

THE CRYPT HAS OPENED



AN IMPOSITION DICE SYSTEM

THE CRYPT HAS OPENED

Designed and Written by Jeffrey N Baker

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OUR APPROACH

Before we begin, I think it is vitally important that we acknowledge that there are real cultures with closely held traditions all across the world. Some practices within these cultures and traditions are open for others to learn, while many more are closed, held as sacred, and should be respected as such. With that in mind, I realize it is not my place to include any mention or attempt to gamify closed practices. Further still, I felt it best to exclude any mention of specific traditions or magical practitioners or groups as well.

This approach has its own dangers as well. It can lead to erasure by trying to create fake traditions or amalgamations. Often you see game settings that will take several cultures and attempt to meld them together to create something new. Unfortunately, what often happens is that these new ideas make light of a group's practices through creating silly or offensive approximations or worse continue to perpetuate harmful stereotypes.

With that in mind, instead of trying to create new traditions, it is my desire to create a playground for people to infuse their real-world beliefs and rituals into the system itself. Within these pages, you'll find rules and guidelines that are open enough for you to see your culture represented or room for it to exist within the context of the setting. With the help of a great set of sensitivity readers and wonderful fellow writers, I have attempted to create an engaging world for you to set yourself in to confront monsters, mystery, and magic.

THE CRYPT HAS OPENED; are you ready for what lies beyond?

THE APOCALYPSE CAME NOT WITH A BANG

But with an exhalation of the Crypt Door.

There is still debate on when it happened or even where it began. All that is known is that doorways to what is now called the Crypt have opened all across Earth in an event named the Night of the Open Grave. The dead walked the streets, spirits tore through homes, and monsters of legend and myth stalked openly into the night. The CRYPTIDS had awoken.

All seemed lost in the Hellscape. Nations, even with all their technology, fell. What good are bullets against the wail of a Banshee or a Poltergeist that turns your defenses against you? Each day bore new terrors from the Crypt and marched the world toward doom. There was no hope.

That was until magical practitioners felt a new connection: the ability to channel their gifts into new and fantastical ways. The ancient traditions and incantations and rituals proved to be a preparation for the coming war against the Crypt. It wasn't long before the tide turned.

Now, the world is stuck in a perpetual state of the early 1990s. Most of the pre-Crypt Door nations and social structures have collapsed and their populations have been slaughtered. Practitioners of magic are fighting back and gaining ground by reclaiming Dead Spaces from the Cryptids and Crypt Cults. All the while, nefarious organizations attempt to take advantage of the weakened world in order to take control.

It's a long, fraught road ahead, but there is also hope. All it will take is a bit of magic.

EVERYTHING IS NORMAL...NOT!

The Crypt Has Opened takes place in an alternate history in which an unknown, malevolent force called The Crypt has invaded and ravaged the world. Society has been thrown into a post-apocalyptic state of rebuilding. Unlike most popular ideas of the post-apocalypse, this isn't a desolate sandy hellscape of marauders wearing dingy leather and license plates. Instead, areas devoid of humanity have become overrun with natural vegetation and creatures out of nightmares. Abandoned buildings and towns lay buried in stifling vines, bushes, and trees. This reclamation has brought with it a sense of dread and isolation among humanity. The Crypt Door and its clawing Mysts twist and pervert the wilderness to the strange, odd, and horrific.

Despite being in a post-apocalypse setting, there is still a fair amount of technology and rebuilding happening among what's left of the nations. Overall, the technology level is that of the early 1990s, with a few key areas having suffered a greater impact to their infrastructure than others. The once burgeoning internet and computer technology has nearly ceased progress. With magic taking center stage in society, few believe computer technology will ever come back to pre-Crypt Door levels. Air travel has been vastly reduced, mostly only being used for overseas travels for the wealthy. The bulk of mundane travel is now focused on cars for overland travel (even some more remote settlements rely on pack

animals and horses) and boats for sea travel.

How many years have passed since the opening of the Crypt Door? It's been hard to say and largely irrelevant. This has been intentionally left open for each Crypt Keeper and their table to decide. What matters more is that the current technological level and overall modern pop culture feel like the early 1990s.

Break out your Walkman, your flannel shirts, your bucket hats, your oversized baseball shirts, your cargo shorts, and your JanSport backpack; it's time to open a can of whoop ass on some Cryptids.

WHAT DO YOU NEED TO PLAY?

You'll need a table (virtual or otherwise), pencils & pens, a comfortable place to sit, about 3 to 4 hours of free time, and a group of 3 to 4 like-minded folks who want to tell a fun story together guided by some rules. Lastly, if playing in person, you'll also need a minimum of two sets of dice ranging from a d4 to a d12. Since the majority of rolls require three dice at a time, you'll find situations where you'll be rolling two of the same die type. Should everyone at the table have their own set you will have everything covered.

It's encouraged for the player taking on the role of Crypt Keeper to have read over the majority of the rules and be familiar all of Part 1: IMPOSITION DICE SYSTEM and Part 4: THE CRYPT KEEPER. The rest of the group should be familiar with Part 1 but mainly focused on Part 2: CHARACTER CREATION.

THE PRACTITIONERS

You'll see this title used interchangeably with the term PC or Player Character. These are the roles in the game taken on by the majority of the people at the table. Each person will assume a character, a practitioner of magic, to inhabit and experience the collective story being told at the table.

Practitioner is also an in-world name and the preferred way to refer to the player's characters. While it may feel easier to default to calling the player characters wizards or witches, these terms don't properly cover the full scope of how magic is approached across cultures. Not everyone would consider themselves a witch or warlock or priest or what-have-you as these have very specific connotations that come along with them. However, it can be agreed upon that each of these are practitioners of magic to some flavor.

When at the table, we encourage everyone to use practitioner when referring to those whose magical tradition you do not know or want to refer to a group of practitioners who all may have different approaches to magic.

THE CRYPT KEEPER

Where the practitioners each take on one role at the table, the Crypt Keeper fills in as the window to the world of which they all inhabit. It's through the Crypt Keeper's descriptions of dingy diners, cracked and deserted highways, and inhabiting the monsters of both Cryptid and human alike that the practitioners can make their choices and affect the story.

While it is certainly an important role to undertake, it should also be stressed that the Crypt Keeper is as much a player at the table as anyone else. They too should be excited to see where the rolls of the dice and actions of the players will drive the collective story being told. The Crypt Keeper is at once an instigator, troublemaker, playful adversary, and cheerleader for the rest of the table.







PART 1:
IMPOSITION
DICE
SYSTEM

Welcome to the Imposition Dice System. Born out of a desire to create a more interesting system for wizard duels, it quickly took on a life of its own. The setting sprung nearly whole cloth as I wrote the first page of rules. It was a wild experience that writers, artists, and game designers dream about. I feel extremely lucky. I hope you find as much enjoyment playing it as I had in writing and play testing it.

THE RULES AT A GLANCE

In short, the mechanical approach is that every task has a level of Imposition. You can view Imposition as how difficult a task is by the die type. A single die ranging from a d4 to a d12 is set by the **Crypt Keeper** (our term for Game Master) after a discussion between the player and themselves

What follows is a quick breakdown of how to determine success or failure using the Imposition Dice System.

RESOLUTION MECHANIC

When performing magical tasks, the player rolls three dice. The first die is their **Spell Die**, which represents their overall strength in magic. The second die is the **Path Die**, which represents the practitioner's skill using a particular magical Path.

The last die is the **Imposition Die**. It represents the unseen force of the Crypt, which gnaws and corrupts all things. Depending on the difficulty of the task, this die may range anywhere from a d4 up to a d12. The Crypt Keeper sets this die against the player after a short discussion to determine an agreed upon difficulty.

To determine how successful a task is, roll all three dice. Compare the Imposition Die (you may see it sometimes referred to simply as ID) to the Spell and Path die. If the individual values on the Spell and Path die are greater than the Imposition Die, then it is a full success. The practitioner gets exactly what they were going for.

However, if the value of the ID is greater than or equal to any one of the other dice, they've encountered a partial success. So, while they may have achieved their goal, it comes with a consequence.

Finally, if the value on the ID is greater than both the Spell and Path dice, then the practitioner has failed at their task. The consequences for which can be minor setbacks to downright fatal.

Magical practitioners are not without their tricks, however. While the Crypt Keeper has the power to set the Imposition Die, the players have the power of **Aptitude**. With each point of Aptitude, the practitioner can lower the Imposition Die, effectively resisting the influence of the Crypt.

Ethan's practitioner, Hagerdy, is surrounded by stinging sprites. He needs to make some room to try and get away. He tells JD that Hagerdy will cast a Death magic spell (an Aspect of Hex magic) that will erupt in flame around him, attempting to burn and scatter the sprites.

JD determines that with the distraction of all the sprites stinging and harassing him that the imposition will be a d10. Ethan can agree with that. Before picking up the d10, however, he checks his character sheet and points out his Aptitude with Death magic is a two. This lowers the ID down two die levels to a d6 (d10 -> d8 -> d6).

Ethan picks up a d6 for his Spell Die, a d8 for his Hex Path, and finally a d6 for the Imposition. He rolls...

Should Ethan roll a Spell (6), Path (4), and Imposition (3) then he would have fully succeeded

Wizards' Duel, page 13

I'd always watched movies where dueling wizards had very active roles in countering each other's spells. It was something I wanted to capture within an RPG setting. That was the seed from which this system was born. Now, I'll be the first to say I don't believe I captured my goal with this system entirely. However, what came of it was both unexpected and wonderful.

I just couldn't help but to use the title of Crypt Keeper. Can you blame me?

Path Die, page 14

Spell Die, page 13

Imposition Die,

Aptitude, page 15

THE PLAYERS

Throughout the book you will see examples of play featuring a fictional group of players and their Crypt Keeper. They are:

- JD (they/them): Crypt Keeper
- Christina (she/her): Two-Tone Falcone, Trainer
- Ethan (he/him): Hagerdy, Hex Monger
- Steven (he/him): Pelfry, Cellar Dweller

Severity of Outcome,
page 12

at this goal. The sprites scatter as the flames burst around them, giving him the chance to run.

Should Ethan roll a Spell (4), Path (2), and Imposition (3) then he would have only gained a partial success, as the Imposition Die was greater than his Path die. A circle of flames burst upward, scattering the sprites, but Hagerdy is also burned.

Aspects, page 14

Should Ethan roll a Spell (5), Path (4), and Imposition (6) then he has failed at his task. He's unable to concentrate on the spell which sends the flames bursting out in wild directions. The dusty curtains of the abandoned house catch fire and soon the whole house will be consumed in a blaze.

MUNDANE SKILLS

While the focus is on the practitioner's magical skills, there is still room for non-magical or mundane skills. These include skills such as driving, jumping, or lying. Because Mundane Skills do not use magic, determining success or failure works slightly differently. The practitioner will roll their Skill Die and a die called the Human Die along with the Imposition Die.

The Human Die is a flat d4 and represents tapping into the practitioner's raw potential. This die can never be raised through character growth but may potentially be altered with the use of magic. Though, if that is the case, it may be more useful to use a spell in general than it is to use a Mundane Skill.

Finally, Mundane Skills do not have access to Aptitude.

Determining the outcome of the roll follows the same method as outlined in **RESOLUTION MECHANIC**.

To learn more about mundane skills, head to **CHAPTER 8: MUNDANE SKILLS**.

CHAPTER 1: IMPOSITION

Casting spells, performing rituals, and dealing with the threat of cryptids is no easy task. Each time a practitioner attempts to cast a spell or utilize their magical gifts, they are confronted by the Crypt, which attempts to impose its will upon them. This is the burden of casting magic; this is the Imposition. The Crypt pushes against all things magical and mundane.

This is what the Imposition Die represents. The constant burden that the Crypt lays on everyone, every day. Every task that could end in mishap or pain faces Imposition. It is also a cornerstone of how the game functions. Everything branches off of or includes the Imposition Die (you'll also see it referred to as Imposition Level). It's how you can gauge the difficulty of a task as well as how good or bad the outcome may be. This Imposition Die ranges from a d4 to a d12, with the d4 being the least difficult to the d12 being the most. This dice range not only establishes how imposing the Crypt is on the roll, but also sets expectations on the **Severity of Outcome**.

Whenever you are attempting a task that may have consequences for failure, you state what your goal is and with what **Aspect** or mundane skill you're using to achieve it. The Crypt Keeper will then assign an ID level, which takes into consideration the narrative of the situation. However, this isn't an end-all be-all assignment, but the beginning of a discussion between the player and Crypt Keeper. If the player feels it should be higher or lower, they can state their reasoning. This is the point where everyone at the table can discuss the merits of both ideas and come to a consensus.

Crypt Keeper JD: *The Last Rest Motel juts up from thick vegetation that has reclaimed the land since the opening of the Crypt Door. The green muck at the bottom of the motel's cracked pool ripples as bugs dance across its surface. All the windows*

have long since had their glass broken out, making the face of the building appear as if it's covered in unblinking black eyes. You peer into the inky dark and swear the house is looking back.

Christina: *Since we're here looking for a hatch of Chupacabras, I think Two-Tone would check for any fresh signs of them being around.*

JD: *OK, cool. What magical path or mundane skill would you like to use for that?*

Christina: *Whelp, my trope is a Trainer, so this is my wheelhouse. I've got a d8 in Cryptids which is perfect for this.*

JD: *Awesome! Well, since it was raining the night before, I'm going to set the Imposition at a d10. Whatever tracks may have been there could be washed away.*

Ethan: *Wait. If it was raining, couldn't it be that tracks would be easier to spot in stuff like mud or wet prints across the drying cement?*

JD: *Hrm, that's a good point.*

Christina: *When did the rain stop last? That could be the difference.*

JD: *It stopped earlier in the morning. Based on some other stuff y'all haven't discovered yet, let's call the Imposition a d8 to account for the mud. Sounds good?*

Christina: *Works for me!*

There may be circumstances that a Crypt Keeper will say that achieving a goal with a proposed Aspect or skill is impossible and deny a roll. For instance, trying to ward a room against spirits using a Pain Hex when spirits do not feel physical pain would be impossible. In these cases, the Crypt Keeper and player should work together to find an Aspect that better fits the player's goal. Rarely should a player's idea ever be shut down entirely. Working together to find a way for them to see their idea played out is part of the fun of playing *The Crypt Has Opened*.

THE ROLL

Whenever a spell is being cast, a player will roll three dice: the Spell Die, the Path Die, and the Imposition Die. There are three potential outcomes to any roll. A full success, a success with complications, and a failure. Compare the Imposition Die (you may see it sometimes referred to simply as ID) to the Spell and Path die. If the individual values on the Spell and Path die are greater than the Imposition Die then it is a full success. The practitioner gets exactly what they were going for.

However, if the value of the ID is greater than or equal to any one of the other dice, they've encountered a partial success. So, while they may have achieved their goal, it comes with a consequence.

Finally, if the value on the ID is greater than both the Spell and Path dice, then the practitioner has failed at their task. The consequences for which can be minor setbacks to downright fatal.

SETTING THE IMPOSITION DIE

Many factors can go into setting the Imposition Die (ID), or sometimes referred to Imposition Level, of a task. For example: is the chosen Aspect appropriate for the task, are there outside forces that may make things easier or harder, or does the intended target have a starting Imposition Level? These are a few questions that the Crypt Keeper will take into consideration before setting the Imposition Level which can be between a d4 to d12.

While the Crypt Keeper may set the initial die, it is always open for everyone to have a brief discussion about why they may think it should be higher or lower. The players should feel free to make a case for why they believe the ID could be different. This is not to say the discussion is an argument, but that everyone at the table should work together to construct the best narrative

Damage, page 18

to enhance the enjoyment at the table. However, in the end, the Crypt Keeper has the final say on the Imposition Level in order to help the game move along.

Linking, page

SEVERITY OF OUTCOME

Not only does the Imposition Die inform everyone on how difficult a task will be but it also gives an indication of how severe failure can be, how much a complication should set one back, or how amazing the success can be.

Aptitude, page 15

Consider a failure for the following example. Should the ID be low (a d4 or d6), that tells us the consequences should be a minor inconvenience such as your preparation being inert or your hex blocked, which sends a shock down your arm, numbing it for a round and perhaps raising your ID for all tasks by one for the next action. On the other hand, if it's a d12, your preparation may be so unstable that it explodes, causing major damage to you and your property, or that hex is redirected to an ally who takes the full brunt of the attack.

Generic Resistance,
page 16

This is true for partial and full successes as well. For a partial success, the player should expect the severity of their complication to depend on the level of the ID. The lower the ID, the less severe this complication will be. Whereas a high ID may put the practitioner at a major disadvantage on their next action or even the scene, despite the success.

For a full success, the ID will give an indication on just how spectacular the achievement is. On a low ID, they will have achieved exactly what they'd set out to do, but when a practitioner succeeds beyond all odds against a high ID, then their success will be the stuff of legend.

In terms of partial successes, it is important to remember that regardless of how low or high the ID is, the complication should never undo that success, but add to the momentum of the narrative.

BOGUS FAILURES AND WICKED WINS

Sometimes the dice are just not in your favor. Whenever you roll and get a max value on your ID but the minimum value on your Spell and Path die, you have encountered a Bogus Failure. This could be in the form of a confluence of magical energy that opens a Crypt Door and summons a Cryptid or the backlash of energies that could cause **Major Harm**.

A Wicked Win is the exact opposite. If the ID rolls a minimum value and the Spell and Path die roll max then you have been lifted upward by the winds of chance and everything has gone your way. Whatever you were attempting succeeds and more. Your ritual could last for three times as long or take moments to cast. The **Linking** ignores all penalties, or the opponent is killed outright by the Death Hex.

RAISING AND LOWERING IMPOSITION

While the Crypt Keeper may set the Imposition Level before the roll, it is far from static. How a practitioner approaches solving a problem may change that initial level should the narrative make it appropriate to do so. For instance, Pelfry had originally told JD that he wanted to ward a doorway from Spirits. They agreed on an Imposition of a d6. Before rolling, however, Pelfry changes his mind and instead wishes to set the ward across the entire room. This changes the scale of his original intent and would fit narratively for a raise in Imposition Level to match.

These narrative choices are not the only ways the players can attempt to adjust the Imposition. Within each magical Path are three Aspects—three specific areas of study for each magical Path. When casting a spell or using a particular Aspect to overcome a challenge, the player's may use their **Aptitude** in that Aspect to resist the Imposition set by the Crypt Keeper. See **CHAPTER 3: OVERCOMING IMPOSITION** for more details.

TYPES OF IMPOSITION

IRRESISTIBLE IMPOSITION

As powerful as a practitioner may be, there are times that a task may be so significant or daunting that the Crypt Keeper will feel that the Imposition Level can not be reduced or will cap how much it can be reduced by.

*Ethan has Hagerdy attempt to **reverse the flow of time** in order to bring back a friend from the dead, erasing the moment they received a killing blow. Time is like a churning river and we but pebbles within it. We tumble along with flow, unable to change its course. Certainly Hagerdy can attempt the task, however the players and JD agree this is an Irresistible Imposition, setting the ID to d12.*

An Imposition that cannot be resisted should be held for those times when the task or foe is so daunting that the resulting success or failure should have the most impact on the story. Irresistible Imposition should not be taken lightly.

CONSTANT IMPOSITION

Some spells or mundane actions may need to be maintained for several minutes or even hours. When this happens the practitioner is under immense mental or even physical strain which causes a constant level of Imposition to be added to the ID on all tasks, whether magical or mundane. Constant Imposition is added in *after* Aptitude is applied to the Imposition Level.

CHAPTER 2: PATH AND SPELL DIE

Where the Imposition Die represents the ever-present danger of the Crypt, the Spell Die and Path Die represent a practitioner's inherent magical power and their specific control over the five magical Paths. With enough training and time, a practitioner can learn to overcome the most oppressive Imposition. In this chapter, you will learn what each die does and how they help a practitioner overcome Imposition.

ATTRIBUTES

SPELL DIE

This die represents your raw spell casting ability or how much time you've spent training or studying the ways of magic. All practitioners start with a Spell Die of d6. As your practitioner explores the world and experiences **failure** they will learn to grow and become more powerful. You could think of the Spell Die as a representation of the character's level or magical tier.

