

CRYTTER

THE CRYTTER CODEX

DARK FANTASY · SOLANA DEVNET BETA

Public edition v2 · The rulebook and lore of Crytter

Public edition layout · wording locked to public_v2 Markdown

> **Devnet beta.** Crytter is in beta on Solana devnet. It is not final. Features, odds, and numbers may change, and beta progress may be reset. Nothing in Crytter has real-money value: beasts, packs, Essence, and Shards cannot be bought for, sold for, or exchanged into money.

> **Entertainment only.** Crytter is a game played for fun. Nothing in it pays out money, and no beast, pack, item, or currency in the game is a financial product. Every number in this Codex (odds, pity, costs, caps, stats, XP curves) may be tuned; changes are announced before they take effect.

The beasts are awake. The record is open. Every pull, every battle, every hatch is written here, and nothing written here is erased.

Rules come first; lore gives them weight. Lore passages are in italics. Everything else is a rule of play. If any document conflicts with the Crytter Terms of Use, the Terms control. Contact: cryttercrypto@gmail.com

BOOK I: THE WORLD

Prologue: The Record Opens

Before there was a Codex, there was only the Wild: a broken world of rusted gates, drowned vaults, and peaks that never stop blazing. Things lived there that had no names, because no one who met them returned to give them one.

Then the record opened. A ledger without an end, written in light, began to remember. It remembered the first beast that crawled out of the Bonefields. It remembered the first Keeper who called that beast and lived. And once the record remembered a thing, that thing could never be unmade.

Now the beasts answer to those who can find them. They are torn from sealed packs, trained in the Dens, bred in the dark, and sent into the Wild to fight. The record watches. The record keeps. The Codex is what it has written so far.

The Wild

The Wild is the world of Crytter: a vast, hostile land split into domains, each ruled by the beasts that were born there. Some domains are open to every Keeper from the first day. Others are guarded by bosses that must be broken before the path opens. The deepest regions, the Outer Dark and the Star Lattice, sit beyond the edge of the record itself.

DOMAIN	RULER	WHAT WAITS THERE
The Rusted Gate	ChainTiger	where the first chains were forged
The Ember Ridge	EmberBear	a ring of blazing stone
The Ash Pits beneath the old forges	MemeApe	
The Bonefields	PackDog	a plain of skull-framed ruins
The Drowned Vault	WalletWhale	a storm sea of sunken gold
The Venom Warrens	ApexAnt	tunnels glowing toxic green
The Glyph Mire	CrocCode	a swamp of glowing runes
The Do-Not Marshes	VenomViper	at the edge of the old maps
The Rift Sky	StarStalker	where the stars tear open
The Hollow Deep	VoidVortex	a storm that swallows light
The Pyre Peaks	AetherFury	crowned in endless flame
The Shattered Bastion	MythManticore	ruins of the old world's walls
The Infernal Foundry	TokenTitan	the furnace at the world's core
The Outer Dark	CryptoCosmic	beyond the edge of the record
The Star Lattice	NodeNomad	threads of light between every world

Keepers

Players are Keepers: those who call beasts out of the Wild and bind them to a collection. A Keeper has a name, a Keeper Level, a collection of beasts, and a place in the record. A Keeper can play from the first day without spending anything, and can play the entire game that way.

The Record

Every action that matters in Crytter is logged: each pack opened, each battle fought, each hatch attempted. Pulls are final, results are not rerolled, and history is never rewritten. When a rule changes, the change is recorded and announced, and what happened under the old rule stays in the record. The Codex does not decide outcomes. It records them.

BOOK II: THE FIVE TIERS

Every beast belongs to one of five tiers. Tier sets a beast's base stat budget, its number of moves, and how often it appears in packs. Tier never changes as a beast levels up. Beasts grow stronger through levels, evolutions, and Stars.

TIER	CODE	BEASTS	STAT BUDGET	MOVES	BASE ODDS PER CARD
Feral	T1	5	100	1 signature move	75%
Predator	T2	3	115	1 signature move	20%
Mythic	T3	2	130	2 moves	4.45%
Titan	T4	3	150	2 moves	0.55%
Voidborn	T5 (secret)	2	175	2 moves + innate trait	0% (sealed in the beta)

Voidborn (T5, secret). *Voidborn beasts are not born; they are remembered into being, pulled from the Outer Dark when the record grows large enough to notice them.* Their stats are published like every other tier. In the beta, Voidborn are sealed: 0% in every pack, so players cannot obtain them. They cannot be bred, hatched, or crafted. NPC opponents can field them, but players can never capture, win, or receive them.

Elements

Every beast carries one of five elements. Elements are lore in the beta; element matchups in battle are planned and not yet active.

