



INFERNAL TRANQUILITY

DESIGNED FOR USE WITH

**OLD-SCHOOL
ESSENTIALS**

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INTRODUCTION

Infernal Tranquility is an adventure for 1st or 2nd Level characters. *Infernal Tranquility* can be used with any fantasy setting the GM desires. Choice matters in this adventure, and certain successes or failures can change the course of the adventure.

SETTING

Infernal Tranquility concerns the society of the Flat, which is also known as the Merchant's Tooth. This is an isolated plateau surrounded by forest, located not far from a low-rising mountain range. It's often suggested and rumored that this spot was once a mountain within the chain itself, but some force had "severed" its head.

THE FLAT

The society of the Flat is a rather unique one, with the "higher class" (civilians being of the Noble or Merchant class if encountered by the party). The Merchants that reside on the top of the Tooth are completely reliant on those who live at the base of the plateau for their continued survival. Goods and foodstuffs are transported through two separate means, a pulley system built in to the side of the plateau itself, and a series of tunnels that lead up to the center of the tooth proper (often referred to as the "Nerve" by the residents of the Flat).

The Merchants of the Flat had earned their station long ago, with their ancestors being those who had settled the location due to its natural safety. Originally starting as a collection of artisans and tradesmen that had decided to settle outside of local conflicts plaguing the land. With small natural plots of land that were able to be cultivated on top of the Tooth, it seemed like an ideal arrangement. Due to its natural isolation, and the rumor of the quality of its works, the settlement eventually grew to a size larger than the top of the Tooth could hold. This caused the settlement to spread out from the base, which eventually became known as Tradesman's Root.

THE TRADESMAN'S ROOT

The Tradesman's Root is composed almost entirely of laborers and tradesmen, those who work with either their hands or the land to provide food for both the Merchant's Tooth and the Tradesman's Root itself. These fields are closely cultivated to the settlement, with most buildings and farmhouses that are placed outwardly in the small "spiral" of buildings with their farms behind them, as a natural barrier from outward forces. The Flat itself has small gardens that are able to lightly sustain the populace above, but not for longer than a week on their own supply. The Tradesman's Root has small gardens set within the stone of the Flat itself, carved out over time for convenience for transport to the Flat.

RELATIONSHIP

Relationships between the two settlements has always been a cordial and secure one, with them commonly referring to them as the whole “Merchant’s Tooth”. By the start of the adventure, however, the frequent attacks on the outskirts of the Tradesman’s Root have caused those living on the Flat to become highly sensitive to the possibility of danger. As the Council of Nobles (a committee comprised of a dozen of those living on the Flat who are descended from the “Founders”) considered their options, there was open talk of possibly sealing the Vein to prevent the assailants from possibly reaching the Flat. This became known to the people of the Tradesman’s Root, and with that the long-lasting comradery of the two became severed. While not in any sort of active revolt, and without a centralized form of government for themselves, the residents have been largely reacting on an independent basis.

The morale of the farmers and tradesmen begin to fray as the assaults become more frequent and drastically more blatant. The local guard will be the only structure of order as the panic and concern begins to wash over the citizens, and as the events unfold, they will fall back to position to defend the entrance of the Vein above all else.

GEOGRAPHY

The Merchant’s Tooth is unique in that it appears to be a plateau that stands towering 210 feet above the forest floor below. The top of the Merchant’s Tooth, the “Flat” is a circular settlement that is a half-mile wide, and is filled with a concentrically placed residences that “radiate” outwardly from the center. The residences here mostly age nearly six centuries, back to the founding of the city itself. They show signs of repair and additions over time, but many of the central structures of these buildings remain the same. Paved cobblestone roads follow a similar concentric fashion as the buildings themselves, with four straight roads in the prime cardinal directions that connect the circles of roads.

The “Nerve” that connects the two settlements is placed in the center of this settlement, a man-made tunnel in the center of town that connects to several natural caverns to finally emerge to the South, connecting the Flat to the Tradesman’s Root. This path is well worn from constant use over the years, being the path that all farmers use to bring supplies to the Flat. Travel is freely encouraged, until the events of the adventure module begin to occur and the fate of the Vein is left largely in the hand of the players. This tunnel is twenty-foot-wide radius that drops at a rate of five feet per ten feet, winding until it reaches the bottom which leads to a natural passageway that connects to the Tradesman’s Root.

The Tradesman’s Root is spread out two miles from the Merchant’s Tooth. Farms are situated sporadically, but with enough space in between for several interconnecting dirt roads to form between the buildings. These roads encourage travel amongst the locals across the entire settlement. However, the Tradesman’s Root is largely separated from other settlements, due to its self-contained and self-sustaining nature, and the only roads leading outward from town are the “long road” leading to other settlements spread out near the low-rising mountain range that begins thirty miles to the north.



GM OVERVIEW

This adventure allows an adventure start at multiple parts of the story. A Boy's Plight section is included so that the GM may begin the party earlier in the story if they wish.

If the PCs advance during this adventure, replace any pre-written combat encounter with one with a fitting difficulty for the PCs' current tier and notch.

During the events of the adventure, there are separate points where the events of the story depend on the actions of an NPC. These events are private actions of the NPC's, and are meant to propel the story forward by this "continuing motion" while keeping constant action with a frantic air of mystery.

Local wildlife has become strangely aggressive in the outlying territories of the Tradesman's Root. This was caused by a rebellious sect of the civilization that have come to call themselves the "Tranquil". The Tranquil corrupted local water tables with herbalist poisons that causes the local animals to become afflicted with a disease, and this disease made them become rabid and extremely hostile. This was done in hopes it would convince the others that they need to seek their "rightful" protection of living on the Flat and safe from harm just as the nobles do. They are led by a dual leadership of a moon elf named Glerishe Highmoon (*Level 3 Elf*), and human wizard by the name of Derick Strenhammer (*Level 3 Magic-User*).

The end result isn't as dramatic as they first hoped after the attacks from the animals begin to occur, with the Tradesman's Root being driven in to more of a widespread panic for survivability for their farms above all else. While the Tranquil has a decent presence of three dozen members, that pales in comparison to the voice of the nearly three thousand residents that inhabit the Tradesman's Root.

GLERISHE HIGHMOON

Glerishe Highmoon is a descendant of traveling merchants, her parents had long since settled in the Tradesman's Root along the base of the Merchant's Tooth near the Vein. There they opened a small unnamed herbalist shop. While her parents are complacent and happy with the life that they've chosen for themselves, Glerishe desires to "take her rightful place" on the Flat.