WIZARDS' DUEL

Another use for the Spell die is the "Wizards' Duel." When two or more practitioner's face off against one another they can attempt something unique with this die. Through lowering their own Spell die, they can directly affect their opponent's Imposition. At any time you, may lower your Spell die—to a minimum of d4—in order to add a Constant Imposition to your opponent by that many steps. This represents the practitioner constantly trying to disrupt their opponent's actions through counter spells, dispels, and anti-incantations.

This is a temporary suppression and affects all magical tasks until the practitioner decides, on their turn, to return to their original Spell die.

In a playtest a very similar scene took place. A player wanted to reverse time to stop a rampaging Ozark Howler. Unfortunately, they failed so badly that time sped up, bringing the Howler right on top of them. What a great story moment.

Experience, page 52

This Imposition Raise may also be split up among several opponents, provided the practitioner has enough Spell Die levels to do so. Several practitioners may even work together by focusing on one opponent, thereby becoming a truly imposing force.

PATH DIE

Every practitioner has some working knowledge of the main Paths of magic and their related Aspects. This knowledge is represented by a die ranging from a d4 to a d12. Any time a player wishes to overcome a task using a spell, they choose the relevant Aspect, or default to an appropriate Path, and roll the corresponding die. The Path die is typically static, save for perhaps a temporary complication arising from a partial success or failure.

All Paths start at a d4.

Steven's practitioner, Pelfry, has tracked down the source of a dark ritual that's attracting cryptids to the surrounding area, putting his town at risk. Someone had erected an effigy made of bone, ancient magical scripts dipped in spoiled ram's milk, and strands of human hair. Steven attempts to use his Ritual Aspect in Enchantment to undo the magic of the effigy before breaking it physically.

Steven picks up a d6 for his Spell Die, d8 because of his Enchantment Die, and JD determines that the Imposition for this task will be a d10. Steven rolls and gets a 5, 3, and 4 respectively. Since the ID (4) is greater than the Enchantment roll (3), it is removed, leaving Steven with a result of a 5. This is enough to succeed, but with a complication. JD determines that there is a backlash of magical energy as Pelfry pulls apart the weave that shocks his mind.

JD: *This shock will bring Pelfry's Enchantment Die down to a d6 for the remainder of the scene. Tracking of latent ritual magic has led y'all to an abandoned subway station. This is definitely the epicenter of the Wailing Curse ritual. Just as you pass through the threshold, there is a flash of green light as you ignite a warding trap. There is a blast of magical energy across your brains; how would you like to fight against it?*

Steven: *Pelfry is definitely going to rely on his Ritual Aspect to try and, like, redirect the magic of the ward before it hurts too much.*

JD: *All right, that can work. Though, since this was primarily made with the Warding Aspect, it's going to be more Imposing. I'd set your Imposition level to a d10.*

Steven: *Fair. OK, I've got a d6 in Spell casting and d6 in Enchanting because of the backlash from last time.*

Steven rolls a 2d6 and a d10 for Imposition. His final rolls are a 4, 2, and a 6 respectively. With the Imposition Die (6) being greater than the Enchanting roll (2) it is canceled out, leaving behind the Spell die (4), resulting in a partial success.

JD: *Cool deal! You're able to snag the weaves of magic just in time to prevent any major mental harm but having to exert yourself so quickly nearly drops you to a knee. Your brain is in a fog and for the rest of this scene your Enchanting Path will be suppressed by 1 die level.*

ASPECTS

Associated with each Path are three Aspects. These are more specific uses for each Path. When presented with an obstacle to overcome, the practitioner should more often than not use an Aspect to find a solution. The Aspect uses the attached Path die to determine success but

offers the ability for players to use their Aptitude [[sidebar: Aptitude, page XX]] to lower the Imposition Die. The Aspects also provide a clear way to achieve a player's goal. Rarely should they default to using just their Path to cast spells. More often than not, one of the fifteen different Aspects will be the best way to approach a problem.

Damage, Aptitude
Reduction, page 19

CHAPTER 3: OVERCOMING IMPOSITION

How a practitioner wishes to approach a problem is always their choice, in terms of what spells or mundane skills they wish to use to attempt to achieve their goals. This is a subtle but powerful shift in how *The Crypt Has Opened* works when compared to other games like it. Instead of the Crypt Keeper calling for the PC to roll a certain Aspect, the player states their intended goal and which Aspect or skill they wish to use to complete it. This combination will help the Crypt Keeper determine an appropriate Imposition Level. From there the PC can determine if they should adjust their approach for the chance at a lower Imposition Level. This is just the beginning on how to overcome Imposition.

APTITUDE

One of the major advantages to using an Aspect over the generic Path to cast a spell is having a greater ability to resist Imposition. Next to each Aspect on the character sheet are five empty dots. These dots represent the practitioner's Aptitude. With each point of Aptitude, the practitioner can resist a level of Imposition while using the associated Aspect. As they grow in power, their Aptitude will grow, allowing them to resist greater and greater Imposition Levels.

A practitioner's Aptitude cannot be greater than their ability within the Path itself. This means that the Path Die limits the practitioner's Aptitude with the associated Aspect.

Applying one's Aptitude to resist Imposition comes into play after the Crypt Keeper sets the Imposition Level. The practitioner will check their Aptitude in the associated Aspect for the action they're performing. For each point they possess, they reduce the ID by one die level, to a minimum of a d4.

Note, a player does not spend these points when casting spells. They are always "active." There are ways, however, for their Aptitude to be impacted during play through consequences stemming from partial successes or even failures. Aptitude may also be hampered through taking **Wounds**. Losing the ability to resist Imposition with Aptitude can be devastating and not meant to be taken lightly.

The gang has come face-to-face with a Jersey Devil guarding the entrance to a Wild Tomb. Ethan wants to have Hagerdy use his Hex magic to bring the Cryptid down. However, soothing Cryptids is Two-Tone's specialty. Christina decides to use her Aspect, Cryptids, to gain the Jersey Devil's trust. She picks up her Spell Die of a d6 and her Crypt Die of a d10. JD informs her that the Jersey Devil appears to be extremely agitated and feels the Imposition Die is a d10. Christina can see how that makes sense, but before picking up the d10 she checks her Aptitude in Cryptids. Currently, she has three points, reducing the Imposition Die of the task down three dice from a d10 to a simple d4.

Chapter 5: Magical Paths, page 23

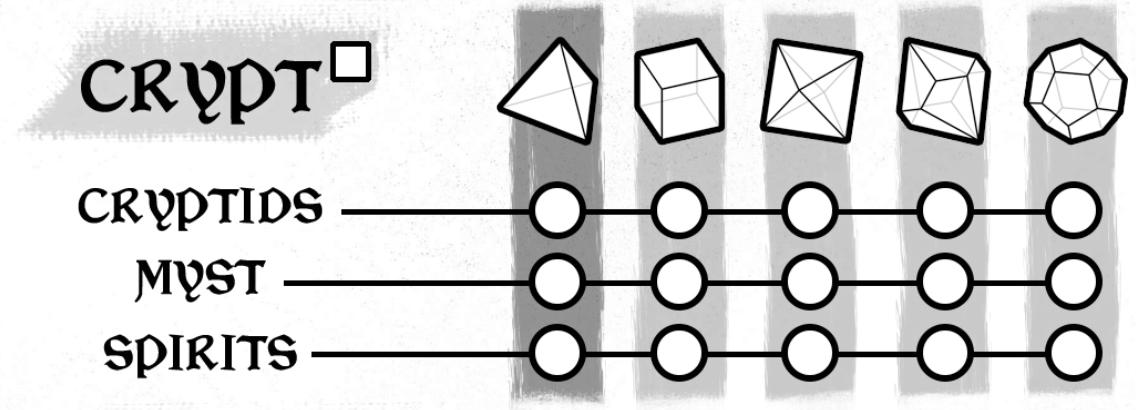
Wizard's Duel, page 13

The Witching Hour, page 79

A figure of speech among the majority of practitioners. It simply refers to the passage of 24 hours between two Witching Hours.

GENERIC RESISTANCE

Sometimes an Aspect won't be exactly what you need and you may need to default back to the general use of a **Path** itself. When performing a spell using the generic Path, you may only resist as much Imposition as the first column of Aptitude points you have filled in on the Aspects related to that Path.



STRESS

A practitioner may dig deep within themselves to go beyond normal limits to achieve the impossible. They push their body and mind, stressing their very being. At the start of a session, each practitioner will have up to 9 stress boxes. When available, they may spend open stress boxes before a roll to further lower the Imposition by a number of levels equal to the amount of stress they take on, including from Irresistible Imposition, Constant Imposition, or from what has been added on by another practitioner through a **Wizard's Duel**.

The practitioner may also use Stress to perform magical feats above and beyond what is normal. For instance, a ritual which would normally take several minutes or even hours to complete could be cast in moments. Or perhaps a created simulacrum which would normally crumble at the Witching Hour could continue going for a few more hours. These are just two examples of what is possible. However, Stress spent in this way should never replicate a Trope's special ability. When spending stress to achieve these extra feats, the player and Crypt Keeper should discuss an appropriate amount that fits the narrative.

For every three Stress accumulated, either through lowering Imposition or by using a special ability, add an Imposition Level to all tasks while the practitioner maintains Stress. This is added after Aptitude. The first three confer a +1 and the second three a +2. When all nine boxes are filled in, the practitioner falls unconscious and is out of the scene.

REDUCING STRESS

A Practitioner can reduce the stress they've built up by taking no significant actions, both mundane or magical, until the next **Witching Hour**. Consider significant actions to mean anything that could be stressful on the body or mind. For every **"turning of the hour"** spent resting in this way, the practitioner can reduce their stress by three boxes.

CHAPTER 4: NARRATIVE CONFRONTATION

When facing off against Cryptids, Crypt Cultists, and malevolent spirits, a scene will often devolve into confrontation. There is even a chance these scenes can turn violent. Your typical RPG breaks out into a separate form of play, where time is split into rounds and the players and

game master roll dice to determine who acts in what order. In this game, all confrontation flows out of the existing narrative. There is no meaningful separation between regular play, where the players roleplay talking with NPCs or perhaps are investigating a mystery, and when things turn confrontational.

You may have noticed that so far we haven't used the word 'combat'. While scenes could certainly turn to violence, it feels more appropriate here to think of things in terms of confrontation. This can take many forms and helps get the players and Crypt Keeper out of the mindset that everything must be solved with violence or that every situation is necessarily a physically combative one.

That isn't to say even these less combative scenes can't lead to harm. Certainly, there are all types of harm, both physical and mental, that can happen in any situation.

WHAT IS A SCENE?

Much like any movie, tv show, or book a scene generally takes place in a single location and focuses on a specific goal or set of actions performed by the player characters. It could encompass just a few minutes of in game time or several hours. Scenes are moments of roleplaying between PCs or between PCs and NPCs that push the story forward. Haggling with a shop owner to get a better deal on some equipment would be a scene. Exploring an abandoned City Hall to root out a Dover Demon would be another scene that may have its own moments of roleplaying. Scenes flow with a natural beginning, middle, and end.

CONFRONTATIONAL FLOW

A confrontational scene should feel as much like any other scene. Or perhaps it should be said that a scene should easily bleed between exploring, roleplaying, and confrontation. There should be an attempt to maintain a seamless narrative between all three within the same scene. Everything flows out from the narrative. When does a player act? When do the NPCs act? Whenever the group and Crypt Keeper feels it makes most sense and supports the narrative. During a confrontational scene where there is violence or great tension, each player should have a moment to describe their action and attempt a roll to see if it takes effect. What order they take those actions in is up to the group. Always bear in mind the mantra, "everything flows out from the narrative." This mindset should start a conversation between the players and the Crypt Keeper.

What exactly does it mean to flow out from the narrative? Simply put, it means that character actions should make sense within the context of the scene and in reaction to the dice outcomes. For instance, Two-Tone gets thrown against a wall by a poltergeist, resulting in being stunned. In this case it wouldn't make narrative sense for them to act immediately after. The flow would work better for another player to react next, giving a sense of how Two-Tone is recovering from the attack.

Everyone at the table is building a story with highs and lows, reacting to how the dice shift the story. The flow is finding the rhythm in the scene and the specific confrontation. Draw inspiration from your favorite novels, television shows, or movies. In most scenes, each character gets their moment to help push the narrative forward with their actions. There is a gentle give and take between each player and Crypt Keeper that lets everyone shine and that builds a Confrontational Flow.

ACTING OUT OF TURN

A part of failure and success with consequences is that the NPCs act or react "out of turn." Essentially, the Severity of Outcome mentioned in **CHAPTER 3: OVERCOMING IMPOSITION** will often determine when this is the case. It may be that your spell is turned

back on you or an ally or a Cryptid strikes out with its claws. Perhaps you attempt to punch a cultist, who then slips inside your guard to return with a counterattack and inflicts a level or levels of Damage appropriate to the ID. You may have conjured a wall, but it ripped up underground piping and now water is spewing throughout the room, giving your opponent the resources to turn it into acidic, burning “rain.”

This method of controlling NPCs helps in violent confrontations to solve the issue of the practitioners ganging up on one main antagonist to overwhelm them without any danger to themselves. This is, of course, offset with the practitioner’s spells that can potentially affect multiple foes at once and their ability to resist Imposition.

DAMAGE

Receiving damage can come in two different ways, either as a complication from rolling a 4-6 or from failing a task on a roll of 1-3. Generally speaking, harm from a complication is less severe than that from failure, but always keep in mind the Imposition Level of the task. The level will help everyone determine the appropriate severity of the damage.

DAMAGE BOXES

The damage field is split into six boxes. There are three minor wounds, two medium, and one major. Depending on the narrative and severity of the damage, the box most closely related to the damage will be filled in with the appropriate description. This could mean that, depending on the outcome of the dice, a practitioner could start with a medium wound or even a major.

Pelfry is scrambling up a rain slicked water tower ladder, trying to get away from a loup garou. JD feels that in this tense moment there is a chance of failure and would like some kind of roll to set the stage. Steven decides to just make a normal climbing roll, to save the magic stuff for later.

Steven makes his roll and gets a 6! While he passed, he does suffer a complication. He and JD agree that while scrambling up the ladder Pelfry’s foot slips, slamming his knee into the metal strut, giving him a bruised knee, only a Minor wound. Steven writes “Bruised Knee” into the first box in the damage field.

What happens if all three minor boxes are filled in and the practitioner receives a fourth minor wound? It is then upgraded to a medium wound. This is true, if all medium damage boxes are filled in and they receive a third medium wound, it would be upgraded to a major wound. Had they received a minor wound and had space available, those spaces would be filled in first, despite having had a medium wound to start.

Lastly, should the practitioner receive a second major wound then the wound is sent down to the next available boxes. This may be a combination of medium and minor wounds but whatever the case, three minor wounds or two minor and one medium. In short, you can think of Minor wounds costing one box of damage, Medium two boxes, and Major three.

DETERMINING SEVERITY

When trying to determine how severe a wound should be, use the Imposition Die as a guide, along with the roll. If the die is only a d4 and the roll passes with a consequence, then at most the practitioner should suffer a minor wound (truth be told, in this situation a wound may not even be the most narratively interesting thing to do). Conversely, if the level is a d12 and the final result is a 3, or worse yet a Catastrophic Failure, they may certainly suffer a major wound, or perhaps several wounds!

As before, Pelfry is climbing a rain slicked ladder, JD had set the ID to a d8, feeling that while the climb is dangerous it's not incredibly daunting. Since the outcome was a success with a consequence, they use the d8 to determine just how severe the Bruised Knee should be. With a d8 they agree the contusion is fairly severe. Steven writes in "Bruised Knee" in the first and second Minor Wound box.

APTITUDE REDUCTION

Being wounded takes not only a physical toll, but a mental toll on the practitioner, preventing them from being able to resist Imposition using their Aptitude. Each time the final box of a level is filled in it reduces the PC's ability to use their Aptitude by a set amount; minor wounds by 1 point, medium by 2 points, major by 3 points. This equals a total reduction of 6 points, down to a minimum of zero, when all wound boxes are filled in.

Ethan's practitioner Hagerdy has lacerated his forearm, giving him a second medium wound. He already had a medium wound from a previous encounter. This fills in his second medium wound box. With both medium wound boxes filled in, his Aptitude has been reduced by 2 points.

HEALING

There are three ways to overcome injury: mundane means (splints, medicine, bandages etc.), magical means, or resting.

MUNDANE HEALING

Healing through mundane means requires some skill, equipment, and a bit of luck. This method can only take care of minor injuries and one medium. Treat each box on the damage track as a separate Imposition Level. A minor wound, therefore, would be an ID of a d4. Two minor wounds, a d6, three a d8. A medium wound counts for two levels, meaning it begins as a d6 or adds those levels to the minor wounds. If all three minor wounds are filled in plus a single medium wound, then the ID would be a d12.

When choosing to heal in this way, the healer must state how many wounds they are attempting to heal. After their roll, they cannot attempt any more mundane healing until the next Witching Hour.

On a failure, they have the chance to cause additional harm or even permanent injury! On a partial success, they are healed as normal, but perhaps the quick patch job may open up as a consequence of a later action. On a success, the injured practitioner receives the healing as desired or even gets a free box to recover (up to medium) or perhaps their time to heal through resting is shorter. These are suggestions and can be discussed between the player and Crypt Keeper on what is most narratively engaging.

Resting simply means your practitioner is out of commission while they attempt to heal naturally through rest and sustained medical care. For minor injuries, this can be a few days (all minor injuries recover at the same time). Medium wounds may take up to a week per box to heal properly, while a major wound may take up to a month or more depending on what is narratively appropriate. The Witching Hour is a good way to keep track of how many days have passed.

MAGICAL HEALING

Healing through magical means allows the healer to remove the most grievous of wounds. Major wounds can only be healed through magic and rest. The Imposition Level growth is as follows: all minor wounds, regardless of how many are a d4, first medium wound is a d6,

the second a d8, and the major wound is a d12. The ID can be reduced through Aptitude. Like above, the healer must state before healing how much they are attempting to heal, though unlike mundane healing, they can attempt the roll again though the Imposition to do so is raised by one level, which is calculated after the PC applies their Aptitude. This Constant Imposition is reset at the next Witching Hour. What kind of issues arise from failures and successes are similar in vein to mundane healing.

DEATH

No matter how powerful a practitioner may become, they are still fragile humans, made of flesh and bone. There is only so much physical or mental trauma one can take. Oftentimes it may be something seemingly simple that finally breaks a practitioner's mind or body. Death occurs when a player must fill in another box of harm, but all the boxes are full or there is no more room to fill in all the boxes. The body has taken all it can.

Another looming threat for death is what comes after. The Crypt seeks out fresh corpses to reanimate or possess. Nearby Cryptids are drawn to the scent of fresh blood and decay. Leaving a dead body unattended in either the Dead Spaces or towns can bring ruin. At night, a Myst may spontaneously rise up to claim the corpse as a zombie, ghoul, or ghost. Or worse still, their blood may sink into the earth and open a Crypt Door. Taking a life in the age of The Crypt should be considered with a heavy heart, for the outcome may be more than you bargained for. Properly caring for the dead and disposing of the remains must always be taken into consideration, lest you wish to draw the attention of unwanted things.

RESURRECTION

Of course, it may seem that with magic, death would be a minor inconvenience. That with a flick of the wand or minor ritual, the deceased could be returned to life. Unfortunately, death is a domain of the Crypt.

There is nothing stopping a practitioner from attempting to bring a friend back to life, but to do so is considered a taboo among respectable practitioners. Attempting to reattach a spirit to a body is considered an act of Crypt Cultists, and you're not a cultist, are you?

That is not to say there are those that have not attempted to reattach a spirit to a deceased body. To do so requires a direct connection to the Crypt itself. Most practitioners frown upon this act, claiming it as one of the few true evil acts of the world. It is believed a practitioner must open themselves to the Crypt and metaphysically move through it to what lay beyond. Doing so can have untold consequences. Will the formally deceased be the same as they were before? Is it even moral? Could you be bringing back the wrong or a corrupted spirit?

Should the practitioners wish to attempt a resurrection they must not only work to bring back the spirit across the threshold of the Crypt, but also repair the body of its wounds, while also pushing back against the Myst, Cryptids, and Spirits that may come to claim the corpse. It is a harrowing thing to attempt. Even if you were to succeed, could you really live with yourself for doing it?