ELEMENT	STRONG AGAINST	WEAK AGAINST	BEASTS
Fire	Nature	Tide	EmberBear, MemeApe, TokenTitan
Nature	Tide	Fire	ChainTiger, PackDog, ApexAnt, MythManticore
Tide	Fire	Nature	WalletWhale, CrocCode
Void	Aether	Aether	VenomViper, VoidVortex
Aether	Void	Void	StarStalker, AetherFury

BOOK III: THE BESTIARY

Fifteen beasts answer the call in Season One: five Feral, three Predator, two Mythic, three Titan, and two sealed Voidborn. Stats are base values at Level 1 and may be tuned. In the beta every attack uses the standard damage formula in Book IV; move effects, second moves, and traits are planned. Every beast gains a passive trait slot at Level 20.

ChainTiger — The Unbound



Tier: Feral (T1) · Element: Nature · Role: Striker · Domain: The Rusted Gate, where the first chains were forged

HP	ATK	DEF	SPD	TOTAL
24	30	18	28	100

- **Counted Links:** Strikes three times; each hit deals 40% power.

Before the record opened, ChainTiger was bound. Iron links were driven through the dark around it, one oath at a time, and still it waited. It did not break its chains in rage. It counted them. Each link became a memory, and each memory became a reason. When the Rusted Gate finally failed, the beast walked out wearing what was left of its prison like armor. It hunts the edges of the Wild now, silent until the last stride, eyes blazing cold through the shadow. The Codex records no master for ChainTiger. It records only those who tried. Feral is the lowest tier of the record. ChainTiger has never once acted like it.

> "Every chain that bound it is counted. None bound it twice."

- **How to find:** Packs (75% per card); breeding; or craft for 40 Shards.
- **Matchups (planned):** Strong against Tide. Weak against Fire.
- **Evolution:** Awakened at beast level 15; Apex at beast level 30.
- **Pairs well with:** PackDog: Red-Eyed Howl boosts every hit of Counted Links.

EmberBear — The Iron Vigil



Tier: Feral (T1) · Element: Fire · Role: Tank · Domain: The Ember Ridge, a ring of blazing stone

HP	ATK	DEF	SPD	TOTAL
34	20	32	14	100

- **Iron Vigil:** Halves damage taken for 2 turns and taunts the enemy team.

EmberBear is the vigil that never breaks. Clad in plates of rune-scored leather and hammered bronze, it stands on the Ember Ridge where the ground still smolders from fires no one remembers starting. Raiders have tried to drive it from that ridge for longer than the Codex has kept count. They are recorded. The bear is still there. It does not chase and it does not flee. It plants its claws, lowers its head, and endures until whatever stands against it is gone. The runes across its chest glow brighter with every blow it takes. Patience is its weapon. Endurance is its law. To bind is to wait, the Codex says. EmberBear was born waiting.

> "It does not retreat. The ground beneath it learns to scorch instead."

- **How to find:** Packs (75% per card); breeding; or craft for 40 Shards.
- **Matchups (planned):** Strong against Nature. Weak against Tide.
- **Evolution:** Awakened at beast level 15; Apex at beast level 30.
- **Pairs well with:** VenomViper: the bear keeps the line while poison does its work.

MemeApe — The Chainbreaker



Tier: Feral (T1) · Element: Fire · Role: Bruiser · Domain: The Ash Pits beneath the old forges

HP	ATK	DEF	SPD	TOTAL
26	32	20	22	100

- **Chainbreaker:** Heavy blow that shatters any shield on the target.

In the Ash Pits, where the old forges spat slag into the dark, something learned to swing a broken chain like a flail. MemeApe is muscle and fury given a voice, and that voice is a roar that shakes ash from the ceilings. It took its chain from the wrist of a warden who did not survive the taking, and it has never set it down. Fire licks the ground wherever it stands. The other Feral beasts give the pits a wide berth, and the Codex notes why in a single line: it does not stop. The Ape fights loudest, fights first, and fights until the noise ends. Many who mocked it are written in the record. None of them are laughing.

> "It laughs once. Then the forge goes quiet."

- **How to find:** Packs (75% per card); breeding; or craft for 40 Shards.
- **Matchups (planned):** Strong against Nature. Weak against Tide.
- **Evolution:** Awakened at beast level 15; Apex at beast level 30.
- **Pairs well with:** MythManticore: Chainbreaker strips shields before the sting lands.

PackDog — The Red-Eyed Hunt



Tier: Feral (T1) · Element: Nature · Role: Hunter · Domain: The Bonefields, a plain of skull-framed ruins

HP	ATK	DEF	SPD	TOTAL
32	22	30	16	100

- **Red-Eyed Howl:** Raises the whole team's ATK by 15% for 2 turns.

