

WELCOME TO
CRAWL BREAKERS

— New Adventures in the OSR —



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WHY CRAWL BREAKERS?

For the last half-century, roleplayers have used their imaginations to send would-be adventurers crawling deep into dangerous dungeons. They battled through darkened corridors in search of knowledge, loot, and adventure. They fought and died to gather gold and experience so they could increase their strength and power to face larger risks and drag out greater rewards from the stygian depths.

We have celebrated legions of fallen heroes, whether they died gloriously vaporized in a dragon's fire, or dove into a clear pool only to discover it was a gelatinous cube. Or simply ended up forgotten in a folder in an unopened drawer.

After all these years, we've been delving and debating for so long that we now have a term that describes those fantastic experiences we discovered all those years ago—the OSR.

And if we can't agree on what it stands for, we know when we're doing it right.

The intention of Crawl Breakers is to define, explore, and expand those core OSR experiences. To challenge players to reconnect with the foundations of classic roleplaying adventures and find new ways to have fun with old ideas. A Crawl Breaker shines a lantern into dark corners and challenges you to delve just a little deeper. It pushes you to discover what lies just beyond your 50-foot rope.

Whether you're a GM or a player, Crawl Breakers will give you the tools you need to more effectively craft and explore the kinds of classic, epic, and unique experiences you'll still be talking about long after you've left the table.

Nothing here is definitive. The experience at your table is unique as the players you have chosen to spend your time with. How you choose to play is always up to you.

Go too far, and you may find yourself wandering down dark paths that can lead only to unknown glory or certain doom. Keep your torches lit and I'll meet you in dark places.

–Andrew Mayer

Crawler in Chief

Wyrdfall Press

TRY A CRAWL BREAKER TODAY

Crawl Breakers comes in 5 basic flavors:

RULES are complete new systems or ideas built from the ground up.

These will often contain some notes with them to discuss what they were created and what purpose they should fulfill in a game.

RULINGS are interpretations and clarifications of existing rules that are unclear or undefined. These may also offer replacement rules that simplify those systems.

RUMBLINGS are essays that break down and explore the fundamentals of D20/OSR play. They offer a “why” to the “how” of the Rules & Rulings sections.

CLASSES are new characters for players to us in exploring the world of the OSR. They will usually have a tactical (combat) component and roleplaying focus.

ADVENTURES are short modules designed to showcase the core ideas presented in the rest of the volume.

FOR THE SHADOWDARK RPG

All the Crawl Breakers in Fighting & Dying are exclusively designed for use in the ShadowDark RPG.

Shadowdark’s fundamental brilliance lies in its simplicity and clarity. Crawl Breakers build on that, offering tools and ideas that are easy to comprehend and use to craft epic sessions.

Many of these rules could easily work in/with other systems with proper conversion. (Some of them were even initially designed for other games.)

Even some of the rulings specifically intended to clarify Shadowdark’s more obscure corners may give you ideas you can use in other systems.

And there is, of course, much more to come!

