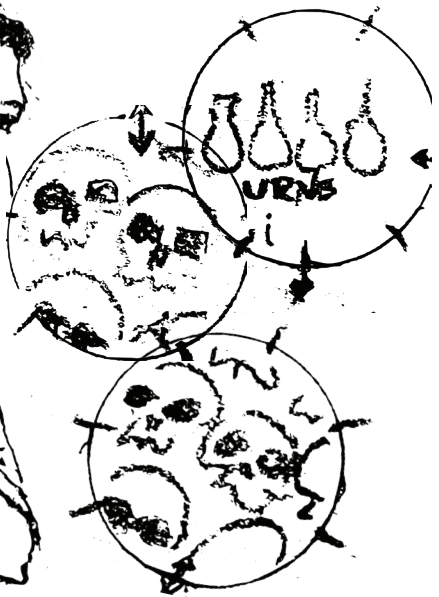


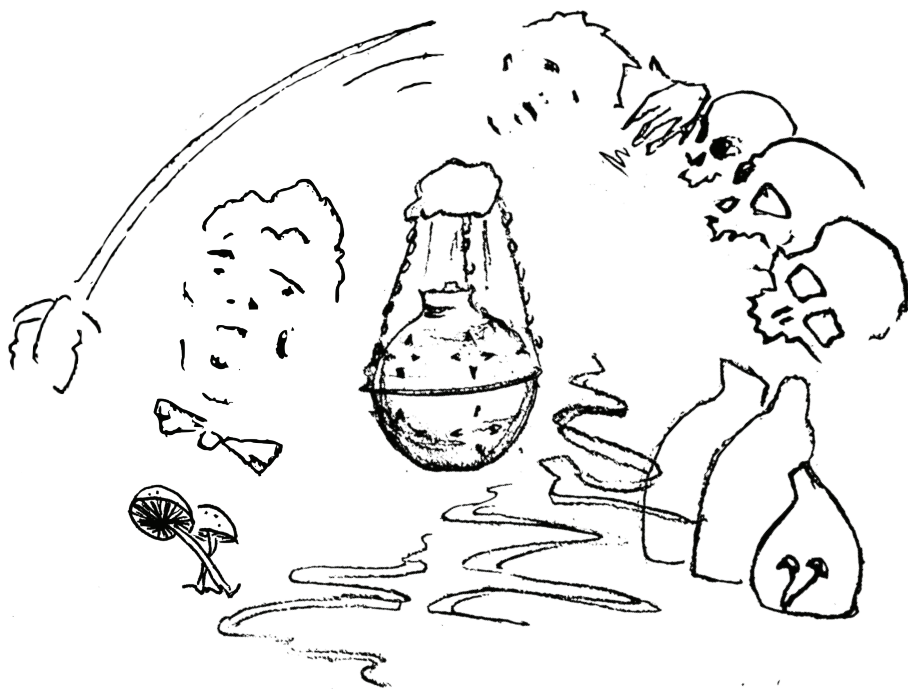


MAPPING *the* CATACOMBS



INTRODUCTION

Beneath the city, any city, lie stacked the countless who have gone before.



This is a solo role-playing game which creates a map and story of ill-prepared adventurers exploring a highly lethal labyrinth of catacombs.

First you'll learn some rules about the game, like making sure to always have a source of light. Then you'll build your party of adventurers and enter the catacombs.

The Catacombs are meant to be confusing and dangerous. The game system may require your characters to backtrack between two rooms only to burn away all your light source and end up in peril.

Each turn has 4 steps:

- DRAW *a* CIRCLE
- ROLL *for* CONTENTS & RESOLVE
- ROLL *for* CHAMBER CONNECTIONS & CHOOSE *a* PATH
- ROLL *d6* *for* CATACOMB CONFUSION & FOLLOW NEW RESULT

At the end of each turn, assess your party and repeat.

HOW to PLAY

Prepare your game area with paper, pencil, at least one six-sided die (d6), and a coin (roll two six-sided die or one d6 twice for 2d6)

GENERAL

The first rule is to follow your imagination, let it fill in the blanks and change the rules to fit your experience.

