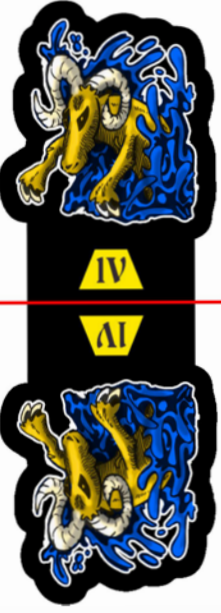
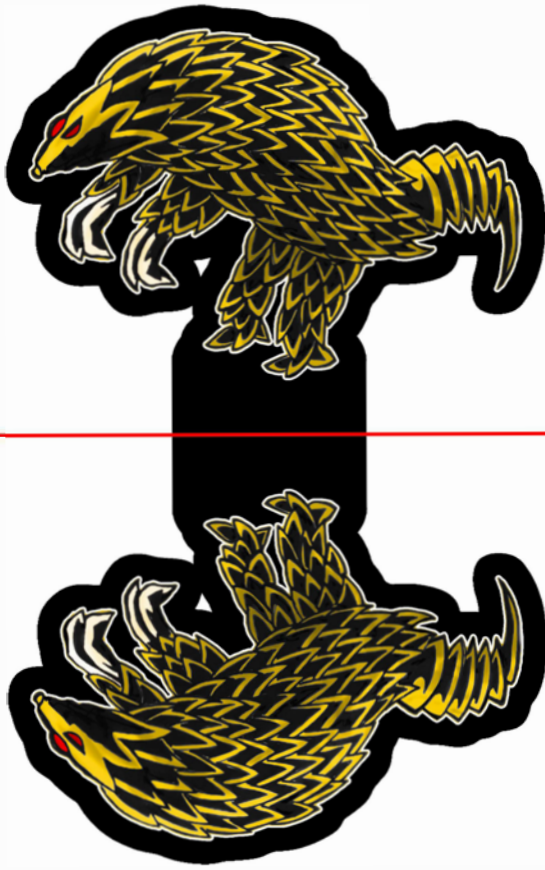


