

THE CRYPT HAS OPENED



Play Test v 4.0

AN IMPOSITION DICE SYSTEM

RESOLUTION MECHANIC

THE ROLL

The player rolls three dice: Spell Die, Path Die, and the Imposition Die. The third die, Imposition Die, is set by the Crypt Keeper and acts as the difficulty of the task. It may range anywhere from a d4 (easy) to a d12 (hard).

FULL SUCCESS

The Spell and Path die are greater than the Imposition Die. The practitioner gets exactly what they want.

PARTIAL SUCCESS

The Value of the Imposition Die is greater than or equal to any of the other dice. You have achieved your goal, but it comes with consequences.

FAILURE

If the Imposition Die is greater than both the Spell and Path die the roll is a failure. The consequences can be minor setbacks to downright fatal. The practitioner also gains 1 tick of experience.

APPLYING APTITUDE

Lower the Imposition Die by a number of dice steps equal to the number of dots associated with an Aspect that is being used to cast a spell to a minimum of a d4.

ADVANTAGE

The practitioner gains Advantage on the roll should their Aptitude lower the Imposition below a d4. They instead roll two d4 and take the lower of the two values.

CONSTANT IMPOSITION

This raise to Imposition is added *after* a practitioner applies their Aptitude to a roll. It may represent casting a second spell while maintaining concentration on an ongoing spell. Or used as a consequence for failing a previous roll.

IRRESISTIBLE IMPOSITION

Aptitude may not be applied to this type of Imposition. This may represent casting a spell that's attempting to overcome the forces of nature itself.

STRESS

A practitioner may spend Stress before a roll to further lower the Imposition by a number of die levels equal to the amount of stress spent. This includes Irresistible Imposition or Constant Imposition. You may also spend stress to re-roll a failure

DAMAGE

Being wounded takes not only a physical toll, but a mental toll on a 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.

Taking an additional wound when all boxes are filled means the character dies.

PATHS OF MAGIC

CEREMONIAL

- 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: Create an item to boost a person or thing

Linking: Increase practitioner Spell Die.

Ritual: Long form spell casting to affect something you cannot see.

CRYPT

- 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: Interacting with or having knowledge of a cryptid.

Myst: Sensing or manipulating the Myst.

Spirits: Sensing, interacting with, or having knowledge of a spirit.

HEX

- 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 physical harm, it is Hex.

ASPECTS

Curse: Causing a mishap or misfortune at a later time.

Death: Instant, physical harm.

Protection: Personal shield against specified physical harm.

CREATION

- 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: Repairing injuries from a person or mending a thing.

Illusion: Creating false sensory objects.

Simulacrum: Creating false life or temporary structures.

FOLK

- 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: Removing the taint of the Crypt from a person or object.

Preparations: Making eatable good that boost magical abilities.

Warding: Stopping a spirit or cryptid from entering a specified area.

THE CRYPT HAS OPENED

Designed and Written by Jeffrey N Baker

ACKNOWLEDGMENTS

A BIG Thank You to Kirby of Disaster Tourism and C. L. Pieretti for their encouragement and support for the beginning of this crazy idea.

EDITORS

Jacky Leung, Developmental Edit * C. L. Pieretti, Line Edit * Binarystar Games

DESIGN CONSULTANT

Khampheng "PennyLeScroche" Sikkema

SENSITIVITY READERS

Jeanette Esparza, Cultural Accuracy Consultant * Theta Chun * Samuel Marlowe

PLAYTESTERS

Kirby, Disaster Tourism * C. L. Pieretti * Nathan Edwards * Anita Bridges * dayminkaynin * Melodic Blue * Foxbelle JynxieRose * Mantle Ferox * Dragon X * Penny LeScroche * Sal Furino * Garan Fitzgerald * Dylan Roberts * Khampheng "PennyLeScroche" Sikkema * Lin Davies * Logan Sand * Jack * Joseph Byler * GrayBeard * Bryan Pollmeier * Kameron Armstrong * Alex Eden * James Dotson * Tyler Hudak * Renee Ritchie * Alex Campbell * Vhenan Strange * Emily * James Swartout * Alyssa Petrey * Sidney Hackney * Andrew Beauman * DJ Baker-Zakala * Ryan Avey * Wes Ascolese * Xana Oraiva * Star

LOGO & ILLUSTRATIONS

Jeffrey N Baker

BLACKLETTER CRYPT FONT

Jeffrey N Baker

This work is inspired by Blades in the Dark (found at <http://www.bladesinthedark.com/>), product of One Seven Design, developed and authored by John Harper, and licensed for our use under the Creative Commons Attribution 3.0 Unported license (<http://creativecommons.org/licenses/by/3.0/>). Dice resolution mechanic inspired in part by Ironsworn.

All other original material in this work is copyright 2022 by Jeffrey N Baker

TABLE OF CONTENTS

PART 1: IMPOSITION DICE SYSTEM 8

THE RULES AT A GLANCE	
CHAPTER 1: IMPOSITION	10
THE ROLL	
SETTING THE IMPOSITION DIE	
SEVERITY OF OUTCOME	
BOGUS FAILURES AND WICKED WINS	
RAISING AND LOWERING IMPOSITION	
TYPES OF IMPOSITION	
CHAPTER 2: SPELL AND PATH DIE	13
ATTRIBUTES	
CHAPTER 3: OVERCOMING IMPOSITION	14
APTITUDE	
CHAPTER 4: NARRATIVE CONFRONTATION	17
WHAT IS A SCENE?	
CONFRONTATIONAL FLOW	
ACTING OUT OF TURN	
DAMAGE	
HEALING	
DISTANCE	
OPTIONAL RULE: INITIATIVE	

PART 2: CHARACTER CREATION 22

CHAPTER 5: MAGICAL PATHS	23
PATHS	
CEREMONIAL	
CREATION	
CRYPT	
FOLK	
HEX	
CHAPTER 6: TRADITIONS	32
ANCESTRAL	
ANTI-THEISTS	
HIERARCHICAL	
MAGIC SCHOOL	
NATURE	
NU-WIZARDS	
CHAPTER 7: TROPES	39
CHAPTER 8: MUNDANE SKILLS	49
HUMAN DIE	
SKILL PATHS	
SKILL ASPECTS	
ABOVE AND BEYOND	
NOT A REPLACEMENT	
CHAPTER 9: EQUIPMENT AND MONEY	50
TOWN, EXCURSION, AND TRAVELING	
PICKING EQUIPMENT	
MARKING USED ITEMS	