DERICK STRENHAMMER

Derick Strenhammer is the descendant of a proud Blacksmithing family, his lack of interest in the family craft, while maintaining an outspoken stance that there was little that made the "Nobles" of the Flat different from those in the Tradesman's Root, has put him at odds with his father. In fact, he was ostracized from his family after an argument with his father Norman turned violent. Derick seeks to bring equality to those in Tradesman's Root with what he considers to be the "pompous" air of the Flat above, but it wouldn't be far removed to say that spite also remains a heavy motivator.



CALL TO ACTION

The party is advised to either be residents of the Merchant's Tooth area themselves, or hearing of locals having wildlife trouble and seeking the area in hopes of a reward for clearing the problem. If the party is in need of "more persuasive" reasons, consider the following:

- A posting in a tavern or local inn that a farmer is desperately seeking to save his crop from the ravenous beasts that have begun plaguing the land.
- Tales of issues arising near the isolated settlement in the Merchant's Tooth have reached locals in the towns near the Mountain Settlements, and they've requested the party to investigate on their behalf to ensure the issue "doesn't spread" toward their settlements.
- Rare metalwork is said to only be acquired by a blacksmith by the name of Barbadik Shorngleam, and a proprietor is offering a hearty sum of 10 gc for someone to find and elicit a helm in likeness of an eagle.
- A druidic circle is requesting assistance in investigating the "recent" disturbances near the Merchant's Tooth, and have contacted the party in hopes that they do so. They offer a bag of holding to party members that return with substantial evidence of whatever is occurring.
- A local brewery that deals in ales and meads by the name of Bumblefoot's Meads and Ales has contracted the party for safe passage of their wares from their outpost in Silverrock to the halls of the Obsidian Fox in the Merchant's Tooth. While renowned for its artisanship, the town does not have a brewery and Esilie Bumblefoot, the female halfling proprietor of the brewery, wishes to capitalize on this "yet unseized treasure". This lot is to be sold at the incredibly low price of 10 ss for ten barrels, and the party is to be rewarded 5 ss a player upon their return to Silverrock following this delivery. (The pay is likely to be more than the profit for the barrels, which is to entice the party to be true to their word and return the profit for the barrels at hand. This deal was done in the interest of establishing a constant demand for ale from the brewery, and so it was done with this "initial loss" being part of the hook to seal the deal for Esilie).
- The Thieves' Guild from a distant city has had garnered an increased interest in this "rare" artwork from this secluded settlement, as the few travelers over the years that have bothered to make the voyage return with intricate tapestries, metalwork, and clothing the kind that can't quite be found elsewhere. They offer the party 10 ss for anything deemed "acceptable" in rarity and make, and up to 30 ss for anything "unlike they've seen before".
- High Clerics of a secluded sect (stationed somewhere in the woods between the low-rising mountain range called the Vertebrae and the settlement of Tradesman's Root) have rising concerns that there might be more to the recent commotion with the animals than a simple forest disturbance. They implore characters with ties to their organization to search out the root of this issue at hand.

GM'S NOTE: The Temple in the Woods mentioned above doesn't need to be of any particular deity to implore a reason to inquire in to this situation. Their approach should be related to their corresponding deity, and if there is a holy person in the party, it should be of their deity's sect. (If there are more than one in a party of different deities, the GM can either have both be beseeched on behalf of their organization, or simply choose the more "Proactive" of the two deities in question for the priests to make this request). If this hook is desired, use any deity from your setting as appropriate.

A BOY'S PLIGHT

OPTION 1 STARING ADVENTURE PATH

The GM can start with this adventure seed instead of **DESOLATION OF THE ROOT** (Page 12). Aid is requested by a local farmer Brendon Fernwin who had sent his son to the town of Silverrock, the nearest settlement to the Merchant's Tooth (placed at the foot of the low-rising Vertebrae to the north). His twelve-year-old son, Veris Fernwin, has come seeking aid for his father's plight. Veris will explain to anyone that's willing to stop and listen that his father's cattle were attacked by boar in the middle of the day, while they normally avoid the farms altogether.

The townspeople largely turn a deaf ear to Veris' claims regarding the violent wildlife, assuming the frightened young boy to be over excited. The boy has little coin to offer the party, and that is the reason that the few who do stop to hear him quickly turn away with disinterest. Veris offers 5 cp to the party if they can assist him, choking on sobs to do so desperately. He will also offer vegetables and other foodstuffs to the party in mass, as they family has more than enough for themselves. If the exchange of coin or goods does not work, he will invoke the name of any local deity and ask for pity.

The boy himself seems to be exhausted and barely able to stand, having made it to the settlement of Silverrock as quickly as he possibly could. He asks the party to help him find residence for the night, which the local tavern of the Swooning Raven has two available rooms upstairs. The décor is rough wood but with a heavy layer of varnish. Much of the town is merely a stop on the road that has little in the way of business other than the tavern. The proprietor of the Swooning Raven, is a female halfling named Gloria Flashwind with her half-elvish husband Gerald. The PCs may attempt to bargain with the inn-owners with a **CHA Ability Check**. Success will find them offering the room for free upon seeing the state of the boy, and will add an additional 5 cp to the boy's offer if the party still seems hesitant to assist the child, although they will be crude in their disappointment in the party by this point. Failure with cost the PCs 5 cp per head, including Veris.

Assuming the party complies, they will head to Brendon's farm on the outskirts of the Tradesman's Root. The desperate broad shouldered and quick-tempered Brendon is inside with his wife Mildra. He laments his situation, but is relieved at the sight of his son. Veris, in his desperation at this sight of his father successfully fighting off the boar, took it upon himself to make the trip. Being gone over a day and a half, Brendon was concerned not for Veris's safety from the boars, but for the boy's erratic actions when he panics. Losing his temper briefly at his son, berating him for doing the "stupidest" thing he has ever done, he then collects himself long enough to quickly embrace his son before addressing the party. He begrudging offers the same deal as Veris had, although he increases the reward to 20 gp per party member. He asks them to find the traveling pack of 4 boars that had assaulted him nearly two days prior. They had gone north, and seemed rabid. They had festering wounds and sores, and appeared sickly, so Brendon assures the party they will have no issue in distinguishing them.