THE CRYPT IN CADAVER CANYON APPENDIX

PAPER MINIATURES
LESSER PLANAR STEP SCROLL
HANDOUTS 1 AND 2
IMAGES FROM THE ADVENTURE

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I

II

III

IV

I

II

III

I

II

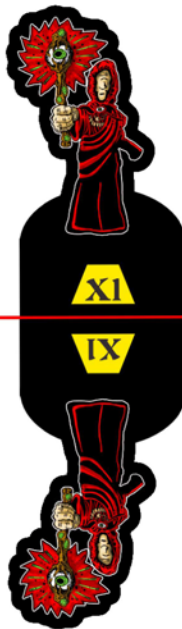
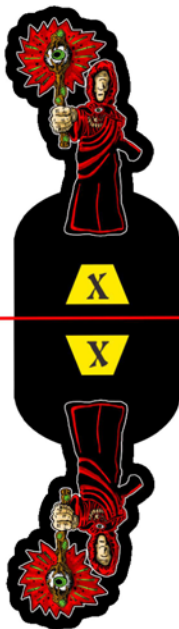
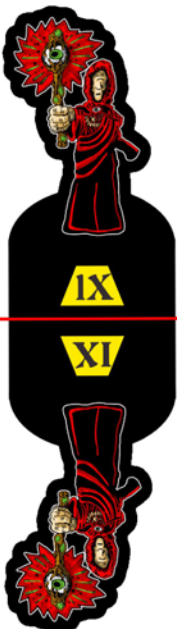
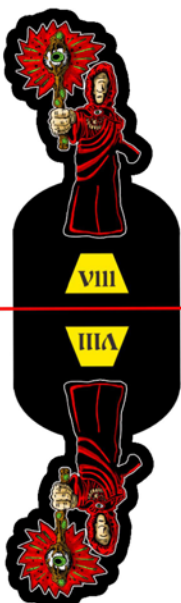
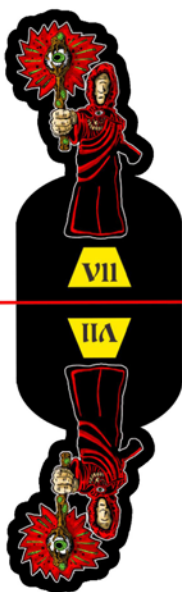
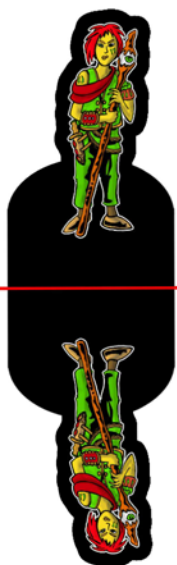
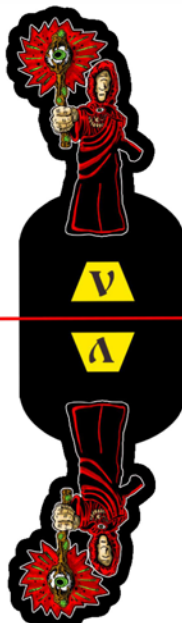
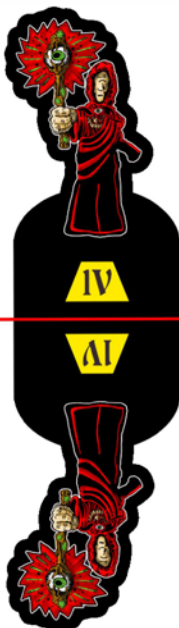