REPLENISHING EQUIPMENT
TEMPORARY AND ENCHANTED ITEMS
MONEY

CHAPTER 10: CHARACTER PROGRESSION	53
EXPERIENCE	
SPENDING EXPERIENCE	
RAISING THE SPELL DIE	
MUNDANE SKILLS	
CHAPTER 11: STEP THROUGH AND QUICK BUILDS ...	54
STEP THROUGH	
QUICK BUILDS	

PART 3: BUILDING YOUR OWN 66

CHAPTER 12: THE TOWN	67
WHAT IS THE GOAL?	
TOWN STATS	
WHAT DOES IT LOOK LIKE?	
MORE BETTER MEANS MORE LONGER	
USING THE DIE LEVELS	
STARTING STATS	
DEFENSE	
OFFENSE	
NECESSITIES	
LUXURIES	
INDULGENCES	
PROMPTS	
ALWAYS UNDER THREAT	
THREAT PROMPTS	

PART 4: THE CRYPT KEEPER 78

CHAPTER 13: TURNING OF THE HOUR	79
THE WITCHING HOUR	
THE CRYPT HOUR	
CHAPTER 14: CRYPTIDS	80
LEVEL DIE	
THREAT DIE	
NPC FORMAT	
OZARK HOWLER	
CHAPTER 15: THE CRYPT	82
TURNING THE SCREWS	
NARRATIVE OUTCOME	
RESURRECTION	
CHAPTER 16: SESSION 0	83
ESTABLISH CONTENT	
LINES AND VEILS	
SAFETY TOOLS	
CHARACTER AND TOWN CREATION	
WHAT'S NEXT?	

NO VACANCY 86

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.

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 seize 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 computers 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. 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 success with consequences. So, while they may have achieved their goal, it comes at a price.

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 decides 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...

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?

Spell Die, page 13

Path Die, page 14

Imposition Die, page 14

Aptitude, page 14

Severity of Outcome,
page 11

Aspects, page 14

Should Ethan roll a Spell (6), Path (4), and Imposition (3) then he would have fully succeeded 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 success with consequences, as the Imposition Die was greater than his Path die. A circle of flames burst upward, scattering the sprites, but Hagerdy is also burned.

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.

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 or simply ID). 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 rage 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 Death spell 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 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 success with consequences. So, while they may have achieved their goal, it comes with a consequence.

Finally, if the value on the ID is greater than or equal to 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, 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 Die? These are a few questions that the Crypt Keeper will take into consideration before setting the Imposition Level.

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

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.

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

Damage, page 18

is redirected to an ally who takes the full brunt of the attack.

Linking, page 25

This is true for partial and full successes as well. For a success with consequences, 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.

Aptitude, page 14

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.

Generic Resistance,
page 16

In terms of success with consequences, 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. The severity should also be based on the original, unaltered ID.

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 Die 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 Die 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 the 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. Constant Imposition is added in *after* Aptitude is applied to the Imposition Level.

CHAPTER 2: SPELL AND PATH 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 from it 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,

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 53

on their turn, to return to their original Spell die.

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 success with consequences or failure.

All Paths start at a d4.

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 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.

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 Die. 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 dot 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 natural 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 Die. The practitioner will check their Aptitude in the associated Aspect for the action they're performing. For each dot they possess, they reduce the ID by one die level, to a minimum of a d4.

Note, a player does not spend these dots 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.

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 ignored, 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. I also have two Aptitude in Enchanting so that brings the ID down to a d6, right?*

JD: *Don't forget the minor wounds you have. That reduces your Aptitude by 1 dot.*

Steven: *That's right! OK so then that only brings by ID down to a d8 for this. Steven rolls a 2d6 and a d8 for Imposition. His final rolls are a 5, 2, and a 4 respectively. With the Imposition Die (4) being greater than the Enchanting roll (2) it is canceled out, leaving behind the Spell die (5), resulting in a success with consequences.*

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 giving you a massive headache. Taking another wound.*

ADVANTAGE

Whenever a practitioner's Aptitude would reduce the Imposition Die below a d4, they now roll with Advantage. Instead of rolling a single d4 for Imposition, the player will roll 2d4 and take the lower of the two rolls as their Imposition result.

Chapter 5: Magical Paths, page 23

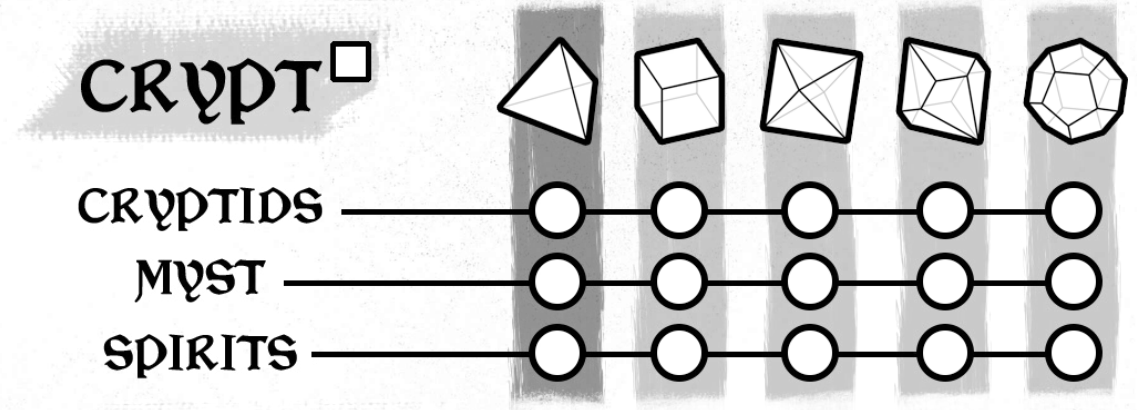
Wizards' Duel, page 13

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 **Wizards' 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. In these situations, the player will offer up a number of Stress they feel would be worth their action. Typically this would range from 1 to 3 boxes. These are just two examples of what is possible. However, Stress spent in this way should never replicate a Trope's special ability.