PackDog hunts in numbers and never forgets a scent. Spined and soot-black, with eyes like coals behind a frame of bone, it roams the Bonefields where the ruins are stacked with skulls of beasts that ran too slowly. One PackDog is a warning. A howl in the distance means the rest have already closed the circle. They share every trail, every wound, every grudge, and they carry each one forward. Teeth first, questions never. The Codex calls Feral the beginning of the record, the place where every legend starts. PackDog is the reason most never get further. It is the first thing the Wild sends, and the last thing many remember.

> "You hear one. There are never only one."

- **How to find:** Packs (75% per card); breeding; or craft for 40 Shards.
- **Matchups (planned):** Strong against Tide. Weak against Fire.
- **Evolution:** Awakened at beast level 15; Apex at beast level 30.
- **Pairs well with:** ApexAnt or ChainTiger: the howl feeds a full-strength pack.

WalletWhale — The Gilded Maw



Tier: Feral (T1) · Element: Tide · Role: Tank · Domain: The Drowned Vault, a storm sea of sunken gold

HP	ATK	DEF	SPD	TOTAL
36	22	28	14	100

- **Gilded Maw:** Bites, then restores HP equal to 30% of damage dealt.

Far below the storm line lies the Drowned Vault, where the wrecks of a hundred fleets settled with their cargo still aboard. WalletWhale rose from that deep. Its spined hide is crusted with barnacles and old coin, and when it breaches, gold scatters like spray. Sailors once sang about its hoard. They stopped singing when it began swallowing the ships that came looking. The beast does not guard the Vault out of greed. It guards it because everything the sea takes, it keeps, and it has decided that includes the curious. Its maw opens wide enough to swallow a mast. The Codex warns plainly: what sinks into the Drowned Vault is not returned.

> "The sea gave it the treasure. It kept the sailors too."

- **How to find:** Packs (75% per card); breeding; or craft for 40 Shards.
- **Matchups (planned):** Strong against Fire. Weak against Nature.
- **Evolution:** Awakened at beast level 15; Apex at beast level 30.
- **Pairs well with:** StarStalker: the Whale outlasts while the Stalker picks targets.

VenomViper — The Last Hiss



Tier: Predator (T2) · Element: Void · Role: Poisoner · Domain: The Do-Not Marshes, at the edge of the old maps

HP	ATK	DEF	SPD	TOTAL
26	36	22	31	115

- **The Last Hiss:** Poisons the target for 3 turns; strikes first if faster.

On the oldest maps, one region carries no name, only two words in a cartographer's shaking hand: do not. That is where VenomViper coils. Wrapped in green fire, it drips a venom that hisses as it strikes the ground and leaves glowing scars in the soil for seasons. It moves without sound through the marsh reeds, and the first warning anyone receives is the second one: the hiss that follows the bite. The Codex lists it among the Predators for a reason. It does not hunt to feed. It hunts to keep the marsh empty. The cartographer who wrote those two words was the last to cross its land. The ink is the only part that returned.

> "You will hear the hiss after it is already too late."

- **How to find:** Packs (20% per card); breeding; or craft for 120 Shards.
- **Matchups (planned):** Strong against Aether. Weak against Aether.
- **Evolution:** Awakened at beast level 15; Apex at beast level 30.
- **Pairs well with:** EmberBear: taunt and guard while the venom spreads.

CrocCode — The Cipher Jaw



Tier: Predator (T2) · Element: Tide · Role: Trickster · Domain: The Glyph Mire, a swamp of glowing runes

HP	ATK	DEF	SPD	TOTAL
30	32	28	25	115

- **Cipher Jaw:** Strips one buff from the target and turns it on the Croc.

In the Glyph Mire, runes float just beneath the water, pulsing green like a language no one alive can speak. CrocCode wears them. Its scales are carved with glowing script, and old scholars believed the beast itself was a living cipher, a record older than the Codex. They went into the Mire to translate it. The Codex keeps their names and nothing more. CrocCode lies still for days, half sunk, patient as stone, until the moment it strikes, and then the swamp erupts in a storm of teeth and green light. It is cunning, not merely hungry. It learns the paths travelers favor, and it waits exactly where they feel safest.

> "The runes on its hide are a message. You will not live to read it."

- **How to find:** Packs (20% per card); breeding; or craft for 120 Shards.
- **Matchups (planned):** Strong against Fire. Weak against Nature.
- **Evolution:** Awakened at beast level 15; Apex at beast level 30.
- **Pairs well with:** TokenTitan: steal a buff, then let the Titan crush the target.

