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3-D DRAGON™ TILES featuring

The Revenge of Rusak

David "Zeb" Cook

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3-D DRAGON™ TILES

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The Revenge of Rusak

David "Zeb" Cook

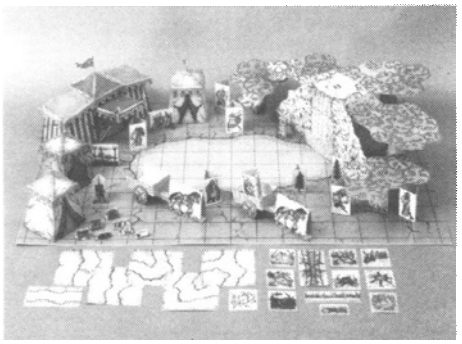

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Table of Contents

What you get with 3-D DRAGON™ Tiles 1
How to use the DRAGON™ Tiles 2
Wilderness Adventure: *The Revenge of Rusak* 2
Preparing for the Adventure 2
The NPCs 2
Illusions 2
Beginning the Adventure 3
Encounter Key 3
New Monster 7
New Magical Items 7

What you get with 3-D DRAGON™ Tiles

The 3-D DRAGON™ Tiles are made in two varieties: three-dimensional figures and accessories, and two-dimensional tiles. This set includes:

- player character figures
- non-player character figures
- tents
- trees
- horses
- carts
- waterfall
- trails
- streams

The 3-D figures and accessories are printed on two heavy cardstock sheets. The two-dimensional tiles are printed on the die-cut sheet included with the booklet. A special Wilderness Mapping Grid is printed on the inside of the booklet's outer cover.

A special DM sheet contains pre-rolled characters and NPCs.

The Revenge of Rusak is a special D&D® Expert Set wilderness adventure designed so that you can use the DRAGON™ Tiles immediately.

Dungeon adventure: "The Revenge of Rusak"

How to use the DRAGON™ Tiles

This set of DRAGON™ Tiles contains tiles and 3-D figures that are particularly useful for wilderness settings. You can use these in nearly any wilderness adventure. If your player characters are attacked while camping in a forest, you can use the trees, bushes, streams, paths, campfires, and other pieces to set the scene for the encounter. When moving through a twisting forest, the 3-D figures and tiles can hide the locations of dangerous pits, snares, and quicksand.

Start by separating the 42 two-dimensional tiles. These tiles show streams, paths, animal tracks, creatures, snares, pits, patches of quicksand, tree stumps, fires, and different spell effects. Some tiles are different on each side. When characters touch that tile, you can flip it over to reveal whether they have triggered a snare or wasted their time probing a harmless area.

After you have separated the tiles, cut out the major sections of the 3-D figure sheets. Look carefully at each sheet before you start cutting so that you don't make any mistakes. On the back page of this booklet and on the 3-D sheets are instructions for folding the 3-D pieces.

If you have metal miniatures, you can use these with your 3-D figures and accessories. All the paper pieces are the same size as a standard 25mm figure. You can also use the 3-D pieces from *DRAGON™ Tiles* (AC3), *The Veiled Society* (B6), and BATTLESYSTEM™ Fantasy Combat Game Supplement with the pieces that are provided here.

Preparing for the Adventure

This adventure is for four to six characters of levels 7 to 9. On one side of the DM's Reference card are six pre-rolled player characters. These are the same characters who appeared in *The Kidnapping of Princess Arelina*. However, they have been altered for use with the D&D® Expert rules. Furthermore, some time has passed between the two adventures, so the characters have risen in level and changed equipment. If your players do not have appropriate characters, they can use these.

The Revenge of Rusak is entirely a wilderness adventure. It has no particular background setting so it can be used any time the PCs are traveling to another place. There is no map given of the territory since this is not important to the adventure. Instead, most encounters are determined by how much time passes between each event. If the adventure does not indicate when an encounter should occur, the exact timing is not important. However, play all encounters in the order given.

If your players have not played *The Kidnapping of Princess Arelina*, the reason for revenge in this adventure will not make sense to them. In this case you can either play that adventure first or you can ignore those parts that explain Rusak's motivations and gloating. Rusak will simply be a hostile element that the characters encounter.

All the encounters use tiles and 3-D pieces. The parts that are needed are listed at the beginning of each encounter. Sometimes traps or snares are used as part of an encounter. When you place these, be sure that you do not let the players see the undersides of these pieces, since this would reveal the location of a trap or snare. In addition, you should always place a number of false encounters that do not have a trap or snare on the back. Then your players will never be sure if a tile is harmless or a dangerous trap.