DISTANCE

ZONES

When it's necessary to know where everyone is located during a confrontation, first determine where the main action is taking place. Then, instead of using exact distances or measurements, break the scene down into three zones: Here, Near, and Away. A practitioner is either Here, where the main action is and can physically interact with the obstacles therein or use Spell Paths on anything they can see. Or they could be Near, a short distance away where they can only use

spell Paths to be effective. Finally, they may be Away, which considers the practitioner to be far enough away from the main action that they are unable to affect the outcome.

MOVING

You simply state that you're moving from one zone to another. This can be easily stated as, "I want to move from Near to Here". Or, "I want to move from Here to Near". Or, "I want to move from Here to Away!"

Acting and moving can be combined together when moving from one zone to another.

Two-Tone wishes to summon a simulacrum to lock a Gulch Toad into combat before running from Here to Near. Hagerdy is currently Near. He rushes to Here, toward the Gulch Toad, setting a death spell on his fists, wreathing it in flames for a fiery fist-a-cuffs match.

To move up to two zones requires full concentration to run and takes up your entire action, leaving you to wait until others have had a chance to act before you may perform another action. Though you may attempt to move up to two zones and use a spell Path or active Mundane skill at a risk of failure. When under this kind of pressure, you must make a basic roll using your Spell die with an Imposition Level of a d4 or risk tripping and falling or other appropriately narrative consequence.

OPTIONAL RULE: INITIATIVE

Some players and Crypt Keeper may wish for a more structured style when it comes to violent confrontations. Here are rules to help break things down into an initiative order for the players and their opponents.

To establish an initiative order, everyone will roll their Spell Die plus Human Die against an Imposition Die set by the Crypt Keeper. For cryptids or other adversaries this is generally their Level Die. If the Spell and Human Die are greater than the Imposition, the practitioner will go before the opponent. If the Imposition Die is greater than one of the other two, a mixed result, the practitioner acts after the opponent for the first round. Should the Imposition Die be greater than both the Spell and Human Die, then the practitioner acts after the opponent.

ACTIONS DURING INITIATIVE

On your turn, you can perform two actions. Those actions are to Move, use a Path, or use a Mundane Skill (such as climb, shoot a gun, swing a bat, or get an item from a backpack). These can be combined however you'd like. So, for instance, you could perform two Path actions or move and use a Path or perform a mundane action and move or move twice. Moving is considered going from one zone to another. So, traveling from Here to Away is considered moving twice.

When using multiple Path actions in a round, the practitioner must state this at the beginning of their turn. After doing so, the second Path action's Imposition Level is increased by one level after Aptitude is applied and they forgo the ability to Impose on another practitioner until the end of their next turn.



**PART 2:
CHARACTER
CREATION**

To make your practitioner fully realized, you must choose their **Tradition** and their **Trope**. In short, a magical Tradition is a practitioner's upbringing, ideology, worldview, or aesthetic for magic. Their Trope is how they apply their magical abilities to interact with the world and sets which **Magical Path** and Aspects that they are most focused on. Familiarize yourself with **CHAPTER 5: MAGICAL PATHS** before continuing on with picking your practitioner's Tradition and Trope. Having an understanding of the fundamentals of magic will help you in picking which of the options within those chapters best suits your character concept. If you don't have a concept yet, then let the Traditions and Tropes be a springboard for your imagination. Chances are something will spark an idea. If you're still having trouble, jump to **CHAPTER 11: STEP THROUGH & QUICK BUILDS**. This breaks down the character creation process into simple steps and also provides a list of pre-made characters builds to help you get into the game as quickly as possible.

CHAPTER 5: MAGICAL PATHS

PATHS

A magical Path can be seen as the gateway to specific Aspects of magic. A practitioner generally spends most of their time studying a particular path and eventually finds themselves investing their time in one Aspect more than others.

Your Tradition will have suggestions to your starting Paths, but feel free to "break" from tradition. Additionally, you are not required to continue developing the two Paths you choose as your character's Focus at creation. This simply represents their initial training. As you play you may decide to put your increases toward different magical Paths and Aspects that may suit the story better.

Each Path will have a general description of its fundamental uses to help you understand its core concepts and ways it can be used. These are universal ideas that are open to allow you to use your imagination and not feel necessarily restricted to using a singular Aspect should it not cover what you're attempting to do.

At character creation, choose two Paths to be your character's starting **Focus**. These two will begin with a Die Level of a d6 in each and gains 1 Aptitude in a corresponding Aspect of your choice. This represents your PC's training prior to play but does not limit their future growth in other Paths. Your Focus helps determine what points are gained when you **Increase in Power**.

The remaining Paths start at a Die Level of d4.

ASPECTS

While magical paths have **general uses** as described in this chapter, each also contains three Aspects. Each is a more specialized use of the Path that allows the practitioner to set themselves apart from their peers. So, while a practitioner can always default to the generic Path, it is better practice to find what Aspect best fits the desired goal.

The most direct benefit to using an Aspect is the **Aptitude** associated with it. A practitioner applies their Aptitude to a roll in order to lower Imposition. On the character sheet, next to each Aspect, are five empty dots. These dots represent your practitioner's potential Aptitude with an Aspect. When attempting to overcome a task using an Aspect that best fits your desired goal, and for each point of Aptitude you have, you will lower the Imposition Level by 1 die.

Head to **CHAPTER 3: OVERCOMING IMPOSITION** to learn more about Imposition.

Each Trope gives a practitioner their starting Aptitude. This can sometimes be referred to as

CHAPTER 6:
TRADITIONS, page
32

CHAPTER 7: TROPES,
page 39

CHAPTER 5:
MAGICAL PATHS,
page 23

Don't get too hung up on the term or idea of Focus. While this does affect your character growth, you will have the chance to increase the power of all your Paths as you play.

Spending Experience,
page 52

Sometimes you'll want to achieve some magical task that doesn't quite fit within any particular aspect. When that happens, step back to the path itself to see how its generic use may be more inline with what you're looking to achieve.

Aptitude, page 15

Imposition Resistance. After filling in your starting Aptitude from your Trope, distribute three more Aptitude points among all your Aspects as you see fit. No one Aspect can start with more than two Aptitude points or ever be higher than your Path's Die Level. By the end of character creation, you should have a total of 8 points of Aptitude spread out among the various Aspects.

ASPECTS AS KNOWLEDGE

Sometimes a practitioner will need to know more about a situation before they can make informed decisions. They could have questions like:

"Was a ritual cast here and if so, what was its purpose?"

"You mentioned scorch marks on the wall. Are they from a natural explosion, or do they look magical?"

In these situations, the player can use their Aspects as investigation or knowledge rolls. Rather than rolling to cast a spell, the player is rolling to discover something about the world. They can ask the Crypt Keeper a question about what they know of a situation or unearth a clue. Markings on a tree, are they from a cryptid and if so, what kind? A practitioner may use their Cryptid Aspect to find out. The janitor sure has been clumsy lately. Has he been losing sleep or has a terrible curse befouled him? By using their Curse Aspect, a practitioner can attempt to discover the truth.

CEREMONIAL

Sometimes referred to as High Magick, most practitioners would agree that Ceremonial magic is the backbone of every path. A community is built on ceremony and culture flourishes because of it. While many aspects of ceremonial magic can include pulling together a group of practitioners to achieve a goal, there are those that fall into the stereotype of the lone wizard in their tower.

The Aspects below attempt to cover how a practitioner will use Ceremonial magic, though they may not always fit what you need. Here are the fundamentals behind ceremonial magic:

- Anytime a magical spell requires time, expensive reagents, or multiple practitioners it is Ceremonial.
- Anytime a magical spell is being used to affect something the practitioner cannot see (such as a person or place), it is Ceremonial.
- Anytime magic is being used to bolster or increase an item's capabilities, it is Ceremonial.

ASPECTS

ENCHANTMENT

Able to add magical effects to an item or create a focus such as a wand or magical talismans to aid in rituals, warding, and cleansings. Enchantments are often used to strengthen mundane objects or create **protective** magical items. Such as enchanting a coat to help the wearer resist harm from physical or other magical attacks. A practitioner can weave magic ovetop a staff to help make another Path of magic easier to cast.

A practitioner may also enchant objects so that they aid in mundane skill tasks. This can either be done by increasing a skill's die level beyond the maximum d8, or by imparting the caster's Enchantment Aptitude to the item so that the wielder may tap into it. Note that when choosing to add the caster's Aptitude to the item that each point is a level of Irresistible Imposition.

Enchantments, like most long-term spells, will dissipate upon the next Witching Hour. Only through Ritual magic can the enchantment be made permanent.

To determine how difficult a particular enchantment may be, consider these factors: the bigger the object, the more objects to be affected, and the more dramatic the effect will mean a

more Imposing casting. Stacking too many effects into a single item may also result in Irresistible Imposition.

Constant Imposition,
page 13

EXAMPLES.

- A ring that has a single use of Protection magic once per Witching Hour.
- Adding the Enchanter's Aptitude to a spell of the user's own (this is in addition to any Aptitude that the caster may have).
- A wand with several uses of Death magic, of which the Aptitude uses the Enchanter's upon time of creation.

LINKING

This magical Aspect links several practitioners together in order to increase their spell casting ability. You are able to Link a number of practitioners together, including yourself, equal to your Aptitude in Linking, to a maximum of five practitioners. A Link lasts until the Witching Hour. While Linked, every practitioner is able to raise their Spell Die by one level up to a maximum of d12.

If any of the new Spell Die among the practitioners is larger than the initiating practitioner's Ceremonial Die, then the initiating practitioner has a **Constant Imposition** increase of one level to all their tasks until the link is dropped.

The initial Imposition Die is a d6 and increases by one level up to a d12 before narrative complications or Aptitude is added in.

Two-Tone is worried about the upcoming confrontation with a Crypt Cult leader. With some time to prep, they decide it's best for everyone to Link together. The four friends gather round and hold hands. Two-Tone has a Ceremonial Die of a d8, with an Aptitude of three in Linking, and a Spell Die of a d6. Unfortunately, Two-Tone doesn't have enough Aptitude in Linking to include all four practitioners, so opts to exclude themselves.

Two-Tone is successful in Linking their friends together. That's when JD notices that Steven's practitioner Pelfry's new Spell Die is a d10, one level higher than Two-Tone's Ceremonial Die. From now on, until the Link is dropped, all of Two Tone's tasks are treated as one level higher.

RITUAL

Long form spellcasting that is often used for: increasing another spell's duration past the Witching Hour, affect a large area, targets a specific person/spirit/cryptid or affect a location you cannot see. Such rituals may be to teleport yourself or others to a specific location, extract information from a spirit beyond the Crypt Door, or extend a Ward's duration from another room. Oftentimes a Ritual will be paired with another Path of magic to create incredible effects.

Rituals take time to prep before they are cast, such as gathering components or drawing a ritual circle or meditation. The better the material components and the more time to prep allows for easier casting of the Ritual.

Additionally, a Ritual takes casting time. Generally speaking, if the subject is in the room, a ritual can take up to an hour. For determining how long a Ritual should take, consider that the larger the area, the more targets to be affected, and the greater the end result will take more time. For instance, affecting a small town of some 10,000 residents across the country could take days...

Thankfully, practitioners can attempt to switch out and allow others to rest. Each time a

practitioner takes over for another, they must make a Ritual roll with an ID of d4 (before adding in any relevant narrative increases) to maintain the ritual. Or practitioners can Link together. For each additional ritualist at the start, reduce the time required by an hour up to a max of 24 hours.

When attempting to make another spell permanent, the starting ID is set by how difficult the original spell was to cast before Aptitude was calculated.

Hagerdy has summoned a Simulacrum that he wants to use to keep his home clean. Normally Simulacrum crumble at the next Witching Hour, but Hagerdy wants to make this creation permanent. The original casting's ID was a d6, which sets the starting ID of the Ritual before accounting for other narrative difficulties or adding in Aptitude.

If the ID of the original casting is unknown, consider that the bigger the object, the more targets it affects, and the greater the end result will make for a higher starting Imposition Level.

EXAMPLES

- Place a ritual circle ahead of summoning a spirit in order to trap it.
- Performing a group ritual to place a Curse on a person at another location or make that Curse permanent on someone you've trapped.
- Perform a ritual to Cleanse a building or other large structure.

CREATION

This Path means many things to practitioners of magic. For some, it means to bring an object into existence. Others it means the act of sustaining life and all of creation. The reality is that they both are correct. It is with Creation magic that a practitioner can keep their allies alive or summon aid through false life.

While the Aspects below attempt to cover how a practitioner will use Creation magic, they may not always fit what you need. Here are the fundamentals behind creation magic:

- Anytime a spell is required to mend a broken bone, flesh, or mundane object, it is Creation.
- Anytime a spell attempts to summon an object from somewhere else in the world, or create it from nothing, it is Creation.
- Anytime a spell is used to bring something back to life, or create false life, it is Creation.

ASPECTS

HEALING

The Dead Spaces between cities are treacherous with Cryptids. Even a town can have its fair share of nightly attacks. So having the ability to magically heal broken bones, close up gashes, or remove a wasting disease is paramount.

The more severe the wound, the greater the Imposition. Refer to **CHAPTER 4: NARRATIVE CONFRONTATION** for more information on healing through both magical and mundane means.

Additionally, the body can only handle so much from magical healing within a Witching Hour. Each successive healing attempt past the first increases the ID by one level. This increase is added after Aptitude is calculated. While magical healing can be powerful, it can oftentimes cause more harm should the practitioner fail.

Aside from healing flesh and bone, this Aspect can be used to mend inanimate objects

or stitch back together simulacrum which has been broken, as long as the magic keeping the simulacrum sentient is still active. The larger the area being fixed, the higher the ID will be.

ILLUSION

A false smell, a phantom noise, strange sights, or even becoming “invisible” fall under this aspect. Maintaining several illusions or creating something as large as a room can be particularly imposing. To help determine how difficult a task may be, consider that the bigger, or more objects, or greater the effect, the higher the Imposition.

Maintaining several illusions at once is mentally taxing. For each illusion, add a level of Constant Imposition to all tasks up to a d12. Should the size and amount of illusions be significant enough, it may even be appropriate for the Crypt Keeper to levy Irresistible Imposition Levels against the practitioner upon casting.

All illusions fade away at the Witching Hour, unless extended by a Ritual.

EXAMPLES

- Changing the appearance of the practitioner’s clothing.
- Making it appear as if there is an open door in an otherwise blank wall.
- Wafting the wonderful scent of fresh cookies through the air.

SIMULACRUM

The act of creating constructs with limited sentience and motivation or quick temporary formations. Simulacrum are often created for a particular job or function. Those created for long form work have a false life that is tenuous and maintaining them for long periods of time is a Constant Imposition, with the larger the simulacrum, the greater the Imposition.

It takes time to construct a long form simulacrum but can be out of any materials on hand. They can range in size from an object that fits in your palm up to a pack animal. The larger they are, the longer it takes to create.

A practitioner can also construct several at once (up to five), but the practitioner incurs a level of Constant Imposition to all tasks thereafter per Simulacrum to maintain them. Simulacrum always crumble at the Witching Hour unless extended by a Ritual.

Quick, lifeless formations can also be thrown together on the fly. They allow the practitioner to create objects like temporary walls or grasping hands. These formations last only for either a single action or for a few moments before crumbling. Their Imposition is based on the complexity of the action and their size.

When trying to determine the starting Imposition remember that the bigger they are, the more there are, and the greater the intended result means a higher ID. There may even be times when the Crypt Keeper will add Irresistible Imposition Levels to the casting should the number or size of the simulacrum warrant it.

EXAMPLES

- Crafting a homunculus from dirt and stone to help you carry or lift heavy objects.
- Summoning a temporary wall or simple structure.
- Turning a water hose into a false snake to slither and wrap around someone’s legs.

Is there really a difference between a Sasquatch and a Bigfoot? That question has been the central argument among many modern day Trainers. Current beliefs are that the term Sasquatch should cover a large family of ape like creatures, including the infamous Yeti. However, some then question were the likes of the Skunk Ape fall into which currently is listed as its own cryptid. While the arguments rage in the academic halls, these myriad of cryptids go about their lives.

Much like how a bobcat's squeal sounds like a baby or woman crying, so does the Siren's haunting call resemble the melodic sounds of singing. What was once thought to be women lounging on rocks, luring sailors to their deaths, has come to be known as aquatic predators with prehensile appendages, vaguely humanoid shaped, that emit a sonic "music" that magically entrances and beguiles.

CRYPT

The newest magical path to come to the world, its focus is in the name itself. Practitioners who have delved deep into studying the Crypt wish to learn and control it as much as they can. The belief is that knowing as much as one can about the enemy means knowing the best way to defeat them. Unfortunately, there is a danger in delving into these dark areas of magic—as the rise of numerous Crypt Cults can attest...

One major difference between this Aspect and all others is that a practitioner might not always be using a spell, but rather leaning on their knowledge or understanding of the Crypt in order to overcome it. Having a spell to counter a ghost's possession is all well and good but knowing how a ghost can manifest is equally important.

While the Aspects below attempt to cover how a practitioner will use Crypt magic, they may not always fit what you need. Here are the fundamentals behind Crypt magic:

- Anytime a practitioner interacts with a spirit, it is Crypt.
- Anytime a practitioner interacts with a cryptid, it is Crypt.
- Anytime a practitioner interacts with the Myst, it is Crypt.

ASPECTS

CRYPTIDS

Knowing the difference between a **Sasquatch** and a Bigfoot may mean the difference between keeping your arms attached to your body or not. Each day new Cryptids are being discovered, having crawled out from the Crypt or mutated through the Mysts.

Both practitioners and mundane people share their stories and lore in order to help protect, combat, and sometimes even tame (or at least handle safely) the most dangerous of monsters.

EXAMPLES

- Sensing the presence of a Cryptid in the area.
- Magically calming or enraging a Cryptid.
- Recalling information about a Cryptid or magically inferring new things about an unknown one.

This Aspect isn't always magical in nature. Sometimes it's used just to recall information. However, it can also be used to make magical traps for cryptids or protect oneself from a creature's directed magical attacks, such as being able to withstand a **Siren's** song long enough to cover you and your ally's ears.

MYST

The opening of the Crypt Door was immediately followed by the Mysts. At night, pockets of Myst or low rolling fog can appear and travel about the land or spring up around ships at sea. Many get the sense that it moves with purpose, seeking flesh and spirit to twist and corrupt.

Getting trapped in a Myst without the ability to properly navigate it and shield yourself against it can lead to disaster. With this Aspect you can resist being affected by the Myst, attempt to suppress an area the size of **Here**, and more easily find your way out of it.

Finally, a practitioner can use this Aspect to sense if a Myst had been by recently or if one is soon approaching, and if a Crypt Door lay at its center.

EXAMPLES

- Suppressing a Myst around the practitioner or small group.
- Anticipating when a Myst may form.
- Sensing if a Myst has been through recently or if an entity was formed out of a Myst.

SPIRITS

All manner of spirits were released when the Crypt Doors opened. While many could be malevolent, rarely are they aggressive or violent for any nefarious purpose. The majority of spirits are often confused and disoriented, simply lashing out. Or sadder still, being controlled by others to do their will.

This Aspect is used to calm spirits, call them up to speak with them, or break the chain that has lashed them into service by another practitioner. While **Warding** is used to protect oneself or an area from spirits, this Aspect is about directly interacting with the spirits themselves.

EXAMPLES

- Communicating with a spirit.
- Unbinding a spirit from another practitioner's control.
- Summoning a spirit from beyond the Crypt.

FOCK

Sometimes referred to as Low Magick, it is anything but low or lesser. Folk magic is most closely connected to the natural world through herbalism and astrology. Practitioners rely on Folk to remove both malevolent and benevolent spirits and help them move on. They cast protections on buildings and people to help prevent possessions. While Ceremonial uses enchantments to enhance objects, Folk uses preparations to enhance people.

While the Aspects below attempt to cover how a practitioner will use Folk magic, they may not always fit what you need. Here are the fundamentals behind folk magic:

- Anytime a practitioner wishes to remove spirits, it is Folk.
- Anytime a practitioner requires a tea, brew, potion, or food, it is Folk.
- Anytime a practitioner requires a ward to protect themselves and allies from spirits, it is Folk.
- Anytime a practitioner needs to attempt an augury, it is Folk.

