

PATHFINDER[®] TERRAIN



RUINED
UNDERCRYPT
OF
KELMARANE[™]

By WorldWorksGames

Made for use with:

Legacy of Fire

**HOWL OF THE
CARRION KING**

PATHFINDER[®] TERRAIN



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Inspired by original 2D cartography by Rob Lazzaretti

Special Thanks

To the unyielding support of our families, to our fans and to everyone at Paizo for giving WorldWorksGames this opportunity

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www.paizo.com/pathfinder

IMPORTANT PRINTING NOTES

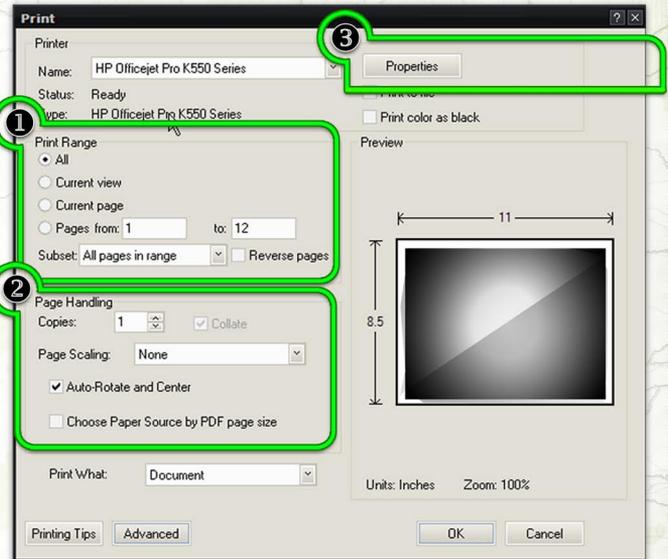
Printer Settings

Typically beginners to the hobby overlook the importance of “clean printer settings”. It is vitally important that you adjust specific settings in your print dialog BEFORE printing, otherwise your models will print at the wrong scale or with generally poor clarity and color depth.

1. In figure 1 we see the “Print Range” settings. Typically you will leave this set to “All” (which will print every page in a document) but there are some instances when you’ll want to print a specific page. In this case you’ll click “Pages from:” and then enter the number of the page or pages you want to print in each box. So if you just wanted pg.5 you would enter “5” in both boxes.

2. “Page Handling” is extremely important. This is where MANY people tend to make mistakes when printing. Make certain that “Page Scaling” is set to “None”. If you choose any other setting your model pages will print at the wrong scale and this could affect your build. Leaving “Auto-Rotate and Center” checked is usually acceptable as this does not change the inherent scale of the page.

3. “Printer Properties” are a bit more difficult to nail down as each printer runs on unique software. The key areas to focus on here are proper paper type and quality settings:



Paper Selection:

You might think that selecting “cardstock paper” from the list is the right thing to do but you’d be wrong. This will result in poor color range and muddy, posterized prints. **Instead, leave your paper type set to “Plain Paper” for the best image clarity results.**

Print Quality:

Adjust your “Print Quality” to best or highest (depending on your software settings) for optimal print clarity and detail. Medium or Average settings will extend your ink usage but result in lower quality prints. Do some experimentation here to determine which settings work best for your needs.

\$AVE MONEY ON YOUR PRINTS!

WorldWorksGames suggests money saving ink-refill solutions. Many companies offer affordable refills of brand name printer cartridges as well as custom refill kits. With these products you can reduce your “per page price” to pennies a page.

- Refill kiosks can be found in your local shopping mall. No muss, no fuss but a bit expensive.
- Ink injection systems can be found at your local office supply & craft stores. A bit messy and tricky to get the hang of but very cost effective.
- CIS (Google: Continuous Ink Systems) are available online and are HIGHLY cost effective. These provide a continuous stream of ink to your printer with large ink tank reservoirs. Well worth the upfront cost.

Potential Printer Damage Warning:

Using these systems voids the warranty on many printers. WorldWorksGames accepts no liability for any damages incurred by the use of the aforementioned systems. Use at your own risk.

VIDEO TUTORIALS

Be certain you have the right tools & techniques for the job. WorldWorks has gone to great lengths to produce free tutorials covering the core methods and materials used in cardstock modeling. You can download a free "Beginners Guide" at our store or watch full video tutorials on this topic by visiting www.worldworksgames.com and clicking on "Tutorials" from the top menu bar.



Basic Materials

WorldWorks recommends 8-1/2" X 11" 110lb cardstock or 80lb coverstock for strong model construction, a cheap utility or hobby knife, extra blades, a metal cork backed ruler, and an assortment of felt markers (Black, Grey & Brown).



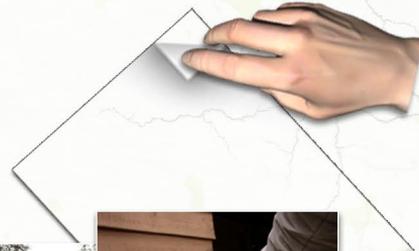
Glue & Gluing Options

Gluing options break down into 3 basic techniques; Spraymount, Gluepen & Adhesive Papers.

Gluepen: For walls & props, use a **low water content** gluepen, gluestick or bottled glue specialized for papercraft. The only way to prevent warping is to ensure that your glue is specifically designed for use with paper. Most hobby and office supply stores carry papercraft glues.



Adhesive Paper: Useful for mounting tiles, these full 8.1/2"X11" sticky backed sheets of printer paper can be found at most office supply stores or online. Adhesive paper allows you to print your pages, cut them out and then "peel & stick" each tile down with limited fuss.



Spraymounting: Another technique for tile mounting involves the use of adhesive spray found at your local craft or hardware store. In an adequately ventilated room (or better yet outside) each page is sprayed on the reverse side and left to dry. The mounting surface itself is then given an additional light spray and left to dry. When the two surfaces come into contact there is an instant bond.



Foamcore Mounting

The first thing you need to consider when building your floor tiles is finding a good material to mount them on. WorldWorksGames recommends black, matt finish foamcore (display board). This typically comes in 20" X 30" sheets and can be found at your local craft or office supply store. If that isn't an option for you then a good thick cardboard (from a packing box) or a sheet of high density foam insulation will work in a pinch.





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Getting Started

There are four steps to building this terrain set;

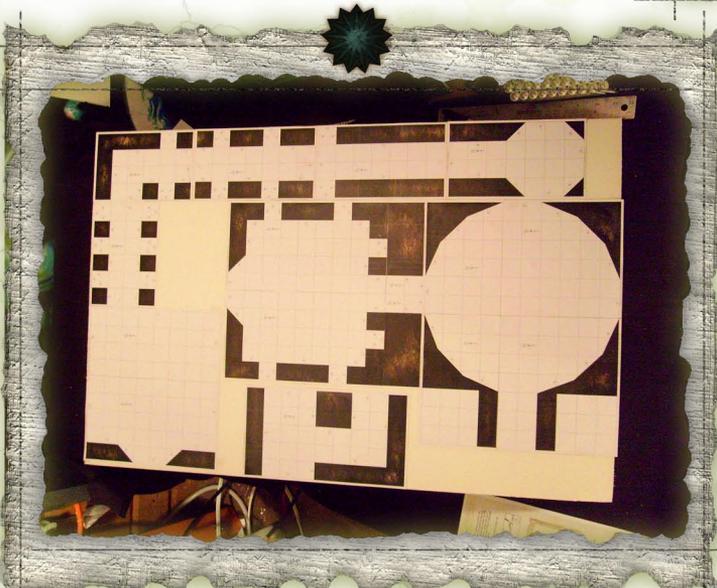
- 1) Templates
- 2) Walls
- 3) Floors
- 4) Props

Follow along in sequence and everything will make perfect sense ;)

We've also included an alternate build method for those pressed for time; a 2.5D (instead of full 3D) build that lets you place the floors and doors alone to represent the dungeon. The 2.5-D build method is included at the tail end of these instructions.

The Crypts are designed to be constructed using a single 20" x 30" sheet of 1/4" foamcore. This material provides a solid structural base for the rooms, giving them perfect "lay flat" durability and ease of use.

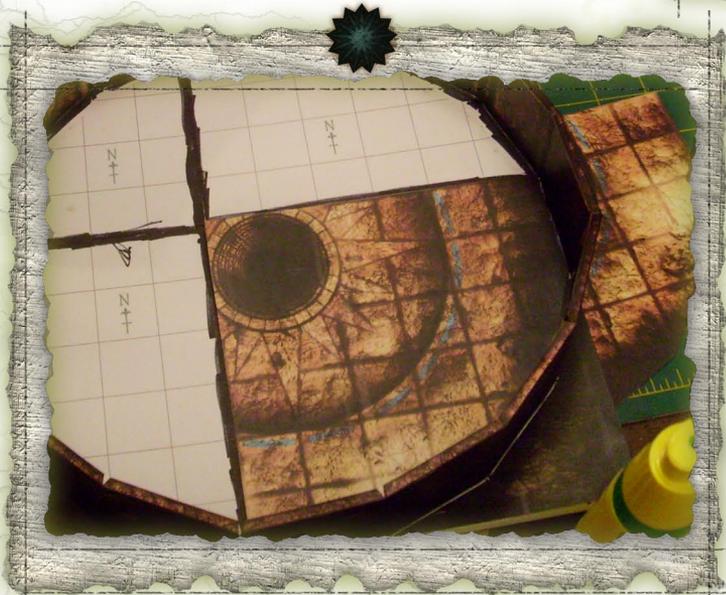
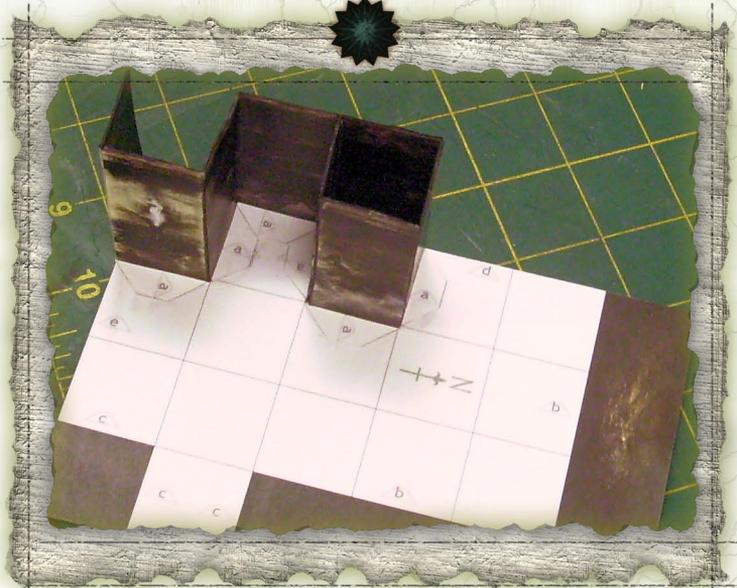
WorldWorksGames recommends black, matt finish foamcore (display board). This typically comes in 20" X 30" sheets and can be found at your local craft or office supply store (look for the type that has a black core). If that isn't an option for you then a good thick cardboard (from a packing box) or a sheet of high density foam insulation will work in a pinch



Onto this structural base is placed all of the templates, showing where and how each room in the structure is to be placed.

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The walls are then constructed, and placed onto the templated bases, aligned with easy to follow "tab markers" on the floor.



After that, whole floors or floor segments are dropped into place to complete each room.



Finally, a selection of props is provided to bring key areas and elements to life.

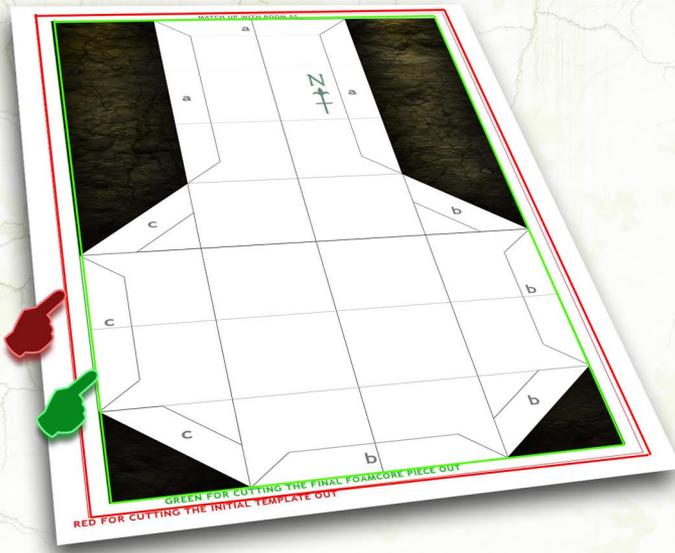


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Cutout

Each template has two cutlines...**the red line** is the rough-cut line which we follow to remove the template from the printed page. Precision is not an issue here as we are using this guide as an initial pass to get the template on the foamcore. We need that extra white "gutter" to ensure good edge-to-edge glue coverage and to make a clean cut later on.

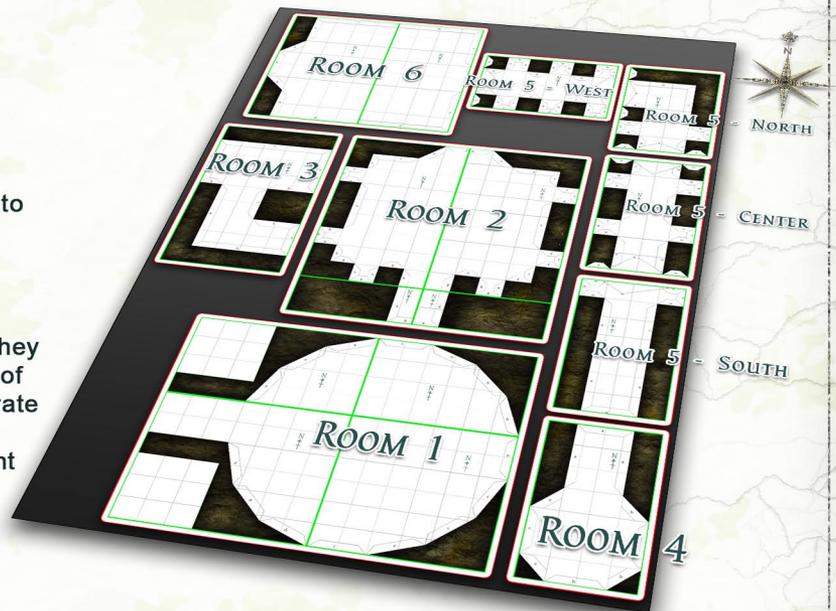
The green line is the guide we use to cut the floor template away from the foamcore sheet itself (after gluing), giving us a nice clean edge. We won't be focusing on this green line until everything is in place and securely glued down.

Layout

The first step in building the Undercrypt is to "dry fit" or lay out all of the floor templates onto your sheet of foamcore. This will give you a chance to see how everything fits together before committing to gluing it down.

We've formatted the floor templates so that they should all fit onto a standard 20" X 30" sheet of foamcore. Each "room" of the crypt is a separate module, designed so that you as the Game Master can "Place-As-You-Play" each segment as players move through the crypt.

We've created a helpful diagram on page #4 to help you keep everything in order.

