

# ***Crypt Crawl Beta Rules 11/01/2009 version 0.1***

This is the initial rules version. When combined with the FAQ the game is mechanically ready to play. As we receive questions from the players we will rewrite, reorganize and expand these rules. From time to time we will be updating the Beta PDF's to include the new additions.

## **1. Short Character Background.**

You died. You were not happy being dead. You came back, better, stronger and ready to defend your world. Mother Lily explained it all, Sister Jasmine healed you and Brother Mordakus taught you. Now you are ready.

## **2. Crypt Crawl Character Creation, the basic version.**

- A. There are nine Spirit Warrior characters. Look them over and pick one.
- B. There are Nine Circle cards. You will "choose" the First Circle card to add to your character.
- C. You will examine the cards you have that say they are "Expertise: Universal" in the middle of the card. (Look below the art.)
- D. You have 10 points to spend on cards. In the upper right hand corner of the cards is a number. That is the cost. Choose ten points worth of cards to have with the character.
- E. Get a copy of the Spirit Warrior Character sheet, and a sharpened pencil.
- F. Just below the sheet title you will find places for the following information. Fill it in:
  - a. Name: Put the character's name here.
  - b. Player: Your Name
  - c. Appearance: Your character has one of the nine appearances of the early Spirit Warriors. They are: Human, Elf Dwarf, Fox, Tigrer, Wolf, Troll, Orc, Demoni. Pick One you like.
  - d. Gender: Pick one of your choice. (Male, Female, Other, Undecided, etc.)
  - e. Creation Date: That would be today's date.
  - f. Current Circle: First.
  - g. Role Playing Points: Zero
  - h. Card Points: 10
- G. Fill in Total Characteristics: That is your character card plus the First Circle numbers.
- H. Expertises: You write in "Universal". It is your only expertise to start with.
- I. Lives Used: Write, reborn as a Spirit Warrior. One of your lives has been used. You have eight more.
- J. Before going on, you will need to buy some items.
- K. Buying Items. Sort out the item cards. The price is on the right hand side of the card. Note that one gold piece equals ten silver pieces. Look the cards over. You have 400 Gold to spend. Buy what you can.
- L. Common Items that are consumed do not have cards. Record them in the "Item Usage Tracking" column on the character sheet. Rations cost one sp. Water is free here. Bolts/Arrows cost five sp each.

M. record your “excess” gold and silver on your character sheet.

N. Fill in your carried items on the character sheet or just use the cards. whichever you prefer.

O. If you have items you want to store, enter them on the back of the sheet in your “Stuff Stored in Your Locker” section.

P. Be aware that there are rules on the Capacity of items you can carry. Sacks and other equipment can affect Capacity of enclosed items. For the moment, don't worry about this.

Q. Your Spirit Warrior is ready for their first adventure. You will need 2 six sided dice, and a pencil, to play.

### **3. Your Character will get Better.**

Every monster, and place, your character interacts with is worth role-playing experience. At the end of an adventure segment your GM will divide the RP points earned by the characters and give them out. You record these as Role-Playing points yet to be spent. Next you check your current Circle, it tells you how many RP points it costs to buy one Card Point (CP). You add Ace cards until you gain a new, higher, Circle. The new Circle will have a new CP cost. life gets tougher as you go forward.

Now you go play again. Oh, if you got treasures, you may want to buy more equipment!

### **4. Yes, your character had nine lives.**

Each character in Crypt Crawl has nine lives. Having used the first one to start the game, you have eight left.

If you die, Mother Lily will bring you back, if you have any lives left.

There are many reasons for your character to return for a bath in the human sized Chalice.

### **5. The Gamemaster is in charge.**

The gamemaster runs the adventures, the gamemaster makes the decisions. The gamemaster is the final authority during a game. If you want to appeal a gamemaster's ruling, you must expend an Action to try an appeal. The gamemaster will listen, then decide if she wants to change her mind. If you lose you appeal, you continue playing and say no more about it.

### **6. Actions, the heart of the game.**

Everything the Characters and Monsters do require one or more actions to perform. You can use an action to move, attack, search, whatever comes to mind.

If you want to get a bonus to try to do things you will need to play an Ace card. Ace cards cost one or more Actions to activate and they give bonuses to the action listed on the card. You may only put one Ace card in to play at a time. If you want a bigger bonus, get a bigger card.

A character starts with three Actions. Most common monsters have just two.

### **7. Contest Rolls, the Soul of the game.**

Frequently when a character or monster wants to do something there is someone, or something, which opposes them. The contest roll is the mechanism for resolving such conflicts.