For every three Stress accumulated, either through lowering Imposition or by using a special ability, add an Imposition Die 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

Severity of Outcome,
page

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 hard separation between roleplaying scenes, where the players talk 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 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 solved or overcome a physical violence.

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 blurs the lines 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 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 success with consequences or from failing a task. Generally speaking, harm from a consequence is less severe than that from failure, but always keep in mind the unaltered Imposition Die 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 success with consequence. 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 any combination of medium and minor wounds to equal a major wound. 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 is a success with consequence, then at most the practitioner should suffer a minor wound. Or if more narratively appropriate some other

kind of minor setback. Conversely, if the level is a d12 and the final result is a failure, or worse yet a Bogus 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.

Use the harm narratively. If their shoulder is hurt, this may add Constant Imposition to other rolls where appropriate.

Healing, page 26

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 for all Paths.

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 success with consequence, they are healed as normal. Though a later consequence from a roll may be that the quick patch job would reopen or the healer has run out of bandages or antiseptic. 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.

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. The act of pulling a spirit beyond the Crypt to attach to a deceased body is the realm 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 evils 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 take 1 die level of Irresistible Imposition to all tasks during that movement.

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 then before on subsequent rounds. 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 Die incurs one level of Irresistible Imposition 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 will 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 on the day-to-day and sets which **Magical Path** and Aspects that they are most trained in at the start.

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.

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.

The remaining Paths start at a Die Level of d4.

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. While there are specific Aspects that you will use most often, there may be times you'll need to rely on a Path's fundamental use for casting a spell.

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 dot 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. 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

CHAPTER 6:
TRADITIONS, page
32

CHAPTER 7: TROPES,
page 39

CHAPTER 11: STEP
THROUGH & QUICK
BUILDS, page 54

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

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 14

CHAPTER 3:
OVERCOMING
IMPOSITION, page
14

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. Failure in these situations may lead to false or misleading information.

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 overtop 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 dot 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 an enchantment may be, consider these factors: the bigger the object, the more to be affected, and the more dramatic the effect means v a more Imposing casting. Stacking too many effects into a single item may also result in Irresistible Imposition.

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 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 six 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 all practitioners are already at a d12, then the group gains an additional Aptitude in all Aspects.

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 three friends gather round and hold hands. Two-Tone has a Ceremonial Die of a d8, with an Aptitude of two in Linking, and a Spell Die of a d6. Unfortunately, Two-Tone doesn't have enough Aptitude in Linking to include all three 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 from Constant Imposition.

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 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.

MENDING FLESH

Healing a body 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. 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 receives one level of Irresistible Imposition to do so. This Irresistible Imposition is reset at the next Witching Hour. What kind of issues arise from failures and successes are similar in vein to mundane healing.

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, 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

In a one shot I played in run by our good friend’s at Ronin’s Den, I’d cast an illusion that would render our entire group invisible. I failed the roll hard and the consequence was fantastic. Instead of just nothing happening, we all became invisible to each other, but remained visible to everyone else!

If you’ve seen Beetlejuice then you know exactly what a Simulacrum is... Come, mister tallyman, tally me banana. Daylight come and me wan’ go home.

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.

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.

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 cryptids.

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 there are malevolent spirits with nefarious dispositions, many are only aggressive due to being ripped from beyond the Crypt, frightened and trying to return home. 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 mundane 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 above their Folk die.

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 physical 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 a 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 or prevents a cryptid from entering an area, it is through Protection magic that a practitioner can shield themselves against Curse and Death magic. A protection spell can even shield against non magical sources like guns or a cryptids claws.

Upon casting, the practitioner must state what they are protecting themselves against—blunt force trauma, slicing, or punctures—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 them 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 traditions 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

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

- Once per scene, a Nu-Wizard can “Twin” a Hex spell to affect two targets at once without incurring an increase to Imposition.
- 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.

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 in 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.

See page 50 for more information on how Equipment is used.

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

EQUIPMENT

1 - Tea Set 1 - Healer's Poultice 1 - Chalk 2 - Herbs

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.

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.

STARTING INCREASES

Path Die: Ceremonial raised by 1 Die Level

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

EQUIPMENT

2 - Ritual Components 1 - Chalk 1 - Grimoire 1 - Pen & Paper

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

EQUIPMENT

1 - Chalk 1 - Focus 2 - Incense 1 - Herbs

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

EQUIPMENT

1 - Old Map 1 - Protection Charm 1 - Myst Dowser 1 - Incense

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 enhancements 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

EQUIPMENT

1 - Tea Set 1 - Hot Pot 2 - Herbs 1 - Baking Goods

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

EQUIPMENT

1 - Focus 1 - Protection Charm 1 - *Firearm* 2 - Ammunition

CHOOSE A SPECIAL

• **Double the Devil** Once per Witching Hour, for 3 Stress and after harming a target with Death magic, you can lay a Curse upon them whose Level Die does not exceed your Hex Die. The curse will cause the target to take the original harm from the Death magic again. 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.

KEEPER

KNOWLEDGE AND ENCHANTMENT FOCUS

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

EQUIPMENT

1 - Grimoire 1 - Chalk 1 - Old Scroll 2 - Ritual Components

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 prior to the Crypt, 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

EQUIPMENT

2 - Protection Charm 1 - Evil Eye 1 - Curse Focus 1 - Magic Circle

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 a failure.

EQUIPMENT

2 - Enchanted Silver 1 - Chalk 1 - Enchantment Dowser 1 - Focus

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.

EQUIPMENT

2 - Trap 1 - Cryptid Charm 1 - Handcuffs 1 - Flashlight

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?

SKILL PATHS

Just how a magical practitioner's spells are split into separate Paths with Aspects, so are their mundane skills. These Skill Paths are split into three categories: Mental, Physical, and Social. Unlike how a Spell Path can range from a d4 to a d12, Skill Paths can only reach an unaided die level of a d8.

At character creation, set each Skill Path to a d4. The practitioner then has an additional two Die Levels to add to any of their paths as they see fit.

