

Act 2a

## Fragment of Cinders

*After examining some of the more difficult to read parts of the notebook, you find a reference to a clay tablet called the "Fragment of Cinders." The tablet was apparently discovered buried deep in the woods west of town. The book claims that the tablet can be used to open a doorway to a being known as the Cinder-Man. Although the idea sounds insane, perhaps finding this tablet holds the key to bringing calm to the area.*

**Objective** - Recover the Fragment of Cinders to advance.



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ACT 2b

## Fragment Recovered

*You carefully lift the clay tablet off the stone altar. The tablet is hot at first - so hot, it burns your hands. Once lifted though, it quickly cools and is warm to the touch. Strangely, the heat seems to be originating from within the tablet itself rather than an outside source.*

*It is covered in faint, incomprehensible etched characters that glow with a ghostly orange light. After the experiences you've had in the past few hours though, you're thankful that you don't know what it says. That is a concern for someone else. For now, you hope that since the tablet is secure, Wrotham and the surrounding area can finally have some peace.*

You have recovered the Fragment of Cinders.

- ◆ If you have defeated the Cinder-Man: (→R2)
- ◆ Otherwise: (→R3)