THE BOARS

If the party investigates the area, a successful **WIS Ability Check** will reveal to the party that the tracks from the area of the attack went northeast from the farm, and the party will come upon these rabid boars within two hours of travel in this direction. The party will have to make an **INT Ability Check** to avoid the losing sight of the tracks during the chase. If someone in the party passes a **WIS Ability Check** they notice the 4 boars (*OSE - Monsters*) before they have the chance to notice the party. If the PCs fail to keep up with the boars, they escape, and do not collect the prize from Brendon.

Regardless of how they are encountered, 4 boars join combat after each party member has acted twice (or if all the boars have fallen, whichever comes first). The brush is dense in this area, and characters succeeding on a **WIS Ability Check** can see these boars coming when they are 60 feet away. Otherwise, the party won't be aware of these boars until they enter combat, approaching at 30 ft. and rolling for their own place in initiative when they appear in (they also appear at this time at well).

BACK TO THE FARM

Regardless if the PCs successfully found the boars, it becomes apparent that the nearby wildlife is also subsequently affected. The party should at this time encounter 4 hostile small animals (*As Herd Animals, OSE - Monsters*), with the choice of animal being up to the GM's discretion. This encounter may repeat every half an hour of travel, and should prove to be a nuisance rather than a true challenge for the adventurers. The party may encounter 2-4 wolves (*OSE - Monsters*), on their return as well, spacing them out periodically during the travel to showcase the random hostility that the animals now seem to be displaying.

Upon returning to the farm, the party finds Veris fiercely boarding up his home from a hostile bear (*OSE - Monsters*) that seems to be assaulting the front of the residence. This Brown Bear is Moderately Wounded, but fights with reckless abandon. After the party initiates combat, two other brown bears join combat at the start of the next round.

If the party dispatches this encounter quickly, after Brendon calls down to congratulate them on their defeat of the "bulky bastard". However, none realize in the chaos that Veris is on the edge of the farm, surrounded by wild creatures. Use an assortment of Small Animals and Large Animals for these encounters. The PCs must defeat the attackers in 6 total turns or Veris will be killed. This encounter will occur quickly after, with Brendon hearing Veris' screams, but unable to clear the boarded-up door quickly enough to help. Veris' survival rests solely at the hands of the PCs.





VERIS LIVES

If the PCs save Veris, Brendon he offers the payment immediately as he originally promised. He expresses continued concern for the safety of his family and his home these days. He offhandedly mentions a “recent change of order” to come, but quickly grows silent and brooding. If pressed, he will insist he was merely babbling his thoughts out loud due to stress, but in reality, he is a member of the “Tranquil”.

In reality, he is ignorant to the independent actions perpetrated entirely by the “leader” of the organization, and has now suffered for it. However, it had the intended effect on Brendon as he begins to worry about his son’s safety. If he believes the party are members make a **CHA Ability Check**, or if at least one-party member is a local make a **CHA Ability Check (-2 Bonus)** he will share that the Tranquil needs to make its stance soon. If questioned regarding the name, he will immediately know them as outsiders, and politely but curtly ask them to leave “for their own safety.” He refused to elaborate for fear of reprisals.

If the PCs ask about the leaders after a successful CHA Check they may convince Brendon to give up more information with a **CHA Ability Check**. He will implicate Sherile as a leader, but does not know the truth that the half-elf is really Derick Strenhammer in disguise. Brendon does not know much about her other than she is a bit of a vagabond; she disappears every so often and leaves town, only to reappear suddenly and start causing trouble.

VERIS DIES

In the unfortunate situation where Veris dies, Brendon is heartbroken and beyond consoling. He screams and curses, barely giving the PCs any mind whatsoever. After some time, he will simply tell the PCs to “go”. He will not offer payment regardless if the boars were dead or not, but will simply wave to a chest in his home if the PCs continue to bother him. Brendon is hardly in a state to worry about a few diseased boars.

Brendon gives no additional information about the Tranquil, town, or anything else as he becomes comatose. Not long after the PCs depart, Brendon buries Veris and walks out into the woods, never to be heard from again.

AFTERMATH

The party should be ready to move on regardless of their successes or failures. It is now clear that this threat is a serious matter and lives are in jeopardy.

DESOLATION OF THE ROOT

OPTION 2 STARTING ADVENTURE PATH

The attacks on the farms have been sporadic prior to the arrival of the party, regardless of the hook used to bring the party to this adventure. Brendon, a local farmer that the players either encounter for the first time upon arriving at the outskirts of town, or from interacting with in the **A BOY'S PLIGHT** above.

FROM A BOY'S PLIGHT

If Veris died, Brendon is not encountered by anyone ever again. The PCs may make idle conversation with townspeople about Brendon and Veris' fate. Some townsfolk will go to the farm and alter report seeing Veris' grave but no sign of Brendon.

If this information comes to light, regardless of how the PCs frame the interaction with Brendon, any **Ability Checks** suffer an additional +2 Penalty within Tradesman's Root until the end of the adventure module.

If Veris lived, Brendon can later be found in the town. He happily greets the PCs and will ask them to help spread word about the attacks. He thanks them again for the party's previous help, and asks them to gather "important" figures around town, namely Glerishe and Derick. Glerishe can be found in her parent's local herbalist shop that sits near the mouth to the Nerve, something that Brendon will freely disclose to a party that has assisted him previously. He will also inform the party that Derick can be a bit harder to find, and informs them to look for a rather vocal character wearing a silver ring emblazoned with the likeness of a shield in the local taverns "Radiant Stallion" and "Obsidian Fox". Both taverns are little more than shacks with scattered tables and a few dozen patrons. Neither brandish anything resembling their namesake or any hint of décor to match their grandiose names. Brendon will point out both locations for the PCs.

Brendon is unaware Sherile and Derick are the same person, and will be unable to help the PCs make that conclusion. If asked where Sherile is from their previous conversation about the leaders of the Tranquil, he simply shrugs, "Could be in town, could be on the road, she comes and goes like the wind."

STARTING FRESH

The farmer Brendon can be found in town square stirring up trouble. His twelve-year-old son, Veris is still missing in this scenario.

Brendon has become wholly entrenched in his belief in the Tranquil after the attack on the home, and the players can encounter him in a local space in town actively asking others how they feel so "nude and unprotected from the ravages of the land". He keeps suggesting "we are going to do something about it," but he will refuse to use the name of his organization, or even acknowledge that he is part of a larger group.