You will be leading a party of adventurers into a difficult-to-navigate and lethal catacomb crawl. Keep track of your party's health, light, and fear levels. Be sure to map carefully and mark your symbols carefully otherwise you might find it difficult to retrace your path for a safe exit.

To "win" a game is to successfully exit the catacombs having found a treasure, and hopefully without any loss of life. Fudging dice rolls or rules may detract from the creation of a good story.

RUNNING ENCOUNTERS

For each new circle, or catacomb chamber, roll 2d6 and refer to the 2d6 CHAMBER CONTENTS table. Most chambers have contents that must be resolved or actions to be taken before moving on.

When encountering CITY FOLK, GHOUL, or SOLDIER, a COIN TOSS is required to determine who goes first - not all encounters are an attack.

COIN TOSS

H - *player advantage to attack, allow safe passage, or join the party*
T - *for disadvantage in darkness, the opposing party attacks first*

ATTACK & DEFEND

Each character has d6 hit points (HP). To ATTACK & DEFEND roll d6, if the result matches or is higher than the attackers HP the blow/parry was successful. A successful attack SUBTRACTS one (1) HP. Reaching zero means character death. In cases when a characters HP exceeds 6 - roll twice to attack/defend instead.

NOTE:

With each successful strike, 1 HP is reduced from the character or opponent. The requirement to hit also reduces with HP reduction.



EXAMPLE

You enter a chamber with a BRUTE 5 HP as POINT MAN. The chamber contains a Ghoul and you roll d6 to determine it has 2HP.

A COIN TOSS determines that your characters have the initiative.

You ROLL d6 for the BRUTE to strike, who must roll a 2 or better. You roll for each party member to attack.

If the opponent has remaining HP, you roll d6 to represent them striking your POINT MAN, in this case the BRUTE, once. If a 6 is rolled, a second strike applies to the second character in line in your party.

After the opponent strikes, the group repeats the process until the encounter is resolved i.e. the party or opponents are dead.

FINDING TREASURE

Experience Points (XP) are gained and totaled from: the HP of each killed opponent or from specific CHAMBERS. Any gold found can be converted to XP. When a player's XP equal 50 or more, ROLL for d6 TREASURE while in a *cleared* chamber. You may then attempt to exit the CATACOMBS if you wish to carry your character & treasure over to your own campaign or upcoming SORCERESS & WITCH games.

EXIT the CATACOMBS

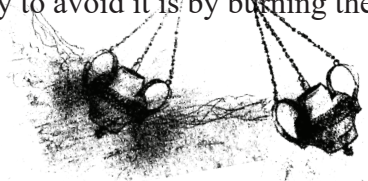
You must successfully retrace your path through the catacombs. Do not roll again for encounters, however do keep track of your light and do not skip CATACOMB CONFUSION rolls. The only way to avoid it is by burning the THURIBLE in each chamber you visit.

THURIBLE

The Acolyte carries a Thurible which doubles as a weapon. Essential for clearing catacombs and dungeons. *Dispels whispering voices and allows for safe reoccupation of a chamber where its use has been indicated on the map.*

If loaded with incense (any plant material), the Acolyte will swing it around in each chamber. The aroma will clear foul spirits and prevent any other living or dead creature from entering the space after players have left.

A loaded Thurible also buffers the effects of Whispering Voices. Burn 5 incense (plant material) to reduce a characters FEAR by 1.



