

# ULTIMATE MAZE DECKS: CRYPTS



LPJ9473

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC.

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# ULTIMATE MAZE DECK



## How to use this deck

If desired, the previous page can be printed out as the back of each card.

This deck is meant to be used anywhere a maze-like encounter is desired. It requires no mapping on the part of the players or GM, and uses simple checks to resolve the exploration, making maze delving a fast paced endeavor rather than a tedious chore.

## Card Layout

1. Maze Deck Name
2. Card Name
3. Exploration Point Value
4. Flavor Text and Picture
5. Challenge Section

## Determine EL of Maze

Choose the length of the maze. The length of the maze determines how many points of cards must be explored to successfully complete the maze and also modifies the EL as shown below

|         |        |    |
|---------|--------|----|
| Short   | 20 pts | -1 |
| Regular | 40 pts |    |
| Long    | 60 pts | +1 |

Next, determine the CR of the maze. This can be any level you want, although it is suggested that this number be the APL or APL +/- 1. This number determines the difficulty of the challenges.

The EL of the maze is then the CR modified by the length modifier. So, a CR 6 long maze will be an EL 7.

Locate the ENTRANCE card. This will be the first card encountered. Shuffle the rest of the cards and place them face down. This is the *unexplored deck*. There is also a *discard pile* and an *explored pile* that will be created as cards are encountered. The ENTRANCE card is now encountered.

Each card has two challenges. The players choose one of the challenges and make the appropriate skill check, save or combat maneuver roll. Skill checks may be assisted by another player. If the roll succeeds, the *Success* condition is resolved. If the roll fails, the *Fail*

condition is resolved.

Discarded cards go face up, on top of the discard pile. Cards that go to the explored pile go face up on top of the explored pile. The explored pile may be examined, but the order should not be changed, unless specified by a Success/Fail resolution. If, after a condition is resolved, the point value of the cards in the explored pile equal or exceed the maze value, the maze is completed and the encounter is successful.

If a condition requires you to use a card from a deck or a pile, and there is no card to use, ignore those part(s) of the condition.

The top card is now drawn from the unexplored deck and the encounter process is repeated. If there are no cards to draw at this point, the maze encounter is a failure.

# Crypt

## 4-WAY

### 2

You come upon a 4-way intersection.  
Footsteps lead off to the left...



Challenges:

DC 19 + CR *Insight*

Success - Place card in explored pile and then replace one card in explored pile with one card from discard pile.

Fail - Discard a random card from the explored pile.

DC 19 + CR *Dungeoneering*

Success - Place this card and top card of unexplored deck in explored pile.

Fail - Discard top card from explored pile.

# Crypt

## 4-WAY

### 2

You come upon a 4-way intersection.  
Footsteps lead off to the left...



Challenges:

DC 19 + CR *Insight*

Success - *Place card in explored pile and then replace one card in explored pile with one card from discard pile.*

Fail - *Discard a random card from the explored pile.*

DC 19 + CR *Dungeoneering*

Success - *Place this card and top card of unexplored deck in explored pile.*

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Fail - *Discard a random card from the explored pile.*

DC 19 + CR *Dungeoneering*

Success - *Place this card and top card of unexplored deck in explored pile.*

Fail - *Discard top card from explored pile.*



# Crypt

## 4-WAY

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You come upon a 4-way intersection.  
Footsteps lead off to the left...



Challenges:

DC 19 + CR *Insight*

Success - *Place card in explored pile and then replace one card in explored pile with one card from discard pile.*

Fail - *Discard a random card from the explored pile.*

DC 19 + CR *Dungeoneering*

Success - *Place this card and top card of unexplored deck in explored pile.*

Fail - *Discard top card from explored pile.*

Crypt

## ACOLYTES

2

Acolytes of the temple, garbed in somber robes, approach.



### Challenges:

DC 19 + CR *Sense Motive*

Success - *Place card in explored pile. Locate and place the other Acolytes card in explored pile.*

Fail - *Discard this card. Locate the other Acolytes card and discard.*

DC 19 + CR *Diplomacy*

Success - *Place card in explored pile. One character may heal (CR)d6 damage.*

Fail - *Discard this card. Take (CR)d6 damage.*

# Crypt

## ACOLYTES

2

Acolytes of the temple, garbed in somber robes, approach.



### Challenges:

DC 19 + CR *Bluff*

Success - *Place card in explored pile. If the other Acolytes card is in the explored pile right now, this card is worth 3 points.*

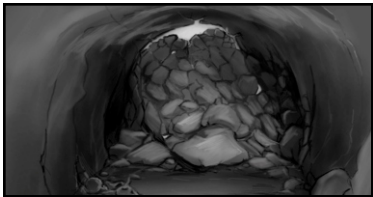
Fail - *Discard this card and 2 more points worth of cards from the explored pile.*

DC 19 + CR *Stealth*

Success - *Place this card and top card of unexplored deck into explored pile.*

Fail - *Discard this card. Take (CR)d6 damage.*

The tunnels here have collapsed, seemingly blocking the way.



#### Challenges:

DC 18 + CR *Dungeoneering*

Success - *Place card in explored pile.*

Fail - *Discard this card.*

DC 17 + CR *Climb*

Success - *Place card in explored pile.*

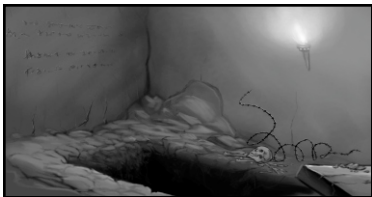
Fail - *Discard this card and take 1d4 damage.*

Crypt

## CENOTAPH

2

This tomb is empty and eerily quiet. Small inscriptions dot the walls.



### Challenges:

DC 19 + CR *Religion*

Success - *Place this card into explored pile and encounter the top card of discard pile.*

Fail - *Discard this card and resolve the first failure condition of the top card in discard pile.*

DC 19 + CR *Linguistics*

Success - *Place this card and the top card from unexplored deck into explored pile.*

Fail - *Discard this card and arrange explored pile by point value, with the highest on top.*

# Crypt

## COLUMBARIUM

# 2

Each niche in the wall is populated with its own ornate urn.



### Challenges:

DC 19 + CR Perception

Success - *Place this card into explored pile and replace a card from explored pile with one from the discard pile.*

Fail - *Discard this card and the top card of the explored deck.*

DC 19 + CR Disable Device

Success - *Place this card and the top card of the discard pile into the explored pile.*

Fail - *Discard this card and take 1d6 + CR damage.*

# Crypt

## COLUMBARIUM

# 2

Each niche in the wall is populated with its own ornate urn.



### Challenges:

DC 19 + CR Appraise

Success - *Place this card into explored pile and arrange the explored pile in any order.*

Fail - *Discard this card and 2 more points from explored pile.*

DC 15 + CR Will

Success - *Place this card into the explored pile and get a +2 bonus to next skill check.*

Fail - *Discard this card and one spellcaster loses the highest level spell remaining.*

Crypt

## CREMATORIUM

3

Two brick ovens, large enough to fit an ogre, are in the wall.



