

The Collection-Contents

3
LP.

1
LP.

Crypt: Hexes

Hex points (HP) are for solitaire play.

H001, C, HP n/a: *Cavern of Peace.*
H002, R, HP +3: *Chamber of Arches*
H003, R, HP +2: *Chamber of Traps*
H004, S, HP n/a: *Crypt of Bloody Passages*
H005, C, HP n/a: *Crypt of Calamity*
H006, C, HP +2: *Crypt of Demons*
H007, C, HP +2: *Crypt of Feast or Famine*
H008, U, HP n/a: *Crypt of Friendship*
H009, C, HP -3: *Crypt of Gold*
H010, S, HP n/a: *Crypt of Hate*
H011, S, HP -2: *Crypt of Health*
H012, C, HP n/a: *Crypt of Sanctuary*
H013, C, HP n/a: *Crypt of Silence*
H014, S, HP n/a: *Crypt of the Terror*
H015, C, HP -2: *Exit, Catastrophe*
H016, C, HP -3: *Exit, Clear*
H017, C, HP +3: *Exit, Guardian*
H018, S, HP -1: *Geomancer's Tomb*
H019, C, HP: +1: *Hall of Brigands*
H020, C, HP: -1: *Hall of Shadows*
H021, C, HP: +1: *Labyrinth of Mist*
H022, X, HP n/a: *Pharaoh's Curse*
H023, S, HP n/a: *Shrine of Mirrors*
H024, X, HP: +3: *Shrine of Stone*
H025, C, HP +1: *Temple of Ice*
H026, R, HP +2: *Pharaoh's Crypt*
H027, R, HP +1: *Tomb of Cages*
H028, C, HP +4: *Tomb of Death*
H029, C, HP -5: *Tomb of Keys*
H030, C, HP +1: *Tomb of Transport*
H031, S, HP n/a: *Temple of Neith*
H032, C, HP n/a: *The Misty Grotto*
H033, S, HP n/a: *Temple of Bast*
H034, C, HP -1: *Pyramid of Light*
H035, C, HP -1: *Passages of Webs*
H036, C, HP +3: *Chamber of Pain*
N/A: Not used in Solitaire

5
LP.

10
LP.

Game Components

Welcome to the Crypt hex collection.

The following is a close look at the hexes in this second edition of the world's first trading board game.

We at Shadarkeem Games are dedicated to bringing you the best gaming experience we can. Within this short manual is every hex, or board tile, in this edition. The pertinent aspects of each board tile are listed in a title panel to the left of the hex illustration, along with the benefit the hex may provide plus any solitaire and key master rules.

Below the title panel, you find details of how this board piece may be played in the game. A big part of this game is having the right hex pieces. Look through all of them carefully and think about the character you're going to play. Each character type has hexes that help all of those character types, during the game. There are also benefits for just the board tile owner. Two of these owner board tiles could come out and they would benefit one or the other owner. This dynamic aspect of every game of crypt is one of its central fun points.

The same rules that apply for the cards, apply for the hexes. You may only have 4 of any one hex and each player can only add one U hex. In tournament crypt games, players start out by having just five hexes. One of these would be an exit hex. When you're just sitting and playing with your friends, you can add as many hexes as you would like. The only downside to this is it may take a while to find the exit. The upside to this is that the game runs longer.

Enjoy.

Solitaire: These hexes are for solo play. The points are added and subtracted for the total Hexpoints the Crypt is worth. Basically, a difficulty setting.

Keymaster play: These hexes are preferred when playing the party vs keymaster game. As the keymaster is essentially the owner of the hexes, all benefits may be applied to the one character they run in the game. The keymaster mode may be used for role-playing. The keymaster, essentially the referee, sets up the Hexpile, and plays the monsters and hex events just like a role-playing game referee. By "hiding" the key with a monster or agent in the crypt, the boardgame transforms into an adventure for the prize.

Crypt Hex descriptions and uses: The core of any game is a solid selection of hexes. Hexes drive the game by directly affecting the characters that enter. By carefully selecting the hexes you control the playing field, and those in it.

Whenever a hex is explored the character **MUST** enter the hex.