ENTER THE CATACOMBS

- START BY DRAWING A CIRCLE on a blank leaf of paper. Circles represent chambers and may overlap. This circle is your first chamber. You may also choose to illustrate the external surroundings of the entrance. The size of your circle should be large enough to fit either your text, symbols, or illustrations, but it doesn't need to be perfect.
- DRAW AN ARROW INTO THE CIRCLE to indicate your entrance.
- ROLL 2D6 CATACOMB CHAMBER CONTENTS. Enter the resulting number in the circle. Resolve the encounter.
- ROLL D6 FOR THE NUMBER OF CONNECTING CHAMBERS. Counting the arrow in, DRAW the resulting number as hash lines around the circle, freehand, as best you can. Hash marks indicate connecting catacomb chambers. If there is only one, draw it across from the entrance and do not roll d6 CATACOMB CONFUSION.
- To advance, choose a hash mark as your direction of travel, and mark it with an "i" to indicate your originally intended path.
- ROLL 2D6 FOR CATACOMB CONFUSION and according to the result, draw an arrow where you actually enter the next chamber. Draw a new circle centered on this arrow and repeat.
- OVERLAPPING chambers can be represented with dotted lines and lie BENEATH the previously mapped chambers. Only careful mapping and luck will allow you to survive.
- To leave the Catacombs, you MUST RETRACE YOUR PATH, if possible, or hope for another way out.
- A party may establish a secret lair in the catacombs. Kill off any inhabitants of a chamber, discover the secret entrance to the chamber from the surface, and survive the exit.

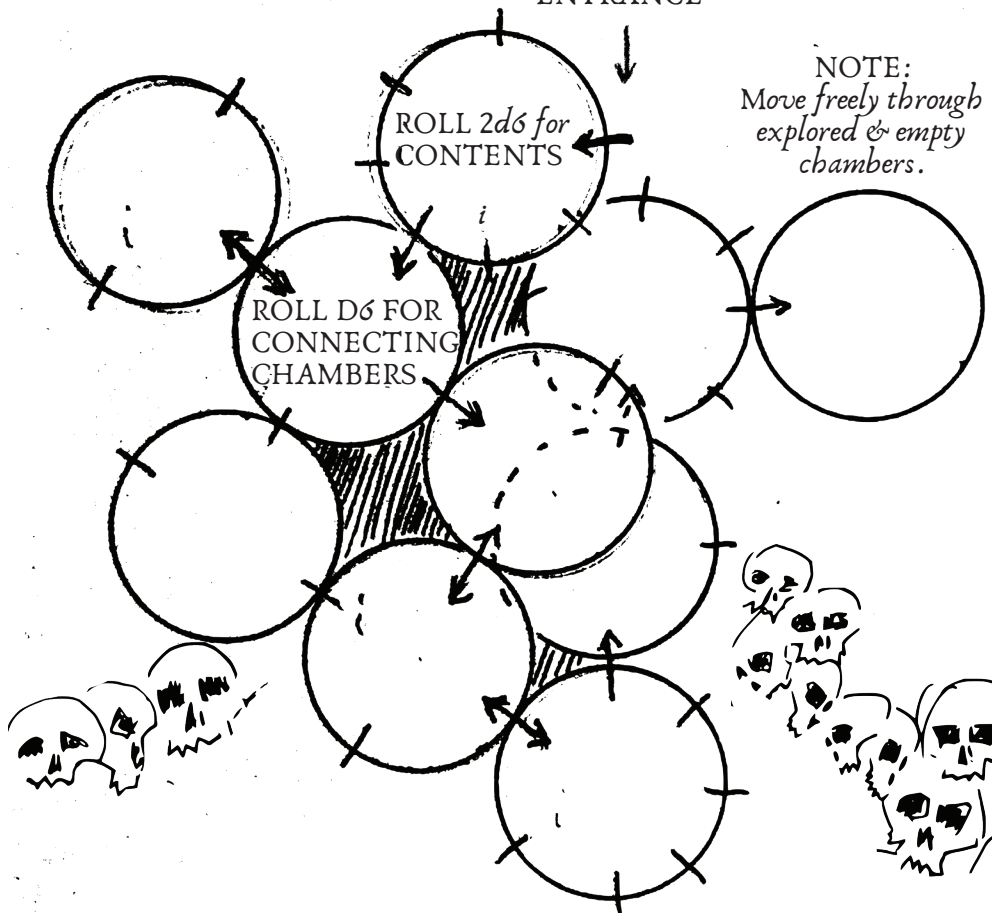


IN BRIEF

- DRAW a CIRCLE
- ROLL 2d6 for CONTENTS & RESOLVE the ENCOUNTER
- ROLL d6 for CHAMBER CONNECTIONS & DRAW MARKS
- CHOOSE a PATH & MARK with "i"
- ROLL 2d6 for CATACOMB CONFUSION, MARK & FOLLOW NEW RESULT

Overlapping chambers descend below previously drawn chambers - map carefully, your survival depends upon it.

