Corrupted Crypts

Rulebook



Player Classes and their Properties

The order of The Great Young Ones associates so many different people of so many classes and skills, but for this particular dirty job only the classes listed below have some meaning. Choose your character from the list:

Barbarian

Main ability – **Fighting**
Add 1 to all your dice rolls in fights.
Strength: 2
It allows the Barbarian to use huge and heavy weapons if he finds any, not to mention how such strong muscles may be useful in lot of dangerous situations in the hostile caverns: +2 in dice rolls testing strength. Note: fighting does not mean testing strength – as a barbarian, you might not be very eager to admit it, but there are so many strategies to be used in a fight, not only to bash as strong as possible.
Agility: 0
No modifications for rolling on agility – dodging traps and stuff.
Wit: -1
Minus 1 while rolling dice tests on your intelligence. A dingy stereotype about dull strongmen, isn't it? You do not care, not knowing what the "stere-o-?what?" means.
Hp: 40
Gold: 1
Barbarians are not very rich, but they always say "what is it that makes one a rich one?" Only joking, in fact they say things like: "Grrrrr, brrrrh, hrrrrhhhh, in the name of Crom, die!"
Inventory: 1 / 10
Choose only one thing from the BASIC ITEM mini cards: it is the precious thing you inherited from your mighty ancestors. Again, one thing is not many things, but on the other hand, your strength allows you to carry 10 things with you in total if you find any during the quest.

Knight

Main ability – **Armor**
Prevent 1 from each damage you would suffer in a fight.
He can't equip another armor or shield.
Strength: 1

Allows the Knight to use quite heavy weapons if he finds any and may be just useful. +1 in strength-dice-testing rolls.
Agility: -1
Due to your heavy armor, acrobatics are quite difficult, so subtract 1 from every dice roll testing your agility.
Wit: 0
You at least know what the "stereotype" – see above – word means, you only do not know if a knight having neutral Wit is a stereotype or not.
Hp: 32
Gold: 6
Knights are noble men, of course, but you are not the richest one, to be honest; all-time adventuring does not leave too much time to take care of your estates, and your manor is not quite flourishing.
Inventory: 3 / 7
Choose two BASIC ITEM mini cards and one from PROVIANT ITEM mini cards, and you will be able to carry seven things in your backpack in total if you find some other during the quest.

Monk
Main ability – **Resting**
Double all benefits gained from resting, eating and drinking, even above the starting maximum of your stamina. Monks are absolute masters in the area of gluttony, drunkenness and relaxation.
On higher levels, you get also benefits against undead.
Strength: 0
The Monk is more fatty than muscular, but it needs at least some muscles to carry all that fat, doesn't it? No modifications when rolling on strength.
Agility: -1
It is so much pain and discomfort to move quickly! Minus 1 in agility tests.
Wit: 1
You are intelligent enough that you can approve that intelligence is your strong attribute, but you do not overdo it – too much thinking is not good for happy digestion. Plus 1 in tests on wit.
Hp: 36
Gold: 3
You are a monk, but not a mendicant.

Inventory: 2 / 4
It is necessary to carry some provisions but at the same time carrying big loads would make you sweaty, so choose two PROVIANT ITEM mini cards and note that you can carry four items in total in your backpack.

Thief

Main ability – **Stealing**
When buying a thing, roll 1d6: on 6 you don't pay for it if the thing costs 4 or more gold. If it is a thing for 1-3 gold, it is yours for free on 5 and 6 rolls. You can try it only once on every merchant.
Strength: 0
Sporty but subtle. I.e.: No modifications when rolling on strength tests.
Agility: 1
You are so agile that all your rolls on escaping traps and stuff get +1.
Wit: 1
Clever enough to not get caught. It means +1 in tests on wit, but I am sure this was not necessary to mention, so I will not do it further: positive numbers just mean adding /+X/ when rolling on the attribute test, while negative mean subtracting /-X/ and 0 means no modification on the rolling.
Hp: 30
Gold: 10
Stealing simply earns; do not blame me.
Inventory: 1 / 3
Carrying too many items would make you less stealthy and easier to catch, so choose only one from BASIC ITEM mini cards and you can carry three items in your backpack in total during your journey.

Ninja

Main ability – **Ninjutsu**
Once in a fight, you can ignore the result of your roll (it was just a deceitful maneuver to confuse the enemy or a watcher) and roll again (then this second roll applies, no matter what).
Secondary ability – **Disappearing**
This stealth master has his own table of fleeing from battle, with more beneficial results. See the "Escape of Ninja" card, one side for level 1-3, flip side for 4+.