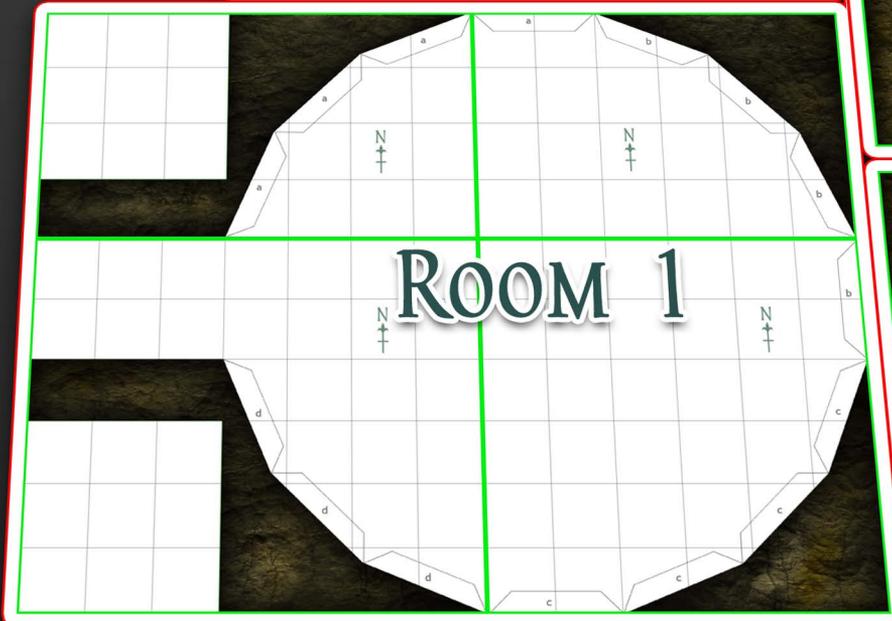
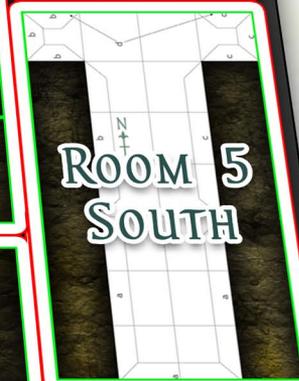
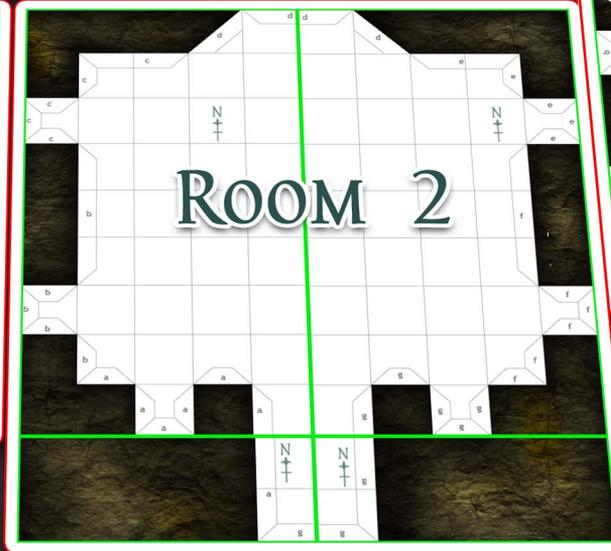
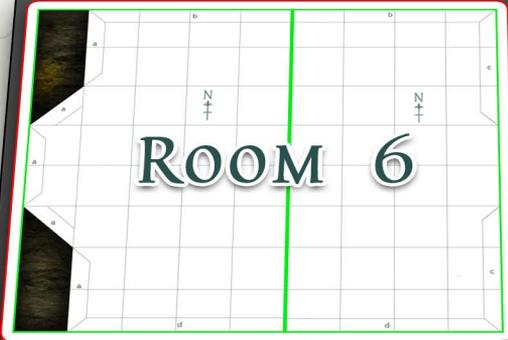


Glue Down

We recommend full sized "peel & stick" label paper to make this job easier but a glue pen does do the job quite well. If using a glue pen; on the back side of the template place a small bead of glue around the outside edge, then a zigzag down the middle.

When gluing down your templates apply pressure to the inside edges aligning them to the neighboring tiles (Figure #1). As you can see in figure #2 it helps to smooth the tile along the middle, working out any air bubbles as you work your way out (this is called burnishing).

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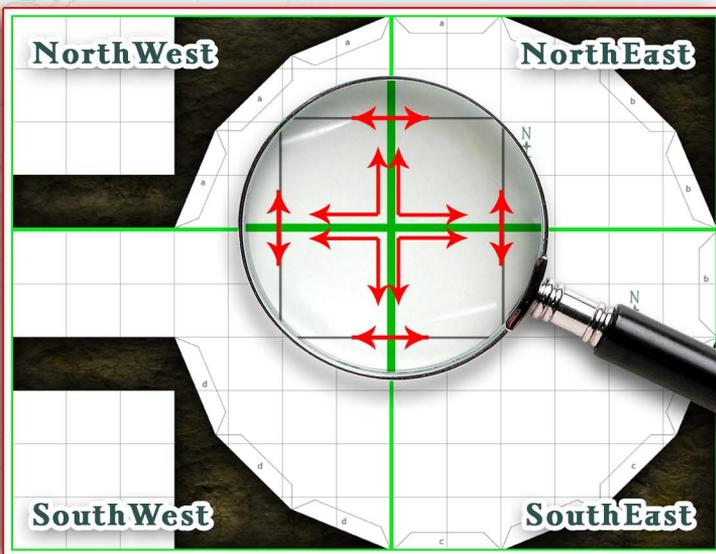
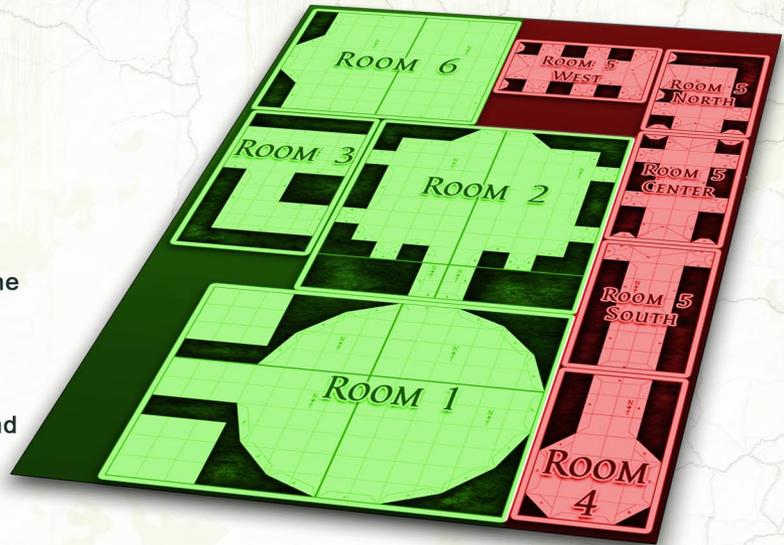
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Maximizing Mounting Material

To make the best use of a 20"X30" sheet of foamcore we recommend following our page #4 placement guide. For the most part this is very straight forward process.

For best results we'll start with room 4 in the bottom right corner of your board, then follow with room 5 (South, Center, North & West) up the side. These are all single piece templates and are generally very easy to mount.

We'll finish up with the feature rooms (1, 2, 3 & 6). Rooms 1, 2 and 6 are a bit more complex and are comprised of multiple templates.



Room #1 Multi-part Templates

Room #1 mounts to the left side of room #4. Each multi-part room is clearly labeled with a compass bearing relating to its position. So in room #1's case that means a NorthWest, NorthEast, SouthWest and SouthEast mounting template.

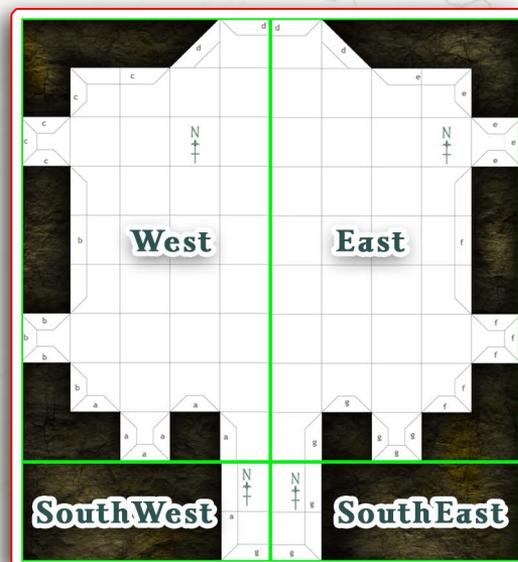
The key to keeping multi-part rooms properly aligned while gluing is to work from the center nexus of the templates outward. After placing your first template in the room, all subsequent templates should be aligned to the grid of that first template.

Keeping those grid lines aligned is incredibly important to the rest of the build so **TAKE YOUR TIME AND DON'T PANIC!**

Room #2

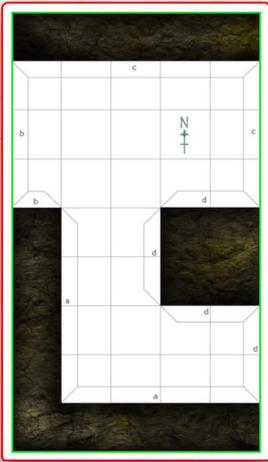
Room #2 mounts just above room #1. Room #2 is slightly different proportionally but should be constructed essentially the same way as room #1.

This room contains West, East, SouthWest and SouthEast mounting templates. You'll find the lower SouthWest and SouthEast elements on pages 1 & 2 of the floor "Templates" PDF.



Remember to refer to page 3 "Glue Down" for gluing and mounting tips. And don't forget to visit us online for additional video tutorials and a free beginners guide to cardstock modeling www.worldworksgames.com (click "Tutorials" from the top menu bar).

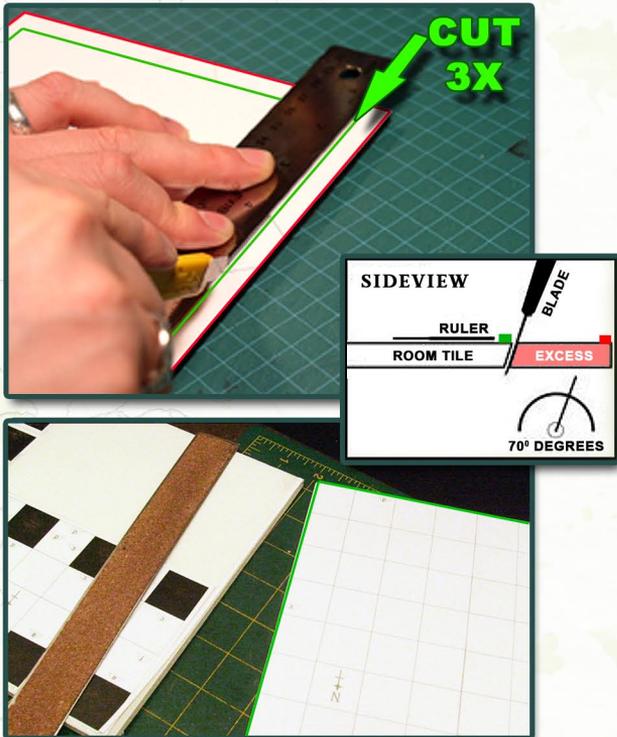
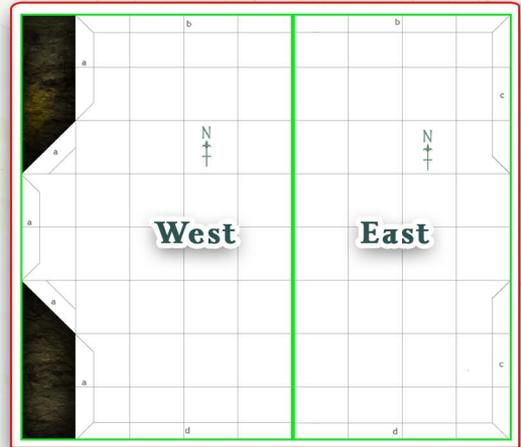
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Rooms #3 & 6

Room #3 mounts just to the left of room #2. This room glues down in the same way as rooms 4 and 5 sections (as a single template).

Room #6 is mounted just above room #3. This room is comprised of an East and West template. Carefully align the center grid and glue in place.



Cutting Out Individual Rooms

Now that your individual rooms are glued down, we'll need to cut them away from the foamcore sheet. We'll be focusing on the green lines only.

Line up your metal ruler with any green line on a chosen room. Exert a strong downward pressure on the ruler to prevent slippage. Cut at a shallow angle towards the inside of the room (See inset picture). This prevents rooms placed side-by-side from producing visible gaps (due to unevenly cut foamcore bases).

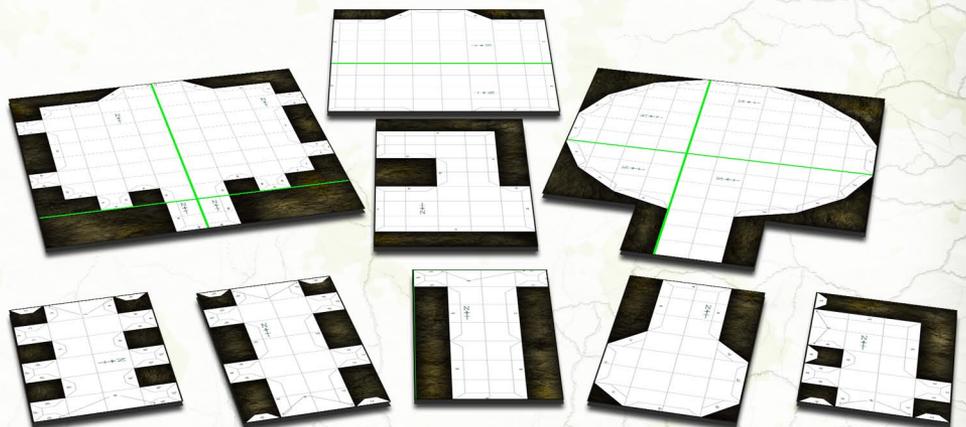
The 3 Cut Rule (NEVER try to cut foamcore in one pass!):

1. Your first cut breaks the upper layer (paper) of the tile
2. Your second cut penetrates about halfway into the foam
3. Finally your third pass breaks through to the bottom of the tile

If you find that it takes more than 3 passes or your paper is "bunching" while cutting, your blade is likely dull and needs a change.

When complete, you should have all 9 rooms cut out as separate elements (as shown on right). At this stage you are ready to begin the process of building and applying walls/floors to your room templates.

If you were unable to utilize black core foamcore for this build, now's a great time to edge each room with a thick black felt marker to remove the unsightly white foamcore trim.





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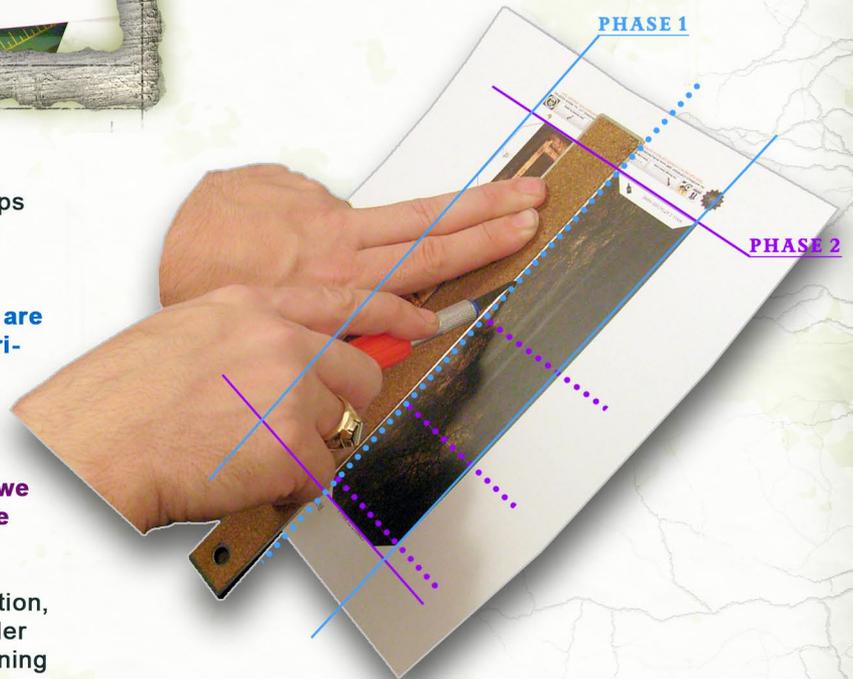


Cutting and Scoring Walls

Using your hobby or craft knife you'll be cutting and scoring the wall pages. By applying downward pressure to a metal ruler, along your chosen line, use that edge as a guide to draw your blade downward (see image for proper hand position).