BRENDON FERNWIN

Brendon Fernwin is a quick tempered and broad chested male human farmer, Brendon has been a member of the group the "Tranquil" for over a week by the time he is encountered by the party. Brendon believes them to be a "budding coalition" of farmers and locals who have begun to realize that they are offered no safety like those who live on the flat. Brendon believes Derick and Glerishe to both be of similar mind, having no idea of their insidious plot to poison the animals with the "enraging poison". He does view the two with an eye of mild suspicion, but more so that their intention isn't as "driven" by safety as his is. Since the attack on his farm, however, he has no time to fancy such thoughts in his growingly frantic state.

Determine if Brendon if encountered before Veris or vice versa. The GM may choose, or may roll 1d4. On an even number, the PCs encounter Brendon first, on an odd number they encounter Veris.



BRENDON BEFORE VERIS

If the party had not encountered Brendon previously, he is far more antagonistic with the party, and is outright unwilling to speak with them if they approach him. His farm having been attacked, and with no one nearby to assist him, Brendon had lost his crop after having to flee from a dozen boars that raided his farm and broke through his fence. His son Veris has since gone missing, and Brendon is convinced that even darker forces are at play here than simply “diseased animals”. Veris, as indicated in the “A Boy’s Plight”, had fled to a neighboring area to seek help. Veris is returning unbeknownst to his father near the arrival of the party, but in his crestfallen and hungry state fled aimlessly upon seeing the ruin that is his family farm.

Brendon is significantly more difficult to talk to than in “A Boy’s Plight”. It will require a **CHA Ability Check (+2 Penalty)** for Brendon to disclose who “we” is. Even if successful in persuading Brendon, he keeps his answers curt. He will not give any personal details of who other members of the Tranquil are or their leaders. But Brendon will explain their disagreements with the wealthy up on the Flat and how something needs to be done in order to protect their loved ones.

VERIS BEFORE BRENDON

Veris would likely be on the outskirts of the town, and potentially a sight that characters can spot with a **WIS Ability Check**. If successful they notice the “peculiarly emaciated and flighty looking young boy seemingly hiding behind a tree” as they traveled to town.

Veris will call out to the PCs if they do not see him, but time is wasted. Veris is poisoned and stumbles forward and crashes to the ground unconscious. His body can be quickly examined, but he only shows a few scratches. There is nothing obvious to his condition otherwise. PCs may attempt to deduce what is wrong with a **INT Ability Check**. Success suggests he is poisoned. If the PCs have any way to cure poison, they may do it, or they may make another **INT Ability Check (+2 Penalty)** without the proper medicine. This **Ability Check** suffers an additional +2 Penalty if they did not spot Veris earlier.

If successful, Veris remains unconscious but alive. If the PCs never determine what is wrong, and cannot otherwise heal him, he dies a few minutes later.

VERIS LIVES

If the PCs bring Veris alive into town, Brendon will quickly run to their side. When it is clear that he was poisoned, but looks to have survived, Brendon will give the PCs all the gold he has in his pockets (10 ss). He laments not having more immediately at hand, but will quickly become distracted in finding Veris long term care and a place to stay in town. Brendon will speak to the PCs at length about the Tranquil, naming it, and producing the names of both Derick and Glerishe as their leaders. He claims he is done with the scheming, and only wants the safety of Veris. He begs the PCs to put an end to the growing situation that is quickly spiraling out of control.

However, those in attendance take a different point of view. They begin to vocalize their support for their cause, whipping themselves up into a frenzy. Someone suggests going to the “Obsidian Fox” at nightfall to determine the “future of the safety and wellbeing of the Tradesman’s Root”. If the party follow the crowd, they will end up at this tavern that is situated within 300 feet of the mouth of the Vein. While being a 60 by 80 foot shack of ill repair and with little to suggest its identity as a tavern other than a few casks of ale.

VERIS DIES

If the dead boy is brought into town, Brendon will scream and charge the PCs. He is kept from attacking by others nearby, and quickly loses interest in violence once he sees the boy is physically unharmed. He will ask what happened, and whether the PCs announce it is poison, or a local suggest it, either way Brendon does not seem surprised. He cries like a mewling babe, but is beyond reason.

Brendon rants his ideals of getting better safety for the village, and blames the Flat for Veris’ death. The spectacle of the whole affair has not only drawn a sizable crowd, but also garnered support for the (still unnamed) Tranquil, as fear for the safety of the residents begins to truly spread at the sight of the unfortunate reunion of Veris and Brendon. Those in attendance will begin to vocalize their support for their cause, whipping themselves up into a frenzy. Someone suggests going to the “Obsidian Fox” at nightfall to determine the “future of the safety and wellbeing of the Tradesman’s Root”.

The farmer, in his grief, will privately bury Veris and disappear into the forest never to be seen again. He will answer no questions and provide no information whatsoever.

LEADERS OF THE TRANQUIL

Meanwhile, the leaders of the Tranquil are standing by, watching events unfold. The two leaders have different goals and demeanors. They can each be encountered depending on conversations with Brendon. It is possible that the PCs will know very little, if anything, about either. If that is the case, “Sherile” will request a meeting with the PCs at the Obsidian Fox to determine their allegiance and if they are a threat.

The party can speak to either of the leaders in any order. The DM should determine when **The Threat Has Come** begins.

THE TALE OF DERICK

Derick: is a human wizard who is rather fond of his ring of disguise self. He uses this family heirloom that he personally enchanted to often take the guise of a half-elf woman; he goes by the name “Sherile” while in this form. Sherile has garnered the attention of the guard, as the frequent arguments have erupted over the last week while Sherile attempted to find support for her cause. She readily complains in the aftermath about those who are loyal to the “way things have always been”.

If the PCs have reason to suspect Sherile is Derick, or not herself, they may make a **WIS Ability Check** to see something is not quite right about her disguise.

If approached in this form, and the characters use Derick’s real name, “Sherile” will respond with delight, and move to talk to the party outside behind the tavern. Dismissing the three residents that she was beginning to converse with, the disguised Derick will drop the illusion once they are behind the building and briefly out of sight of anyone else. Derick will then be rather forthright in his intent of causing chaos in the region. He manically raves about the animal attacks and the populace’s concern for the safety has begun to spread like wildfire after the incident with Brendon.



