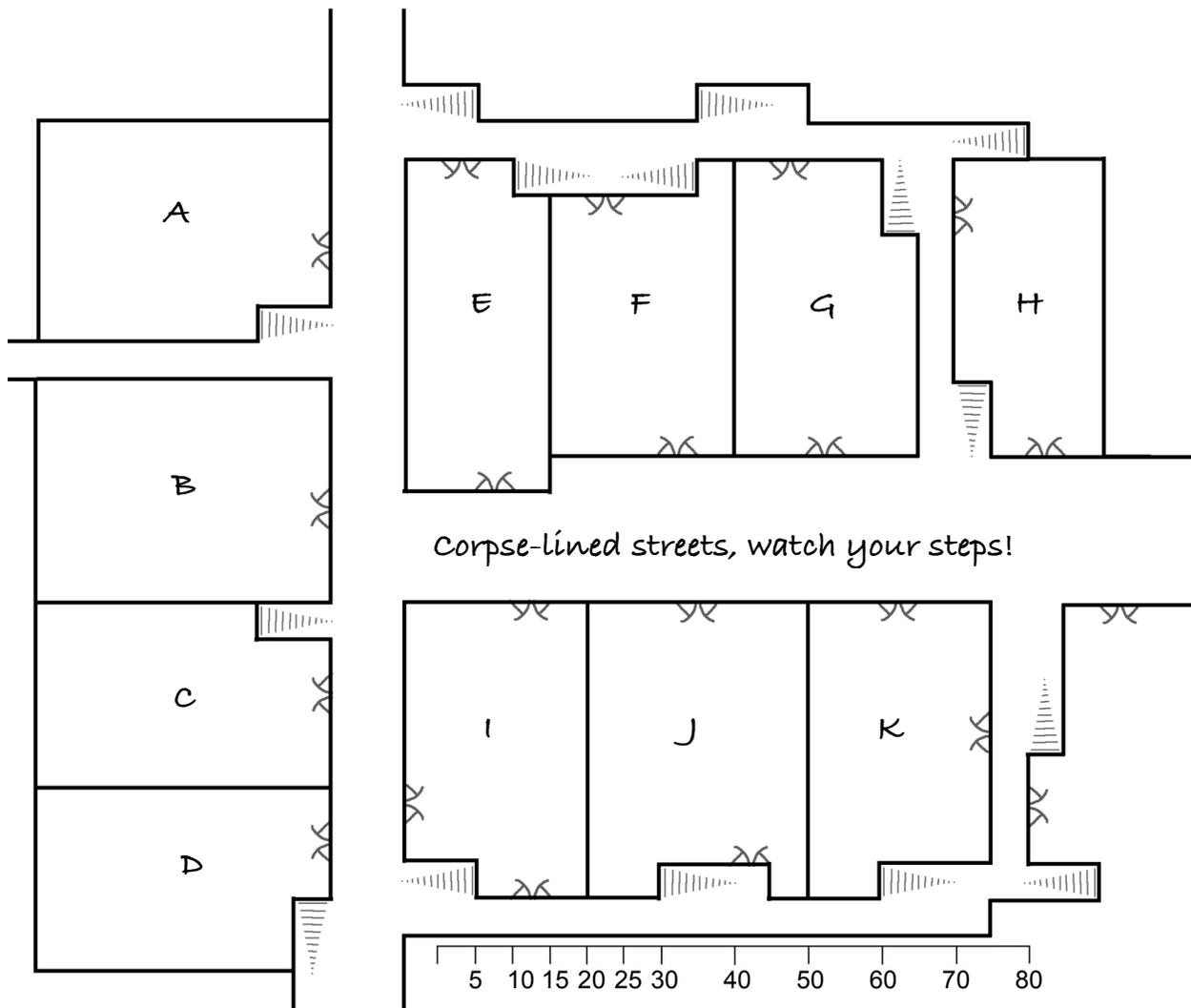


## Appendix Five: Player Handouts

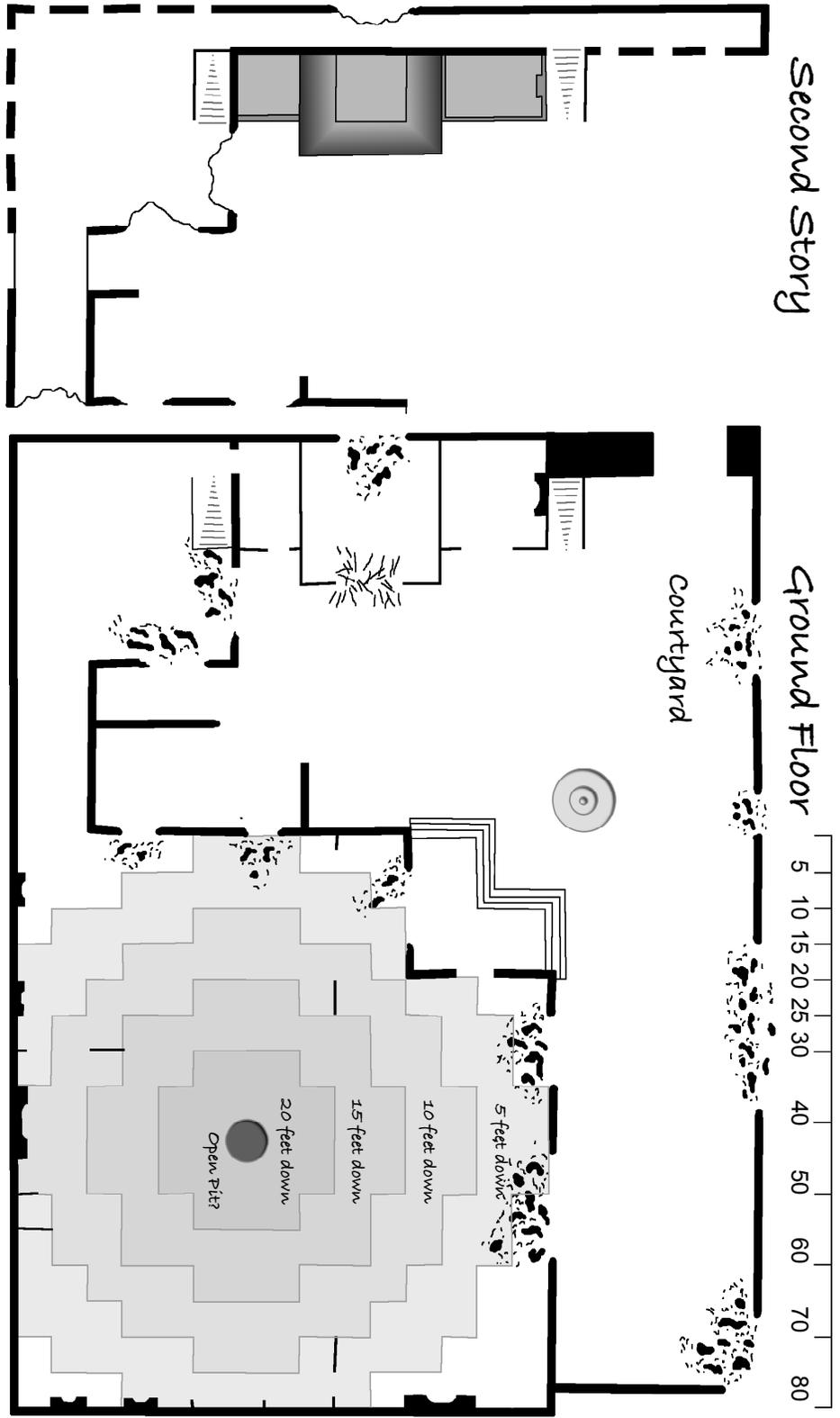
### Mission Handout #1

- Neighborhood of craftsmen and artisan shops.
  - Second story apartments.
  - Spirit seen wandering the neighborhood. Unable to pinpoint site of its haunting because it wanders.
  - Streets are filled with desiccated corpses of orcs, ogres, and hobgoblins in differing stages of decay.
  - Mission is to remove the spirit.
- A. Apothecary
  - B. Tinsmith
  - C. Chandler (Candlemaker)
  - D. Tailor
  - E. Cooper (Barrelmaker)
  - F. Breadmaker
  - G. Fortuneteller
  - H. Shoemaker
  - I. Weaver
  - J. Carpenter
  - K. Glassblower



# Mission Handout #2

- Three story mansion house. Roof still intact.
- Second floor only intact at street side
- House interior floors all collapsed.
- Subterranean cellars may have collapsed as well, because interior rubble has sunk into a depression
- No sign of structures in courtyard. Fountain no longer works
- Mansion interior believed to be lair.
- Could not get clear look inside building.
- Mission is to clear the buildings of anything that has made it its lair.



## Mission Handout #3

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The old Naval Quarter.

Reports of abnormal arcane behavior.

Reports of evening movement, and occasional lit fires.

Formerly housed substantial numbers of Vayne's hobgoblin troops, and then Waquonís' troops.

Has seen substantial vandalism by retreating Iuzians as each force tried to make the barracks here difficult or impossible to reuse.