Very little pressure is required to cut through the page with a sharp blade!

When it comes time to "score" a line, you are simply breaking the surface of the paper in order to make a clean fold later on. You will be doing the same as described above, only this time you will be applying **almost NO downward pressure** to the blade.



Better Workflow

Instead of cutting and scoring randomly, it helps to speed up your workflow by focusing on one page orientation at a time:

Phase 1: Vertical cuts and scores. Here we are only focused on cutting and scoring all horizontal marks on the page.

Rotate page ↻

Phase 2: Horizontal cuts and scores. Here we are only focused on cutting and scoring the remaining vertical marks on the page.

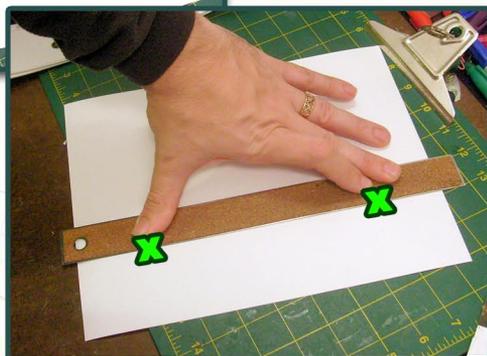
Always keep the ruler in one comfortable position, rotate the page itself to orient scores/cuts under your ruler, NOT the other way around! (fine tuning not withstanding)



Reverse Side Scoring

The red dotted line indicates a "reverse side score". This simply means that you must score the indicated line on the back side of the page. To do this; simply puncture the page using your blade at each extreme end of the line (marked X on the right image).

Then flip over the page, align your ruler to the two puncture marks and use your blade to score as normal.

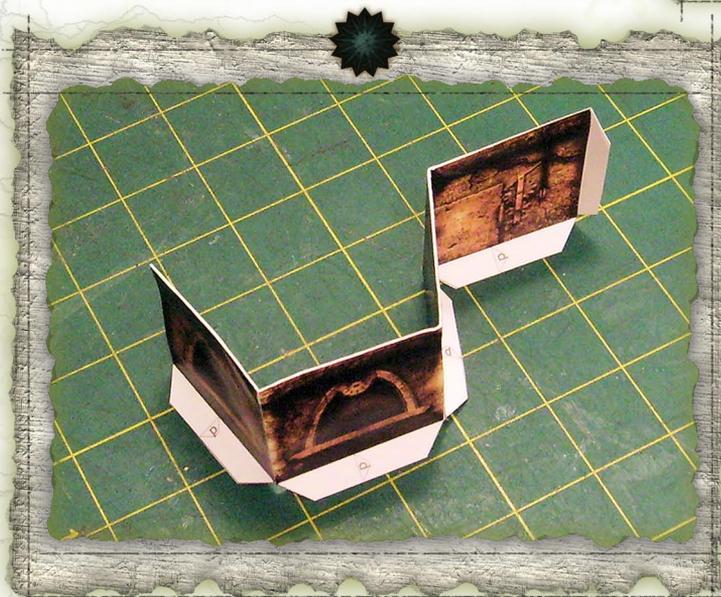


Scoring, reverse-scoring, burnishing...what's it all mean? If you want more information about the techniques discussed here, visit our tutorials page at WWW.WORLDSGAMES.COM

Gluing Tips

Apply a thin but even bead of glue on one inside face of the model. Make sure to run the bead along the inner border, as close to the edge as possible, followed by a zig-zag pattern down the center (see right image). **Don't use too much glue or your model will warp. Be sure to always use a LOW WATER CONTENT gluepen or glue stick as noted in the material guide.**

Once the glue is in place fold the wall over and burnish in place. "Burnishing" simply means to push downward with your hand and smooth outward from the center, towards all edges of your model. Flip the wall section over and repeat this process on the other side. **This will ensure good glue distribution across the entire model, remove air bubbles and prevent warping.**



Folding

Give the wall a few minutes to dry, you may choose to use a heavy book to help prevent warping. While you wait, you might opt to do things "assembly line" style and work at gluing other walls flat like you did the first.

Now carefully fold the horizontal scorelines you made earlier, to put the necessary bends and turns in the wall to fit the room template. This is also a great time to test fit the wall on the template where it will eventually sit.

Edging

We can't stress enough the importance of "Edging" in order to vastly improve your models appearance. You'll have noticed by now that your folded model has a number of unsightly white lines wherever a fold occurs. To mask this line you simply draw over it with a black, grey or brown felt marker. **Edge EVERYTHING**, including the ends of tabs! Edging is a vital but extremely easy step in the construction process.

EXTERMINATE white fold lines at all costs! It only takes a few seconds per model and you'll thank yourself for doing it. Artistic souls might decide to use complicated blends of colors to match various textures but in the end a black or brown felt marker will do the trick just as well.



Attaching Walls

Wall sections are formatted with a unique letter on the bottom glue tabs, which correspond to each room's floor template. This gives you a clear guide showing exactly where each wall is to be placed.

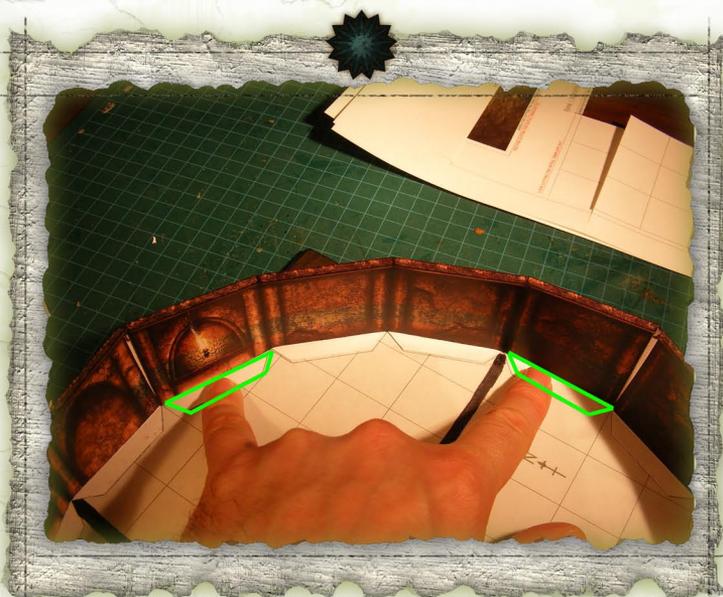
Before committing to gluing you should always test fit each wall section to make sure you've cut and folded the section correctly.



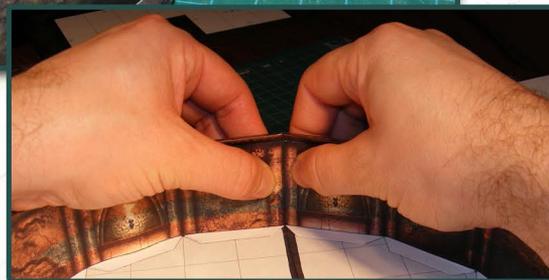
When you are sure of fit, begin by gluing the outermost floor tabs of your wall section first. This will ensure proper alignment throughout the room as we place each wall section.

Align these tabs as closely as possible to the corresponding floor markings, apply pressure and let dry. **It is important that you give these outermost tabs enough time to dry before gluing the remaining tabs in place!**

Once dry, lift the remaining inner tabs with your blade and apply glue to the floor beneath them. Apply pressure and let dry.



Once you have mounted all the walls to the floor template, you can now attach each wall to its neighboring wall. To do this we simply peel back the wall-to-wall glue tab with our blade, apply glue where noted and then hold in place until dry (see right photos for proper hand position).



You can use a small clamp to hold the tabs in place while they dry, or you can use large paperclips or even bobby pins to hold them in place.

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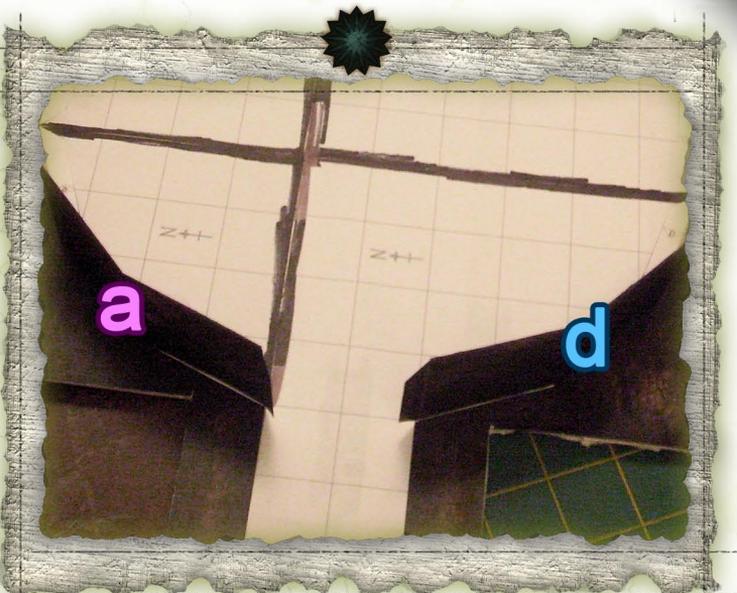
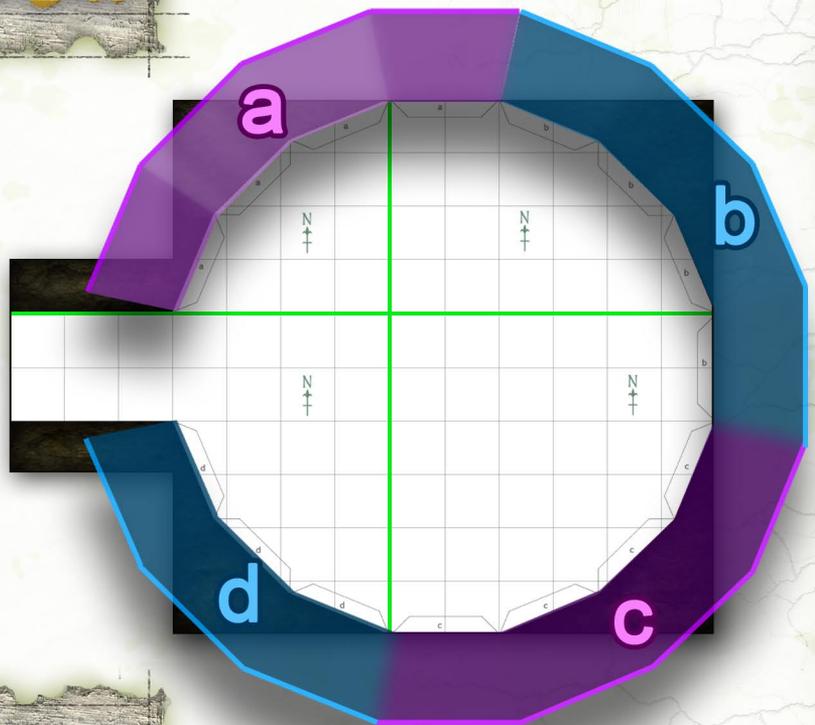


Room #1

Room #1 is a roughly circular chamber. This means that each wall segment contains a number of inward bending folds. The room itself is fairly easy to put together but relies on a degree of patience to get it right. If you rush things or if you misalign any individual wall, you'll potentially throw the whole room out of whack! **TAKE YOUR TIME!**

Room #1 consists of 4 main wall segments (a, b, c, d). For perfect alignment we suggest first attaching walls "a" & "c" (shown in purple) before then attaching "b" and "d" (shown in blue). What this does is limit any misalignments in the circle and forces things into proper position (even with minor cutting or scoring errors). The most important thing to keep in mind here is that your walls are sticking as closely as possible to those floor tab markers. This will ensure that when it comes time to place your floor template within the room, things will be proportionally correct (or at least close to it).

Once walls a, b, c & d are in place you can now attach the "wall-to-wall" glue tabs as noted in the introduction to this chapter.



We'll actually close in the last part of this room (the end of walls "a" & "d") when we get to the "props" section of this manual. This last segment contains the entry stairwell which effectively closes the room off.

You may notice in the left photo a dark marker line down the center of the floor templates. We've chosen to preemptively draw a line (edge) where the templates meet, in order to conceal any gaps that may appear when it comes time to mount our floor graphic. This room contains 4 individual floor graphic inserts...more on that later in "Floors".

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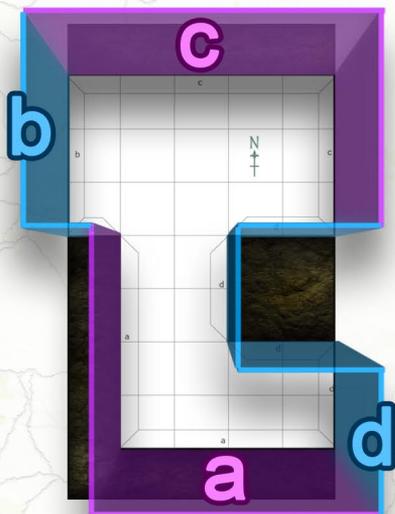
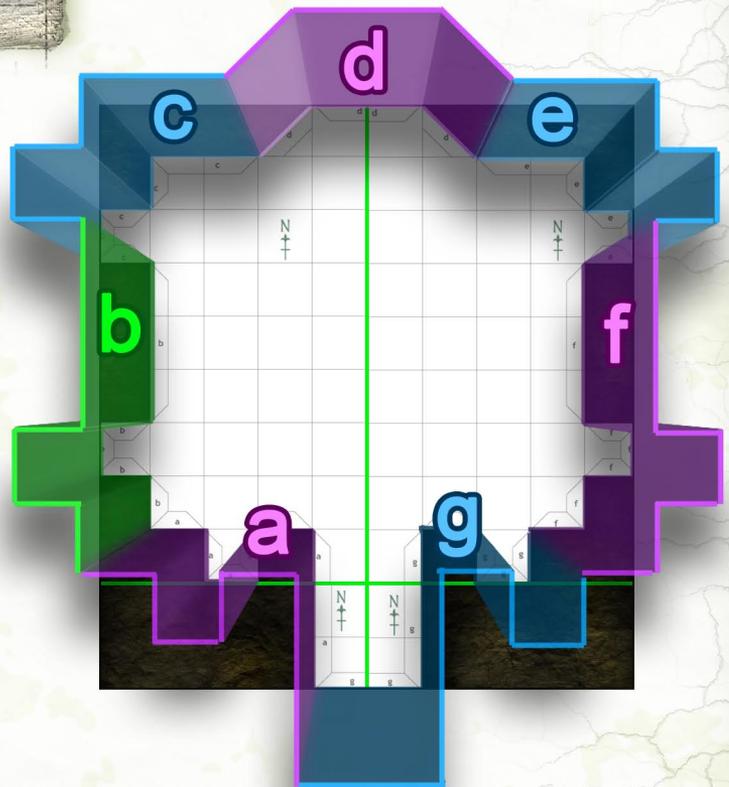


Room #2

Room #2 represents the main crypt of the upper level. This room has numerous alcoves with inside and outside bends. The room is moderately time consuming but not extremely challenging. As with room #1 it's important you take your time to ensure good alignment. The more patient you are the better your end result will be.

Room #2 consists of 7 main wall segments (a, b, c, d, e, f, g). Again, for perfect alignment we suggest first attaching walls "b" (shown in green) and then "a", "d" and "f" (shown in purple) BEFORE attaching "c", "e" and "g" (shown in blue). This limits any misalignments that may occur over the span of the room and forces things into proper position. Again, making sure that your walls are sticking as closely as possible to those floor tab markers.

