DUNGEON DWELLERS

FANTASY ADVENTURE GAMING

CRYPT of the SORCERER

CRYPT OF THE SORCERER is an adventure game--played with miniature figures--which simulates heroic fantasy combats between wizards, warriors, and monsters in a forgotten age. Here is a realistic game in which you lead a band of adventurers into the dungeons and caverns of an evil sorcerer, and you make the decisions which can mean life or death for your little band. **CRYPT OF THE SORCERER** can be played by one person alone, or with several friends. It is your introduction to the fascinating world of Adventure Gaming with miniature figures. Below is a reference sheet showing the figures in the set and summarizing their abilities in the game. The rules folder will explain these more fully.



THE WIZARD
Frail of body but schooled in arcane arts, the wizard is the guiding spirit of the adventuring band.
SPEED: Die roll 1=speed 2; 2-5=speed 3; 6=speed 4
ENDURANCE: Die roll
FIGHTING ABILITY: Subtract 2 from die roll
MISSILES: Magic spells only
MAGIC SPELLS: Die roll 1=1 spell; 2-5=2 spells;6=3 spells



THE EVIL SORCERER
The Sorcerer is a powerful wizard of the black arts who will defend his treasure to the death.
SPEED: 2 squares
ENDURANCE: Add one to die roll
FIGHTING ABILITY: Subtract 2 from die roll
MISSILES: None, except magic spells
MAGIC SPELLS: All, except 'Cure'



THE FIGHTER
An armored knight, strong of arm and enemy of all things foul and evil.
SPEED: Die roll 1-3=speed 3; 4,5=speed 4; 6=speed 5
ENDURANCE: Add 1 to die roll
FIGHTING ABILITY: Add 1 to each die roll
MISSILES: None
MAGIC SPELLS: None



THE SKELETON
The remains of a long-dead warrior, now animated once again by the mystic arts of the Sorcerer.
SPEED: 3 squares
ENDURANCE: 2 points
FIGHTING ABILITY: Die roll
MISSILES: None
MAGIC SPELLS: None



THE HALFLING
Small and weak, but expert with his short bow, the halfling is a worthy adventurer.
SPEED: Die roll 1-4=speed 3; 5,6=speed 4
ENDURANCE: Die roll
FIGHTING ABILITY: Subtract 1 from die roll
MISSILES: Bow; 5-square range; die roll -3 for wounds
MAGIC SPELLS: None, but can use Spell scrolls



THE ORC
Near-human slave of the Sorcerer, he serves his master with his bow and keen eye.
SPEED: 3 squares
ENDURANCE: 3 points
FIGHTING ABILITY: Die Roll
MISSILES: Bow, 5-square range; die roll -3 for wounds
MAGIC SPELLS: None



THE DWARF
Brown-skinned and stocky, the stolid dwarf can wield his axe with surprising strength and can endure grievous wounds.
SPEED: Die Roll 1=speed 2; 2-5=speed 3; 6=speed 4
ENDURANCE: Add 2 to die roll
FIGHTING ABILITY: Die roll
MISSILES: Throwing axe; 2-square range; DR -3 for wounds
MAGIC SPELLS: None



THE TROLL
Huge and strong, the troll wields his great axe in defense of his master's gold.
SPEED: 2 squares
ENDURANCE: 5 points
FIGHTING ABILITY: Add one to die roll
MISSILES: None
MAGIC SPELLS: 'Cure' (one time)

PAINTS, BRUSH, AND PAINTING GUIDE ARE INCLUDED IN THIS SET

Adventure Gaming with miniatures is a hobby, a craft and a game all in one exciting package. You prepare the metal figures, then paint them in realistic colors. Finally you use the figures to represent characters in the most exciting, true-to-life game you have ever experienced. PAINT 'N' PLAY offers you the ideal way to get started in this fascinating hobby. Everything you need is included: Eight detailed action figures, paints, brush, painting instructions, gaming die, and rulebook.

Open up a new world of hobby adventure today.

You will also want **CAVERNS OF DOOM**, Heritage's larger PAINT 'N' PLAY set featuring fantasy adventures in a giant underground cavern complex filled with dragons, vampires, skeletons, hobgoblins, giant spiders, demons, great rats, slime monsters--and of course, treasure. You can also buy individual packs of *Dungeon Dwellers* monsters and adventurers at your hobby shop or toy store.