### Challenges:

DC 21 + CR Perception

Success - Place this card and 2 tokens in explored pile. Treat each token as a 1 point card for purposes of discarding.

Fail - Discard this card and the top 2 cards of the unexplored deck.

DC 17 + CR Fortitude

Success - Place this card and 2 random cards from the discard pile into explored pile.

Fail - Discard this card and any Zombies, Tomb Robbers or Acolytes in explored pile.

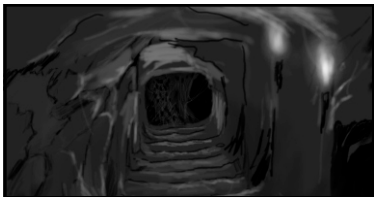


Crypt

## ENTRANCE

1

A gust of stale air gently blows the cobwebs aside, revealing a dusty passage.



### Challenges:

DC 17 + CR *Religion*

Success - *Place card in explored pile.*

Fail - *Discard this card.*

DC 17 + CR *Perception*

Success - *Place card in explored pile.*

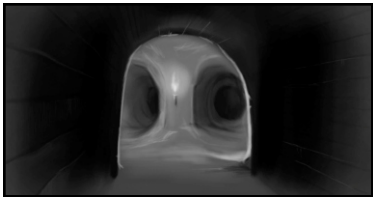
Fail - *Choose a card from the explored pile and discard it.*

Crypt

FORK

1

The tunnel forks to the right and the left.



Challenges:

DC 17 + CR *Dungeoneering*

Success - *Place card in explored pile.*

Fail - *Discard this card.*

DC 17 + CR *Perception*

Success - *Place card in explored pile.*

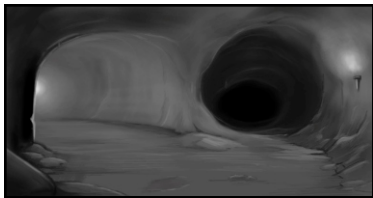
Fail - *Discard this card.*

Crypt

FORK

1

The tunnel forks to the right and the left.



Challenges:

DC 17 + CR *Dungeoneering*

Success - *Place card in explored pile.*

Fail - *Discard this card.*

DC 17 + CR *Perception*

Success - *Place card in explored pile.*

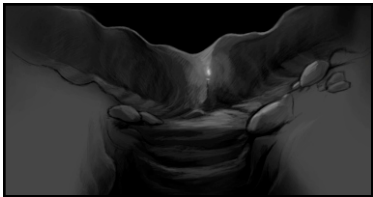
Fail - *Discard this card.*

Crypt

FORK

1

The tunnel forks to the right and the left.



Challenges:

DC 17 + CR *Dungeoneering*

Success - *Place card in explored pile.*

Fail - *Discard this card.*

DC 17 + CR *Perception*

Success - *Place card in explored pile.*

Fail - *Discard this card.*

# Crypt

## FOUNTAIN

2

A fountain, dedicated to an ancient noble, has dried up long ago.



### Challenges:

DC 19 + CR *Nobility*

Success - *Place card in explored pile.*

Fail - *Choose a card to discard from the explored pile and shuffle this card back into the unexplored deck.*

DC 19 + CR *Arcana*

Success - *Place card in explored pile.*

Fail - *Choose a card to discard from the explored pile and take 1 Int damage.*

Crypt

## HALLWAY

1

Several doors are inset into each side of the hallway.



Challenges:

DC 17 + CR *Disable Device*

Success - *Place this card in explored pile.*

Fail - *Discard this card.*

DC 17 + CR *Perception*

Success - *Place this card in explored pile.*

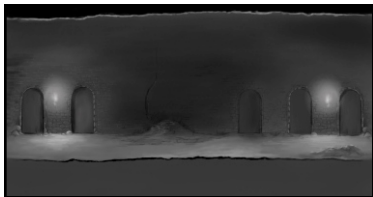
Fail - *Discard this card.*

*Crypt*

## HALLWAY

1

Several doors are inset into each side of the hallway.



Challenges:

DC 17 + CR *Disable Device*

Success - *Place this card in explored pile.*

Fail - *Discard this card.*

DC 17 + CR *Perception*

Success - *Place this card in explored pile.*

Fail - *Discard this card.*

Several stone gargoyle statues line the walls.



Challenges:

DC 15 + CR *Reflex*

Success - *Place this card and one card from discard pile into explored pile.*

Fail - *Discard this card and take 1d6 damage.*

DC 15 + CR *CMB*

Success - *Discard this card and place 2 cards from discard pile into explored pile.*

Fail - *Discard this card and the entire party takes 1d4 damage.*

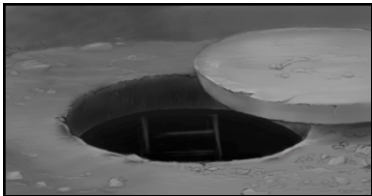


*Crypt*

LADDER (Down)

1

A ladder in the floor disappears into the darkness.



Challenges:

DC 17 + CR *Climb*

Success - *Place card in explored pile.*

Fail - *Discard this card.*

DC 17 + CR *Perception*

Success - *Place card in explored pile.*

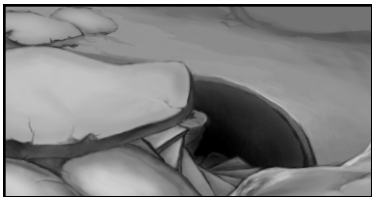
Fail - *Replace top card of explored pile with this card, then discard that card.*

# Crypt

## LADDER (Down)

# 1

A ladder in the floor disappears into the darkness.



Challenges:

DC 17 + CR *Climb*

Success - *Place card in explored pile.*

Fail - *Discard this card.*

DC 17 + CR *Perception*

Success - *Place card in explored pile.*

Fail - *Replace top card of explored pile with this card, then discard that card.*

# Crypt

## LADDER (Up)

# 1

A ladder goes up into a trapdoor in the ceiling.



Challenges:

DC 17 + CR *Climb*

Success - *Place card in explored pile.*

Fail - *Discard top card of unexplored deck and replace with this card.*

DC 14 + CR *Reflex*

Success - *Place card in explored pile.*

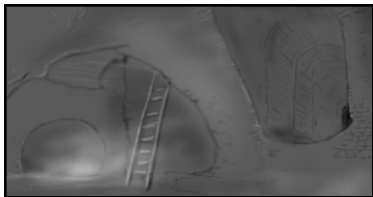
Fail - *Discard this card and take CR damage.*

# Crypt

## LADDER (Up)

### 1

A ladder goes up into a trapdoor in the ceiling.



Challenges:

DC 17 + CR *Climb*

Success - *Place card in explored pile.*

Fail - *Discard top card of unexplored deck and replace with this card.*

DC 14 + CR *Reflex*

Success - *Place card in explored pile.*

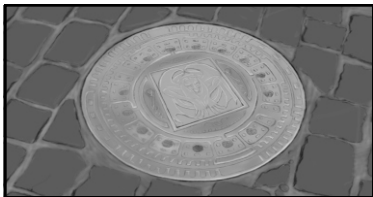
Fail - *Discard this card and take CR damage.*

Crypt

## MANHOLE COVER

2

A bronze manhole cover is inset into the floor.



