

Appendix II: Handouts

The following pages are handouts, intended for distribution to players at the appropriate times. The adventure text will inform you when to hand out a specific document, and they are all contained here. In order to maximize page space, the handouts appear in the following order:

- *Handout 1: The High Mother's Prayer*
- *Handout 3: Elemental Portal Mantra*
- *Handout 2: Mystmoor Isle Map*

Enhancing Handouts

In addition to merely printing the handouts, various enhancements can be added to increase their aesthetic quality. These make the handouts look more authentic and provide the players with a sense of “being there”. If you decide to prepare the handouts in this manner, you should do it the day before play.

Ye Olde Parchment Paper: The simplest way to make a handout appear authentic is to print it on textured paper. Many kinds of paper with the look of old parchment can be purchased for only slightly more than normal paper at copy stores. The handouts provided in this particular scenario already have the look of being printed on parchment, so this is not really necessary, but this technique can be used with other scenarios that do not go to such efforts to make their handouts look real.

Crumpling: Crumpling a printed handout either a little or a lot makes it look worn. Depending on the age and use of the handout, you can crumple the handout with your own hands in order to achieve the level of tatteredness you desire.

Coffee Marinade: Amazingly enough, soaking a piece of paper in regular black coffee gives it a nice, dirty, old taint. If you do this, be sure to start with strong paper stock (as the paper fibers will lose some of their cohesion after being soaked in liquid.) Brew some coffee

as you normally would, and then fill the bottom of a baking sheet or casserole dish with a layer of coffee about an inch thick. Soak the handouts in the coffee marinade for an hour or so, and they will come out yellowish and aged in appearance. If you would like it more aged, soak it for another hour. Repeat until you get the desired look. Check the handout's color often, and remove it when you like the hue it has achieved. Let it air-dry overnight and it is ready.

If you combine this technique with *crumpling*, and crumple it beforehand, the creases of the crumpling will be very pronounced after soaking in coffee. If you crumple it afterwards, the creases of the crumpling will be less sharp due to the already soft paper. Try also crumpling after you let the paper dry overnight. This effect is markedly different as well.

Firing the Edges: This technique is good for *very* old handouts that have been through some hardship. Take a match or cigarette lighter and lightly singe the edges of the document all the way around. Let them curl, brown, or even blacken slightly, but don't let them catch fully on fire! You may find your entire handout going up in flames (which would be a tragedy if you have spent time combining any of the above techniques with this one!). Hold the flame *near* the handout and *slowly* allow the heat to burn it. Try and avoid touching the flame directly to the paper, as this will turn the paper directly from white to black! For added effect, you may even want to singe some of the areas inside the handout as well (just make sure the area doesn't contain any necessary images or text!)

A combination of the above methods, craftily done, can make even the simplest handout look spectacular. Your players will be impressed with them and enjoy the adventure that much more. If you enjoy preparing handouts in this manner, experiment with combining these techniques and others. Your time is only wasted if you learn nothing from it.

FIRST IS THE SEEREND, THE LORD OF THE FLAME.

ETERNALLY CURSED IS THE MASTER'S NAME.

WHEED THE SEEREND RULES THE SEA AND THE LAND,

ALL WILL PERISH BENEATH HIS IRON HAND.