Whenever a character enters a hex, the character **MUST** take the hex event.

The character takes the hex event at the end of their **NEXT** turn only if they remain in the same hex.

A hex's "doors" must be connected for a character, or action, to pass through to the attached Hex.

Escaping from hexes: If the player makes the escape roll, or completes the required event, they automatically move out of the hex unless the player wishes otherwise..

Game Components

H001, Common, The Cavern of Peace

Event Text: No Tech functions in this hex.

Benefit: Warlords +3 damage.

Solitaire: N/A.

Keymaster use: May be of use, depending on the character types used and those in the party.



Details: No tech effect/attack from outside of this hex affects occupants. Add this bonus to any attack a warlord inflicts while the character is in this hex. The damage bonus also applies to ranged attacks that leave the hex.

Game Components

H002, Rare, The Chamber of Arches

Event Text: Falling rocks:
Take 5 dmg!

A Cobra arises,
Life Points: 20, Dodge: 5,
Bite: 2D6 Poison dmg.

Benefit: Hex owner ignores
both events.

Solitaire: 3 points. In a
solitaire game, the owner is
affected by both events.

Keymaster use: Yes.



Details: The events begin with rocks falling from the ceiling and dealing damage. Then to add to the problems, a Cobra arises, and the monster promptly bites the entrant. The other players roll the dice for the monster when it is an event. Monsters are useful in that when a player has been defeated, it may be dominated.

The owner ignores both events. Meaning, the ceiling never falls on the owner, and the cobra never arises and if these events do transpire, the rocks won't hit the owner and the cobra won't attack the owner, unless the monster is attacked by the owner or dominated.

Game Components

H003, Rare, Chamber of Traps

Event Text: Draw 1 card & roll 1D6 for the type of trap.
1-2 Spell: 2D6 Magic dmg.
3-4 Laser: 2D6 Tech dmg.
5-6 Spear: 2D6 weapon dmg.

Benefit: Hex owner ignore the traps.

Solitaire: 2 points. In a solitaire game, the owner is affected by the traps.

Keymaster use: Yes.



Details: This is a dangerous hex for any but the owner. Draw 1 card when the chamber is entered, before one of the traps goes off. There are three types of traps and each inflicts 2d6, Magic, Tech or Weapon damage.

The owner gets the benefit of drawing a card; yet does not get affected by the trap.

Game Components

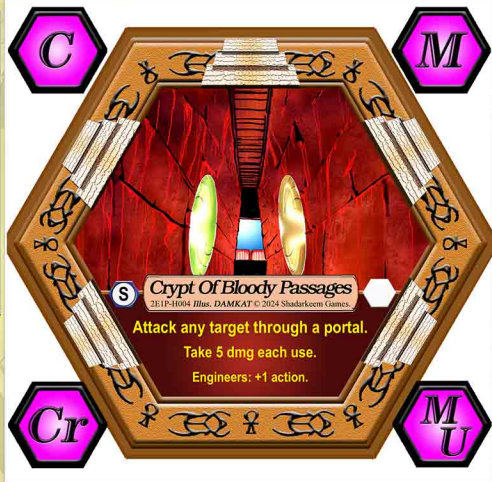
H004, Special, Crypt of Bloody Passages

Event Text: Attack any target through a portal. Take 5 dmg each use.

Benefit: Engineers +1 action.

Solitaire: N/A.

Keymaster use: May be of use.



Details: Useful for the ultimate ranged attack by any willing to sacrifice the life points. No one in the crypt is safe from this effect. The user can hit any target with a non-ranged attack from this room.

Game Components

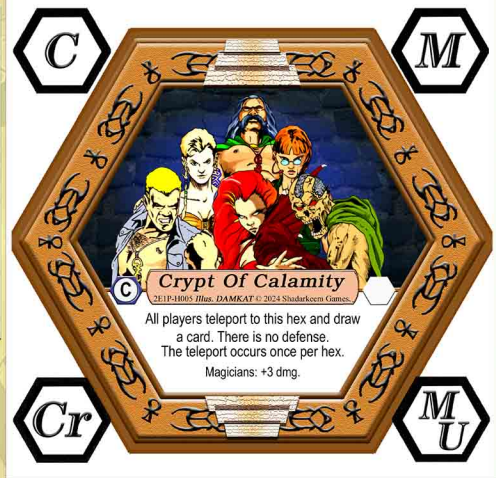
H005, Common, Crypt of Calamity

Event Text: All players teleport to this hex and draw one card. There is no defense.