START BY
DRAWING
A CIRCLE &
ARROW
ENTRANCE



2d6 CATACOMB CONFUSION

ROLL	DEVIATION
2	2 hash marks to the left
3-4	1 hash mark to the left
5-9	FEARLES - none
10-11	1 hash mark to the right
12	2 hash marks to the right

The ACOLYTE may burn the THURIBLE in a chamber to dispell enemies, effects, and CATACOMB CONFUSION

2d6 CATACOMB CHAMBERS

2 CITY FOLK

You're not the only adventurer down here. It would be quite dreadful for things to come to a horrible end for any of us.

d6 for a character type, d6 for their HP, and COIN TOSS

Carrying an axe, a lantern with oil to last d6 chambers, and pouch with d6 gold/XP.

POINT MAN EFFECT: cannot ambush a SOCIALITE, however a SOCIALITE will always attack; BRUTE +2 to defense rolls; a BLACKSMITH will join another BLACKSMITH to turn against the party; a party without an ACOLYTE can gain any encountered with less than 3HP

d6 CITY FOLK

1 SOCIALITE, *naked, soiled, and raving mad* (+2 to HP)

2 FARMHAND *will split 2d6 torch light for safe passage*

3 BRUTE *will accept 3d6 gold/XP for safe passage*

4 ACOLYTE & THURIBLE *with 2d6 incense*

5 BLACKSMITH *with +1 ATTACK HAMMER*

6 TRAVELER *who flees to the next chamber when at 1 HP - follow in any direction you choose & do not roll CATACOMB CONFUSION*

3 CULTISTS LAIR

Where nefarious plans are conceived and executed.

d6 for HP, and COIN TOSS

Carrying an ornamental dagger, candle enough for d6 chambers, a pouch with d6 gold/XP

POINT MAN EFFECT: CULTISTS will always have initiative against and attack an ACOLYTE; BLACKSMITH, BRUTE +2 to defense rolls

d6 CULTIST DISCOVERIES

1 *will stop at nothing to prevent their notes plotting a murder & cover-up from being discovered* (+2 ATTACKS)

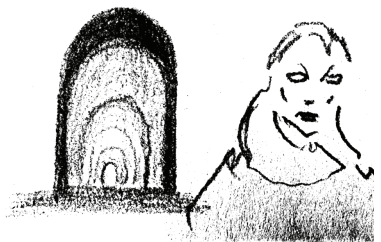
2 *a failed brainwashing victim screaming incessantly* (FEAR +1)

3 *busy sacrificing a small animal* (disadvantaged ATTACK -2)

4 *self-evisceration, follow entrails to the next chamber in the direction of your choice - do not roll CATACOMB CONFUSION*

5 *an undeniable aura about this CULTIST causes +2 FEAR*

6 *convinces any ACOLYTES with HP lower than 3 to abandon the party*



4 FALLING SKELETONS

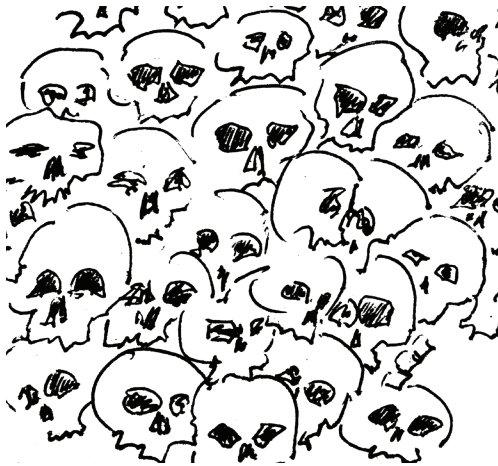
Part of the wall crumbles and bones tumble.