The NPCs

If you plan to use this adventure to continue the adventures of Princess Arelina and the evil wizard Rusak, you should read the following information carefully. Unless your campaign is different, it will have been many years since the player characters last saw either Rusak or the Princess. In those years their situations have changed quite a bit.

The Princess Arelina, a young girl the last time the characters saw her, has grown into womanhood. Unlike most princesses, she is not dainty and demure, but hot-tempered, commanding, and sharp-tongued. However, for all these personality flaws, she is quite beautiful. Unfortunately, she is now a princess in name only. In the past year, her father was killed in a coup d'etat staged by the Warden of the Garrisons, Ernst Ziegler.

This coup was brought about by Ziegler's evil ambition, not by any dissatisfaction among the peasants. In his coup it was obvious that Ziegler had powerful outside help of a magical or clerical nature. Ziegler now controls the old king's lands with an iron hand. Taking no chances, he has put to death all the royal family within his reach. Only Princess Arelina managed to escape. Now, in her usual fiery manner, she is organizing a rebellion against the evil rule of Ziegler.

Many years have also passed since Rusak last met the player characters. His last meeting was most unfortunate; he was most likely slain by the player characters as they defeated his evil schemes. However, an oversight when disposing of Rusak's remains allowed Ziegler to arrange Rusak's return. Since his revival, Rusak has practiced and adventured, and has become a powerful wizard. He is particularly adept in the use of illusions.

Grateful to the warden, Rusak assisted him in the overthrow of King Limakhan. Ziegler has now given Rusak the task of finding Princess Arelina. However, the political situation is such that Ziegler cannot openly kill the princess, since this would make her a hero to the people. Instead, he intends to either capture her or disgrace her and her cause in the eyes of the common people. Still, Rusak has never forgotten the player characters and what they did to him.

Illusions

As noted before, Rusak is a master of illusions. He can create illusions of virtually any affect he desires and can execute them with great reality. Most importantly, he has learned the true secret of a good illusion. With practice, he has learned that the most successful illusions are not those of fantastic things, but of ordinary people and sights the viewer expects. Since the illusion seems normal, the viewer is more easily fooled. Applying this principle, Rusak often uses illusions to lead people on the route he desires. Thus, he can steer a party into a trap without great difficulty.

The believability of his illusions helps Rusak convince others they are real. Just as characters fighting a monster created by phantasmal force believe they are in mortal combat, a character accepting food from one of Rusak's illusions will believe he is eating real food. The important point to remember

as DM when dealing with Rusak's illusions is that if the character accepts something as being real (a piece of cheese, a map, etc.), the character will believe it to be real. So although his illusions can only create visual and sound components, a character who accepts one as real will complete the rest of the details with his own imagination.

Beginning the Adventure

The first encounter in the adventure should occur shortly after the characters reach the edge of a borderlands/wilderness area. None of the encounters should take place in civilized lands since the local authorities would become involved, performing many of the tasks the player characters are expected to experience. Read the boxed description for Encounter 1 to begin play.

Encounter Key

1. A CRY FOR HELP

3-D figures: Trees, path tiles, wagon, fallen tree

> The sunlight, shining through the arch of leafy trees, creates bright blots on the path ahead of you. It is a hot midday, filled with laziness. Flies and mosquitoes buzz about you, landing in your hair and crawling into the chinks of your armor. Sweat, intensified by the heat and weight of your armor, soaks your back, chest, and legs and runs in little rivulets across your skin. Wasps, attracted by the sweat, hover over you and your horse. Birds sing and flutter from branch to branch overhead. The underbrush rustles with the scurrying movement of small creatures.
>
> Suddenly, from up ahead, you hear a faint cry muffled by the thick woods. "Help, help...for the love of...me!" You can only catch parts of what is said, but what little you hear sounds like a voice filled with terror.

The player characters cannot see the source of the noise, as the path takes many twists and turns ahead. However, if they move forward quickly, the sound becomes more distinct, although it is not much louder. The cries continue and along with them, the player characters start to hear other voices. These are indistinct, but do not sound like they are in danger.

Rounding a bend in the trail, the player characters find themselves 20 yards behind a wagon and three mounted men. The men are facing away from the player characters (assuming they are still following the trail) and are obviously threatening the two people on the wagon. A fallen tree in front of the wagon blocks the path.