ApexAnt — The Hive Sovereign



Tier: Predator (T2) · Element: Nature · Role: Swarm · Domain: The Venom Warrens, tunnels glowing toxic green

HP	ATK	DEF	SPD	TOTAL
28	34	25	28	115

- **Hive Surge:** Deals more damage for each ally still standing.

Beneath the green-lit Venom Warrens, the ground hums. ApexAnt rules there: armored in black chitin, mandibles dripping a glow that eats through stone, eyes like twin emerald lanterns in the dark. It is not one beast so much as the will of a hive bent into a single shape. Every tunnel answers to it. Every sound travels back to it. Intruders find the walls closing, the passages twisting, the floor giving way into deeper chambers where the hive waits. The Codex records that ApexAnt has never been seen above ground in daylight. It does not need to surface. The Warrens are vast, and everything that enters them eventually walks toward the Sovereign.

> "The tunnels have no exits. Only throats."

- **How to find:** Packs (20% per card); breeding; or craft for 120 Shards.
- **Matchups (planned):** Strong against Tide. Weak against Fire.
- **Evolution:** Awakened at beast level 15; Apex at beast level 30.
- **Pairs well with:** PackDog: Hive Surge hits hardest with a full team standing.

StarStalker — The Cold Light



Tier: Mythic (T3) · Element: Aether · Role: Assassin · Domain: The Rift Sky, where the stars tear open

HP	ATK	DEF	SPD	TOTAL
28	42	24	36	130

- **Cold Light:** Always lands a critical hit on the first turn of battle.
- **Rift Step:** Evades the next attack, then counterstrikes.

StarStalker was born where the sky tears open. When a star splits along the Rift, something lean and blue slips through the wound and lands without a sound. Its body is threaded with constellations, spines of frozen light raised along its back, eyes that blaze like distant suns. It moves between stars and leaves no tracks, only a trail of cold light that fades before dawn. Hunters in the Wild learned to read the silence: when the insects stop and the wind falls still, StarStalker is near. The Codex marks it Mythic, a tier where the record grows thin and the stories grow strange. It does not chase. It arrives, and then the night is quiet again.

> "If the night goes quiet, it is already watching."

- **How to find:** Packs (4.45% per card); breeding; or craft for 400 Shards.
- **Matchups (planned):** Strong against Void. Weak against Void.
- **Evolution:** Awakened at beast level 15; Apex at beast level 30.
- **Pairs well with:** WalletWhale: a durable front line buys time for Rift Step.

VoidVortex — The Unmaking Storm



Tier: Mythic (T3) · Element: Void · Role: Controller · Domain: The Hollow Deep, a storm that swallows light

HP	ATK	DEF	SPD	TOTAL
34	34	32	30	130

- **Unmaking:** Pulls the target out of the fight for 1 turn.
- **Hollow Pull:** Drains SPD from every enemy for 2 turns.

VoidVortex is less a beast than a storm that learned to want. Out in the Hollow Deep, blue lightning spirals around a shape with wings that dissolve into smoke and claws that tear at the air itself. Where it passes, the world thins. Trees, stone, and light are pulled into the spiral and do not come out the other side. The Codex cannot say where they go. It records only the empty places left behind, carved like bites from the land. Those who have stood near the storm describe a pull in the chest, a whisper to step closer. Few resisted. The Codex keeps their last positions, marked where the ground simply ends.

> "It does not destroy what it touches. It takes it somewhere else."

- **How to find:** Packs (4.45% per card); breeding; or craft for 400 Shards.
- **Matchups (planned):** Strong against Aether. Weak against Aether.
- **Evolution:** Awakened at beast level 15; Apex at beast level 30.
- **Pairs well with:** AetherFury: pull the target out, then scorch the rest.

AetherFury — The Oathbreaker



Tier: Titan (T4) · Element: Aether · Role: Burst · Domain: The Pyre Peaks, crowned in endless flame

HP	ATK	DEF	SPD	TOTAL
34	46	30	40	150

- **Oathbreak:** Massive strike; power rises for each buff the enemy has.
- **Pyre Coil:** Scorches all enemies for 2 turns.

On the Pyre Peaks, flame never dies, and AetherFury is the reason. Serpentine and crowned in fire, veined with currents of molten blue, it coils around the summits like a living blaze. Legend says it was once bound by a thousand oaths, sworn by the first guilds to keep it sleeping. One by one, the oaths were broken. Each broken oath fed its fire. Now it is awake, and it remembers every name that swore. The Codex teaches that to bind is to wait and to break the bind is to sacrifice. AetherFury is the sacrifice, made flesh and flame. It is a Titan, and the mountains themselves bow under its heat.

> "To break the bind is to sacrifice. It has broken every bind."