Benefit: Magicians inflict +3 damage.

Solitaire: N/A.

Keymaster use: No.



Details: Not even Hex Protection prevents this event from happening. The only upside is that this event only occurs once a game, per Crypt of Calamity. Should a Magician use a ranged attack; the bonus damage is added because the attack originated from this hex.

Game Components

H006 Common, Crypt of Demons

Event Text: Draw 1 card.
The Blue Demon appears!
Life points: 20, Dodge: 5
Whip: 2D6 Wpn dmg,
Range: 1 hex.

Benefit: Spellmancer's
ignore the demon.

Solitaire: 2 points.
In a solitaire game, a
Spellmancer does NOT
ignore the demon.

Keymaster use: Yes.



Details: This monster's attack, has a range of one hex away. That means that a player may use that monster to attack a target that is outside of the crypt. The Spellmancer draws a card when the hex is entered, and the demon arises. Fortunately for the Spellmancer, the blue demon ignores the character type and does not appear.

Whenever a monster is defeated, the player responsible ALWAYS draws three cards as a reward!

Game Components

H007, Common, Crypt of Feast or Famine

Event Text: Roll 1d6: 1-3, discard 1 card; 4-6, draw 1 card. Roll 2d6: 7 or lower to escape the crypt. 1 roll on the free action to escape hex.

Benefit: Warlord's ignore the event but draw 1 card.

Solitaire: 2 points. In the solitaire game, Warlord's are affected by the events.

Keymaster use: Yes.



Details: Useful for the owner and a problem for other players...perhaps. The trapping event has been known to hold players in the crypt for longer than they would like while lucky players enjoy collecting cards.

Game Components

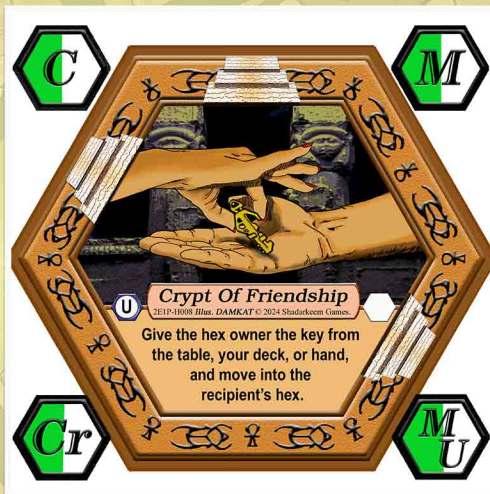
H008, Ultra-rare, Crypt of friendship

Event Text: Give the hex owner the key from the table or your deck or hand and move into the recipient's hex.

Benefit: N/A.

Solitaire: N/A.

Keymaster use: No.



Details: This hex is a game changer. One of the rarest board tiles in the game. Taking another player's Key is devastating in any situation. The only upside is that one is near the character that now has the key.

Game Components

H009, Common, Crypt of Gold

Event Text: Draw up to your hand limit in cards. This effect only happens once a game per player.

Benefit: N/A.

Solitaire: -3 points. This tile subtracts hex points from the total.

Keymaster use: Maybe.



Details: One of the friendly hexes, the Crypt of Gold showers the entrant with cards. Combine this with the pouch for the maximum hand size.

Game Components

H010, Special, Crypt of Hate

Event Text: You force any player in the game to discard 3 cards. Take 5 damage each use.

Benefit: Avenger's +1 action.

Solitaire: N/A.

Keymaster use: Not advised. This may be used against the KM's character.



Details: One of the hexes that can touch ANY player in the game. The downside is that the character must sacrifice life points to use the event. Avengers have the good fortune to be able to use this event twice in one turn.