The mounted men are three of Rusak's henchmen—Thoref, Philip of Marabone, and Petrof (see NPC Roster). They have been sent to capture Princess Arelina, who has fled her father's former kingdom. The two people on the wagon are Princess Arelina and Turef the guide, a normal human (hp 4). He is of no help in any combat.

When the player characters appear, Princess Arelina screams for help. Normally, her pride would not let her do this, but in this case, she judges it to be the most effective method of getting help quickly.

The henchmen have orders to capture Princess Arelina, not to fight strangers who appear on the road. They stand and fight the player characters only until they are obviously outnumbered or outmatched. Then they turn their mounts, leap the fallen tree, and gallop off down the path, quickly disappearing from sight. The player characters can pursue, but lose valuable time getting past the wagon and over the tree. Unless something extraordinary happens, they are not able to trail the henchmen.

Once the player characters have rescued the Princess, she politely thanks them and asks their help to clear the path again. She explains that she is on her way to a secret rendezvous in the forest with the loyalist opposition to General Ziegler. There is a 60% chance that she recognizes the player characters as the same ones who saved her life many years ago (provided these characters are being played). If she does, she becomes somewhat friendlier and invites them to accompany her, explaining briefly what her mission is. If she does not recognize the player characters, she does not ask them to ride along, but she does not prevent them from doing so if they choose. However, she is very suspicious and watchful of them for the rest of the trip.

Unknown to all, the entire encounter has been secretly observed by Rusak. Hidden a safe distance away in the woods, he has used a *wizard eye* spell to watch over the events. Upon seeing the player characters (again if they are the same characters who fought with him before), he instantly recognizes them. Spurred on by his fevered hatred of both them and the Princess, he begins plotting the destruction of them all.

2. THE DARK STRANGER

3-D figures: Path, stream, and reed tiles, trees, Rusak

Time Elapsed: 1 hour

> The forest grows darker and thicker as you ride along. The insects grow still with the increasing heat of the day. Your mounts, tired from the hot ride, start to slip and stumble, sweat running down their flanks. You must dismount and walk, leading your horses behind you. The water in your skins is nearly gone and both you and the horses thirst heavily. It is nearly time to rest, but for the sake of your mounts, you press on hoping to find a stream or pool ahead. Then, rounding the corner ahead, you see a small brook running across the path.

Lay several sections of path tiles in a line. Through the middle of the path place one or more stream tiles for the brook. Place several reed tiles on the edges of the brook. On either side of the path place the tree fold-ups to represent the forest.

Rusak, knowing that the player characters are following the path and suspecting that they are likely to stop at this brook, has hurried here to arrive before the characters. He is hidden in the woods about 30 yards to the right of the path. As soon as the characters reach the brook, he quietly casts his *ventriloquism* spell. He whistles a little tune, much like a traveler would, casting the sound ahead of the characters and around a bend in the path. He makes it sound as though a harmless traveler is approaching the party.

Just before the sound rounds the bend, Rusak casts his *phantasmal force* spell, creating an illusion of himself as a dark-robed mendicant, walking stick in hand. This illusion walks around the bend in the path and confronts the player characters.

"Hail and hello, fellow travelers!" Rusak has the illusion say. "May I come and join you in a drink of cool water? 'Tis a weary road I have traveled and it is good to see company on the trail. My name is Kirkenny of Loch Glenfirg, traveler and student of Magister Throrogast."

If the player characters do not act hostilely, Rusak has the illusion advance and kneel at the stream, scooping up water and slurping it from his hands. Rusak handles the illusion masterfully, rippling the water as if Kirkenny had dipped his hands in, having it dribble between his fingers as he drinks. With the *ventriloquism* he makes slurping sounds of Kirkenny drinking. After this he digs into the pockets of his robe and pulls out a short knife and a wedge of extremely old and moldy cheese. Scraping off the worst parts of the

mold, he cuts a greenish slice and noisily consumes it, offering slices to the player characters. If any accept, they believe that they are eating a slice of sour but not totally unwholesome cheese.

If any player states that his character is watching the stranger very closely, secretly make a Saving Throw vs. Spells for that character (-3 on the die roll). If the character makes the save, tell the player that something is not right about what is happening. Allow the player several guesses about what is wrong to see if he can figure it out. The two flaws in Rusak's illusion is that the water dripping through Kirkenny's fingers makes no noise when it splashes back into the brook and that the cheese has no odor (unless the character accepts and eats some, at which point he believes it has a stale, sharp smell)—very minor points, but potentially telling ones.