ASPECTS

CLEANSING

Spirits have a way of attaching themselves to objects, places, or sometimes people. While the Spirit Aspect allows a practitioner to communicate and help a spirit, Cleansing is used to extricate them. The relative strength, anger, and other factors play into how Imposing this task may be.

EXAMPLES

- Severing the ties of a spirit from an object or location.
- Removing the effects of a ritual from a person or object, such as a Curse.
- Breaking the enchantment on an object.

PREPARATIONS

Bubbling cauldrons, magical teas, brews, potions, and baked goods are the myriad of ways to make preparations. Used to enhance rituals by easing the Imposition, or healing from grievous wounds with a potion or scone, or boosting someone's natural gifts, or helping see spirits wading through the Mysts by rubbing a goo below the eyes. Where the Enchantment aspect is about magically enhancing items, Preparations is about enhancing the human body itself.

The greatest strength of Preparations is being able to create these enhancements ahead of any potential problem, within the comfort of one's home, rather than in the immediate heat of the moment where stress and time can create more Imposing situations.

Enhancing natural abilities is fairly straightforward, but those that aid in enhancing Path magic can become increasingly more Imposing. The ID to enhance a Path's die is the new Path level. If the new level is above the Folk die of the caster, add 1 level of Irresistible Imposition to the ID for each die level.

Boosting mundane skills is a slightly easier proposition. Preparations can be used to either increase a skill's die level beyond the maximum of a d8 or impart the practitioner's Preparation Aptitude to the subject of the enhancement. To determine the Imposition, consider the new die level of the skill to be the Imposition. If imparting Aptitude to the skill, consider each point of Aptitude to be granted as an Irresistible Imposition level.

EXAMPLES

- Baking a scone or cupcake that enhances a person's ability to perform mundane tasks like climbing or jumping.
- A tea that can heal someone's wounds.
- A sniffing powder that temporarily boosts a practitioner's magical Spell or Path die.

WARDING

While Cleansing helps remove Spirits, sometimes it's just better to Ward against them in the first place. This can be as simple as setting up a personal ward on oneself or a small object, to the more Imposing task of warding an entire room. Combined with a Ritual a group of practitioners can even attempt to ward entire towns.

Along with spirits, warding can also protect a practitioner against the mental commands, or spiritual attacks, or incorporeal attacks of various cryptids.

The strength of the spirit or cryptid set against the practitioner's roll will determine the ward's effectiveness. A ward may be strong enough to protect someone from a single mental attack and then be consumed. Or the spirit may not be strong enough to push through a ward and be kept out entirely. Consider these factors when a spirit or cryptid engages with a ward.

EXAMPLES

- Placing a small magical circle around a practitioner that repels spirits.
- Shielding a practitioner's mind from direct assault from outside influences.
- Choosing a specific Cryptid by name so that they cannot cross a threshold.

HEX

The most direct and violent form of magic. Hex magic focuses on the destructive and protective. When you absolutely need to split an object, or Cryptid, in two a practitioner turns to Hex magic. Or perhaps you're looking for something that will take its time but none-the-less leave your opponent coughing up blood or simply fumbling their words.

While the Aspects below attempt to cover how a practitioner will use Hex magic, they may not always fit what you need. Here are the fundamentals behind hex magic:

- Anytime you wish to directly harm a person, cryptid, or object, it is Hex.
- Anytime you wish to cast a spell that causes harm over time or delays a harmful outcome until triggered by you or an event, it is Hex.
- Anytime you need a spell to protect yourself and allies from harm, it is Hex.

ASPECTS

CURSE

There is a longstanding tradition of laying a curse upon your enemy. From causing them to have one bad day all the way to meeting an untimely end, laying a curse on another can be humorous to downright deadly, sometimes even for the practitioner if they're not careful and miss seeing the Ward.

Curses come in many types but always last over a period of time, up to the next Witching Hour, or are delayed until a certain condition is met before the next Witching Hour. The practitioner must see the target to lay a curse on them, unless paired with a Ritual. A Ritual can also be used to extend the condition or delay past the Witching Hour limit. Multiple curses can be laid upon a single target, but consider that the more curses, more targets being affected, and larger the effect then the higher the Imposition Level will be and incur a level(s) of Constant Imposition or even Irresistible Imposition.

EXAMPLES

- Curse a gun so that the next time it fires, it jams.
- Lay a curse on a person in order for all the water they drink to taste like soot.
- With the aid of a ritual, place a Curse on a town so that everyone burns their food when cooking.

DEATH

Sometimes you just can't wait for your target to die gradually from a Curse, you need an immediate end. This Aspect is using a confluence of magic to rip, puncture, catch on fire, shock, and blast. The larger, more destructive, or more targets being affected by the magic the more Imposing the spell will be. Also, bear in mind that some Cryptids have even been shown to be resistant to certain types of destructive magic.

While Death magic is mostly personal and immediate, woe be to a **town** caught on the other side of Death Ritual...

The early days of magic saw scenes of mass devastation from Crypt Cults calling down literal firestorms on small settlements in the process of rebuilding. Today, most towns have ways of protecting themselves from such attacks, but the danger is still ever present.

Chapter 12: The Town, page 67

EXAMPLES

- Shooting lightning bolts from the practitioner's fingertips.
- Using existing fire within the area to draw out blasts of flame.
- Causing the enemy's blood to congeal within their body.

PROTECTION

Where Warding protects an area or person against spirits, it is through Protection magic that a practitioner can shield themselves against Curse and Death magic. A protection spell can even shield against physical harm from bullets or corporeal cryptids.

Upon casting, the practitioner must state what they are protecting themselves against—Hex, Death, Physical—and for how long or what may trigger it. The longer the protection lasts, the more targets it affects, or the greater the final result the higher the Imposition will be upon casting and the higher the Constant Imposition will be to maintain it. Only one Protection spell can be placed on a person at a time. Once the condition for the protection is met, it is consumed, and will always dissipate upon the Witching Hour.

Protection spells can also be paired with Enchanting and Ritual spells, laid into mundane objects. These protective items can be a more permanent solution. They can extend a practitioner's protection to cover all three possibilities and past the Witching Hour. However, they each can only consume one such spell or attack per 24-hour period, regaining their use upon the turning of the Witching Hour.

EXAMPLES

- Protecting yourself from the impact of a fall or baseball bat.
- Laying a protection across you and your allies to prevent curses from landing.
- Causing the slashing claws from a Jersey Devil to bounce away harmlessly.

CHAPTER 6: TRADITIONS

Attempting to codify every possible tradition and their open practices while being respectful not to include closed practices would cause this book to be encyclopedic. More importantly, we also want to acknowledge that there are real world traditions and never want to insult those that practice them. It is our intent to create an open playground to allow the players to insert their knowledge and experiences into the game and bring more depth than we could ever hope to fill in these pages. To that end, we have created umbrella categories that should cover a whole host of different ideologies and worldviews on magic.

Purposely vague, feel free and empowered to detail out more specific daily rituals and practices that your PC participates in. The Traditions listed below should be a springboard to your imagination or resonate with you and your real life. What's most important about your character's Tradition within this context are the roleplay and mechanical bonuses that come with it as well as a list of suggested PC connections to help you kick start the beginning of play. Feel free to discuss these connections openly and establish details as a group. Also, you may wish to make up your own connections if that works best.

ANCESTRAL

Known For: Crypt and Folk magic.

Drawing upon the knowledge of one's ancestors is central to many magical cultures. Practices within these cultures are sacred to the group and are deeply personal. This could be tied to an entire culture or community, down to an individual family's daily practices.

Unfortunately, the Crypt threatens the souls or spirits of those who have passed both in modern times and of ages past. Unchecked, a spirit passing from here to the afterlife or whatever lay **beyond** our physical world is at risk of being corrupted by the Mysts. Additionally, those calling upon their ancestors for direct, physical aid from beyond the Crypt, without proper preparation, could potentially lose the spirit in the Mysts, doomed to wander forever or until ushered safely back beyond the Crypt Door.

To help combat this, many practitioners of Ancestral magic learn as much as they can of the Crypt and Folk magic.

PATHS OF FOCUS

Choose your **two** Paths of Focus. Each gains 1 Aptitude to place within any corresponding Aspect of your choice.

BENEFITS

- Can call upon the knowledge of an Ancestor to raise a magical Path die by one Die Level for a scene.
- You are able to sense when someone calls upon one of their ancestors for aid.

PC CONNECTIONS

Roll a 1d6 to find out your connection to another PC in the group, or use the table as inspiration for your own ideas.

d6	Connections
1	You were given a special trinket by another PC to care for.
2	You've seen the darker side to one of the other PCs in the group.
3	You and another PC reclaimed a Dead Space together, but something never sat right with you about it.
4	One of the other PCs has lost a family member or friend to an accident, an accident that you know a chilling truth about.
5	You and another PC attempted to tame a Cryptid which went horribly wrong.
6	You know that another PC's friend or family member is secretly a member of a Crypt Cult.

There is still a large debate as to where spirits go after they pass. Despite having direct contact with spirits, there are conflicting accounts as to the nature of the afterlife.

ANTI-THEISTS

Known for: Folk and Crypt Magic.

Before the apocalypse, one of the fastest growing ideologies was atheism. After the Crypt Door opened, however, many felt they could no longer deny that a god or gods or the supernatural exists. While a majority turned back to some form of religion, many took a much harder line and now actively work against or stand in opposition to formalized religion and hierarchies.

Unlike the other Traditions, there are no codified or universally common practices among the Anti-Theists. They claim to derive their magical power strictly from their own force of will rather than through a higher power. Anything that could be considered a devout practice is extremely regional and often deeply personal from one practitioner to another. The only commonality among this tradition is their deep loathing for any established religious institution or any being that may consider themselves a god or higher power. This shared hatred has spurred this group to be at the forefront of the fight against the Crypt and whatever greater powers may be behind it.

To this end, the majority of Anti-Theists focus on magical pathways that increase their ability to stop the spread of the Crypt and Cryptids. They are most known for following the Paths of Folk and Crypt Magic.

PATHS OF FOCUS

Choose your **two** Paths of Focus. Each gains 1 Aptitude to place within any corresponding Aspect of your choice.

BENEFITS

- Can reduce the harm inflicted by a Cryptid by one step (down to no harm at all) once per scene.
- You're able to use fast-talking rhetoric to either anger or confuse a person of a religious order.

PC CONNECTIONS

Roll a 1d6 to find out your connection to another PC in the group, or use the table as inspiration for your own ideas.

d6	Connections
1	You believe someone in your group may be a Crypt Cultist. You're just waiting for the evidence to expose them.
2	You and another PC have traveled together for so long you practically have your own language.
3	You and another PC are from the same home town, were you childhood friends or enemies?
4	You and another PC have gone through Mysts and survived, but the experience still haunts you...
5	You and another PC have a family member or friend whose soul has been claimed by the Mysts. Together you seek a way to save them.
6	You and another PC's hometown has been lost to the Dead Spaces.

HIERARCHICAL

Known For: Ceremonial and Creation magic.

Where there is a tradition you will find organized institutions, whether secular or religious in nature. The Hierarchical tradition finds its strength in a formalized hierarchy, strict adherence to codes or spiritual rites, and a command structure.

Within the age of the Crypt, some religious institutions that had fought against magical practices have now folded it into their dogma. They see this newfound spiritual might as divine blessings from a higher power to combat the evils now plaguing the world. Though to ask a cynic, they would tell you these institutions did so in order to maintain their place of power for which they've long enjoyed.

Not to be outdone by the religious institutions, many giants of industry have seized upon the rise in magic to create entirely new sectors of business centered around the monetization of magical goods or other support models. This has given rise to several large corporations that employ many people, both magical and mundane. Some snidely remark that they can't tell which is more dangerous, a Cryptid or a CEO.

Many of the Hierarchical tradition put their efforts into daily Ceremonial magic and Creation.

PATHS OF FOCUS

Choose your **two** Paths of Focus. Each gains 1 Aptitude to place within any corresponding Aspect of your choice.

BENEFITS

- You can always find a member of your tradition/religion/corporation when in a populated area that can lend you aid.
- Once per scene, per witching hour you can Link with one other PC without needing to make a check.

PC CONNECTIONS

Roll a 1d6 to find out your connection to another PC in the group, or use the table as inspiration for your own ideas.

d6	Connections
1	You and another PC used to be a part of the same organization before they left under mysterious circumstances.
2	Another PC has leaned on you and your organization for help so often that now your organization wants something in return.
3	You've confided in another PC that you've been second-guessing your ties to your institution. Should they reveal your secret, you'd face dire consequences.
4	Another PC has some information you need that'll help you rise in the ranks, however telling you this information could very well get them killed.
5	Another PC has agreed to help you start your own branch of the institution but only for a hefty price.
6	Your organization has tasked you with finding an item of great importance to them and another PC has a lead to where it may be, however telling you will place them in a compromised position.

Yes, if you want to run an entire game set in a magical school, go for it!

MAGIC SCHOOL

Known For: Hex and Folk magic.

It didn't take governments and private institutions very long to arrange for the formalized study of magic. For most public institutions this is a cursory study with a semester dedicated to the history or teaching of basic spells. In a few, more populated areas you may find higher education for the magical arts. Though it is the private, predatory **institutions** that produce the most skilled "wizards." Provided the children's parents had enough money to spare.

With the Crypt becoming a default part of life that doesn't appear to be going anywhere soon, and the growth of industries surrounding combating it, an education in magic is often seen as a better use of a child's time.

Most schools attempt to teach students to be as well-rounded as possible, but more often than not it is the more aggressive, almost combat-oriented students that go on to make a name for themselves and thus a name for the school. Due to this fact, a majority of students are very well versed in Hex and Folk magic.

PATHS OF FOCUS

Choose your **two** Paths of Focus. Each gains 1 Aptitude to place within any corresponding Aspect of your choice.

BENEFITS

- Once per scene you can recall a lecture on any subject about magical theory or cryptids. The Crypt Keeper will give you some amount of academic knowledge that is narratively appropriate to the scene.
- You always have a few textbooks on you. Never know when you'll need a good door stopper.

PC CONNECTIONS

Roll a 1d6 to find out your connection to another PC in the group, or use the table as inspiration for your own ideas.

d6	Connections
1	You know that another PC was once a rising star in your school before being kicked out. Rumor had it they were caught making deals with spirits from the Crypt.
2	You and another PC were fast friends before your parents made you stop hanging out with them for being "low class."
3	You know that one of the other PCs used to sell contraband to other students at your school.
4	One of the other PC's parents is a teacher at your school, so why wasn't the PC enrolled there?
5	One of the other PCs tutored you, without their help you'd have never graduated.
6	One of the other PCs used to help you create and sell completed tests to help other students cheat.

NATURE

Known For: Folk and Ceremonial magic.

Arguably one of the oldest Magic Traditions. This Tradition looks to the natural world to draw its power from, believing that the practitioner is only but a part of a larger organism. Every rock, blade of grass, bird in the sky, and crawling creature works in harmonious communion. With such a mindset, comes a sense of responsibility to all living things.

Nature practitioners claim to have felt the oncoming calamity of the Crypt Door. This outside, malignant force has sought to undermine all living things on Earth, putting members of this Tradition at direct odds with it. They see many of the Cryptids as a perversion of the natural world. ‘

Though a recent debate has sprung up between the elders and younger practitioners on the role that Cryptids play in the natural world. Some wonder if every Cryptid should be considered outside of it or should there be room to accept them as new species to be counted among all living beings.

As the question lingers, this Tradition has been the most aggressive in cleansing the **Dead Spaces** of the world, typically through Folk and Ceremonial magic.

PATHS OF FOCUS

Choose your **two** Paths of Focus. Each gains 1 Aptitude to place within any corresponding Aspect of your choice.

BENEFITS

- Can sense a Cryptid or group of Cryptids within 100 yards once per **witching hour**.
- Once per Witching Hour you may connect with a natural object that you are then able to “see” the past circumstances surrounding it up to the last Witching Hour.

Dead Spaces, page 77

Witching Hour, page 79

PC CONNECTIONS

Roll a 1d6 to find out your connection to another PC in the group, or use the table as inspiration for your own ideas.

d6	Connections
1	You’ve traveled with another PC extensively and have learned to lean on them when times are tough.
2	You and another PC cleansed an object of a malevolent spirit but were unable to capture it. Could it now reside within one of you?
3	You and another PC are developing a plan to tame a Cryptid.
4	Another PC saved you from the Mysts after you’d fallen unconscious, but they refuse to tell you how they were able to survive themselves.
5	You and another PC have bonded over your joy of the same hot drink and comfort food.
6	You’ve witnessed one of the other PCs kill someone they claimed was a Crypt Cultist, but you have your suspicions.

Everyone should feel free in attempting to affect multiple foes at once with a single spell. However, this should be a fairly difficult task that demands a higher Imposition Level.

NU-WIZARDS

Known For: Crypt and Hex magic.

There is only one unifying thing about those who are labeled as Nu-Wizards and that's there is no one unifying thing. Many see them as degenerates, punks, and low-lives. However they see themselves as revolutionaries, anarchists, and trend setters.

For those that can't afford magical schools or who are dropouts often find themselves wrapped up in the Scene—rave kids with magic. Or crust punks, working outside the system to fight against the Crypt or to make sure “corpo suits” can't take advantage of a world gone mad.

The majority of Nu-Wizards find themselves thrust into the more dangerous parts of the world, putting themselves at risk to make a better future. Many focus on knowing as much about the Crypt in order to survive whatever it may throw at them and Hex magic to give them a fighting chance.

PATHS OF FOCUS

Choose your **two** Paths of Focus. Each gains 1 Aptitude to place within any corresponding Aspect of your choice.

BENEFITS

- You know how to scrounge for gear or food. With enough time and the right scraps you are able to cobble together simple items or enough food for a single meal.
- Once per scene, a Nu-Wizard can “Twin” a Hex spell to affect **two targets** at once without incurring an increase to Imposition.

PC CONNECTIONS

Roll a 1d6 to find out your connection to another PC in the group, or use the table as inspiration for your own ideas.

d6	Connections
1	You introduced another PC to some killer music.
2	You were lost to the “scene” with no real direction, when another PC brought you out on a job and now you're hooked.
3	You and another PC are daredevils and constantly push each other into crazy and often more dangerous situations.
4	Another PC often hires you to do tasks that they just don't have the stomach for.
5	You've befriended another PC in order to get closer to one of their corporate connections whom you're trying to take down.
6	You and another PC have a Death Pact. If it's clear the Mysts or a Cryptid are about to take you, the other will end you first.

CHAPTER 7: TROPES

Aspects, page 61

The Trope your character falls into sets up their area of magical focus. This focus grants them a higher Die Level in one Path and sets their starting Aptitude for their **Aspects** within that Path.

The names of each Trope are considered to be used as normal, everyday parlance among practitioners to quickly identify one's strengths. Whether or not it is something your character would wear proudly or despise is up to you.

Also bear in mind that your character's Trope is independent of their Tradition. While their Tradition generally leans more heavily toward certain magical paths than others, you'll always find a smattering of every Trope within that Tradition. For instance, while those of the Ancestral tradition may have an affinity for Folk magic for its cleansing and warding capabilities, you'll still find strong Ceremonial practitioners among them.

BACKPACKS

This label originated from an old (and some would say derogatory) video game term. Backpacks are practitioners that have dedicated themselves to healing. They stay close to everyone, like a backpack, ready to dish out the healing whenever things go south.

While physically healing people is their primary concern, so is keeping the world around them cleansed. Backpacks spend a good portion of their energy in keeping areas cleansed of angry spirits or helping ward off buildings from poltergeists or other foul spirits released from the Crypt.

STARTING INCREASES

Path Die: Creation raised by 1 Die Level

Aspects: 2 Aptitude in Healing, 1 in Cleansing or Preparations

HEALING FOCUS

CHOOSE A SPECIAL

- **Healing Hands** Once per Witching Hour, for 3 Stress, can heal up to 3 Minor wounds on a touch for the remainder of the Scene. Does not require a roll.
- **Healing Font** Once per Witching Hour, for 3 Stress, can summon a Simulacrum that produces healing waters. Anyone who drinks from it can remove up to 3 Minor wounds. This does not require a roll.
- **Mind over Matter** One per Witching Hour, for 3 Stress, can create an illusion so powerful that a fellow practitioner forgets about their wounds. They ignore all Aptitude Reduction from their wounds for the Scene; even those gained by new wounds. Does not require a roll.