Challenges:

DC 19 + CR *Disable Device*

Success - *Place this card and a random unexplored card in explored pile.*

Fail - *Discard 2 points from explored pile.*

DC 13 + CR *Strength*

Success - *Place this card and a random discard in the explored pile.*

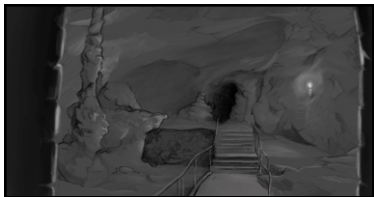
Fail - *Discard this card and take 1d6 damage.*

Crypt

## CAVERN

1

The catacombs open up into a rocky natural cavern.



### Challenges:

DC 17 + CR Nature

Success - *Place card in explored pile.*

Fail - *Discard this card and take a - 1 penalty to next skill check.*

DC 14 + CR Reflex

Success - *Place card in explored pile.*

Fail - *Discard this card.*

# Crypt

## OPEN CRYPT

1

An opened, empty crypt is here, most likely never used.



### Challenges:

DC 17 + CR *Spellcraft*

Success - *Place card in explored pile.*

Fail - *Discard this card.*

DC 14 + CR *Fortitude*

Success - *Place card in explored pile.*

Fail - *Discard this card and take 1d4 damage.*

Crypt

## OPEN GRAVE

0

It looks like something dug out this grave...  
from underground.



Challenges: (If encountered normally, you may discard this card instead of encountering it)

DC 26 + CR *Perception*

Success - *You have found the maze exit.*

Fail - *Remove Entrance, shuffle all cards into unexplored deck and start over.*

DC 26 + CR *Spellcraft*

Success - *You have found the maze exit.*

Fail - *Remove Entrance, shuffle all cards into unexplored deck and start over.*



Crypt

## OSSUARY

3

Bones are littered everywhere, giving the illusion of movement.



### Challenges:

DC 21 + CR Acrobatics

Success - *Place this card into explored pile and automatically succeed on next 2 cards.*

Fail - *Discard this card and automatically fail next 2 cards.*

DC 15 + CR Will

Success - *Place this card in explored pile and then shuffle discard pile into unexplored deck.*

Fail - *Discard this card and enough cards from explored pile to equal half of maze value.*

# Crypt

## OSSUARY

3

Bones are littered everywhere, giving the illusion of movement.



### Challenges:

DC 21 + CR Acrobatics

Success - *Place this card into explored pile and automatically succeed on next 2 cards.*

Fail - *Discard this card and automatically fail next 2 cards.*

DC 15 + CR Will

Success - *Place this card in explored pile and then shuffle discard pile into unexplored deck.*

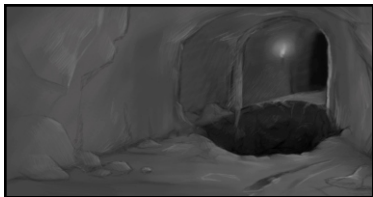
Fail - *Discard this card and enough cards from explored pile to equal half of maze value.*

Crypt

PIT

1

A large pit, of recent origin, has been dug in the middle of the passage.



Challenges:

DC 17 + CR *Acrobatics*

Success - *Place this card into explored pile.*

Fail - *Discard this card and take 1d4 + CR damage.*

DC 17 + CR *Dungeoneering*

Success - *Place this card in explored pile.*

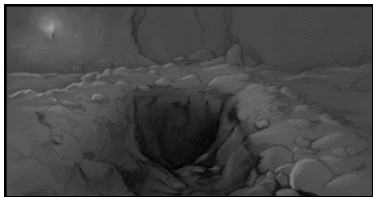
Fail - *Discard this card and take CR damage.*

# Crypt

## PIT

### 1

A large pit, of recent origin, has been dug in the middle of the passage.



Challenges:

DC 17 + CR *Acrobatics*

Success - *Place this card into explored pile.*

Fail - *Discard this card and take 1d4 + CR damage.*

DC 17 + CR *Dungeoneering*

Success - *Place this card in explored pile.*

Fail - *Discard this card and take CR damage.*

Crypt

## PORTCULLIS

2

A rusted portcullis, bound in chains, bars further progress.



### Challenges:

DC 19 + CR *Disable Device*

Success - *Place card in explored pile.*

Fail - *Choose a card to discard from the explored pile and take 1d6 damage.*

DC 13 + CR *Strength*

Success - *Place card in explored pile.*

Fail - *Choose 2 cards to discard from the explored pile.*

What looks like knuckle bones are interspersed with other artifacts.



### Challenges:

DC 19 + CR *History*

Success - *Place this card into explored pile and gain +1 Will for the rest of the maze.*

Fail - *Discard this card and the top 2 of the unexplored deck.*

DC 19 + CR *Appraise*

Success - *Place this card in explored pile and gain +1 Perception for the rest of the maze.*

Fail - *Discard this card and the top card from the explored pile and unexplored deck.*

Crypt

## SARCOPHAGUS

3

A gold and mother of pearl inlaid sarcophagus has been laid open.



### Challenges:

DC 16 + CR CMB

Success - *Place this card into explored pile along with 2 random cards from any deck.*

Fail - *Discard this card. One character expends a channelled power and takes (CR)d8 damage.*

DC 21 + CR Disable Device

Success - *Place this card in explored pile and resolve a random success from discard pile.*

Fail - *Discard this card and entire party takes (CR)d6 damage.*

Crypt

## SHRINE

2

A small shrine has been built here,  
dedicated to an unknown god.



### Challenges:

DC 19 + CR *Religion*

Success - *Place this card in the explored pile and replace top card of unexplored deck with any discard.*

Fail - *Choose a card from explored pile and discard.*

DC 19 + CR *Dungeoneering*

Success - *Place this card in the explored pile and arrange explored pile in any order.*

Fail - *Discard card and take 1 Wis damage.*

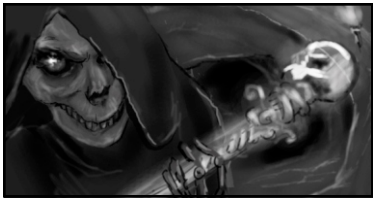


# Crypt

## SKELETON

3

A staff-wielding skeleton, clad in decaying robes, blocks your way.



### Challenges:

DC 21 + CR *Diplomacy*

Success - *Place this card and a random card from the discard pile in explored pile.*

Fail - *Discard 2 random cards from the explored deck.*

DC 17 + CR *Reflex*

Success - *Place card in explored pile and arrange top 5 cards of the unexplored deck in any order.*

Fail - *Discard this card and entire party takes 1d6 electricity damage.*

Crypt

## STAIRS

1

Wide marble stairs lead up to a balcony.



