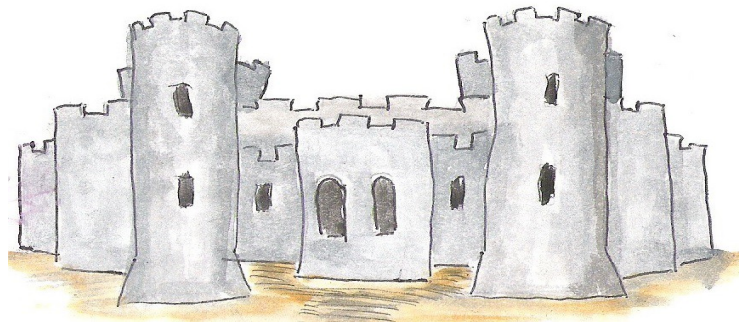


QUESTLINE

THE SECRET OF CRUDELLON

DUNGEON EXPANSION



Created by Michael Browning

for Jamie

The story so far

You are in Bicarlund, you have agreed to help the Ice Elves.
You have travelled to Crudellon Castle, in order to find out the secret of how the Farelga and their King Hraldor Thralsson are managing to cut down the magically protected trees of the Bicar forest.

You have entered the castle, facing many dangers and have now descended to the dungeons your journey continues

The rules are the same as in the original game
You will be continuing from where you left off THE SECRET OF
CRUPELLON.

Playing the expansion game

You still move around the board clockwise.

You can go up and down either set of stairs.

If you end up in the sewer, the water flows fast and there is only one exit.

All other rules and stores are the same. The only difference is the monster list and special rules below.

TRAP SQUARE

DICE	RESULT
1	Pit Trap Causes -2 LP damage
2	Dart Trap Causes -1 LP damage
3	Stuck in Trap, Miss a Turn
4	Trap breaks
5	Fails to go off properly
6	You disarm it

MYSTERY SQUARE

DICE	RESULT
1	Find a SHRINE to CANAR
2	Find a Weapon (roll dice)
3	Find Armour (roll dice)
4	Find Magic (roll dice)
5	Find a General Item (roll dice)
6	Find Gold. D6 x 100

ENCOUNTER SQUARE

DICE	RESULT
1	Roll on Monster list 2D6
2	Nothing happens
3	Roll on Monster list 2D6
4	Nothing happens
5	Roll on Monster list 2D6
6	Find 10 Gold

SURPRISE ROOM

1	Trigger trap - Thrown into sewer
2,3,4	Find nothing.
5,6	Find 100 Gold

MONSTER LIST

DICE	MONSTER	LP	RP	ITEMS CARRIED
2	KOKARA	5	4	Kokara spear, Kokara Armour, Rabbit Foot
3	CROCODILE	3	1	
4	PIXIE *1 M	5	4	Pixie Knife +1 RP, Faro's Ring, LUCKY, 100G
5	TROLL	6	2	Mail Vest +1 RP, 10 x 1d6 Gold
6	ZOMBIE	4	0	Axe, 20 Gold
7	WOLVEN	8	5	IMPLODE
8	BEAR	3	1	
9	DEMON *2 M	10	6	2 Spells, RAPTURE, RED EYE
10	MOAT MONSTER	8	4	
11	THE CAGLAH *3	9	6	
12	MINOTAUR *4	7	5	Chest containing: Long Sword, Dagger, Ring Mail armour, 2 Spells(d6), 1 General item, 100 x 2d6 Gold
	FARELGA	8	6	Broad Sword, Splint Mail, RESTORE, 40 Gold
	COREKI *5	2	2	
	* See Special Rules.			M - Magical.

SPECIAL RULES

1 - PIXIE

If it is not dead in 4 rounds, it will Teleport away stealing d6 x 10 Gold.

2 - DEMON

Glow red, +3 damage with claws. Every 3 rounds it will generate a fire ball and throw it, roll D6, 1-3 hits, +3 damage. After 10 rounds demon will transform into spirit form and will try to possess you, roll D6 1 or 2 You are Possessed. Result : permanent RAPTURE, -1 movement, you may not sell anything.

To remove Demon, you must find a Shrine or Temple, pay a 500 Gold Tribute and pray.

3 - CAGLAH

The Caglah has a whip-like tail +2 RP, causes +2 Damage, Strikes every other round.

4 - MINOTAUR

Horns cause +2 Damage.

5 - COREKI

Coreki are fish with sharp teeth, travel in shoals. Roll D6 for number in shoal.