they notice a red glow from the summit. Anyone examining the sky also notices several small, winged creatures circling above the summit. These are **skrzak**, cackling fiends that Oonagh summoned to protect the cult from interference. Characters attempting to approach the tor unnoticed must make a group DC 10 Dexterity (Stealth) check. On a failure, the skrzak spot the characters and alert the cultists in the temple, who then cannot be surprised.

**Note.** If the party is very weak, there are no skrzak on patrol.

# OVERGROWN RUIN

Please read the following:

Perched atop the tor, amidst the dry grass and spiny shrubs, is an ancient and ruinous temple, home to some forgotten shrine. Its roof is long gone and its stone walls are crumbling, but a fiery glow shows there is activity within.

The Fraternity of Ash uses this long-abandoned temple to conduct their rituals.

**Temple.** The walls are made of pale, fine-grained limestone and are 12 feet tall where intact. They are easy to climb and wide enough to sit atop. The floor is covered with irregular flagstones, long overgrown by oatgrass and tough yellow shrubs.

**Skull Fire.** Near the center of the temple is the soot-covered skull of a giant. It holds a fiercely burning fire which is consecrated to the archfiend Chemash. The skull is old and brittle (AC 15, 12 hit points) and, if destroyed, the fire is extinguished. The only other way to extinguish the fire is with a spell of at least third level that produces water or inflicts cold damage.

**Cultists.** There are five **ash cultists** here, dressed in cruel umber robes and wearing horned head pieces. They are positioned around the skull and chanting in abyssal, the disturbing language of the fiends.

**Cult Leader.** Oonagh Candlemass stands next to the skull fire; she is a plump, dough-faced woman with flat, black eyes. The horns on her own headpiece are almost comically tall. While Oonagh remains within 5 feet of the skull, the fire writhes protectively around her, giving her resistance to fire damage. She can also take half-cover behind the skull from ranged attacks.

**Skrzak.** There are two **skrzak** circling about 40 feet above the temple.

**Auntie Mara.** Sitting in the corner and bound with thick ropes is Auntie Mara, a battered old woman in a ragged gray dress. Her location is marked “x” on the map (see following page).



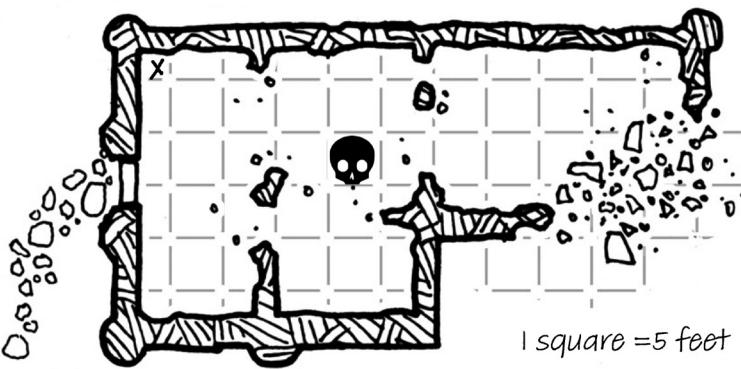


**Tactics.** When the cultists become aware of the party, they immediately attack. The regular cultists use their scimitars, but Oonagh remains next to the skull, enjoying its protection while using her various abilities. The skrzak swoop down and use their befuddling cackle before attacking with their claws.

**Lair Actions.** On initiative count 20 (losing initiative ties), Oonagh takes a lair action to cause one of the following effects:

- Oonagh screams, “Mighty Chemash, corrupter of nature!” Sparks fly from the fire and land amidst the shrubs, which start smoking and come to life, giving the temple a hellish ambience. For 1 minute, the area is lightly obscured by smoke and any character that starts their turn on the temple floor must make a successful DC 12 Dexterity saving throw or take 5 (1d6 + 2) slashing damage from the shrubs. The cultists are not affected.
- Oonagh bellows, “Invincible Chemash, destroy your enemies!” A large glowing coal leaps from the skull and targets a character within 30 feet, who must make a successful DC 13 Dexterity saving throw or suffer 1d6 fire damage and 1d6 bludgeoning damage.
- Oonagh gasps, “Powerful Chemash, restore me!” A stream of liquid fire leaps from the skull into her mouth. Her eyes glow, and she regains 3d6 hit points.