THE TALE OF GLERISHE

A young adult female moon elf, Glerishe's concern for her station in the Merchant's Tooth is a combination of believing herself and her family worthy of "moving upward in station." She has genuine concerns that if any sizable force set their eyes on the Merchant's Tooth, those in the Tradesman's Root would be fodder for the lives of those on the Flat. If approached while she is still at her parent's herbalist shop near the Vein, and not within the Obsidian Fox, she is cold and uninviting to the players once they make their inquiry. While Glerishe's parents have been out of town for an extended period of time to visit distant family, and Glerishe has been left in charge of the small herbalism shop. She is not welcoming to outsiders, and will outwardly shut down if a non-local character directly asks her about her involvement with the Tranquil. (They would only know the name of the organization if Brendon has been reunited with Veris, or had previously trusted the players from the "A Boy's Plight" to eventually disclose this information during their second encounter).

Her standoffish nature should be an indication to the party that she appears to be "more defensive" than even a hermit would be. **WIS Ability Check** to make this deduction. If Glerishe is persuaded in conversation **WIS Ability Check (+1 Penalty)**, and at least one-party member must be from the Merchant's Tooth, she will eventually break her icy demeanor and hotly accost the local player regarding their relation to Merchant's Tooth. If they are from the Tradesman's Root, she accuses them of being "complacent sheep" in a system designed to leave them to dry in case of an assault by an outside force. If the player character is from the Flat (or if among multiple characters who are from the Merchant's Tooth, Glerishe will address those from the Flat first angrily), Glerishe will hostilely accuse that character as intended to keep the "natural security" for themselves in case of an attack. Glerishe would dare not enter combat in her parent's home, and doesn't believe that showing hostility in any direct manner would benefit her.

If the party attempt to intimidate Glerishe, she will become irate but incredibly nervous. Being relatively unskilled in combat herself, and never planned a violent end to her plans for "overthrowing the current order." Glerishe will attempt to flee and alert a nearby "guard" for assistance. If a **CHA Ability Check** succeeds Glerishe will numbly advise the party to seek the "half elf woman in the Obsidian Fox", before watching them leave while remaining stationary, out of fear.

THE THREAT HAS COME

At a point determined by the GM an attack on the town itself occurs.

Near the Obsidian Fox, not far from the mouth of the Vein, the PCs can see guards and farmers alike defending themselves from boars and elk that have begun to storm the streets in a chaotic and mindless manner, attacking anything that nears them. Use an assortment of animals, and initiate combat. This invasion will cause Derick and Glerishe to retreat back further into the town. If near Derick, the party sees he makes no attempt to hide his apparent glee. If allowed, Derick leaves to go convene with Glerishe.

If nearby to Glerishe, the party can determine she is gravely concerned.

Both leaders group back up in the herbalist shop to discuss how to move forward with the plan from here. The PCs can attempt to stop either, but find themselves assaulted by animals before they have much time to deal with Derick or Glerishe.

SAVING THE TOWN

As the party deals with the rolled encounter, describe a scene of carnage and misery amongst the guard and townspeople, as they are barely able to “keep a line” of defense in order to get most of the citizens within their homes. Every round of combat, the party should notice that at least two guards and 4 boars (*OSE - Monsters*) fall in combat around them. This section is to illustrate the “sudden onset” of the poisoning being even more effective than Derick had planned. If the party wishes to intervene to save nearby guards (*As Brigands, OSE - Monsters*). All combatants have suffered some damage. Subtract 1 or 2 HPs from their total by the time the party decides to interfere. Even if the party makes swift work of the rolled encounter, they should be allowed to save no more than four guardsmen or farmers this way.

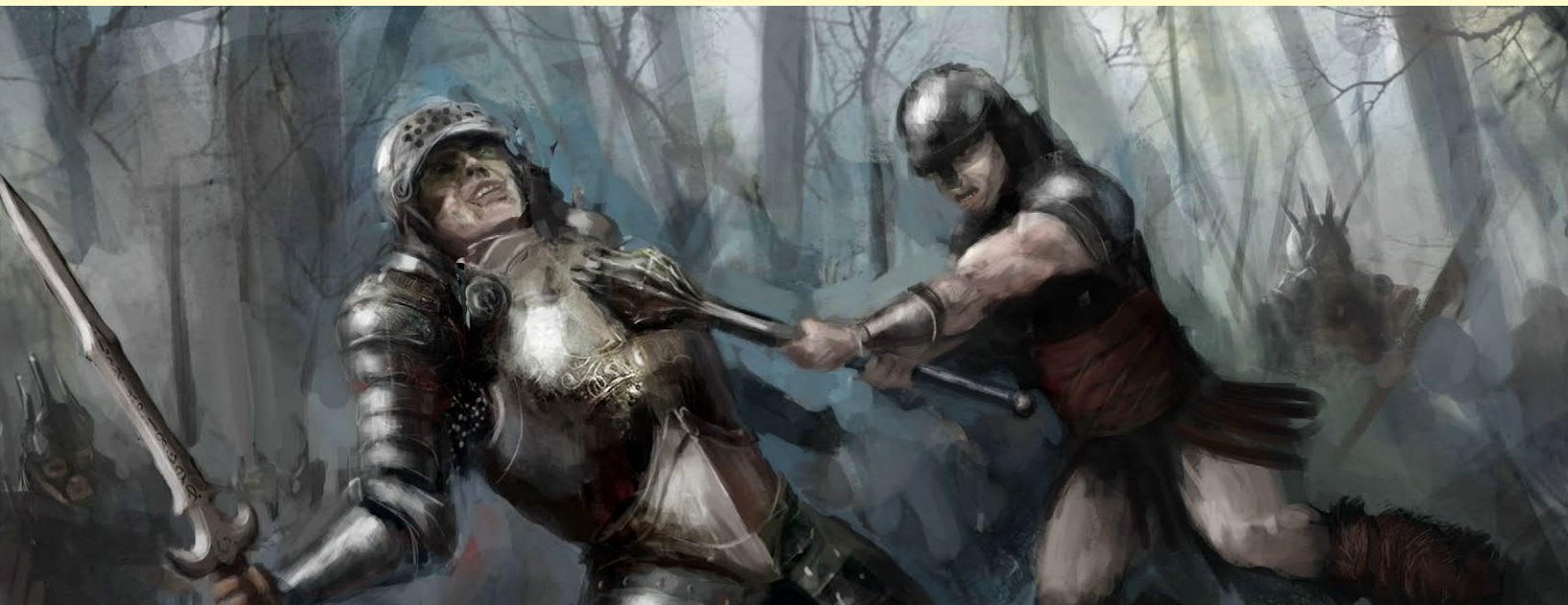
GM'S NOTE: This is not done in an attempt to “undermine” the party’s efforts in saving the population, but rather to show that the “animal problem” has now become something more intense for even the local guard to potentially handle, let alone four individuals, regardless of how powerful or efficient they are). However, it is recommended that for every “guard” that the party saves, equates to six more citizens that were able to get to safety ultimately due to the party’s efforts.

