

CRYPT CRAWL

Making Monsters and Passing Out Treasure CC Beta.

What more could a GM ask for?

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So You Want To Make a Monster!

Making a monster for Crypt Crawl is part science, part math part imagination and part magic. It can be as simple as adding points up for stats or it can become very artistic as you create special powers. Below you will find notes on Creating Demons, Agents, Horrors, Monsters and even Merchants. We have also created a series of worksheets to help clarify what this all means.

The straight up point values are:

Melee. It costs five points for each point of melee. (Example: Melee= 5 costs 25 points)

Ranged. It costs five points for each point of melee. (Example: Ranged= 7 costs 35 points)

Armor. Armor costs 10 points per point of Armor. (Example: Armor= 10 costs 100 points)

NOTE: It always costs an action to activate armor, it is not automatic. If you want to add an Action to the Monster and make the Armor Automatic, you cheat by adding the Action Value to the Monster, but not showing the Action as a useable Action. Then just make it automatic.

Fortitude. Fortitude costs 10 points per point. (Example: Fortitude= 8 costs 80 points)

NOTE: It always costs an action to activate fortitude, it is not automatic. Fortitude bonuses are very rare. Use with caution.

Toughness. Toughness costs two points each. (Example: Toughness= 25 costs 50 points)

Initiative. Initiative costs 10 points each. (Example: Initiative of 4 costs 40 points.)

Movement. Base movement is 4 and is free. Every inch of movement over 4 costs 10 points per inch. (Example: Movement= 6 costs 20 points. Four points were free, the additional 2 cost 20 points.)

Capacity. Up to 40 capacity is free. Every Capacity over forty costs 2 points each.

(Example: Capacity= 45 costs 10 points. The first forty was free. The additional 5 costs 10 points.)

The creatures value is the total points cost to build it.

Point Values for Difficulties as you play:

When you create a monster they may have special abilities. An example would be a monster with camouflage. You may say they are "Difficult" to observe. You would add 30 points to the monsters value (using the list below) and note that it gets a +3 against being spotted.

No Contest, no roll, no points cost.

Easy Task, -2 for GM, no Points cost.

Normal, +0 for GM, no points cost.

Difficult, +3 for GM, 30 point cost.

Severely Difficult, +6 for GM, 60 point cost.

Extremely Difficult, +9 for GM, 90 point cost.

How does this affect monster values, you ask? If I right up a monster that is Difficult to detect, it gets a +3 versus being tracked, smelled, seen or heard. I add 30 points for the monsters special ability.

Going with the flow, creating abilities.

Sometimes the fertile mind of the GM will create all new troubles for the characters to deal with. In these cases you will need to be flexible and look over the different cost values in the game and use your

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judgement to determine rolls.

Example: If you create a creature that does a poison attack that uses fortitude rolls and it gets a +4 to the roll, Fortitude costs 10 points each and I add 40 to the monsters value.

Example: I have a pit trap that is Difficult to see (+3 and 30 value) and it causes an attack of $2d6+12$.

For the value of the damage let the Universal cards guide you. Hit "Em Harder is 9 points for +9, so our +12 should add +12 to the traps value. This pit trap is worth 42 value in making an encounter or location in a labyrinth.

If you make a monster that is too deadly, you under pointed it or overpowered it. Just shrug and change it as you play.

Actions, what do they add to a monsters value?

Everyone gets two actions. Action Value rises as you give out more.

Total of three actions costs 50 points.

Total of four actions costs 100 points.

Total of five actions costs 175 points.

Total of six actions costs 275 points.

Total of seven actions costs 400 points.

Sorry, there is not enough time in a round of combat for more than six actions. You have topped out!

Making Your Demons and Agents.

Demons and Agents are one of a kind bad guys. They are the source of the worlds problems, in the opinion of Chalise and her Spirit Warriors. You will find a worksheet entitled "My Demonic Worksheet". The point values have been added to the sheet to help in creating these monsters. The difference between an Agent and a Demon is the ability to "Spawn" more monsters. Demons spawn more monsters, Agents do not. Agents may work for Demons or they may just be loose cannons wandering the world causing Chaos.