Strength: 0
Agility: 2
Agile as a snake, if not even more.
Wit: 0
You are here for obeying orders, not philosophizing.
Hp: 24
Gold: 1
Assassinations from shadows do not presuppose big shopping, but the Ninja has at least a coin for an unexpected expense.
Inventory: 1 / 2
You need to be as swift as possible; though you, as a practical guy, know that a thing or two may be of essential help sometimes. So, choose one from BASIC ITEM mini cards and you can carry only two items in your backpack in total during your journey.

Trickster

Main ability – **Trickstery**
On each rolling, roll 2times and choose which of the two results apply (when rolling one dice, roll two dices at once instead and choose one; in multi-diced rolls, do it consecutively). Note: This ability, even when it may seem similar to the Ninjutsu above, is way stronger: while the Ninja is risking that his second roll will result worse than the first one (to which he cannot return), the Trickster chooses the better from the two rolls every time.
But Trickster always has -1 modification in fight (you choose from two rolled numbers but then you subtract 1 from the number anyway), he is not a big warrior.
Trickster is also a master of escapes, so he has his own card for escaping rolls ("Escape of Trickster"), on one side for level 1-3, and level 4+ on the flip side.
Strength: -1
A very subtle, skinny figure.
Agility: 3
No trap can get a trickster; well, almost.
Wit: 3
Not philosophizing, too, but pure and masterful "sophizing": using your intelligence for the best results, no matter the truth, no matter reality at all. Trickster, this ultimate joker and deceiver, stands on the very border among human creature of flesh and bones and elusive

character from old stories.
Hp: 20
Gold: 3
Nor poverty, nor wealth means anything to you.
Inventory: 3 / 3
Take three pieces in total from BASIC ITEM and PROVIANT ITEM mini cards. Trickster can't bear more than three items in total – he loves wasting; everything is a joke to him, so be prepared to throw items out of your backpack.

Scout

Main ability – **Scouting**
1/2 chance to see the content of a CORRIDOR before you enter it (result 4, 5 or 6 on a one dice roll).
1/3 chance to get to know what lurks behind DOORS or dwells in a CRYPT (5 or 6 on a one dice roll).
1/6 chance to learn what hides behind LOCKED DOORS (result of 6 on a one dice roll).
Roll once for every card that gets to the top of any pile: if you succeed, turn the card over and you can read it before you choose to encounter it (let it turned over even if you decide not to encounter it just now). This ability does not allow you to look to the adventure sheet even if the card refers there. Note: Do it really only once for each card; not encountering a card that you did not revealed now does not mean that you can try to reveal it again later after encountering another card (simply put: no second try to reveal after you went another way and have returned). In multiplayer game you scout every new card when appears on the top of a pile, no matter who is to take his or her turn encountering it. (Tip: You may find that this figure is far more important in multiplayer games.)
Strength: 0
Agility: 1
Wit: 1
Hp: 26
Gold: 6
Scout is a skilled adventurer who earned some money by gathering dungeon treasures.
Inventory: 3 / 6
A typical adventurer likes to rely on good equipment and is willing to

drag it even when it is quite heavy for him. Take three pieces in total from BASIC ITEM and PROVIANT ITEM mini cards and you are able to carry six items in total on your journey.

Ranger

Main ability – **Ranged Attack**
In every fight, the first turn is only hers: ignore any negative results coming from this turn.
Secondary ability – **Resource Management**
She has learned to use all resources as efficiently as possible, as she is used to moving in an inhospitable environment. So, all benefits gained from resting, eating and drinking are 50% higher: every time add half of the gain, rounded up.
Strength: 0
Agility: 1
Wit: 1
Hp: 30
Gold: 1
Ranger spends most of her time in woods and open countryside, not on markets, so she has money just for the most crucial expenses.
Inventory: 1 / 3
She needs to be fast in an environment full of danger. So, choose one from the BASIC ITEM mini cards and you can carry three items in your backpack in total during your journey.

Wizard

Main ability – **Magic**
Instead of rolling a die in a combat turn, you may choose to use a combat spell from the Wizard Combat Spells card according to your level (front side for levels 1-3, flip side for 4+). Roll a die and see the result.
When you use magic, you pay the price of the spell in hp and roll on the table once (or more times if some spell can be used more times in a turn), then your opponent takes turn – you roll close combat normally, but with -1 modification which also applies for your normal fight turns if you do not use magic.
You can also use non-combat spells from Wizard Spells cards. There are two different cards (and again, card sides) for different levels. On higher levels, you can use also spells that belong to lower levels.