COIN TOSS for

H - POINT MAN IMPACT
& d6 damage

- or -

T - dodge- for 3XP



5 THE WAY is BLOCKED

A wall of fallen stone, the gaps densely packed with long bones and skull fragments.

You must go back. Return to the previous chamber & do not roll d6
CATACOMB CONFUSION.

If rolled on the first turn this describes a false entrance. Collect an additional d6 plant material & reroll.



6 LIGHTS OUT

Players' light sources are extinguished and so must close their eyes and with eyes closed, player must find their die, roll, and then feel the pips to guess the number.

If correct, player may relight their torch, lantern, etc. and continue deeper into the catacombs.

SUCCESS = 10 XP

If incorrect, a solo player has chances equal to the number of characters in the party to relight. In a group the turn passes to the next player until guessed correctly or all players have taken a turn. If the die rolled is not correctly guessed the party is lost forever in the dark.

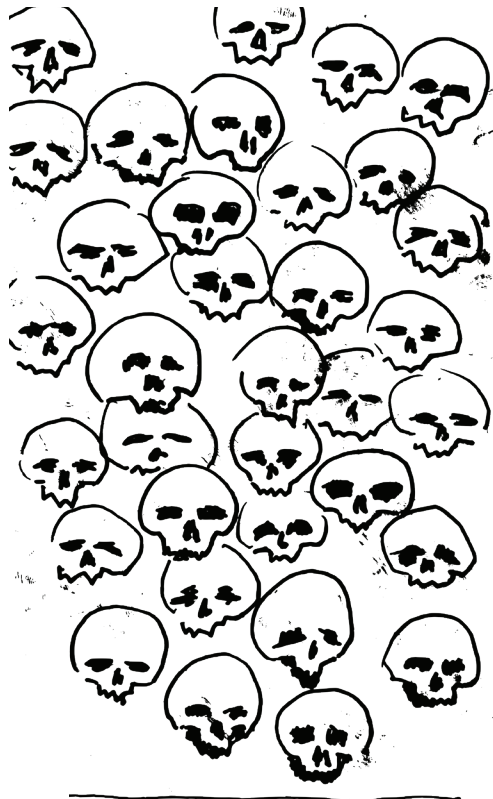
FAILURE = GAME OVER



7 NOTHING BUT BONES 8 WHISPERING VOICES

An empty chamber of bones.

Indistinguishable whispering voices float swiftly by your ears, drawing your attention this way and that, until you have lost your way.



Players' FEAR level increases a notch. After hearing the whispering voices three times, the point man will become LOST to the CATACOMBS. Reduce effects with the Thurible.

2XP & 1 FEAR point (at 3 pts roll on LOST to the CATACOMBS)

LOST to the CATACOMBS

IF a player should lose their SANITY (CHAMBER CONTENTS 8)

- 1 Self-immolation, coin toss for group damage
- 2 Gouge out your own eyes & return to sanity
- 3 Clamber over bones to escape, buried in the collapse
- 4 Shock, staring into the void, completely vulnerable
- 5 Turn yourself over to the macabre, become a Ghoul
- 6 Burn 2d6 oil/plant & run off alone into the dark



9 URNS

In observance of certain traditions, or simply to save space.

d6 URN CONTENTS

1 Oil, enough to light the lantern for d6 chambers

2 Edible fungus with psychedelic effects, improves vision in the darkness and spatial memory - add d6 fuel, add 2 to CATACOMB CONFUSION rolls for d6 chambers

3 Dried plant material, enough to light a torch or burn in Thurable - 2d6 chambers

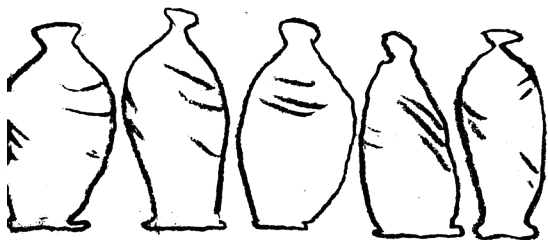
4 Dried lavender & sage, enough to burn in the THURIBLE for 2d6 chambers

5 Sift through ashes to find pieces of jawbone with teeth and pry out d6 gold fillings/XP

6 3d6 chambers worth of a length of rope (note on map & do not roll CATACOMB CONFUSION)

FARMHAND may add +1 to roll, 6 rolls over to 1

*only reroll a previously visited urn chamber if coming from >2 chambers away; move freely through space when revisiting



10 DEADLY ESCAPE

Some light coming through from the surface? A possible early escape?