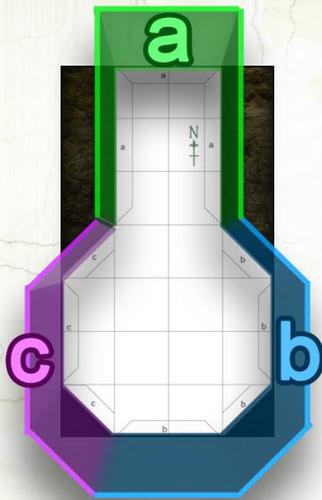
Once all of your walls are glued into position you can go about attaching the wall-to-wall tabs.



Room #3

Room #3 consists of 4 wall segments. We suggest first gluing down walls "a" and "c" (shown in purple), followed by walls "b" and "d" (shown in blue).

Once complete, attach your wall-to-wall tabs.



Room #4

Room #4 is the beginning of the lower crypt.

At this stage you'll need to decide whether to build a working, sliding portcullis or a flat graphic of the portcullis into the room (wall "a"). Both versions are offered within this package.

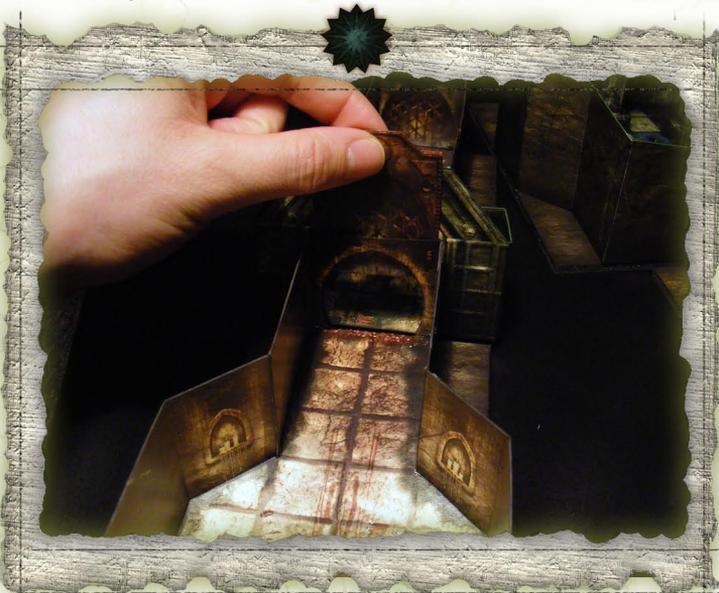
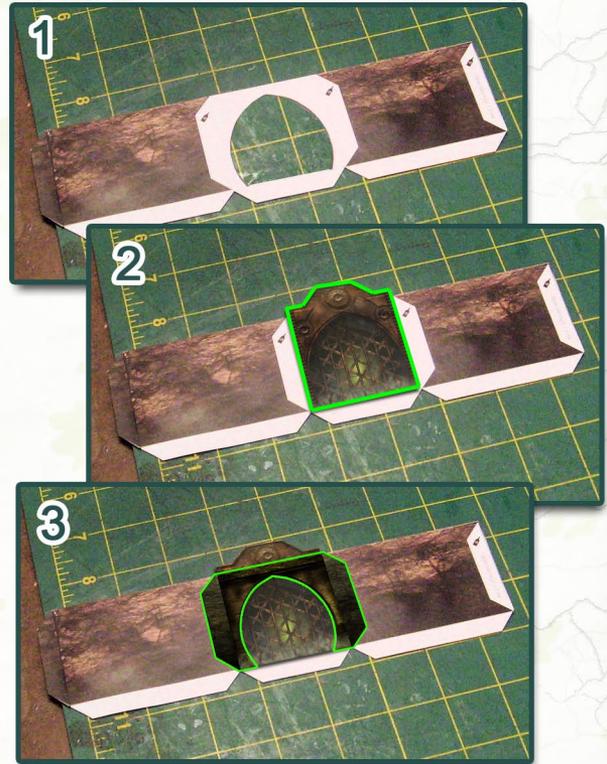
For the flat graphic version, Segments "a", "b" and "c" join together like normal. Segment "a" is built just like a typical wall.

Sliding Portcullis Option

For the working portcullis version, we'll need to use the page marked "Alternate Version For Sliding Portcullis".

Once you've folded over and glued the wall, give it plenty of time to dry before proceeding to the next step...

- 1) Cut out the archway where marked. Be sure not to cut the bottom tab off as you'll need that for mounting.
- 2) The portcullis door is a simple flat-fold piece. Once you've built it, loosely place it over the portcullis opening (DON'T GLUE IT DOWN). We're only using this as a guide for the next step.
- 3) The remaining piece on that page is the archway cover. This provides us with a sliding guide for the portcullis door. Apply glue to the tabs ONLY and position over the portcullis door attaching the tabs where marked. Apply pressure to the tabs for a short period and then carefully slide the door out of the remaining "sleeve". Leave the tabs to dry.



Once dry you can glue the wall down to the floor template in position "a". Attach wall-to-wall tabs as normal.

Now, reinsert the portcullis door. If you find that the door is difficult to reinsert or that things feel too tight, carefully trim the sides of the door until it slides in easily.

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Room #5 (South, Center, North & West)

Room 5 is actually one long corridor leading to the room 6 Funerary. We've broken this up into 4 "place-as-you-play" corridor segments.

The 4 individual modules of Room 5 build in similar manner, with regular walls such as you've built before joined at either end by "endcap" archways.

South

Room 5 South consists of "a", "b" and "c" walls. This module has a flat and sliding portcullis version of wall "a" as an option to you but is capped at the opposite end with an archway.

Center

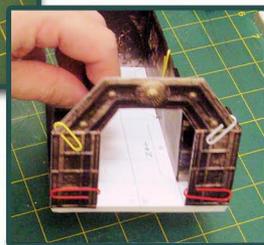
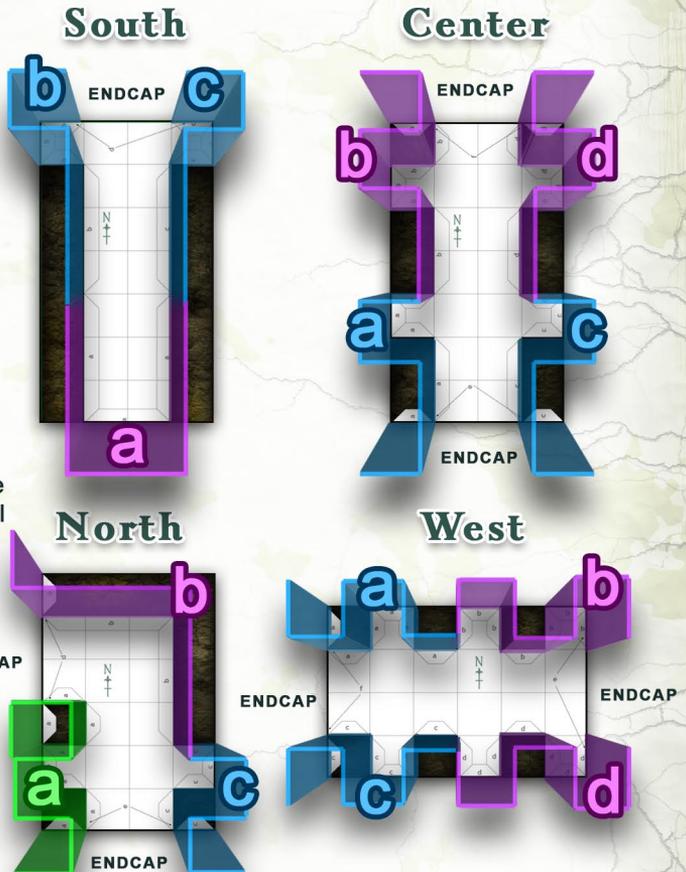
Room 5 Center consists of "a", "b", "c" and "d" walls. This module builds much the same as 5 South, just requiring some longer wall segments, and with an archway placed at both ends.

North

Room 5 North consists of "a", "b" and "c" walls. There is a square of stone on the floor template here **beneath wall "a"** which causes the wall to wrap back in on itself. This allows you to glue wall "a" to itself in preparation for an archway

West

Room 5 West consists of "a", "b", "c" and "d" walls. As with modules Center and North, this module has an endcap archway on both ends.



"Endcap" Archways

Endcap Archways are simple flat-fold pieces. Glue, fold over and allow time to dry. Once dry you can cut away the remaining white bits from the center and top corners.

Each room #5 module has endcaps (see top of page photo). These give structural stability to the ends of corridors and finish off the look of each module. Each endcap glues to 2 large white tabs at the end of each corridor module.

There are clearly marked spaces at the ends of your walls and on the endcap's themselves to give you guidance.

If your glue requires more dry time, you can make use of paperclips to hold the arch tabs to the walls of your corridor modules. Plastic-coated paperclips are generally easier on cardstock. You can use small clamps or bobby pins here as well.

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Room # 6

Room #6 represents the main undercrypt funerary. This room goes together much the same way as other rooms but has walls of varied heights. As a consequence we need to take some extra time prepping our walls before building out the room.

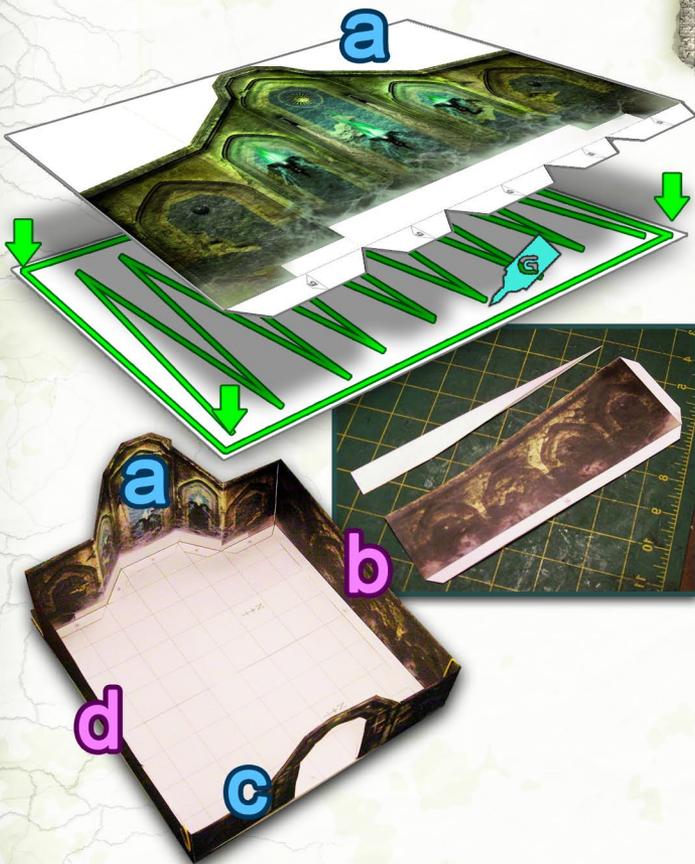


Unique Wall Construction

Because the back wall of room 6 (wall "a") is so tall, it relies on two separate pages during construction. First we must cut out both pages (back side representing stone), and then carefully glue the two pages together, being sure to keep all edges aligned. Once dry we can then go about cutting away the remaining white space at the top of the wall.

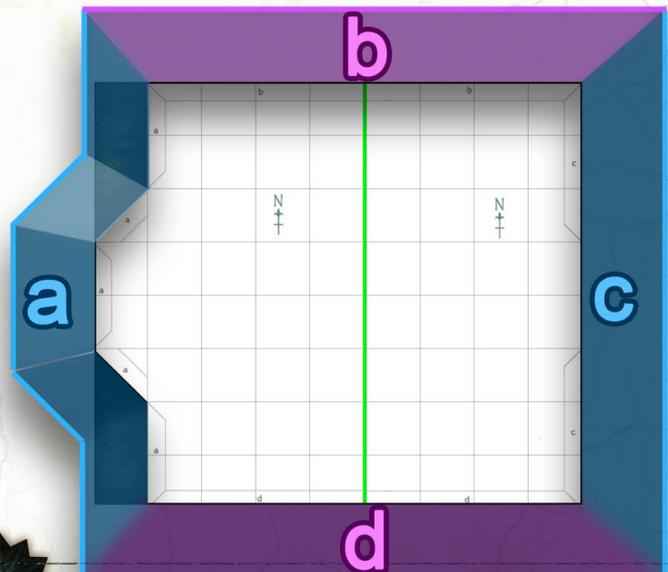
The two side walls ("b" and "d") have an upward sweeping angle which eventually terminates at wall "a". These cut over and glue as normal but once dry you must cut away the remaining white area at the top of the wall.

The front wall "c" goes together in much the same way as "b" and "d". Here too we must cut away the remaining white space at the top of the wall but we also must cut out the entryway to accommodate the door to this room (covered in "Props").



It is important that you first glue walls "b" and "d" (marked purple) in place before then attaching walls "a" and "c" (marked blue). Again, this ensures proper alignment throughout the room.

Once all of your walls are in place you can then attach the wall-to-wall glue tabs.





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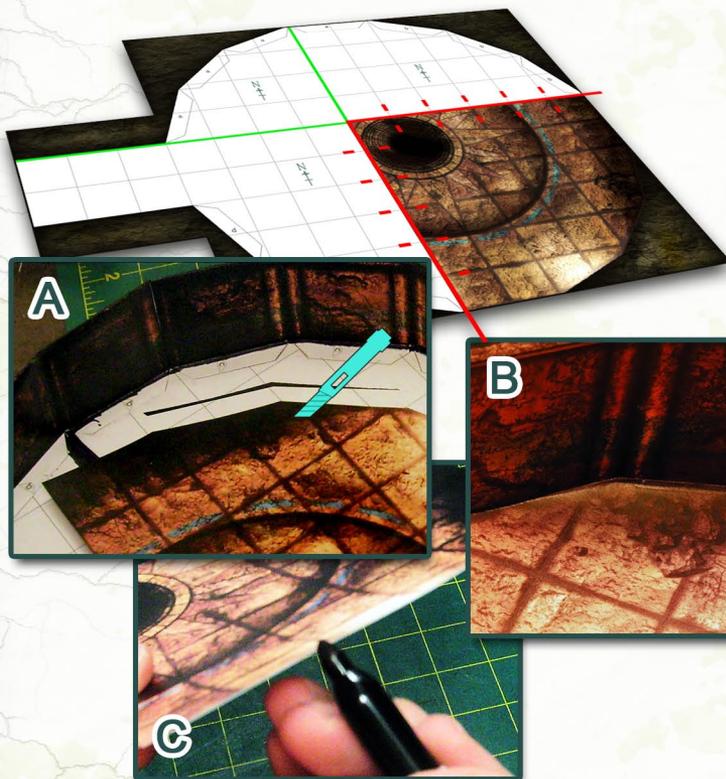
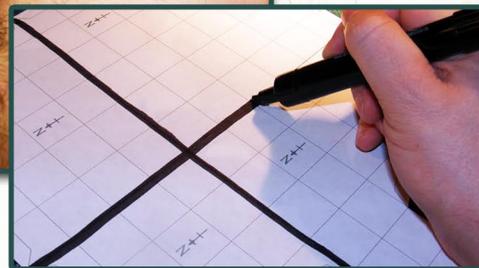
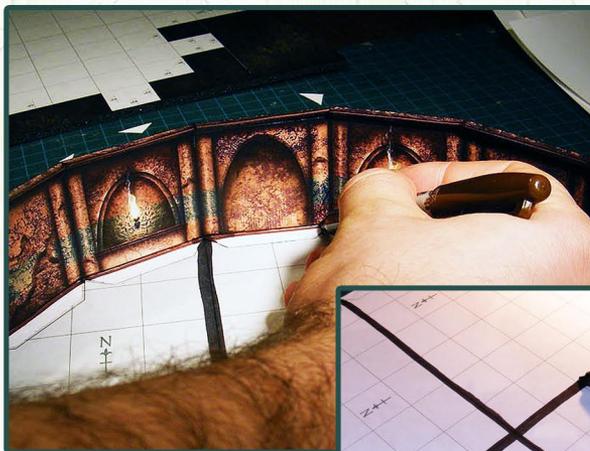
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Edging Floor Templates

Before we lay a single floor insert down, you should first take a minute to edge the area where the wall meets the floor. Use a black or brown felt marker and trace this inside corner carefully.

