

RUNNERS

OF

THE

CRYPT

*Majid Almuhaideb*



# **RUNNERS OF THE CRYPT**

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## **RUNNERS OF THE CRYPT**

### **GAME DESCRIPTION**

The game puts the player in a dungeon that they must complete in the shortest amount of time possible. The dungeon will be randomly generated from room to room and will feature four classes that have unique abilities that can assist the player in completing the game as fast as possible.

### **WHO GOES FIRST?**

If a multiplayer aspect is to be added, all players start at the same time.

### **HOW DO PLAYERS MOVE?**

By completing an objective in the room. Objectives are completed through dice rolls, depending on the objective given. For example, a player enters a room with a monster inside and has the choice of fighting that monster, killing it in one shot if they roll a 5 or higher.

Alternatively, players can sneak past the monster by rolling a 2 or lower, skipping on the possible rewards they get from the monster. The movement will be strictly individual, as the game is single player and time based. Players can move more than one room at a time depending on the loot they get.

### **CHARACTER ATTRIBUTES**

Different classes have different roll requirements for their actions. This makes choosing a character like the assassin more reliable in terms of consistency, whilst the knight is more of a gamble and luck of the draw. The mage, for example, operates under more unique mechanics, exponentially getting stronger with the more loot he gets

### **HOW DO THEY WORK?**

### **OBSTACLE ENCOUNTERS**

Obstacles and encounters are entirely optional. Should a player choose to pursue the obstacle, they will be taking a gamble as to what piece of loot they can get. Likewise, skipping an encounter is also a gamble as the player would be missing out on possible loot and might take multiple turns to get the roll they need to skip the encounter.

Different classes will have different roll requirements to pass an obstacle as their passive. For example, the knight can one shot a monster by rolling a 4 or higher, but needs to roll a 1 to skip an encounter. On the flipside, the assassin can skip an encounter by rolling a 3 or lower, but needs to roll a 6 to one shot a monster or a 5 or lower to 2 shot a monster.

### **REWARDS**

Unlocking chests and killing monsters.

### **ANY SPECIAL SITUATIONS**

If a player does this, their character can steal resources from another player or gets +5 Awesomeness.

### **WIN CONDITION**

Victory is attained by shaving off the timer. Death is only possible through dying to traps and monsters, which would send you one room back (the room resets so you must complete the objective again).



# CHARACTERS CARDS & MARKERS FRONT

Please remove this page and cut along the edges of the cards and markers to create the game pieces.

**KALAZAR, THE PINK**

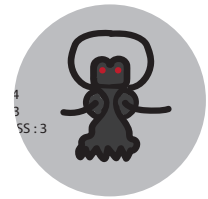


STR: 2  
SPD: 3  
DEX: 3  
AWRNSS: 4

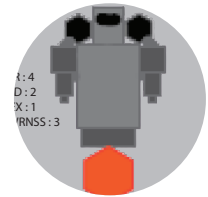
A powerful mage, kalazar is known for his incredible magic aura. Contrary to popular belief, he despises the color pink. His namesake came as a result of a washingmachine incident when his white robes mixed with pink garments, forever staining his clothes.



MARKER 1



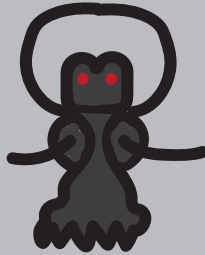
MARKER 2



MARKER 3

## CHARACTER ONE

**THE BROKEN GHOST**




STR: 1  
SPD: 4  
DEX: 3  
AWRNSS: 3

A haunting relic of the past. A being with no name. All that is known about it is its hatred towards beings born out of malice. Some believe it was killed in its past life by a monster

## CHARACTER TWO

**GEB, THE MECHANICAL TERROR**



STR: 4  
SPD: 2  
DEX: 1  
AWRNSS: 3

The origins of this machine are a mystery. It showed up out of no where and began hunting down monsters, slaying them with terrifying efficiency.