Photography by Bill Craft Copyright ©1979; Artwork by David Helber

CRYPT of the SORCERER

ADVENTURE GAME RULES

You lead a band of daring adventurers through the dark portal, into the tomb of an ancient, evil Sorcerer. Fighting past his horrid monsters, avoiding traps and pitfalls, you finally reach the crypt itself, to battle the sorcerer for his treasure and his magical secrets.

All this high adventure, and more, is possible in this game kit. With a little imagination, you too can be off in a dank dungeon slaying monsters. You can play alone, or with friends and opponents. Actually, this game kit is just the beginning of fantasy adventure gaming. You can design your own dungeons, add more figure packs, even create your own gaming "world."

This game includes a gaming die, used at various times to resolve the dictates of chance fortune. The abbreviation "DR" means a die roll is made. Sometimes you add or subtract to the die roll, so that DR+2 would means a die roll with two added, while DR-1 would mean a die roll with one subtracted. If the result, after subtractions, is below zero, consider the result zero instead.

Your Band of Adventurers

To start the game, you select an adventurer figure to represent yourself, and two more "friends" (hirelings, or henchmen), for a total of three. The fourth adventurer figure is not used, but in later games you can have different friends and henchmen, and eventually use them all.

Then you'll determine the abilities of each figure. Now you are ready to enter the tomb. You move your figures, check to see if monsters appear, move the monsters, cast spells, shoot, and/or fight at those monsters, who then fight back. This continues until you escape from the tomb alive, or your entire party is killed.

The Dungeon Tomb

The gray map shows the overall layout of the Sorcerer's Tomb, including his Crypt. The tomb has three rooms (outer, inner, and crypt), and hallways between them. The halls and rooms are divided into squares for easy moving. Some squares have special features in them, shown by small drawings and titles.

The Monsters

As your characters move through hallways and into rooms, you roll a die and use monster appearance tables to see if any show up. If they do, they are placed on the map and begin moving also. You can control both your characters and the monsters, mainly because the monsters always try to attack the characters! If a monster is faced with a tough decision, you roll the die to determine what it decides to do!

Winning the Game

In the various rooms, the monsters may have "stashed" various treasures in gold, gems, magic items, etc. Your objective is to bring back as much treasure as possible, which means getting back alive! You may not get to the Crypt every time – it might be good strategy to return early if you loose to many friends, or the monsters get too tough. Remember, you'll probably meet more monsters on the return trip!

Creating Characters

In your Sorcerer's Crypt are four possible adventurer characters: the wizard, the fighter, the dwarf, and the halfling. You select any three for your band, one of which is yourself. Each character is rated for various abilities, determined before the game. It helps to record all data about each character on a piece of paper, for easy reference. The five abilities of each character are:

Speed: this number is the top speed of the character – how many squares he can move each turn. For most this is variable, so roll a die for each character before the start of the game.

Endurance: this number is how many wounds the character can survive -- representing his strength, armor, and constitution. When the number of wounds equals his endurance, the character dies. For example, if his endurance is "2", the second wound kills the character. This number is rolled for each character before the game.

Fighting Ability: this is fixed, depending on the character. The fighting ability indicates what die roll and modifier the character uses each time he strikes or parries in combat against an enemy in the same or next square.

Missiles: This is like fighting ability, and also fixed. However, missiles can be "shot" more than one square, up to a certain maximum range in squares (counting the square of the target, but not the square of the shooter).

Magic Spells: the number of spells the character knows, and can use. Each spell can be used once in an adventure. A character can add more spells by getting magic spell scrolls in earlier adventures, but some characters can't use spells, not even from a scroll.

Character Continuity: if your personal character survives an expedition to the tomb and returns alive, he is assumed to recover from any wounds, and can be used on later expeditions. Any wealth and magic items recovered can be used on later expeditions too. In addition, if either or both of the other two characters survive, they can also be used again, or left behind and some "new" friends created for the next game.

The Monsters

Monsters in the tomb have abilities similar to characters. Most of these are standard, and listed below. Any variable monster abilities are *not* determined before the game. Instead they are worked out the instant the monster appears, for maximum surprise!