This inside corner (shown right) is the first area that will show any cutting or alignment errors, so it's **important** that we take a pre-emptive measure to conceal any potential white gaps. You might also want to take a moment to edge the floor wherever two floor tile inserts meet.



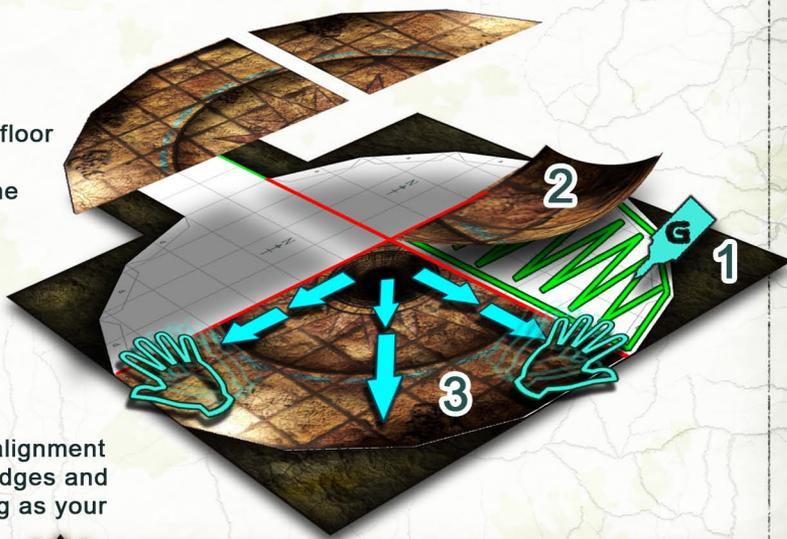
Test Fitting Floor Inserts

Before you glue anything down, test-fit your floor inserts! In the case of multi-tile floors it's important that we align the first insert to the surrounding grid (marked red in diagram), to ensure good alignment throughout the room. If you find that the outside of the floor insert has excess which is buckling/bending up against your walls (alignment issues), then you must either trim the outside edge for a better fit (A) or crease the floor up against the wall using your fingernail or the edge of a credit card (B).

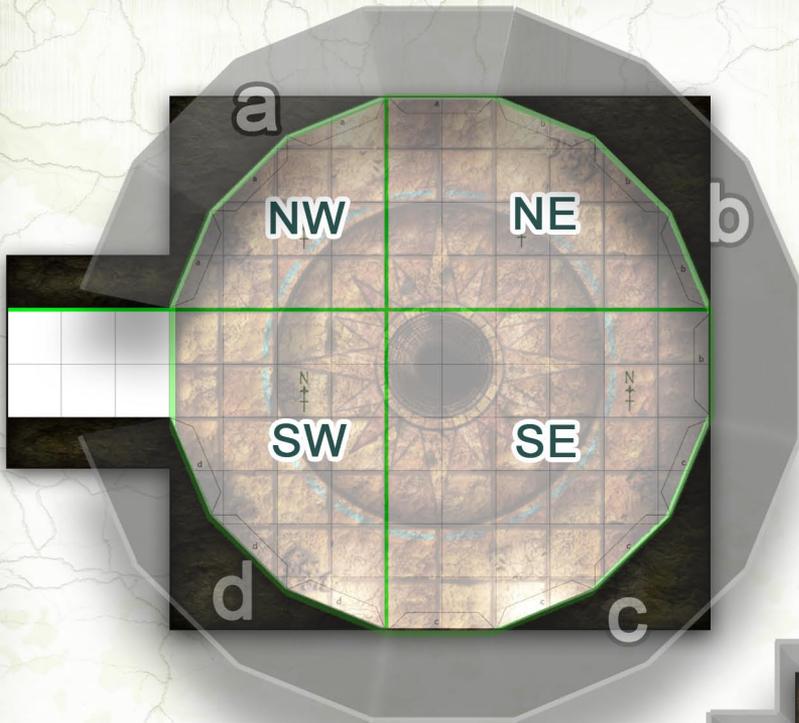
(C) **EDGE!** When you are sure of fit, drag a dark marker over the edge of your floor insert to prevent white edges showing up by the seams.

Proper Gluing Method

- 1) Apply glue to the floor template or the back of the floor insert itself (depends on space and or what you're comfortable with). Again, you want to apply glue to the border followed by a zigzag pattern down the middle.
- 2) When setting your floor insert down; tilt the insert up at an angle and align the outer edge as closely as you can to the underlying grid. Making the insert match those gridlines is key to a clean and perfectly aligned mount.
- 3) Slowly set the rest of the template down keeping alignment on all sides. You should be working from the inside edges and corners as you place the floor insert down, burnishing as you go with smooth strokes to the outside edge.



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Room #1

Keeping the previous pages notes on proper placement and alignment in mind...

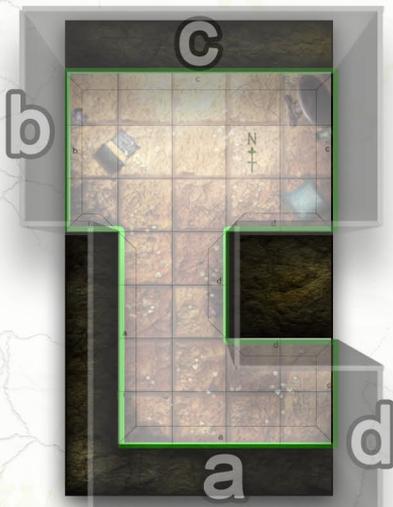
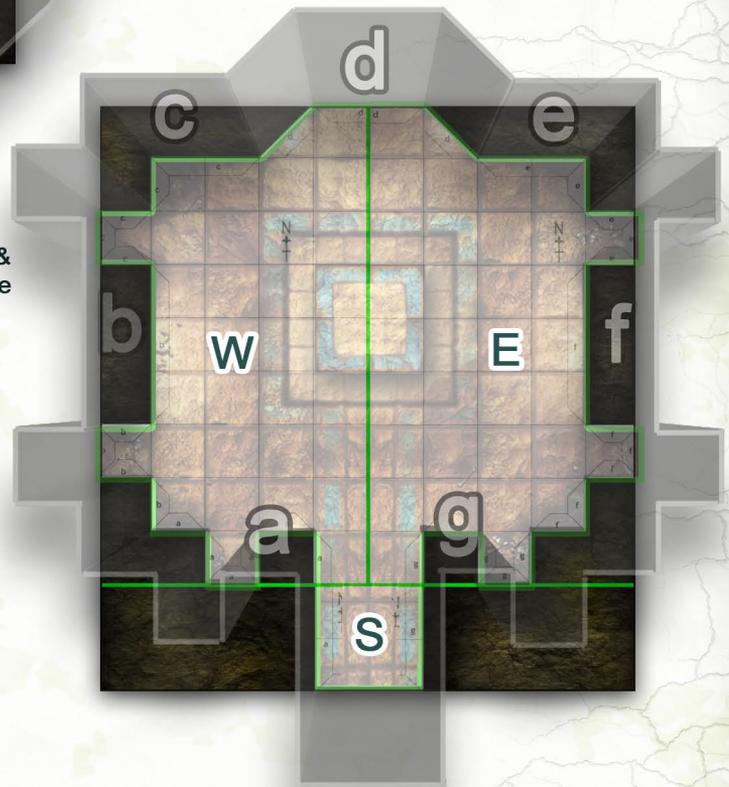
Room 1 consists of 4 floor inserts (NW, NE, SW & SE). Place each insert within the template one at a time, ensuring proper fit as you go. Room 1 is nearly complete.

Room #2

Room #2 consists of 3 floor inserts (West, East & South). Place each insert within the template one at a time, ensuring proper fit as you go. Make sure everything is test fitted in those little alcoves...BE PATIENT and keep working until you get it looking just right.

Remember that trimming is only one option and that depending on how precisely you've built everything, you can usually get away with "creasing" the excess where applicable.

Note; the white spot in the middle of this floor is reserved for the "dais" (covered in the Props section).

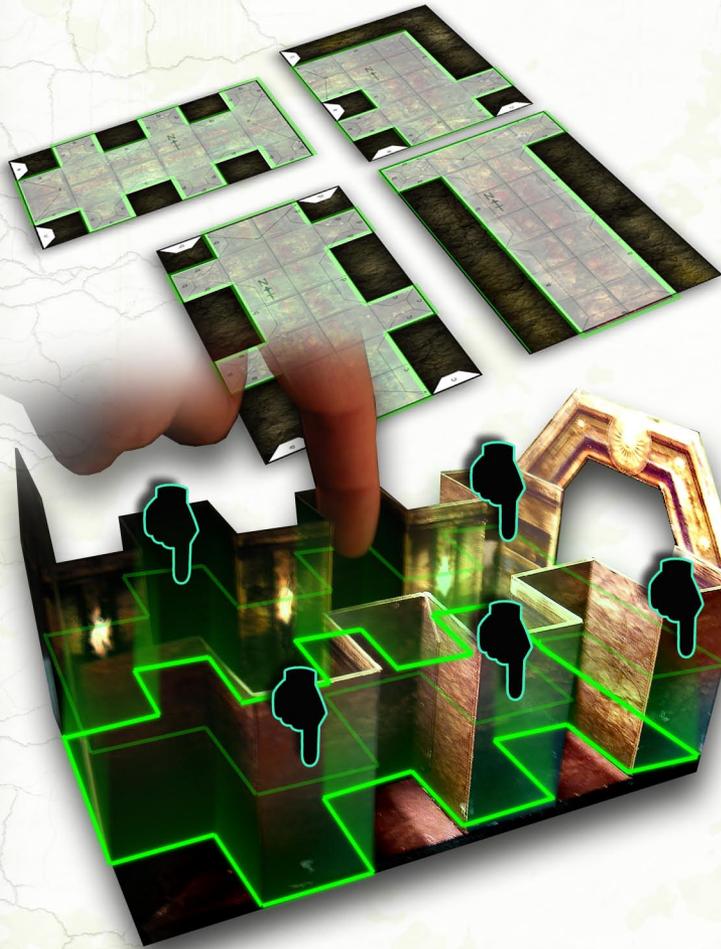


Room #3

Room 3 is a single page, so it's among the easiest floors to put in. Make sure it fits, then glue it and drop it right on in. It also has no props associated with it, so this room is done and ready to go (should your players manage to discover it).

Room #4

Again, room #4 is a single template with no additional props. Simply test for fit and glue in place.



Room #5 (South, Center, North, West)

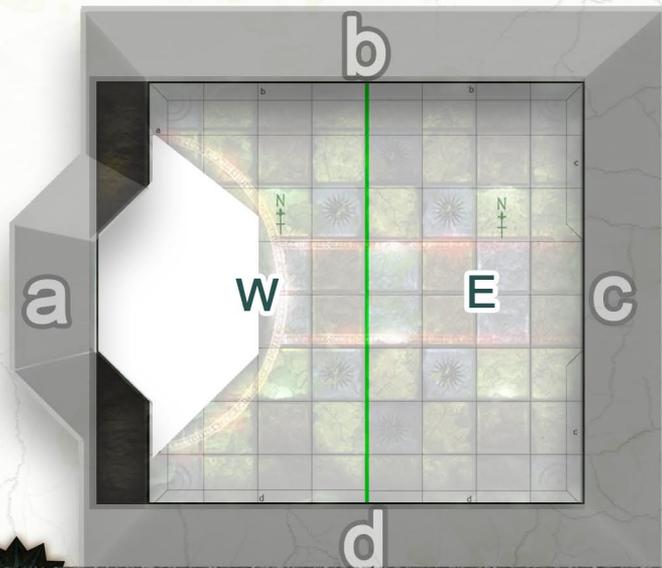
The modules that comprise room #5 are slightly more “fiddly” if only because we have to deal with the tight confines of those alcoves. Getting a proper fit for gluing is more of a challenge here than in other rooms but there’s a good method to deal with this...

Once you’ve cut out your floor insert (and if you don’t have MAJOR alignment issues), apply glue to the back of the insert and then position it over the top of your corridor section. **Now start by pushing down on each alcove point in turn rather than the central floor. DON’T force one side all the way down; instead work each alcove floor, a bit at a time, until the entire insert is at the bottom of the template.** At this point, if your floor insert is buckling, DON’T PANIC, simply crease the floor up against the walls wherever the excess occurs. As you work your way around the floor you’ll get eventually get a nice flat surface.

Did we mention... **DON’T PANIC!**

Room #6

Room #6 consists of a West and East insert. Same deal as before and as with room 2, this room has a white spot on the floor where you will be attaching a raised dais segment (from the Props).





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Room #1 Stairs Construction

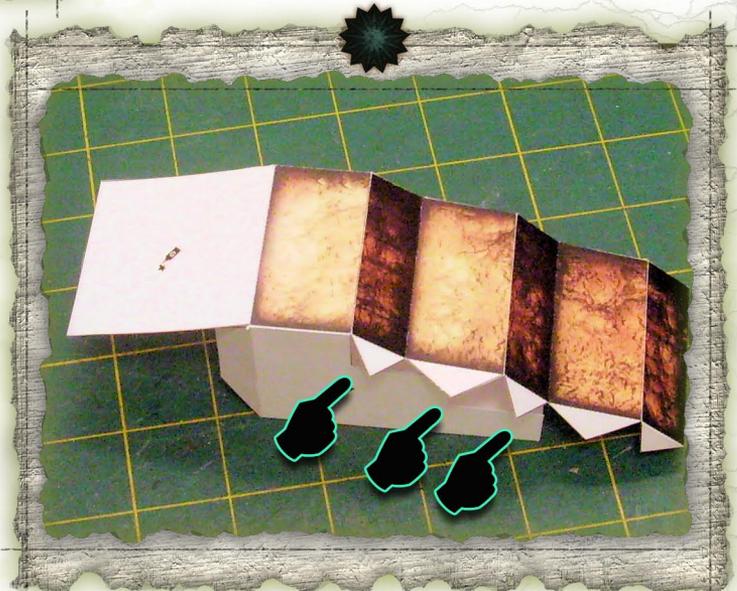
The stairs leading down into room one are in two pieces, one of which is a simple flat wall that builds just like the ones before it, and the other is the stairstep itself.

To get started glue the long tab at the bottom of one side of the stairs to the large rectangular tab (this is the bottom of the stairs).



All these little triangular tabs are now glued, two at a time on either side, and tucked into proper place, held there until dry. Take your time with it, and work your way gradually down from the top step to the base.

You can get at these tabs from inside by reaching in through the back of the stair, which you haven't closed up yet.