## CHARACTER THREE

# CHARACTERS CARDS & MARKERS BACK



CHARACTER 1



MARKER 1



MARKER 2



MARKER 3



CHARACTER 2




CHARACTER 3

# OBSTACLES CARDS & MARKERS FRONT

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Dark Mage

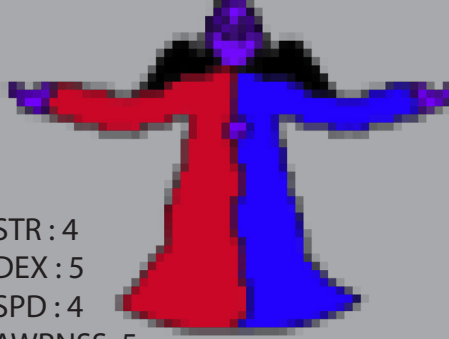


STR : 2  
DEX : 5  
SPD : 3  
AWRNSS: 5

A foe born out of malice and arcane hatred, the dark mage stands supreme above all the beings in the crypt

OBSTACLE 1

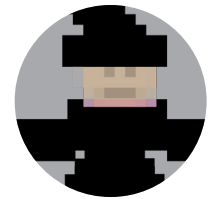
MERLIN, THE SUPREME MAGE



STR : 4  
DEX : 5  
SPD : 4  
AWRNSS: 5

The master of the crypt, Merlin is a terrifying foe. Those who brave his challenges meet him head on to lay their claim on his infinite wealth

OBSTACLE 2

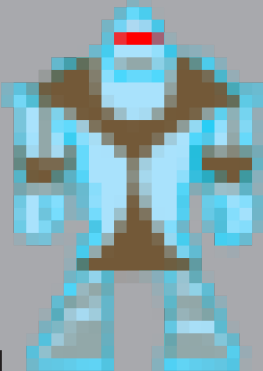


MARKER 1



MARKER 2

The Simulacrum



STR : 5  
DEX : 1  
SPD : 1  
AWRNSS: 1

An attempt to replicate Geb, this machine has formidable strength. Whilst it falls short at every other aspect in its design, it is nothing to scoff at. One second of distraction can cost you your life.

OBSTACLE 3

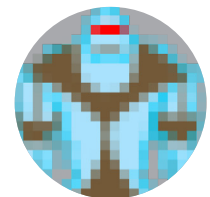
The Treasure of the Fools



STR : 1  
DEX : 2  
SPD : 1  
AWRNSS: 5

Be warned he who believes gold is the greatest treasure, for only fools pursue their death.

