



CHOOSE TWO SKILLS

- ☐ NATURE
- ☐ ARCANA
- ☐ PERSUASION
- ☐ HISTORY

MAGE: You are able to channel minor magical tricks. Roll a d6. On a 1, your trick fails.



CHOOSE TWO SKILLS

- ☐ ATHLETICS
- ☐ INTIMIDATION
- ☐ SURVIVAL
- ☐ PERFORMANCE

FIGHTER: You are an expert in battle. Add +2 to all contest rolls when in combat.



CHOOSE TWO SKILLS

- ☐ STEALTH
- ☐ ACROBATICS
- ☐ SLEIGHT OF HAND
- ☐ DECEPTION

ROGUE: You've honed your trade over many years. Roll your CD twice and take the higher result when utilizing your Skills.



CHOOSE TWO SKILLS

- ☐ INSIGHT
- ☐ RELIGION
- ☐ MEDICINE
- ☐ ANIMAL HANDLING

CLERIC: You are a practiced healer. You may cure any condition but suffer Exhaustion as a result.

The ancient dragon Cissyruus, The Collector, has trapped you in an impenetrable demiplane to participate in their twisted experiments. There's no telling just who or what resides in this cursed crystal alongside you, as The Collector fills their menagerie with creatures from across the planes. A voice fills your mind, "Collect the shards, solve my riddle, or earn your freedom."

Who are you?

- 1 - 2 Mage
- 3 - 4 Fighter
- 5 - 6 Rogue
- 7 - 8 Cleric

With a:

- 1 Crooked rapier
- 2 Wineskin
- 3 Small gem
- 4 Blank book
- 5 Playing cards
- 6 Waterlogged tinderbox
- 7 Pan flute
- 8 Dirty bedroll
- 9 Silver locket
- 10 Battered shield
- 11 Small animal
- 12 _____

And you're:

- 1 Afraid of ghosts & ghouls
- 2 Certain that nothing is real
- 3 Fascinated by strange creatures
- 4 Not who they think you are
- 5 Constantly starving
- 6 Getting too old for this
- 7 Eager to be challenged
- 8 Covered in arcane tattoos
- 9 A skilled musician
- 10 Unusually convincing
- 11 Able to mimic any sound
- 12 _____



Cursed Crystal

A Fantasy Escape

Compatible with *Cast Away*



Written by:
Joe O'Brien & Reilly Qyote

Art & Design by:
Rugose Kohn

An independent production of:
The Afterthought Committee



Traits

- | | |
|------------------------|-------------------|
| 1. Electric | 1. Terrified |
| 2. Well-armed | 2. Gargantuan |
| 3. Well-tentacled | 3. Multi-headed |
| 4. Flaming & screaming | 4. Miniature |
| 5. Malformed | 5. Self-righteous |
| 6. Exactly six | 6. Vain |
| 7. Sophisticated | 7. Starving |
| 8. Annoyed | 8. Talkative |

Creatures

- | | |
|--|-------------------|
| 1. Fleshy abomination(s) | 1. Golem(s) |
| 2. Bear-ish owl(s) | 2. Minotaur(s) |
| 3. Camel(s) | 3. Crow(s) |
| 4. Wyvern(s) | 4. Grasshopper(s) |
| 5. Ghoul(s) | 5. Human(s) |
| 6. Dwarves | 6. Goblin(s) |
| 7. Imp(s) | 7. Statue(s) |
| 8. Elves | 8. Tree(s) |
| 9. Leprechaun(s) | 9. Cherub(s) |
| 10. The last person(s) to leave the room | 10. Giant(s) |

Activities

1. Grooming themselves
 2. Tormenting a (roll another creature)
 3. Struggling to light a fire
 4. Singing & dancing
 5. Sleeping soundly
 6. Cooking a meal
 7. Playing with puppets
 8. Performing an occult ritual
 9. Caught in a trap set by The Collector
 10. Covered in scrumptious goo
 11. Looking for their friend(s)
 12. Growing from a tree
-
1. Arguing with each other
 2. Disguised as garden gnomes
 3. Holding a funeral
 4. Raining from the sky
 5. Performing a mating ritual
 6. Succumbing to disease
 7. Taking a potty break
 8. Eating one of their own
 9. Planning an escape
 10. Putting their kids to bed
 11. Setting up Dragoncon
 12. Killed in battle



You are The Collector. No creature or location you've collected has ever escaped your magical habitat. You're forever entertained by testing and observing your playthings as they struggle to survive the various trials, traps, and tribulations you've set up for them.

Provide your pets hope by rewarding their strange behaviors with meaningless crystal shards. Let them earn a sense of accomplishment before suddenly altering the weather or dropping a few creatures in their path. The Stubborn Stone draws their attention at all times, but appears foreboding and dangerous. The Curtain is the only way out, don't let them reach it effortlessly. Anything and everything is permissible here, the more bizarre your experiments, the better.

Roll on the tables to the left at any time to populate the habitat with creatures.



The Sandman's Expanse:

Surrounding the habitat is an endless flat plane of sand, cool and soft -- never itchy -- on the skin. Staying here long often lulls travelers to sleep. They awake elsewhere.



The Stubborn Stone:

A towering pillar of basalt with no discernible entryway surrounded by whipping winds; always visible in the distance. Asking nicely will let them in. Atop the pillar is an altar with four recesses that perfectly accommodate the crystal shards.



The Curtain:

A small hatch in the sky reached only by climbing or flying sufficiently high, though visible from anywhere in the habitat. If the Survivors climb through, describe your play space as their surroundings with the characters situated in miniature and the Navigator replaced by the Collector. If they escape, The Collector applauds their ingenuity.



The Root:

A talking tree, hollow on the inside, with a gnarled and knotted door grown - hinge and all - into the trunk. A large sloping cave structure is revealed tunneling out from the trunk beneath the earth.



The Whistling Cavern:

A sentient mountain named Tom is lonely. When it detects intelligent life, it induces inclement weather to coax survivors in. Tom then uses a system of air vents to create whistling noises akin to speech, though the current often drowns out whatever Tom attempts to say, leaving faint whispers on the wind.

The Sallow Pool:

A beautiful and expansive oasis. When water from the pool is drunk, illusory magic makes everything appear rotten and fetid for d4 hours.



The Locked Door:

If the party opens the door, grab the nearest one-shot dungeon (or make-one up) for any system and allow them to explore it.