Some practitioners are just more comfortable sitting in darkened rooms, labs, or libraries working out new ritual formulae. These are the Cellar Dwellers. Near recluses who delight in ritual and the complexity of magical incantations. They spend their days extending magical spells or making them permanent, such as a ward or other enchantments.

They can be highly valued within a group, but it's a common joke that you have to drag them kicking and screaming into the light when you need something done. Many do prefer to perform their work far away from any direct conflict. Though the more adventurous sort enjoys the rush of casting a ritual while under pressure. This is often the case when trying to bind a Cryptid or Spirit.

STARTING INCREASES

Path Die: Ceremonial raised by 1 Die Level

Aspects: 2 Aptitude in Ritual, 1 in Warding or Spirits

CHOOSE A SPECIAL

• **Always Prepared** Once per Witching Hour, for 3 Stress, you produce an enchanted item that your practitioner had prepared ahead of the Scene. After the Scene has ended the enchanted item loses its functionality. This does not require a roll.

• **Coven** Once per Witching Hour, for 3 Stress, can Link with other practitioners up to your Ceremonial Die without requiring a roll.

• **Master Ritualist** Once per Witching Hour, for 3 Stress, you may cast a ritual in a moment as well as forgoing any need for ritual components.

Being in tune with the Crypt, while dangerous, is a necessity for Conduits who gladly face that danger. For while the opening of the Crypt Door released many Cryptids, it also ushered in wayward spirits to flood the world who require guidance back to where they came.

Many, if not most, are simply lost spirits trying to find their way to the afterlife. In their frustration, they attach themselves to objects or places and lash out at the physical world. It is the Conduit that takes it upon themselves to see these spirits are freed and aided in moving on.

Though from their frequent contact with the Crypt it can have its side effects. Many other practitioners claim that there is something “off” about Conduits. They feel that maybe being so in tune with Spirits has allowed the Crypt to leech off their own humanity. However, that’s just a **hypothesis**. Right?

STARTING INCREASES

Path Die: Crypt raised by 1 Die Level

Aspects: 2 Aptitude in Spirits, 1 in Cleansing or Warding

CHOOSE A SPECIAL

- **Not So Imaginary Friend** Once per Witching Hour, for 3 Stress, you can call upon a spirit you’d previously summoned that day to aid you for a Scene. This does not require a roll.
- **Spirits in the Myst** Once per Witching Hour, for 3 Stress, you can enshrine yourself in a protective circle of spirits residing in a Myst. They will not harm you and allow for free movement through the Myst. This does not require a roll.
- **Spirit Miasma** Once per Witching Hour, for 3 Stress, you can direct minor spirits in the area to swirl around a Cryptid, distracting them from noticing you. This does not require a roll.

This is entirely up to the Crypt Keeper and player on the legitimacy of this claim. This can be a story point or a dredge that prevents the player from having fun. Find the right balance for your table.

Another area that may be up for discussion between the player and Crypt Keeper. Many do not feel comfortable roleplaying or even desire psychoses in their game. Ignore this part and enjoy.

CRYPT HUNTER

If there is one type of practitioner that makes others look practical it is the Crypt Hunter. These people are so-called as they are constantly on the hunt for locations of Crypt Doors. This often drives them deep into the Dead Spaces of the world and running toward a Myst rather than away.

Through their unique experience and more regular contact with Mysts, they've learned to travel through them as needed or help others avoid them when necessary. This acute exposure has led to some older hunters developing a "**Dead Man's Twitch**"; involuntary spasms of the eye or twitch of the arm or leg as if they're constantly ready to run. Of course, older Crypt Hunters are few and far between.

STARTING INCREASES

Path Die: Folk raised by 1 Die Level

Aspects: 2 Aptitude in Cleansing, 1 in Death or Myst

CRYPT DOOR AND MYST FOCUS

CHOOSE A SPECIAL

- **Not In My House** Once per Witching Hour, for 3 Stress, you can exude a power that repels all spirits from a location whose Level Die equals your Folk Die. This does not require a roll.
- **Food Bomb** Once per Witching Hour, for 3 Stress, you can produce a food item that, upon impacting the ground creates a foul odor. It can either repel humans or perhaps attract Cryptids.
- **Mental Shield** Once per Witching Hour, for 3 Stress, you can weave a warding around yourself that protects yourself from all mental influence from all sources whose Level Die is equal to or lower than your Folk Die. This does not require a roll.

The smell of a strong tea, the sound of a bubbling cauldron, and the crumble of a tasty treat are true magic for a Hedge Mage. These practitioners find comfort in what others would think of as the “simpler” magical arts. This way of thinking however has left many beguiled and ensorcelled after accepting a seemingly innocuous drink or fluffy scone from a Hedge Mage.

They are masters of potions and poultices, herbs and tinctures. With their bag of reagents they can concoct amazing enchantments that can uplift the weak and bring the strong crashing down. Any well traveled practitioner knows that a Hedge Mage is someone to be respected if not outright feared.

STARTING INCREASES

Path Die: Folk raised by 1 Die Level

Aspects: 2 Aptitude in Preparations, 1 in Enchantment or Protection

CHOOSE A SPECIAL

• **Grandma’s Home Cooking** Once per Witching Hour, for 3 Stress, you can be inspired to know the type of food or drink an aggressive spirit liked in life. By producing this foodstuff you may calm them for a Scene. This does not require a roll.

• **Have A Cookie** Once per Witching Hour, for 3 Stress, you can produce a Prepared food or drink item and name its magical effects as if you’d previously made it earlier that day. Its effects are of the minimum possible roll by the practitioner. This does not require a roll.

• **A Dash of Garlic** Once per Witching Hour, for 3 Stress, you may create a Ward with just the food items you have on hand, rather than typical warding tools such as plain salt or chalk. This does not require a roll or use any food items in your inventory.

Sometimes it's just more practical to outright kill something than to try and capture it, and Hex Mongers deliver death like practiced professionals. These practitioners often prefer a direct approach to a problem. They are hammers against the nail that is the Crypt.

Many draw their inspiration from popular culture and summon balls of fire, shoot lightning from their fingertips, or lay painful curses on their foes. Others see them as lacking nuance or being too quick to jump straight to offensive magic. Their retort is that you'll be screaming their name when an Ozark Howler is barreling toward you.

STARTING INCREASES

Path Die: Hex raised by 1 Die Level

Aspects: 2 Aptitude in Death, 1 in Cryptids or Enchantment

CHOOSE A SPECIAL

- **Double the Devil** Once per Witching Hour, for 3 Stress, you can lay a Curse upon a corporeal creature whose Level Die does not exceed your Hex Die that will take effect twice. This does not require a roll.

- **Double Tap** Once per Witching Hour, for 3 Stress, you can apply any amount of damage you've inflicted upon a corporeal creature to another creature you can see. This second application of damage does not require a roll.

- **Not On My Watch** Once per Witching Hour, for 3 Stress, you may have two active Protections spells on a single person.

Most practitioners are content with developing their skills through modern testing and practices. Keepers on the other hand search for ancient rites and rituals that have been **lost to time**. Others believe that they must rediscover the foundations in order for more meaningful progress to be made.

To reach their goals many Keepers employ a host of Simulacrum to aid in their studies and can be found performing rituals in hopes of piecing together gaps left behind in the lost records of their tradition. They are the Keepers of lost knowledge, the knowledge that could help bring an end to the Crypt.

STARTING INCREASES

Path Die: Creation raised by 1 Die Level

Aspects: 2 Aptitude in Simulacrum, 1 in Ritual or Cleansing

CHOOSE A SPECIAL

• **Heal Bot** Once per Witching Hour, for 3 Stress, you may create a small Simulacrum that will attempt to move about the area (up to a Zone of Near) and heal any injuries it can up to 2 minor wounds. This does not require a roll.

• **Mimic Veil** Once per Witching Hour, for 3 Stress, you may create a Simulacrum that is shrouded in Illusion magic in order to appear like any mundane object in the immediate area, such as a table or lamp. The Simulacrum can still move and fight as normal. This does not require a roll.

• **What's Dead May Never Die** Once per Witching Hour, for 3 Stress, should your Simulacrum be destroyed it will instantly arise, pulling itself back together, and continue its task. The stress does not have to be spent until the destruction of the Simulacrum. This does not require a roll.

While magic may have been more subtle in modern times, in the days of our ancestors it appeared to flourish. These ancient rights, rituals, and texts have been all but lost to time. They are now ready to be unearthed by enterprising practitioners.

Curse magic has been a part of every culture. We could always find evidence of them through folklore, fables, ancient tablets, and warding items. For long as there has been the spoken word and the hand gesture, there have been curses.

In the modern era, Maledicts are the practitioners that specialize in curse magic. Where Hex Mongers like a big show with flash and quick destructive power, a Maledict prefers to take their time. This could be through a languid curse merely meant to annoy to one that lays dormant before striking a devastating blow.

STARTING INCREASES

Path Die: Hex raised by 1 Die Level

Aspects: 2 Aptitude in Curse, 1 in Protection or Warding

CHOOSE A SPECIAL

• **Oopsie Daisy** Once per Witching Hour, for 3 Stress, you can instantly set a curse upon an individual where they'll constantly be clumsy. At all the inappropriate times, they'll drop things and stumble. This does not require a roll.

• **Dead Man's Switch** Once per Witching Hour, for 3 Stress, you can pre-cast a Curse that lays dormant until a trigger you specify causes it to finish. It can be set up to affect a person or object.

• **That's My Trick** Once per Witching Hour, for 3 Stress, you can negate one Curse you see cast entirely or remove one active Curse you see. This does not require a roll.

Coming up with boosting magic and support magic on the fly is fine, but for a Tim, those types of spells are best when attached to an item. It also lets the practitioner take their time crafting the perfect spells and items and not feel rushed, where being rushed can lead to disastrous results.

Many see a Tim as walking toolboxes, able to produce just the right item at the right time. Whether it be boosting magical skills or mundane ones, Tims are always handy to have around.

STARTING INCREASES

Path Die: Ceremonial raised by 1 Die Level

Aspects: 2 Aptitude in Enchantment, 1 in Warding or Ritual

CHOOSE A SPECIAL

• **I Got Just The Thing** Once per Witching Hour, for 3 Stress, you can produce an enchanted item and name its magical effects as if you'd previously made it earlier that day. Its effects are of the minimum possible roll by the practitioner. This special does not require a roll.

• **Supercharge** Once per Witching Hour, for 3 Stress, you can add your Enchantment Aptitude to an existing enchanted item. This Aptitude does not stack with the current amount on the item, instead only conferring whichever is greater.

• **Don't Fail Me Now** Once per Witching Hour, for 3 Stress, you can re-roll one failed task that used an enchanted item as part of the casting. You must accept the new roll as your result and do not gain the experience from the previous roll.

If you can't beat 'em, tame 'em. Trainers approach the appearance of Cryptids unlike any other practitioner. Where most of the world sees monsters, they see potential allies. They believe Cryptids can be taught, befriended, coerced, or controlled given enough time.

Some Trainers firmly believe that Cryptids are not creatures outside of nature but instead a young branch that needs a helping hand. They are potentially here to stay, so it is best to bring harmony with these new additions. Others only see tools in the fight against the Crypt itself. If you can reduce your enemy's ranks while also bolstering your own then you're one step closer to winning the war.

STARTING INCREASES

Path Die: Crypt raised by 1 Die Level

Aspects: 2 Aptitude in Cryptids, 1 in Healing or Protection

CHOOSE A SPECIAL

- **I Choose You** Once per Witching Hour, for 3 Stress, you can call on the aid of a Cryptid that you've befriended in the area. It will follow your requests so long as they are not required to inflict self harm or the situation be overly dangerous. This does not require a roll.

- **Call Of The Wild** Once per Witching Hour, for 3 Stress, you may call out to a Cryptid that resides in the Myst. This Cryptid will answer and willingly aid you in finding your way out of the Myst, though will not put itself in harm's way of any foul spirits. This does not require a roll.

- **It's Going To Be OK** Once per Witching Hour, for 3 Stress, you may calm a Cryptid whose nature resides in both the corporeal and spirit world. They will cease any aggressive action, though remain timid. This does not require a roll.

CHAPTER 8: MUNDANE SKILLS

HUMAN DIE

Despite a PC's magical whiz-bang abilities, they still are fragile humans in a fantastically dangerous world. This fragility is represented by the Human Die; a d4 that can only be raised through magical means such as enchantments or preparations. Keeping this die low and difficult to raise reinforces the fact that magic should be a practitioner's main resource for overcoming tasks. Why climb a wall when it may be easier to fly over it?

Further still, an unmodified mundane skill task does not provide access to Aptitude. Only by a practitioner's raw skill and human capabilities are they able to overcome the Imposition of the Crypt.

SKILLS

Mundane skills are, in simple terms, a way to flesh out a practitioner and show their interests and hobbies outside of magic. It is best to think of mundane skills that may fall outside of the various magical paths or skill that may have the opportunity to be enhanced through magic.

It would be rare to find two practitioners of the same Tradition and Trope to share the same set of mundane skills. They vary wildly from person to person and a chance to really set one practitioner apart from another.

Trying to list enough skills to cover everything a player may want for their practitioner would be a book unto itself. So instead, a practitioner starts with 10 Die Levels worth of skills of their choosing. A Die Level is considered each die type from a d4 up to a maximum of a d8. So, at character creation if the player wishes their character to be good at driving, they could write down the skill "Driving" and set their skill to a d6, which would equal 2 Die levels (d4, d6). No starting skill can be higher than a d6 and can never be higher than a d8.

Overall, these skills can be whatever the player wants in order to help flesh out their concept. They can be fairly broad (Athletic) to very specific (Parkour). The broader the skill the more applicable it can be across many situations. Consult with your Crypt Keeper if you're unsure if a skill may be too broad that it covers too many types of skills. The goal is to have a skill that fills a niche area that a magical path wouldn't cover.

Examples:

- Climbing
- Horse Riding
- Stunt Driving
- Strength
- Computer Hacking
- Puzzle Solving
- Good Eyesight
- Searching
- Jumping
- Running
- Holding Breath

ABOVE AND BEYOND

While mundane skills may never naturally go above a d8, with the aid of enchanted items or preparations, a practitioner may artificially raise a skill up to a d12 or perhaps gain access to Aptitude. For instance, a practitioner could enchant a pair of driving gloves which enhances either themselves or another's Driving skill. Or perhaps a tea may clear the mind and enhance someone's skill in solving puzzles.

See **CHAPTER 5: MAGICAL PATHS**, Enchanting and Preparations for more information on how these magical paths are used to affect skills and how to set the Imposition Level for such tasks.

NOT A REPLACEMENT

Mundane skills should never replace or replicate a magical Path or Aspect. You'd be surprised how often magic may be better suited to overcoming your obstacle. For instance, many people may be tempted to have a skill in shooting a firearm. A completely understandable choice for certain character backgrounds. However, consider that it may be more appropriate for the practitioner to be well versed in Hex magic and more specifically the Death Aspect. A searing hot flash of lightning can be far more useful against a Cryptid than a bullet. Or why put energy into being overly acrobatic to get over that fence when a well-placed spell to phase through it may be easier to achieve.

CHAPTER 9: MONEY AND EQUIPMENT

MONEY

Practitioners do not need to worry about tracking every single bit of currency that they have on them. With the fall of the old-world and the rise of the Crypt, most old world currency is nearly useless. In larger cities it's common to use paper bills and coins, but the further one travels into the small, isolated communities the more things turn to barter systems or a local currency.

To help keep things abstract so that they can fit into any situation, items are listed as Inexpensive, Valuable, Extravagant, and Priceless. Each area you visit may have a different idea of what items fit into which category. Where a wetland may consider water inexpensive, a desert town may think of it as valuable or even extravagant (if the circumstances are right).

Practitioners are considered to be able to cover all inexpensive costs on a daily basis, within reason. Buying out a shop's entire inventory of inexpensive items would quickly become an extravagant cost when everything is added up.

Valuable items can be purchased at 1 every other week and Extravagant items every 3 months. A Priceless item may be out of reach financially, but with the right persuasion or offer of services in exchange, a practitioner may be able to obtain it. When trying to determine an item's cost, keep in mind that the world's manufacturing base and infrastructure has been badly disrupted. What once was easy to find and plentiful may be in short supply or in high demand. What was once common may now be considered very valuable or even extravagant.

It is always probable that the PCs can gain a patron or set up businesses to begin pulling in passive incomes. This allows them to increase their buying power by one or more steps, shifting the buying time down to the next level, whatever is narratively appropriate and agreed upon by the group. Since these are abstractions, it's whatever works best for your table and their story.

EQUIPMENT

All Practitioners are considered to have a bookbag, or traveling bag, or hiking backpack with them that allows them to carry a sundry of items. For simplicity, these carrying bags have 6 item slots. Additionally, the practitioner can carry things in their hands, pockets, or hip pouches, granting them another 4 item slots.

At character creation pick enough items to fill 4 item slots. Two may be Valuable, but only one Extravagant. None may be Priceless. Refer to the following tables for a short list of what your character may have. If what you want is not listed, use a similar item as a gauge for what it may cost. As always, discuss with your Crypt Keeper on anything that may not appear in the

lists.

A practitioner can attempt to carry more than they have room for, but doing so impedes their movement and ability to cast spells effectively. Every action they attempt with either Paths or Mundane skills has an Irresistible Imposition of 2 Die Levels added to the task.

HEFT

All items have had their weight abstracted into Heft, a value used to indicate how many item slots it occupies. Typically, items Heft ranges from 1 to 3. Though this number can be whatever is necessary for the narrative.

Hagerdy has come across a small footlocker. He asks JD, "How Hefty is it?" It's a little over 2 feet long, only 8 inches deep, but full of magical reagents. They both agree that while the box itself isn't very large, all taken together it's very hefty and decide its Heft value is a 3.

Generally speaking anything that requires two hands has a Heft of 2, and anything that may require two or more people to carry comfortably would be 3 or more.

Some items are small enough that they have no heft alone, but stacked together—ammunition, spell reagents, or food—they can become Hefty. Typically a stack of 5 items will begin with a Heft of 1. Here you'll find a table of example items. Use these as a guide to establish the Heft of various items that may arise in your game

While modern firearms are still the preferred method of protecting a town from Cryptids, some communities have fallen back to using melee weapons to protect themselves. They are effective, do not have moving parts prone to breaking, and some people just want to look cool holding them.

Weapons And Armor

Item	Cost	Heft
Bow/Crossbow	Valuable	2
Club	Inexpensive	1-2
Handgun	Extravagant	1
Knife	Inexpensive	1
Rifle	Extravagant	2
Shield	Valuable	2
Spear	Valuable	1
Sword	Extravagant	2

Gear

Item	Cost	Heft
Alcohol	Valuable	1
Ammunition*	Valuable	1-3
Batters (Pack)	Inexpensive	1
Canteen	Inexpensive	1
Crowbar	Valuable	1
Duffle bag**	Inexpensive	1-4
Extra Clothing	Valuable	1
Flashlight	Valuable	1
Coffee	Extravagant	1
Lighter	Inexpensive	1
Magical Reagents	Valuable	1
Sleeping Bag	Valuable	2
Tea	Inexpensive	1
Trail Rations	Inexpensive	1
Walking Stick	Inexpensive	1

*Depending on how many rounds are purchased can change the Heft. For every two scenes in which a firearm or bow is used, reduce the Heft by 1 to represent expended ammunition. Upon reaching 0 all ammunition has been used.

**A duffle bag can, in theory, extend the amount of items a practitioner can carry. Instead of adding more item slots however, its Heft will simply increase for every item in it up to a maximum of 4. Its use comes in the form of making it easier to carry items around.

CHAPTER 10: CHARACTER PROGRESSION

EXPERIENCE

Reaching a new understanding in skills and abilities is gained through experience, and experience is gained through failure. Each time a player fails a roll they may mark a tick on the experience track. Whenever the player experiences a Catastrophic Failure, they may mark two ticks on the experience track.

Uncovering mysteries, stopping dastardly plots, and saving your friends and family are also, well, experiences! At the end of each session, the Crypt Keeper may give out 1 to 2 ticks of experience. For larger story beats or major discoveries, the Crypt Keeper may even give out more! Up to 4 ticks on the track should be reserved for completing a major story arc.

SPENDING EXPERIENCE

The experience track has up to 10 ticks, though a player does not have to fill up the track in order to spend their experience. This gives players enough room to keep track of their experience gain throughout the session.