- **How to find:** Packs (0.55% per card); breeding; or craft for 1,600 Shards.
- **Matchups (planned):** Strong against Void. Weak against Void.
- **Evolution:** Awakened at beast level 15; Apex at beast level 30.
- **Pairs well with:** VoidVortex: slow the enemy before Oathbreak lands.

MythManticore — The Sky-Scorcher



Tier: Titan (T4) · Element: Nature · Role: Striker · Domain: The Shattered Bastion, ruins of the old world's walls

HP	ATK	DEF	SPD	TOTAL
40	44	36	30	150

- **Scorpion's Verdict:** Sting that poisons and lowers DEF.
- **Bastion Flame:** Sweeps the enemy line with fire.

The old world raised walls of iron chain to keep back the Wild. MythManticore razed them. Lion's jaw, scorpion's sting, and wings that drag fire across the sky, it descended on the Bastion in a single night and left the chains glowing red and broken in the ash. Its roar is a column of flame. Its tail curls over its back, poised, patient, deadly. It now roosts among the ruins it made, guarding nothing and fearing less. The Codex names it Titan, a tier reserved for beasts that changed the shape of the world. When one rises, the record will remember who called it forth, and the ruins will remember what it did.

> "Lion's jaw. Scorpion's sting. Fire across the chains of the old world."

- **How to find:** Packs (0.55% per card); breeding; or craft for 1,600 Shards.
- **Matchups (planned):** Strong against Tide. Weak against Fire.
- **Evolution:** Awakened at beast level 15; Apex at beast level 30.
- **Pairs well with:** MemeApe: break the shield, then strike with the Verdict.

TokenTitan — The Forged Colossus



Tier: Titan (T4) · Element: Fire · Role: Juggernaut · Domain: The Infernal Foundry, the furnace at the world's core

HP	ATK	DEF	SPD	TOTAL
46	40	42	22	150

- **Foundry Hammer:** Crushing blow that stuns slower targets.
- **Molten Step:** Gains a shield equal to 20% of max HP.

Deep in the Infernal Foundry, where molten rivers pour from the world's core, a colossus stands in armor that was never made. It was grown, layer by layer, from slag and flame and the fury of the furnace itself. TokenTitan's horned helm glows from within, and its fists can shatter mountain stone. It does not speak. It does not need to. When it walks, the ground answers in tremors, and the fire around it rises to meet each step. The Codex records it as a Titan and a guardian of the deep forge. No one who sought the Foundry's heart has passed it. Their names are written in the record, etched in iron.

> "It was forged in the furnace. Then it became the furnace."

- **How to find:** Packs (0.55% per card); breeding; or craft for 1,600 Shards.
- **Matchups (planned):** Strong against Nature. Weak against Tide.
- **Evolution:** Awakened at beast level 15; Apex at beast level 30.
- **Pairs well with:** CrocCode: a stolen buff and a Foundry Hammer end fights fast.

NodeNomad — The Walker Between



Tier: Voidborn (T5 (secret)) · Element: Void · Role: Support · Domain: The Star Lattice, threads of light between every world

HP	ATK	DEF	SPD	TOTAL
46	42	46	41	175

- **Consensus:** Effect to be published (planned).

Across the Outer Dark runs a web of light, the Star Lattice, connecting every world the record has touched. NodeNomad walks it. A gaunt figure of blue light and void, it moves along the threads faster than thought, appearing at the edge of a battle and gone before the last blow lands. It carries no weapon. It needs none. Wherever it steps, the lattice bends, and paths that were open close forever. The Codex suspects it watches every action in the record, every pull, every battle, every loss, and remembers them all. Some say it is the record's keeper. Others say it is the record's hunter. The Voidborn do not answer questions.

> "Every path you have walked, it walked first."

- **How to find:** Sealed. 0% in every pack during the beta, so not obtainable. Cannot be bred, hatched, crafted, captured, won, or received from NPCs.
- **Matchups (planned):** Strong against Aether. Weak against Aether.
- **Evolution:** Awakened at beast level 15; Apex at beast level 30.
- **Pairs well with:** Unknown. The record is silent.

CryptoCosmic — The Before



Tier: Voidborn (T5 (secret)) · Element: Void · Role: Cosmic · Domain: The Outer Dark, beyond the edge of the record

HP	ATK	DEF	SPD	TOTAL
44	48	40	43	175

- **Genesis Block:** Effect to be published (planned).

The Codex has no full entry for CryptoCosmic. Only a warning scratched in the margin: it was here before the record began. A mass of violet darkness strewn with drifting orbs of light, it grins with a mouth full of starlight teeth, and its form shifts as you look at it, never quite the same twice. It does not belong to the Wild. The Wild belongs to it. Voidborn beasts are not born, the scribes wrote; they are remembered into being, pulled from the Outer Dark when the record grows large enough to notice them. CryptoCosmic noticed first. The scribes who tried to finish its entry left their pages blank, and their quills broken.