### Challenges:

DC 17 + CR *Dungeoneering*

Success - *Place this card in the explored pile.*

Fail - *Discard 1 point from explored pile.*

DC 17 + CR *Insight*

Success - *Place this card in the explored pile.*

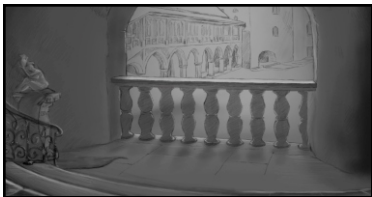
Fail - *Discard this card.*

Crypt

## STAIRS

2

Wide marble stairs lead up to a balcony.



### Challenges:

DC 19 + CR *Perception*

Success - *Place this card in the explored pile.*

*Gain a +1 bonus to next skill check.*

Fail - *Discard this card and get a - 1 penalty to next skill check.*

DC 19 + CR *Dungeoneering*

Success - *Place this card in the explored pile and re-roll the next failed skill check.*

Fail - *Discard this card and take 1d6 damage.*

# Crypt

## "T"

### 1

The ancient passageway ends in a T-intersection.



Challenges:

DC 17 + CR *Dungeoneering*

Success - *Place card in explored pile.*

Fail - *Choose a card to discard from the explored pile.*

DC 17 + CR *Survival*

Success - *Place card in explored pile.*

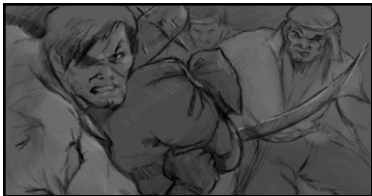
Fail - *Discard this card.*

Crypt

## TOMB ROBBERS

2

A small band of tomb robbers blocks the way!



Challenges:

DC 14 + CR *CMB*

Success - *Place this card and one card from discard pile into explored pile.*

Fail - *Discard this card and entire party takes 1d6 + CR damage.*

DC 19 + CR *Intimidate*

Success - *Place this card into explored pile. Gain +2 to next skill check.*

Fail - *Discard this card and one card from explored deck.*

# Crypt

## TOMBS

### 3

Several remains have been interred here, each with a plaque.



Challenges:

DC 21 + CR *Linguistics*

Success - *Place this card in the explored pile along with 2 random unexplored cards.*

Fail - *Discard the top 2 explored cards.*

DC 21 + CR *Local*

Success - *Place this card in the explored pile and automatically succeed on next skill check.*

Fail - *Automatically fail next skill check.*

# Crypt

## TOMBS

### 2

Several remains have been interred here, each with a plaque.



Challenges:

DC 19 + CR *Religion*

Success - *Place this card in the explored pile and choose to keep or discard top card of unexplored deck.*

Fail - *Discard random card from explored pile.*

DC 19 + CR *Perception*

Success - *Place card in the explored pile and place any discard on top of unexplored deck.*

Fail - *Discard any card from explored deck.*

Several remains have been interred here, each with a plaque.



Challenges:

DC 19 + CR *Heal*

Success - *Discard this card and place any discard into explored pile.*

Fail - *Discard any card from explored pile.*

DC 15 + CR *Will*

Success - *Place card in the explored pile and gain a +1 to next skill check.*

Fail - *Discard card and shuffle unexplored deck.*



Crypt

## ZOMBIES

1

The dead have been disturbed.



Challenges:

DC 13 + CR *CMB*

Success - *Place this card into explored pile.*

Fail - *Discard this card.*

DC 14 + CR *Fortitude*

Success - *Place this card in explored pile.*

Fail - *Discard this card.*

Crypt

## ZOMBIES

1

The dead have been disturbed.



Challenges:

DC 13 + CR *CMB*

Success - *Place this card into explored pile.*

Fail - *Discard this card.*

DC 14 + CR *Fortitude*

Success - *Place this card in explored pile.*

Fail - *Discard this card.*

Crypt

## ZOMBIES

1

The dead have been disturbed.



Challenges:

DC 13 + CR *CMB*

Success - *Place this card into explored pile.*

Fail - *Discard this card.*

DC 14 + CR *Fortitude*

Success - *Place this card in explored pile.*

Fail - *Discard this card.*

Crypt

## ZOMBIES

1

The dead have been disturbed.



Challenges:

DC 13 + CR *CMB*

Success - *Place this card into explored pile.*

Fail - *Discard this card.*

DC 14 + CR *Fortitude*

Success - *Place this card in explored pile.*

Fail - *Discard this card.*

# CREDITS

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**Designation of Open Game Content:** All Text

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|         |        |    |
|---------|--------|----|
| Short   | 20 pts | -1 |
| Regular | 40 pts |    |
| Long    | 60 pts | +1 |

Next, determine the CR of the maze. This can be any level you want, although it is suggested that this number be the APL or APL +/- 1. This number determines the difficulty of the challenges.

The EL of the maze is then the CR modified by the length modifier. So, a CR 6 long maze will be an EL 7.

Locate the ENTRANCE card. This will be the first card encountered. Shuffle the rest of the cards and place them face down. This is the *unexplored deck*. There is also a *discard pile* and an *explored pile* that will be created as cards are encountered. The ENTRANCE card is now encountered.

Each card has two challenges. The players choose one of the challenges and make the appropriate skill check, save or combat maneuver roll. Skill checks may be assisted by another player. If the roll succeeds, the *Success* condition is resolved. If the roll fails, the *Fail*

#### How to use this deck

If desired, the previous page can be printed out as the back of each card.

This deck is meant to be used anywhere a maze-like encounter is desired. It requires no mapping on the part of the players or GM, and uses simple checks to resolve the exploration, making maze delving a fast paced endeavor rather than a tedious chore.

#### Card Layout

1. Maze Deck Name
2. Card Name
3. Exploration Point Value
4. Flavor Text and Picture
5. Challenge Section

#### Determine EL of Maze

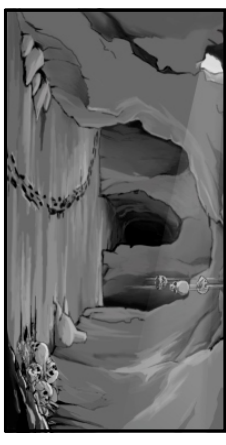
Choose the length of the maze. The length of the maze determines how many points of cards must be explored to successfully complete the maze and also modifies the EL as shown below

*Crypt*

4-WAY

2

You come upon a 4-way intersection. Footsteps lead off to the left...



#### Challenges:

DC 19 + CR *Insight*

*Success* - Place card in explored pile and then replace one card in explored pile with one card from discard pile.

*Fail* - Discard a random card from the explored pile.

DC 19 + CR *Dungeoneering*

*Success* - Place this card and top card of unexplored deck in explored pile.

*Fail* - Discard top card from explored pile.

condition is resolved.

Discarded cards go face up, on top of the discard pile. Cards that go to the explored pile go face up on top of the explored pile. The explored pile may be examined, but the order should not be changed, unless specified by a *Success/Fail* resolution. If, after a condition is resolved, the point value of the cards in the explored pile equal or exceed the maze value, the maze is completed and the encounter is successful.