Game Components

H011, Special, Crypt of Health

Event Text: Your character and agents in this hex are healed to full life points.

Benefit: N/A.

Solitaire: -3 points. This tile subtracts hex points from the total.

Keymaster use: If the KM wants to be nice...



Details: One of the best hexes in the game.

Game Components

H012, Common, Crypt of Sanctuary

Event Text: You cannot be attacked / affected from outside this hex.

Benefit: Undertaker's +3 damage.

Solitaire: N / A.

Keymaster use: No.



Details: This defensive hex is the best when facing multiple adversaries. Being momentarily defended could be the difference between victory and defeat. Should an Undertaker use a ranged attack; the bonus damage is added because the attack originated from this hex.

Game Components

H013, Common, Crypt of Silence

Event Text: No spells function in this hex.

Benefit: Engineer's +3 Damage.

Solitaire: N/A.

Keymaster use: May be of use based on the KM's monsters and character selection.



Details: The specific limiter is on spells only and not all magic.

This hex is of course aimed at Spellmancers and their repertoire, preventing their strongest attribute. Yet, as most characters can use at least 1st level spells, this can be a thorn in anyone's side, including Engineers.

Engineers inflict +3 damage with any attack while within this crypt. This means that should an Engineer use a ranged attack; the bonus damage is added because the attack originated from this hex.

Game Components

H014, Special, Crypt of the Terror

Event Text: You may control a dreadful beast! It attacks any target in the game for 3d6+2 damage. Take 5 damage each use.

Benefit: Warlord's +1 action.

Solitaire: N/A.

Keymaster use: No.



Details: This hex is one of the better offensive hexes in the game. The bonus action, and control of the creature event, make a powerful combination for the Warlord character.

Game Components

H015, Common, Catastrophe Exit

Event Text: Players must have the key tabled, or in hand, and roll doubles on 2d6 to win! No Alterations or Enhancements work in this exit.

Benefit: N/A.

Solitaire: -2 points. This tile subtracts hex points from the total.

Keymaster use: Yes.



Details: This Exit stops the use of the famous “Luck” card that allows a player-with the key-to automatically win.

Game Components

H016, Common, The Clear Exit

Event Text: The player must have the key tabled, or in hand, and roll doubles on 2d6 to win. The basic exit in the game.

Benefit: N/A.

Solitaire: -3 points.

Keymaster use: Yes.



Details: This exit has no events; unless, of course you count winning the game!

Game Components

H017, Common, The Guardian Exit

Event Text: A Guardian guards the EXIT! Cannot exit until the guardian is destroyed.

Life Points: 20, **Dodge:** 5, **Wpn:** 2D6. The guardian cannot be dominated.

Benefit: N/A.

Solitaire: 3 points. The hardest exit for any solitaire game in this edition.

Keymaster use: Yes, preferred.



Details: The Guardian may not be made to leave the hex. The last exit type in this edition has a guardian that must be defeated before a player may attempt to exit. Hex protection does not allow you to ignore the guardian.

Game Components

H018, Special, Geomancer's Tomb

Event Text: You may rotate any hex in the game, except an Exit. Take 5 DMG each use.

Benefit: Magician's +1 action.

Solitaire: -1 point.

Keymaster use: Yes.
This may be used by a KMs character to trap the party.



Details: One of the hexes that affect other game tiles.

The ability to rotate a hex is great fun and a powerful strategic advantage. Always consider how the exit is connected to a piece that you CAN rotate. Is there a way you can construct a path to the exit with minimal damage?

These are the types of things to consider, not just locking another opponent in place.

Game Components

H019, Common, Hall of Brigands

Event Text: You may send Brigands to steal all tabled cards from a player. Targets defend/dodge for each card. Stolen cards go to the target's discard pile. User keeps a stolen KEY! Take 5 damage each use.

Benefit: N / A.

Solitaire: N / A.

Keymaster use: Yes. The KM's character may use this on a SINGLE party member.



Details: One of the best hexes, and sure to cause a stir every time it's used. The ability devastates all the tabled defenses of a target anywhere in the game, cannot be understated. The fact that each tabled card must be defended separately must be carefully played. A simple dodge may suffice.