How Monsters Appear

At the start of each turn characters are in a hallway, roll a die and consult the "Hallway Monsters" table. Whenever a character enters a room, immediately roll the die to see if any monsters are "home" using the proper room table.

If a monster appears, roll a die again for the exact type of monster, on the same table. Then roll a die for each monster for its exact location. Place the monster on the square that corresponds to this last die roll. If the square is already occupied, the monster appears in the nearest unoccupied square.

If a monster is already in play, and then appears again in a room or hall, ignore the second appearance unless you have extra monster figures. However, once all characters have left a hall or room, remove all monsters from there, so they can appear "again" later. This way one figure can represent a number of different monsters in different places, to keep the game fresh and exciting. Even if a monster is killed in one place, a similar kind of monster could appear in another if the appropriate die result comes up.

3100

CRYPT of the SORCERER

RULES OF PLAY

How to Play the Game

You play your adventure in turns. Each turn you move your characters, then the monsters move after them. Next your characters may strike, shoot missiles, or cast spells. When they are done, monsters can then strike, shoot missiles, or cast spells. Finally, you can search for treasure, if in the right square. In other words:

(1) Characters move
(2) Monsters move
(3) Characters attack (strikes, missiles, and/or spells)
(4) Monsters attack (strikes, missiles, and/or spells)
(5) Search for treasure

How to Move

Each figure moves a certain number of squares top speed. A figure can move in any direction or combination of directions, and can spin and twist as he moves, if desired. A figure can go slower than full speed.

Normally only one figure is allowed per square. However, the dwarf and halfling are small, and so can fit into a square with any other figure, including each other, for a maximum of two figures in the same square.

The map of the dungeon has large, solid walls which nobody can move through. There are doors in some of these walls, through which characters can pass. A monster can never pass through a door, as they only stalk a certain "territory."

Obstructed Squares: some squares in the dungeon are marked with special features, such as the offal in the Outer Room, the Rockfall, various stairways, the straw bed in the inner room, etc. Each of these squares counts *double* to enter. That is, count the square as two squares. If a figure only has one square of movement left, it cannot enter that square.

Traps: squares marked "trap" are not obstructed unless the trap has been sprung, see the trap rules.

Other Figures: you cannot move into a square containing another figure, friendly or enemy. The only exception is the dwarf or halfling, which can move into a square occupied by just one other figure.

Character Movement Options

You, as the player controlling characters, may decide how you want to move your characters. Each character may remain stationary, or move, as you desire. You can move none, some or all of your characters each turn. The die is *not* used in movement, there is no chance involved. You need not move a character full speed, he could move slower.

Monster Movement

Monsters automatically move as fast as possible, by the most direct route, toward the nearest character. A monster tries to move next to the character, to fight him. A monster will stop in the first unoccupied square next to the character to fight. Monsters are basicly stupid, and will continue to try to do this, regardless of how suicidal it may be!

Monsters cannot leave the hall or room they currently occupy. They cannot move through doors. Therefore, they only go after characters still in their hall or room.

If a monster has a choice of different moves, or two equally close characters to attack, assign each option a die roll result, and roll the die. For example, a monster might have a choice of two different squares to enter. Assign the first a 1,2,3 result, and the second a 4,5,6 result, and roll the die to see which he enters.

Evil Sorcerer: this monster is an exception. The sorcerer will stay in his casket square, casting spells, until a character moves next to him. Then the sorcerer will leave the casket, trying to get away from the characters and out of combat, so he can cast more spells. However, the sorcerer can never leave the Crypt Room, and so if forced to fight there, will at least try to move so he is fighting the fewest and weakest characters.

Fighting

If a figure is in a square next to an enemy, or in the same square as an enemy, he can fight that enemy during the proper part of the turn. To fight, a figure "strikes" at the enemy. A figure can only strike once per turn.

To strike, roll a die for the figure, adding or subtracting the appropriate modifier, depending on the fighting ability of the figure. A figure cannot strike through a wall or door.

Then the enemy gets to "parry" the strike. Roll a die for the enemy figure, and add or subtract the appropriate modifier, again depending on the fighting ability of the figure. A figure can parry any number of strikes in the same turn.

If the strike roll is higher, the difference between the strike and parry is the number of wounds the strike made on the target. If the strike roll is equal or lower, the strike failed to connect, and there are no wounds.