The basic way this is done is the Player and Gamemaster each roll 2d6. The highest roll wins. Ties are won by the Gamemaster. There are a lot of contest rolls where bonuses from Ace cards will be added. You will learn about that as you play.

When a Character tries something the gamemaster is free to add a "difficulty" bonus to her 2d6 roll if she feels it is needed. A +2 for difficult, +4 for really difficult, a +6 for Extreme and a +8 for nearly impossible is suggested.

There will also be a number of situations where the Action is so simple that it needs no contest roll. Talking, walking and a lot of other rather mundane activities qualify. Your GM will determine this.

## **8. Streaks in Crypt Crawl Contests.**

In the ordinary course of things strange and random events occur, for good or for ill. In Crypt Crawl this tendency of chaos to stick its nose in your business at inappropriate moments is represented by Streaks.

A Streak is a sequence of high rolls that are added together. The results can be extraordinarily good or amazingly bad, depending on who is rolling and why.

A. A Streak occurs whenever a "10, 11, or 12" is rolled on 2d6. The roll counts as what it is (10, 11 or 12). Then the player rolls 2d6 again and adds it to the total.

B. If 10, 11 or 12 comes up on the second roll, the streak continues. Add the second roll to the total and keep going.

C. A streak continues until a number is rolled that is not 10, 11 or 12. When this happens, the last number is added to the total, the results of the roll are applied and game play goes on.

Streaks are great for players when they are rolling for damage. ("I just slew a giant accursed rat in one blow, with my fork!"). Streaks are welcome when players are trying to do things that a game master has made very difficult. ("That secret door--the one hidden behind rotted tapestries, half covered in fallen rock and perfectly matched with the wall around it? I see it like it was wide open"). Streaks are perfectly awful for players when their game master rolls them. (The accursed vermin about the size of an anemic alley cat just hit you for 40 points of damage). No matter how strong, skilled or wise a character grows, their careers (and their lives) may be cut short by a Streak.

## **9. Streaks and the Terrible Twos:**

The only time a Terrible Two is not so terrible is when it comes up during Streak. If you roll a Terrible Two as part of a Streak, it simply ends the streak (as it would with any other roll that was not a 10, 11 or 12). Add the final +2 to your total roll and move on.

## **10. Terrible Two's in Crypt Crawl Contests.**

Whenever two six sided dice are rolled there is a chance that you will roll two '1's', resulting in a total of 2. In Crypt Crawl this roll always has a negative effects. The exact effect depend on what your character was doing when you rolled a 2.

A. In combat, your character is suddenly stunned, confused, out of touch with what's going on around him. He remains in this condition until you make a successful recovery roll. Use and action and roll 2d6. If you have an undrained card that adds a bonus to a recovery roll, this is a good time to use it.

B. Outside of combat, your friendly game master uses her imagination to create problems for a victim of the Terrible Twos. If you roll a Terrible Two when you character is trying to scout out a path through new terrain, he may lead you right into quicksand. Should a Terrible Two be rolled when a character is cooking, diners may spend the night retching up his meal. In most cases, what happens when you roll a 2 outside of combat is left up to your game master.

C. When a Terrible Two is rolled in a sequence of Extraordinary rolls, it stops the sequence dead. The player adds +2 damage for this roll, then all damage is tallied for the sequence and applied to the target. Unlike all other Terrible Twos that occur during combat, a Terrible Two that is rolled as part of an Extraordinary sequence does not cause a stun. The same is true when rolling for non-combat Extraordinary sequences.

D. A Terrible Two is irrevocable. No cards blunt its effects; no rules offer relief. Everyone slips up sometime.

## **11. Combat is Semi-Organized Chaos.**

Combat is neatly divided into five segments, and lasts for about 30 seconds. The segments are: Warm Up, Initiative, Go Time, Reaction and Cool Down.

*Warm Up.* During this segment there are Ace cards which may be played that have affects that last throughout the round.

*Initiative.* Each player and the Gamemaster rolls 2d6 and add their Initiative bonus (if any) to the result. This determines who acts first, second, third, ect. during:

*Go Time.* Counting down from the highest Initiative each character and monster gets to have a turn to use Actions during combat. Many combat Aces only play during the Go Time segment.

*Reaction.* Reactions are out-of-turn responses to the actions of others during Go Time. There are many defensive Aces that may be played as reactions.

*Cool Down.* This is that short lull between the frantic action of combat. It is a time to keep track of ongoing Aces affects, and a chance for characters to take a deep breath and try to recover from damage taken during the round. Some healing Ace cards may only be played during Cool Down.