Oonagh’s lair actions are powered by the skull fire. If it is extinguished, the lair actions are no longer available.



**Oonagh Bloodied.** If Oonagh is reduced to half her hit points or less, she hisses, “Insatiable Chemash, accept this fey sacrifice!” and draws a dagger, looking at Auntie Mara. On her next turn, she rushes over and stabs the old woman, rendering her unconscious. Oonagh licks the blood off the dagger; her face then takes on a diabolical hue, she regains all lost hit points, and she has advantage on her spell attack rolls for 1 minute. Auntie Mara dies within 3 rounds if not aided.

## Adjusting the Encounter

**Very weak.** Remove 2 skrzak. Oonagh has 25 hit points and no temporary hit points. She also does not have the *hellish rebuke* reaction, nor any lair actions, and creatures do not take fire damage when hitting her with a melee attack.

**Weak.** Remove 1 skrzak. Oonagh has no temporary hit points. She also does not have the *hellish rebuke* reaction, nor the “corrupter of nature” lair action.

**Strong.** Add 1 skrzak. Oonagh has 40 temporary hit points.

**Very strong.** Add 2 skrzak. Oonagh has 60 temporary hit points.

If she is still alive after combat, Auntie Mara suffers badly from exposure with a blistered, sunburnt face and cracked lips. She can only speak in a croaky whisper, but she is very grateful for being rescued and tells the characters that the Fraternity of Ash planned to sacrifice her to Chemash.

**Treasure.** The cultists have 33 pieces of silver between them. Oonagh has 25 gp in a silk purse as well as a *string of perfect recall* and a *ring of inevitable entrance*, the latter of which she used in her thievery. She also has a *spell scroll* (*scorching ray*) in an obsidian case.





## WRAPPING UP

---

As the characters bring Auntie Mara back into Strangelight, word travels ahead of them, and a small crowd comes out to welcome her back. The crowd is jubilant if she is alive, but distraught if she is dead.

If Yateja the Warden promised the characters a reward for finding Mara, she pays it gratefully. She is astonished, however, to learn about Oonagh's involvement in the cult, since she considered Oonagh a good friend.

Niall the Finder is impressed by the characters' efforts, but he also offers them a word of caution. The Fraternity of Ash has cabals all over the province, and they might well seek revenge. Even worse, it is possible the archfiend Chemash will now take a special interest in the party...

---

### Design Notes

After completing *The Secret of Strangelight Hall*, I knew I wanted to revisit the peculiar village of Strangelight and its eccentric inhabitants again soon. An urban mystery felt like a nice change of pace from the dungeons I'd recently written and also gave me a chance to try out some design ideas I learned from Justin Alexander of The Alexandrian. I also want to acknowledge the influence of Nigel D. Findley on this story. Nigel was a dazzling game designer who died in 1995 at the too-young age of 35. His work is well worth exploring.

# APPENDIX A: HANDOUTS

## KAL'S JOURNAL

---

*My mind is very light today after a pleasant dalliance with Deyana in the Wood Shop, though I feared being seen as I left. She is the only agreeable feature of this wretched little village. I certainly don't take much satisfaction in the company of that tedious bore, Dusek. If I hear another fabricated tale about his adventuring days...*

*In truth, I've been in a rather melancholic state and so have neglected you, my little diary. What is there to say about these sheep-farmers and wheat-gatherers? I, who once served House Tarbarry with such distinction am now fallen so far! And all because of a fiscal misunderstanding. Her ladyship was so hasty.*

*Actually, I did come across something of note the other day. I was out walking and found a Fraternity of Ash symbol freshly cut into an ancient stone wall! If those accursed devil worshippers have a cabal nearby, it might be time for me to move on.*

*But now, to vitruals.*





## DEYANA'S RECEIPT

---

*Received this 9th day of Timbrels in  
the Year 952 from Oonagh Candlemass,  
the Sum of twelve guilders and 6 talers,  
for the delivery of one chair made of fine  
myrtlewood*

*Deyana Woodcutt*

# LETTER TO MOTHER GLOAM

---

Mother Gloam,

I received your recent correspondence and offer you thanks for the news concerning my former acquaintances in the city, though you really need not trouble yourself with such matters in future. My only concern now is the Fraternity, and I wish you would dwell more on that and less on trifles.