For example, the fighter strikes at the orc. The fighter's ability is DR+1, and rolls a "3", so his strike value is actually (3+1=) 4. The orc parries with its fighting ability (DR+0) and rolls a "2", so the parry value is actually (2+0=) 2. The fighter has a two point advantage, so he inflicts two wounds on the orc. If the orc rolled a 5 instead, the fighter would inflict no wounds, because the parry would be greater than the strike. Note that the orc cannot inflict wounds with its parry, it must wait for its turn to strike.

Missiles

Instead of fighting, a figure may fire a missile, if allowed. If a figure strikes or parries during a turn, it cannot fire missiles. If a figure fires missiles, it cannot strike or parry (all parries are zero).

Missiles have a maximum range, in squares, that counts the target's square, but not the firer's square.

Missiles are fired in a straight line, from the center of the firer's square to the center of the target's square. If this line runs through a wall, door, or square occupied by a figure, the shot is blocked and wasted. Obstacles in a square don't stop missile fire, but give "cover" to a target in that square.

To fire a missile, the firing figure simply rolls a die, applies appropriate modifiers, and if the result is "1" or more, inflicts that many wounds on the target. There is no parrying missiles.

For example, a halfling with a bow (DR-3 firing) rolls a "5" when he shoots an arrow at a target. The result is actually (5-3=) 2 wounds on the target.

Cover: if the target is in an obstacle square, he has "cover." The firer must subtract one extra (-1) from the die roll. Therefore, if the halfling archer above shot at a monster in cover, with a roll of "5" the result would be (5-3-1=) 1 wound to the target.

Wounds

When the number of wounds equals the endurance value of a figure, that figure dies. Wounds suffered in one fight remain on a figure, so he is weaker for later fights in your adventure.

Magic

Instead of fighting or firing a missile, a character with magic can cast a spell. A figure cannot cast a spell if any enemy is in his square, or in any adjacent (next door) square, unless separated by a door or wall.

Before the game starts, a character selects the spells he knows from the spell list. In addition, he may have extra spells from scrolls acquired in past adventures. Each scroll spell can be used once per adventure, like a normal spell.

When a spell is cast, its "magic power" is expended. The character can't use that spell again in the game. A character could have two or more of the same spell, so then when one is used, another is still available. Between games a character and his spells are presumed to rest and acquire magic power again, so the spell can be used again in the next game.

Evil Sorcerer: the Evil Sorcerer will only cast spells if awakened by a character entering his Crypt Room. Then, each turn he can, he casts a spell. To determine which spell, roll the die and consult the Evil Sorcerer Spell Table. If the Evil Sorcerer is forced to fight, he cannot cast a spell that turn.

Casting: spells are "cast" to any other square by magic. They can go through walls or doors, or around corners. However, a spell can only be cast into a square the caster "knows" – a square he has already enetered in the game, or can now see (in a straight line, unblocked by doors or walls). The evil sorcerer is presumed to "know" is entire tomb, and can cast anywhere. However, he is only active and casting spells while characters are in his Crypt Room.

Spells

Fireball: missile with unlimited range, DR-1 for wounds to target, resolved just like firing a missile.

Sleep: figure(s) in square hit fall asleep for DR+2 turns, including the turn the spell hits. While asleep the figure cannot do anything, it just stays in the square. Figures asleep can be hit by strikes, missiles, and/or more spells.

Transfer: target figure is magiced to any other square the spell could be cast to. Transfer can be any distance, and can be through walls, other figures, etc. Remember, though, that the caster needs to "know" both the departure and arrival square. The transfered figure is not hurt, and continues to act normally before and after.

Ward: can be cast onto any one figure for DR-1 turns. While in effect, all new wounds inflicted on the figure are ignored. The figure cannot be killed or wounded, no matter how many strikes, missiles or spells that would occur. Non-wounding effects such as transfer, sleep, etc., still apply normally.

Cure: when cast onto any one figure, all wounds are cured, and the endurance of the figure is returned to its original value.