> "It was here before the record began."

- **How to find:** Sealed. 0% in every pack during the beta, so not obtainable. Cannot be bred, hatched, crafted, captured, won, or received from NPCs.
- **Matchups (planned):** Strong against Aether. Weak against Aether.
- **Evolution:** Awakened at beast level 15; Apex at beast level 30.
- **Pairs well with:** Unknown. The record is silent.

BOOK IV: THE SYSTEMS OF PLAY

1. The Core Loop

1. **Rip packs.** Open packs with Essence to call new beasts.
2. **Collect.** Build your roster across five tiers. Duplicates become Shards.
3. **Train.** Place beasts in Training Dens to gain experience.
4. **Battle.** Fight one-on-one battles and clear quests. Teams of three and tournaments are planned.
5. **Breed and craft.** Pair beasts to hatch new ones; spend Shards to craft or star up beasts.
6. **Return.** Daily quests bring you back to rip again. Daily login Essence: +30 once a day.

2. Currencies

CURRENCY	WHAT IT IS	HOW YOU GET IT	SPENT ON	BUY OR CASH OUT?
Essence	Main in-game currency	Daily login, quests, battle wins	Packs, breeding, cosmetics, a rented 4th Den slot, renames	No and no
Shards	Crafting dust	Duplicate beasts	Crafting a chosen beast, Star upgrades	No and no

Any future token will have its own separate disclosure. Essence and Shards cannot be converted into any token or money.

3. Packs

PACK	BEASTS	COST	NOTES	LIMIT
Starter Pack	5	Free	Includes at least one Mythic; Mythic max (no Titan or Voidborn)	One per wallet
Basic Pack	5	150 Essence	At least one Predator or higher	None
Elite Pack	5	450 Essence	Fifth beast is Mythic or higher	None

There is no free daily pack. Packs are opened with Essence (or free entry where offered). Odds and pity thresholds are the same however you open a pack. Pity is counted separately for each way you open packs.

Odds

Every beast in a pack is rolled with the same base odds per card, before pack rules and pity are applied. The odds table, the pity rules, and your current pity counts are shown on every pack screen before you open. Effective odds after pack rules and pity are published on the Odds page.

TIER	BASE ODDS PER CARD
Feral	75%
Predator	20%
Mythic	4.45%
Titan	0.55%
Voidborn	0% (sealed in the beta)
Total	100%

Pity

COUNTER	TRIGGERS AT	EFFECT	RESETS WHEN
Mythic+ pity	10 packs without a Mythic or higher	The last beast in the pack is rolled again from Mythic and higher odds only	Any Mythic or higher appears
Titan+ pity	50 packs without a Titan or higher	The last beast is rolled again from Titan odds only	Any Titan or higher appears

Pity applies to Basic and Elite Packs, and the counters are shared between them. Pity counts carry over between seasons. Beta progress, including pity counts, may be reset when the beta ends.

Effective odds (RC `gp/rc1` @ `209e89282044affbfdb151df40d0ca7c8c32a0fe`)

oddsKey `96a47caf1ca0c028eb87403f0d56074bbbc4606c530ef30d0f31710e3479a27f`

Effective rate **per card** (%):

PACK	FERAL	PREDATOR	MYTHIC	TITAN	VOIDBORN
Starter	59.513	20.104	20.383	0	0
Basic	69.974	23.718	5.482	0.825	0
Elite	60	16	21.357	2.643	0

Chance **per pack** (pack contains at least one) (%):

PACK	FERAL	PREDATOR	MYTHIC	TITAN	VOIDBORN
Starter	100	100	100	0	0
Basic	100	100	29.009	4.096	0
Elite	100	100	100	12.955	0

There is no free daily pack. Packs are opened with Essence (or free entry where offered). Odds and pity thresholds are the same however you open a pack. Pity is counted separately for each way you open packs.

Rules of the pull

- Results are rolled on the server when you open the pack, before the reveal starts. Closing or refreshing the page cannot change a result.
- Pulls are final. There are no rerolls.

- Each season has its own pack line-up. Beasts stay in your collection when a season ends.
- Rate limit: up to 10 pack opens per minute per account.

4. Duplicates and Shards

You always keep the first copy of every beast. Later copies can be kept or converted to Shards.

FERAL	5	40
Predator	15	120
Mythic	50	400
Titan	200	1,600
Voidborn	1,000	Cannot be crafted

Stars

Shards also raise a beast's Star rank, from 1 Star to 5.