If the characters do not suspect the illusion, Kirkenny engages the player characters in idle chatter, being at all times pleasant, friendly, and innocent. He asks a typical traveler's questions; where are you from, what is the path like ahead, where are you bound, etc. Once the player characters state where they are heading, Kirkenny shakes his head gravely and tells them that the path they intend to take has been blocked. It has been closed by a landslide, a washed out bridge, or whatever you decide is the most believable for the terrain of the area.

However, Kirkenny suggests that if the player characters take the next branch in the trail, they will be able to detour around the blockage and rejoin the path on the far side. He points out that this will add several miles to their trip, but is the only way through the forest. After he has delivered this information, he packs up his belongings and heads down the path, whistling as he goes.

If any character deduces that this is an illusion and reveals his belief, Rusak gives up the ruse and causes Kirkenny to vanish. Still using his *ventriloquism*, he casts his own voice to the opposite side of the path. With an evil hollow laugh, he says, "Helpless fools! You are doomed! I, who was once slain by your hand, will have my revenge. You cannot escape and you cannot predict when I will strike. Perhaps I will kill you now! But then, I may wait and let you suffer in agony like you made me suffer so long ago!" With that the laughter fades away, echoing evilly through the woods.

If the characters attack Kirkenny, believing him to be real, he puts up a poor defense, dying with a single sword blow. As he dies, he says, "A curse upon you all for shedding the blood of an innocent traveler! May death and ruin stalk you all until I am avenged!"

3. THE FAIRY RING

3-D figures: Path and mushroom tiles, tree fold-ups

Time Elapsed: Any

> Refreshed, your group presses on into the forest. Ahead on the side of the path is a small clearing filled with mushrooms.

One character in the party, either the player character with the most woodsman experience or Arelina's guide, recognizes the mushrooms as an edible delicacy. The character is not mistaken. The mushrooms are indeed rare and delicious. Furthermore, they are exceptionally nutritive, so much that a single mushroom is equal to a full meal.

However, these mushrooms are guarded by a fungoid (see New Monsters at the end of the adventure) lurking underground just below the mushrooms. When any character picks the mushrooms, the fungoid attacks, lunging up through the loamy soil to grab the character and drag him underground. The fungoid fights until slain.

Fungoid: AC 8; HD 10; hp 50; MV 60′; #AT 2; D 2-20; Save D10; ML 12; AL N

4. THE FORK IN THE ROAD

3-D figures: Forked path, path, cairn, and fallen tree tiles

Time Elapsed: 3 hours

> Ahead of you is a fork in the path, just as Kirkenny described to you at the stream. At the juncture is a rude pile of stones, evidently marking the branch in the path.

The cairn is a mileage post, indicating the miles covered by each path (including the one the player characters are on). Of the two paths the characters can choose from, both indicate the same place as the final destination. However, the path to the left is 20 miles longer than the one to the right. According to Kirkenny, the path to the right is blocked a mile down the path.

Since Rusak last saw the player characters at the brook, he and his henchmen have been very busy. Hurriedly flying to this point, the group has done two important things. First, one mile down the right path, Rusak has cast a *hallucinatory terrain* of a rockslide (or whatever obstacle Kirkenny described) blocking the path. Meanwhile, his henchmen have cut down several trees to block the path just before this point, following Rusak's orders. This is necessary to discourage the player characters from trying to climb the rockslide since it will disappear if they do. The henchmen have done their best to make the fallen trees look as though the rockslide brought them down. However, if any character examines these trees closely, they are able to tell that they have been cut, not torn down. After this was finished, the henchmen built the cairn at the junction.

The path to the left does not lead to the player characters' destination. Instead, it winds around and around and eventually ends in the wilderness.

At this point, however, the sun is going down and it is time to make camp. Rusak does not disturb the characters during the night, as he needs to rest and recover his spells. When the characters get back on the right trail and through the rockslide, they encounter a bridge.

