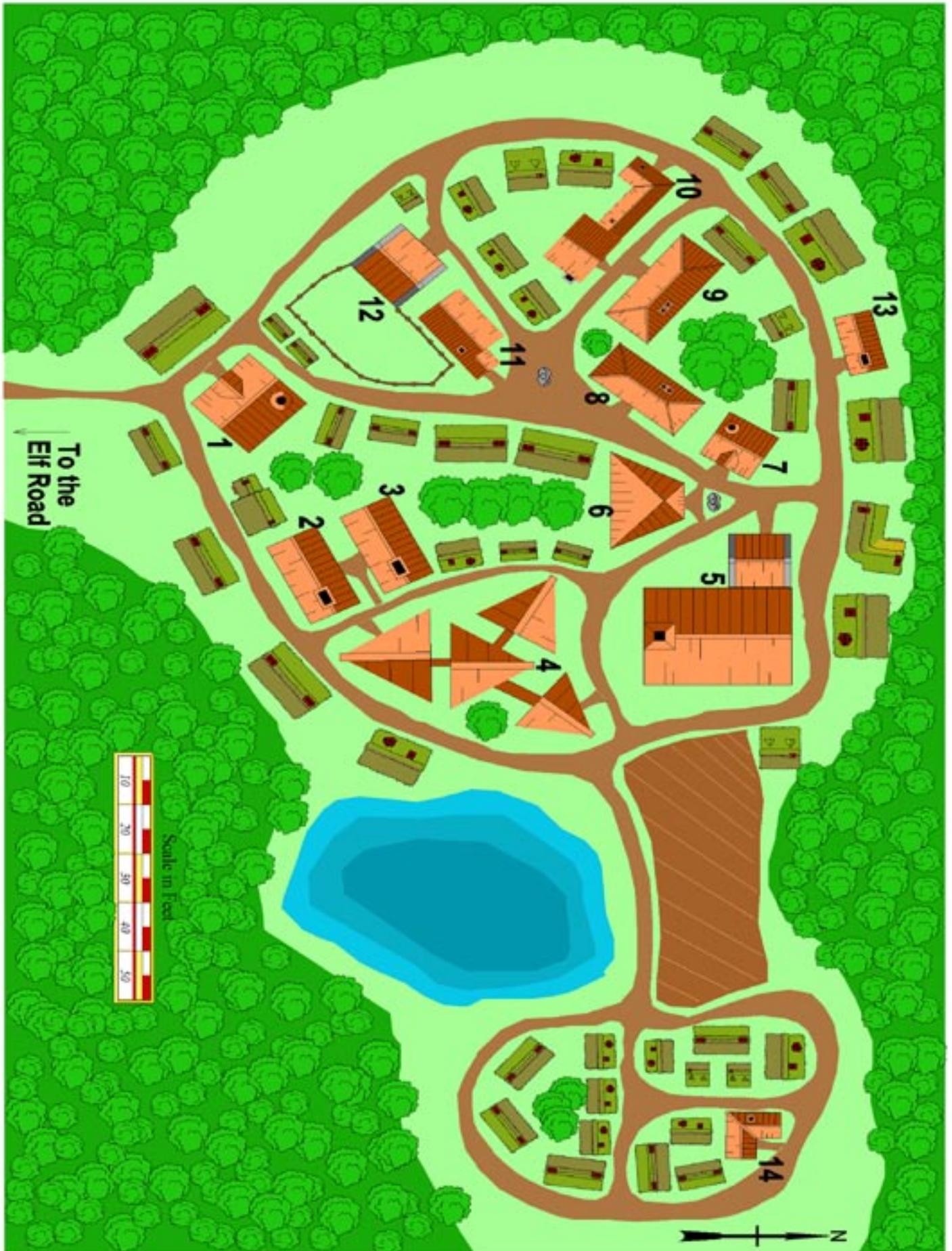


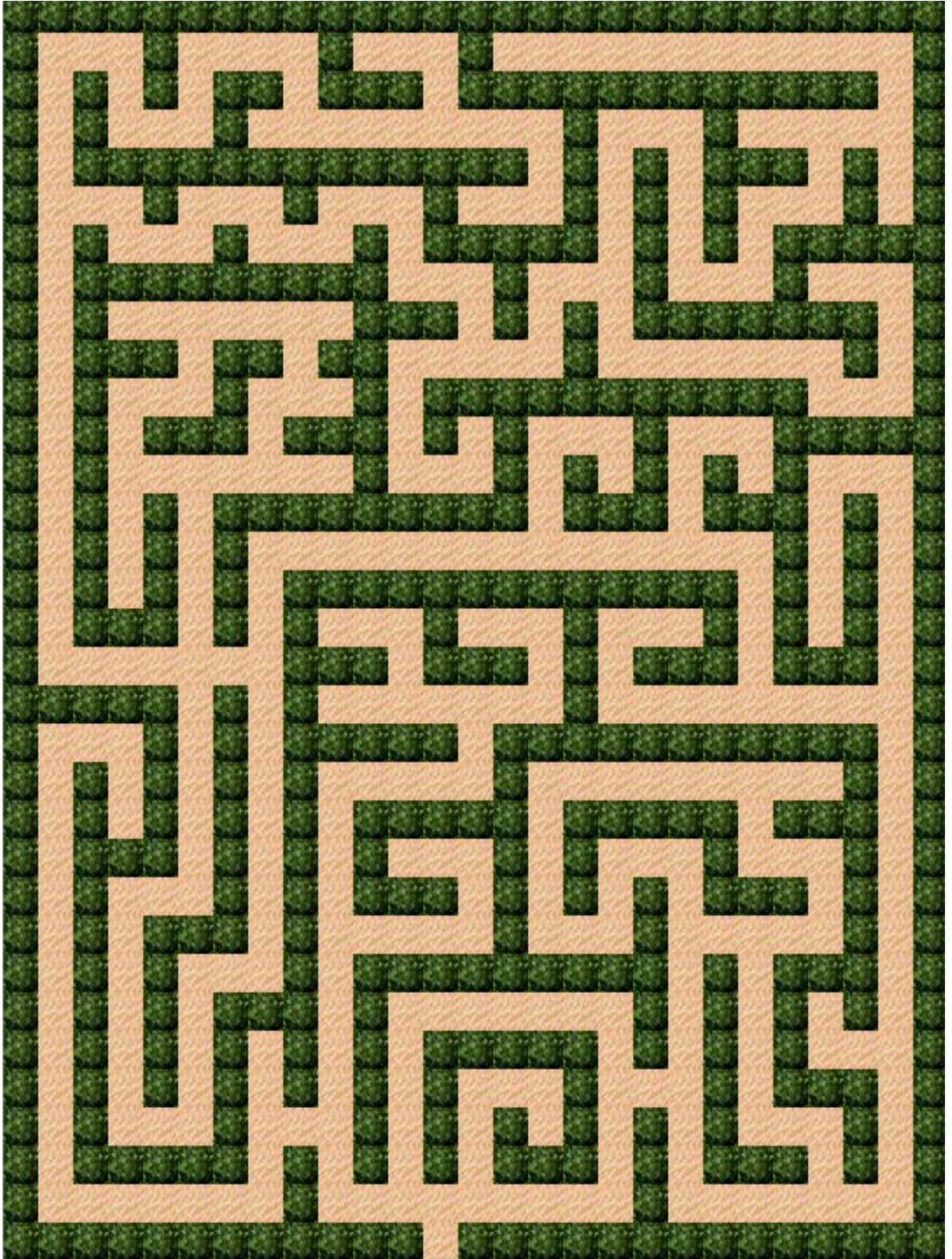
Map 1: Cicatri Down



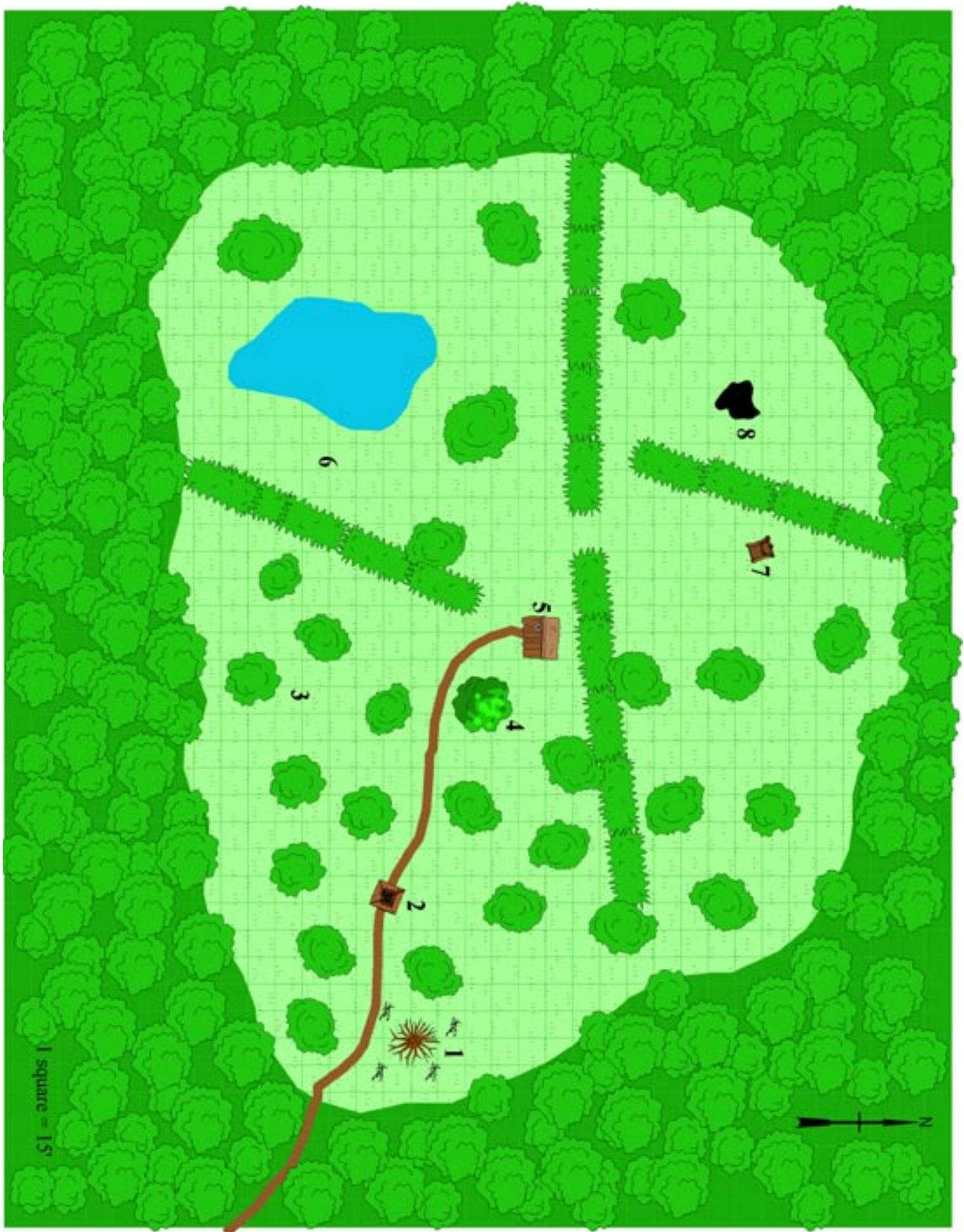
Map 3: Cicatri Vale



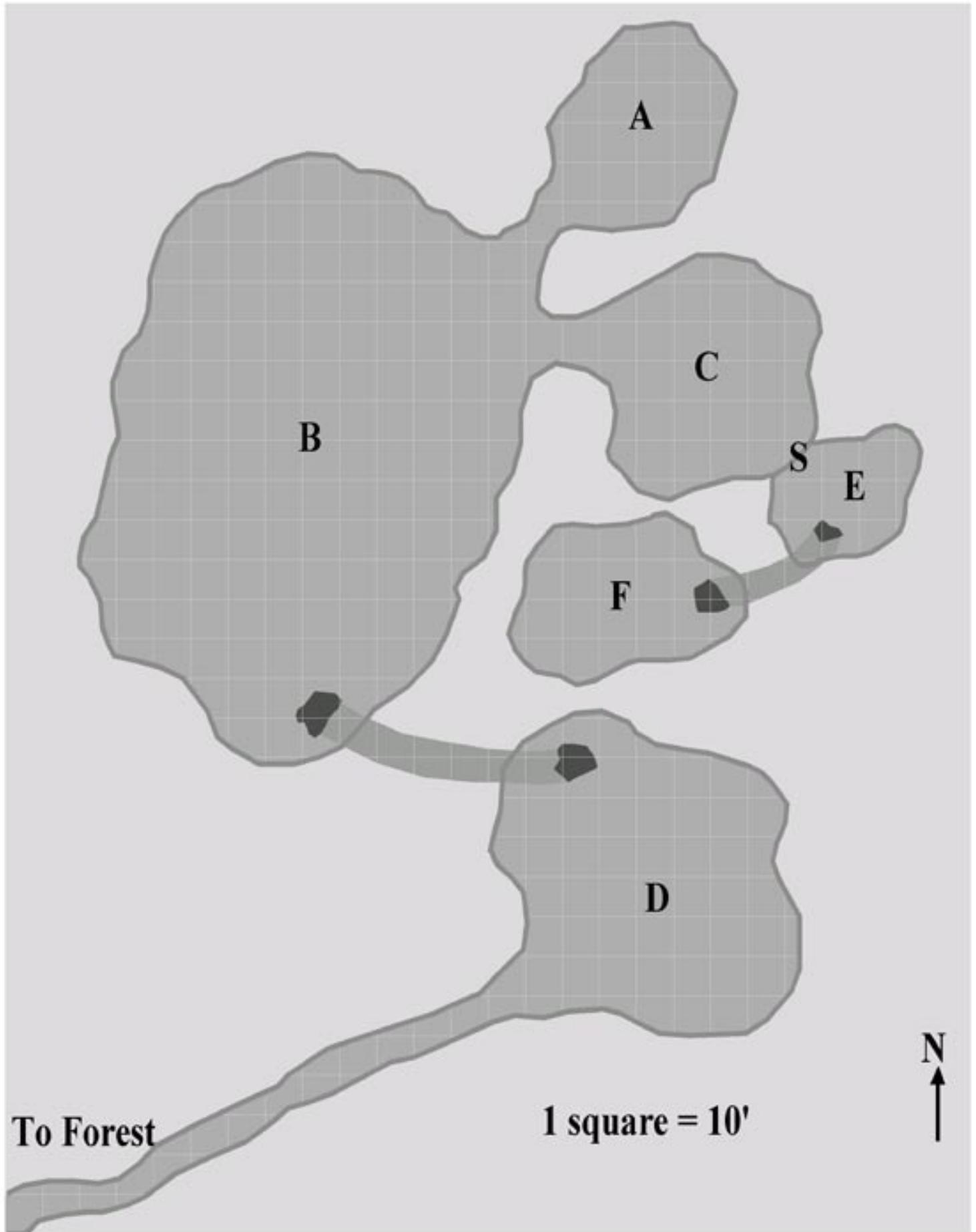
Map 4: The Hedge Maze



Map 5: Scarred Grove



Map 6: Scar Cave