A player can reduce the ticks on their track to perform one of the following: introduce a story beat, add a town upgrade, or advance their character. At any time, a player may choose to do one of these actions, either before, during, or after a session.

STORY BEAT

For 2 ticks, a player may introduce a story beat. These story beats add a new element to the scene or may slightly shift the story in favor (or disfavor if the player is feeling devilish) of the practitioners. This can be something simple as pointing out that there is a “loaded” wand behind the bar or finding an old effigy of warding hanging in the trees or introducing an NPC that the player knows that may help be able to lend a hand.

TOWN UPGRADE

For 4 ticks, a player may raise a Civic Path's die level by 1 or add a dot to one of a town's Aspects, strengthening it against the Crypt. For 6 ticks, the player may increase the town's Prominence. These investments may be more powerful wards against spirits, or adding to the electrical grid to expand housing, or adding a new benefit or luxury. For a full list of potential investments, head to **CHAPTER 12: TOWN**.

CHARACTER ADVANCEMENT

Each practitioner advances through gaining more Aptitude with their Aspects, which in turn increases their ability using a magical Path. Whenever a player wishes, they can spend ticks from their experience track equal to the number of Aptitude points they wish to gain for an Aspect.

If the new Aptitude would be higher than the practitioner's Die Level in that Path, the player must also spend an additional number of ticks equal to the Die Level. After doing so, the practitioner's Path Die will increase to the next Die Level. Like in character creation, a practitioner's Aptitude can never be higher than their Path Die, unless temporarily raised through magical means such as enchantments or through consumed preparations.

Two-Tone wants to raise her Cryptid Aptitude from 2 up to 3. This increase would cost her 3 ticks from her track. Should her Crypt Path Die be a d6, this increase would put her past her cap. She is required to raise her Path Die to a d8. To do so, she would need to spend an additional 3 points from her track, 1 point per Die Level (d4, d6, d8) to meet the requirement.

RAISING THE SPELL DIE

Experience cannot be used to raise a practitioner's Spell Die. Instead, this die is based on the overall strength and experience of the practitioner. As they gain more understanding of magic and their place in the world, so does their ability to control it. For every three Path Die, a practitioner raises their Spell Die will increase by one Die Level, to a maximum of a d12.

CHAPTER 11: STEP THROUGH AND QUICK BUILDS

Use the following Step Through section to help you build your practitioner, or if you're wanting to jump straight into the game as quickly as possible, you can use one of the Quick Builds.

STEP THROUGH

1. Choose a magical Tradition that best fits your character's background or approach or concept of magic. Once picked, choose two magical Paths that will be your practitioner's Focuses. At the start of each Tradition's entry will be a suggestion for which two are the typical paths of that Tradition. However, feel free to choose any path that fits your character concept. Now mark a d6 die level on those two Paths and add one point of Aptitude to any Aspect associated with those Paths of your choice. Then set the remaining Paths to a d4.
2. Choose a Trope. A PC's trope represents what kind of practitioner they are within their Magical Tradition. Under the entry for your chosen Trope you will find a 1 die level increase to a Path die and an increase in **Aptitude** for two **Aspects** of that Path.
3. Pick one Special Ability from the list associated with your Trope.
4. Assign 3 more points of Aptitude to any number of Aspects you would like. No single Aspect can start with more Aptitude than the associated Path die level.
5. Choose 8 Die Levels of Mundane Skills. These skills can be fairly broad or specific. No skill can start with more than a d6. Each die is considered a Die Level. For instance, placing a d6 in a skill called "Fast Talker" would be 2 Die Levels. An example of mundane skills are Acrobatic, Fast Runner, Perceptive, Picks Locks, and Puzzle Solver.
6. Choose up to 4 items for your **equipment**. Two may be Valuable, but only one Extravagant. None may be Priceless. If an item you want does not appear in the equipment section, talk with your Crypt Keeper to come up with an appropriate Value and **Heft** for it.
7. Fill in your character details such as Name, Pronouns, detail the specifics of your Tradition, and set your Spell Die to do a d6.

QUICK BUILDS

Want to jump right in? Choose one of these Quick Builds that best fits your character concept. Use them either as-is or as a starting point.

Remember, if you change the Tradition then your Benefits will also change. Similarly, if you change the Trope then the starting Magical Path increase and Special will also change.

CONTROL FOCUS

TRADITION

Nature. Arguably one of the oldest Magic Traditions. This Tradition looks to the natural world to draw its power from, believing that the practitioner is only but a part of a larger organism. Every rock, blade of grass, bird in the sky, and crawling creature works in harmonious communion.

PATHS

Cryptid Die: d8 **Creation Die:** d6.

APTITUDE

2 Cryptids.

1 Spirits

1 Healing.

1 Protection.

3 Free.

The number of Aptitude points in a single Aspect cannot be greater than the corresponding Path's Die Level.

BENEFIT

- Can sense a Cryptid or group of Cryptids within 100 yards once per Witching Hour.
- Once per Witching Hour you may connect with a natural object that you are then able to "see" the past circumstances surrounding it up to the last.

(Inexpensive, Heft -), Pen (Inexpensive, Heft -), Snacks (Inexpensive, Heft 1), Car (Extravagant, Heft -), Tea Kettle (Valuable, Heft 1)

TROPE

Trainer. If you can't beat 'em, tame 'em. Trainers approach the appearance of Cryptids, unlike any other practitioner. Where most of the world sees monsters, they see potential allies.

SPECIAL

I Choose You Once per Witching Hour, for 3 Stress, you can call on the aid of a Cryptid that you've befriended in the area. It will follow your requests so long as they are not required to inflict self harm or the situation be overly dangerous. This does not require a roll.

SKILLS

Pick 10 Die Levels of Mundane skills. Each Die is considered 1 level.

Suggested Skills: Tracking, First Aid, Perceptive, Cool Under Pressure, Cleaning, Stage Presence

EQUIPMENT

Choose up to 4 items for your equipment. Two may be Valuable, but only one Extravagant. None may be Priceless.

Suggested Equipment: Pocket Knife (Inexpensive, Heft 1), Watch (Valuable, Heft -), Chalk (Inexpensive, Heft -), Notepad

CRYPT DOOR AND MYST FOCUS

TRADITION

Nature. Arguably one of the oldest Magic Traditions. This Tradition looks to the natural world to draw its power from, believing that the practitioner is only but a part of a larger organism. Every rock, blade of grass, bird in the sky, and crawling creature works in harmonious communion.

PATHS

Crypt Die: d8 **Folk Die:** d6.

APTITUDE

2 Myst.
2 Cleansing.
1 Warding.
3 Free.

The number of Aptitude points in a single Aspect cannot be greater than the corresponding Path's Die Level.

BENEFIT

- Can sense a Cryptid or group of Cryptids within 100 yards once per witching hour.
- Once per Witching Hour you may connect with a natural object that you are then able to "see" the past circumstances surrounding it up to the last.

Matches (Inexpensive, Heft -), Lighter (Inexpensive, Heft -), Lighter Fluid (Inexpensive, Heft -), Binoculars (Valuable, Heft 1), Calculator (Valuable, Heft 1)

TROPE

Crypt Hunter. If there is one type of practitioner that makes others look practical it is the Crypt Hunter. These people are so-called as they are constantly on the hunt for locations of Crypt Doors.

SPECIAL

Not In My House Once per Witching Hour, for 3 Stress, you can exude a power that repels all spirits from a location whose Level Die equals your Folk Die. This does not require a roll.

SKILLS

Pick 10 Die Levels of Mundane skills. Each Die is considered 1 level.

Suggested Skills: First Aid, Jury-Rig, Perceptive, Trap Making, Melee Fighter, Gunslinger

EQUIPMENT

Choose up to 4 items for your equipment. Two may be Valuable, but only one Extravagant. None may be Priceless.

Suggested Equipment: Handgun (Extravagant, Heft 1), Ammunition (Valuable, Heft 1-3), Body Armor (Valuable, Heft 2),

DAMAGE FOCUS

TRADITION

Nu-Wizard. There is only one unifying thing about those who are labeled as Nu-Wizards and that's there is no one unifying thing. Many see them as degenerates, punks, and low-lives. However they see themselves as revolutionaries, anarchists, and trend setters.

PATHS

Hex Die: d8 **Crypt Die:** d6.

APTITUDE

- 2 Death.
- 1 Protection
- 2 Cryptids.
- 3 of your choice.

The number of Aptitude points in a single Aspect cannot be greater than the corresponding Path's Die Level.

BENEFIT

- You know how to scrounge for gear or food. With enough time and the right scraps, you are able to cobble together simple items or enough food for a single meal.
 - Once per scene, a Nu-Wizard can "Twin" a Hex spell to affect two Cryptids at once without incurring an increase to Imposition.
- 1), Calculator (Valuable, Heft 1), Climbing Gear (Valuable, Heft 2)

TROPE

Hex Monger. Sometimes it's just more practical to outright kill something than to try and capture it, and Hex Mongers deliver death like practiced professionals.

SPECIAL

Double Tap Once per Witching Hour, for 3 Stress, you can apply any amount of damage you've inflicted upon a corporeal creature to another creature you can see. This second application of damage does not require a roll.

SKILLS

Pick 10 Die Levels of Mundane skills. Each Die is considered 1 level.

Suggested Skills: First Aid, Acrobatics, Climbing, Parkour, Melee Fighter, Defense, Martial Arts, Musician

EQUIPMENT

Choose up to 4 items for your equipment. Two may be Valuable, but only one Extravagant. None may be Priceless.

Suggested Equipment: Body Armor (Valuable, Heft 2), Shield (Valuable, Heft 1), Flashlight (Inexpensive, Heft 1), Batteries (Inexpensive, Heft 1), Flares (Valuable, Heft

ENCHANTMENT FOCUS

TRADITION

Nu-Wizard. There is only one unifying thing about those who are labeled as Nu-Wizards and that's there is no one unifying thing. Many see them as degenerates, punks, and low-lives. However they see themselves as revolutionaries, anarchists, and trend setters.

PATHS

Ceremonial Die: d8 **Hex Die:** d6.

APTITUDE

2 Enchantment.

1 Linking

1 Protection.

1 Ritual.

3 of your choice.

The number of Aptitude points in a single Aspect cannot be greater than the corresponding Path's Die Level.

BENEFIT

- You know how to scrounge for gear or food. With enough time and the right scraps, you are able to cobble together simple items or enough food for a single meal.
- Once per scene, a Nu-Wizard can "Twin" a Hex spell to affect two Cryptids at once without incurring an increase to Imposition.

Suggested Equipment: Pens (Inexpensive, Heft -), Wooden stakes (Inexpensive, Heft 1-3), Carving Knife (Inexpensive, Heft 1), Tool Bag (Inexpensive, Heft 2), Hammer (Inexpensive, Heft 1), Machine Shop (Extravagant, Heft -), Enchanting Components (Valuable, Heft 1)

TROPE

Tim. Coming up with boosting magic and support magic on the fly is fine, but for Tims, those types of spells are best when attached to an item. It also lets the practitioner take their time crafting the perfect spells and items and not feel rushed, where being rushed can lead to disastrous results.

SPECIAL

I Got Just The Thing Once per Witching Hour, for 3 Stress, you can produce an enchanted item and name its magical effects as if you'd previously made it earlier that day. Its effects are of the minimum possible roll by the practitioner. This special does not require a roll.

SKILLS

Pick 10 Die Levels of Mundane skills. Each Die is considered 1 level.

Suggested Skills: Carpenter, Leather Worker, Machinist, Study/Research, Tailor, Haggling, Mechanic, Mathematics

EQUIPMENT

Choose up to 4 items for your equipment. Two may be Valuable, but only one Extravagant. None may be Priceless.

HEALING FOCUS

TRADITION

Hierarchical. Where there is a Tradition you will find organized institutions, whether secular or religious in nature. The Hierarchical Tradition finds its strength in a formalized hierarchy, strict adherence to codes or spiritual rites, and a command structure.

PATHS

Creation Die: d8 **Folk Die:** d6.

APTITUDE

- 2 Healing.
- 1 Cleansing
- 2 Preparations.
- 3 of your choice.

The number of Aptitude points in a single Aspect cannot be greater than the corresponding Path's Die Level.

BENEFIT

- Can reduce the harm inflicted by a Cryptid by one step (down to no harm at all) once per scene.
- You're able to use fast-talking rhetoric to either anger or confuse a person of a religious order.

(Valuable, Heft 2), Triage Kit (Valuable, Heft 2), Duffle Bag (Inexpensive, Heft 1-4), Walking Stick (Inexpensive, Heft 1-2), Tea Set (Inexpensive, Heft 2), Herbs (Inexpensive, Heft -), Recipe Book (Inexpensive, Heft 1)

TROPE

Backpacks. This label originated from an old (and some would say derogatory) video game term. Backpacks are practitioners that have dedicated themselves to healing. They stay close to everyone, like a backpack, ready to dish out the healing whenever things go south.

SPECIAL

Healing Hands Once per Witching Hour, for 3 Stress, can heal up to 3 Minor wounds on a touch for the remainder of the Scene. Does not require a roll.

SKILLS

Pick 10 Die Levels of Mundane skills. Each Die is considered 1 level.

Suggested Skills: First Aid, Triage, Assess, Jokes, Psychoanalysis, Brewing, Speed Reading, Puzzle Solving

EQUIPMENT

Choose up to 4 items for your equipment. Two may be Valuable, but only one Extravagant. None may be Priceless.

Suggested Equipment: First Aid Kit

PREPARATIONS FOCUS

TRADITION

Ancestral. Drawing upon the knowledge of one's ancestors is central to many magical cultures. Practices within these cultures are sacred to the group and are deeply personal. This could be tied to an entire culture or community, down to an individual family's daily practices.

PATHS

Folk Die: d8 **Ceremonial Die:** d6.

ASPECTS

2 Preparations.

1 Cleansing

1 Ritual.

1 Protection.

3 of your choice.

The number of Aptitude points in a single Aspect cannot be greater than the corresponding Path's Die Level.

BENEFIT

- Can call upon the knowledge of an Ancestor to raise a magical Path die by one Die Level for a scene.
- You are able to sense when someone calls upon one of their ancestors for aid.

may be Valuable, but only one Extravagant. None may be Priceless.

Suggested Equipment: First Aid Kit (Valuable, Heft 2), Triage Kit (Valuable, Heft 2), Duffle Bag (Inexpensive, Heft 1-4), Walking Stick (Inexpensive, Heft 1-2), Tea Set (Inexpensive, Heft 2), Herbs (Inexpensive, Heft -), Recipe Book (Inexpensive, Heft 1)

TROPE

Hedge Mage. The smell of a strong tea, the sound of a bubbling cauldron, and the crumble of a tasty treat are true magic for a Hedge Mage. These practitioners find comfort in what others would think of as the "simpler" magical arts. This way of thinking however has left many beguiled and ensorcelled after accepting a seemingly innocuous drink or fluffy scone from a Hedge Mage.

SPECIAL

Grandma's Home Cooking Once per Witching Hour, for 3 Stress, you can be inspired to know the type of food or drink an aggressive spirit liked in life. By producing this foodstuff you may calm them for a Scene. This does not require a roll.

SKILLS

Pick 10 Die Levels of Mundane skills. Each Die is considered 1 level.

Suggested Skills: First Aid, Triage, Assess, Jokes, Psychoanalysis, Brewing, Speed Reading, Puzzle Solving

EQUIPMENT

Choose up to 4 items for your equipment. Two

RITUAL FOCUS

TRADITION

Hierarchical. Where there is a tradition you will find organized institutions, whether secular or religious in nature. The Hierarchical tradition finds its strength in a formalized hierarchy, strict adherence to codes or spiritual rites, and a command structure.

PATHS

Ceremonial Die: d8 **Folk Die:** d6.

ASPECTS

- 2 Ritual.
- 1 Linking
- 2 Warding.
- 3 of your choice.

The number of Aptitude points in a single Aspect cannot be greater than the corresponding Path's Die Level.

BENEFIT

- You can always find a member of your tradition/religion/corporation when in a populated area that can lend you aid.
- Once per scene, per witching hour you can Link with one other PC without needing to make a check.

EQUIPMENT

Choose up to 4 items for your equipment. Two may be Valuable, but only one Extravagant. None may be Priceless.

Suggested Equipment: Preservation Kit (Valuable, Heft 2), Magic Circle Reagents (Valuable, Heft 1), Ancient Texts (Valuable, Heft -), Digging Tools (Inexpensive, Heft 1-2), Reference Tome (Extravagant, Heft 1), Calligraphy Kit (Valuable, Heft -), Warding Stones (Extravagant, Heft 1)

TROPE

Cellar Dweller. Some practitioners are just more comfortable sitting in darkened rooms, labs, or libraries working out new ritual formulae. These are the Cellar Dwellers. Near recluses who delight in ritual and the complexity of magical incantations. They spend their days extending magical spells or making them permanent, such as a ward or other enchantments.

SPECIAL

Always Prepared Once per Witching Hour, for 3 Stress, you produce an enchanted item that your practitioner had prepared ahead of the Scene. After the Scene has ended the enchanted item loses its functionality. This does not require a roll.

SKILLS

Pick 10 Die Levels of Mundane skills. Each Die is considered 1 level.

Suggested Skills: Polyglot, Archeology, Assess, Mathematics, Puzzle Solving, Cartography, Speed Reading, Ancient Languages

SIMULACRUM FOCUS

TRADITION

Hierarchical. Where there is a Tradition you will find organized institutions, whether secular or religious in nature. The Hierarchical Tradition finds its strength in a formalized hierarchy, strict adherence to codes or spiritual rites, and a command structure.

PATHS

Creation Die: d8 **Ceremonial Die:** d6.

APTITUDE

- 2 Simulacrum.
- 1 Enchantment.
- 2 Ritual.
- 3 of your choice.

The number of Aptitude points in a single Aspect cannot be greater than the corresponding Path's Die Level.

BENEFIT

- You can always find a member of your tradition/religion/corporation when in a populated area that can lend you aid.
- Once per scene, per witching hour you can Link with one other PC without needing to make a check.

may be Valuable, but only one Extravagant. None may be Priceless.

Suggested Equipment: Chalk (Inexpensive, Heft -), Candles (Inexpensive, Heft 1-3), Flashlight (Inexpensive, Heft 1), Batteries (Inexpensive, Heft 1), Ritual Components (Valuable, Heft 1-3), Library (Extravagant, Heft -), Ritual Tome (Valuable, Heft 1)

TROPE

Keeper. Most practitioners are content with developing their skills through modern testing and practices. Keepers on the other hand search for ancient rites and rituals that have been lost to time. Others believe that they must rediscover the foundations in order for more meaningful progress to be made. Why reinvent the magic circle after all?

SPECIAL

Heal Bot Once per Witching Hour, for 3 Stress, you may create a small Simulacrum that will attempt to move about the area (up to a Zone of Near) and heal any injuries it can up to 2 minor wounds. This does not require a roll.

SKILLS

Pick 10 Die Levels of Mundane skills. Each Die is considered 1 level.

Suggested Skills: Calligraphy, Study/Research, Brewing, Inspiration, Cryptography, Decipher, Polyglot, Lore

EQUIPMENT

Choose up to 4 items for your equipment. Two

SPIRIT FOCUS

TRADITION

Ancestral. Drawing upon the knowledge of one's ancestors is central to many magical cultures. Practices within these cultures are sacred to the group and are deeply personal. This could be tied to an entire culture or community, down to an individual family's daily practices.

PATHS

Crypt Die: d8 **Folk Die:** d6.

APTITUDE

2 Spirits.

1 Myst.

1 Cleansing.

1 Warding.

3 of your choice.

The number of Aptitude points in a single Aspect cannot be greater than the corresponding Path's Die Level.

BENEFIT

- Can call upon the knowledge of an Ancestor to raise a magical Path die by one Die Level for a scene.
- You are able to sense when someone calls upon one of their ancestors for aid.

Knife (Inexpensive, Heft 1), Watch (Valuable, Heft -), Chalk (Inexpensive, Heft -), Notepad (Inexpensive, Heft -), Pen (Inexpensive, Heft -), Snacks (Inexpensive, Heft 1), Car (Extravagant, Heft -), Tea Kettle (Valuable, Heft 1)

TROPE

Conduit. Being in tune with the Crypt, while dangerous, is a necessity for Conduits who gladly face that danger. For while the opening of the Crypt Door released many Cryptids, it also ushered in wayward spirits to flood the world who require guidance back to where they came.