5. THE ROPE BRIDGE

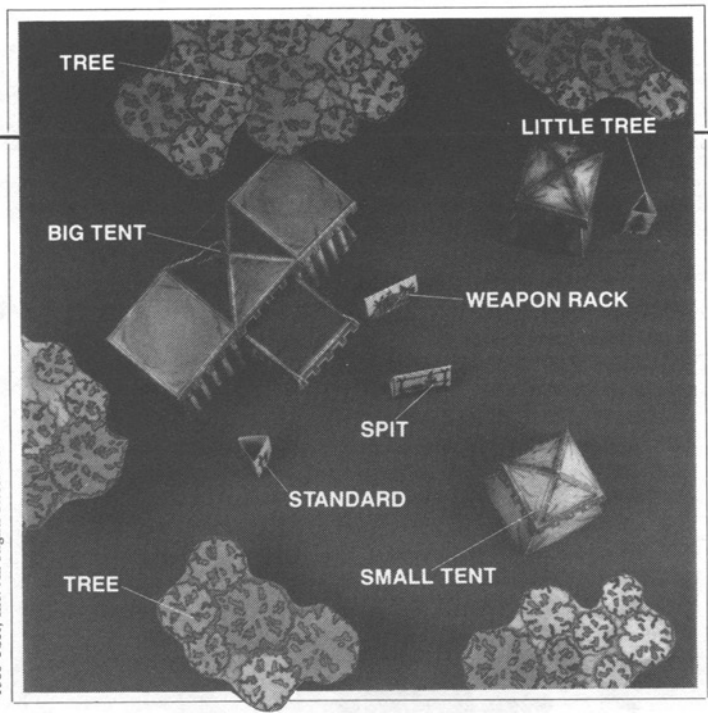
3-D figures: Path, cliff, rope bridge tiles, tree and henchmen fold-ups

Time Elapsed: 2 hours since sunup

> Setting out for the day, your group travels through the overgrown weeds that grow between the wheel-ruts and half-buried rocks. This makes the trip bouncy for the wagon.
>
> Throughout the morning, the trail leads upward, doubling back several times on the steep slope. Shortly after rounding yet another curve, the edge of the forest breaks away into a clear glade that extends a short way and drops into an abrupt chasm. Spanning the gap is a wide rope bridge.

Again, Rusak and his henchmen have reached this site before the player characters. Assuming that the player characters will carefully check the condition of the bridge before crossing it, Rusak has made no attempt to weaken the structure. If the characters examine the bridge, they find that it seems in good repair and is wide enough to carry the wagon. Testing the bridge shows that it is sturdy enough to carry the wagon without difficulty. The chasm it spans is 90 feet wide and 100 feet deep.

Rusak has prepared a trap for the player characters by hiding in the woods on the near side of the bridge. He has made two of his



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ENCAMPMENT

henchmen invisible. When the last player character is halfway across the bridge, Rusak and his men will act.

From the edge of the woods, Rusak casts his *projected image* spell on the far side of the chasm. He begins using spells (appearing to come from the projected image) to attack the party. Meanwhile, the invisible henchmen go to the end of the bridge and begin sawing the ropes of the bridge. They sever the cables in 4 rounds. If the player characters manage to get off the bridge before the ropes are cut, Rusak cancels his *projected image* and reveals himself, hoping to lure the characters back onto the bridge. When the ropes break, each person on the bridge must make a Saving Throw vs. Dragon Breath (-3 on the die roll). A successful save means the character has managed to grab one of the falling ropes and is only slammed into the side of the chasm for 4d6 points of damage. A failed save means the character falls for 10d6 damage.

Rusak breaks off the combat under two conditions. First, once the bridge is down, he and his men will withdraw, regardless of how the fight is going. If he is winning, he gloats to the player characters about how they are doomed. Secondly, Rusak breaks off any time he suffers total damage equal to half his hit points or greater.

6. THE ENCAMPMENT

3-D figures: Path, tree stump, campfire, ditch tiles; tree, tent, and wagon fold-ups

Time Elapsed: 5 hours

> Topping a rise, you can see through the thinning trees that the path stretches out in a straight line ahead. There, in the distance is what seems to be an encampment—several large tents, smoke rising from a fire, a wagon, and several horses. Several people wander about the camp. The wind carries the smell of roasting meat to you.

