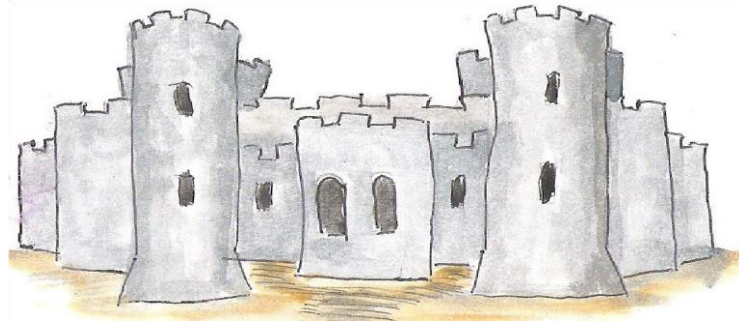


QUESTLINE

THE SECRET OF CRUDELLON



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for Orion

The story so far

In the North lies Bicarlund and the vast Bicar forest home to the last of the Ice Elves. The land to the east of the forest is home to fierce norsemen, the Farelga and their King Hraldor Thralsson. **THEY ARE AT WAR!**

The Farelga have found a way to cut down the magically protected trees of the elves in their attempts to dominate them.

They must be stopped or the Ice Elves are doomed.

How are they cutting down the trees? What is the secret? Who can stop them?

The elves will bestow the rare title of, ' Favoured of the Elves ', for anyone who can help, one thing is for certain, The answers lie in Crudellon Castle

PLEASE TAKE TIME TO READ THESE RULES:

To make the game more random each time you play, some rules have changed.

Setting up the game

Set up the board, Shuffle the monster deck. Deal them face up on each free Monster square. Put spares to one side. Leave the secret envelope in the box, DO NOT OPEN IT UNTIL YOU KILL THE KING, it will spoil the surprise.

Each player takes a character sheet and chooses a figure.

LP = Life points/ health, RP = Roll points, these are obtained by buying equipment, they are added to the dice roll during combat. L = LUCK (see Luck), gained through prayer/magic.

You start the game with 5 LP's, 2 RP's, 1 Luck, short sword, leather armour and 300 Gold Pieces.

If you are continuing your adventures for every game title you have played, you may bring with you, 1 extra LP, 2 Luck, 2 spells, a magic item & 1000 gold.

Playing the game

Roll a dice for who goes first, roll ONE dice and move clockwise around the board, if you land on a square with writing on it do what it says or roll on the relevant chart.

MYSTERY square (see mystery chart).

TRAP square (see trap chart)

If you land on a monster card, if you can fight it,(see Combat and Magic).

Bows shoot 2 squares.

If you don't wish to fight you can FLEE, (see Flee).

At the end of your move if you have not landed on a square with writing on it make an ENCOUNTER Roll. (see encounter chart).

Once killed, the monster card is placed back in the deck, it's shuffled and a new one drawn.

Proceed around the board, moving inwards and outwards following any arrows, buying and selling items as you go, until you are ready to go into the Throne Room.

You do not have to roll exactly to enter a shop, but any extra moves are lost.

If you end your turn on the Dungeon square, you may use it to travel to the other dungeon square.

If you have the DUNGEON EXPANSION, you may now use this board.

You may not kill merchants or traders and you cannot kill other players.

You can only use items stated in the lists, anything else should be sold.

You may only carry 20 items in your bag and 20 magic scrolls.

Every 5 kills you can gain 1 LP.

If your LP's reach zero you are dead, you may then elect to return to the start.

If you are killed more than 5 times you may gain a temporary RP, to allow you to progress.

Winning the game

Enter the Throne Room moving one square at a time. Battle the King.

Once you enter the throne room you may not go back.

The winner is the one who kills the King you may advance to the secret square and open the envelope.

You can also win by being the last one alive.

Restoring Life Points

You may either use Magic or miss a turn for each LP you wish to restore.

