



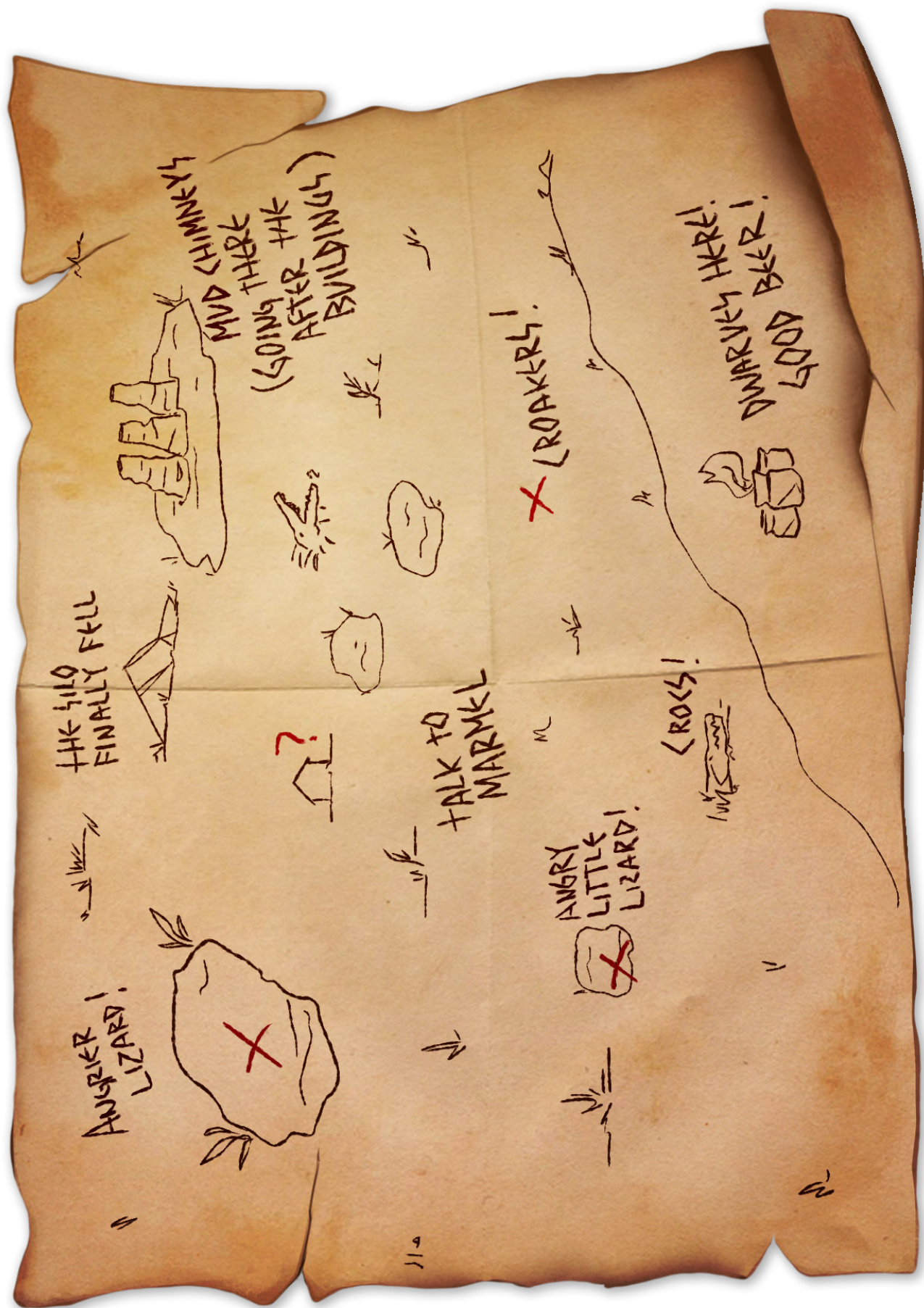
PLAYER HANDOUTS



he following pages contain various handouts that you can copy and give to your players to enhance their experience during the *Splinters of Faith Campaign*. Each handout is detailed in the text of the main adventure so you'll know just when to hand them out. The handouts include maps, clues, notes, and more.