And with regards to that, I can say that affairs proceed without interruption upon the Tor, which is a place the locals avoid out of superstition. I believe Chemash is pleased, since he has been very generous with his gifts.

I intend to proceed with the matter I mentioned previously, despite your reservations. You always were too fearful, which is why I have surpassed you who were once my teacher. You are too sensible to deny it!

There is one issue which you can help me with. There is a trapper here called Knall, and he has looked at me ashance lately. My instincts tell me he is a Forester and likely to cause strife. I understand they are annoyingly secretive, and we are far away, but do ask your contacts if he is known.



# APPENDIX B: FACTIONS

This appendix describes the various factions the characters may encounter in this adventure.

## ANCIENT ORDER OF FORESTERS

This organization began as a loose association aimed at sharing information about fiends, monsters, bandits, and poachers in their various jurisdictions. It has spread across the world and now exists as a series of cells, known as “courts.” Members commit themselves to eliminating injustice, evil, and tyranny wherever it is found. While some local authorities welcome the Foresters, others are hostile and consider them vigilantes. For this reason, membership has always been kept secret—a practice that has only antagonized the authorities even more.



## FRATERNITY OF ASH

During the Fiend War, the people of Iskandar and the army of the Five Kingdoms won a famous victory over the diabolical forces that invaded from the north. Not everyone was happy with this outcome. Calling themselves the Fraternity of Ash, these devil worshippers are few in number, but groups of them (called cabals) can be found throughout the province.

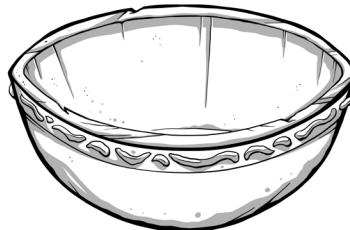


Their nominal goal is to see fiendish rule established in Iskandar, though most are attracted by the promise of immediate power and access to esoteric lore.

# FRIENDLY SOCIETY OF MENDICANTS

---

The Friendly Society of Mendicants was once a legitimate association of beggars, but early in its history it was overtaken by ruffians, scoundrels, and thieves. It was outlawed back in the days of the empire but has never been effectively suppressed. Members still refer to themselves as the Friendly Society, but everyone else in Iskandar calls them the Thieves Guild.



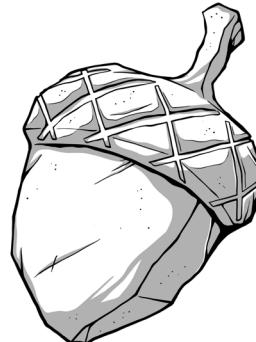
Their goal is to accumulate wealth, and their activities include arson, extortion, fencing, fraud, gambling, murder, robbery, and smuggling. The guild's symbol is a begging bowl.



## HOUSE TARBARRY

---

Twelve ancient families have a hereditary seat on the Grand Council of Iskandar and exercise great influence over the affairs of state. House Tarbarry is one of these families, and they are especially renowned for their wealth. The family was originally involved in the textile trade, but they soon began providing financial services to the lower classes, establishing a network of "pledge rooms" across the land, which offered pawnbroking, short term loans, and currency exchange. The House is often accused of operating outside the strict rule of law, and many claim it is well connected to the Friendly Society.



The motto of House Tarbarry is, "With Patient Haste," and their symbol is the acorn.



# APPENDIX C: MAGIC ITEMS

This appendix describes all the magic items in the adventure.