An OPPORTUNITY to RISK clambering out through stacks of femurs and skulls. If rolled on the first turn, collect d6 plant material & reroll.

COIN TOSS:

H for a successful escape

T lose point man in a collapsing tunnel.

2XP if passed on.



11 GHOUL

A town miscreant, entered the Catacombs looking for mischief and morbidity, murmuring to skulls and running fingers over bones.

d6 for HP, and COIN TOSS

Carrying a lantern with d6 chambers of oil canter, small knife, heavy cloak, small leather purse with d6 gold/XP.

POINT MAN EFFECT: A GHOUL always flees an ACOLYTE; a FARMER always expends d6 light failing to scare the GHOUL

d6 GHOULISHNESS

1 any FARMER with 3 HP or less in the party flees in terror (remove from party)

2 any SOCIALITE with 5HP or less drops 3d6 gold/XP (subtract from total)

3 reveals a smile of badly formed gold teeth and takes 2 turns to strike, unless a BLACKSMITH with 5 HP or higher is present

4 momentarily questions the origin of a TRAVELER and misses their turn during an ATTACK

5 dissheveled and asleep, entwined among the loosely stacked bones, misses 2 attack turns

6 over their shoulder you see a skeleton propped against the wall, adorned with jewelry and fine robes (+2 HP to Ghoul)



12 SOLDIER

Entered the Catacombs looking for loot.

d6 for HP, and COIN TOSS

Carrying a sword, a torch & d6 chambers worth of dried moss, and a belt of empty purses.

POINT MAN EFFECT:
BLACKSMITH +2 to defense rolls, BRUTE -2 to defense rolls; SOLDIER refuses to attack an ACOLYTE but will always attack a SOCIALITE)

d6 SOLDIERLY ACTS

1 despite all, the SOLDIER cuts down your POINT MAN with one swing - you must flee by retreating 2 chambers

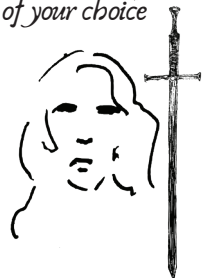
2 agrees to safe passage if a BLACKSMITH with 5HP or higher is present

3 a seasoned veteran (+3 HP), allows safe passage for 3d6 gold/XP (subtract from total)

4 already in shock & traumatized, strikes wildly at the party and flees (subtract 1 HP from 2 party members)

5 waits in silence until the party passes, then assassinates the last party member in order

6 offers safe passage and 5 XP in exchange for 3d6 light source of your choice



TREASURES & RUMORS

1 The Deed and Will of Lodus Utevis II (who hasn't been seen or heard in months) bestowing Manor at Fell Downs and contents of his Estate to the unfortunate finder of this document.

2 The Torch of the Red Flame whose light can only be seen and extinguished by its allumator. Emits a strong red glow for use in dark spaces and easy transitioning to light.

3 Small, translucent, and bioluminescent mushrooms which retain their blue aura when plucked. When consumed, bestows infravision for life.

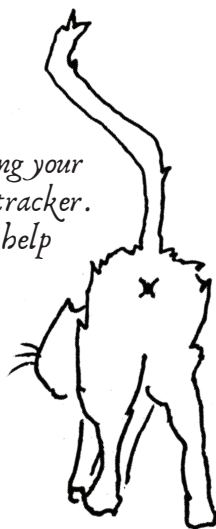
4 Jewels, coin, alcohol, snuff, golden sabers, luxurious armors, & various sundries from a bygone era among the withered bodies of a group of Aristocratic partiers who got turned around in the darkness.