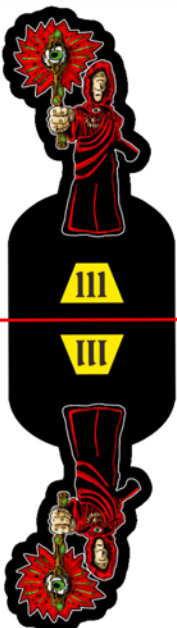
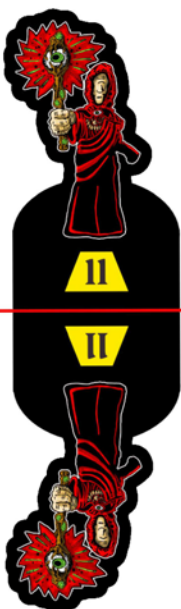
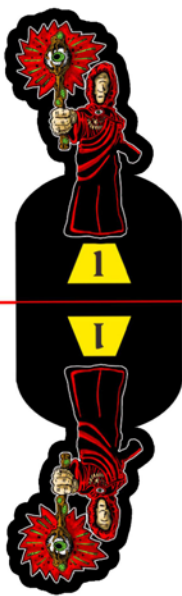
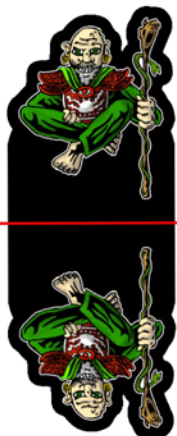
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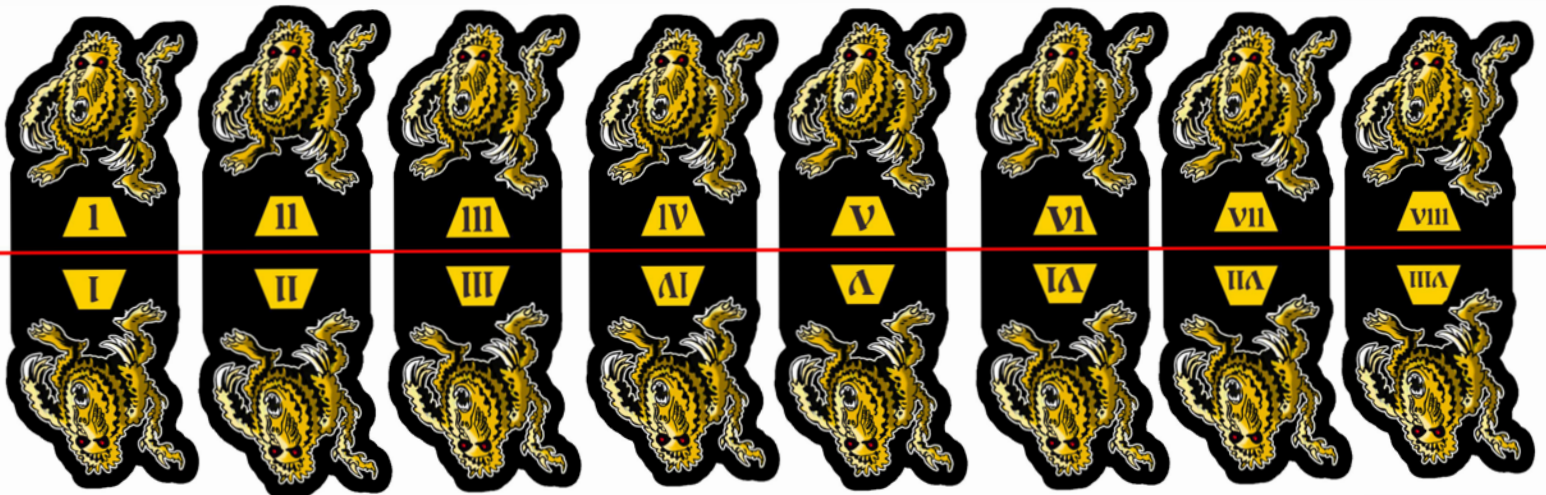
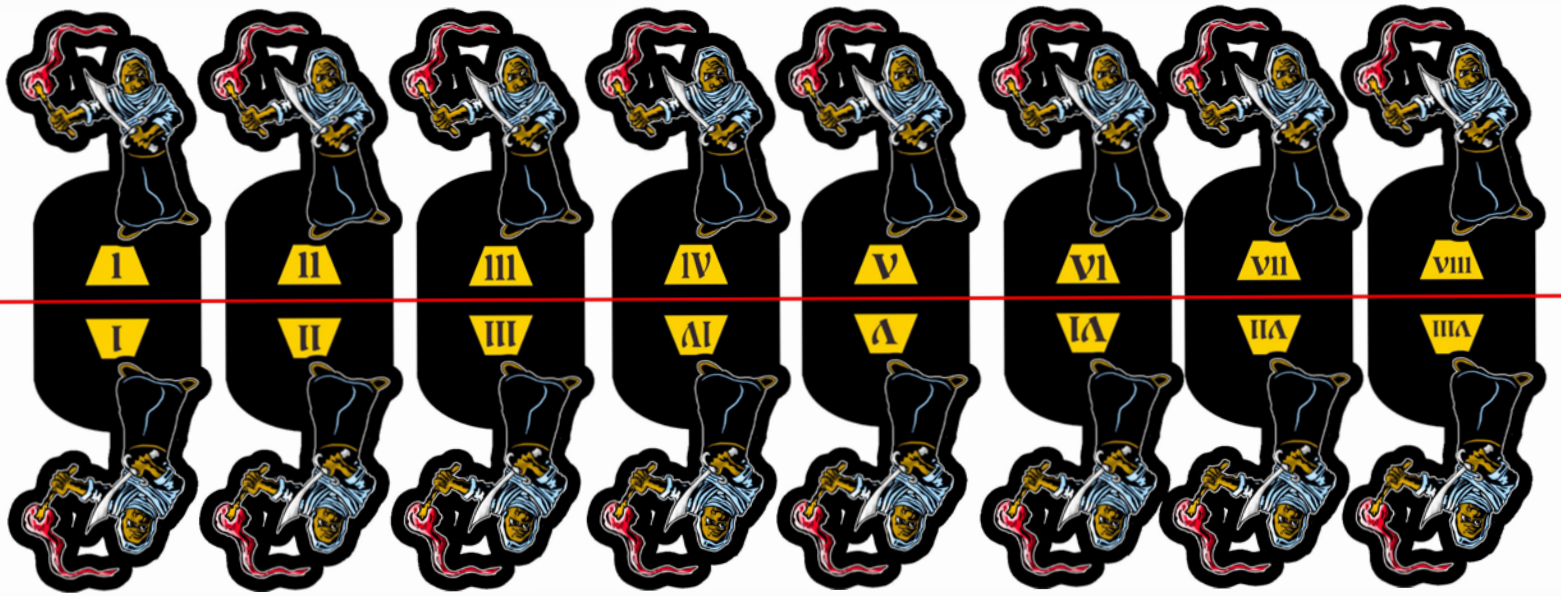