## POTION OF HEALING

*Potion, common*

You regain  $2d4 + 2$  hit points when you drink this potion. The potion's red liquid glimmers when agitated.

## BAG OF PYROPHOBIC DUST

*Wondrous item, uncommon*

This small pouch contains  $1d6 + 4$  pinches of grainy orange dust. You can use an action to sprinkle a pinch of it over a creature of size Medium or smaller, giving it resistance to fire damage for 10 minutes.

## RING OF INEVITABLE ENTRANCE

*Ring, uncommon*

This bulky ring is made of polished rowan wood and is engraved with a pattern of interlocking keys. While wearing this item, you can cast the knock spell by striking the target object with your hand. Once you have used this feature, you cannot use it again until the following dawn.

## SPELL SCROLL

*Scroll, varies*

A spell scroll bears the words of a single spell, written in a mystical cipher. If the spell is on your class's spell list, you can read the scroll and cast its spell without providing any material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

## STRING OF PERFECT RECALL

*Wondrous item, common*

This item consists of a short piece of enchanted string. When you tie this string on your finger, you can perfectly recall one conversation you have had in the last 12 hours. Once you have used this power, you can't use it again until the following dawn. This item cannot counteract the modify memory spell or similar magical effects.

# APPENDIX D: CREATURES

This appendix describes all creatures encountered in the adventure:

- Ash Cultist
- Commoner
- Diseased Giant Rat
- Giant Wolf Spider
- Hedge Wizard (Enchanter)
- Oonagh Candlemass
- Scout
- Skrzak
- Spy
- Vedogon



Vedogon



# ASH CULTIST

Medium humanoid (any race), any non-good alignment

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 12 (+1) | 10 (+0) | 10 (+0) | 11 (+0) | 10 (+0) |

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Proficiency Bonus +2

**Dark Devotion.** The cultist has advantage on saving throws against being charmed or frightened.

## ACTIONS

**Scimitar.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) slashing damage.



# COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) |

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

Proficiency Bonus +2

## ACTIONS

**Club.** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.



# DISEASED GIANT RAT

*Small beast, unaligned*

**Armor Class 12**

**Hit Points 7 (2d6)**

**Speed 30 ft.**

| STR    | DEX     | CON     | INT    | WIS     | CHA    |
|--------|---------|---------|--------|---------|--------|
| 7 (-2) | 15 (+2) | 11 (+0) | 2 (-4) | 10 (+0) | 4 (-3) |

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge 1/8 (25 XP)**

**Proficiency Bonus +2**

**Keen Smell.** The rat has advantage on Wisdom (Perception) checks that rely on smell.

**Pack Tactics.** The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.



# Giant Wolf Spider

Medium beast, unaligned

Armor Class 13

Hit Points 11 (2d8 + 2)

Speed 40 ft., climb 40 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 12 (+1) | 16 (+3) | 13 (+1) | 3 (-4) | 12 (+1) | 4 (-3) |

Skills Perception +3, Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

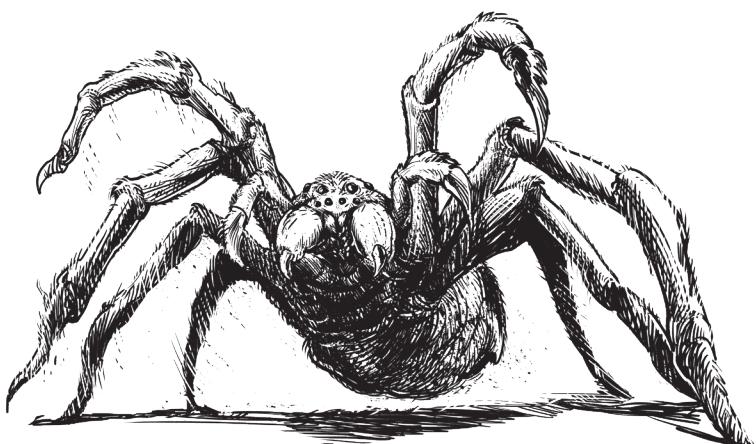
**Spider Climb.** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Sense.** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

**Web Walker.** The spider ignores movement restrictions caused by webbing.

## ACTIONS

**Bite. Melee Weapon Attack:** +3 to hit, reach 5 ft., one creature. **Hit:** 4 (1d6 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.