Game Components

H020, Common, Hall of Shadows

Event Text: Roll 1D6:

1-Draw 1 Card; 6-Draw 2 cards. All other rolls, a shadow arises!

Life Points: 20, Dodge: 5, Hit: 2D6.

Benefit: Undertaker's ignore the Shadow.

Solitaire: 1 point. The undertaker is NOT ignored by the shadow in solitaire.

Keymaster use: Yes.



Details: One of the hexes that can be great or completely cause a problem for any but the Undertaker character. If you are not the Undertaker, adding this can be useful if you are defeated, the Shadow does hit hard and is an excellent choice for Domination. Although it might be considered a waste, applying luck to the roll is a way to get two cards.

Game Components

H021, Common, Labyrinth of Mist

Event Text: Roll 1D6:
1-Heal 5 points; 6-Draw
1 card. All other rolls,
Gas Trap! 2D6 dmg, no
dodge.

Benefit: Avenger's ignore
the Gas trap.

Solitaire: 1 point. The
Avenger does NOT
ignore the Gas trap in
solitaire.

Keymaster use: Yes.



Details: Avengers should utilize this hex whenever possible, while characters -with the right protections-might want to use a few of these as well.

Game Components

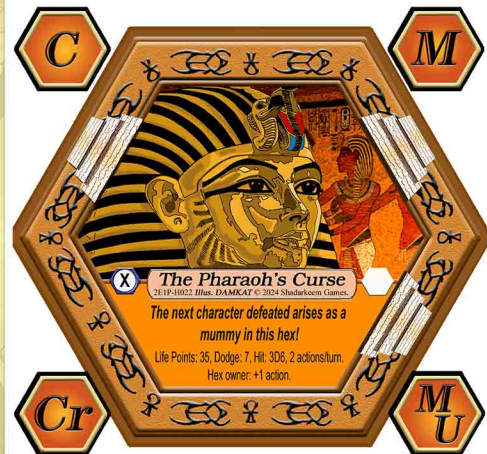
H022, Xtra-rare, The Pharaoh's Curse

Event Text: The next character defeated arises as a mummy in this hex.
Lie points: 35, Dodge: 7, Hit 3D6, 2 actions/turn.

Benefit: Hex owner +1 action.

Solitaire: N/A.

Keymaster use: Maybe used to prolong the game. If selected, play out as normal with the first party member to perish.



Details: The title hex in this edition of Crypt.

The Pharaoh's Curse is a must have for any collection.

Remember, before defeat, the hex owner gets an added action a turn while in the hex, and if defeated, they get a total of 3 actions a turn-only while in the hex.

The concept of playing after defeat was founded by this hex when the game was first developed in the early 80s. The idea spreading to be a standard rule whenever a player is defeated, they may dominate the crypt monsters.

Game Components

H023, Special, The Shrine of Mirrors

Event Text: No weapons
function in the hex.

Benefit: Spellmancer's +1
action.

Solitaire: N / A.

Keymaster use: Yes.



Details: A must have for any dedicated Spellmancer.
Eliminating an enemy's ability to use weapons is a devastating effect.
This hex is also very useful for any other spell heavy character deck.

Game Components

H024, Xtra-rare, The Shrine of Stone

Event Text: Destroy the gargoyles to leave the hex.
Life Points: 20, Dodge: 5, Hit: 2D6.

Immune to gas/poison.
The gargoyle cannot be dominated.

Benefit: Hex owner ignores the gargoyle.

Solitaire: 3 points. In a solitaire game, the owner is affected by both events.

Keymaster use: Yes.



Details: There are two aspects to this hex that make it stand out.

First is the “no domination” aspect of the gargoyle.

The next aspect is the being “locked into the hex,” until the gargoyle is defeated.

And take note, the player only has a single turn to leave the hex, once the gargoyle is defeated, otherwise, the event is triggered and the gargoyle reappears!

Game Components

H025, Common, The Temple of Ice

Event Text: Roll 1D6: 1, 3 or 6 slide out of room.

No Dodge.

Draw a new hex if necessary. All other rolls, take 5 damage!