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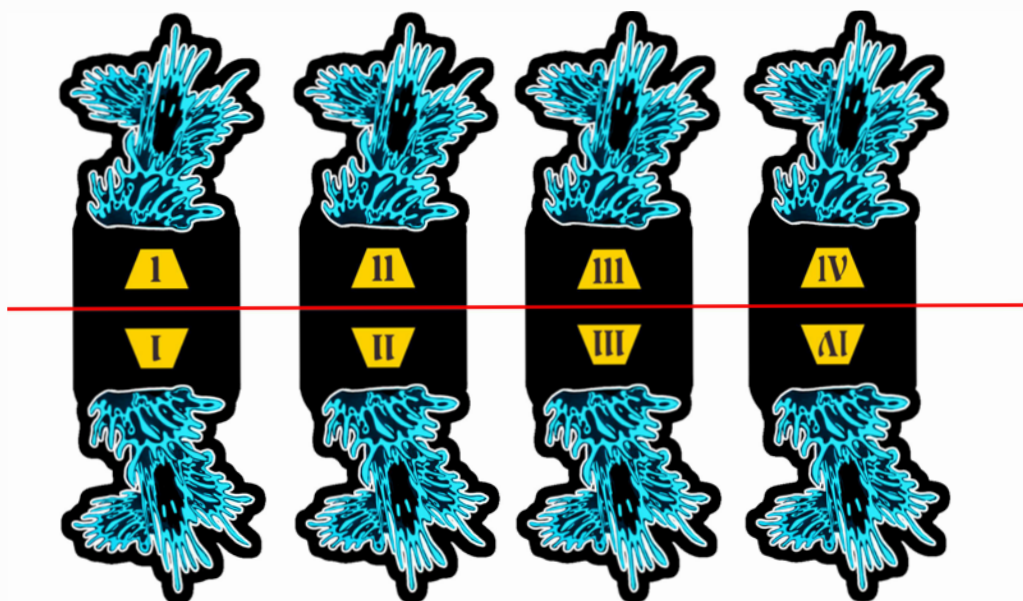
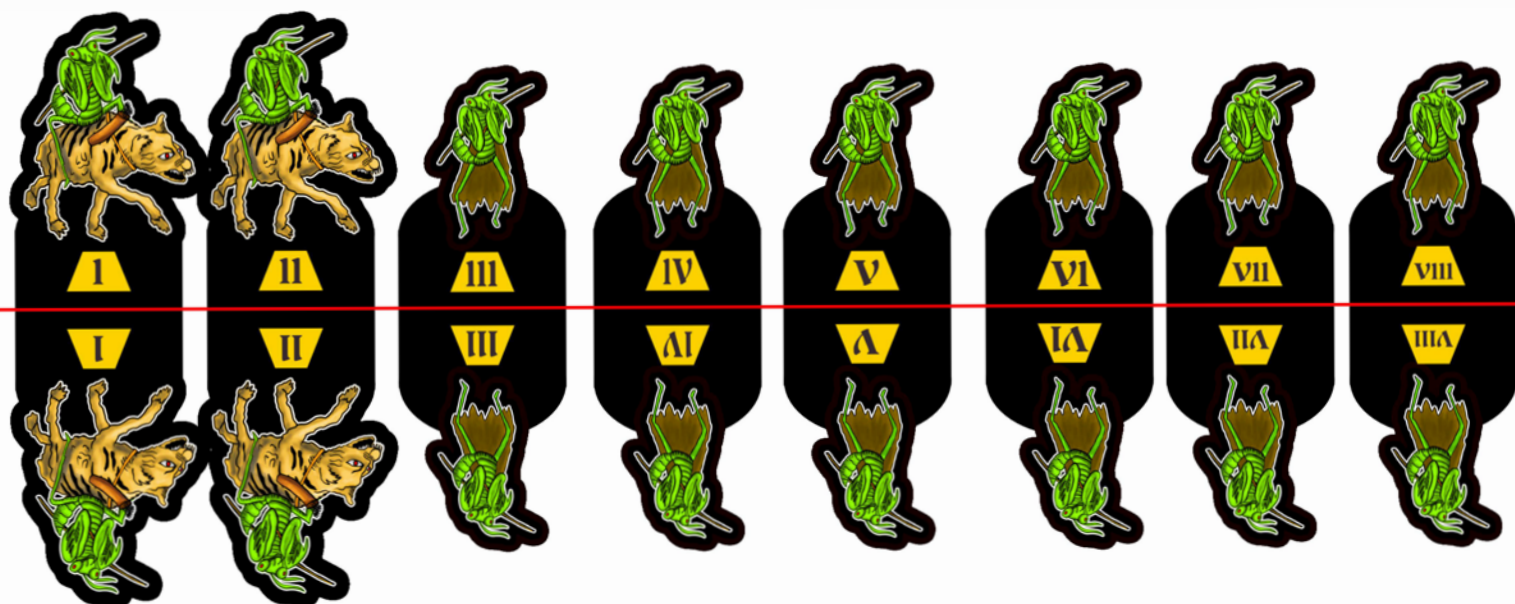
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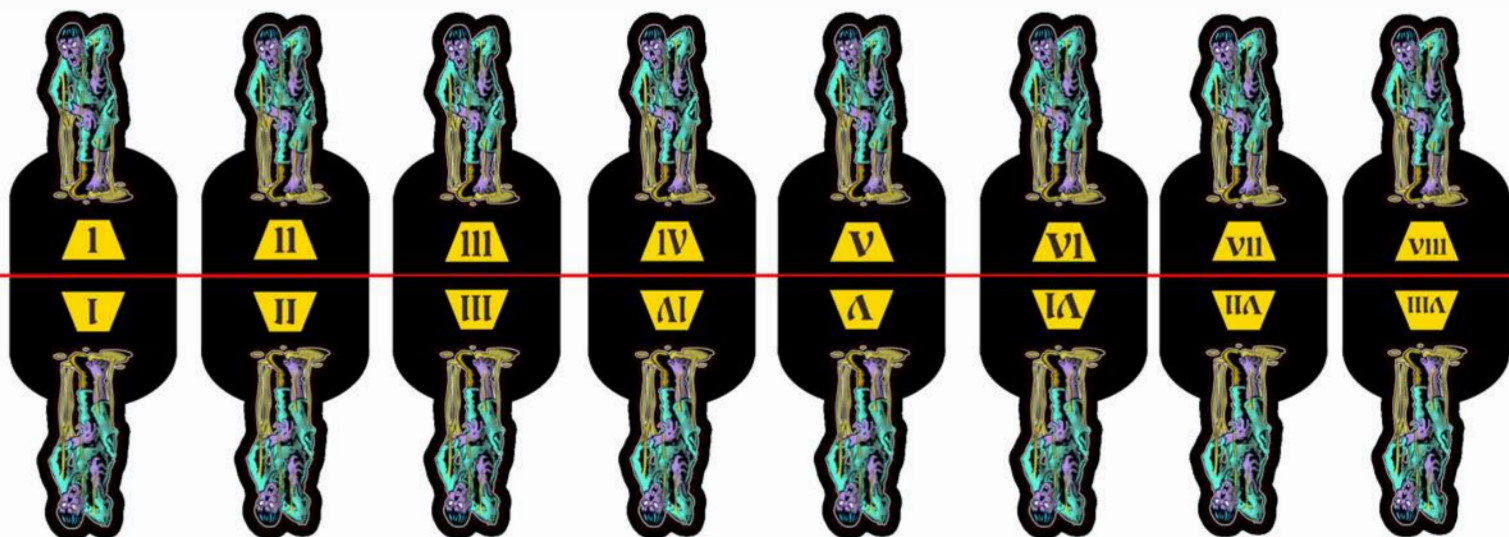
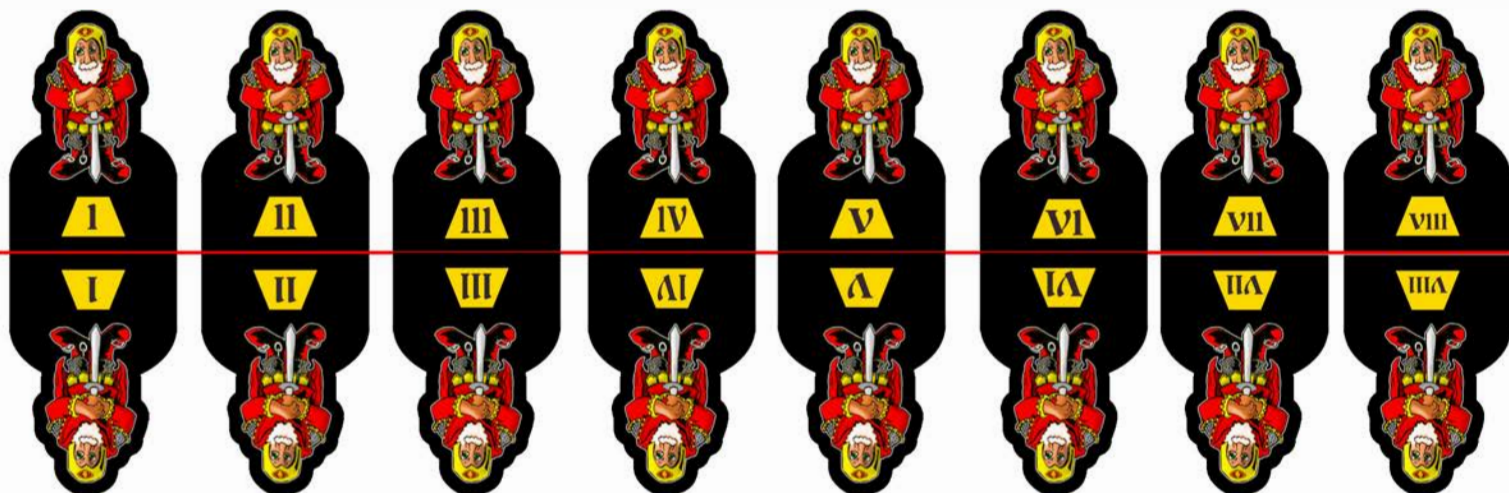
II