If a condition requires you to use a card from a deck or a pile, and there is no card to use, ignore those part(s) of the condition.

The top card is now drawn from the unexplored deck and the encounter process is repeated. If there are no cards to draw at this point, the maze encounter is a failure.

# ULTIMATE MAZE DECKS



Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.



Crypt

4-WAY

2

You come upon a 4-way intersection.  
Footsteps lead off to the left...



Challenges:

DC 19 + CR *Insight*

Success - Place card in explored pile and then replace one card in explored pile with one card from discard pile.

Fail - Discard a random card from the explored pile.

DC 19 + CR *Dungeoneering*

Success - Place this card and top card of unexplored deck in explored pile.

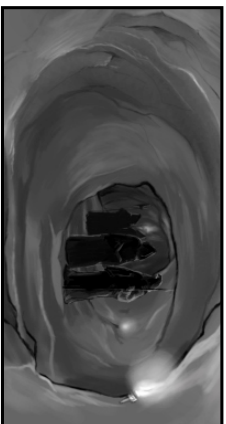
Fail - Discard top card from explored pile.

Crypt

ACOLYTES

2

Acolytes of the temple, garbed in somber robes, approach.



Challenges:

DC 19 + CR *Sense Motive*

Success - Place card in explored pile. Locate and place the other Acolytes card in explored pile.

Fail - Discard this card. Locate the other Acolytes card and discard.

DC 19 + CR *Diplomacy*

Success - Place card in explored pile. One character may heal (CR)6 damage.

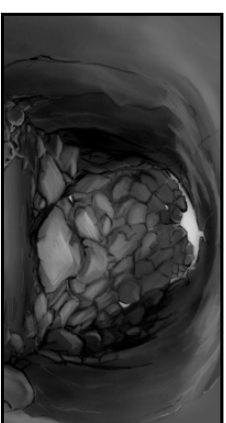
Fail - Discard this card. Take (CR)6 damage.

Crypt

CAVE-IN

1

The tunnels here have collapsed, seemingly blocking the way.



Challenges:

DC 18 + CR *Dungeoneering*

Success - Place card in explored pile.

Fail - Discard this card.

DC 17 + CR *Climb*

Success - Place card in explored pile.

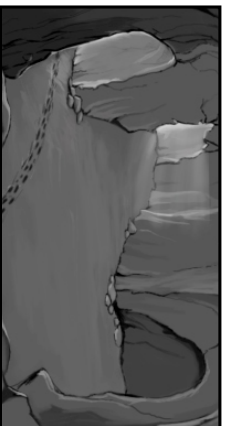
Fail - Discard this card and take 1d4 damage.

Crypt

4-WAY

2

You come upon a 4-way intersection.  
Footsteps lead off to the left...



Challenges:

DC 19 + CR *Insight*

Success - Place card in explored pile and then replace one card in explored pile with one card from discard pile.

Fail - Discard a random card from the explored pile.

DC 19 + CR *Dungeoneering*

Success - Place this card and top card of unexplored deck in explored pile.

Fail - Discard top card from explored pile.

Crypt

4-WAY

2

You come upon a 4-way intersection.  
Footsteps lead off to the left...



Challenges:

DC 19 + CR *Insight*

Success - Place card in explored pile and then replace one card in explored pile with one card from discard pile.

Fail - Discard a random card from the explored pile.

DC 19 + CR *Dungeoneering*

Success - Place this card and top card of unexplored deck in explored pile.

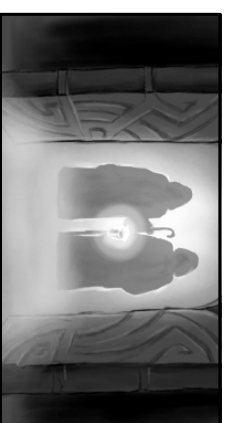
Fail - Discard top card from explored pile.

Crypt

ACOLYTES

2

Acolytes of the temple, garbed in somber robes, approach.



Challenges:

DC 19 + CR *Bluff*

Success - Place card in explored pile. If the other Acolytes card is in the explored pile right now, this card is worth 3 points.  
Fail - Discard this card and 2 more points worth of cards from the explored pile.

DC 19 + CR *Stealth*

Success - Place this card and top card of unexplored deck into explored pile.

Fail - Discard this card. Take (CR)6 damage.

Crypt

COLUMBARIUM

2

Each niche in the wall is populated with its own ornate urn.



Challenges:

DC 19 + CR Perception

Success - Place this card into explored pile and replace a card from explored pile with one from the discard pile.

Fail - Discard this card and the top card of the explored deck.

DC 19 + CR Disable Device

Success - Place this card and the top card of the discard pile into the explored pile.

Fail - Discard this card and take 1d6 + CR damage.

Crypt

CENOTAPH

2

This tomb is empty and eerily quiet. Small inscriptions dot the walls.



Challenges:

DC 19 + CR Religion

Success - Place this card into explored pile and encounter the top card of discard pile.

Fail - Discard this card and resolve the first failure condition of the top card in discard pile.

DC 19 + CR Linguistics

Success - Place this card and the top card from unexplored deck into explored pile.

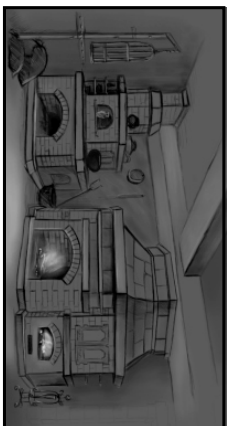
Fail - Discard this card and arrange explored pile by point value, with the highest on top.

Crypt

CREMATORIUM

3

Two brick ovens, large enough to fit an ogre, are in the wall.



Challenges:

DC 21 + CR Perception

Success - Place this card and 2 tokens in explored pile. Treat each token as a 1 point card for purposes of discarding.

Fail - Discard this card and the top 2 cards of the unexplored deck.

DC 17 + CR Fortitude

Success - Place this card and 2 random cards from the discard pile into explored pile.

Fail - Discard this card and any Zombies, Tomb Robbers or Acolytes in explored pile.

Crypt

COLUMBARIUM

2

Each niche in the wall is populated with its own ornate urn.



Challenges:

DC 19 + CR Appraise

Success - Place this card into explored pile and arrange the explored pile in any order.

Fail - Discard this card and 2 more points from explored pile.

DC 15 + CR Will

Success - Place this card into the explored pile and get a +2 bonus to next skill check.

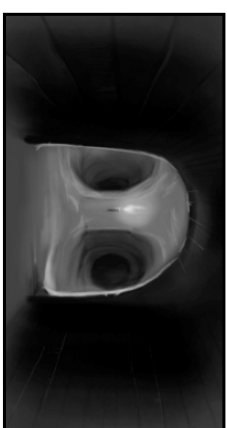
Fail - Discard this card and one spellcaster loses the highest level spell remaining.

Crypt

FORK

1

The tunnel forks to the right and the left.



Challenges:

DC 17 + CR Dungeoncreeper

Success - Place card in explored pile.