5 An underground warehouse loaded to the ceiling with large wooden barrels of Wormwood infusion, Spirit Summons, or Bifian as the locals have come to vilify it. Start a business or leverage someone significant.

6 A CAT, a new LIFELONG FRIEND who answers to The Way Out for now. Will immediately escort the party out of the Catacombs when asked. When accompanied by the CAT auto-deduct d6 HP from attackers.

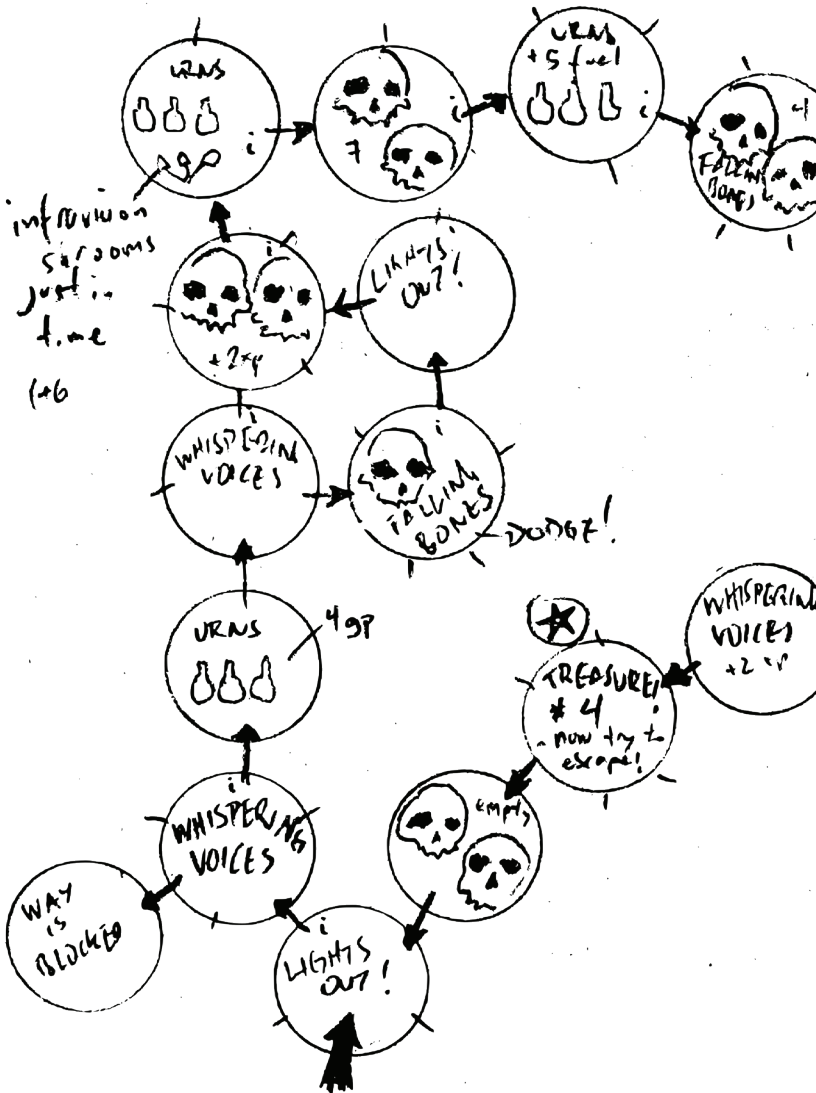
On the following pages are templates for tracking your party, their stats, etc, as well as an ATTACK tracker. Order your party and assign them a number to help track hits and POINT MAN EFFECTS.

GOOD LUCK EXPLORER,
MATT



CATACOMB CRAWL

A traveler convinces two blacksmiths to accompany him deep into the Catacombs in search of riches. Immediately upon entering their light sources are extinguished by dark forces. They proceed left to encounter Whispering voices and Urns, eventually discovering infravision mushrooms in time for their light source to run out. Falling skeletons, spooky stacks of bones, and a pass on a possible escape.