Strength: -1
Do not expect serious weightlifting from an old scholar...
Agility: -1
...nor acrobatics, of course.
Wit: 2
Very clever and deeply learned in secret arts.
Hp: 28
Gold: 4
Inventory: 2 / 3
Take two pieces in total from the BASIC ITEM and PROVIANT ITEM mini cards and you are able to carry three items in total in your backpack.

Witch

Main ability – **Sorcery**
Instead of rolling a die in a combat turn, you may choose to use a combat spell from the Witch Combat Spells card according to your level (front side for levels 1-3, flip side for 4+). Roll a die and see the result.
When you use sorcery, you pay the price of the spell in hp and roll on the table once (or more times if some spell can be used more times in a turn), then your opponent takes turn – you roll close combat normally, but with -2 modification which also applies for your normal fight turns if you do not use magic.
You can also use non-combat spells from the Witch Spells cards during your journey. There are two different cards (and again, card sides) for different levels.
On higher levels, you can use also spells that belong to lower levels.
Strength: -2
Old hag and powerlifting do not go together.
Agility: -2
She is not a gymnast either.
Wit: 1
Clever enough to learn the dark knowledge, but not so much to see possible results: The Witch is at risk to lose her soul through what she does. See below her other special characteristics connected to this fact.
Hp: 26
Gold: 1

Inventory: 1 / 2
Take one piece selected from the BASIC ITEM and PROVIANT ITEM mini cards and you are able to carry only two items in total on your journey.
The Witch obtains even greater power when she turns undead (see the rear side of the witch card for how her statistics change and see text here below for "turning undead" game feature).

Entering the Dungeon

You have chosen your hero. That was the easy part.
Now prepare the game.
Take all cards marked CORRIDOR, DOORS, and CRYPT on their flip side (see the pictures below), shuffle them together, and divide them into three roughly equal piles. These represent three branching paths through the dungeon – none of them particularly welcoming.





Set up your character sheet with your starting hp (use d20), take your gold (bigger token stands for 10 gold), and prepare your EQUIPPED ITEMS and INVENTORY cards. Keep your ESCAPE card nearby.
Place the RUNES sheet on the table, with the ELDEST ONE waiting patiently beneath it.
You will begin at Gb. 0. (Reading paragraph zero from the Gamebook, which is on the flip side of this book).
But let's read some rules first on the next pages.

What You Are Trying to Achieve

Your goal is to defeat the Eldest One, an ancient being responsible for the rather unpleasant state of the dungeon.
Unfortunately, you cannot simply walk up to him and complain.
To face him, you must first:

- collect at least three runes (five of them if you play the hard mode)
- obtain the Necronomicon

Once you have both, you may spend one turn summoning him. On the following turn, you will fight him.
You cannot escape this fight.
It would be undignified. Also, impossible.

Moving Through the Dungeon

Each turn, the basic move is to choose one of the three DUNGEON piles and take its top card.
If it is a CORRIDOR, you must face it. Turn the card and resolve it.
There is no going around – only forward, deeper into the problem.
If it is a DOORS or CRYPT card, you have a choice:

- enter it now (turn it and resolve it)
- or set it aside into a separate pile of its type

Think of this as passing by a suspicious door or a crypt entrance and deciding to ignore it. For now.
Over time, you will build:

- 3 DUNGEON piles
- 1 DOORS pile
- 1 CRYPTS pile

PTRT icon (for 1 hp):



And, inevitably, one more:
The RETURN pile
Some things in the dungeon stay behind you.
When you escape from enemies with roll 4-6 (see rules for escaping below), or when a card has a PTRT icon ("point to return to"), it goes onto the RETURN pile.
This pile remains visible and ordered.

You may return to it in two ways:

- by paying the HP cost shown on the PTRT icon if there is one
- or for free, if you return to finish a fight

Remember: If there is an unfinished fight on top of PTRT cards, you cannot return to them until you finish this fight.
Once a card is fully resolved, it is removed from the game.
Note: We take only top cards from the DUNGEON piles, and only top cards of the RETURN pile (until we use PTRT cost), but from the DOORS pile and CRYPTS pile, we can choose a card freely until there is some standing revealed on the top, watching – then we must resolve it before choosing other cards from this pile.

Encounters and Combat

If a creature has any hp (shown as dice icons) and an attack table, you are fighting it. Before combat begins:

- assign dice to represent the creature's hp
- arrange your party members in the order they will act

This order matters. Once the fight begins, it cannot be changed.
Each party member takes their turn – rolling 1d6 – in sequence.
You defeat the creature when you get its hp to 0 or less.
Then, you take

- experience points in the flag icon 
- gold coins in the gold icon (if some) 

Using Items When It Matters Most

Items can be the difference between survival and a short anecdote.
You may use items such as potions during fight safely only when another party member is currently fighting.
If you decide to use an item during your own turn:

- your enemy gets a free attack
- your attack is ignored

In other words, you stop fighting to drink something, and your opponent does not politely wait.
Note: Your hp cannot exceed the starting hp.