Fail - Discard this card.

DC 17 + CR Perception

Success - Place card in explored pile.

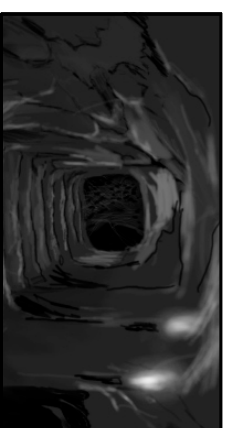
Fail - Discard this card.

Crypt

ENTRANCE

1

A gust of stale air gently blows the cobwebs aside, revealing a dusty passage.



Challenges:

DC 17 + CR Religion

Success - Place card in explored pile.

Fail - Discard this card.

DC 17 + CR Perception

Success - Place card in explored pile.

Fail - Choose a card from the explored pile and discard it.

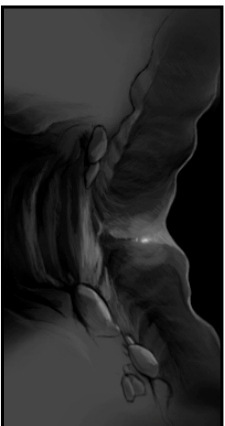


*Crypt*

FORK

1

The tunnel forks to the right and the left.



Challenges:

DC 17 + CR *Dungeoneering*

Success - *Place card in explored pile.*

Fail - *Discard this card.*

DC 17 + CR *Perception*

Success - *Place card in explored pile.*

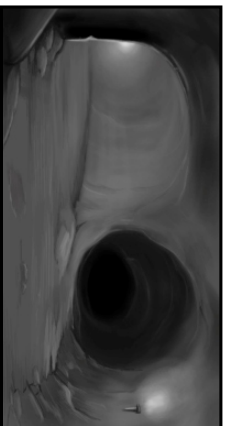
Fail - *Discard this card.*

*Crypt*

FORK

1

The tunnel forks to the right and the left.



Challenges:

DC 17 + CR *Dungeoneering*

Success - *Place card in explored pile.*

Fail - *Discard this card.*

DC 17 + CR *Perception*

Success - *Place card in explored pile.*

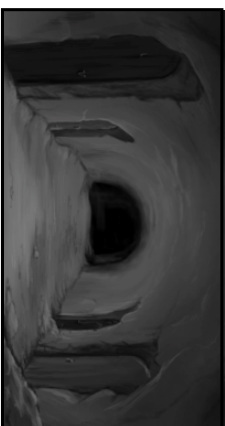
Fail - *Discard this card.*

*Crypt*

HALLOWAY

1

Several doors are inset into each side of the hallway.



Challenges:

DC 17 + CR *Disable Device*

Success - *Place this card in explored pile.*

Fail - *Discard this card.*

DC 17 + CR *Perception*

Success - *Place this card in explored pile.*

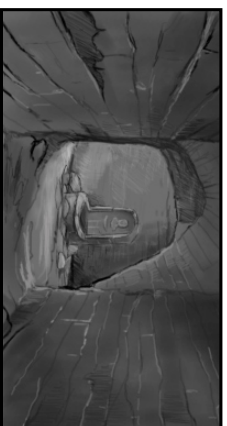
Fail - *Discard this card.*

*Crypt*

FOUNTAIN

2

A fountain, dedicated to an ancient noble, has dried up long ago.



Challenges:

DC 19 + CR *Nobility*

Success - *Place card in explored pile.*

Fail - *Choose a card to discard from the explored pile and shuffle this card back into the unexplored deck.*

DC 19 + CR *Arcana*

Success - *Place card in explored pile.*

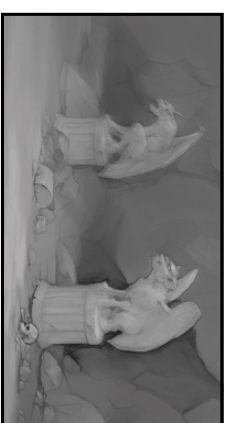
Fail - *Choose a card to discard from the explored pile and take 1 Int damage.*

*Crypt*

GARGOYLES

2

Several stone gargoyle statues line the walls.



Challenges:

DC 15 + CR *Reflex*

Success - *Place this card and one card from discard pile into explored pile.*

Fail - *Discard this card and take 1d6 damage.*

DC 15 + CR *CMB*

Success - *Discard this card and place 2 cards from discard pile into explored pile.*

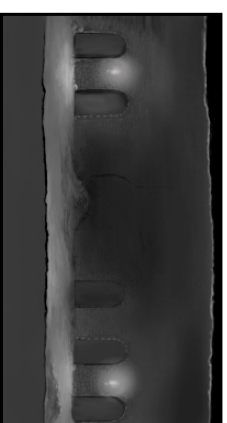
Fail - *Discard this card and the entire party takes 1d4 damage.*

*Crypt*

HALLOWAY

1

Several doors are inset into each side of the hallway.



Challenges:

DC 17 + CR *Disable Device*

Success - *Place this card in explored pile.*

Fail - *Discard this card.*

DC 17 + CR *Perception*

Success - *Place this card in explored pile.*

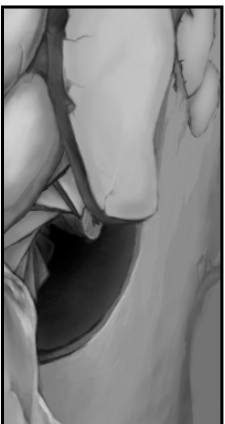
Fail - *Discard this card.*

*Crypt*

LADDER (Down)

1

A ladder in the floor disappears into the darkness.



Challenges:

DC 17 + CR *Climb*

Success - *Place card in explored pile.*

Fail - *Discard this card.*

DC 17 + CR *Perception*

Success - *Place card in explored pile.*

Fail - *Replace top card of explored pile with this card, then discard that card.*

*Crypt*

LADDER (Down)

1

A ladder in the floor disappears into the darkness.



Challenges:

DC 17 + CR *Climb*

Success - *Place card in explored pile.*

Fail - *Discard this card.*

DC 17 + CR *Perception*

Success - *Place card in explored pile.*

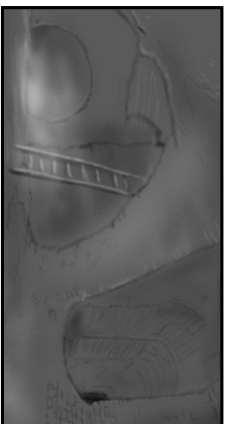
Fail - *Replace top card of explored pile with this card, then discard that card.*

*Crypt*

LADDER (Up)

1

A ladder goes up into a trapdoor in the ceiling.



Challenges:

DC 17 + CR *Climb*

Success - *Place card in explored pile.*

Fail - *Discard top card of unexplored deck and replace with this card.*

DC 14 + CR *Reflex*

Success - *Place card in explored pile.*

Fail - *Discard this card and take CR damage.*

*Crypt*

LADDER (Up)

1

A ladder goes up into a trapdoor in the ceiling.