## **12. Attacking in Combat, a Contest.**

The attacker rolls 2d6 and adds their bonuses from Ace cards played and weapons. If the raw 2d6 roll is a "2" (known as a Terrible Two) the attacker misses and becomes stunned. If they roll a 10, 11 or 12 (called a Streak) they get to roll 2d6 and add it to their damage. If they roll a 10, 11, 12 the second time, they continue.

The defender rolls 2d6 and adds defensive bonuses, such as Active Armor and Parry values. If the raw 2d6 roll is "2" the armor fails and the defender is stunned. If a "10, 11 or 12" is rolled, it is a streak, and the defender rolls again, adding this number to defense. As in all streaks, if a '10, 11 or 12" is rolled again he keeps rolling and adding to his defense until the streak breaks.

Ranged attacks work just as above, but the Gamemaster may award additional armor to compensate for difficult targets.

Everyone always gets a 2d6 armor roll, even if they are wearing no armor. Bonuses from Armor or Parrying come into play when actions are spent to activate them.

### **13. What do you Mean “Activate Armor and Parry”.**

Armor and Parry only work if you give them some thought. That means spending Actions. This also simulates that Armor is heavy, slows you down, and needs attention to be sure it is working right.

Parries use an Action and are done in Reaction to an attack. Some cards may be played as Parries.

Armor is activated during Warm Up and uses One Action. It is then added to all defense rolls during the round. Some cards allow armor to be activated as a reaction.

### **14. The Trials of Dodging out of Combat.**

Dodging is a Reaction Action. The purpose of dodging is to get the heck out of the way of an attack.

When a character uses an Action to Dodge the attacker always uses an Action to try to strike them before they move away. The GM and player are in a Dodge contest and both roll 2d6. The higher number wins. If the player wins the character moves away from the attacker, using up an Action, and the attacker misses, also using an Action. If the GM wins the player stays right where they are, uses an Action, and gets hit. The attacker attacks!

Wait a minute! What if there are multiple attackers?

One Action got you one Dodge against One opponent. If you won you moved away, however, those extra attackers will hit you. If you want to dodge two or three people that will take two or three Actions. Roll against each and if you win against any of them and you do get to move away. Remember that cards like Dodge give a bonus, but they are one Action and gone in a Flash. The bonus would not carry over to extra attackers, you would need more dodge cards.

Hold on a Second. What if the attacker I moved away from still has Actions, can they follow me?

You bet they can, however, if you have more movement than they do it may take two Actions just to catch you. That means if you have a move of 6 and they have a move of 5, it will take them two Move Actions to get to you. Long legs can be good!

### **15. What happens with Ranged Weapons when in Melee Combat?**

When a character is engaged in Melee combat they may not fire bows, thrown javelins, axes, stars, or knives, slings, muskets or Heavy Crossbows. Light crossbows and pistols may be used when you are engaged in melee combat.

When a character shoots into the chaos of melee combat, at more than a ten foot range, they will fire at a random target engaged in the melee. If the shooter is within 10 feet of a melee combat they may target an individual.

The trick word here is "engaged". Being engaged means that someone next to you has, or is, attacking you in melee. You may be next to an opponent who is attacking your companion and you may not actually be engaged in the melee. This is a determi-

nation that will be made by the GM.

## **16. What kinds of Damage happen in Crypt Crawl.**

All types of damage are marked off against your toughness, no matter what they are called.

Normal Damage. Normal damage is done through melee and ranged combat, falling down, falling up, having rocks fall on you and any similiar damage.

Subdual Damage. Treat it just like normal damage except that at "0" (zero) toughness the target goes unconscious rather than dying. You can declare any melee attack as a subdual attack. Ranged experts may use Trick Shots to do subdual damage.

Poison Damage. Keep track of poison damage, it requires special healing. (It still counts against your total toughness.)

Disease Damage. Keep track of disease damage, it requires special healing. (It still counts against your total toughness.)

Magic Damage. Keep track of magic damage, it requires special healing. (It still counts against your total toughness.)

## **17. Stun and the Terrible Two's**

A. Stun is usually caused by a Terrible Two roll. It can happen when rolling for initiative, defending yourself, attacking or almost any time you have a contest roll to make. Before you can do anything else you must shake off your Stun.

B. Escaping from Stun is called "Recovering". To attempt to Recover you spend an Action by itself or use a card. Roll 2d6 +bonus (if any) versus a 2d6 by the GM. If the character wins, they are right as rain. If the GM wins, the character is remains stunned. They may try again to recover, if they have more actions left. If not, they can try during warm-up in the next round.

C. You can only be stunned once at a time. If you are already stunned, a new Terrible Two just leaves you stunned. There is no such thing as being 'Double Stunned'.