SKILL ASPECTS

Skill Aspects are the specific areas of a Skill Path. These are, in simple terms, a way to flesh out a practitioner and show their interests, hobbies, and expertise outside of 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 six skills of their choice and assigns 10 dots of Aptitude across those six skills.

These skills should correspond to one of the three Skill Paths that makes the most logical sense. So, if the player wishes their character to be good at driving, they could write down the skill "Driving" under the Physical Path, as driving is a physical activity.

Finally, a skill's Aptitude can never naturally go above 2 dots.

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 - Physical

Horse Riding - Physical

Stunt Driving - Physical

Computer Hacking - Mental

Puzzle Solving - Mental

Knowledge or Lore - Mental

Discern Lies - Social

Persuasion - Social

Telling Jokes - Social

The skill system gave me more trouble than anything else in the game. At one point there were no skills. Then just a single die vs the imposition die. Next we tried just allowing you to auto-succeed if you had the appropriate skill (that was so boring). Finally, it was Penny who suggested the Mental, Physical, and Social paths. This unlocked everything. It worked just like our other systems, doesn't overshadow spells, and let's players round out their character. Exactly what we needed.

Quantum equipment has been a very useful tool for narrative games. It allows for a certain level of competency in your character that you the player may have overlooked. Just because you forgot to buy batteries doesn't necessarily mean your character would.

What does your ritual components or hiking pole look like? That's entirely up to you! These are left purposefully generic to allow you room to inject your creativity into the game.

ABOVE AND BEYOND

While a Skill Path may never naturally go above a d8 and their Aspects have more than 2 Aptitude, there are ways to push past these limits. With the aid of enchanted items or preparations, a practitioner may artificially raise a skill up to a d12 or perhaps gain the use of another practitioner's Aptitude. For instance, a practitioner could enchant a pair of driving gloves which enhances another's Driving skill by allowing the wearer access to the creator's Enchantment Aptitude. Or perhaps a tea may clear the mind and enhance someone's Mental Path, raising their die level.

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: EQUIPMENT AND MONEY

TOWN, EXCURSION, AND TRAVELING

All practitioners are considered to have at minimum a book bag, or traveling bag, or hiking backpack with them that allows them to carry their day-to-day items. Keeping track of every little piece of equipment a practitioner may have on them or could possibly buy is beyond the scope of this game. In fact it lends very little to the types of stories that are crafted at the table. That's not to say equipment is never necessary, just that it should only serve as a way to enhance a scene.

That is why equipment is broken down into three, mostly predefined categories: Town, Excursion, and Traveling. Depending on the type of scene or scenario the player's are in will help everyone determine which category their practitioner currently has with them.

TOWN

If the group is doing some investigation around the city to uproot a crypt cult, they'll have their Town equipment on them; these are the personal items they carry with them on the day-to-day. Each Trope has a unique set of Town equipment. Review the Trope to learn more.

Excursion

Item	# of Uses
Preparation Materials	2
Ritual Components	1
Flashlight	1
First Aid Kit	1
Food (single meal)	1
Fuel (single use)	2

Travel

Item	# of Uses
Sleeping Bag	1
Tent	1
Spade	1
Hiking Pole/Stick	1
Batteries	1
Rope	2
Food (Daily)	3
Fuel (Daily)	3

Some of the town equipment seems specific in name but carries no details on how it looks or what it may be used for, such as a Cellar Dweller's Grimoire or a Conduit's Focus. These items come into play when the player feels they are most applicable to the narrative. What they do may change depending on their need. For instance, the Focus may allow the Conduit to ignore Constant Imposition when applied by a spirit or it may help them "focus" one of their spells by gaining an additional Aptitude. Or the Grimoire may contain vital information about the ritual a group of cultists are working on. The PC and Crypt Keeper should work together to make these items impactful and push the narrative forward in exciting ways.

Shopping sessions can often be tedious and largely halts the forward momentum of a narrative. Unless there is a good or fun reason for it, hand wave it away and get back to the action.

EXCURSION

If they just plan to take a day trip out with the plans of being back in town later that evening, they'd take their Excursion equipment.

TRAVEL

Should they be making their way from one town another, requiring several days travel, they'd gear up with their Traveling equipment.

PICKING EQUIPMENT

At the beginning of a scene or when appropriate, the player's will mark which category they currently have on them. These categories also stack with the one below it. Meaning taking your Excursion equipment means you also have your Town equipment as well. Gearing up for Traveling means you'll also have your Excursion and Town items packed up.

The excursion and travel equipment are the same for all practitioners.

MARKING USED ITEMS

Next to each item is a box for the player to mark when an item is used up or lost. Some items have two or more boxes, indicating that there are multiple uses of that item, such as food or fuel. However, several items are italicized. This indicates items that can be used indefinitely. Meaning you can continue to use them until something happens within a scene that would cause it to be used up, broken, or lost. For instance, Pelfry finds themselves tumbling down a steep embankment. They attempt to use their hiking stick to help slow themselves down. However, their roll ends up being a failure. The Crypt Keeper determines that the hiking stick breaks in half as the consequence. Steven would then mark off his hiking stick as being used.

REPLENISHING EQUIPMENT

All items can be regained whenever the practitioners reach a town. They are considered to have the necessary funds or ability to barter for what they need. For Town equipment it can be presumed that if they're in their home town they've got backups at their house at all times. This may give them the chance to "restock" between scenes if they feel they have the time. Though this detour may have story consequences all their own.

Excursion and Traveling equipment can only be restored on a new day or when the practitioner's enter a new town. Determine for your table whether this is an activity they'd like to roleplay out, or just hand-wave as an assumption that's being done at some point.

TEMPORARY AND ENCHANTED ITEMS

There are of course times a player may find or pickup an item that's outside of their standard list. Or they may find, make, or be given enchanted items and preparations. In these cases they can write them down in one of the four open spaces below their standard list. Once all four slots are filled, the practitioner cannot carry anything extra and would have to lay something down

The further out from large central cities the practitioners get, the more strange currencies and bartering systems they'll discover. While they may have some kind of "money" on their person, it could be just as plausible to find a town that trades ownership of a massive rock in the middle of the town as their form of currency.

to pick up a new item.