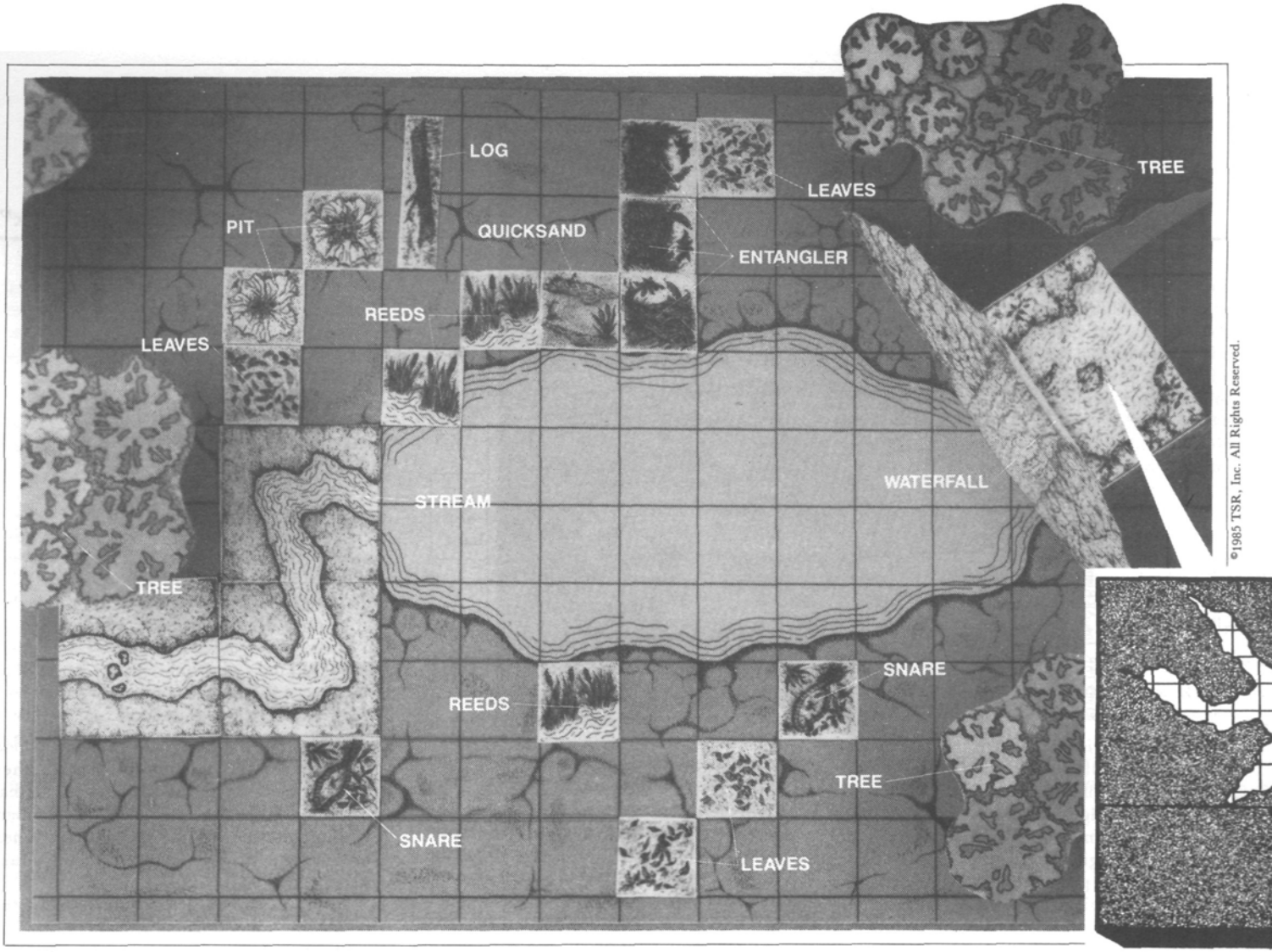
The encampment ahead is a combination of reality and illusion, prepared by Rusak, his henchmen and a djinni Rusak has summoned. Use the diagram to place the 3-D pieces on the table. The tents and other camp furnishings are all real, either set up by Rusak and his men or created by the djinni. However, of the 10 people who appear in the camp, only four are real. The other six are illusions created by the djinni. These illusions can talk and carry on normal conversations, but do not allow the player characters to come within touching distance since this would dispel the illusions. The three real people are Rusak and his henchmen. Rusak has cast a *polymorph self*, disguising himself as a common servant. The henchmen have each had a *polymorph* cast on them from Rusak's wand, again keeping them human but changing their appearance so the player characters won't recognize them.