You may not restore your LP's to more than start point of 5.

You can restore full LP's by stopping on the start/camp square, extra moves are lost.

COMBAT

When you find a monster, consult with the monster chart to find out it's LP's and RP's.

If the monster has a star next to them they have special rules, so consult this section as well.

IF a monster is marked with **M** are magical and may only be affected by magical objects or spells.

1. Roll two different coloured dice, one is yours, one is theirs.
2. You add the RP's to the dice, 1 weapon, 1 armour and any other bonuses, to give a total score.
3. If your score is higher, you get the hit. If theirs is higher they get the hit. If both scores are the same the blow is blocked, go to step 1 (see Luck).
4. Deduct 1 LP from the relevant LP's, unless using magic.
5. If LP's reach zero they are DEAD, otherwise go back to step 1. You may now write down what they are carrying on your character sheet.

MAGIC

To use a spell, hold the scroll and say the word, this can be done any time and they will always work, except during combat, (see below).

Once used a spell is gone, it is a one shot spell scroll.

You may only carry 20 spells.

You may cast 1 spell before combat begins.

To use magic during combat, you must roll for the hit as before, the spell then counts as the hit, deduct any LP's.

If you use a spell during combat and you don't get a hit, it is regarded as a miss, the spell is still lost.

FLEE

If you do not wish to fight a monster you have the chance to flee before combat, however there may be a price for doing so.

Roll D6 On ODD numbers (1,3,5) you get struck fleeing LOSE 1 LP.
On EVEN numbers (2,4,6) you get away unharmed.

LUCK

Luck is gained by magic or by praying and a donation to the CANAR the god of chaos. 1 GOLD = +1 Luck for each prayer.

You can pray at each temple or shrine only once. You must then move on.

Luck can then be spent to give an advantage, for each Luck spent.

You may spend Luck to: Re-roll any dice.

To avoid a trap.

Add to a dice roll in case of a draw.

STORES

THERE IS NO BANK IN THIS GAME

TRADER

Roll a dice to see what the trader has and consult the lists.

Roll dice THREE times for Weapons.

Roll dice THREE times for Armour.

Roll dice SIX times for Magic.

Roll TWICE for General Store.

Each number equals the item you may buy.

You buy and sell things as in the shops.

WEAPONS

DICE	WEAPON	RP's	BUY	SELL
1	SHORT SWORD	1	300	150
2	MACE	1	300	150
3	LONG SWORD	2	400	200
4	BATTLE AXE	3	450	225
5	BOW - 25 (shoot 2 squares)	2	500	250
6	BROADSWORD	3	600	300
	MAGICAL FIRE SWORD	4	1200	600
	ELVEN LONGBOW - 25 (2 sq)	5	1500	750
	ARROWS - 25		50	1 each
	OTHER WEAPONS CAN ONLY BE SOLD			60

ARMOUR These are full suits of armour

DICE	ARMOUR	RP's	BUY	SELL
1	LEATHER	1	300	150
2	STUDDED LEATHER	1	400	200
3	RING MAIL	2	500	250
4	CHAIN MAIL	2	550	275
5	SPLINT MAIL	3	700	350
6	PLATE MAIL	3	800	400
	MAGICAL PLATE ARMOUR	4	1200	600
	GODREN ARMOUR	5	1500	750
	ARMOUR PIECES CAN ONLY BE SOLD			60

MAGIC

DICE	SPELL	DESCRIPTION	BUY	SELL
1	RESTORE	Restores LP's to start level.	200	120
2	ARMOUR	Add 1 RP during a fight.	300	150
3	FREEZE	Freezes an enemy for 6 rounds.	300	150
4	LOWER	Decreases enemy RP's by 3 during a fight.	300	150
5	INCREASE	Increases your LP's by 1.	400	200
6	DECREASE	Decreases enemy LP's by 3.	400	200
	REMOVE	Will remove evil magic or curses.	400	
	FLOAT	Float over an obstacle or monster	500	250
	LUCKY	Adds +1 Luck	600	300
	IMPLODE	Decreases enemy LP's by 5.	1000	500
	RED EYE	Decreases enemy LP's by 10	1200	600
	RAPTURE	+3 LP, +3 RP, +3 damage for 3 fights	1200	600
	BANISH	Removes an enemy from this plane.	2000	1000