The GM may keep track of the number of individuals saved in this manner for later use.

After the party has dealt with the rolled encounter, and assisted any guards that they are able to, a Winter Wolf approaches from the tree line and approaches the township in a slow but menacing manner. It doesn’t appear to be “rabid” like the other animals encountered, but this doesn’t make it any less hostile. As it slowly approaches, it does not bother to hide itself in its advance. The PCs should make a **WIS Ability Check** to be able to see it approach before it is in front of the them. If the PCs fail, they are Surprised.

The Direwolf (*OSE - Monsters*) will approach the party and attack if they remain within 60 ft of it. The Direwolf attacks ferociously but with an air of caution, moving out of range of any “ranged attacks” that are used against it if possible. If the creature is reduced to Moderately Wounded and has the ability to do so, it flees back toward the tree line during its turn. The party would be able to see two more 120 feet away (**WIS Ability Check** to discern this), and if this is brought to the attention of the guard or any nearby NPC, they frantically call back the order to retreat and fall back to the last row of buildings before the Vein.

The party may rest now, using the time from when they enter one of the buildings near the Vein to briefly take refuge (This module recommends and assumes the GM’s use of the Obsidian Fox, but any 20 by 30 ft basic building with two beds would adequately represent a “common home” in the Tradesman’s Root.



DIPLOMACY

After the fighting the day falters and night blooms. The air smells of blood, vomit, and death. Rumors begin to swirl of more unnatural creatures being seen on the outskirts of town after the repelled attack. The guards or farmers saved take up arms and continue patrolling the where they can, but they are vastly undermanned for such as task even at the best of times.

One of the guards will approach the party, wherever they are, to introduce a visitor. The visitor is a man with a slender frame and hawkish nose. His cheeks are ruddy with wine and worry. He introduces himself as Gervis of the Flat.

GERVIS

Gervis is handsome man in the prime of his life and is the appointed “diplomat” from the Flat. He will question the PCs as to where they came from. If any of the PCs are locals, all **Ability Checks** against him have a +1 Penalty. If not, Gervis is far more eager to enlist their aid and earn his confidence. Gervis is primarily eager to learn what is happening, and claims it is for the good of Merchant’s Tooth. Successful **INT Ability Checks** make it clear he is more interested in his own skin than that of Tradesman’s Root.

If the PCs tell him about the Tranquil, Gervis becomes incredibly nervous and begins looking over his shoulders and flinching at the slightest sound nearby. If the PCs go so far as telling Gervis about Derick and Glerishe, Gervis will attempt to hire the party as new constables of the Flat. He will ask the PCs to arrest both Derick and Glerishe and bring them across the Vein to the Flat for detention. He offers 20 ss each in advance to their “regular salary”. The PCs may negotiate with a **CHA Ability Check** for more money. He will increase the offer to 30 ss each if successful, but cannot offer more. He will give half the sum upfront. If the PCs accept, Gervis says he will “alert the guards to their coming”, and depart immediately.

If the PCs refuse or do not know about Derick or Glerishe, Gervis will frown and immediately take his leave back to the Flat. The party can detain Gervis if they wish, as he is in no way able to resist. He will certainly protest and threaten or bribe. The man only has so many coins on him (to a rate of half the total payment he would have given). If taken to any member of the Tranquil, Gervis is taken out of sight never to be seen again.

SERVING THE WARRANT

PCs that took the job from Gervis can attempt to hunt Derick and Glerishe. Glerishe cannot be found in the town, regardless of what the party attempts to do. She has begun to have second thoughts after the last attack and has absconded to her grandparent’s cottage in the woods to “wait it out.”

Derick is once again parading about as Sherile making speeches about how the Flat won’t let them in no matter what. At this point he has a band of followers that are incensed by his words and ready for violence. Derick does not hide from the PCs as they approach, asking them to join his movement against the noble born.

The party could agree, and as such find Derick plans on assaulting the Vein that night. He will only agree to divulge this information if he believes they are telling the truth. If they are, they should make a **CHA Ability Check** to convince him, or if they are lying, add a +1 Penalty to this roll.

If caught in a lie, the PCs will immediately be attacked by Derick and his thugs. Use Derick and 6 Bandits (*OSE - Monsters*).

The PCs that join the Tranquil will attack the Vein in Assault on the Vein. For the next hour Derick gathers a few more men and then will launch the attack. They can choose to betray Derick at that time, or help him access the Flat.



THE SPOILS

If Derick is arrested here, he will plead with the PCs and try to bribe them with money he does not have. If Derick dies, his body can be transported to the same effect as his capture. The PCs may then take him to the Vein. The guards on the Flat-side of the Vein will allow the PCs into the Flat along with Derick, dead or alive. The party is then escorted to a small manor house where Gervis resides. Derick is quickly taken away by guards and Gervis thanks the PCs for their work and happily rewards them as promised. The PCs are given a lavish meal and entertainment and proclaimed “allies of the Flat.”

However, a couple hours later they hear bells being rung and panicked voices yelling outside. Strange Infernal creatures are flooding the Flat from the Vein. Gervis implores the PCs to help stop the tide as guards hurry to defend the city.

Have the party encounter various threats such as Pixies (*OSE - Monsters*), encountering them as they flood up from the Vein to assault the Flat. The Devils are inherently hostile to any creature that it can see and will attack on sight, and the outer buildings closer to the Vein are almost immediately set afire and raised. As the PCs ready themselves to fight or die, they spot Derick rushing back toward the Vein, but changed in some way. This is even the case if he was previously dead. He will join the second of the encounter rolls against the PCs. If Derick was left below, then they will be approaching from the Vein, having just breached it and is now charging into the Flat.