1 STAR TO 2 STARS	20
2 Stars to 3 Stars	60
3 Stars to 4 Stars	150
4 Stars to 5 Stars (max)	400

5. Keeper Level

Keepers gain Keeper XP for opening packs (10 per pack), daily quests (50 each), and the weekly quest (200). Battle wins give beast XP, not Keeper XP. Keeper Level runs from 1 to 30 and unlocks world map zones and cosmetics (profile banners, titles, card backs), never currency multipliers. XP to next Keeper Level = 100 × L^1.5.

6. Training

To bind is to wait. A beast in the Den does not fight; it grows.

Place a beast in a Training Den and it gains beast XP every hour. Training grants experience only: it never produces Essence, Shards, or anything else.

- **Dens:** Three to start. A fourth Den slot can be rented for 30 Essence a week.
- **Rate:** 130 XP per hour while in the Den. Feeding Shards adds 10 XP per Shard.
- **Trade-off:** A beast in a Den cannot battle or breed. Remove it any time; XP gained is kept.
- **Battles:** Wins give the beast 25 XP, for up to 8 rewarded wins a day; losses give 5 XP; a repeat win against the same opponent within 1 hour gives no rewards.
- **Curve:** XP to next beast level = 100 × L^1.5. Level 30 is the cap.

BEAST LEVEL	UNLOCK
5	Alternate color variant
10	Signature move upgrade; the beast may now breed
15	First evolution, Awakened: +10% base stats
20	Passive trait slot
30	Final evolution, Apex: +20% base stats

Each beast level also adds +3% to its base stats. Evolution changes form and power, never tier.

7. Battle

In the beta, battles are one-on-one, turn-based, and resolved on the server against Wild trainers, up to 30 turns. The faster beast acts first. Each hit deals ATK × 100 ÷ (100 + target DEF), varied by up to ±15%, minimum 1; 10% of hits crit for 1.5×. In battle, HP is tripled and all stats are multiplied by tier (Feral 1.0, Predator 1.05, Mythic 1.1, Titan 1.15, Voidborn 1.2). If no beast falls in 30 turns, the higher remaining HP share wins; an exact tie is a loss (v1). Planned: teams of three, element matchups, and auto-resolve.

The world map (beta)

The Wild is a map of five zones. The Bonefields are always open; each later zone opens when you have beaten the previous zone's boss and reached its Keeper level (4, 7, 10, 13), checked on the server, and has two trainers and a boss. Every NPC fight uses the standard battle rules and rewards above. NPC beasts can never be captured, won, or received. Levels shown are the NPC beast levels (v1). NPCs can field sealed Voidborn, such as the Hollow Deep boss, but players can never capture, win, or receive one from an NPC.

ZONE	OPENS AT	TRAINER LADDER	BOSS
1. The Bonefields	Keeper Lv 1 (always open)	Marrow Kael (PackDog, Lv 1); Hesk the Ribcaller (PackDog, Lv 4)	Grisa the Marrow-Mother (PackDog, Lv 6)
2. The Glyph Mire	Keeper Lv 4 + Bonefields boss beaten	Sable Vire (CrocCode, Lv 6); Tessa Reedfang (VenomViper, Lv 8)	Queen Vesska (CrocCode, Lv 10)
3. The Drowned Vault	Keeper Lv 7 + Glyph Mire boss beaten	Ivo Thane (WalletWhale, Lv 10); Cael Brine (CrocCode, Lv 12)	Orren Star-Blind (WalletWhale, Lv 14)
4. The Hollow Deep	Keeper Lv 10 + Drowned Vault boss beaten	Nyx Ashveil (VoidVortex, Lv 13); Iska Null (StarStalker, Lv 15)	Vexmor the Unmade (NodeNomad, Voidborn, sealed, Lv 18)
5. The Pyre Peaks	Keeper Lv 13 + Hollow Deep boss beaten	Brand Okoro (AetherFury, Lv 20); Doran Kiln (TokenTitan, Lv 23)	Korvax, Chain Overlord (AetherFury, Lv 26)

Player vs. player

One-on-one PvP challenges are in the beta code. One player challenges and the other accepts; the server resolves the battle from a seed committed in advance, so either player can check the result. There are no stakes, and no beast changes hands. The winning beast gets 25 XP and 10 Essence and the losing beast gets 5 XP, inside the same daily battle caps as NPC fights, so PvP adds nothing above those caps (v1). Seasonal ranked ladders with cosmetic rewards are planned. There are no entry-fee pots, ever.