SPECIAL

Not So Imaginary Friend Once per Witching Hour, for 3 Stress, you can call upon a spirit you'd previously summoned that day to aid you for a Scene. This does not require a roll

SKILLS

Pick 10 Die Levels of Mundane skills. Each Die is considered 1 level.

Suggested Skills: Tracking, First Aid, Perceptive, Cool Under Pressure, Cleaning, Stage Presence

EQUIPMENT

Choose up to 4 items for your equipment. Two may be Valuable, but only one Extravagant. None may be Priceless.

Suggested Equipment: Pocket







PART 3:
BUILDING
YOUR TOWN

The myriad of Cryptids that have crawled out of the **Crypt Doors** or sprung forth from the **Mysts** has brought ruin to every country's population which caused a domino effect of failing infrastructure and governance. Thankfully, as practitioners across the world have been able to push back against the threat, communities have been rebuilding and stitching back together to form some semblance of the old world's nations. While your campaign can be centered around traversing from one location to another, healing the world's Dead Spaces, you may also want to focus on a single, shared location. What follows are prompts to help everyone build a town together. This is a place where all the characters are either born or have moved to recently. Whichever the case, it is home and a place to defend from the ever-encroaching Crypt..

CHAPTER 12: THE TOWN

WHAT IS THE GOAL?

This is the first and a key question for the group to answer. What is the goal of the campaign or one-shot? Coming up with a strong, concrete, single sentence goal will help the group answer the prompts below. If the goal of the game is to focus on a more slice of life, daily struggle of the group, then perhaps a smaller village where everyone knows everyone fits best. If the goal is to fight power structures that look to harness the Mysts for nefarious purposes, then a larger town or city may fit better. Last, the goal for the group may be just to have a home base to come back to after heading out into the Dead Spaces, in which case the town may be more of an isolated waystation than a proper home.

Keep the above question in mind and have fun building your town.

TOWN STATS

YOUR TOWN'S CHARACTER

Just like a practitioner, your town has its own stats that are laid out and function largely the same way as an individual character with a few changes. These are the Prominence Die and Civic Path Die. Whenever it may be necessary to determine how a complication may affect your town, pick an appropriate Civic Path's Aspect that may counter that issue and roll against Imposition.

PROMINENCE DIE

A town's prominence within a region can have a large impact on its population density, potential trading partners, and how far-reaching their influence is. A town with a d4 Prominence Die may be a small community, tucked away in the mountains. Whereas a d12 is a metropolitan center, pulling in new citizens and potentially influencing the growth of new towns nearby.

When you need to determine your town's population, follow these guidelines.

- d4, hamlet, fewer than 500
- d6, village, 500-2,500 residents
- d8, town, 2,600-10,000 residents
- d10, city, 12,000-50,000 residents
- d12, metropolis, 60,000-50,000 residents

Keeping your town's Prominence equal to or higher than a Civic Path is vitally important for keeping a healthy growth and stable community. Having these die levels inverted can cause potentially negative outcomes but also fun narrative conflicts within your game.

A Crypt Door is both figurative and literal and has become something of a pejorative term. It's not uncommon for people to say things like, "What in the Crypt Door is that?" Or simply, "What in the Crypt?" More often than not, where one finds a Myst one will also find a Crypt Door.

Mysts only rise up at night as a low rolling fog that appears to move with purpose. Determining where and when one will be is a fine art, not unlike predicting where a Category 5 tornado will drop. Many practitioners have dedicated themselves to researching the Myst and finding out how to stop them.

CIVIC PATHS

Defense, Offense, Necessities, Luxuries, and Indulgences comprise the Civic Paths. Much like a character's Spell Paths, each Civic Path has a die level and three Aspects. Players can spend experience ticks to raise either the die level or number of dots for each Civic Aspect.

ASPECTS

Investing a dot within a Civic Path's Aspect narratively determines how important that Aspect is to the community and how many resources are being dedicated to it. The dots are also used in resisting Imposition. If a town has no dots within an Aspect, it is assumed that it does not have any internal support and perhaps your town is relying on a neighboring town for those resources. Consider what that may mean within the narrative of your game and how it may affect the people living there.

Just like a practitioner, the number of dots within a Civic's Aspect cannot be greater than the Civic Path's die level.

WHAT DOES IT LOOK LIKE?

After investing into an Aspect, the players should come up with the details of how that looks for their particular town. Are their spirit wards large obelisks with magical carvings on them? Or perhaps there are small wooden effigies hung in the trees. Did they invest in the Aspect of Shopping? It could be as simple as a fast-food restaurant or the beginnings of a shopping mall.

Use the combination of the town's Prominence Die, Civic Path die and the number of dots within an Aspect as a guide to what it should look like and how big it is. Having a d4 in both and investing a single dot into Housing may mean your town can only support a couple hundred people in fairly small homes. Investing more dots and raising the die levels means being able to support and offer better housing to the growing population.

MORE BETTER MEANS MORE LONGER

In addition to the dots within an Aspect helping determine how it looks within the narrative, they also help determine how long it takes for that investment to be built. There are no hard and fast numbers on exactly how long it should take to build out a town's investment into an Aspect. Not every improvement is built the same, so-to-speak. The Crypt Keeper and players should discuss the upgrades and best fits narratively for the improvement.

USING THE DIE LEVELS

Die levels are used to help the players and Crypt Keeper determine outcomes for different conflicts. For instance, if the town's spirit wards are a d6, then this would protect them easily against ghosts or similar spirits of a d4 Threat Die. Anything of a d6 may sneak past, but it would be difficult. Whereas those with a d8 and above can easily pass through.

These comparisons should give the players and Crypt Keeper a narrative guide. When it's an NPC against the town, there isn't necessarily a roll that needs to take place. However, when a practitioner is attempting to overcome a part of their town (or a rival's town) these die levels set the Imposition Die for those interactions.

STARTING STATS

How prominent your group's town starts at depends on the type of game you wish to play. A campaign dedicated to the reclaiming of Dead Spaces and rebuilding an old-world city should probably start at a d4. Whereas a game focusing on the threats of secret cult activity which threatens to start a second Night of the Open Grave could be placed within a city, starting with a d12.

Discuss together the type of game everyone wishes to play. Use one or more of the threat prompts in this chapter to establish themes and tone. Afterward the table should have a good idea of what size city or town they will start in. Once that's established, distribute a number of dots among the Civic Aspects equal to the town's Die Level. For instance, if the group decides on a town (d8), they will distribute 8 dots among all 15 Aspects.

DEFENSE

Your town's defenses are crucial in keeping everyone safe from both natural and supernatural threats. These are often wards placed around the town to prevent Mysts from rolling into town or rogue spirits. They could be specific traps for the most prevalent cryptid in your area, or even guard posts erected to watch out for raiding parties. Defenses may also comprise internal policing or guard forces that patrol the perimeter of the town, looking out for signs of raiders that may want to steal goods.

Having a Defense Path die greater than the Prominence Die can cause issues with maintenance of the various systems set in place. Causing your workforce to not be able to keep up with the demands of the population. This stresses everyone and can lead to breaches of the perimeter.

ASPECTS

CRYPTID

Cryptids lurk within the deep and untamed Dead Spaces of the world. Their motivations and desires seem alien or purely animalistic. A small town must always be on alert for cryptids slinking within their borders to wreck and destroy. Or using their roads and surrounding woods as hunting grounds. Having the best Trainers on hand to develop techniques to trap and repel cryptids specific to your area can mean surviving another day.

The more prominent the town, the less likely cryptids will directly assault the town, or more sinister and devious types may be drawn to such a large and susceptible population. The cryptid threat is never gone. It only finds better ways to destroy.

HUMAN

As much as cryptids have become a threat to communities, humans can be equally dangerous when they want to be. Having safeguards against raiders, cultists, or even political take-overs is important in maintaining a healthy community. You may wish to set up checkpoints at entrances in order to keep track of who is coming into your town and what they're bringing with them. Or you may decide to erect guard towers near the town to keep an eye out for potential threats.

The more prominent the town, the more likely the human threats will change from direct violence to political issues or secret cult activity. There are always human threats, even if they are not always so visible.

SPIRIT

The Night of the Open Grave not only saw an outpouring of cryptids, but it also released a host of spirits upon the world. Some argue it was the spiritual attacks that did more to cripple humanity than the corporeal cryptids. Unbound by a physical form, spirits go and do what they wish. This makes them particularly dangerous to all towns. It is not uncommon to see warding gates when approaching a small village, or individual buildings within a city decorated with runes to deflect spiritual attacks.

The more prominent the town, the harder it becomes to make sure every district, building,

and home are protected. Sometimes a small city may require this to be up to the homeowner and enforced through regulation.

OFFENSE

Good defense can often be a good offense. Taking an active approach to potential conflict with the natural and supernatural threats can do wonders for your town. This could be your own raiding parties that go out into the Dead Spaces to scrounge for goods in neighboring cities (be they occupied or not). Or you could focus on developing teams that investigate rumors of crypt doors or nesting cryptids in the area and neutralize them before they become a bigger problem.

Having an Offense Path die greater than the Prominence Die can lead to problems with coups by those who control the violent power. To some, might makes right, and they may exert that power to take control.

ASPECTS

RAIDS

Old world cities and towns lay smothered by thick vegetation. Their vacant homes and businesses are overrun by wondering spirits and cryptids. Cultists hide in the dark corners of forgotten villages. Despite all the dangers, these smothered places hold wealth, equipment, and parts any growing community would want.

Though, why bother fighting the horrors of the Crypt when humans are much easier to strong arm? Having raiding parties is how some towns keep themselves going by raiding nearby towns both abandoned and occupied. Plus, it's better to take the fight to your enemy rather than wait for them to pull the rug out from under you.

The more prominent the town, the more your town draws attention to itself from stronger cities and even governments. Having a sizable and deadly militia of magical and mundane soldiers will make anyone antsy.

RECOVERY TEAM

Waiting for a cryptid attack or cult ritual to occur and responding to it isn't always the best choice. More often than not you want to take an active role in protecting the community. Recovery teams are purpose-built to investigate rumors and hunt down threats to the community and cut them off before everything turns upside down. Often times supported by the local government or council, these brave souls put themselves in harm's way so protect those that can't protect themselves.

The more prominent the town, the more these recovery teams change from being groups that range out into the Dead Spaces to policing type forces that keep an eye on any internal corruption or cult activity.

CRYPT HUNTING

Crypt Doors and Myst events can happen unexpectedly if you don't know the signs. Having those dedicated to keeping track of the shifting tide of the Crypt can mean the difference between being mysteriously swept off the face of the Earth or turned into a town of ghouls and Myst Walkers. This means knowing how to properly take care of those that have passed along, controlling spikes of magical energy, and daily rituals to ward off the Crypt.

The more prominent the town, the stronger the confluence of magical and crypt energies collects. Spirits are drawn to the high density of souls which threaten to unleash another Night of the Open Grave.

NECESSITIES

A community cannot thrive without the basic necessities being met. Proper water treatment plants, strong electrical grid, farming or grocery stores, and proper housing are good examples of necessities. The more robust the necessities, the bigger a population a town can support and the more content your community will be. Having a Necessities Path die greater than the Prominence Die causes your town to spend money on upkeep for services that are not being used and becomes a drain on the system. Empty houses sit vacant and decay, good quality food goes uneaten and rots.

ASPECTS

FOOD/WATER

Be it farming or bartering with neighbors, without food, a community literally cannot survive. This necessity can be offset to some degree by raiding, but eventually a town will need a stable and predictable source of food to support their population. Eventually, with enough investment, technology, both mundane and magical, can lessen the burden and groceries built to help keep food for longer.

The more prominent the town, the more the community can withstand droughts and other disasters (be they natural or not). They can also support a larger population. Being too prominent without having enough food can cause bigger issues than any cryptid.

ELECTRICITY

By the 1990s, first world countries had become reliant on easily accessible and readily available electricity. After the opening of the Crypt Door, getting electricity up and running became many community's top priority. Whether personal diesel generators, hydro plants, or coal powered cities found a way to turn the lights on quickly.

The more prominent the town, the stronger their electrical grid can be but also the more demands are placed on that grid. If the grid does not keep a close pace to the prominence, many citizens will be left out in the cold.

SHELTER

You don't have a town if you don't have housing. Most new communities that have moved out into the Dead Spaces of the world attempt to recover and reclaim former suburbs and other metropolitan areas. This gives them room to grow and buildings to scavenge. It hasn't been unheard of for some communities to be built from scratch, but the challenges of fending off cryptids, spirits, and Mysts while using temporary structures can prove too much.

The more prominent the town, the types of housing the town can offer grows. Both low and high-density dwellings become key to maintaining a growing population. Though not keeping up with the housing requirements of new citizens can cause unrest, high chances of homelessness, and attracting supernatural horrors.

LUXURIES

Once a town's necessities are met, it's time to offer them the fun parts of life that helps everyone escape from the thoughts of daily threats from cryptids, cultists, and evil spirits. Arcades, fast-food, shopping malls, and sports stadiums are all the luxuries of life. They bring a community together through shared interests and activities. Having a Luxuries Path die greater than the Prominence Die can cause a severe imbalance of wealth within the community. A few wealthy businesspeople may merge the goods into one source and attempt to extract as much out of the economy as possible.

ASPECTS

SHOPPING

People love stuff. They love looking at stuff and browsing for new stuff. So where can they get all that stuff? Mom & Pop shops, shopping centers, and the pinnacle of the shopping experience, the mall. Getting new clothes weekly, recharging wands, and stocking up on herbs becomes the goal for those that love shopping.

The more prominent the town, the more it becomes a center of commerce. Smaller communities may build up around it or draw people to travel to your town to get luxuries they can't get anywhere else. It can also draw the attention of more unsavory businesses.

SPORTS

For nearly three thousand years, humanity has played sports. What started as a preparation for war morphed into a recreational activity. Then when capitalists realized there was money to be made, capital S-sport was born. Good natured rivalries between communities help build a shared connection. A shared connection of turning their focus from the horrors of the outside world.

The more prominent the town, the more teams and types of sports a town can handle. Small fields carved out of corn fields eventually give way to gargantuan stadiums. This also draws in governmental corruption, as team owners will pay off whoever they need to in order to get their shiny new stadium erected, regardless of who it may harm.

ARCADES

The decade prior to the opening of the Crypt Door saw arcades explode in popularity. A crash in the video game industry nearly wiped it out, and soon home consoles took a bite of their cultural impact. Then the cryptids came. With a decline in home computing manufacturing, arcades are back on the rise. Young practitioners flock to the neon glow in dimly lit buildings to play the latest Loveland Frogger or Sasquatch Hunter.

The more prominent the town, the more wild the arcade buildings become. What may have started as a fun after school hangout can grow into a multi-story extravaganza. Which, the bigger the arcade, the more energy it demands to keep the lights going.

INDULGENCES

What some considered the seedier side of humanity, others argue indulgences are another way to escape the drudgery of life and make a few bucks while you're at it. Gambling halls or casinos, liquor stores or dispensaries, and brutally violent sports are the indulgences of a town looking to make a name for themselves.

Having an Indulgences Path die greater than the Prominence Die can cause your town to slip from merely partaking in a bit of raucous fun into an extreme vice. Your community may become dependent on the indulgences to excess, which brings harm to the population either

through crime or the inability to maintain the other Civic Paths to an acceptable degree.

ASPECTS

GAMBLING

Want to find a fast way to build revenue in order to maintain city infrastructure, build new municipal buildings, and put new books in schools? Hold a Power Ball. There are those that love to gamble. Giving them a way to do with some oversight can be beneficial to everyone. Gamblers have a chance to win some money, and potholes can be fixed in a timely manner.

The more prominent the town, the larger the winnings of a governmentally backed lottery are. Casinos are built bigger and flashier until one day you've got an entire district dedicated to it. Which can invite a host of problems if a community isn't careful. Addictions, crime families, and cults preying on those down on their luck.

INTOXICATION

Getting intoxicated on something to drink, something to eat, or something to smoke has been a part of humanity for as long as they could eat, drink, and smoke. Either for religious experiences or to just escape a hard day's work, it's nice to have a little something to take the edge off. Investing in storefronts to help the community use instead of abusing can build a healthy town.

The more prominent the town, the more structured or regulated the various offerings can be. Citizens can start their own shops and your town may become well known for their quality of product. It can also bring in illegal and unregulated trade or get out of control wherein in the community over-indulges.

VIOLENT SPORTS

If there isn't the chance of blood hitting the dirt, then can it even be called a sport? For some communities, it's the chance of maiming and death that calls to them. Bare-knuckled boxing, demolition derbies, and bull riding call to these communities.

The more prominent the town, the more structured these kinds of sports become. More regulation keeps the more severe injuries at bay while trying to maintain the spirit of the sport to draw in spectators from other regions. There is also the chance that it all goes too far, and the next thing people know, there's a television show dedicated to spandex wearing criminals being chased through abandoned streets by chainsaw wielding maniacs.

The name is something of a misnomer. These areas are in fact teeming with life. Unfortunately, that life consists mostly of the hostile Cryptids of the world, Spirits, Mysts, and Crypt Doors

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PROMPTS

While creating your town a thing to remember is that sprawling cities and towns are rare. Huge national governing bodies are weakened and attempting to regain their power in the world. In those countries are loosely connected communities, villages, towns, and cities with large stretches of treacherous forests between them. Beyond the borders of those countries lay the **Dead Spaces**.

Use these questions to help you all build connections between one another and the world at large.

1. Our town's name is _____.
2. It's located in _____. (Get creative! All former boundaries are gone but some major landmarks may now be beacons for communities to build around.)
3. The town's population is roughly _____.
4. We are governed by a _____.
5. Our leader's name is (or leaders' name's are) _____.
6. The most notable thing about our town is _____.
7. Our biggest holiday is _____.
8. The closest town to us, _____, is our _____.
9. The biggest threat to our town is _____.
10. _____ is our biggest creature comfort.

Every town has some amount of magical fortification against the Mysts that threaten the world and other aids to **Ward** against Cryptids. The size of the town, however, will determine just how strong those fortifications are. The smaller the town, the more susceptible it may be to larger threats. Though, the larger the city, the easier it is for Crypt Cultists and smaller threats to slip through the cracks and begin to fester.

ALWAYS UNDER THREAT

After answering the prompts you'll have a great starting point for your game and a clear idea of what threats and problems you may be facing. These threats, however, are often multi-faceted and rarely straight forward. While Cryptids pose the most immediate threat to humanity, oftentimes it is other people that can become the larger problem. Crypt Cultists are always around, driven by some incomprehensible need to further the alien goals of the Crypt—or whatever goals they've ascribed to such an unknowable force.

Beyond that, many corporations or other institutions are also making moves that rarely have the population's best interests at heart. Where there is power, money, or control to be had there are those that will exploit any resource, no matter how dangerous, to gain more.

But always, always is the threat of the Crypt itself. It moves about the world, opening Crypt Doors and threatening to consume what's left. While there have been the brave and foolhardy who have crossed the threshold of a Crypt Door none of them returned, that we know of. Majority opinion amongst practitioners is that it's always prudent to close a Crypt Door rather than chance what may come out of it. Nothing good has come from them or ever will. At least, that's what is to be believed.

THREAT PROMPTS

If your group is looking for a bit of inspiration on what to focus the game on, here is a list of prompts for the various threats you can find in the world. You can use all of them, mix between two or more, or just use them as inspiration for the type of game you'd like to run.

Each set of prompts focuses on the seven major types of themes you may find within a game of *The Crypt Has Opened*. You may wish to combat or contain cryptids, stop cultists from taking over your town, investigate rumors of crypt doors, stop a corrupt organization or political group from seizing control of a region, or range into the Dead Spaces seeking Mysts like tornado chasers of old.

What you may find is that several of these may bleed into one another. With crypt doors often comes the Myst. Corrupt groups may often be full of cultists who are attempting to harness cryptids or dark magics to enact their nefarious plans. If a bit stuck, start with one of these prompts and see how the story unfolds and weaves into another one.