Rusak and his henchmen are posing as part of a band of travelers passing through the woods. They welcome the party, feigning relief at their arrival. According to them, they have been forced to halt their journey here for several days. Hoping to fool the player characters, they explain that they are on a holy pilgrimage and would be greatly pleased if the player characters would stay the night, giving them more protection from the evil things of the forest. To explain the odd behavior of the illusionary people, they describe their religion as an odd little cult that carefully limits the contact of its members with the outside world. Only the henchmen are allowed to have contact with the strangers.

If the player characters agree to stay, the NPCs are quite gracious and friendly. They offer dinner (roast venison) and the use of one of their tents for the night. They do not interfere with the player characters during the day.

If the player characters refuse to stay, Rusak and his men wait until they leave and then follow them into the woods. At the first opportunity, they ambush the player characters. Their objective is to kill all player characters and capture the princess. In this attack, Rusak uses all his spells and magical items (including the djinni) in an attempt to destroy the group. If the ambush is obviously failing, Rusak and any henchmen who can escape flee to Rusak's hideout (encounter 7).

Rusak intends to complete his revenge during the night. Just before the princess goes to sleep, Rusak has Philip of Marabon drop the *medallion of emotion* (see New Magical Items at the end of the adventure) into her pocket. Once the camp has settled down to sleep, he steals out and places his *staff of recording* (see New Magical Items) on the edge of the camp. The staff has a carefully prepared scene of Rusak and his men abducting the princess (previously prepared with his illusions). He has placed it where it will be clearly seen by any player character on guard. If there are no guards, he and his companions rouse the player characters in time to see the illusion.



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When the staff is activated, the player characters see Rusak and his men dragging the struggling princess into the woods. She, or rather her illusion, attempts several muffled screams. If the characters pursue into the woods, they do not find anything since the illusion vanishes once it enters the woods.

The commotion naturally awakens the real princess, who, in her hot-tempered manner, is extremely angry and upset. Because of these emotions, she appears as a gigantic horrible monstrosity of herself. She comes raging into the midst of the player characters. Rusak hopes this causes the player characters to attack her. However, if she is attacked, she immediately becomes frightened and scared, emotions that are also reflected by the medallion. When the characters see this, the players should be able to deduce that something is not right. If they cease their attack, Rusak attempts to goad them on. Should this fail, he orders his henchmen to attack. In the resulting confusion, he flees through the woods to his hideout.

7. RUSAK'S HIDEOUT

3-D figures: Pond map grid, leaf tiles (snares, pits, and dummies), reed tiles, waterfall 3-D fold-up

Time Elapsed: Any

If Rusak manages to escape the player characters, he flees directly to his hideout, making no attempt to hide his trail. He is confident that once there he can easily defeat any who come after him. If any of his henchmen manage to escape, they join him in this flight. The player characters are not able to follow the path at night, but have no difficulty tracking Rusak during daylight. His trail leads for a mile through the woods to his hideout.

When the player characters reach the area of Rusak's hideout, place the 3-D pieces except the traps and dummies according to the diagram above. Keep the traps and dummy pieces to the side, bringing them into play only as the characters discover them.

Rusak's hideout is a series of small caverns located under the waterfall. It can only be entered through the cave mouth directly behind the waterfall. Rusak's trail leads to the edge of the pond where it disappears. It is up to the player characters to discover the entrance.

While the characters move about this area, they are under the watchful eye of Rusak, observing from his chamber (Room 3). He has carefully arranged it so he can cast spells from this point, firing through a small opening in the cavern wall. Secondly, Rusak has placed many traps in the area (as marked on the map). The effects of these are indicated below.

Pit (no spikes): The character suffers 1d6 points of damage.

Pit (spikes): The character suffers 1d6 plus 3d8 points of damage.

Snake: A poisonous snake coiled in the bushes strikes at the character. It is AC 9; HD 1/2; hp 2; #AT 1; D 1 + Save vs. Poison or die. It will attack once and then slither away.

Snare: Characters without metal armor are yanked into the air to dangle until someone rescues them. Characters in metal armor are pulled off their feet, but are not yanked into the air.

Quicksand: These areas have been carefully camouflaged by Rusak. On the first round the character automatically sinks to his knees and is unable to move. On each round after the first, the character must roll 3d6. If the roll is equal to or less than his Strength, the character pulls himself out 1 foot. If the roll fails, the character sinks 2 feet. Another character helping can automatically pull a victim free in 3 rounds.

Entangled Growth: As soon as a character enters this area, Rusak casts his *plant growth* spell, trapping the character in the thick underbrush. Trapped characters cannot do

anything. Others can cut the character free in 2 turns.

