# Chapter 6: Player Handouts

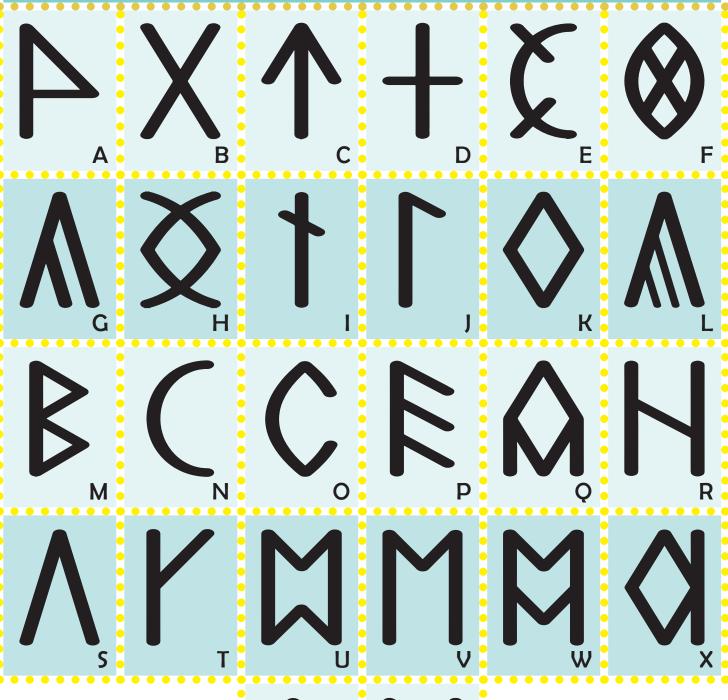
Free, printable PDFs for all handouts can be found at widerpathgames.com

# Alchemical Components Tracking Sheet

Anytime a Player finds something listed on the Alchemical Components List from **Chapter 3:**New Game Mechanics, they should record it here under the appropriate category. This will allow Players to track what components they have so they can easily know what potions they can brew.

Dark Components	Pure Components	Light Components	Flame Components

# **Runic Language Table**







#### Letter From Venris

Hello, brave adventures. Something incredible has happened, and I need your help to find a hidden location that has been lost for centuries. Please come to my shop at once! I will give you more details when you arrive.

-Venris



#### Letter From Dunan

Dear Adventurers.

My friend Venris told me that you might help me with a task I'm struggling with. Please visit me in the Pick'n'Hammer if you have time, and let's talk business.

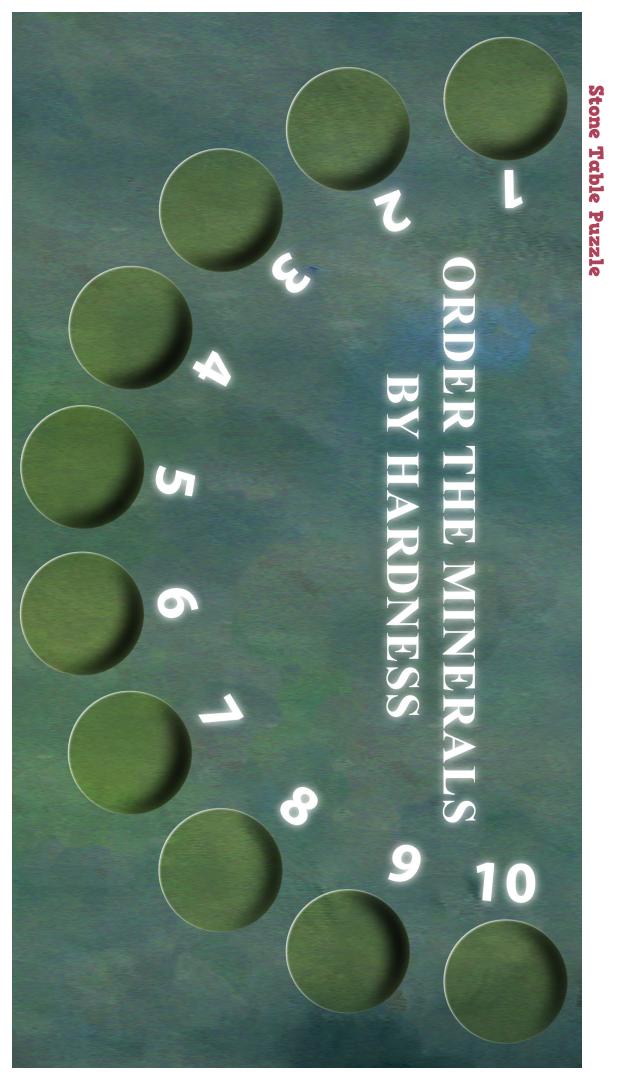
Best wishes.