III









Lesser Planar Step (+4 Ritual Scroll)

Scroll **Range:** Special **Duration:** Varies **Casting Time:** 1 round **Save:** Unwilling: Will vs. check DC

A one-time use scroll that when incanted, will burst into flame. As the smoke rises, so too will the target(s) evaporate into smoke and reappear at the Monolith Stones Ritual Altar at the top of the City in the Cliffs. Any magic user who has cast "Read Magic" on the scroll and succeeded at any level receives another +3 (along with any other modifiers) to the roll. (After casting the spell, the effect happens on caster's initiative on the next round).

Misfire: Roll 1d4: (1) caster and 1d4 of intended targets are accidentally transported to Agragar's inner sanctum in Area 1-6. (2) the caster disappears for 1 round and reappears next round on initiative covered in snow, suffering 1d4 frostbite. (3) The caster doubles in size each round over the next 1d4 rounds before returning to normal. With each "spurt", the caster's AC gains an additional +2. (4) Caster's arm catches fire (1d4 damage).

Corruption: Roll 1d4: (1) caster's appearance ages nearly 100 years. Body does not suffer any degenerative effects but appears wrinkled and ancient for 1d6 weeks. (2) caster is unhinged from the material plane, flickering out of existence for 1d4 rounds, returning with no memory of where they have been, smelling of sulfur and cabbage. (3) Caster suddenly develops a tattoo of an hourglass on the back of their hand, the ink moving as though the hourglass is counting down. In 1d4 days, the hourglass will disappear and an actual eyeball will appear. (4) Arcane energy surges through the caster's body, turning all hair bright white. Caster receives immediate and permanent additional 1d4hp then immediately receives 1d6 damage.

Spell Results

1: Failure, misfire, and corruption.

2-6: Failure and corruption.

7-10: Phlogiston disturbance slows time for the caster. Roll again next round.

11-12: Caster appears alone in the predetermined destination for 1d3 rounds as an ethereal projection while the corporal body remains behind. In this time, the PC is unable to defend their corporal body or interact with the environment. The spell cannot be attempted again until the caster returns.

13-14: Caster and 1d4 targets appear in predetermined destination.

15-18: Caster and 1d6 targets appear in predetermined destination.

19-22: Caster and up to eight chosen targets within 50' of the caster appear in the predetermined destination.

23-27: Caster and up to ten chosen targets within 75' of the caster appear in the predetermined destination.

38+: Caster and up to twelve chosen targets within 100' of the caster appear in the predetermined destination and an open portal remains between the two locations for 1d6 days thereafter.

