

Scenario 6: Black Waters – Extra Handouts

This is a fun scenario, but sadly some of the story elements cannot be found out by the players during the scenario. And finding out what happened by having the GM tell you after the fact is always less fun I find. So, I made some extra handouts that fit well into the story and give the PC's clear clues as to what happened down in the necropolis.

Hereby the instructions on how to implement the handouts into the story:

Handout #2 is found in area 1 (with the Bugbear/Allips). It is a note written on the last page of Grishan's notebook, lying next to his body.

Handout #3A-C are found in the alcove just southeast of area 2 (just before they find Cassiel). Have the PC's look through here before the ghoulish attack. They find this room's walls covered in notes in chalk. If the PC's choose to search through the room have them make a perception check.

Give Handout #3C to the PC with the highest perception

Give Handout #3A to the PC with the second highest perception

Give Handout #3B to the PC with the lowest perception

Additionally, with a DC 15 Knowledge History or INT check the PC's realize that the date noted on #3A is two weeks before the earthquake happened.

Other notes about Handout #3A-C:

- Except for the year I made the date on #3A up myself, because I couldn't find the actual date the earthquake occurred. Please let me know if you do know the cannon date, then we can make this more accurate.
- Except for the known three names from this scenario (Junia, Cassiel, en Grishan) all the names in these handouts are made up.
- If the PC's wander aloud who Cynthia is, Deris will comment that she was another student (and a bit of an annoying one).

I hope you find these useful!

Handout # 2

Dear Brother,

I'm scared. This used to be our place to escape to, but now it seems we're stuck here. I've tried and tried, but I can't find a way out. There is too much rubble, and the stones are too heavy. Several days have passed and I feel so weak. All of the food is finished. Even the drowned rat-corpse that were down here are long gone. I can't find anything else to eat. After all the adventures we talked about, is this how I'm going to die?

I keep reporting everything as you taught me to. It gives me something to do, and makes me feel less useless. Still, I keep hoping that you would find us, brother. That you would come and rescue us. But I never did tell you about this place. We told no one. And now it is too late.

Handout #3A

First Club Meeting Notes

5-NEHTH-4698

- *We shall not tell anybody else about the clubhouse (especially the adults, or Cynthia); it shall remain our secret!*
- *Clubhouse activities include Ghost Stories, Exploration, and other Daring Activities*

Other Rules

- *Whoever tells the best ghost story chooses the next dare*
- *If a clubmember does not complete a dare, they bring treats the next day*

Junia Eliza Verec Chardun Grishan
Anrie Georne Mehmet Cassiel
Lauefi Wilra Quidris Edmann Nathaniel

Handout #3B

Best ghost stories

<i>Mohmet</i>	<i>III</i>
<i>Verec</i>	<i>I</i>
<i>Cassiel</i>	<i>HHH III</i>
<i>Chardun</i>	<i>III</i>
<i>Edmann</i>	<i>HHH</i>
<i>Lauefi</i>	<i>II</i>

Handout #3C

The pretty ruby ring belongs to Junia as her spoils in a brave exploration mission that she was dared to by Edmann. The club council has decided that she found it fair and square and others should stop complaining about it.

If you play in Tier 1-2, then there is still a part of the story unclear for the PC's. Namely how Junia got Wisdom damage. A possibility on how to give the PC's a clue about this is to have Cassiel tell an actual ghost story. This does mean that this haunt has an audio aspect, which repeats every 15 minutes. If you want to implement this, simply read aloud the following:

The see-through ghost of Cassiel leans into the circle of children, speaking in a low voice: "But, did you know that this is not the only house of the dead down here. No, they say that these tunnels and tombs go down and down, deep into the depths of the earth. But those caverns aren't empty, no. In them lives a terrible monster!" She raises her voice towards the end of her sentence and a few children yelp in fear. Cassiel continues: "It's a monster made completely of shadows, except for its long sharp claws and its mouth full of sharp pointy teeth, which it uses to eat you!" At this she lunges towards one of the kids next to her in the circle, who jumps to cower behind one of the other kids. Sitting back up Cassiel wags her finger: "But this monster isn't interested in your little toes, or your little fingers, or any of your little fleshy bits. Instead, this monster eats your soul." All the children look up to Cassiel in fright. One little boy pipes up: "But Cassiel, in the stories there always has to be a way to protect ourselves from the monster!" Cassiel nods solemnly. "I have heard of one thing. That is that the monster only likes living souls." A little girl on the other side of the circle squeaks: "Well that won't help us. I don't want to die!" "Well," Cassiel says, "Maybe we can trick the monster. But we have to be very quiet, and very still". All the children nod, wide-eyed, and become very still.

The haunt will then be quiet for 10 minutes, after which it will start over.