8. Quests and Daily Essence

SOURCE	ESSENCE	CAP
Daily login	Daily login Essence: +30 once a day.	Once a day
Daily quests	10 each, plus 50 Keeper XP	3 a day: win 3 NPC battles; open a pack; train or feed a beast
Battle wins	10 each	8 rewarded wins a day (80)
Weekly quest	150, plus 200 Keeper XP	Complete 10 daily quests; once a week; counts toward the daily cap
Daily cap	—	200
Weekly cap	—	1,400 a week (200 a day)

There is no free daily pack. Rewards, amounts, and limits may change during the beta. Days reset at 00:00 UTC; weeks reset Monday at 00:00 UTC. Battles past the daily caps can still be played for fun. Essence is in-game only: it cannot be transferred, traded, or withdrawn.

9. Tournaments (planned)

TOURNAMENT	ENTRY	PRIZES
Daily (planned)	Free	Cosmetics and titles
Weekly (planned)	Free	Cosmetics, titles, and banners

Prizes are never from pooled entries, and never tokens or cash.

10. Breeding

Two beasts enter the dark. Sometimes a third walks out. The parents always do.

PARENTS	ESSENCE FEE	SAME-TIER HATCH	MUTATION (+1 TIER)	FAILED HATCH
2 Feral	100	70%	5%: a Predator	25%
2 Predator	300	70%	5%: a Mythic	25%
2 Mythic	1,000	70%	5%: a Titan	25%
2 Titan	4,000	75%	None (Voidborn stay sealed)	25%

- **Requirements:** both parents at beast level 10 or higher, and neither in a Den.
- **Fee:** the Essence fee is always spent, whatever the outcome.
- **Mutation:** the new beast is a random species from the next tier up. Titan + Titan never produces a Voidborn.
- **Failed hatch:** no new beast; the fee is spent. Both parents return unharmed.
- **Cooldown:** Feral 4h, Predator 8h, Mythic 24h, Titan 72h.
- **Voidborn** cannot breed and cannot be hatched.

11. Guilds (planned)

Guilds of up to 30 Keepers will share a weekly raid boss, a guild banner, and a guild leaderboard. Guilds have no shared treasuries and no token pools.

12. Seasons

Crytter runs in seasons. Each season brings a pack line-up and season cosmetics. Pity counts carry over between seasons. When a season ends, beasts, levels, Stars, and Keeper progress carry forward. New seasons add new beasts rather than inflating the power of old ones.

13. Fairness and Fair Play

- All rolls, rewards, and balances are decided on the server.
- Every roll is logged. Before each season a hash of the season's random seed is published; the seed is revealed after the season so anyone can verify the rolls.
- Every change to Essence, Shards, or beasts is written to an append-only ledger and reconciled daily.
- One free Starter Pack per wallet. A captcha appears after 100 actions.
- Cheating, botting, and multi-account farming forfeit progress and can lead to a ban.
- The beta runs on Solana devnet. You sign in with a wallet signature; Crytter never asks for your seed phrase.

14. Ownership

Your beasts live in your Crytter account. Beasts are not minted on-chain, and players cannot trade beasts with each other.

BOOK V: THE LAWS OF THE CODEX

NO.	LAW	IN PLAIN WORDS
I	Crytter is a game.	It is played for entertainment. Nothing in it pays out money.
II	Essence and Shards stay in the game.	They cannot be bought, sold, or cashed out.
III	Essence is enough.	Every beast, pack, and system is reached with Essence.
IV	Odds and pity are always shown.	You see them before you open any pack, and they are the same however a pack is opened.
V	Pulls are final.	There are no rerolls.
VI	Training grants XP only.	A beast in a Den cannot fight.
VII	Breeding never destroys parents.	A failed hatch costs only the Essence fee.
VIII	Prizes come from the house.	Never from pooled entries, never tokens or cash.
IX	Seasons end.	Beasts stay.
X	Cheating forfeits progress.	Botting and multi-account farming are banned.
XI	Every number can be tuned.	Changes are announced first and logged.
XII	The Codex grows.	History is kept.

GLOSSARY

TERM	MEANING
Keeper	A player.
The Wild	The world of Crytter.
Tier	One of five ranks: Feral, Predator, Mythic, Titan, Voidborn.
Essence	The free in-game currency. Cannot be bought or cashed out.
Shards	Crafting dust from duplicate beasts.
Pity	A rule that triggers after a set number of packs without a Mythic+ (10) or Titan+ (50).
Training Den	A slot where a beast gains XP over time and cannot battle or breed.
Awakened / Apex	First (Level 15) and final (Level 30) evolutions.
Stars	Shard-bought rank from 1 to 5.
Season	A period with its own packs and cosmetics.

FINAL ENTRY

The beasts are awake. The Dens are lit. Somewhere past the edge of the record, something sealed is waiting to be found.

The record is open.