Derick has willingly infused himself with this Infernal influence. The Infernal invaders had silently reached out to the man from afar, making a pact with him in life or death for his revenge. Use the statistics for Infernal Derick (*As Gargoyle, OSE - Monsters*). Derick also has the appearance of the “flame-red fur” of a demon, with his twisted humanoid face a mockery of what it once was, with its features grossly expanded from his face to over his collarbone, such as his mouth now being placed closer to his “Neck” area. A truly gruesome and vile sight, Derick fights with ferocity to get himself to the Vein, and destroy the barricade keeping the Fey from the Flat.



AFTERMATH AT THE FLAT

If the PCs are victorious, they are able to seal the Vein cone more until the Infernals and Fey have completely destroyed Tradesman’s Root below. The Vein is eventually collapsed, sealing the two from one another forever.

The PCs may remain in the Flat, and the new Merchant’s Tooth, making expeditions into the haunted spaces below the plateau in search of what really happened. More information about the Infernals and Fey can be found in the rest of this adventures, but both would be unknown to any party that abandoned Tradesman’s Root for the Flat. If the PCs decide to leave, they may do so either through Tradesman’s Root or another secret passageway known only to the nobles who keep that secret safe. Thankfully, the PCs have earned themselves the trust of the nobility to allow for a safe exit from the now isolated and soon starving noble class of Merchant’s Tooth.

This can prove to be the end of Infernal Tranquility if the PCs are successful and the threat of the Fey and devils are defeated.

LAST DEFENSE

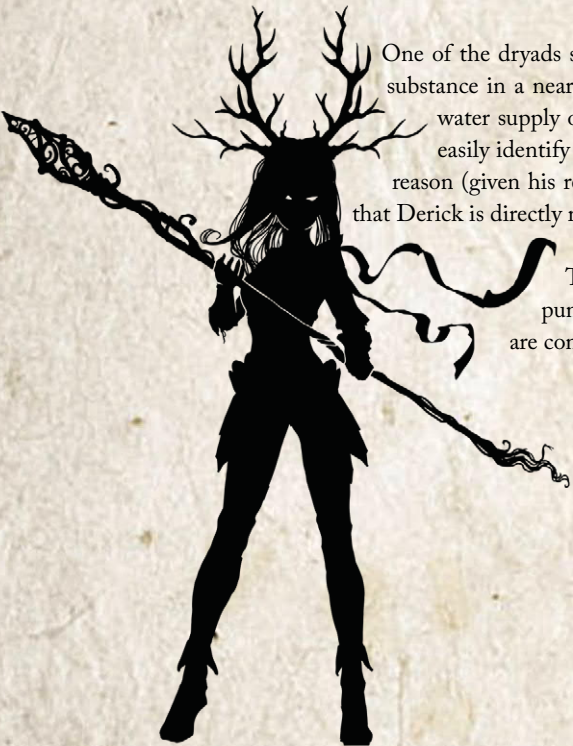
PCs that rebuff Gervis remain in the lower level of Merchant's Tooth and become first hand witnesses to the massacre that will unfold. While the party is resting, recuperating, or simply sometime after the initial attack, the animals from the woodland renew their assault in an increased fervor. Have these creatures be Black Bears and Brown Bears descending further inward from the forest, and blatantly rampaging through the streets. The party should encounter 4 Black Bears (*Monsters - OSE*) scattered throughout the spread-out settlement, encountering each as they make their mindless charge toward the center of the city.

This should be with most of the guards now centered near the Vein and the first row of homes near the center of the Merchant's Tooth, and they refuse to "use probing attacks", instead acting more like a wall of shield and metal to keep the influence of the animals from encroaching further in to the city. As the party deals with those creatures, and should do so with relative ease, the threat from the forest reveals itself to have developed in to something even more sinister.

1d4 Satyrs and 2d4 Dryads will make their way from the tree line toward the center of the Merchant's Tooth, but these beings show no sign of depravity or derangement like the animals. Instead, they hurl accusatory statements as the settlement in general, regarding "countless" citizens poisoning the animals for their own "vile enjoyment and twisted nature", and have be incensed to a point beyond reasoning.

It's at this time that the party may become curious and invested in discovering why the animals became hostile, and who had "poisoned them" so that it enraged these Fey creatures. The Fey will parlay with the PCs with a successful **CHA Ability Check**. If the Fey cannot be convinced to talk, they proceed with their attack on the town.

PARLAY WITH THE FEY



One of the dryads speaks for the Fey and presents her case. She gives a retelling of a woman pouring a substance in a nearby river that feeds all the tributaries, ponds, creeks, etc. This eventually poisoned the water supply of the entire nearby area. The dryad describes the half-elf Sherile, which the PCs can easily identify without an Ability Check. If they know Sherile is Derick, the characters should likely reason (given his relatively uncouth behavior in hiding his intentions near the beginning of the assault) that Derick is directly responsible.

The Fey offer amnesty to the townfolk if those responsible are brought to them for punishment. They give the PCs one-hour to produce the guilty parties. As far as the Fey are concerned, that guilty party is Sherile.

FINDING DERICK

The PCs may attempt to find Derick to bring him to justice. If the party goes to the Vein itself (inside the tunnel to the base of the ramp) they will find 6 farmers (*As Normal Humans, OSE - Monsters*) led by Derick (in his natural human form), demanding that they be let through. It is here that the rumors floating through town regarding the Flat's recent council meeting discussing limiting access from the Tradesman's Root comes to a brutal head. As tensions rise, and Derick instigates the side of the farmers to ignore any chance of mediation, a conflict breaks out between the two groups. The two sides are evenly matched.

Derick will not listen to reason and will attack the PCs if they attempt to intervene or capture him. If his forces look to be defeated, Derick will flee and attempt to hide in the town. Make a **DEX Ability Check** in order to stop him. If he escapes, he is able to hide away for at least an hour, and in that time the Fey attack the town. PCs that are defeated are murdered without mercy.

If Derick is killed or caught, he can be taken to the Fey. The Fey will honor their agreement, but warn the party that further tampering with the forest will unleash their full wrath. They suggest abandoning the settlement as it will take "years" for the local wildlife to return to normal. They dismiss the PCs without fanfare and disappear back into the forest. The locals are relieved as nearby wild beasts are put down and there appears to be no further signs of trouble from the Fey.



GLERISHE'S RESOLVE

Glerishe remains in her cabin, unaware of the Fey interference, considers her next move. She can double down and proceed with the plan; that plan is more poisonings and to intensify the trouble. The young woman also has the opportunity to end her involvement and help save the town.

