

PLAYER HANDOUT 1

PLAYER-SPECIFIC INTRODUCTION 1

Seven months! That's how long it took you to gain some knowledge of the *Tome of Clarity and Mists*. Finally, it is beginning to reveal its secrets to you. Imagine what wonders could be contained in these pages. So far all it has revealed are some mental exercises that make very little sense. Maybe all you need is a quiet place to sit and study...hmmm...yes, that seems like a good idea. Perhaps Ratic would be a good place.

PLAYER-SPECIFIC INTRODUCTION 2

"Hey, what is this?" Searching through your backpack reveals an old book that you forgot was there. Opening it reveals a page of moving text. It is not in any language you know and seems...to...be.... You finish packing your bag and stand, gazing to the northeast; you wonder what Ratic is like this time of year.

PLAYER-SPECIFIC INTRODUCTION 3

Seven months and you have finally made some sense of the *Tome of Clarity and Mists*. It seems that the strange map from the monks is a page from the book. When placed in the tome you can tell that it is of an ancient monastery located in northern Ratic. You wonder what else could be hidden there.

PLAYER-SPECIFIC INTRODUCTION 4

A talking book! Well, thinking book to be correct. Now that is something you don't find everyday. It took about seven months to figure out but that book is definitely able to communicate. It has expressed a desire to return home and leave behind the trail of blood that seems to follow it. "Home" is in the northern reaches of Ratic.

PLAYER HANDOUT 2