Challenges:

DC 17 + CR *Climb*

Success - *Place card in explored pile.*

Fail - *Discard top card of unexplored deck and replace with this card.*

DC 14 + CR *Reflex*

Success - *Place card in explored pile.*

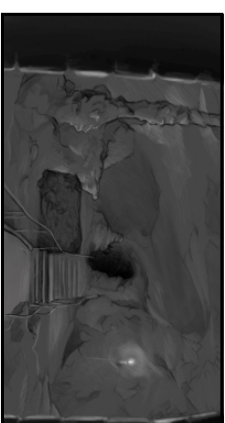
Fail - *Discard this card and take CR damage.*

*Crypt*

CAVERN

1

The catacombs open up into a rocky natural cavern.



Challenges:

DC 17 + CR *Nature*

Success - *Place card in explored pile.*

Fail - *Discard this card and take a -1 penalty to next skill check.*

DC 14 + CR *Reflex*

Success - *Place card in explored pile.*

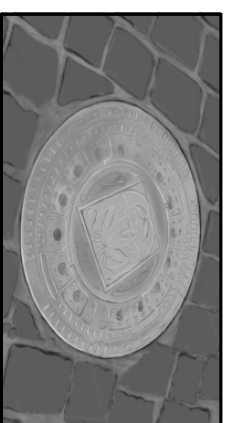
Fail - *Discard this card.*

*Crypt*

MANHOLE COVER

2

A bronze manhole cover is inset into the floor.



Challenges:

DC 19 + CR *Disable Device*

Success - *Place this card and a random unexplored card in explored pile.*

Fail - *Discard 2 points from explored pile.*

DC 13 + CR *Strength*

Success - *Place this card and a random discard in the explored pile.*

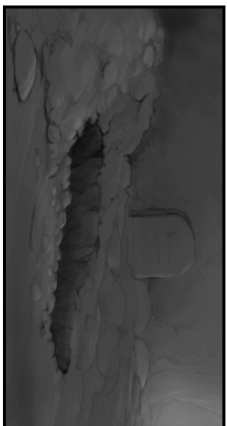
Fail - *Discard this card and take 1d6 damage.*

*Crypt*

OPEN GRAVE

0

It looks like something dug out this grave...  
from underground.



Challenges: (If encountered normally, you may discard this card instead of encountering it)

DC 26 + CR Perception

Success - *You have found the maze exit.*  
Fail - *Remove Entrance, shuffle all cards into unexplored deck and start over.*

DC 26 + CR Spellcraft

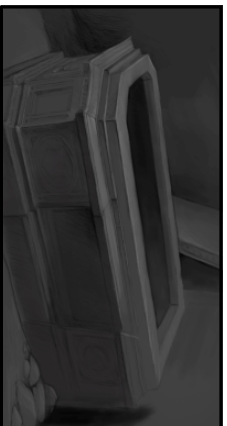
Success - *You have found the maze exit.*  
Fail - *Remove Entrance, shuffle all cards into unexplored deck and start over.*

*Crypt*

OPEN CRYPT

1

An opened, empty crypt is here, most likely never used.



Challenges:

DC 17 + CR Spellcraft

Success - *Place card in explored pile.*  
Fail - *Discard this card.*

DC 14 + CR Fortitude

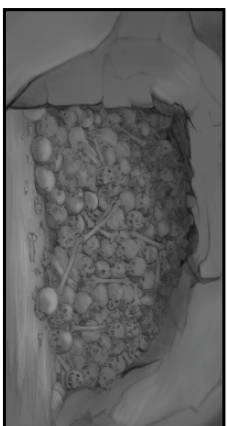
Success - *Place card in explored pile.*  
Fail - *Discard this card and take 1d4 damage.*

*Crypt*

OSSUARY

3

Bones are littered everywhere, giving the illusion of movement.



Challenges:

DC 21 + CR Acrobatics

Success - *Place this card into explored pile and automatically succeed on next 2 cards.*  
Fail - *Discard this card and automatically fail next 2 cards.*

DC 15 + CR Will

Success - *Place this card in explored pile and then shuffle discard pile into unexplored deck.*  
Fail - *Discard this card and enough cards from explored pile to equal half of maze value.*

*Crypt*

OSSUARY

3

Bones are littered everywhere, giving the illusion of movement.



Challenges:

DC 21 + CR Acrobatics

Success - *Place this card into explored pile and automatically succeed on next 2 cards.*  
Fail - *Discard this card and automatically fail next 2 cards.*

DC 15 + CR Will

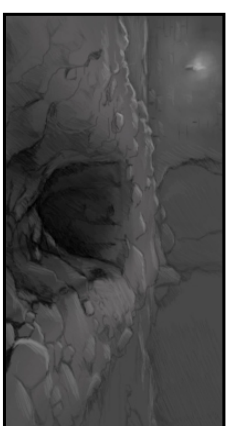
Success - *Place this card in explored pile and then shuffle discard pile into unexplored deck.*  
Fail - *Discard this card and enough cards from explored pile to equal half of maze value.*

*Crypt*

PIT

1

A large pit, of recent origin, has been dug in the middle of the passage.



Challenges:

DC 17 + CR Acrobatics

Success - *Place this card into explored pile.*  
Fail - *Discard this card and take 1d4 + CR damage.*

DC 17 + CR Dungeoneering

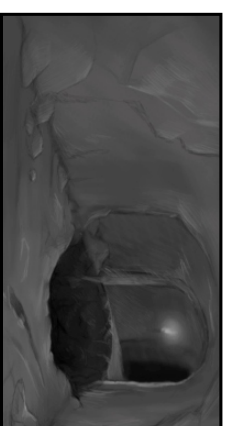
Success - *Place this card in explored pile.*  
Fail - *Discard this card and take CR damage.*

*Crypt*

PIT

1

A large pit, of recent origin, has been dug in the middle of the passage.



Challenges:

DC 17 + CR Acrobatics

Success - *Place this card into explored pile.*  
Fail - *Discard this card and take 1d4 + CR damage.*

DC 17 + CR Dungeoneering

Success - *Place this card in explored pile.*  
Fail - *Discard this card and take CR damage.*

Crypt

## RELICUARY

2

What looks like knuckle bones are interspersed with other artifacts.



Challenges:

DC 19 + CR History

Success - Place this card into explored pile and gain +1 Will for the rest of the maze.  
Fail - Discard this card and the top 2 of the unexplored deck.

DC 19 + CR Appraise

Success - Place this card in explored pile and gain +1 Perception for the rest of the maze.  
Fail - Discard this card and the top card from the explored pile and unexplored deck.

Crypt

## PORTCULLIS

2

A rusted portcullis, bound in chains, bars further progress.



Challenges:

DC 19 + CR Disable Device

Success - Place card in explored pile.  
Fail - Choose a card to discard from the explored pile and take 1d6 damage.

DC 13 + CR Strength

Success - Place card in explored pile.  
Fail - Choose 2 cards to discard from the explored pile.