# HEDGE WIZARD (ENCHANTER)

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 10 (+0) | 10 (+0) | 14 (+2) | 10 (+0) | 10 (+0) |

Skills Arcana +4, History +4

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/4 (50 XP) Proficiency Bonus +2

**Spellcasting.** The hedge wizard is a spellcaster. Its spells are represented by the actions below.

## ACTIONS

**Friends.** The wizard selects a creature it can see that is not hostile to it. For 1 minute, the hedge wizard has advantage on all Charisma checks directed at that creature. When the spell ends, the target realizes that magic influenced its mood.

**Command (1/Day).** The wizard speaks a one-word command to a creature it can see within 90 feet. The target must succeed on a DC 12 Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand the language, or if the command is directly harmful to it.

**Sleep (1/Day).** The wizard sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point the wizard chooses within 90 feet are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Undead and creatures immune to being charmed aren't affected by this spell.

# OONAGH CANDLEMASS

Medium human, neutral evil

Armor Class 13 (leather armor)

Hit Points 54 (6d8 + 6)

Temporary Hit Points 20 (a special blessing from Chemash)

Speed 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 14 (+2) | 12 (+1) | 10 (+0) | 13 (+1) | 14 (+2) |

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 10

Languages Common

Challenge 2 (450 XP)

Proficiency Bonus +2

**Dark Devotion.** Candlemass has advantage on saving throws against being charmed or frightened.

**Spellcasting.** Candlemass is a spellcaster. Her spells are represented by the actions below.

## ACTIONS

**Fiendish Blast.** Ranged Spell Attack: +4 to hit, range 120 ft., one creature.

Hit: 5 (1d10) fire damage.

**Hold Person (1/Day).** Candlemass chooses a humanoid within 60 feet.

The target must succeed on a DC 14 Wisdom saving throw or be paralyzed for 1 minute. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

**Cause Fear (1/Day).** Candlemass awakens a sense of mortality in one creature she can see within range. A construct or an undead is immune to this effect. The target must succeed on a DC 14 Wisdom saving throw or become frightened of Candlemass until the spell ends. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## REACTIONS

**Hellish Rebuke (3/Day).** When Candlemass is damaged by a creature within 60 feet that it can see, that creature must make a DC 14 Dexterity saving throw as hellish fire wraps around its body. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one.



# SCOUT

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 14 (+2) | 12 (+1) | 11 (+0) | 13 (+1) | 11 (+0) |

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Proficiency Bonus +2

**Keen Hearing and Sight.** The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

## ACTIONS

**Multiattack.** The scout makes two melee attacks or two ranged attacks.

**Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Longbow.** *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.



# SKRZAK

*Tiny fiend, chaotic evil*

**Armor Class 13**

**Hit Points 7 (3d4)**

**Speed 20 ft., fly 40 ft.**

| STR    | DEX     | CON     | INT    | WIS     | CHA     |
|--------|---------|---------|--------|---------|---------|
| 5 (-3) | 17 (+3) | 10 (+0) | 7 (-2) | 10 (+0) | 10 (+0) |

**Skills** Stealth +5

**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 14

**Languages** Abyssal, Common

**Challenge 1 (200 XP)**

**Proficiency Bonus +2**

**Magic Resistance.** The skrzak has advantage on saving throws against spells and other magical effects.

## ACTIONS

**Claws. Melee Weapon Attack:** +4 to hit, reach 5 ft., one creature. **Hit:** 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Befuddling Cackle (1/Day).** All creatures within 10 feet of the skrzak that can hear it must succeed on a DC 10 Wisdom saving throw or be stunned until the end of their next turn as the fiend emits a hideous laugh. During this time, the target cannot use normal speech and instead babbles incoherently. On a successful save, the target is immune to this effect for 1 hour.