Benefit: Magicians ignore the event.

Solitaire: 1 point. In a solitaire game, a Magician is affected by the event.

Keymaster use: Yes.



Details: This tile can be a game changer, for who knows what hex may be drawn for one to slide into... Painful to any but the Magician, this board piece has the capacity to defeat the unwary character low on life. Several of these in a crypt, ensure a Magician's superiority.

Game Components

H026, Rare, The Pharaoh's Crypt

Event Text: A mummy arises! Life Points: 20, Dodge: 5, Hit: 2D6. 2 actions/turn.
Immune to Low tech, Lt weapons, and 1st Lvl. spells.

Benefit: Hex owner ignores the event.

Solitaire: 2 points. In a solitaire game, the owner is affected by the event.

Keymaster use: Yes.



Details: The mummy is a very dangerous adversary.

Adding this hex in the game creates chaos for all who enter and makes a formidable monster to dominate.

While physically weaker and slower than some monsters, its hit, immunities-and two attacks a turn-balance that out.

Game Components

H027, Rare, The Tomb of Cages

Event Text: You are trapped! Draw 1 card. Roll 6 or lower on 2D6 to escape. 1 roll on the free action to escape. You cannot attack out of the tomb.

Benefit: Hex owner ignores the trap.

Solitaire: 1 point. In a solitaire game, the owner is affected by the trap and only draws a card when the hex is entered.

Keystmaster use: Yes.



Details: This board tile hinders all rivals' progression and makes them unable to use any attack that affects outside the tomb. Trapping an opponent in the room, even for a single turn, can be very useful. There is a hidden benefit to this hex. That is that a character draws 1 card every turn they remain trapped in the tomb. Playing the card Svengali moves a target into this hex, where the user takes two cards, and the target is now trapped.

Game Components

H028, Common, The Tomb of Death

Event Text: Take 4d6 poison damage.

Benefit: Engineers ignore the event.

Solitaire: 4 points. The engineers do not ignore the event in the solitaire game.

Keymaster use: Yes.



Details: One of the original tiles from the very beginning of the game, the Tomb of Death has always been the Engineers best hex. Cards that draw a target to the user's hex are extremely potent if combined with the Tomb of Death. With Kevlar Bioarmor, anyone may employ this tile.

Game Components

H029, Special, The Tomb of Keys

Event Text: Locate the KEY in your deck or hand and *table* it!

Draw a replacement card; if necessary, shuffle deck. You may not return the KEY to your hand, unless discarded.

Benefit: N/A.

Solitaire: -3 points.
Useful.

Keymaster use: Possibly.
Only if the KM wants to end the game in a more rapid manner.



Details: This hex gets the party started. The moment a character tables their key they become the most popular character in the game.

Game Components

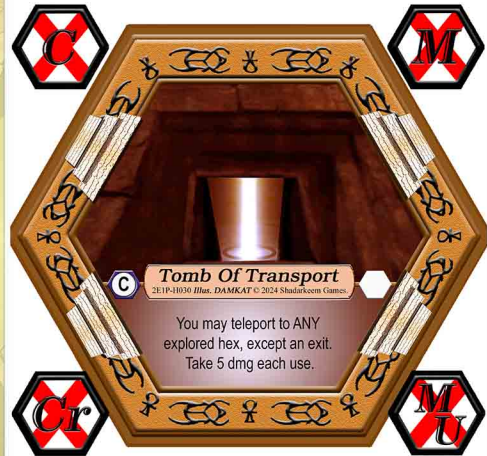
H030, Common, Tomb of Transport

Event Text: You may teleport to ANY explored hex, except an exit. Take 5 dmg each use.

Benefit: N/A.

Solitaire: 1 point.
Extremely useful in the solitaire game.

Keymaster: Perhaps. While the keymaster's characters benefit, the usefulness of this hex for the players should give the keymaster pause for thought.



Details: The Tomb Of Transport is one of the most useful hexes in any large game. The power to move about the Crypt cannot be overstated.