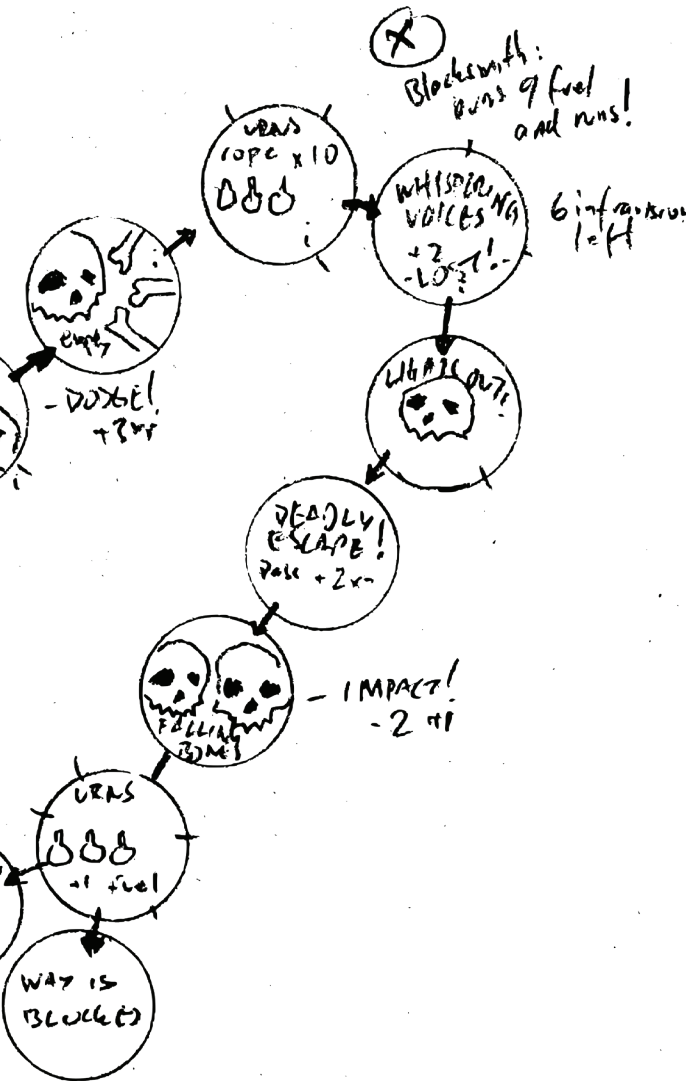


ROPE (10)

USED: IIII

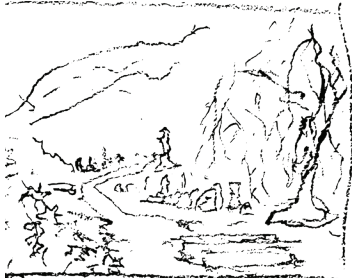
XP

III	III	II
III	III	II
III	III	II
III	III	II
III	III	II
III	III	II



More bones and blocked passages. Whispering voices drive one of the Blacksmiths to fear: they burn off their remaining fuel and run into the darkness leaving the two behind.

Treasure! Our two survivors have reached 50XP and roll #4 on the TREASURE TABLE. Amazingly and uncommonly, they are able to return to the entrance and escape with riches in hand.



A Tabletop Catacomb Crawl

NOT INCLUDED

Two Six-Sided Die
and a Coin

HOW TO GET
THERE

*Between the
gravestones and
beneath the watchful
boughs*

BE PREPARED

*Few who enter return.
Though some say
secrets in the city are
safe there*

LIGHT the WAY

Safe travels, friend

Art & Design
by
Matthew Madsen



A NOTE TO THE
GAME MASTER

MY APOLOGIES for
any CONFUSION
in the TEXT I've
been lost down here
for TOO LONG and
I FEAR these are the
most sensible notes
I can leave for you.
If you please, enter
your concerns into the
AKASHIC RECORDS
and I will do my best to
FIND them. And find
YOU. UNTIL THEN
DEAR FRIEND.



PS - If you find my cat
please take good care of
her,
she knows the way out.

MAPPING the CAT-
ACOMBS
is a SORCERESS &
WITCH adventure.
For more visit
matthewmadsen.com