CORRUPT ORGANIZATION

1. Citizens have gone missing, the only trace left behind are globs of black molasses and soot.
2. The Mysterium Magica has gained a strong economic foothold along the outposts bordering the Grave Wall. While they claim to do great work in reclaiming Dead Spaces, rumor has circulated that the funds they've collected are being funneled toward darker purposes.
3. The Fernbank Consortium claims the Smithsonian Syndicate has stolen a number of their newly acquired magical artifacts. The Smithsonian denies any wrongdoing and that, in fact, the Fernbank has been stealing from them! Who is telling the truth or is there a third party that rightfully owns the artifacts?
4. The Institute of Arcane Arts and Sciences has recently come under fire for a set of hazing rituals perpetrated by a secret society calling themselves the Council of the Silent Court.
5. Reports that ritual spells bought from Walten's Curios—the rebuilt nation's number 1 distributor of magical goods—are flooding in that they are unstable and causing caustic burns or summoning malevolent spirits. Walten's Curios denies any wrongdoing and blames the rash of incidents on their Silver Dust provider Montgomery Inc.

CORRUPT POLITICIAN

1. Unmarked vehicles have been seen around town, parked near political opponents to the town's mayor. Not long after, their homes have been besieged by poltergeists. The Mayor denies any involvement, but not everyone is convinced.
2. The town's Crypt Defense Systems has degraded to where spirits and Cryptids can slip inside. The council claims they don't have the funds to fix it, yet their own homes and families seem to be unaffected and they're able to afford private magical schools for their children.
3. Two neighboring towns are in talks to merge. One boasts a clean river that provides everyone with fresh water. Rumors circulate that a corporation in the opposing town only wants access to the water to privatize it for their own uses. Are the politicians in on it, looking to fatten their own purses in the merger?
4. The citizens have always maintained the town's Crypt Defense Systems. However, the mayor/council has proposed moving to using a private company. Despite an uproar against it, the leaders appear to be moving forward with the deal. What's in it for them?
5. The mayor has put all of their children into positions of power, despite their incompetence. All seemed fine until signs of spiritual corruption appeared among the family. Have they been using their position to commune with malevolent spirits?

CRYPTIDS

1. In an unoccupied part of town, Sweepers noticed disturbances in an old gas station. They swear it looks like several bear claws and droppings. Where there are several bears, there could be an Ozark Howler.
2. A mile outside town is an abandoned hotel. Several Trainers have gone missing recently after having investigated it for strange noises. It's clearly a dangerous area, but their loved ones want to know what happened, leaving you no choice but to investigate.
3. The rainy season always brings a clutch of aquatic Chupacabras to harass the livestock and travelers. Town leadership is set to eradicate them, but an outspoken Trainer wants to find another solution that doesn't involve killing them.
4. The town survived a Myst uprising and all seemed well. That was, until they found a citizen drained of their blood. Some believe a lone Chupacabra is responsible, but others fear a vampire is loose.
5. Townsfolk swear they've been seeing a figure with white eyes in mirrors all around town. A sure sign of a Tallahassee Stalker. What's odd, however, is how several people are seeing it.

CRYPT DOORS

1. Travelers have come into town, swearing they had witnessed a Crypt Door rising up through the woods just outside of town. You've no choice but to investigate.
2. You all dream of the same Door, calling to you. Ignoring it becomes physically painful. Only by looking to the North, in the direction it's calling, does the pain ease.
3. A Poltergeist has taken residence in the local Rec Center, preventing its use. It agrees to leave, only if you reunite it with its physical body that was used in summoning a Crypt Door.
4. The unthinkable has happened. A Crypt Door has opened within your town and resists all manner of outward attempts to close it. You have no choice but to head inside.
5. A once in a lifetime event has occurred. A Crypt Yard — where several Crypt Doors open at once — is forming. If it completes, it could be the beginning of another **Night of the Open Grave**.

CULTISTS

1. A Crypt Cult is rumored to have gained a foothold within your town and plans to summon a Crypt Door.
2. Wooden effigies have appeared, strung up along porches around town. At first it seemed to be random occupancies, but now you suspect they are appearing in specific locations. Could a cult be working on a ritual targeting your town?
3. A new pastry shop has opened in your city and quickly becomes known for their red velvet cake. Everything seems fine, until loved ones are found staring out to the west in the middle of the night crying with blood stained cheeks.
4. Pamphlets are showing up around town, recruiting members to a new sect. Digging deeper into their teachings reveals they claim the day of the Final Grave is at hand. Could they be recruiting to help hasten its arrival?
5. News has spread that a village nearby has been corrupted by a cult. The arguments in town become fierce over whether to go there and root them out, or spend the town's energy and resources on fortifying their own defenses should the cult attempt to spread.

DEAD SPACES

1. A Lost Tomb has been discovered just outside of town, bringing strangers from across the nation who want to investigate it. Do they wish to use the knowledge from the tomb for good or ill?
2. A group of travelers claim to come from beyond the Grave Wall to the west, but their stories aren't lining up.
3. Your town is growing faster than the council had expected. The demands for housing and better infrastructure are mounting. With the right group of volunteers, they could reclaim an abandoned mall down the highway from the Dead Space and integrate it into the town.
4. Signs show that the town's leadership has been neglecting its defenses. The Dead Spaces are creeping in and a rash of malevolent spirits have attached themselves to people and homes.
5. It's time to establish a new settlement along the Grave Wall. The goal is to become a hub for Grave Runners to stock up supplies before passing over the wall to reestablish contact with the West Coast and discover what happened there.

MYSTS

1. Myst Barriers have begun to malfunction around town. Upon inspection they appear to be tampered with.
2. A sudden Myst rushes outward from the town square. Something or someone is calling the Myst.
3. You all are on a supply run from your town. While camping that night, a sudden Myst surrounds you all. When it vanishes, you don't recognize any of landmarks around you.
4. Mysts are enigmatic and chaotic. So when your town's Myst Dowzers report they're seeing a nightly pattern, you have no choice but to head out into the Dead Spaces to investigate.
5. A mass of vengeful spirits accompany what seems to be a perpetual Myst. You must brave the Myst itself and head inside to find how to disrupt it for good.





PART 4:
THE
CRYPT KEEPER

If you've jumped to this part of the book then most likely you're interested in being the Crypt Keeper. You may also know this role as the Game Master or Referee from other roleplaying games. If by chance you're new to tabletop roleplaying games and this one is your first, then welcome! We're happy you'll be stepping beyond the Crypt Door with us.

What is your job as the Crypt Keeper? This answer has many layers, but it can be distilled to a few key terms that we're all familiar with. We are at once a judge, who adjudicates and interprets the game rules. A story guide, who starts with an inciting incident for the players to take a hold of and run with and mold with their own creativity. And finally – something I think is a cornerstone of a great game master – you are the player's cheerleader. While it is your job to put creative and dangerous roadblocks in front of the player character's goal, you don't do so maliciously, but to be a part of their triumphs and cheer them on.

As the Crypt Keeper you'll want to be the most familiar with **Part 1: IMPOSITION DICE SYSTEM** and the rest of the chapters in this part. All of this information will provide you with what you'll need to run a successful game. To stress a point here, be familiar with the rules but do not feel like you must know all the rules. That will come with time. To begin, take notes on page numbers for rules you feel you'll reference often.

This part of the book should be for your eyes only. Certainly, we can't keep players from reading further on, but for their enjoyment much of it is best left a mystery. Beyond this point you'll find the stat blocks for many of the Cryptids found around the world and how to make your own. You'll learn secrets of the Crypt and how to effectively use the Myst as a story element. And in **Chapter XX: THE WORLD** you'll have everything at your fingertips to run a campaign set within this alternate world; from shadowy organizations, to Crypt Cultists bent on hastening the end of the world, to the alien minds of Cryptids, to friendly towns fighting back against the Dead Spaces. We can't wait to see what stories you have to tell.

Where's the world chapters? For the free beta release of the book we're not including any of the world and setting material. All of that will be left for the retail release. We trust however that there is enough within this document to get you started on your very

CHAPTER 13: TURNING OF THE HOUR

THE WITCHING HOUR

Before the opening of the Crypt Door, the Witching Hour was thought to be between 2 and 4 am. This was when spirits, demons, and spells would be at their most powerful. Now, however, the name has shifted to mean the time when the sun rises. This is when most spells unravel (such as simulacrum or minor curses), their magic pulled apart by the morning rays of the sun. Only through rituals can they be extended past this time.

THE CRYPT HOUR

The Crypt Hour has supplanted the "witching hour," due to the fact that during the hours between 3 and 4 am, Cryptids become more dangerous, Mysts swell, and followers of the Crypt perform their darkest rituals. Being caught out in the Dead Spaces can be bad enough, but having to camp overnight within the wilderness and surviving the Crypt Hour without proper precautions almost always ends the same way...

CHAPTER 14: CRYPTIDS

In this chapter, you'll find a small list of potential Cryptids and other NPCs that practitioners may face during their travels and escapades. While the basic rules are the same for any NPC, they have a few differences to help you, the Crypt Keeper, run them more smoothly.

All NPCs are broken down to their Level Die, Threat Die, and then any special abilities they may have.

LEVEL DIE

Under each Cryptid entry, you'll find a listing of their Level Die, which sets the base ID of interacting with them on all tasks. The Level Die also sets the general health of the NPC. As a general rule, each number on the die represents how many "hits" they can take before falling. For instance, a Cryptid with a d6 Level Die will fall after taking 6 hits, whatever that may mean, narratively speaking. You may raise or lower this number depending on how weak or tough you want the NPC to be.

THREAT DIE

Unlike PCs, Cryptids do not have a Spell Die. Instead, they have a Threat Die. This is because not all Cryptids have Paths or Aspects and not every Cryptid can have the ability to increase the ID of every magical path, as some are just physical forces of nature or only connect with one particular path strongly.

NPC FORMAT

Level Die: Ranging from a d4 to a d12, this is the starting Imposition Level that the PC must overcome in order to affect them with anything. The PC may use their own Spell Die to raise the NPC's Imposition Die should the NPC need to make a roll (this is a rare occurrence by may happen). When it is necessary, the NPC will roll their Level Die, Threat Die, and Imposition Die set my the PC.

Threat Die: Equivalent to the PC's Spell Die. Since not all NPCs have Paths, this die represents the general threat they can assert over the PCs. An NPC can lower their Threat Die in order to raise a PC's ID.

Lore: This is all the known information on this Cryptid. It is up to the Crypt Keeper to determine if all, some, or none of this is true. Expand or alter this information to best fit with your game's needs. There is still much to learn about Cryptids. Still, should a practitioner succeed on a knowledge roll, they should get some concrete knowledge and some hearsay.

Special Ability [Name]: While an NPC may not have individual Paths or Aspects like PCs, they do often have special abilities. These are generally one time powers that give them an edge in a conflict. They may affect multiple opponents, deal above average affects, have an increased ID over what the NPC's normal Level Die is, or perform some other feat that is beyond what a PC can do.

Motivation: This section briefly goes over what may motivate this Cryptid on a day-to-day basis. Use this as a springboard for its actions and how they may fit into your story.

Crypt Keeper Notes: This is any relevant, non-lore information. You'll find their strengths and weaknesses and suggestions on how to use the NPC. Remember these are suggestions and a way to show the original intent behind the NPC, but change what you need to make it fit your game.

Finally, NPCs do not have damage boxes as they can not undertake STRESS like a PC.

OZARK HOWLER

LEVEL DIE: d12

THREAT DIE: d10

LORE: One of the most legendary Cryptids of the Ozarks prior to the opening of the Crypt Door. It went by many names: the Hoo-Hoo, the Nightshade Bear, and the Devil Cat. Though these days most simply refer to it as the Ozark Howler.

Reports have come back that they are anywhere from the size of an adult grizzly bear up to an Asian Elephant. What remains the same is that they all appear with grey-black shaggy fur, stocky legs, hands like that of a human tipped with black nails, and glowing red eyes. Trainers have noted that while every Ozark Howler has horns, the shape and style often depend on the region they're sited in, some having deer antlers, others ram's horns, and one sighting of moose antlers.

Most chilling is their howl, which gives them their name, that of a hyena's cackle mixed with a wolf's howl and an elk's bugle. Crypt Hunters will tell you that if you hear that call, then chances are it's already too late.

There is a large debate among isolated townships and cryptozoologists. The latter believes these to be solitary creatures, not unlike standard bears, that stake out territory. Whereas communities have sworn they've seen packs of brown and bears roaming the Dead Spaces, lead by an Ozark Howler. While the two may squabble over this, they both agree that the Howler is far more intelligent than any mere animal. Many Trainers believed they could tame one of these vicious beasts, but discovered their mistake on the end of a horn.

PIERCING HOWL: The Ozark Howler will rise on to its hind legs before letting loose with an ear ringing howl. The sound is so otherworldly that practitioners that can hear it is shaken for days afterward. Upon hearing the howl all people within the range of AWAY have an irresistible raise to all ID by 1 die level. A practitioner can attempt to throw off this effect magical means, but still suffers from the irresistible raise. The Piercing Howl's affect ends at the next Witching Hour.

MOTIVATION: Maintain, build, and strengthen their territory. Due to their high intelligence, they've been known to attract cultists who assist in this endeavor by laying traps to draw in competitors.

CRYPT KEEPER NOTES: Ozark Howlers are not to be used lightly. They are fast, aggressive, and viciously intelligent. Consider using them as a central point to a storyline, focusing on cults that may worship them or as a long-term menace to the player's town. Use similar cryptids as a red-herring before revealing the true threat.

Strength — They are a wrecking ball with no conscience. While intelligent, they still know that their size and strength are often enough to carry them through in putting down their opponent. Should they find themselves in a losing position, however, they will not hesitate to change tactics or even flee.

Attempting to use mundane weapons to harm an Ozark Howler is essentially ineffective,



making all tasks to incur an irresistible raise to all ID by +4 to a maximum of d12.

Weaknesses — Bright light is the most effective solution to dealing with an Ozark Howler. Their red glowing eyes are highly tuned to seeing in the dark and thick woods of the Dead Spaces. A flash or concentrated light can either stun or cause the Ozark Howler to thrash on the ground violently before attempting to flee the source.

While affected by the light, all tasks to affect the Ozark Howler are lowered by 2 die levels to a minimum of a d4.

CHAPTER 15: THE CRYPT

RESURRECTION

Attempting a resurrection requires several tests of the practitioner or practitioners involved. Not all are needed, but certainly most are. They include: preparing a proper ritual, healing the body of all its wounds, cleansing the area of any wayward spirits, tracking the movement of a Myst or suppressing one as it forms around the body, and leading away or fighting off Cryptids that smell the corpse. The player and Crypt Keeper should consider the weight of the situation and determine a proper set of tests that fit the narrative. It should be noted that leaning toward more tests rather than fewer is to be expected, as well as high Imposition Levels that may be irresistible.

It can be done, but should it be done?

CHAPTER 16: SESSION 0

A Session 0 is where all the players and Crypt Keeper sit together to discuss the themes and events that may appear in the game and work on characters and establish PC connections. This is also the chance to build the town together if the players want and perhaps pick a few starting prompts from the list of threats.

This session is vitally important to running a successful and rewarding game of The Crypt Has Opened and to be fair any Role Playing Game. Primarily because horror, regardless of how campy it may be, can deal with potentially troubling themes that not everyone at the table may be comfortable with. In this chapter you'll find more details and resources to help everyone feel safe and ready to have a great game.

ESTABLISH CONTENT

At the top of the session, you will want to inform the players on what themes and events may appear in the game that could be potentially triggering. Examples include gore, body horror, possession, police brutality, restraint, animal harm, or child harm. If you plan to use these elements, you owe it to your players to let them know ahead of time that they will be there.

LINES AND VEILS

Lines and Veils are an aid in establishing what content your players are comfortable with experiencing. This is generally a sheet with a list of not only horror themes but other game themes such as romance or levels of violence. The players and Crypt Keeper take time filling out these sheets, marking them with what they are comfortable with and what they are not. Most Lines and Veils forms will let the players rate each theme as Good to Go, a Veil which means it can be in the game but must happen "off screen," or a Line which means they have a hard line against that theme.

You can find many different kinds of forms on the Internet that are either simple spreadsheets or form-fillable PDFs. We highly recommend using Monte Cook Games' free Consent in Gaming

checklist (<https://www.montecookgames.com/store/product/consent-in-gaming/>).

One key element here is to not force anyone to have to share this information. It is collected by the Crypt Keeper privately who then will give a general overview of what is veiled and what is a no-go area. Players are free to share if they wish but should never be put into a situation where they feel it's necessary to defend their choices.

The goal here is to create a safe table and establish trust among **everyone**.

SAFETY TOOLS

Where the Lines and Veils checklist is a Safety Tool established prior to the game, there are further tools to help ensure that everyone is feeling safe during play. In your Session 0 establish with the players what method(s) everyone would like to use to control when a scene may be getting too much. A quick example of one such tool is the "X-Card" by John Stavropoulos. Simply put, everyone gets an index card with an X drawn on it and they keep it upside down. If something happens in a scene that a player wishes to edit out, they flip the card and tap it. With no questions asked the offending element is edited out of the scene and everyone continues.

That is a barebones way of explaining it and there are many other methods out there. For more information on other Safety Tools that may fit your table better we would like to refer you to the TTRPG Safety Toolkit (https://drive.google.com/file/d/1M3LpDnVOc2G5UV03mWsqSU2QkDvHcmWX/view?usp=share_link).

CHARACTER AND TOWN CREATION

After establishing the game's content, marking the Lines and Veils, and choosing further Safety Tools it is time for everyone to make their character. We highly encourage that this be done at the table. Each Tradition comes with a list of potential PC connections that instantly starts the game off with a pre-history for each character. Not only that, they contain small plot hooks for future story beats and added drama. Each PC connection is open ended, giving the players room to fill in the details and **make it there own**.

Along with the character creation is the opportunity to build out the PC's town and perhaps pick some prompts from the threat list. This is a great way to get in a one-shot or kickstart a campaign that can lead into a bigger story. The player's town handles a lot of story elements. It gives them a hub, a place to return to and rest after traveling the Dead Spaces. They can also work to grow their town and become a great city. Hometowns are also good sticking points to ratchet up tension with threats.

EXTRA PROMPTS

While the players have a 10 question prompt, here are some more questions that you can ask them to further fine tune town.

1. Are there any special holidays that the town celebrates?
2. What do you all do for entertainment as a community? Such as putting on plays or community sports teams?
3. Is there any particular religion that is more favored than others?
4. How does the town make money or what do they use for money?

These are not vital questions but an extra set to include if you'd like.

Child harm is one such line for me. Prior to becoming a father this kind of thing never bothered me and wouldn't have had a second thought about. Not so much anymore. Every game I run I am upfront with the players that I will not include it nor tolerate the PCs engaging in it.

This moment of filling in the details is how the organizations of the Fernbank Consortium and the Smithsonian Syndicate came to be. During a playtest a player chose the Hierarchical tradition. From there we worked out that she'd be from the Fernbank museum and it spiraled out into this wonderful silly moment that I've added to the game.

WHAT'S NEXT?

You may have noticed that this book only contains one stat block for Cryptids and doesn't have much in the way of setting information. That's because what you have currently is essentially the Systems Reference Document (SRD) for the Imposition Dice System. Everything contained herein should give you the tools necessary to start running your own games or perhaps even be inspired to create your own game using the basic rules. Which we fully encourage!

As for *The Crypt Has Opened*, the next big push is to write and publish the bestiary as well as setting information and the various organizations that have established themselves across the new world. We have a group of writers we're excited to work with and some very unique takes on Cryptids you already know and love.

There are two major areas we'll be taking a closer look at as playtests continue: Experience and Mundane Skills. There has already been some amazing feedback on both of these areas that have caused us to take a step back and re-evaluate their implementation. While this version of the game has added the Human Die, there is a chance Mundane Skills and thus the need for that die may get nixed altogether!

How experience is obtained and used for character progression is of major importance and will require more intense testing. Some early feedback is showing that it will still need a lot of work and tweaking. If you end up running this for your own group, we'd love to hear your feedback. Please send an email to info@happyjak.games with your thoughts!

We hope that you'll join us in seeing this game take shape and eventually to full production. We've big plans for this little game and can't wait to share them.

Thank you for taking the time to read our book and best of luck hunting for Cryptids and closing Crypt Doors.

A large, stylized handwritten signature in black ink, appearing to be the initials 'J.B.' with a long horizontal flourish extending to the right.

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