Game Components

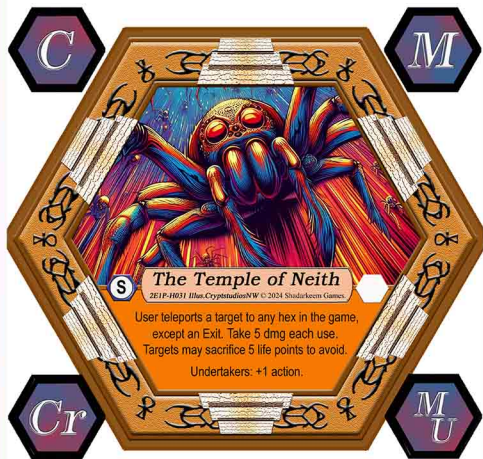
H031, Common, Temple of Neith

Event Text: User teleports a target to any hex in the game, except an Exit. Take 5 dmg each use. Targets may sacrifice 5 life points to avoid.

Benefit: Undertakers +1 action.

Solitaire: N/A. Adding it to a solitaire game could have its uses. This is up to the player to decide.

Keymaster: Another of the hexes that benefits both the Keymaster and the party.



Details: Teleporting your enemy into the Tomb of death?! Yes, please! This hex is not only strategic, it is outright aggressive. Able to reach nearly anywhere in the game, no player is safe from the spider's touch.

Game Components

H032, Common, The Misty Grotto

Event Text: No ranged actions function in this Hex.

Benefit: Avengers +3 dmg.

Solitaire: N/A.

Keymaster: Yes.



The Misty Grotto

28/1P-H032 Illus. CryptidianaNW © 2024 Shadowseer Games

No ranged actions function in this Hex.

Avengers: +3 dmg.

Details: Find a way to trap a character in this hex and you have shut them out of play. Hiding in this hex is also possible. Avengers inflict +3 damage with any attack while within this crypt.

Game Components

H033, Common, Temple of Bast

Event Text: You may discard a card to return ANY card from your discard pile to your hand.

Benefit: N/A.

Solitaire: -1 point.

Keymaster: There is no point in aiding the party in this way, unless the keymaster desires to use this hex with their character.



Details: This hex allows a player to manipulate their discard pile. Like a Salvage, with a different cost, once a turn.

Game Components

H034, Common, The Pyramid of Light

Event Text: A Maji attacks!

Life points: 10, Dodge: 4, Hit: 4D6.

Benefit: +1 action while in hex.

Solitaire: -1 point.

Keymaster: Yes. Another monster to add to the Crypt's menagerie!



Details: Although a “monster” attacks, the bonus action per turn makes defeating them a bit easier.

Keep in mind that the Maji also has a bonus action, while in the hex.

The agent has a low dodge and low life; however, it makes up for it with a 4D6 damage hit.

A serviceable monster for domination, should it become needed.

Game Components

H035, Common, The Passage of Webs

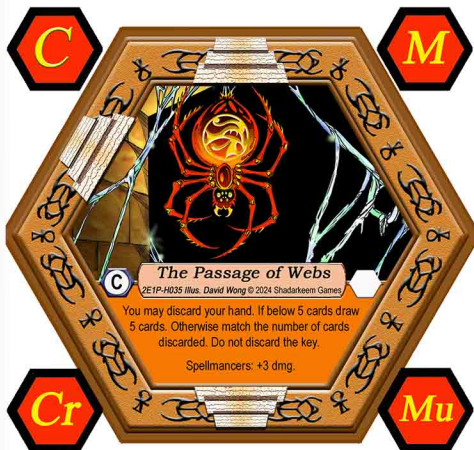
Event Text: You may discard your hand. If below 5 cards draw 5 cards. Otherwise match the number of cards discarded.

Do not discard the key.

Benefit: Spellmancer's +3 dmg.

Solitaire: -1 point.

Keymaster: Maybe.



Details: This hex allows a player to manipulate their discard pile. Like a Salvage, with a different cost, once a turn.

Game Components

H036, Common, The Chamber of Pain

Event Text: Take 1 point of damage for every hex on the table; Max 15.

Benefit: Hex owner ignores the event.

Solitaire: +3 points.

Keymaster: YES!



Details: This is a dangerous hex in large games.