These small, mulberry-colored fiends have the upper body of a human, the lower body of a reptile, and wide, leathery wings. They cackle incessantly in combat.



# SPY

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 15 (+2) | 10 (+0) | 12 (+1) | 14 (+2) | 16 (+3) |

**Skills** Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

**Senses** passive Perception 16

**Languages** any two languages

**Challenge 1 (200 XP)**

**Proficiency Bonus +2**

**Cunning Action.** On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

**Sneak Attack (1/Turn).** The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

## ACTIONS

**Multiaction.** The spy makes two melee attacks.

**Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Hand Crossbow.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



# VEDOGON

*Small fiend, neutral evil*

**Armor Class 13**

**Hit Points 22 (5d6 + 5)**

**Speed 30 ft.**

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 12 (+1) | 16 (+3) | 13 (+1) | 14 (+2) | 10 (+0) | 12 (+1) |

**Skills** Acrobatics +5, Stealth +5

**Damage Resistances** cold, fire, lightning

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Abyssal, Common

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

**Shapechanger.** As a bonus action, the vedogon can change its form into a toad, rat, or shrew, or back into its true form. While in beast form, the vedogon's size is Tiny and it has no withering touch attack. All other statistics remain the same.

## ACTIONS

**Withering Touch.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

*Hit:* 5 (1d4 + 3) necrotic damage and 7 (2d6) cold damage.

**Nightmare Blink (1/Day).** The vedogon flashes its glowing green eyes, projecting a 15-foot cone of light. Each creature in that area that can see the vedogon must succeed on a DC 12 Wisdom saving throw or become frightened for 1 minute as they are confronted with a nightmare vision. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## REACTIONS

**Taunting Whisper.** When a creature that can hear the vedogon misses it with an attack, the vedogon can taunt the attacker with an unnerving whisper. The attacking creature must succeed on a DC 12 Wisdom saving throw or have disadvantage on the next attack roll it makes before the end of its next turn.

These fiends resemble diminutive old women, though with gray skin, glowing green eyes, and a pair of ebony horns. They draw energy from dreams and are often utilized by warlocks to guard their sleep.





# PLAYTESTERS

The following people are among those who playtested this adventure. Their feedback was invaluable, and I am deeply grateful for their help:

Braveheart Adventurers Guild, featuring JamieLyn, Adam, RaeLynn and Joel, Mike Balles, Claudia Sanchez, The Bakedcrakr, Spencer Hibnick, Casey Bell, Hazel Margaris, Nicholas Renzetti, Joel Russ, Nathan Lee, Luke M., Sage1589, Isaiah Smith, James Girden, Ian MacDonald, Jamie Cinq-Mars, John Correia, Veitanah Sengkhammee, Clare Good, Joseph Bennett, Spencer Clark, Trent Lucas, Joseph Snively, Aida B., Blake Hughes, Andrew Gates, Josh White, Bryan Holcomb, Evan "Jethen" Marks, Chris Valentine, Jim Marko, Andy Rydzewski, Rommie Duckworth, Eric Russ, Trythall, Brandon Hamrick, Donna Edwards, Stephen Hamrick, Jared Williams, Clancy Cox (The Bardles), Valaric, Lufii Kurr, Moonskale, Ezaraiel, Finaraien, Asmodia, Malvier, PinkieImpaled, SpicyDrumstix, Shigg, ZeLectrode, OnionBun, Mike Baril, Johnny Bourlett, Becka Berger, Rick Pinto, Jeff Dolan, Tim Romanowski, and Robert Andrakin.

## **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), notation, 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 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document 5.1 Copyright 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 original material by E. Gary Gygax and Dave Arneson.

Creature Codex © 2018 Open Design LLC; Authors Wolfgang Baur, Dan Dillon, Richard Green, James Haeck, Chris Harris, Jeremy Hochhalter, James Introcaso, Chris Lockey, Shawn Merwin, and Jon Sawatsky.

Fraternity of Ash v1.0 © 2022, M.T. Black Games.