Demons, and Agents, have a Power Supply (PS). The Demon's Power Supply regenerates once per day. Their Power Supply is used to Activate their special Abilities. When the Power Supply gets to "0", they may not use their Special Abilities any more today. Tomorrow is a different story. On the worksheet you will find a list of the Basic Demonic Abilities, just check the ones they can use with their Power Supply. They have paid for their PS, so the Abilities do not cost extra.

At the bottom of the worksheet you will find a box for adding your very own "special touch" to the Demon. Enjoy, and try to be fair on the value of the abilities you add.

Making Your Monsters.

Monsters come in many flavors. They can be civilians, animals, Demon Spawn Races, Special Horrors and almost anything else your mind can dream up. On the worksheet you will find a section for easily figuring the common values for stats etc. In the middle is a place to make notes or to have a squad ready for combat. On the bottom is a box for your Special Monster Power.

Civilians, Animals, Undead and Spawn are monsters that will be reappearing in the world, they are not unique. You may even want to add background notes on the race so the players can learn their enemies and friends.

Horror are rare and special monsters who are imported from mythology, other worlds, and nightmares of the GM's making.

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Making Merchants.

We have included a worksheet for merchants. A world just does not work well without trade. GM's can use it to determine what items traveling merchants have and even what is available in different shops and at roadside Inns.

Making Encounters.

Encounters are random happenings that may lead to buying, selling, entertainment, information, or combat. We have provided a worksheet to help organize the encounters. Sometimes you will need to add other categories of information of your own making, but we leave that to your imagination.

Making Locations.

Locations are places. In the open areas they can be known groves of trees, buildings, ruined farms, graveyards, ancient ruins and more. In villages and towns they may be temples, bars, inns or peoples houses. In Labyrinths they are rooms and areas in the Labyrinth.

The main differences between the encounter worksheet and the location worksheet is that locations have a layout that explains where the location is in relation to other locations. It also is more likely to have traps added to the Hidden portion of the worksheet.

Treasure Troves, Finding "Stuff".

Treasures are items that creatures collect. Undead collect because they vaguely recall they once wanted "stuff". Others do it because they still want "stuff". Sometimes it is here because the creatures killed some people here. Whatever the reason, Spirit Warriors are always glad to lug a few things back to town to sell.

The GM will need to divide her Item, Herbal Items and Magic Items into separate stacks. From these you can draw the random Items in the charts below. If your GM does not have the extra Item cards to give out treasure from, I recommend that the players buy a set for her.

The Treasure Totals are based on the total Value of the group encountered. GM's may want to add special items to Demons and other powerful enemies.

Items have a random factor represented by a 2d6 roll. At the end of the combat, the GM may have the players, one at a time, roll to see what, and if, they found anything. For encounters of greater than 1,000 Total Value you combine the ranges below. As an example an encounter with a Value of 1152 would use both the 801-1000 and 101-200 treasures.

01-200 Encounter Value:

Items: (One Auto) plus Roll 8 or greater on 2d6 and they have one more random item.

Herbal Items: Roll 8 or greater on 2d6 and they have one random herbal ingredient.

Gold: 2d6

Silver: 2d6

Rations: 2d6

Arrows: Roll 6 or greater on 2d6 and they have 2d6 arrows.

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Black Powder Loads: Roll 9 or greater on 2d6 and they have 2d6 loads.

201-400 Encounter Value:

Items: (One auto) plus, Roll 5 or greater on 2d6 and they have one more random item.

Herbal Items: Roll 6 or greater on 2d6 and they have one random herbal ingredient.

Gold: $2d6*2$

Silver: $2d6*2$

Rations: 2d6

Arrows: Roll 5 or greater on 2d6 and they have 2d6 arrows.

Black Powder Loads: Roll 8 or greater on 2d6 and they have 2d6 loads.

401-600 Encounter Value:

Items: (Two auto) plus, Roll 9 or greater on 2d6 and they have one more random item.