Crypt

## SHRINE

2

A small shrine has been built here, dedicated to an unknown god.



Challenges:

DC 19 + CR Religion

Success - Place this card in the explored pile and replace top card of unexplored deck with any discard.  
Fail - Choose a card from explored pile and discard.

DC 19 + CR Dungeoncreeing

Success - Place this card in the explored pile and arrange explored pile in any order.  
Fail - Discard card and take 1 Wis damage.

Crypt

## SARCOPHAGUS

3

A gold and mother of pearl inlaid sarcophagus has been laid open.



Challenges:

DC 16 + CR CMB

Success - Place this card into explored pile along with 2 random cards from any deck.  
Fail - Discard this card. One character expends a channelled power and takes (CR)/d8 damage.

DC 21 + CR Disable Device

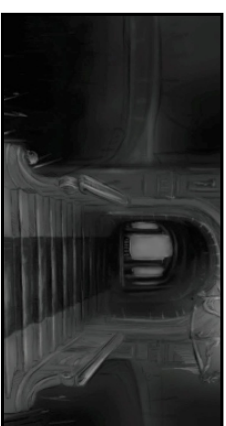
Success - Place this card in explored pile and resolve a random success from discard pile.  
Fail - Discard this card and entire party takes (CR)/d6 damage.

Crypt

## STAIRS

1

Wide marble stairs lead up to a balcony.



Challenges:

DC 17 + CR Dungeoncreeing

Success - Place this card in the explored pile.  
Fail - Discard 1 point from explored pile.

DC 17 + CR Insight

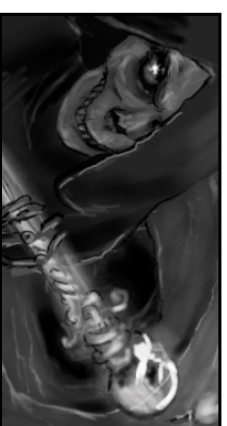
Success - Place this card in the explored pile.  
Fail - Discard this card.

Crypt

## SKELETON

3

A staff-wielding skeleton, clad in decaying robes, blocks your way.



Challenges:

DC 21 + CR Diplomacy

Success - Place this card and a random card from the discard pile in explored pile.  
Fail - Discard 2 random cards from the explored deck.

DC 17 + CR Reflex

Success - Place card in explored pile and arrange top 5 cards of the unexplored deck in any order.  
Fail - Discard this card and entire party takes 1d6 electricity damage.



*Crypt*

“T”

1

The ancient passageway ends in a T-intersection.



Challenges:

DC 17 + CR *Dungeoneering*

Success - Place card in explored pile.

Fail - Choose a card to discard from the explored pile.

DC 17 + CR *Survival*

Success - Place card in explored pile.

Fail - Discard this card.

*Crypt*

STAIRS

2

Wide marble stairs lead up to a balcony.



Challenges:

DC 19 + CR *Perception*

Success - Place this card in the explored pile.

Gain a +1 bonus to next skill check.

Fail - Discard this card and get a -1 penalty to next skill check.

DC 19 + CR *Dungeoneering*

Success - Place this card in the explored pile and re-roll the next failed skill check.

Fail - Discard this card and take 1d6 damage.

*Crypt*

TOMBS

3

Several remains have been interred here, each with a plaque.



Challenges:

DC 21 + CR *Linguistics*

Success - Place this card in the explored pile along with 2 random unexplored cards.

Fail - Discard the top 2 explored cards.

DC 21 + CR *Local*

Success - Place this card in the explored pile and automatically succeed on next skill check.

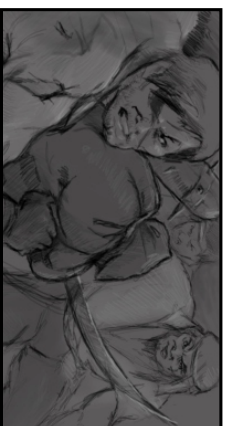
Fail - Automatically fail next skill check.

*Crypt*

TOMB ROBBERS

2

A small band of tomb robbers blocks the way!



Challenges:

DC 14 + CR *CMB*

Success - Place this card and one card from discard pile into explored pile.

Fail - Discard this card and entire party takes 1d6 + CR damage.

DC 19 + CR *Intimidate*

Success - Place this card into explored pile. Gain +2 to next skill check.

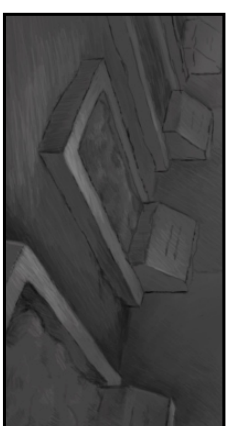
Fail - Discard this card and one card from explored deck.

*Crypt*

TOMBS

2

Several remains have been interred here, each with a plaque.



Challenges:

DC 19 + CR *Heal*

Success - Discard this card and place any discard into explored pile.

Fail - Discard any card from explored pile.

DC 15 + CR *Will*

Success - Place card in the explored pile and gain a +1 to next skill check.

Fail - Discard card and shuffle unexplored deck.

*Crypt*

TOMBS

2

Several remains have been interred here, each with a plaque.



Challenges:

DC 19 + CR *Religion*

Success - Place this card in the explored pile and choose to keep or discard top card of unexplored deck.

Fail - Discard random card from explored pile.

DC 19 + CR *Perception*

Success - Place card in the explored pile and place any discard on top of unexplored deck.

Fail - Discard any card from explored deck.



*Crypt*

ZOMBIES

1

The dead have been disturbed.



Challenges:

DC 13 + CR CMB

Success - *Place this card into explored pile.*

Fail - *Discard this card.*

DC 14 + CR *Fortitude*

Success - *Place this card in explored pile.*

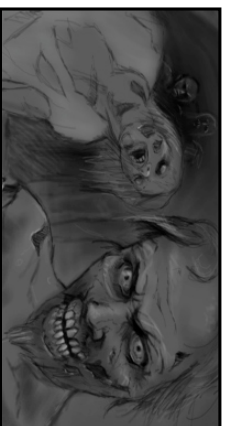
Fail - *Discard this card.*

*Crypt*

ZOMBIES

1

The dead have been disturbed.



Challenges:

DC 13 + CR CMB

Success - *Place this card into explored pile.*

Fail - *Discard this card.*

DC 14 + CR *Fortitude*

Success - *Place this card in explored pile.*

Fail - *Discard this card.*

*Crypt*

ZOMBIES

1

The dead have been disturbed.



Challenges:

DC 13 + CR CMB

Success - *Place this card into explored pile.*

Fail - *Discard this card.*

DC 14 + CR *Fortitude*

Success - *Place this card in explored pile.*

Fail - *Discard this card.*

*Crypt*

ZOMBIES

1

The dead have been disturbed.



Challenges:

DC 13 + CR CMB

Success - *Place this card into explored pile.*

Fail - *Discard this card.*

DC 14 + CR *Fortitude*

Success - *Place this card in explored pile.*

Fail - *Discard this card.*

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