Raise Dead: when cast into an empty square, any one dead figure (of either side) is recreated and fights for the side which raised it (see exception below). Thus a wizard could raise dead monsters to fight for him, or the evil sorcerer raise dead characters. A character or monster raised from the dead has one less (-1) endurance because its existence in this world is tenuous. This spell is especially difficult, so roll a die when casting it: 1= spell fails, caster takes one wound from backlash; 2= spell fails, no effect on caster; 3,4,5= spell successful; 6= spell successful, but figure automatically becomes evil and a monster, regardless of which side raised him.

Traps

When any figure enters a "trap" square, roll a die on the Trap table to determine what happens.

Dwarves are experts at underground construction. They can stop in a square next to a trap, and roll on the special "dwarves & traps" table in the hopes of detecting or springing it without risk.

Once a trap is sprung, or proved a fake trap, no more rolls are made for the trap during the game. Otherwise, roll again every time an opportunity occurs (a new figure enters the square, next turn dwarf is in the next square, etc.), until the trap is sprung or fake.

Monsters can trigger traps also.

Treasure

If a character spends an entire turn in a square, he can announce that he is "searching for treasure." A character cannot search for treasure if he does anything else that turn (including any fighting, parrying, shooting missiles, casting spells, moving, etc.). If the character is in one of the squares named on the tables below, and no other character has already searched that square, roll once to see what he finds in that square. Anything a character finds he can keep, or share with other characters, as desired. If a character with treasure is subsequently killed, any figure can enter the square with the body, and by spending a whole turn there, recover the loot. Monsters will automatically try to do this, but only if there are no characters available to attack instead. If a monster recovers the loot and disappears, the loot is out of the game for that adventure.

The Rockfall

The rockfall square is an obstacle to movement and provides cover from missiles.

In addition, each time a figure enters the square, roll the die. A result of "6" means the rocks shift underfoot, the figure takes one wound point due to sprains and breaks. The rockfall affects both characters and monsters.

Optional Rules

Wounds: wounds reduce the fighting ability of a figure. When striking or parrying, subtract the current total wounds from the strike or parry value. Thus wounds become an additional modifier in combat. This will make successful adventuring in the dungeon much more difficult and challenging.

In addition, if the wounds total half or more the endurance of the figure, it is presumed extremely weak, and its movement speed is cut in half (fractions are dropped). Thus a character with an endurance of 5 would be reduced to half speed with three or four wounds. If the character's normal speed was 3, half speed would be 1 (actually 1½, but the fraction is dropped).

Magic Resistance: magic spells don't always work. Whenever a spell is cast, roll a die. If a "6" comes up, the spell fails. This is not needed when a Raise Dead spell is used, as a failure possibility already occurs with that spell. If a spell is cast against the dwarf, wizard, or evil sorcerer, their greater magic resistance means a "5" or "6" instead of a normal "6" means the spell doesn't work. However, if a figure casts a spell onto himself, it will always work, since the magic resistance is reversed and works to the advantage of the magic user.

Expanding Your Sorcerer's Crypt

Heritage also makes a larger Paint 'n' Play set, *The Caverns of Doom*. A connecting stairway to this second dungeon is shown on the map, so you can create one giant dungeon with both the Crypt and the Caverns.

Heritage manufactures an extensive line of *Dungeon Dwellers* figurines, in both smaller packs and larger boxed sets. You can add new characters and monsters from these packs for more variety. Create your own new monsters! You can also create additional spells. Some very powerful spells might count as two, and take two turns to cast.

You can design your own dungeons, tombs, and more for new adventure places. Create an entire secret world! Set better traps, have secret doors (only detectable by lucky characters or magic), multiple levels with stairways and chutes, pits where you fall from one dungeon into anoter, etc.

You can even create a fantasy world where these adventures happen. Between expeditions characters can use their gold to "buy" special items, such as magic scrolls or swords (available from time to time, say), or armor. In your world leather armor at 10 gold pieces might add one to endurance, mail armor at 40 gold would add two, and a suit of plate armor at 150 gold would add three, but reduce speed by one. As a general rule, if a character can use magic spells, he should be unable to use big metal items such as swords or armor.

Additional Players in the Sorcerer's Crypt

You can play this game with others, each taking a different character. This might even result in characters fighting each other over treasure, going off in different directions, etc. With two players each should have a personal character and one friend or henchman. If three or four play, each should be a separate character.

