

d6 CATACOMB CONFUSION

(1 (2 (3 4) 5) 6)

ROLL DEVIATE

- 1 2 bash marks to the left
- 2 1 bash mark to the left
- 3 FEARLESS - none
- 4 FEARLESS - none
- 5 1 bash mark to the right
- 6 2 bash marks to the right

A TRAVELER in the party allows for one direct chamber to chamber movement per game

TO AVOID further confusion when retracing your path, ensure the THURIBLE is burning in each room visited, indicate on the map, and do not reroll for CATACOMB CONFUSION when revisiting those chambers.

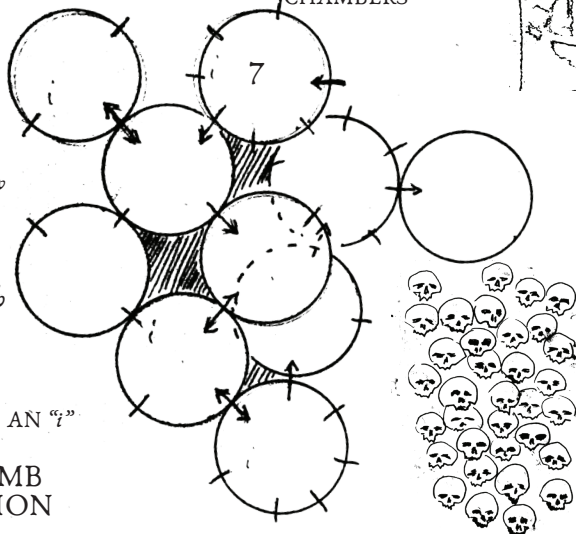
DRAW A CIRCLE & ARROW ENTRANCE

ROLL 2d6 for CONTENTS

ROLL D6 FOR CONNECTING CHAMBERS

Overlapping chambers descend below previously drawn chambers - map carefully with dotted lines

MARK INTENDED PATH WITH AN "i" & ROLL FOR CATACOMB CONFUSION



Art & Design by Matthew Madsen



A TABLETOP CATACOMB CRAWL

NOT INCLUDED

An Adventuring Party, 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.

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.

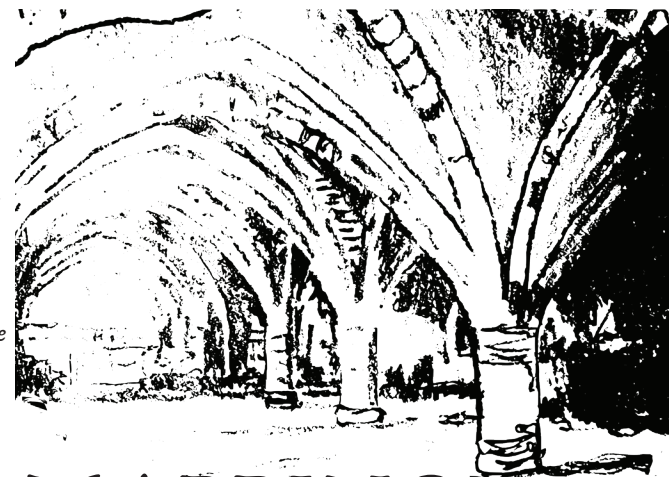
2 The Torch of the Red Flame whose light can only be seen and extinguished by its allumator. Emits a strong red glow for use in dark spaces and easy transitioning to light.

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 vify 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.



MAPPING the CATACOMBS

PREPARE your ADVENTURE

Build your party as you see fit, you may choose to run several groups - or venture alone.

ROLL d6 for CHARACTER(S) & d6 for each characters hit points (HP)

- 1 ACOLYTE: Wool Robes, Thurible & d6 INCENSE (dried plant)
- 2 BLACKSMITH: Leather Apron & Hammer
- 3 SOCIALITE: Heavy Cloak & Saber
- 4 TRAVELER: Leather Vest, Heavy Cloak & Staff
- 5 BRUTE: Animal Hide & Stone Pommel
- 6 FARMHAND: Dungarees & Pitchfork

ROLL 2d6 for starting oil/plant material



COIN TOSS
H - lantern &
T - torch

TRACK OIL & DRIED PLANT BURN RATES - one unit per chamber, running out means DEATH in DARKNESS

RUNNING ENCOUNTERS

For each chamber roll 2d6 and refer to the CHAMBER CONTENTS table. Most will be empty except for the stacked bones. Encountering another adventurer or other entity requires a

COIN TOSS - H for initiative to startle or ambush, T for disadvantage in darkness

which determines the order of the fight - or in the case of #4, being hit or not.