GENERAL STORE

DICE	OBJECT	DESCRIPTION	RP	BUY	SELL
1	DWARF HAMMER	Causes +1 damage to ALL.	3	900	400
2	ELF SWORD	Causes +2 damage to ALL.	4	1000	500
3	FARO'S RING	Causes damage on magical opponents with normal weapons.	1	500	250
4	GOLBAR's FLUTE	Slows down an opponent under 10 LP causing double damage if played before battle.		500	250
5	VENTIL ROPE	Very strong rope(special rules)1		600	300
6	BLUE GAUNTLETS	Adds +2 RP to any weapon	2	500	250
	DRAGON MAIL	Protects against dragon fire	4	1200	600
	FIRE ARROWS	+2 extra damage.		100	50
	COLDARROWS	+1 extra damage, freeze next rnd		100	50
	EGG SHELL SALVE	Restores +1 LP		100	50
	RABBIT FOOT	+1 LUCK (5 uses)		500	250
7	LEAGUE BOOTS	Move up to DOUBLE dice roll.		750	450
	DALL'S BOOTS	boots of jumping, avoid traps		750	450
	ANYTHING ELSE IS BOUGHT AS SCRAP				50

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

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

DICE	MONSTER	LP	RP	ITEMS CARRIED
2	BANDIT	5	2	Leather Armour, Flail, 50 x 1d6 Gold
3	BAT	2	0	
4	GOBLIN	4	1	Short Sword, Spell (d6), 20 x 1d6 Gold
5	KNIGHT	7	6	Broadsword, Plate Mail armour, Dagger, 10x 2d6 Gold
6	FARELGA	8	6	Broad Sword, Splint Mail, RESTORE, 100Gold
7	ORC	4	3	Short Sword, Ring Mail armour, 20 x 1d6 Gold
8	SKELETON	3	1	Rusty armour, Short Sword, 10 x 1d6 Gold
9	IMP	1* M	4	3 Short Sword, Blue Gloves, Golbar's Flute, LUCKY
10	BOAR	2	1	
11	KOBOLD	6	3	Bow, 12 Arrows, Leather armour, 50 Gold
12	WARRIOR of CHAOS	2*	10	6 Battle Axe, Magical Plate armour, 2 Spells
	KING HRALDOR	3*	20	9 Godren Armour, Magic Longsword +4 1000 Gold

* See Special Rules.

M - Magical. (see Combat)

SPECIAL RULES

VENTIL ROPE - If you create a lasso, you may attempt to capture an enemy, if you are going to land on their square, (WILL NOT WORK ON MAGICAL ENEMIES).

Roll a dice add 1 RP (for the rope), 5+ and you caught them, Imobile for 3 rounds. You may now do two things, FLEE or you may fight.

1 - IMP

If you do not kill the IMP within 4 rounds it will Teleport away, stealing 10 x d6 Gold.

2 - WARRIOR OF CHAOS

The spell FREEZE will only last 4 rounds due to magical armour.

The spell LOWER will only have -1 RP.

If you manage to kill the WARRIOR OF CHAOS, his armour is cursed by chaos, you may try it on but you must take a CHAOS TEST, to make sure it is compatible with you.

Roll a dice 1-3 The armour is Cursed, -3 RP's until removed. 4-6 Completely compatible, +4 RP's.

3 - KING HRALDOR THRALSSON

The king's hands will glow blue/white and cause +3 damage every hit.

LP	WEAPON	EQUIPMENT	MAGIC
RP	ARMOUR		
LUCK	GOLD		
KILLS	BANKED		

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