These temporary items follow the same rules as their standard equipment. Anything that could be reasonably used over and over, such as a baseball bat or tamagotchi, does not have to be marked off until appropriate to the story. **Enchanted** items that have not been made permanent are marked off at the next Witching Hour or when consumed.

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

For better context, here is each value in a general currency.

Inexpensive: .50 - 5.00 **Valuable:** 15 - 50 **Extravagant:** 150 - 500 **Priceless:** Trade in favors

small, isolated communities the more things turn to barter systems or a local currency.

To that end money is abstracted into values rather than hard currency. If there is a reason to know how expensive something is use the following as a guideline. Goods are considered Inexpensive, Valuable, Extravagant, and Priceless. Each town 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 their standard equipment along with all inexpensive costs on a daily basis, within reason. Buying out a shop's entire inventory of inexpensive items would quickly become an extravagant or priceless cost when everything is added up.

BUYING POWER

If the players require an item for their wild machinations, they can purchase a Valuable item once every other week per player and an Extravagant item every 3 months per player. They can elect to pool their resources together to decrease the wait time between purchases to whatever the Crypt Keeper feels is appropriate for the type of item and location of the town. Some places may be too remote to accommodate the practitioner's request, where others may have a large inventory ready to go.

There are certain items in this strange new world that are deemed Priceless. Either the cost to manufacture them, acquire the base materials, or it's so old that the way to make it has been lost can place it 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. The microchip and personal computers were just becoming household items when the Crypt opened. Now computers are mainly used for governmental work in sizable cities.

It is always probable that practitioners can gain a patron or set up a business to begin pulling in passive incomes. This would allow them to increase their buying power by one or more steps, shifting the buying time down to the next level or whatever is narratively appropriate and agreed upon by the group. Since these are abstractions, you'll always find the answer to the questions lays within whatever works best for the fiction of the story.

CHAPTER 10: CHARACTER PROGRESSION

EXPERIENCE

Reaching a new understanding of magical Paths 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 **Bogus 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. Once all ten ticks are marked, you must spend your experience.

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 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: The Town**. Players may pool their experience ticks together to pay for these advancements.

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 dots 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 new 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.

Just saving experience for leveling is useful, but fairly hum-drum. Sure, it’s mostly everyone’s main goal, but having that option to add a story beat adds a new, exciting dimension.

Bogus Failure, page 12

Chapter 12: The Town, page 67

Aptitude, page 14

Aspects, page 23

Hagerdy wants to raise his Death Aptitude from 2 up to 3. This increase would cost his 3 ticks from his track. Should his Hex Path Die be a d6, this increase would put him past the cap. He is required to raise the Path Die to a d8. To do so, he would need to spend an additional 3 points from his 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 to the next die level, their Spell Die will increase by one Die Level, to a maximum of a d12.

MUNDANE SKILLS

A practitioner's mundane skills are not raised through spending experience. Instead, whenever their Spell Die raises by a die level, they may choose from one of the following advancements to their skills.

GAIN A SKILL

The practitioner may learn a new skill and instantly receive one point of Aptitude. This skill can fall within any of the three paths that they wish.

UPGRADE SKILLS

The practitioner gains two Aptitude points to a single skill already known or divided between two skills, up to their maximum.

UPGRADE A SKILL PATH

The practitioner may upgrade one of their Skill Path die to the next die level, up to their maximum.

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 dot 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 dots of Aptitude to any number of Aspects you would like. No single Aspect can start with more than 2 Aptitude or be greater than the associated Path Die level. Nature, page 37

5. Assign two die levels to any of your Skill Paths, setting the rest to a d4. Then choose 6 six skills and assign 10 dots of Aptitude among the six skills. Trainer, page 48

6. 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 two, nor 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.

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

Mental: d6 **Physical:** d4 **Social:** d6

Suggested Skills: Tracking 2 (Mental), Trap Making 1 (Physical), Perceptive 1 (Mental), First Aid 1 (Physical), Lying 1 (Social), Animal Training 2 (Social)

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 two, nor 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.

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

Mental: d6 **Physical:** d6 **Social:** d4

Suggested Skills: First Aid 2 (Physical), Jury-Rig 2 (Mental), Perceptive 1 (Physical), Trap Making 2 (Physical), Discern Lie 1 (Social), Gunslinger 2 (Physical)

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 two, nor 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.

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

Mental: d4 **Physical:** d8 **Social:** d4

Suggested Skills: First Aid 2 (Physical), Acrobatics 2 (Physical), Gut Check 1 (Mental), Parkour 2 (Physical), Lying 1 (Mental), Defense 2 (Physical)

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 two, nor 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.

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

Mental: d6 **Physical:** d6 **Social:** d4

Suggested Skills: Carpenter 2 (Physical), Leather Worker 1 (Physical), Study/Research 2 (Mental), Hagglng 1 (Social), Mechanic 2 (Physical), Mathematics 2 (Mental)

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 two, nor 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.

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

Mental: d6 **Physical:** d4 **Social:** d6

Suggested Skills: First Aid 1 (Physical), Assess 2 (Mental), Jokes 2 (Mental), Psychoanalysis 2 (Mental), Brewing 1 (Physical), Puzzle Solving 2 (Mental)

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 two, nor 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.

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

Mental: d6 **Physical:** d6 **Social:** d4

Suggested Skills: First Aid 2 (Physical), Triage 2 (Physical), Assess 2 (Mental), Jokes 1 (Mental), Psychoanalysis 1 (Mental), Brewing 2 (Physical)

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 two, nor 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.

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

Mental: d8 **Physical:** d4 **Social:** d4

Suggested Skills: Polyglot 2 (Mental), Rhetoric 1 (Social), Assess 2 (Mental), Mathematics 2 (Mental), Puzzle Solving 2 (Mental), Ancient Languages 1 (Mental)

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 two, nor 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.

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

Mental: d6 **Physical:** d4 **Social:** d6

Suggested Skills: Calligraphy 1 (Physical), Study/Research 2 (Mental), Brewing 2 (Physical), Inspiration 2 (Social), Hagglng 2 (Social), Lore 1 (Mental)

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 two, nor 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.