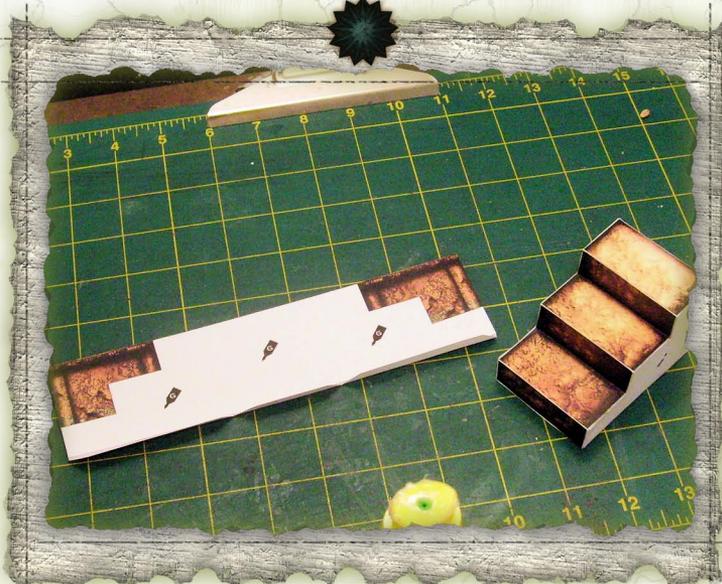
That's the next step. Glue the remaining tabs and tuck the stair's back into place, holding it firmly until it dries.



Room #1 Stairs Construction

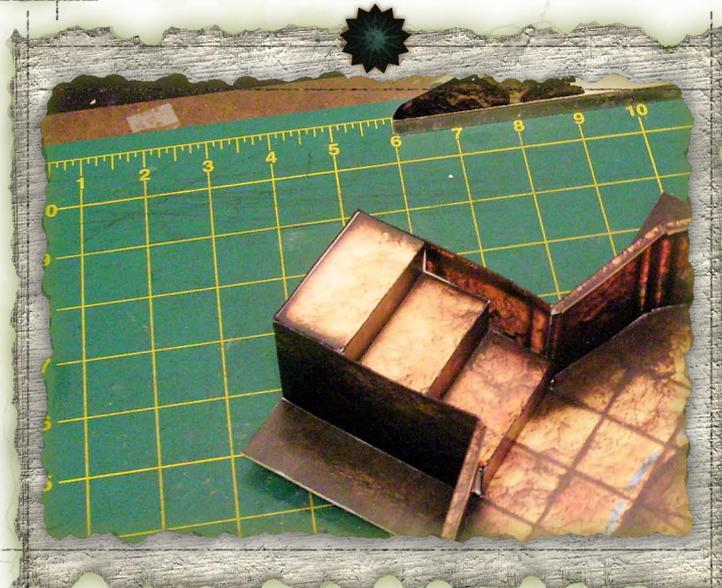
The walls of the stairway are just like regular walls.

Score and glue accordingly.



The wall then "wraps" around the stair, covering up the back and sides, and matching up with the edge of the stair itself. You might want to do some edging here along the wall's stair edges to make for a cleaner look.

The whole piece is then set on the remaining vacant spot on the Room 1 tile, and the tabs on the Room 1 Walls A and D folded into place and glued to join the full wall together. The stairs are in-place!



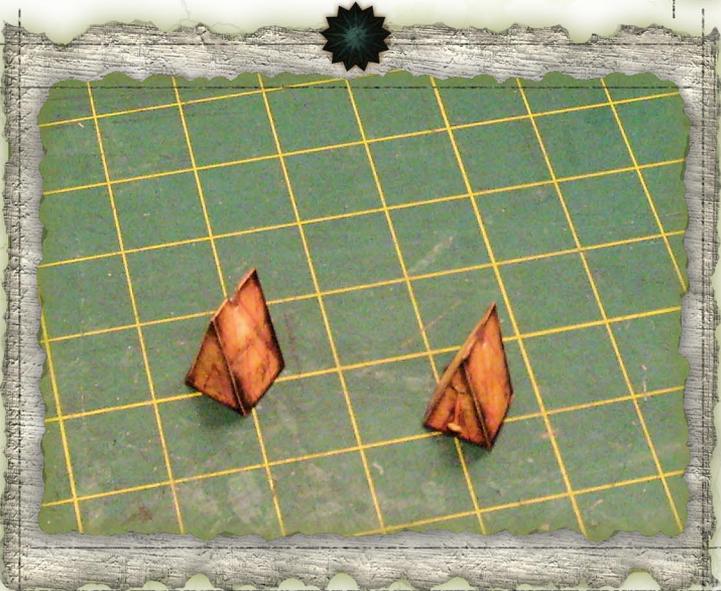
Room #1 Gong Construction

The gong is made up of three pieces...two uprights and the crosspiece and gong. The crosspieces build identically.

Glue the two tiny tabs at the top and the big triangular tab at the far end, then fold it around into the wedge shape.



Tipped over, you can see the square base tabs.
Glue them down, one to the other.



When both uprights are built, take the time to edge them, and they're ready and waiting for the crosspost and gong.

Room #1 Gong Construction

The gong itself is a flat-fold, while the upright is a triangular tube. The white rectangular tab here is glued down next to where the gong meets it.



These two little ends have glue applied to their even littler tabs, which are tucked inside the tube.

Afterwards, you will want to cut away the white bits from around the gong.

Edge this piece as well, and then set it into the uprights. You've completed this piece.



Room #2 Dais Construction

The raised dais in room 2 is a rectangular box.

It is designed to be just slightly thicker than the foamcore you used earlier in the construction of the rooms...so this is where the extra scraps you have saved from your earlier work come into play.

Cut out a scrap of foamcore about the same size as the dais square itself. Then apply glue to both sides of the foamcore square and to the long tab shown here.



Glue the long tab to the opposite side to form the basic box shape, and slide the foamcore piece into the middle. Give this a chance to dry.

Afterwards, you will glue and fold up the two side tabs into place, completing the dais piece.



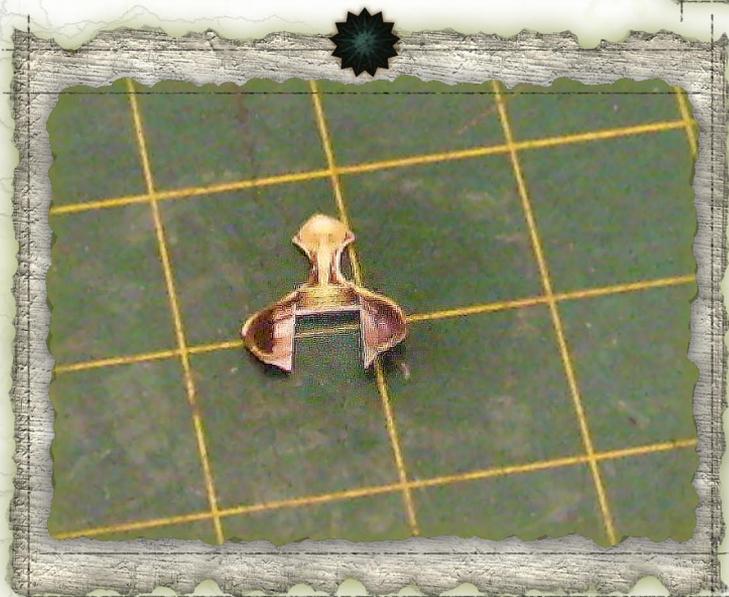
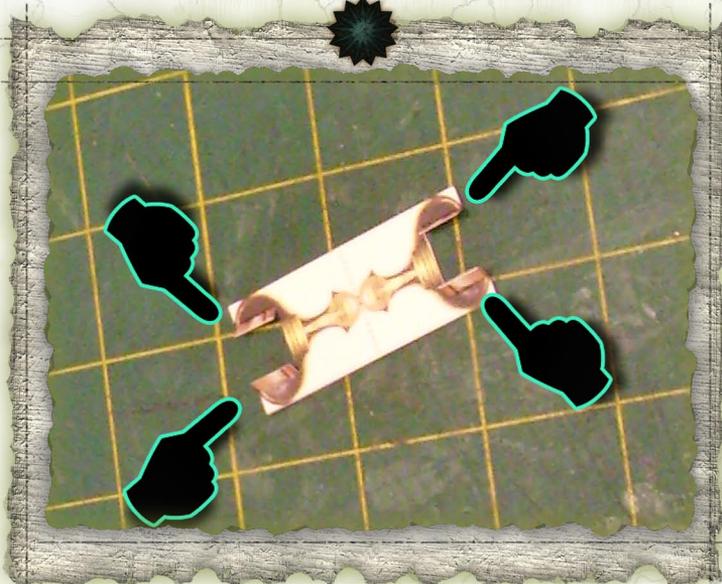
Edge the dais, and glue it into place in the middle of Room 2, exactly on the spot marked on the floor.

Room # 2 Urn Construction

Now let's put something on top of those dais.

The ceremonial urn in room 2 has two pieces to it, a hexagonal body and a fancy lid and handles. We start with the second part.

Cut out, score, and fold as shown. Note the four little tabs here that are folded up.

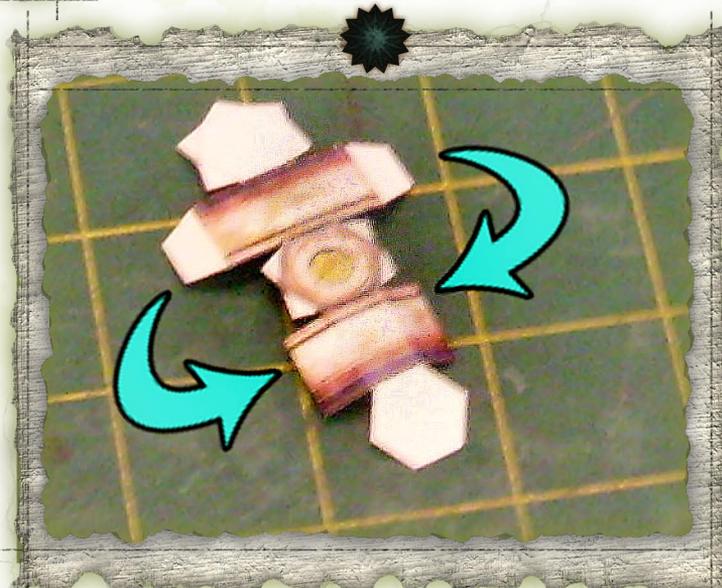


When you sandwich-fold the rest of the piece, these four tabs must NOT be glued together, but must instead still be free from each other as shown here.

Wait until the glue from the sandwich-fold has plenty of time to dry before moving on to cut away the whitespace around the handles. Getting impatient here will destroy the piece.

The hexagonal urn itself is a bit of an odd build, but you'll get the hang of it.

After you've scored all of the lines as marked, you will glue these two tabs to the opposing spots on the other cask sides, as shown here...gluing the four tiny triangles in the middle as well to lock the top of the urn into place.

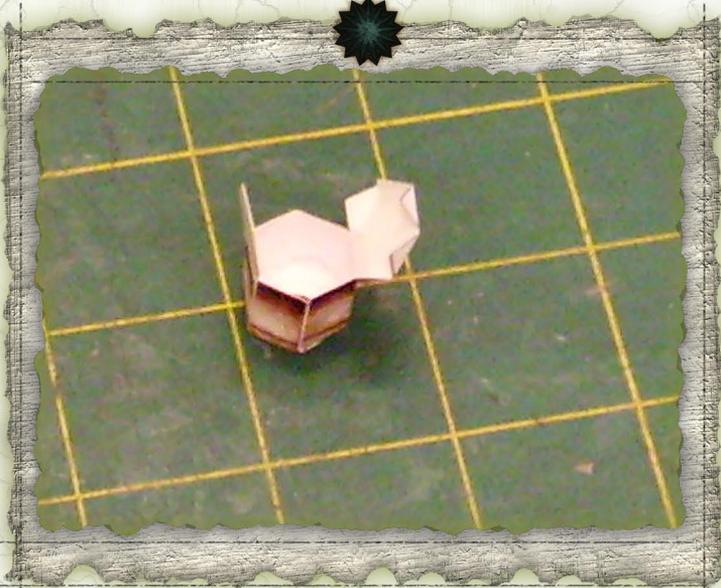


Room # 2 Urn Construction

Flip it over, and it will look something like this.

Glue the four tiny tabs on the first base section, and fold it into place.

Then glue the base section without the little tabs onto the first, closing up the bottom.

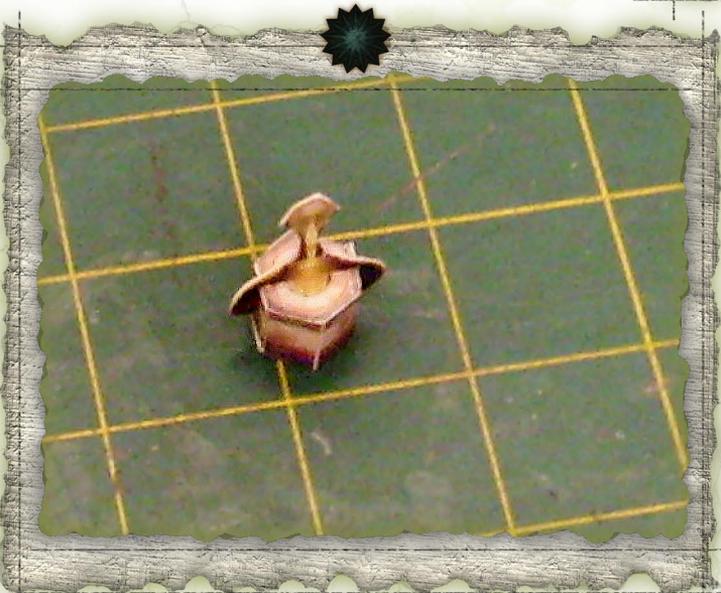


The hexagonal urn looks about like this once this stage is complete.



Glue the inside of those four little tabs on the handle piece, and slide them over two opposite corners of the urn (we'd recommend the two where you first joined the sides together).

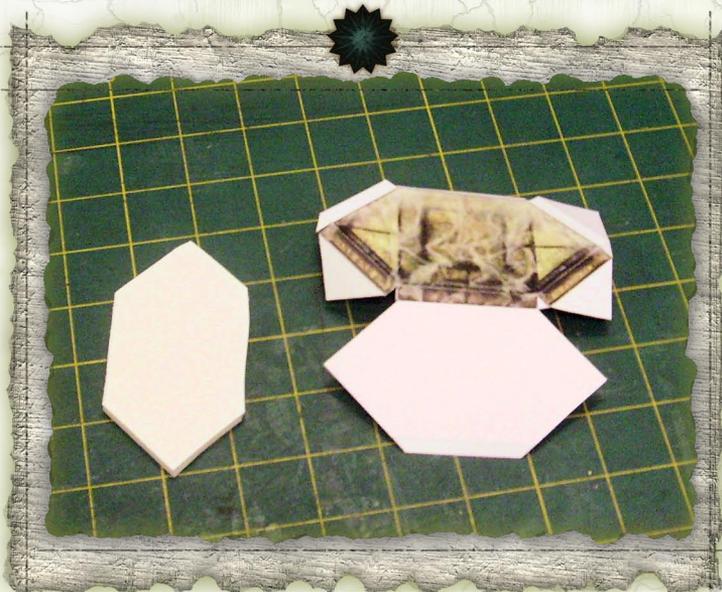
This puts the handle in place and completes the room 2 urn.



Room #6 Dais Construction

The upper step of the two-step dais in room 6 is a bit more complicated. Once again, cut a foamcore shape to roughly match and fit inside of the completed step.

This time, however, you do not start with the long tab and forming the box. Instead, you start with the little tabs on each side, and work your way around, creating the overall shape first.



Then you glue the foamcore bit inside, fold over the four large triangular tabs and glue them into place on both sides.

Flip it over, and this piece is built.

The lower dais follows the same general rules. It isn't any more complicated, it just has more tabs to work with.

As before, cut a scrap of foamcore to fit to add structure to the interior of the dais step.