D. If you had already Activated Armor before being stunned, it stays in play until Cool Down.

## **18. Surprise must be dealt with...**

A. Surprise occurs when the bad guys get the drop on the characters, or the reverse. Surprise may be caused by losing an awareness contest, or the result of a Terrible Two by your scout. Before you may do anything you will need to Recover from Surprise.

B. Escaping from Surprise is called "Recovering". To attempt to Recover you spend an Action by itself or use a card. Roll 2d6 +bonus (if any) versus a 2d6 by the GM. If the character wins, they are right as rain. If the GM wins, the character is remains surprised. They may try again to recover, if they have more actions left. If not, they can try during warm-up in the next round.

## **19. A note on Expertise.**

Expertise's represent categories of knowledge a character has learned. All characters start with an Expertise of Universal and may buy and use Universal cards.

To learn a second Expertise, such as Brawn, a character would take a Chalice bath, expend 5 card points and add the name Brawn to their character sheet. This

character may now buy and Use Brawn cards in addition to their Universal cards.

Your GM must approve of the addition of an Expertise to a character.

In Crypt Crawl learning more Expertises is progressively more expensive. The third expertise learned costs 10 Card Points. The fourth costs 15 points. The fifth costs 20 points. It continues upward by 5 Card Points for each additional Expertise.

Card points spent on Expertises do add to the character's card points and are included when considering Circles earned etc.

## **20. Recharging and Draining Ace Cards.**

When a player, or monster, uses an Ace card it is drained. It must be recharged to be used again. In Crypt Crawl you go to the nice Sister at the temple and she recharges you, and heals any damage, in just eight hours. Milk baths, Sauna, Wonderful! Now, get back to the War!

Surviving monsters wish they had it so good. They crawl back to their pits and recover all cards after one day of uninterrupted rest.

## **21. Adding Adaptions to the Character.**

As characters grow they may well wish to modify themselves through the Chalice baths. It gives them an opportunity to use their experience to upgrade themselves.

These Adaptions cost card points and are counted as part of the characters card points. Adaption cards are kept with your character and circle card. They represent a permanent addition to the character.

## **22. What can you do without cards in Crypt Crawl?**

You may try to do almost anything without a card. The cards represent bonuses that a character has earned. Rather than get into a long winded explanation I think it will be best to list some specific examples of things you can do without playing a card. I have added the appropriate time in the round for each of these actions to be declared:

- You may use an action to move a distance equal to your movement or less. (Go Time)
- You may use an action to Activate from 1 to 5 points of your armor for this round. Add this Armor Value to every defense roll this round. (Warm-Up or Reaction)
- You may use two actions to activate 6-10 points of your armor for this round. Add this Armor Value to every defense roll this round. (Warm-Up or Reaction)
- You may use three actions to activate 11-15 points of your armor for this round. Add this Armor Value to every defense roll this round. (Warm-Up or Reaction)
- You may use an action to parry with and add the parry value of your items to one defense roll. (Reaction)
- You may Dodge. (Reaction)
- You may use an action to listen, smell, or use any sense, roll 2d6. (Warm Up/Go Time)
- You may use an action to try to be quiet or hide, roll 2d6. (Go Time)
- You may use an action to perform a melee attack, roll 2d6+weapon. (Go Time)
- You may use an action to perform a ranged attack, roll 2d6+weapon. (Go Time)
- You may use an action to try to perform an oratory trick on someone, roll 2d6. (Warm Up or Reaction)
- You may have a defense roll of 2d6 versus every attack against you. This does

not cost an action. It is free!

Notice that there is no mention of bonuses on any of these. You are getting a raw 2d6 roll, no bonus. To get a bonus you will need to play a card. Remember that if you try something outrageous the GM will be able to

### **23. What happens when my character reaches "Zero" Toughness?**

OK, time to see the mist inside your mind, consider your future choices and, well, get better.

How much Time do we have to Save a Life?

When a character reaches zero, or negative toughness they pass out and prepare to die. At the end of the Cool Down segment of combat, at the end of the following combat round, if the character still has zero or less toughness, they die. This means you have the rest of the current round and the whole of the next round, to save your companion's life.

Returning Through the Chalice at the Temple.

Your character can be drawn back to the world at the temple after they die. You may, at this time, choose a new appearance and even a different Spirit Warrior base card. This process does not need a body. They can build you a new one. The penalty for being dead is that it uses up one of your characters lives. Characters who are running low on lives may decide to take on less violent endeavors. You will meet business people, farmers and a few politicians who are retired Spirit Warriors.