Herbal Items: Roll 4 or greater on 2d6 and they have one more random herbal ingredient.

Gold: $2d6*3$

Silver: $2d6*3$

Rations: 2d6

Arrows: Roll 5 or greater on 2d6 and they have 2d6 arrows.

Black Powder Loads: Roll 8 or greater on 2d6 and they have 2d6 loads.

601-800 Encounter Value:

Items: (Two auto) plus, Roll 5 or greater on 2d6 and they have one more random item.

Herbal Items: (One Auto) plus Roll 8 or greater on 2d6 and they have one more random herbal ingredient.

Gold: $2d6*5$

Silver: $2d6*5$

Rations: 2d6

Arrows: Roll 5 or greater on 2d6 and they have 2d6 arrows.

Black Powder Loads: Roll 8 or greater on 2d6 and they have 2d6 loads.

801-1000 Encounter Value:

Items: (Three auto) plus, Roll 8 or greater on 2d6 and they have one more random item.

Herbal Items: (One Auto) plus Roll 6 or greater on 2d6 and they have one more random herbal ingredient.

Gold: $2d6*6$

Silver: $2d6*6$

Rations: $2d6*2$

Arrows: Roll 5 or greater on 2d6 and they have 2d6 arrows.

Black Powder Loads: Roll 8 or greater on 2d6 and they have 2d6 loads.

1001-1200 Encounter Value:

Items: (Three auto) plus, Roll 5 or greater on 2d6 and they have one more random item.

Herbal Items: (One Auto) plus Roll 4 or greater on 2d6 and they have one more random herbal ingredient.

Gold: $2d6*8$

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Silver: 2d6*8

Rations: 2d6*2

Arrows: Roll 5 or greater on 2d6 and they have 2d6 arrows.

Black Powder Loads: Roll 8 or greater on 2d6 and they have 3d6 loads.

1201-1400 Encounter Value:

Items: (Four auto) plus, Roll 8 or greater on 2d6 and they have one more random item.

Herbal Items: (Two Auto) plus Roll 8 or greater on 2d6 and they have one more random herbal ingredient..

Gold: 2d6*10

Silver: 2d6*10

Rations: 2d6*2

Arrows: Roll 5 or greater on 2d6 and they have 2d6 arrows.

Black Powder Loads: Roll 8 or greater on 2d6 and they have 3d6 loads.

Demon Gems as Treasure:

When a Demon Dies you can carve them up until you find a fist sized blood red Gem. The Chalise Temple wants these, and Spirit Warriors want to use the Vats. Sounds good.

Finding Relics.

Artifacts are items from previous civilizations. One of the Spirit Warrior missions is to find and bring in artifacts. They are usually found in Labyrinths. What they become is part of Chalise's research into ancient Technologies. It is fortunate that Demons do not study history. (Some even say "Nothing can be learned from the past".) This means they also ignore the odds and ends from the past that still survive. Spirit Warriors are given a big financial bonus (1,000 to 5,000 GP) for Artifacts by the Temple. The temple studies them and from time to time the Temple releases new Technologies into the world and new weapons to the Spirit Warriors.

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My Demonic Worksheet for: _____

My Demon's Stats:	
Stats Are:	RPG
Value	
Melee= _____ (*5)	V= _____
Ranged= _____ (*5)	V= _____
Toughness= _____ (*2)	V= _____
Armor= _____ (*10)	V= _____
Initiative= _____ (*10)	V= _____
Move= _____ (*10?)	V= _____
(*10 per one over 4)	
Capacity= _____ (*)	V= _____
(*2 per one over 40)	
Actions= _____ (*?)	V= _____
3= 50, 4=125, 5=275, 6=400	
Power Supply= _____ (*1)	V= _____
(Use to power Abilities)	

My Demon Looks Like:

Basic Demonic Abilities, Check those available to this Demon or Agent!
<input type="checkbox"/> Flicker. (10 PS). 1 Action, Reaction, Flash. Move 8" by Teleport
<input type="checkbox"/> Recovery (2 PS). 1 Action, Reaction, Flash. Recovery +4
<input type="checkbox"/> Thunderbolt Eyes (10 PS). 1 Action, Go Time, Flash. +9 versus Fortitude. 240 feet range.
<input type="checkbox"/> Regenerate (5 PS). 1 Action, Cool Down, Flash. +20 healing to Toughness.
<input type="checkbox"/> Fly (5 PS). 1 Action, Go Time, Flash. Movement +4.
<input type="checkbox"/> Glancing Blow (5 PS). 1 Action, Reaction, Flash. Add +10 to One Defense Roll.
<input type="checkbox"/> Quick Armor (3 PS). 1 Action, Reaction, Round.
Activate 1-5 Active Armor and +1 to Defense Rolls.

Better Demonic Abilities, Check those available to this Demon or Agent!
<input type="checkbox"/> Spawn Monster. (PS= Value of Monster). 1 Action, Go Time, Flash. 2d6-2 vs. 2d6 Contest.
<input type="checkbox"/> Fireball (10 PS per target). 1 Action per target, Go Time, Flash.
+9 versus Fortitude. 240 feet range.
<input type="checkbox"/> More Regenerate (10 PS). 1 Action, Cool Down, Flash. +40 healing to Toughness.
<input type="checkbox"/> Reroute Ranged (20 PS). 1 Action, Reaction, Flash. 2d6+2 vs. 2d6 contest.
If yes may redirect an incoming ranged attack to target of choice.
<input type="checkbox"/> Swift Armor (5 PS). 2 Action, Reaction, Round.
Activate 1-10 Active Armor and +3 to Defense Rolls.

My Demons Special GM Crafted Ability. Value=
Description:

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My Monster Worksheet for: _____

My Monster's Stats:	
Stats Are:	RPG
Value	
Melee= _____ (*5)	V= _____
Ranged= _____ (*5)	V= _____
Toughness= _____ (*2)	V= _____
Armor= _____ (*10)	V= _____
Initiative= _____ (*10)	V= _____
Move= _____ (*10?)	V= _____
(*10 per one over 4)	
Capacity= _____ (*)	V= _____
(*2 per one over 40)	
Actions= _____ (*?)	V= _____
3= 50, 4=125, 5=275, 6=400	

My Monster Looks Like:

Monster Combat Results:

My Monsters Special GM Crafted Ability. Value=
Description:

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My Merchant Worksheet for: _____

My Merchant's Stats:	
Stats Are:	RPG
Value	
Melee= _____ (*5)	V= _____
Ranged= _____ (*5)	V= _____
Toughness= _____ (*2)	V= _____
Armor= _____ (*10)	V= _____
Initiative= _____ (*10)	V= _____
Move= _____ (*10?)	V= _____
(*10 per one over 4)	
Capacity= _____ (*)	V= _____
(*2 per one over 40)	
Actions= _____ (*?)	V= _____
3= 50, 4=125, 5=275, 6=400	

My Merchant Looks and acts Like:

My Merchants Wares:

My Monsters Special GM Crafted Ability. Value=
Description:

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Encounter Title: _____ (____ points)

Quick Look (Surroundings, easily noted facts):

Hidden (Things that it will take an effort to see):

The Story (What is going on here?):

The Antagonists (Some Handy Stats to use, fill in as needed):

Melee ___ Ranged ___ Toughness ___ Armor ___ Initiative ___ Move ___ Capacity ___ Actions ___ Value= ___

Treasure (What Loot do they have?):

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Location: _____ (____ points)

Quick Look (Surroundings, easily noted facts):

The Layout (Where are “things” in relation to other Locations):

Hidden (Things that it will take an effort to see, includes Traps):

The Story (What is going on here?):

The Antagonists (Some Handy Stats to use, fill in as needed):

Melee ___ Ranged___ Toughness____ Armor___ Initiative___ Move___ Capacity___ Actions___ Value=_____

Treasure (What Loot do they have?):