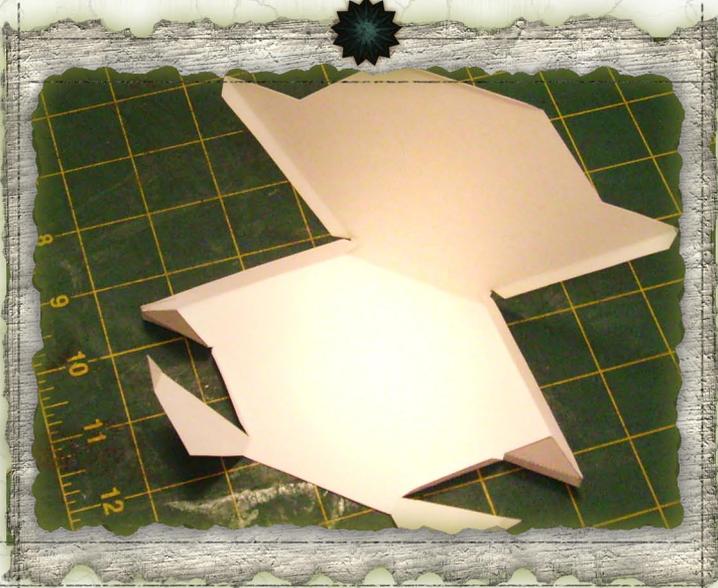


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Room #6 Dais Construction

Then, starting with the tabs at the hinge to the base, work your way around, creating the sides of the "box".

This particular piece has multiple tabs to close it in after you've put the box together, but it builds just like the smaller dais.



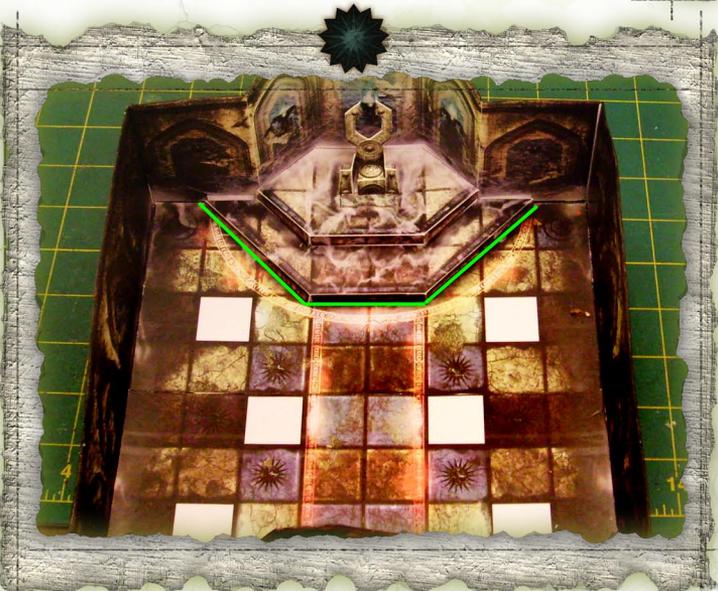
When all is said and done, you will have this oddly-shaped box for the lower dais.

The large white space on top is for the upper dais to glue down to it.



And when you do so, it looks about like this.

This piece can then be edged, and fitted into the marked spot on the floor of room 6.



Room #6 Throne Construction

The back and sides of the throne are sandwich folds, while the seat and base folds up into place as shown here.



The tab at the end of the bottom folds back around into an open-sided box, gluing to the inside once more to form this shape.

Cut away the white extra bits once the glue is dry.

From here, you'll be folding the arms over into place on either side of the throne, and then gluing all three floor tabs down onto the square piece.

Then whole thing then sits atop the two-step dais in room 6. Edge it, and watch as your players are amazed!



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Room #6 Pillar Construction

The pillars for room 6 all build the same way.

The pillar itself starts by gluing the long tab to to the opposite side of the pillar, forming a tube.

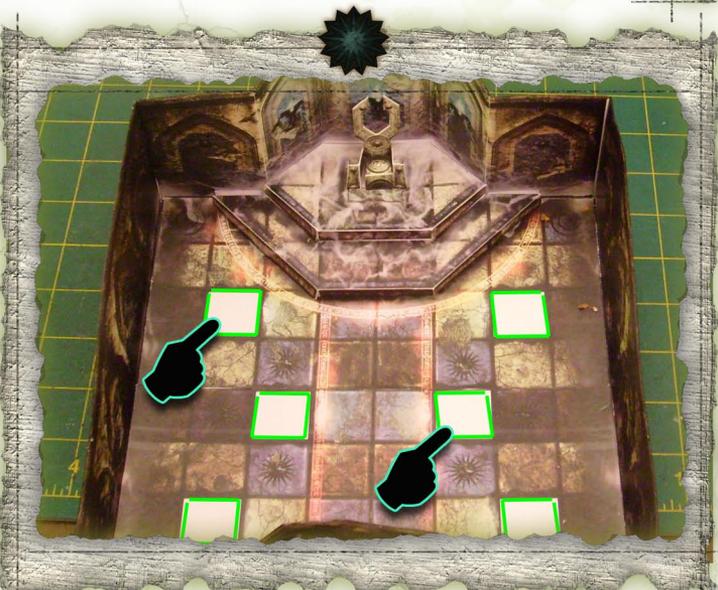


The tabs on either end are then glued and folded into place. The end with the texture is the top.

The bases are simple boxes, only with a large hexagonal hole cut out in them. Be sure to cut this hole out before assembling the box (more or less just like you did the Room 2 dais).

Once edged, the final pillar looks about like this.

Note how the side of the pillar with the torch on it is matched to the side of the base that is lit.



The boxes are glued down to the tile (lit face pointed inwards toward the center) and the pillars can then be set into and removed from these bases at will, providing an easy way to move pillars out of the way during gameplay if they are an inconvenience.

Each of the six pillars is placed in one of the highlighted locations...it doesn't matter which goes where.



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Shameless plug alert: We first introduced the 2.5-D concept with our "DungeonLinX: Lair of the Dragon God" product in 2006.

http://www.worldworksgames.com/store/index.php?main_page=product_info&cPath=4&products_id=103



Options, Options, Options!

Before getting started, you need to decide what type of flooring started you want to construct. You have 3 options:

- 1) Simple border: By mounting basic templates with "stone" on all sides, you cut down on the complexity of cutting your foamcore. Downside; you still have to mount the floor insert graphic on top of the template.
- 2) Complex border: Direct mounting the floor graphic inserts (instead of using the templates) and cutting around the alcove shapes/border details in each room. Downside; Looks terrific but cutting foamcore becomes more time consuming.
- 3) DungeonLinX...see next paragraph.

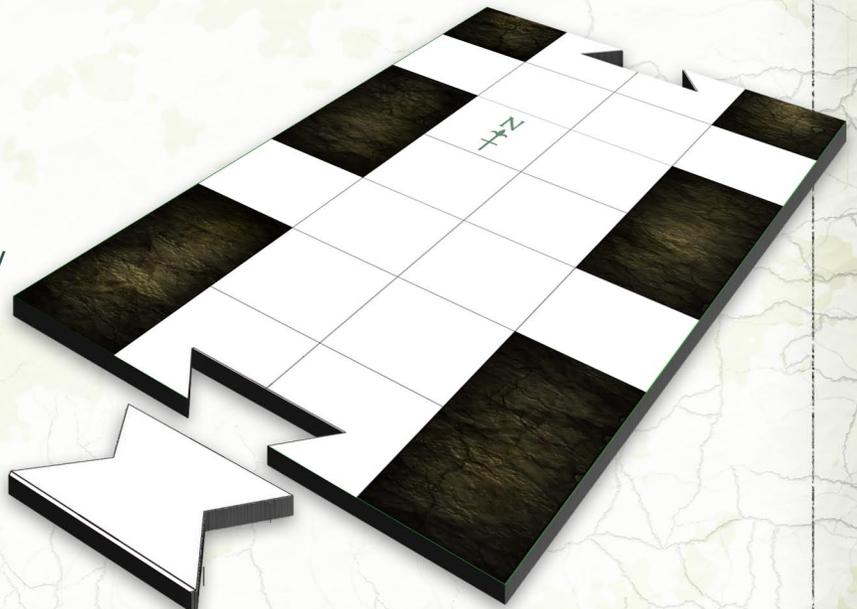


DungeonLinX

What is DungeonLinX? Put simply, DungeonLinX gives you the ability to construct modular corridors with on-the-fly connecting tabs (LinX). This provides an absolutely solid corridor-to-corridor or room-to-room connection without the necessity of gluing things together. Because loose tiles have a tendency to bump around, the DungeonLinX basing system is a fantastic option for those who want to go the extra mile.

Shown here is a DungeonLinX corridor template and the associated LinX connector. You can find these templates in the "2.5D Templates" section of this product.

Now that you know what it is, lets get started...

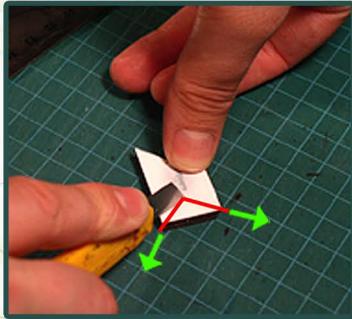
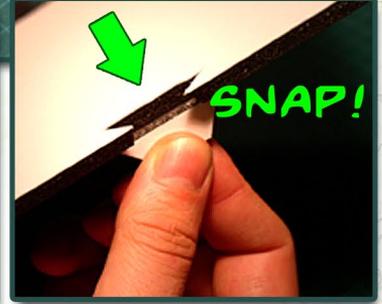
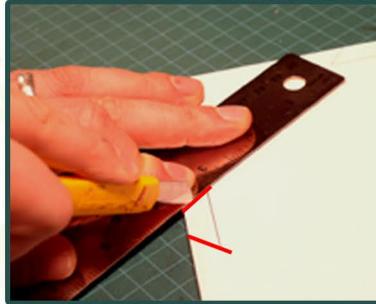
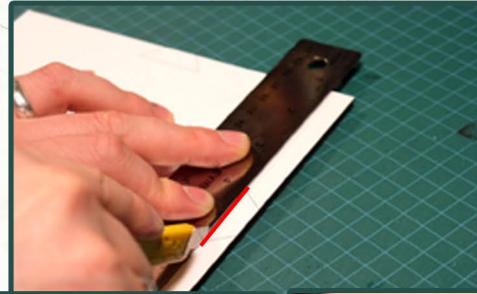


Cutting Notches

We start by lining up our ruler with the inside line of the tab as shown and making a straight cut. Don't worry about cutting beyond the printed line; in fact you have to make the cut a little longer so that the tab punches out cleanly. **It's also important while cutting to keep your blade in a straight, up and down position. We don't want the foamcore cut at an awkward angle or your LinX connectors won't fit properly within the notches.**

Now cut out the small inward bending notches. Again cutting in a bit past the line to make a clean break on the backside of the foamcore.

Once you've made the cuts pull the remaining tab out through the bottom of the tile. You should hear a satisfying "SNAP" as the tab pops out the back.



Cutting LinX Connectors

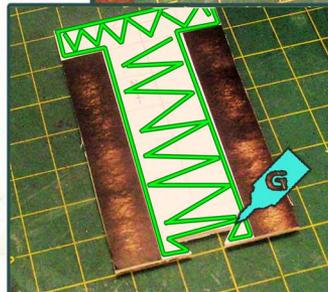
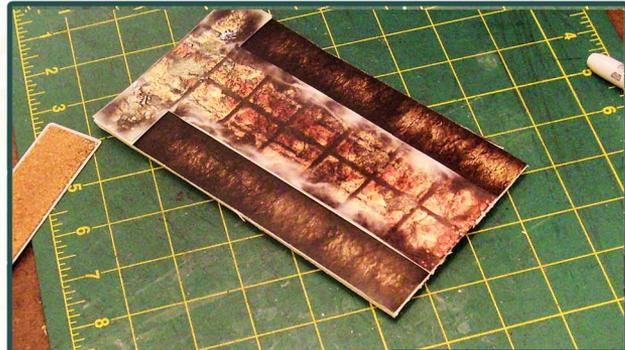
Apply a strong downward pressure with your thumb on one corner of the connector as shown. With a steady hand you can cut the two outward angles relatively straight (You'll get better at this the more tabs you create). **Hand position is important here, be sure to cut AWAY from your thumb ;)**

Once you've cut out your LinX connectors, you can store them in a convenient plastic zip bag.

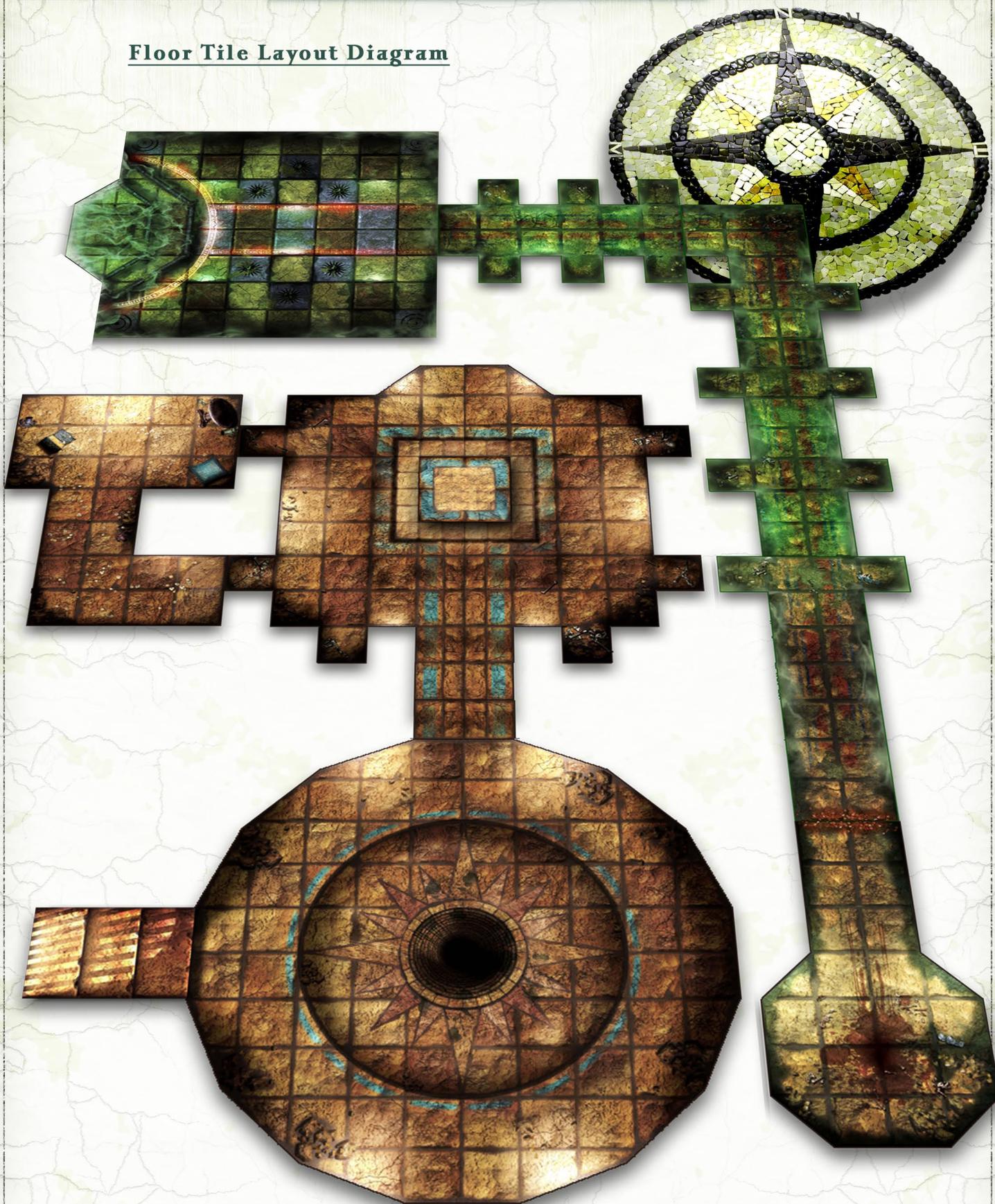
Mounting Tiles

Once your notches and LinX connectors have been cut, you can now mount your floor inserts on top of the 2.5-D templates.