GM Handout 1 - Tomb of Serpents Puzzle Solution

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Players' Handout 1: Tome of Serpents Lock

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GM's Handout 1: Magic School Symbols

Symbol

School

♁

Abjuration

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Conjuration

♁

Divination

♁

Enchantment

♁

Evocation

♁

Illusion

♁

Necromancy

☿

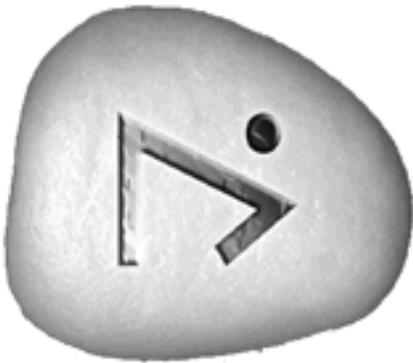
Transmutation

♁

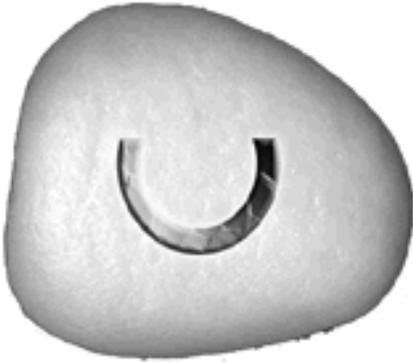
Universal

Player Handout 1 - Divine Keystone Cutouts

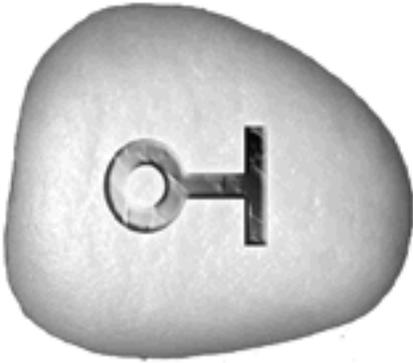
Divine Abjuration Key



Divine Conjunction Key



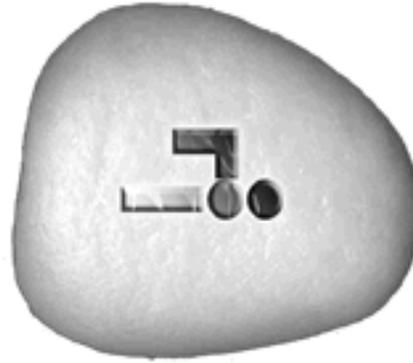
Divine Divination Key



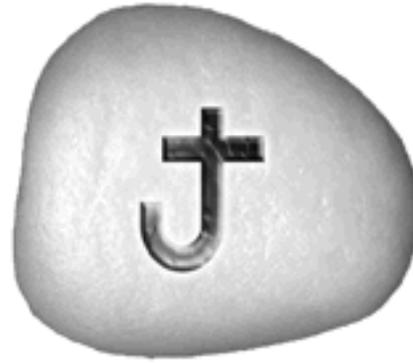
Divine Evocation Key



Divine Illusion Key



Divine Transmutation Key



Copy onto cardstock, cut out each *divine key*, and give them to the players as they find them.