OBSTACLE 4



MARKER 3



MARKER 4

# OBSTACLES CARDS & MARKERS BACK



MARKER 1



MARKER 2



MARKER 3



MARKER 4



OBSTACLE 2



OBSTACLE 1



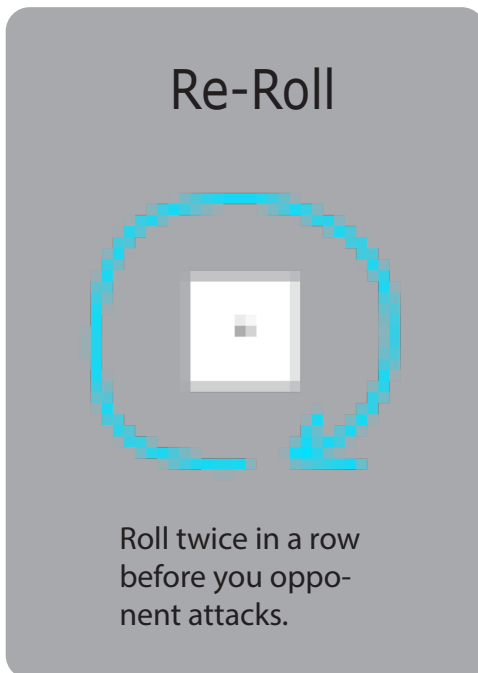
OBSTACLE 4



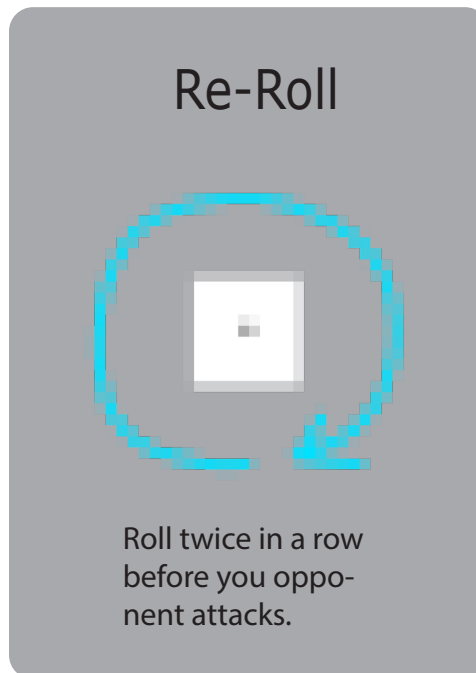
OBSTACLE 3

# REWARDS CARDS & MARKERS FRONT

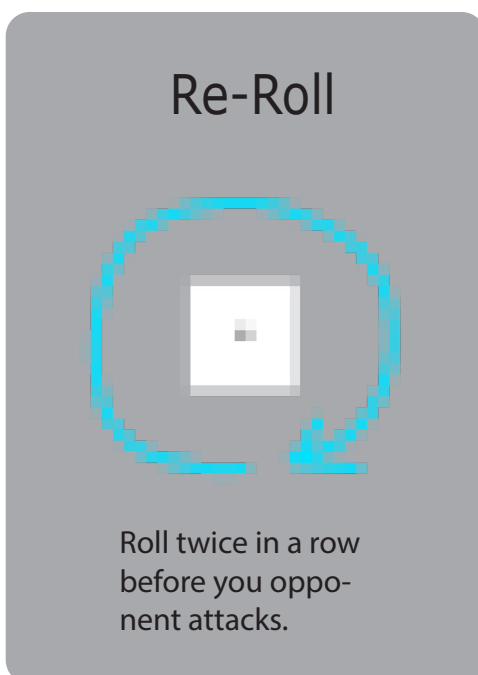
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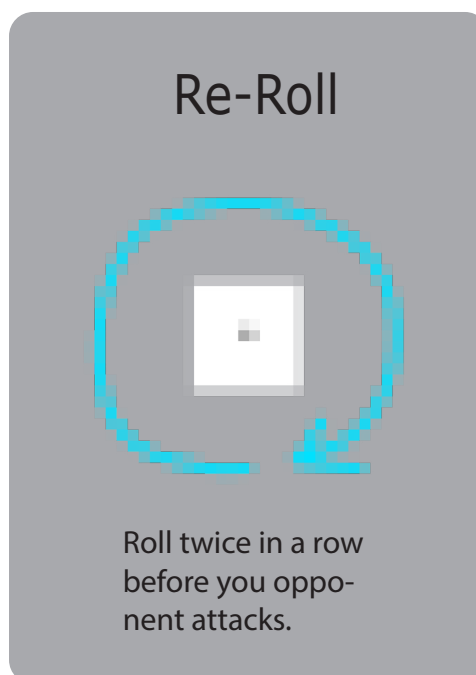
REWARD 1



REWARD 2



REWARD 3



REWARD 4

# REWARDS CARDS & MARKERS BACK



REWARD 2



REWARD 1



REWARD 4

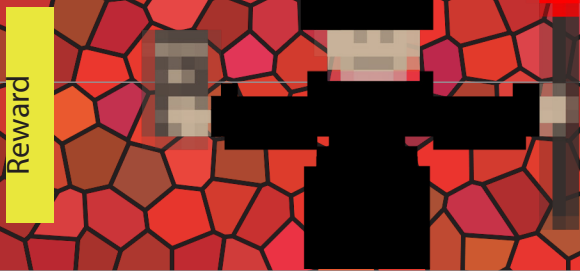


REWARD 3

# LEVEL MAP BACK

# Merlin The Sorcerer

## Final



LEVEL



# Supreme Mage Boss



50% Chance to be a real chest,  
50% chance to be Treasure of  
Fools

Trapped Treasure Chest

AWRN55.3+ Have option to  
preieve, identifying the trap if  
they roll a 3 or higher. (Lower  
for higher awrn59)