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

Mental: d6 **Physical:** d4 **Social:** d6

Suggested Skills: Tracking 1 (Physical), First Aid 1 (Physical), Perceptive 2 (Mental), Cool Under Pressure 2 (Social), Puzzle Solving 2 (Mental), Stage Presence 2 (Social)







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, 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 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 towns nearby.

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

- d4, hamlet, fewer than 500
- d6, village, 600-2,500 residents
- d8, town, 2,600-10,000 residents
- d10, city, 12,000-50,000 residents
- d12, metropolis, 55,000-60,000 residents

Keeping your town's Prominence equal to or higher than a Civic Path is vitally important for keeping a healthy and stable community. Having these die levels inverted can cause potentially negative outcomes but also fun narrative conflicts within your game. While you may have great defense. if you don't have the population to support it then it may crumble or have weak spots.

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 Prominence and Necessities and investing a single dot into Shelter 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. Upgrading the electric grid could be a pain for a remote town.

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, assign a Prominence Die to the Town. For each die level of Prominence, distribute that many levels among the Civic Paths. For instance, a town with a d6 Prominence would have two die to increase their Civic Paths.

Then distribute a number of dots among the Civic Aspects equal to the value of the town's Prominence Die. For instance, if the group decides on a 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 immediately 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

A 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 plants 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 shelter. Most new communities located in the Dead Spaces 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 horrors of the Crypt can be 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! People need an 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 can bring the threat of organized crime.

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 extreme 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

Warding, page 30

PROMPTS

Sprawling cities and dense suburbs are rare after the opening of the Crypt Door. What nations remain are hanging on by threads and attempting to regain their power in the world. They're mostly made up of 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**.

With that in mind, use these questions to help build connections between one another and the place your town occupies within the world. Afterward, read through the Threat Prompts to get ideas on what themes and tones you'd like to explore.

1. It's located in _____. (Get creative! All former boundaries are gone but some major landmarks may now be beacons for communities to build around.)
2. Our town's name is _____.
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 the enigma that is the Crypt.

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 in an effort 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 Association 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 are flooding in that ritual spells bought from Walten's Curios—the rebuilt nation's number 1 distributor of magical goods—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?

Sweepers are practitioners and sometimes commoners tasked with patrolling a town's perimeter looking for problems.

Intro, page 4

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 after having investigated it for strange noises. It's clearly a dangerous area, but their loved one's want to know what happened, leaving you no choice but to investigate.
3. The rainy season always brings a rage 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 rise up in 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 your 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 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.

Many of these terms will be defined in the official release. For now, let your imagination run wild!





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 of them. 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 a stat block for a Cryptid found in the world and how to make your own.

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 own game.

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 2 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 and lore information 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. An NPC can split their threat die along the practitioners or focus all of it on one person. Like a wizards' duel, threat is a Constant Imposition.

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. This is a **Constant Imposition**.

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 sighted 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, which stake out territory. Whereas communities have sworn they've seen packs of brown and black bears roaming the Dead Spaces, led 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 Imposition of 1 to all tasks. A practitioner can attempt to throw off this effect by magical means, but still suffers from the irresistible raise when attempting to do so. 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 or victims.

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.



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

TURNING THE SCREWS

A practitioner's ability to use Aptitude to lower Imposition is their greatest power. Which makes it their greatest pain point. As the Crypt Keeper there will be moments in the narrative where it will be appropriate to put the screws to the players, to lay on the difficulty. Nothing does this better than by manipulating their Aptitude.

You have two methods at your disposal for making the players feel the ever looming threat of the Crypt; Constant and Irresistible Imposition. With these two tools in your shed you have the power to ratchet up the tension.

CONSTANT IMPOSITION

This particular type of Imposition is best used for situations where the narrative calls for an on going effect. Typically when a constant force is fighting against the practitioner such as a ritual that's attempting to suppress other magical beings or when trying to maintain one spell while casting another. This could be cases where a practitioner is maintaining an ongoing illusion or several Simulacrum. A Crypt Keeper may find it necessary to impose one or more levels of Constant Imposition, depending on narrative situation.

IRRESISTIBLE IMPOSITION

For when the practitioners are attempting to reach beyond the capacity of nature itself or pushing beyond their capability a Crypt Keeper should reach for Irresistible Imposition. Aptitude has no power here. Irresistible Imposition quickly lets a player know just how far they're stretching their abilities. Being completely denied access to one's Aptitude can feel oppressive. Which is why Irresistible Imposition should be left for narrative moments that need an appropriate punch. Resist the urge to apply this type of imposition often. Using it too much diminishes its impact.

Like Constant Imposition, you may find it makes sense to apply only a few levels rather than denying a player's use of their Aptitude all together. See the Ozark Howler, whose Piercing Howl ability inflicts a single level to all who hear it.

ALL THE SAME?

It may feel as if Constant and Irresistible Imposition are effectively the same thing. While they are similar there is a distinct difference between the two. Generally speaking, when a practitioner is under Constant Imposition it is a force or entity that they can work to overcome to remove the encumbrance. Where as Irresistible Imposition will remain regardless of who is attempting the task or how many times it is tried. It represents an immutable truth that must be dealt with. Only by stressing oneself can they push past the limitation.

NARRATIVE OUTCOME

Mechanically, which of the PCs die are higher than the Imposition Die doesn't matter. Their only goal is to get at least one of them to be greater than the Imposition. However, they can be used to inform a player on their roleplaying descriptions. Much like how the Imposition Die sets the **Severity of Outcome**, the Spell and Path die can set Narrative Outcomes.

After a roll that is either a full success or a success with consequences they can check which of their two die were higher than the Imposition. With a full success, their raw spellcasting power and their knowledge of a specific Aspect come into alignment to overcome Imposition. Whereas with a success with consequences, their success may have been more tenuous. With just the Spell Die higher, it was their innate magical power that shored up the lack of immediate knowledge of an Aspect. Whereas if the Spell Die is higher, they may have needed to rely on their intellect or academic understanding of an Aspect to fill in the gaps.

The players should feel empowered to roleplay the outcome that they feel best fits their character concept. Using these two dice outcomes can be a good foundation for those narrative outcomes.