THURIBLE

The Acolyte carries a Thurible which doubles as a weapon. Essential for clearing catacombs and dungeons. 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, to reduce Insanity by 1 if the character is nearby.

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

ENTER THE CATACOMBS

by drawing a CIRCLE on blank leaf of paper. The larger the leaf, the more expansive the crawl. Circles represent chambers and may overlap, this circle is your first chamber. You may also choose to illustrate the external surroundings of the entrance.

Draw an ARROW into the circle to indicate your entrance.

Roll 2d6 for the CONTENTS of that Catacomb Chamber. 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 chambers.

To advance, choose a hash mark as your direction of travel, and mark it with an "i" to indicate your originally intended path.

Roll d6 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.

INDICATE YOUR POINT MAN - this is who receives the attacks and may be swapped out between encounters.

ATTACK & DEFEND by rolling d6, if the result is higher than the attackers HP the blow/parry was successful. A successful attack SUBTRACTS one (1) HP. Reaching zero means death.



EXAMPLE

You surprise a Ghoul 2HP with a BRUTE 5 HP on POINT. ROLL d6 for the BRUTE to strike, who must roll a 2 or better. Each party member rolls to attack. If the opponent has remaining HP, they roll d6 to strike once. After the opponent strikes, the group repeats the process until the encounter is resolved.

FINDING TREASURE

When the total HP for each killed opponent, any gold found, and XP from CHAMBERS together 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.

2d6 CATACOMB CHAMBERS

2 Townfolk (d6 HP) - also entered the Catacombs looking for loot, carrying an axe, a lantern, d6 chambers of oil, and a leather satchel. Coin toss for startled vs ambushing. (BRUTE +1 DEF, cannot ambush SOCIALITE) (HP = XP)

3 Cultist (d6 HP) - Regular visitor to this chamber, search the room for a way to the surface/reentry. Chamber contains books of rumors, gossip and dark secrets about the townspeople. Coin toss for startled vs ambushing. (BLACKSMITH, BRUTE +1 DEF) (HP = XP)

4 Falling Skeleton - coin toss for impact and d6 damage/dodge. 3XP

5 The Way is Blocked - you must go back.

6 Lights Out - All players lights are extinguished and so must immediately close their eyes. With eyes closed, current player must find their die, roll, and then feel the pips to guess the number. If correct, player may relight their torch, lantern, etc. If incorrect, the turn passes to the next player until guessed correctly, or the party is lost forever in the dark. 5XP

7 An Empty Chamber of Bones

8 Indistinguishable Whispering Voices - Players insanity level increases a notch. After hearing the whispering voices three times, player will become LOST to the CATACOMBS. Reduce effects with the Thurible. (ACOLYTES resist Insanity) 2XP

9 d6 Urn Contents Table

10 Possible Way to the Surface - an OPPORTUNITY to RISK clambering out through stacks of femurs and skulls. Coin toss for a successful escape/die in a collapsing tunnel. 2XP if passed on

11 Ghoul (d6 HP) - a town miscreant, entered the Catacombs looking for mischief and morbidity, carrying a lantern with d6 chambers of oil canter, small knife, heavy cloak, small leather purse with 2 GP. If startled, can be caught murmuring to skulls and running fingers over bones, or licking fingertips after removing a bit of dried flesh. Coin toss for startled vs ambushing. (HP = XP)

12 Soldier (d6 HP +1 if ambusing) - entered the Catacombs looking for loot, carrying a sword, a torch, d6 chambers bundle of dense dried moss, and a belt of empty purses. Coin toss for startled vs ambushing.

(BLACKSMITH, BRUTE +1 DEF) (HP = XP)

ORDER of PLAY

NOTE: This game is intentionally lethal, it's common to not survive.

DRAW CIRCLE

ROLL for CONTENTS & RESOLVE

ROLL for CHAMBER CONNECTIONS & DRAW MARKS

CHOOSE a PATH & MARK

ROLL CATACOMB CONFUSION & FOLLOW NEW RESULT

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

URNS

- 1 Oil enough for d6 chambers
- 2 Edible fungus with compounding psychedelic effects, causes erratic behavior and restores one (1) HP
- 3 Dried plant material for 2d6 chambers
- 4 Mostly empty oil canter for 2d6 chambers
- 5 Sift through ashes to find teeth and pry out d6 gold fillings
- 6 Empty, behind the urn is the body of a dead adventurer

FARMHAND adds +1 to roll, 6 rolls over to 1

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 CATACOMBS is a SORCERESS & WITCH adventure. For more visit matthewmadsen.com