Handout	Description	Location Found in the Adventure
Handout No. 1	Rusgart's Map	Chapter 5: Burning Desires
Handout No. 2	Rayne's Bargain	Chapter 5 : Burning Desires
Handout No. 3	Wanted Poster	Chapter 6: Culvert Operations
Handout No. 4	Lady Averlyne's Plea	Chapter 8: Soul of Glass
Handout No. 5	Lord Arnsworth's Map	Chapter 8: Soul of Glass
Handout No. 6	Lord Arnsworth's Letter	Chapter 8: Soul of Glass
Handout No. 7	Players' Map of the Kanderi Desert	Chapter 9: Eclipse of the Hearth
Handout No. 8	Calling All Knights	Chapter 9: Eclipse of the Hearth Chapter 10: Morning of Tears Chapter 11: The Heir of Sin
Handout No. 9	Letter to Daznashal	Chapter 12: Pains of Scalded Glass
Handout No. 10	The Summons	Chapter 12: Pains of Scalded Glass
Handout No. 11	Fire Giant's Map	Chapter 14: Remorse of Life

HANDOUT NO. 1: RUSGART'S MAP



HANDOUT NO. 2: RAYNE'S BARGAIN

King Gruetooskno,

Take this envoy and this chest as a token to honor our pact. Dazmashal speaks for Lord Pathamon and will serve you as emissary and messenger.

Rayne D'Anzeray

WANTED!

FOR CRIMES AGAINST THE CITY



1,000 GOLD
**FOR THE RETURN OF
THESE DANGEROUS SPELLCASTERS!**

**DEAD
OR
ALIVE!**

SEE HARGA SHACKLEFORD

HANDOUT NO. 4: LADY AVERLYNE'S PLEA

To Master Virio Alantyr,

I thank you for your kindness in extending me more time to repay that which I owe to the illustrious Alantyr. But due to some unforeseen circumstances, I must humbly beg of you additional time to cover my debts.

I know you do not owe me this additional kindness, but I promise I shall soon come into a substantial fortune that will allow me to pay what I owe and any additional fees you feel I should incur for this latest breach of our previous agreements.

My brother's health fails even as I write this, and I hope to inherit his wealth within the month. I promise you I am good for the gold I have borrowed from your vaults.

Yours most sincerely,

Lady Averlyne Du Vaine

HANDOUT NO. 5: LORD ARNSWORTH'S MAP



HANDOUT NO. 6: LORD ARNSWORTH'S LETTER

It has been months since word came of my beloved daughter's abduction. I've returned a broken man to a broken home. The joy she brought these halls is stilled now, her laughter gone. I hear her giggles in the halls still, but when I turn, my heart filling with joy, she is nowhere to be found.

My spirit is crushed; my heart is broken.

Deep in my soul, I fear she no longer lives, but even if death keeps her spirit hidden from me, I hope she awaits me when soon I cross the shrouded veil. That is the reunion I so desire.

My sister, dear Aredyne, I have my wealth and home to you to care for until — and how I wish this as well! — Larina should somehow return.

My life is lost, and I cannot bear to linger,

— Lord Arnsworth Dr Vaine

HANDOUT NO. 7: PLAYERS' MAP OF KANDERI DESERT



HANDOUT NO. 8: CALLING ALL KNIGHTS



To all who would be knights in service to Minir

I know that the Rite of Virtue
shall be held to test those who
deem themselves worthy to serve
the goddess.

Present yourself and your deeds
of heroism, bravery, honor, and
devotion to the Shield Basillica
to be judged.

All are worthy to be judged. Not all
are worthy of her glory.

High Priest Lord Romel Sandusk
welcomes you to the tests.

High Priest Lord Romel Sandusk



HANDOUT NO. 9: LETTER TO DAZNASHAL

Daznashal,

The acid worked. It took weeks, but the glass finally shattered. So many died in the burning waters! I used the poison you provided on the survivors. They died twisting and frothing. I have not seen the betrayers you mentioned, nor the scepter your visions revealed. I shall remain vigilant, but I shall leave this vile place soon enough for the jungle. How I long to see Orcus' glory revived!

—S

To the Heroes of the World

Friends, we have learned only recently of your valiant attempts to stem the tide of darkness even now flowing out of the Seething Jungle. We know of your quest and must let you know that your path leads through the enlightened halls of the Theurgist Seminary of Chasizier. Bring the weapon so we may discuss your next steps.

Master Evás visited Jah Sezar many times in his youth and can vouch for our purest of intentions. Our messenger brings our seal: Stand upon it and call out to Chasizier. We look forward to your arrival.

—Ayire Taysa,

Master Scholar of the Mystic Erudite

HANDOUT NO. 11: FIRE GIANT'S MAP