And with that you've completed your modular DungeonLinX floors!



Floor Tile Layout Diagram



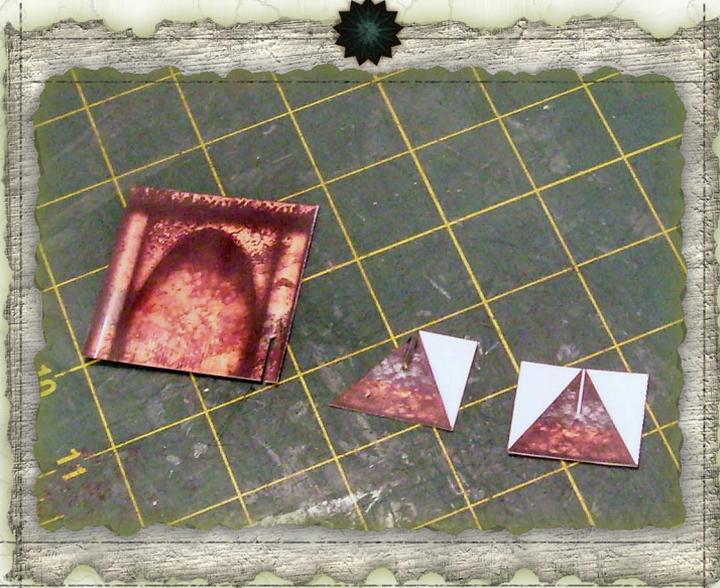
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2.5D Doors

Now to the doors that separate the rooms.

Each is formed with three pieces, the flat-fold door itself, and two triangular supports.

Fold all three flat, let them dry, cut away the excess white and cut out the notches that are used to join them together.



The triangular supports just slide into place in the wall (shown above) between rooms 1 and 2, or the portcullis (shown here) between rooms 4 and 5.



The archways to separate the parts of room 5 from each other, and from room 6, work the same way.

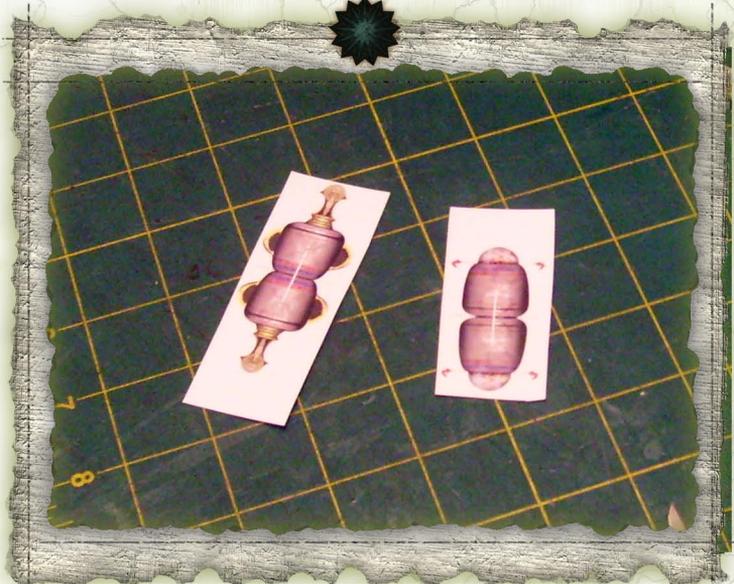
You'll print four of them in total (on two pages).

The door from the regular version of room 6 fits this archway just fine.

2.5D Urn

We've also provided a simplified version of the urn in room 2. This one is a pair of flat-fold pieces that meet in a X when seen from above.

Start out by cutting them out and scoring them as marked.



The top half is just a flat-fold with a slot in the bottom.

The bottom half, however, includes a rounded base that needs to be folded out before you glue the two halves together (so you don't glue the tabs themselves together).

Give the glue plenty of time to dry, and cut carefully, particularly around the fancy top of the urn.

Then simply slot the top half down onto the bottom half, edge, and you're done!



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PATHFINDER TERRAIN

RUINED UNDERCRYPT OF KELMARANE



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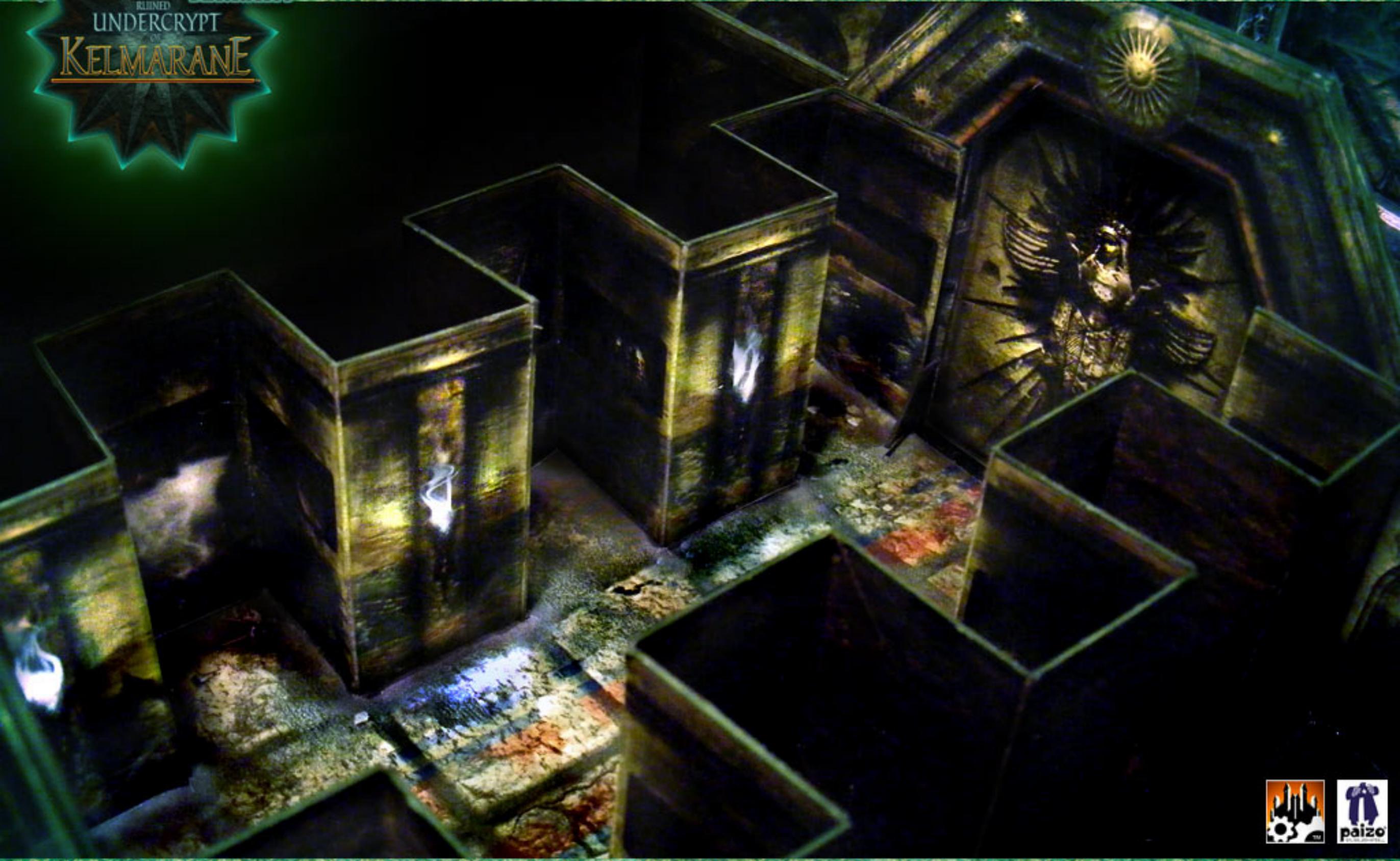
RUINED UNDERCRYPT OF KELMARANE

REMOVEABLE PILLARS FOR EASY PLAY!



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SLIDING PORTCULLIS



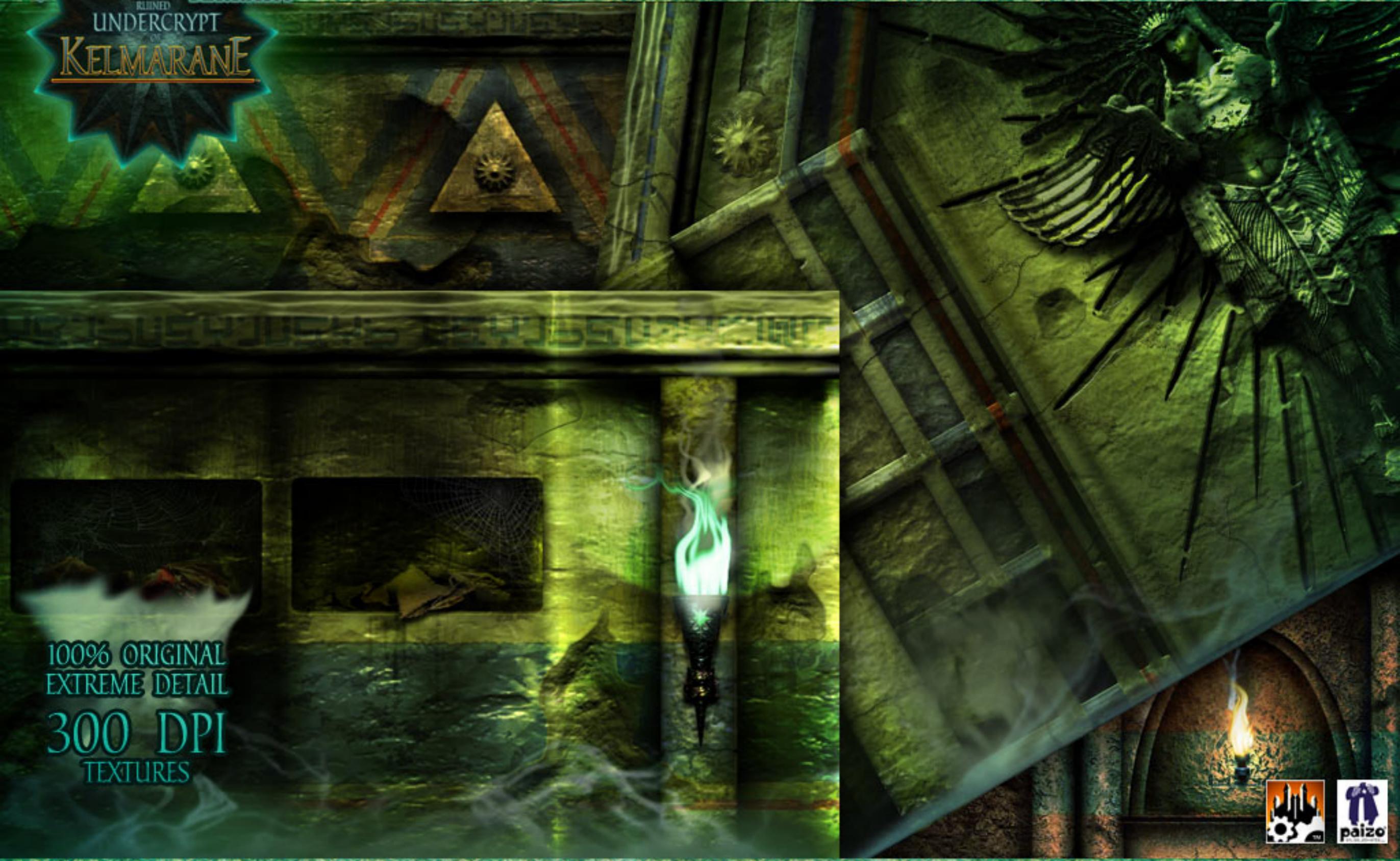
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100% ORIGINAL
EXTREME DETAIL
300 DPI
TEXTURES



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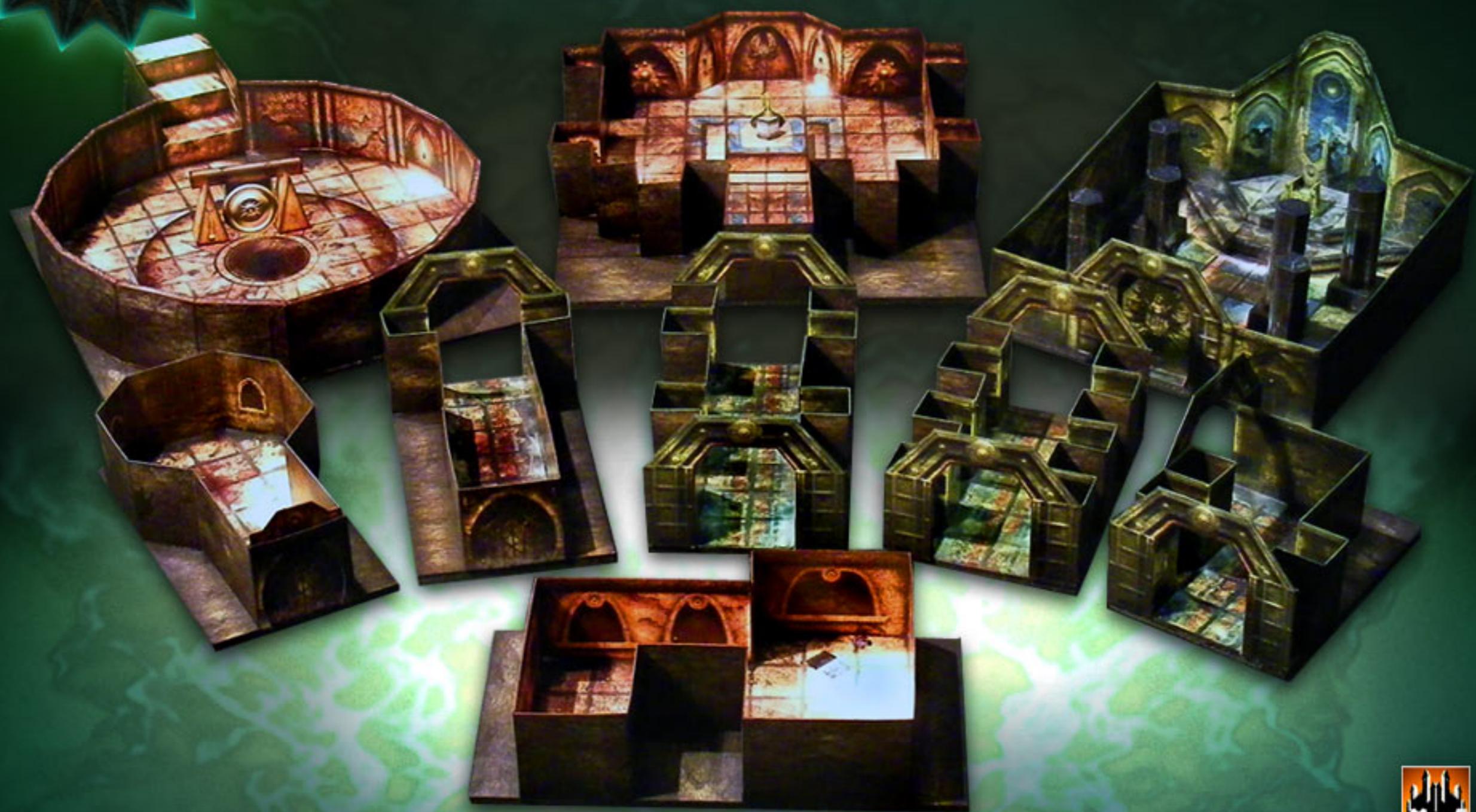
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