Glerishe's Resolve only occurs if Derick is caught or killed. Otherwise, she will quickly learn of the Fey interference and return to town.

After triumphantly warding off the Fey, the PCs are told that Glerishe is missing and are asked to go check on her at her grandmother's cabin. Exact directions are given and the PCs can go look for her.

There they will find the cabin empty, but a successful **WIS Ability Check** allow the PCs to follow her tracks to a local hot spring. If the PCs refuse to go find Glerishe or cannot follow her trail, she poisons the hot spring and the Fey will soon attack the town as the agreement is broken.

The PCs can find Glerishe at the hot spring, bathing in it naked with a small, corked vial in hand. The party can close on Glerishe silently with a successful **DEX Ability Check**. There they could conceivably kill her with a ranged attack. Any successful ranged attack is considered lethal, and will stop her from poisoning the hot spring.

If the PCs fail to sneak up on Glerishe, she will turn startled, and threaten to poison the waters. The PCs can talk her out of it with a successful **CHA Ability Check**. Lower the difficulty for good RP and a convincing argument. If the party convinces her, she laments her role in this folly and swims to the PCs and hands over the poison. She promises to do her best to clean the waters and save the wildlife. Glerishe will return to town and fight alongside the PCs during any other encounters.

If she poisons the water, Glerishe will swim to the other side of the pool and flee in panic. If the PCs successfully snuck up on her, they may make a **DEX Ability Check** to grab her, if not, add a +1 Penalty.

If Glerishe is caught, the PCs can do with her as they wish. She will not actually fight to escape.

CALM BEFORE THE STORM

If the Fey attack the town, the party may have one further encounter as the Fey creatures make their final assault. Use 1 dryad (*OSE - Monsters*) and 4 satyr (*As Hobgoblin, OSE - Monsters*).

After the resolution of the combat, there is a lull in the fighting allowing RP and some downtime. Derick is likely dead if the PCs have survived and reached this point, but if not, he will continue to plot and scheme.

It is more likely that Glerishe is alive. If so, she is likely in the woods hiding or captured. There is a chance that neither is alive, but that will be resolved as necessary.

Once the GM is ready to proceed the next chapter leads to the climax of *Infernal Tranquility* if they PCs have failed so far.

INFERNAL TRANQUILITY

A hidden threat still brews. Derick was not satisfied with the poisonings, especially seeing the party thwart many of his plans. And so, Derick made a pact with darker forces.

Regardless of the party's success or failure with the Fey, and whether Derick is dead or not, his plans finally bear fruit. Derick used his blood to create a ritual, and Derick had summoned an Devil named Xielie, offering his body and eternal soul for the "destruction of Merchant's Tooth". The deal isn't off just because he is dead. The Devil eventually appears, in an almost ethereal appearance, and quickly "seals the deal". By possessing the man, Derick's body, dead or alive, is possessed by Xielie.

Have the party encounter a Hell Hound, as it appears from nowhere to assault anyone in their path, including Fey. The Devils are inherently hostile to any creature that they can see. If a resident stay within the confines of a building during the events from this point forward, they are murdered without hesitation. These conflicts continue around the city, but as the party finishes with the encounter of creatures while in the middle of the Tradesman's Root, they will encounter the newly infernally powered Derick in the center of town, being the apex of the adventure. Derick has willingly infused himself with this Infernal influence, having Xielie appear before him. Derick instead made his pact for power and influence, offering the entirety of those within the Merchant's Tooth in payment in exchange for the power of his new self.

Derick (*As Gargoyle, OSE - Monsters*) appearance has changed to a fur-covered demon, with his twisted humanoid face a mockery of what it once was, with its features grossly expanded from his face to over his collarbone, such as his mouth now being placed closer to his "Neck" area. A truly gruesome and vile sight, Derick fights with ferocity to get himself to the Vein, and destroy the barricade keeping the Fey and Devils from the Flat. It takes 2 turns unimpeded for him to do so, and if Derick can break through the tunnel, the fighting will consume the Merchant's Tooth in its entirety.

Any guards (*As Brigands, OSE - Monsters*) saved in **Saving the Town** will throw their aid behind the PCs, as will Glerishe if she learned the error of her ways in **Glerishe Resolve**. The GM may use each stat block as participants in the fighting, or give one PC **+1 rank of skill per NPC ally**.

INFERNAL AFTERMATH

The GM can use additional encounters to continue the onslaught as the party clear out the “rest of the assailants”, and returning the city to a state of order. The city will naturally do so after a few hours from the fall of Derick, as the sudden Infernal influence had deeply deterred from the Fey creatures from returning, even in their wrath. However, this end can easily lead to a hook for the GM to have the party attempt to repair the relationship between the Merchant’s Tooth and the local Fey spirits. This can be done to further facilitate trade, prevent misunderstanding, and stop the building tension that was only removed from direct conflict due to the appearance of the Devil Xielie.

The devils that were created when Derick made his deal can be the various creatures of evil as determined by the GM, and they unfortunately have to be put down, as their souls have been contaminated and filled with ruin in their new forced infernal forms. The local temple, if this hook was used, could further conscript the party to assist in laying these “wayward spirits” to rest, and reclaim their wrongfully claimed souls, as they never personally entered the contract themselves.

The party could also further entrench themselves in the politics of the Merchant’s Tooth, staying behind to not only mitigate damage done, but to assist in repairing the town and looking toward the future. Brendon will always offer his farmstead as a place for them to retire (if alive), as Veris and he have decided to rebuild and expand, to give home to those displaced during the “Great Rending” as the townsfolk have begun to call the event.

Finally, this adventure can be used to set up a plot hook to ultimately chase down and eliminate the Devil Xielie, chasing his infernal influence wherever he may appear. A Devil is far too dangerous for even an incredibly well prepared, and well backed party with the guardsmen at their side to even take down. This however can be a slow build to him being an evil to be confronted elsewhere, and this event could be the budding reason of hatred that the party needs to become engrossed with him as a target. If the GM wants stats for Xielie, use a Vampire (*OSE - Monsters*).

GM’s Note: Xielie appearance in Infernal Tranquility is meant to be brief, and not turn to combat. It is recommended that he not even appear personally, but rather the visage of himself to relay this message and the deal. Xielie is to show that the infernal power being granted is legitimate, even if the vessel is weak and undeserving. Xielie is not there to goad the players with a creature of an unreasonably high difficulty).







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