Instead of all characters playing at the same time, in each turn, during the character movement and fighting steps, figures move and fight in order of their "quickness," the quickest going first. Quickness is determined at the start of the game, along with other abilities using a DR+0 for each figure.

In fact, you can apply quickness to monsters also, so that a monster might move and strike before or after characters, depending on quickness. Monsters are generally slow and stupid, so they use a DR-1 quickness roll. However, the sorcerer is more intelligent, and uses the standard DR+0 roll for quickness.

One player can even be the Evil Sorcerer himself, who controls the tomb. Once monsters appear, this player can move them as if they were his own characters. He has total freedom in where to move them and who to strike, as if the monsters were characters. Monsters may now pass through doors, chase characters from room to room, etc. The sorcerer player may keep any monster in play as long as desired, even if the characters have passed onward, although a monster can always be removed to let it appear again (as a new monster) somewhere else. The best way is to get more figure sets, so monsters can remain once they appear, until they are killed. This can make the tomb a much deadlier place, and help balance the game against characters with considerable wealth and magic accumulated from earlier expeditions.

Ultimate Dungeon Dweller Adventuring

You can become a "dungeon master", with your own gigantic dungeons, and a complete stock of monsters, magic, and special things in them. Then one or more players can form "adventuring groups" and try to survive adventures in your dungeon. Actually, many "DM's" create secret dungeons, which characters discover as they move through them, square by square, with the DM as game moderator and organizer, rather than as an active player.

Credits

Product Development & Coordination	*Howard Barosch*
Figure Design	*Max Carr, David Helber, Steve Bissett*
Game Design & Painting Guide	*Arnold Hendrick*
Diorama	*Mike Gilbert, Max Carr, Mike Matheny, Bret Reavis*
Diorama Photography	*Bill Craft*
Artwork & Graphics	*David Helber with Arnold Hendrick*
Trademark, Copyright 1980	*Heritage USA, Inc.*

Hallway Monsters Table

roll each turn to see if monsters appear:

1,2,3,4,5	no monsters appear in hallway this turn
6	monster(s) appear in hallway, roll again using chart below
1	Troll appears
2	Skeleton and Orc appear
3,4	Orc only appears
5,6	Skeleton only appears

Outer Room Monsters Table

roll when character enters to see if monster is in the room:

1,2	no monsters 'at home' in the room
3,4,5,6	monster(s) are in room, roll again using chart below
1	Troll in room
2	Skeleton and Orc in room
3,4	Orc in room
5,6	Skeleton in room

Inner Room Monsters Table

roll when character enters to see if monster is in the room:

1	no monsters 'at home' in the room
2,3,4,5,6	monster(s) are in room, roll again using chart below
1	Troll and Orc in room
2,3	Troll in room
4	Skeleton and Orc in room
5	Orc only in room
6	Skeleton only in room

Crypt Room Monsters Table

monsters are always present in the Crypt, roll to see which are:

1,2,3	Sorcerer only in room, in casket
4	Sorcerer in casket, plus Troll in the room
5	Sorcerer in casket, plus Orc in the room
6	Sorcerer in casket, plus Skeleton in the room

Trap Table

1,2	trap fake, no effect
3,4,5	trap unnoticed, roll again when next figure triggers trap
6	trap sprung, roll again on Trap Results Table

Dwarves & Trap Table

1,2,3	dwarf detects fake trap
4,5	dwarf detects nothing, roll again when next figure at trap
6	dwarf detects trap and springs it, roll on Trap Results Table

Trap Results Table

1,2	*Falling Block*, entire roof collapses, giant stone now blocks passage so no figure can enter the square. If figure is in square when block falls, it is killed unless it makes special dash to empty adjacent square. If figure makes dash, DR-2 for wounds.
3,4	*Bottomless Pit*, entire floor collapses, no figure can enter the square. If figure in square when floor falls, figure is lost in pit and killed unless transfer spell is used to move him
5,6	*Thousand Knives* spring from concealed positions and rake hallway. Any figure in square killed, but knives expended, passage through square is now free and safe

Treasure: Garbage (in Outer Room)

1	just plain dirt and offal, you find nothing
2	1 gold piece
3	3 gold pieces
4	5 gold pieces
5	silver gorget worth 10 gold pieces
6	ruby worth 20 gold pieces

Treasure: Straw Bed (in Inner Room)