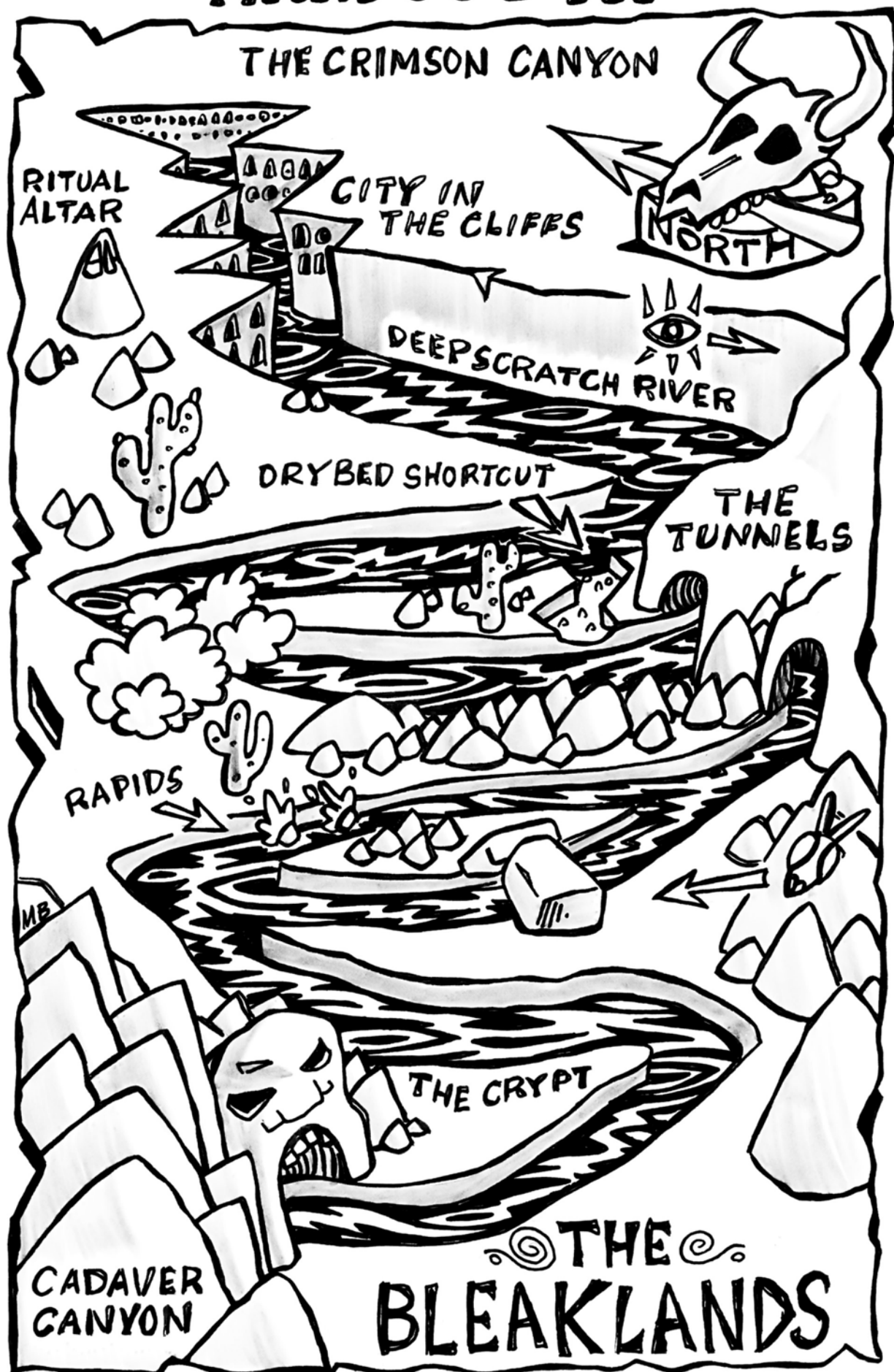
THE CRYPT IN CADAVER CANYON

A detailed black and white cartoon map of a river system. The river flows from the top left towards the bottom right. Key features include:

- Point 1-1:** Located at the top left, near a small boat and a large arrow pointing right.
- Point 1-2:** Located in the middle of the river, near a small boat.
- Point 1-3:** Located on the left bank, near a small boat.
- Point 1-4:** Located on the right bank, near a small boat.
- Point 1-5:** Located on the right bank, near a small boat.
- Point 1-6:** Located on the left bank, near a small boat.
- Point 1-7:** Located in the middle of the river, near a small boat.
- Point 1-8:** Located in the middle of the river, near a small boat.
- Point 1-9:** Located on the left bank, near a small boat.
- Point 1-10:** Located at the bottom left, near a small boat.

Other landmarks include a compass rose pointing North, a large arrow pointing right, a sign that says "RETURN TO AREA 1-1", and a small boat labeled "MB".

HANDOUT A.1



HANDOUT A-2