Dunan

**Ancient Scroll** 

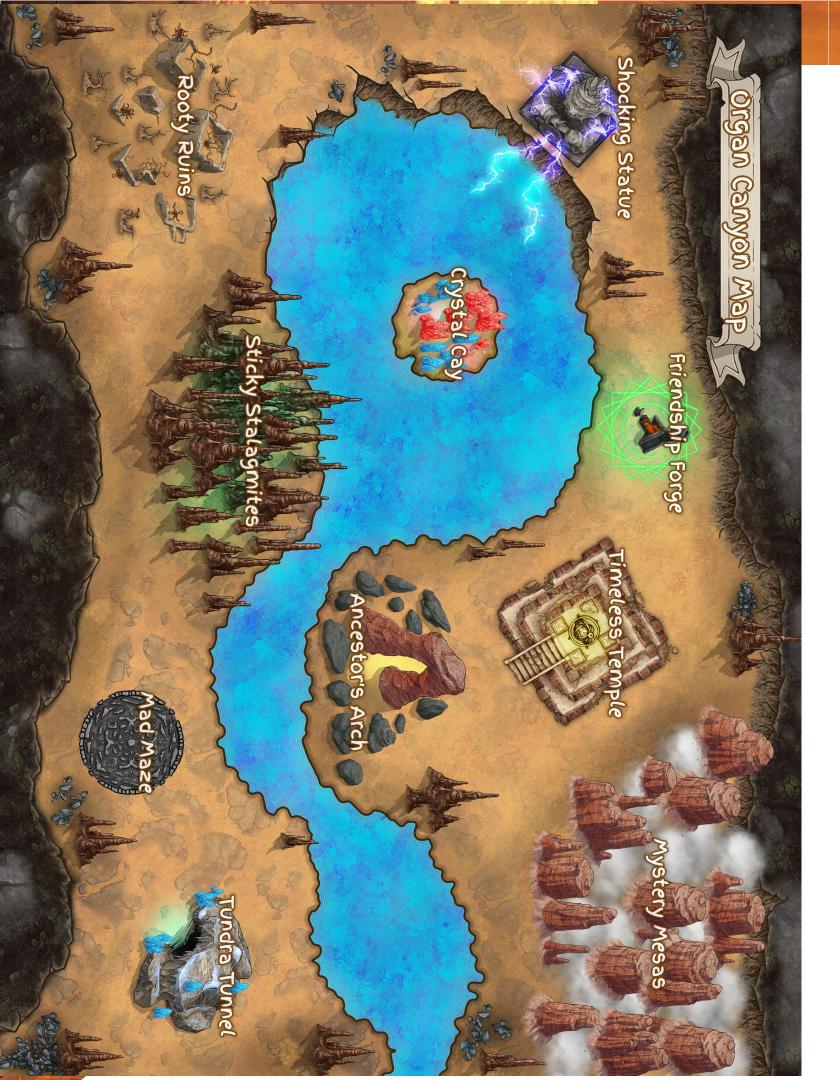


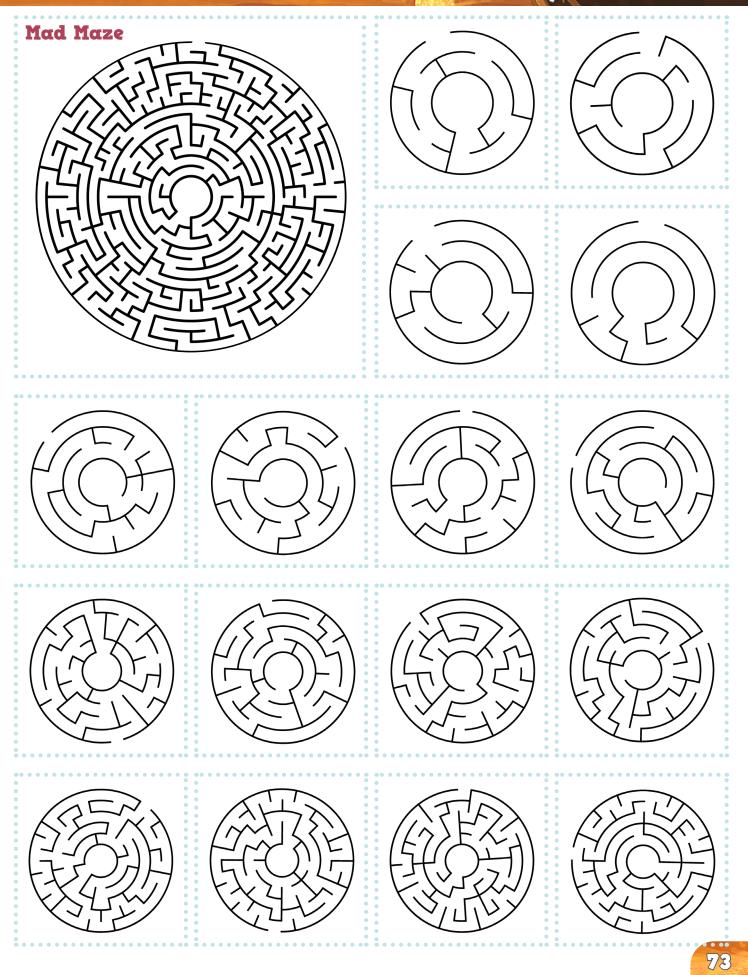




# Minerals





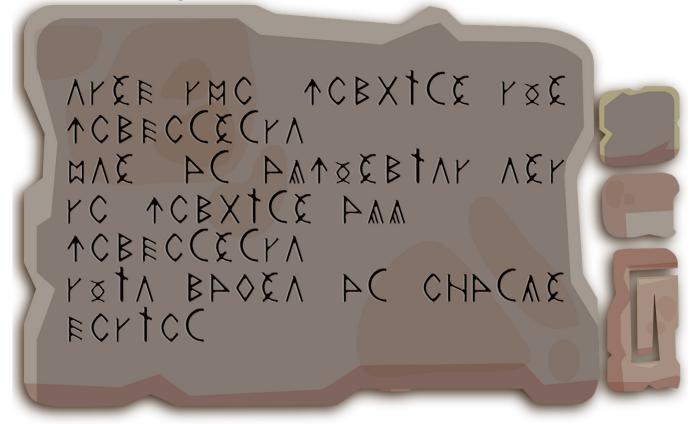


# The Ancient Stone Carvings of Alchemy

### **Stone Carving 1**

```
NYER CCE TOMMETY YEE
1 CBECCECYA
) 41+1AX) 3)),
LYAHEE ABCOF AMPHYE
. CCE BCCCAYCCE
. CCE MHEEC PMECKMHICE
. NEMEC ETHTYE
. CCE YCEPH
. CCE HMXT SEPHYNYCCE
CENT YOHEE HMXT OEPH
LVLCCEV PHE OCCHC
YC EGILL LAEL PHE
ST++EC TC CHAPC
121141
```

# **Stone Carving 2**



## **Stone Carving 3**