1	just straw, no luck here
2	1 gold piece
3	5 gold pieces
4	10 gold pieces
5	diamond necklace worth 40 gold pieces
6	1 gold pieces and magic sword*

Treasure: each Chest square (in Crypt Room)

1	fool's gold, worth nothing
2	5 gold pieces
3	10 gold pieces
4	25 gold pieces
5	5 gold pieces and magic sword*
6	3 gold pieces and magic spell scroll**

Treasure: in Casket square (in Crypt Room)

1	earth of undead, valuable to Sorcerer, worthless to you
2	thousand gems, all flawed, worth 10 gold pieces
3	20 gold pieces and magic sword*
4	15 gold pieces and magic spell scroll**
5	25 gold pieces and magic spell scroll**
6	no gold, but two (2) magic spell scrolls**

Treasure Notes:

*magic sword allows owner to add one (+1) to every strike and parry die roll, as long as he has the sword.

**magic spell scroll lets owner use one magic spell, if able to; roll again to see which type of spell is on the scroll: 1=Fireball, 2=Sleep, 3=Transfer, 4=Ward, 5=Cure, 6=Raise Dead

CRYPT of the SORCERER

CHARTS & TABLES

Evil Sorcerer's Spells Table

every time sorcerer casts a spell, roll on this table to see which:

1	casts **Fireball** at nearest character
2	casts **Sleep** at nearest character
3	casts **Transfer** at nearest character, character transfered to stairway square next to the entrance to the entire tomb!
4	cast **Ward** on self, while in effect may ignore all characters in same or next square and can continue to stand in place casting spells
5	cast **Raise Dead**, raises most recently killed figure, dice for which square it appears in Crypt room
6	must rest, Sorcerer casts no spell this turn

CRYPT of the SORCERER

PAINTING GUIDE & GAME DATA

Heritage Colors are acrylic water-base paints. This means you can thin them, clean up spills, and wash brushes with water. However, once the paints dry, they become permanent and do not wash off. To help reduce chipping, a clean protective coating is a good idea.

PREPARATIONS: set up your "workshop" at a well-lighted table or desk. Cover the area with old newspapers to protect the furniture from accidents. Wear old clothes. Have an old bowl or glass of water at hand for cleaning your brush between colors.

You may wish to trim off any metal flash on your figures using a small file or razor-edge hobby knife (such as an X-acto knife).

THE PAINT BOTTLES come on strips of bottles. Press the snaps together to open the lid, to close press the lid itself back down. One strip contains five colors and your white primer, the other more primer and colors, coating, and an unmarked empty container for mixing. Clean the empty container after each use with damp issue. Colors included are: A-white primer, B-clear matte coating, 1-tan or yellow, 2-red, 3-dark brown, 4-black, 5-green, 6-flesh, 7-blue, 8-metal.

PRIMING THE FIGURES: cover every figure with the white primer. Be sure to cover all parts, even the bottom of the base. Let the primer dry, preferably overnight, before you go any further.

PAINTING: once the primer is dry, start painting. You can paint one figure at a time, or set up an "assembly line" where you paint one color on all figures, then the next color on all, etc. Generally, paint the big areas of color first, then put in the smaller details later.

STAIN PAINTING: any color can be "stained" on by adding a little water (a brushful of water to a couple brushfuls of paint) to make it flow more. This results in more paint collecting in the depressions of the figure, letting lighter color highlights stand out. The detail of the figure shows better, and the result is more realistic.

DETAILS and small items are best done with full-strength paint.

WASHES of a little paint with a lot of water can be added over all. A tan wash gives a dusty appreance, green wash a slime appearance, while a brown or black wash gives a dirty, grubby or weatherbeaten look. Washes are excellent for monsters, giving them an evil look.

MIXING COLORS: mix new shades by taking the lighter color, putting some in the mixing bottle, then adding just a touch of darker color and mixing. Add another touch of darker color if the results aren't perfect yet. Never add lighter colors to darker when mixing. For example, to mix tan from bright yellow, start with yellow, then add a tiny bit of dark brown and mix. If the tan isn't perfect yet, add another tiny bit of dark brown and mix, etc.

BASES of your figures should be painted with a wash of black or grey that resembles stonework and a dungeon floor.