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. 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 campaign or one-shot, 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. This is not to say the player must accept these elements. Only that this is the starting point of the conversation.

Severity of Outcome,
page 11

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 Association 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.

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

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?

WHAT'S NEXT?

You may have noticed that this book only contains one stat block for a Cryptid 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.

If you end up running this for your own group, we'd love to hear your feedback. Please send an email to info@whensuddenly.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 'J.B.' with a long horizontal flourish extending to the right.

No Vacancy

by Jeffrey N Baker
Momo Con 2024 One-Shot. 3-4 hours

CONTENT WARNING

Establish on the outset these Lines and Veils: no homophobia, transphobia, racism, sexism, or harm to children. There is no place for these elements for The Crypt Has Opened.

The Crypt Keeper may establish any further Lines and Veils as they want.

Establish whatever form of Safety Tool that works best for you. X-Card seems to be the most popular.

General Content Warning for this scenario: Blood, Drowning, Body Horror

BRIEF SUMMARY

A rage of Chupacabra are being whipped into a blood frenzy by a bound spirit ritual placed at the top of this hotel. Several rooms of the hotel are spiritual anchors that maintain a hold on the spirit above. Breaking them drops the shield around the effigy above, but also strengthens the spirit within to break free of its own accord.

DETAILS

Just a small hike outside of town is an old, five story hotel. This was once the the famed The Dollywood Landmark Hotel. Known for its unique, wrap around design that allowed every room a view of this once idyllic landscape and a view of Dollywood in the distance. Now it's a ghost rising up out of the overgrown forest. Every window has been busted out, old and faded graffiti mar it's once beautiful façade. The sign leading up to the hotel now only reads The La-rk and it's vacancy sign rusted, listing to one side.

Inside a rage of Chupacabra (between 8 - 12) are nesting and feeding off the blood pouring out from a blood ritual above. This makes them bound to the Ritualist who plans to use them for their own ends.

The spirit within the effigy above is quite powerful (d12 Imposition, Irresistible Imposition 2) and is being anchored by 4 minor bound spirits within the hotel. The effigy and therefore ritual cannot be harmed or dismantled until these anchors are first dealt with. The Chupacabra will do anything to protect this hotel and these rooms from being tampered with.

Important Points and Clues

- the Chupacabra (ID d4, Threat d4) are more feral than they normally should be.
- the Chupacabra do not appear to have any readily available food source as would be expected.
- these particular Chupacabra are not native to this area.
- Faint music can be heard coming from the top floor.
- Ritual magic let lines criss cross throughout the complex with nexus points at 5 locations.
- Each minor spirit (d8, Threat d6) bound in the other rooms, one on each floor, create an illusion once the anyone enters the room. This illusion creates a Constant Imposition of 1 while in the room.
- Until these other rooms are cleared, the effigy above cannot be affected.
- In the lounge the practitioners can hear slow, garbled country music being played over a crackling speaker. This music imposes a Constant Imposition of 2 while playing.
- Once effigy above is cleared of its anchors, and should anyone interact with it, the effigy comes to life as a simulacrum and begins to defend itself.

STARTING POINT

Haven, located in the Blue Ridge Mountains, has gained a lot of attention over the past several years due to its well guarded location in the mountains and due to it being a safe stop over for folks headed North and South. This is a blessing and a curse as housing has become hard to find.

The practitioners are selected to do some scouting nearby for places to expand. An old timer who lived from The Night of the Open Grave recalls a hotel not too far from town that may be a good place to start.

Show the players the outside hotel location

WRAP-UP

Within the effigy/simulacrum is a human nervous system and veins that continuously produce blood. This effect will stop once the spirit holding it all together is released. Nestled in the viscera, blood, and wood is a single guitar pick emblazoned with the theme park name "Dollywood." There is a connection between that pick and another ritual in the distance.

CRYPTIDS

CHUPACABRA

Level Die: d4 **Threat Die:** d4

Lore: A generalized name for a small creature that sucks blood. The biome it is found in greatly affects how it looks. There are reports small, froglike chupacabras in wetlands and within jungles those that appear with baboon like features. The one thing that's always the same is that they have fangs and live in small packs called a rage.

Latch: Once a Chupacabra gets a hold of something they latch on with their fangs and are hard to remove. While one is latched to a victim, they experience a Constant Imposition of 1 to all tasks.

Notes: They prefer to swarm their victims as quickly as possible in an attempt for them all to Latch. Because of this they'll general choose one person and all apply their Threat Die to them.

Strength - numbers.

Weakness - they aren't very strong, bright, or resilient. Generally just a single hit will kill one.

MINOR SPIRIT

Level Die: d8 **Threat Die:** d6

Lore: Practitioners are able to call up spirits from beyond the Crypt to aid them in various tasks. Some of the spirits do so willingly while others are coerced or forcefully imprisoned. They have the ability to posses things, people, and cause illusory experiences that can feel so real as to cause actual harm.

Possess: (with player permission) The spirit attempts to posses an individual. From there they can issue mental commands to "control" that person. The possessed individual can always attempt to fight these commands. With enough fight the possessed person can shove off the spirit. The spirit could also possess inanimate objects to throw or move around.

Illusion: The spirit can manifest itself and/or a scene that feels so real as to fool a corporeal person. They'll use this to lure the individual into harm. They feed off this mental energy.

EFFIGY OF THE BLOOD DAEMON

Level Die: d12 **Threat Die:** -

Lore: This effigy has been erected to channel the spiritual energy of a blood daemon bound at the center of Dollywood. This connection maintains the continual production of blood from the veins nestled inside the effigy. This blood is then used to enrage and control the rage of Chupacabras

being housed within the hotel. A pick from Dollywood is being used as an connection point between the hotel and the main ritual back in Dollywood.

Fear: The gruesome nature of the effigy, it's smell and awkward build imposes two levels of Irresistible Imposition to everyone dealing with it.

Tangling Grasp: Using the wood and vines that compose its body, the simulacrum lashes out to grasp a victim and entangle them. While grasped, the victim suffers 1 level of Constant Imposition to all tasks and cannot move.

Crushing Grasp: If anyone is entangled, the simulacrum will squeeze and crush their victim for a level 2 harm.