When Things Go Wrong: Escaping

At some point, you will realize that the fight was a mistake.
You may attempt to escape, but only:

- before a new round begins
- and only once per enemy

Choose how you escape:

- through Agility (Agi) – running, dodging
- through Wit (Wit) – trickery, deception

Sum up the chosen stat for the entire party.
The least capable member contributes fully to your chances of failure.
Roll against the ESCAPE card.
If you roll:

- 1–3 → the creature remains where it was, watching, wounded but patient (leave the card revealed on the top of its deck)
- 4–6 → you slip past it, and it moves on the top of the RETURN pile

The creature keeps its remaining HP. It does not heal. It remembers.
Each attempt to escape costs 1 EXP.
If you somehow kill an enemy while escaping:

- you gain no EXP
- no treasure
- no reward

You ran. Someone else will take the credit.
As we said, if a creature you ran from remains on the top of the CRYPT PILE or DOORS PILE, you cannot choose freely what card from these piles to play until you get rid of these wathmen – the gates to them are open.

Your Party

Party members have their own hp and stats, and can carry and equip items. You go through Str/Agi/Wit tests as a whole party.
Each member can carry:

- 1 item + their Strength (Str)

If their Strength is negative:

- they carry nothing
- but may still equip items if they meet the requirements

Their HP cannot exceed their starting maximum.

Items and Equipment

Items may be:

- equipped
- or kept in your inventory

To equip an item:

- you must meet its requirements (Req.)

Equipped items do not count toward inventory space.

Hands and Weapons

You have two hands. This is rarely enough.

You may equip:

- one one-handed weapon and one shield
- or one two-handed weapon

Using two one-handed weapons requires:

- Agi 1+ and Str 1+

Some items, such as throwing weapons or grenades:

- do not take hand slots
- are considered side weapons

Pets:

- are not items
- and do not burden your inventory

Clues

Not everything in the dungeon is immediately explained.

Instead, the game uses Clues – numbered markers representing hidden knowledge or conditions.

When you gain a Clue:

- mark its number with a token on the Clues card

Later, certain encounters may check for it.

If a Clue comes from:

- an item → it is lost with the item

- a companion → it is lost when they leave

The clues system allows the game to surprise you. Repeatedly.

Experience and Levelling

As you progress, you gain EXP and increase your level.
Important:

- losing EXP does not reduce your level
- it only delays your next advancement

Higher levels include all previous abilities.
Stat increases are tracked using tokens.

Turning Undead

If you die, the game does not end. Instead, you become undead under the influence of the Eldritch magic.
Flip your character card and continue.

- your EXP remains the same
- your HP is restored (in your new form)

However:

- all companions immediately leave you

Undead characters:

- lose their previous stat bonuses
- may no longer meet requirements for some items

But they also gain access to abilities and equipment unavailable to the living.
Important thing

- Winning as undead does not count as a full win.

Final Confrontation

Once you gather the runes and the Necronomicon, you may summon the Eldest One. With every roll, you lose exp.
This happens:

- only in your own turn in easy mode
- even in the turns of other party members in hard mode

Adjusting the Difficulty (Optional)

If you find the game too forgiving or not nearly cruel enough, you may adjust the difficulty.

Easier:

- count undead victory as a full win

Harder:

- require survival in living form

Optional rules include:

- limiting bonuses to every third turn (+1 is now +1/3, helping only in first turn, fourth turn, seventh...)
- making all bonuses fail on a roll of 1

Use at your own risk.

Final Notes

- All dice results are modified before evaluation. (When card asks you how you rolled, it asks you how the roll happened after taking all modifications into account.)
- Minimum result = 1
- Maximum result = 6 (or 12 against the Eldest One)

Abbreviations are used throughout the game to save space:
Mod.: modification (means +/- number on a stat)
Dmg., d.: damage
Hp.: hit point(s), also stamina.
Exp.: experience point(s).
Gb.: (go to) gamebook (page number) ...
L.: character level(s).
3+: 3 or more.
2-: 2 or less.
B.I.: Basic Item. P.I.: Proviant I. C.I.: Crypt I. D.I.: Doors I.
Req. X: Requires X or more on the stat to use or equip the thing
En.: enemy. O.G.G.: Old Goblin's Gidance (on mini card).
Reveal a card: flip a card on top and you can read it, then decide if you play it or leave it on the top of the deck from which you took it.