FINISHING is done after the paint dries overnight. Coat the figure lightly with the clear matte (which appears slightly murky in the bottle). This will dry clear and protect your paint job. A clear spray will also work well, such as Krylon matte finish spray.

BRUSHES must be cleaned thoroughly after each session, using soap and water. If you let paint dry in the bristles, they will never again form a point and will soon fall out. Get into good habits, because you'll soon want a high-quality brush from an art or hobby store. Without proper care even an expensive brush is easily ruined.



The Wizard

Black hat, grey robe (use a thin stain of black), flesh face, and hands, leave beard and hair white, brown staff.

Speed: DR before game, 1=2 speed; 2,3,4,5=3 speed; 6=4 speed
Endurance: DR+0 before game
Fighting Ability: DR-2 for each strike or parry
Missiles: none, unless allowed by a magic spell
Magic Spells: DR before game, 1=know one spell; 2,3,4,5=know two spells; 6=know three spells.



The Fighter

Helmet, mail coif around head, mail on arms and legs, and axe head are all metal. Surcoat is tan (or yellow) with red edging, shield face is red with black design and edge, back of shield is brown. The axe handle, belt, and sword scabbard are also brown.

Speed: DR before game, 1,2,3=3 speed; 4,5=4 speed; 6=5 speed.
Endurance: DR+1 before game
Fighting Ability: DR+1 for each strike or parry
Missiles: none
Magic Spells: none, nor can he learn or use any



The Dwarf

Green shirt and kilt, jerkin red (over top of shirt), boots brown, hair and axe handle also brown, belt and pouches tan, axe head metal, face and hands flesh color.

Speed: DR before game, 1=2 speed; 2,3,4,5=3 speed; 6=4 speed
Endurance: DR+2 before game
Fighting Ability: DR+0 for each strike or parry
Missiles: one throwing axe, 2 [illegible] range, DR-3 for wounds
Magic Spells: none, nor can he learn or use any

The Halfling



Clothes, bow and hair brown, cape blue, belt and quiver black with metal trim, arrow feathers sticking out of quiver tan, and the face, hands, and feet flesh. Add a touch of brown to the tops of feet for hair.

Speed: DR before game. 1,2,3,4=3 speed; 5,6=4 speed
Endurance: DR+0 before game
Fighting Ability: DR-1 for each strike or parry
Missiles: bow with 20 arrows, 5 square range, DR-3 for wounds
Magic Spells: none, but can learn them from magic spell scrolls



The Skeleton

First apply a thin stain of black over all. Brown rags (with a touch of tan or yellow), belt, shield back, and scabbard. Metal helmet, shield face, shin guards, and sword. Eye sockets in skull black.

Speed: 3 squares
Endurance: 2 wounds (dies on second wound)
Fighting Ability: DR+0 for each strike or parry
Missiles: none
Magic Spells: none

The Orc

Green face, arms and feet. Brown over-tunic and bow, tan under-tunic, bowstring, pouch on hip and cross-straps holding quiver and pouch. Grey (thin wash of black) on quiver, black arrows in quiver. Metal helmet, belt-buckle and shoulder-guards.

Speed: 3 squares
Endurance: 3 wounds
Fighting Ability: DR+0 for each strike or parry
Missiles: bow with 20 arrows, fires 5 squares, DR-3 for wounds
Magic Spells: none





The Troll

Green face and skin, brown pants, cloak, and halberd handle, metal helmet and halberd blade, red eyes and mouth.

Speed: 2 squares
Endurance: 5 wounds
Fighting Ability: DR+1 for each strike or parry
Missiles: none
Magic Spells: automatically knows one "cure" spell, which it can use on itself. Troll will attempt to avoid combat and use this spell whenever it has three or four wounds.

The Evil Sorcerer

Brown dress with tan belt, beard and hair. Blue cloak. Flesh hands and face. Leave skull, but black eye-sockets, nose and mouth can be added. Fireball coming from hand should be left partly white, and with streaks of yellow and some red added.

Speed: 2 squres, but stays in Casket square in Crypt room, and cannot leave Crypt regardless (see rules for details).
Endurance: DR+1, roll when first character enters Crypt room.
Fighting Ability: none except for magic spells
Magic Spells: knows all except "cure," see rules for spells