ROOMS

FOYER

The central rotunda of this foyer reaches all the way to a smashed skylight above. Darkened balconies loom over you. There is a smell of flowering plants, rain water, and blood. Somewhere in the distance above you, you swear you hear music playing and feel eyes watching you.

12 Chupacabras are in wait in the balconies above. They appearance is that of naked baboons with black manes and long, crooked fangs. They will attack as soon as the players get deep into the foyer and will attempt to surround them.

FRONT OFFICE

The smell of stale cigarette smoke clings to the orange, wallpapered walls that weep nicotine. Your eyes begin to adjust to the dark when a singular desk lamp switches on and the sounds of a typewriter clack away. A middle-aged woman sits at an office desk, huddled in a blue cardigan and her eyeglass chains waggle violently with each strike of the keys. "Just have a seat and I'll be with you in a moment, dear."

All interactions with the spirit and the illusion are a d8. This spirit attempts to trap the players in an endless loop. The room shifts into an illusion of it being sometimes within the late 80s. A compulsion will try and overcome the players to force them to sit and wait. The goal of the spirit is to trap them there so that they succumb to starvation.

While stuck in the illusion all tasks are at a Constant Imposition of 1 to all tasks. They can attempt to shake off the illusion and remove the Constant Imposition.

The players can attempt to Cleanse the spirit. They can Ritually unbind the spirit at which point it will lash out, unsure of where it is. It will throw objects and do whatever it can to harm the “threat” before it.

They can attempt to find the ritual anchor that’s holding it there and destroy it. In this case, the typewriter.

ROOM 107

A warm light shines in from the windows into the stale bedroom. Dust dances in the light over two beds with thin, fraying bed sheets. All seems quiet until the sound of a shower starting catches your attention.

Opening the door unleashes a torrent of living steam and hot water that can burn and scald the practitioners. Inside the water is a bloated, drowned man with clear signs of his kidneys having been removed and hastily sewn shut. The spirit of his man directs the water to engulf, drown, and burn those in the room.

While stuck in the illusion all tasks are at a Constant Imposition of 1 to all tasks. They can attempt to shake off the illusion and remove the Constant Imposition.

Shutting off the water will end the illusion but getting through the water can potentially cause Medium Wounds of burning.

GYM

The wood tile has cracked and splintered with age and moister that’s long since dried. Rusted dumbbells and workout equipment wait silently in the dark for patrons that will never come. Along the back wall the gym’s mirrors are still intact, reflecting your shadowy movements.

A voice crackles to life over a sound system. “Are you ready to get your sweat on!?” The players find themselves in work out clothes; short, shorts and crop tops of neon. At the other end of the gym is a woman with a high ponytail, bright green neon unitard and tights. She begins running in place. “Come on, lift those knees!”

The players feel compelled to follow her instructions. Those caught in the compulsion have a Constant Imposition of 2 to all tasks.

Stopping the instructor stops the compulsion, however gym bros will appear and attack the practitioners by throwing equipment at.

Cleansing the spirits breaks the ritual.

BRIDAL SUITE

The Bridal Suite takes up several normal sized rooms with a balcony that hangs out to an amazing view of the mountains. What windows there had been to separate the suite from the balcony have been blown out a long time ago and all the furniture has crumbled to rotten wood and bug eaten fabrics. All seemed quiet until someone screams and an angry voice yells, “Where’s my money!”

Before the players the room shifts to a scene out of an 80s action movie. A mobster hangs a newlywed groom over the balcony, demanding money while the new bride is being held by a couple goons.

Noticing the players, the mobster pulls the groom back into the room. “Oh yeah? You brought backup? Get ‘em boys!” His henchmen slip on brass knuckles and attack while the boss draws his gun.

Producing the “money” through illusory means will complete the scene and let the spirits rest.

Defeating the goons ends the binding.

Cleansing the spirits ends the binding.

Being shot is a major wound, even though a spiritual one.

LOUNGE RITUAL

The smell of blood is the first thing that assaults your senses as you enter the lounge, followed by the haunting sound of country music playing over a sputtering sound system. Purple neon lights flicker across the bar, illuminating the 8 foot humanoid wooden effigy in the middle of the dance floor. A deer’s skull has been placed atop the structure where rivulets of blood seep from the eye sockets and mingles with the seepage pouring out from the gaps in the wood. Small, drying bloody footprints of the Chupacabra cross cross along the floor. Here is where they’ve been drinking their fill.

Doing anything to the effigy brings it to life to defend itself and the ritual. If there are any Chupacabra left they will swarm the room to attack with no regard to their safety.

Stopping the music ends the Constant Imposition of 2.

It requires 3 successful Cleansing or Ritual or Death rolls to break apart the effigy/simulacrum.

Index

A

Aptitude 14
Aspects 14, 23

C

Constant Imposition 13
Crypt Keeper 9

D

Damage 18
 Aptitude Reduction 19
 Damage Boxes 18
Dead Spaces 77
Death 20

E

Experience 53

G

Generic Resistance 16

H

Healing 27
 Mundane 19
Human Die 49

I

Irresistible Imposition 13

M

Money 52
Mundane Skills 49
Mysts 33

N

Night of the Open Grave 76

P

Path 14
Paths 23
 Ceremonial 24
 Enchantment 24
 Linking 25
 Ritual 25
Creation 26

Healing 26
Illusion 27
Simulacrum 27

Crypt 28

Cryptids 28
Myst 28
Spirits 29

Folk 29

Cleansing 30
Preparations 30
Warding 30

Hex 31

Curse 31
Death 31
Protection 32

S

Safety Tools 83
Spell Die 13
Stress 16

T

The Crypt Hour 79
The Witching Hour 79
Threat Die 80
Traditions 32
 Ancestral 33
 Anti-Theists 34
 Hierarchical 35
 Magic School 36
 Nature 37
 Nu-Wizards 38
Tropes 39
 Backpacks 39
 Cellar Dweller 40
 Conduit 41
 Crypt Hunter 42
 Hedge Mage 43
 Hex Monger 44
 Keeper 45
 The Maledict 46
 Tim 47
 Trainer 48
Turning of the Hour 79

Z

Zones 20