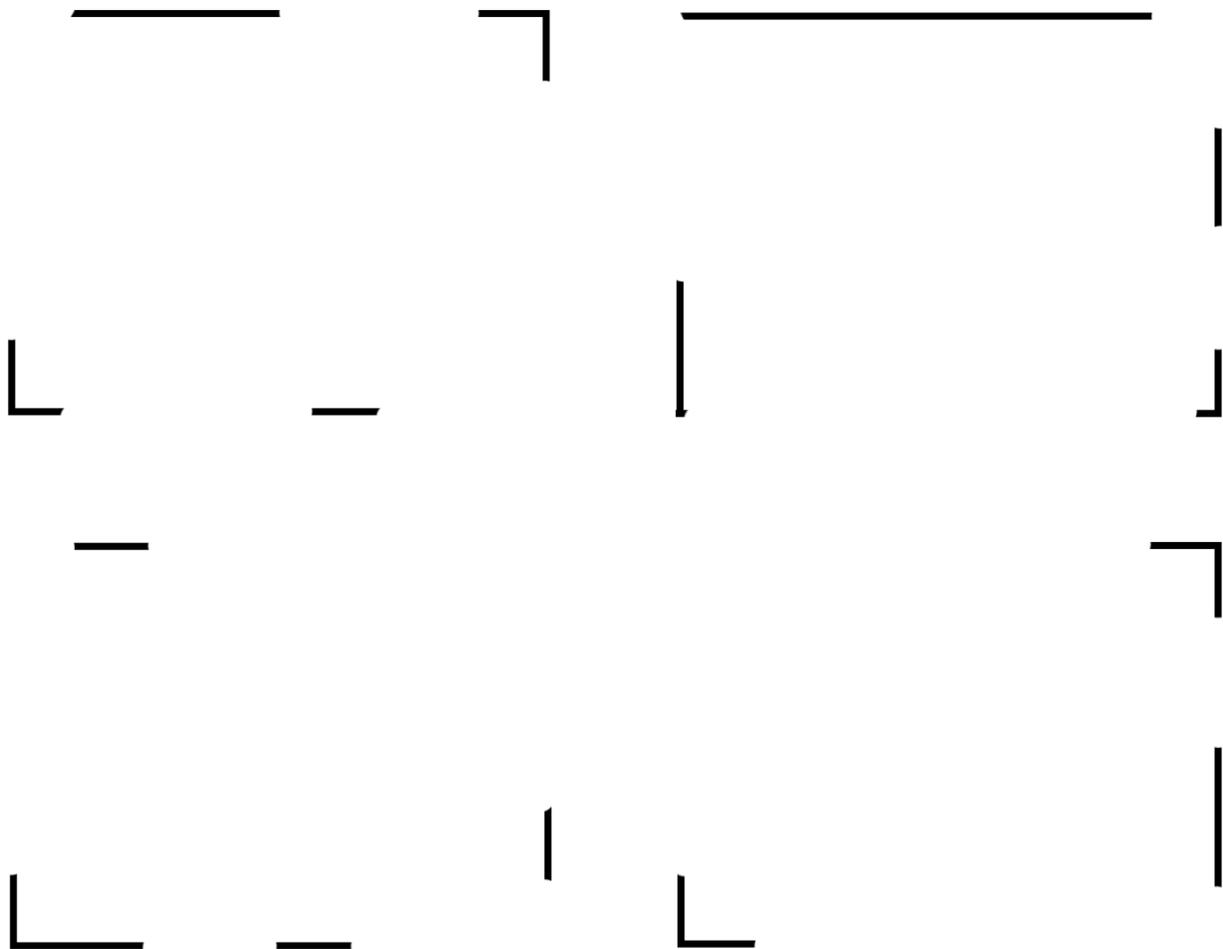
No barracks survived intact, most don't even have a single wall standing, are instead mounds of rubble.

The site of many vicious engagements during the reclamation.

The ground itself seems to change night after night. Locating tracks of the reported evening activity are all but impossible.

Each barrack was sixty feet by eighty feet. Light rubble, mostly planks of wood, is strewn everywhere.

Mission is to investigate four of the barracks closely, and clear them out.



## Handout #4

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You are possessed. The possessing ghost wants to get the PCs to flee the vicinity at all costs.

The PC should read this aloud as if address his party:

***You thieves should leave now. There is nothing of worth for you to find here. If you don't leave I can make this terribly painful for you.***

Wait briefly (10 seconds, or so) then read or paraphrase the following:

***I mean it! Leave now, or else...***

Waits another 10 seconds or so before angrily crying:

***May the Storm Lord spit oceans on The Old One!***

If at any point the PCs agree with the demands to leave, allow the DM to take over the

# Admundfort Enclave Map Handout

Here is a map of The Enclave within the ruins of Admundfort. Solid Black are intact structures