Drops a random card





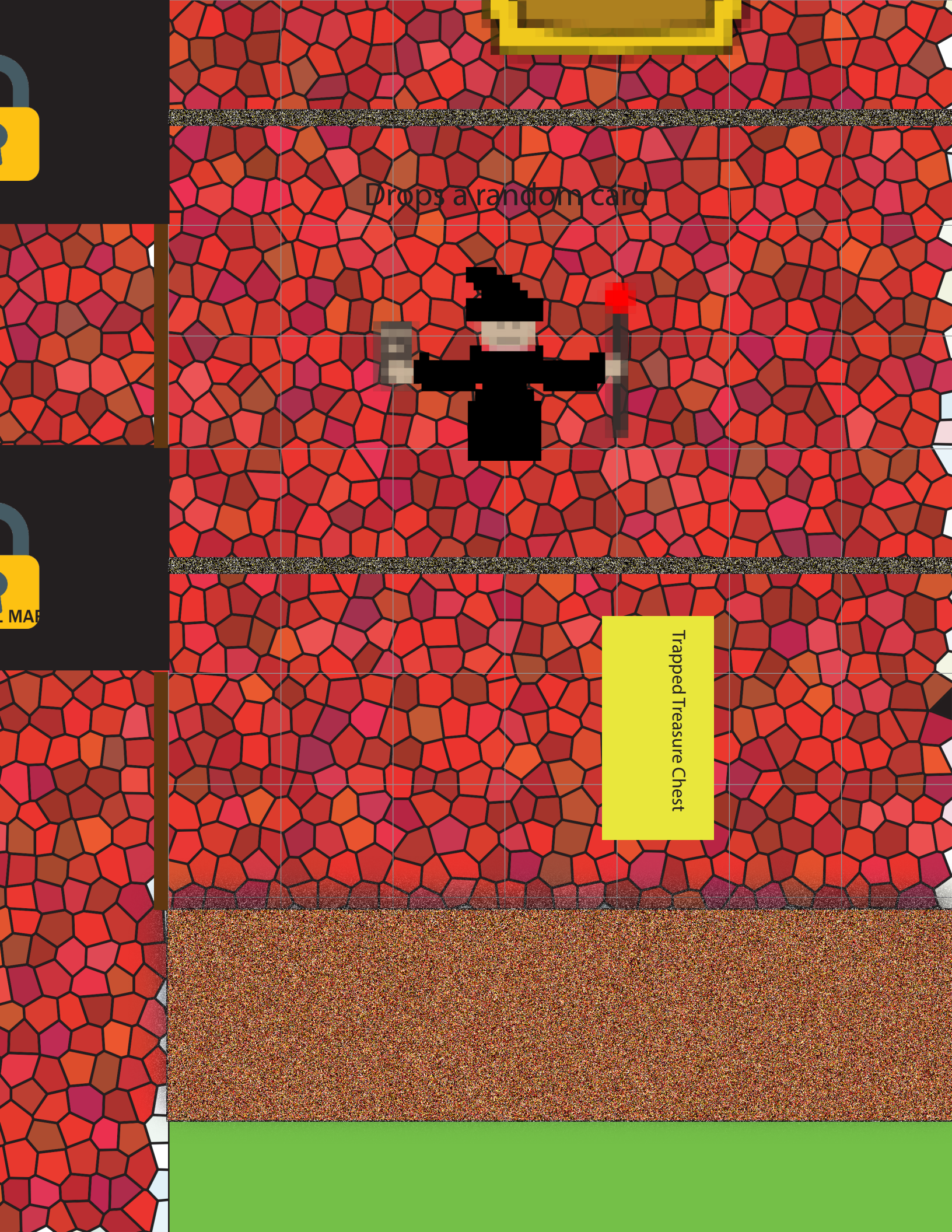


If a player rolls a 4 or higher, they will receive the key. Otherwise, they will fight a simulacrum.

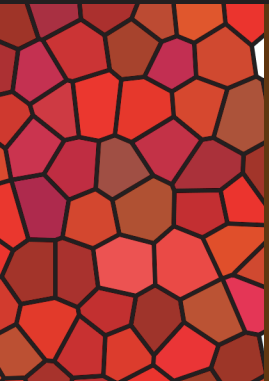
Reward

Always drops keys





Drops a random card



Trapped Treasure Chest