Rusak's Chambers

A. Entrance Chamber

This small chamber has a canoe pulled up to small landing, a table, and piles of food. Standing to either side of the entrance are Thoref and Petrof, each armed with a two-handed sword. They attack anyone who tries to come through the waterfall. Knowing they have nowhere to run, they fight to the death.

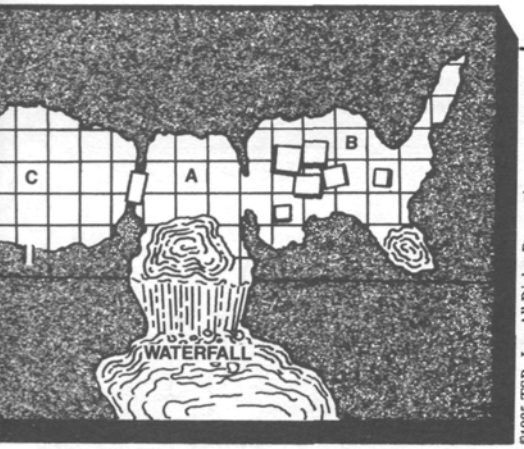
B. Storeroom

This chamber serves as a storeroom, kitchen, and bedroom for Rusak's henchmen. Hiding in the shadows behind the stack of crates is Philip. He attempts to backstab any character he can and then, if possible, escape from the hideout.

C. Rusak's Chamber

Fitted into the arch of the cavern is a heavy door, locked and barred from the inside. The room inside is comfortably, though not lavishly, furnished. Here Rusak is watching the actions of the characters outside. If the characters start to open the door, Rusak escapes by casting a *dimension door* spell to the outside. Once outside, he unrolls his *flying carpet* and flies away (unless stopped). If he escapes, Rusak puts aside his efforts at revenge for the moment, although he will be back someday.

In the chamber are documents which implicate Rusak's involvement with General Ziegler, 10,000 gp worth of gems and jewelry, a potion of *plant control*, a scroll with four spells (referee's choice), and a *staff of healing*.



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RUSAK'S CHAMBERS
1 SQUARE = 5 FEET

NEW MONSTER

Fungoid

Armor Class:	8
Hit Dice:	10
Move:	60′(20′)
Attacks:	2
Damage:	2-20
No. Appearing:	1-3 (1-2)
Save As:	Dwarf: 10
Morale:	12
Treasure Type:	None
Alignment:	Neutral

The fungoid is an ogre-sized humanoid fungus creature with soft, puffy, white skin and vaguely human facial features. According to folklore, these creatures grow near the sites of unavenged murders or great battles. It is actually a barely intelligent fungus, able to move and sense its surroundings. They are normally found just under the surface of a patch or ring of mushrooms and may be connected to these in some way.

Although large and powerful, a fungoid is quite slow, always losing the initiative in any combat. They attack with their flabby fists, hitting with tremendous force. However, their fungus flesh gives easily with the result that they only cause 2-20 points of damage, although the character hit must make a Saving Throw vs. Dragon Breath or be knocked off his feet.

Being nearly-mindless, a fungoid is immune to the effects of morale, *hold*, *charm* and *illusion* spells. In addition, it is not properly a plant and cannot be affected by *plant growth* or *plant control* spells. Fire causes double damage. Cold-based spells do no damage but stun it for 1-6 rounds.

NEW MAGICAL ITEMS

Staff of Recording

This is an ornamented staff topped with a single crystal orb. When placed upright in the earth, it can record or show. When the command word is spoken to record, the staff records all events within a 30-foot radius for up to 24 hours. Likewise, when it shows, it plays back everything that it has recorded. The staff can only have one scene recorded at any given time. If a new scene is recorded, any previous scene is lost.

Amulet of Emotions

This amulet appears identical to any other magical amulet. When worn or carried, the user does not notice any effect. However, the amulet magically alters the person's appearance to match his emotions of the moment, but greatly exaggerates them. Thus, rage and anger make the person appear horrific and hideous, fear makes him appear weak and sniveling with mousy features, etc. Once the amulet is put on, it can only be removed by a *remove curse* spell.

Medallion of the Mirror

This magical medallion appears as a small silver mirror set in a frame of cheap gemstones. When worn, it reverses the result of any *detection* spell cast upon the wearer or it. Thus, if worn by an evil creature, a *detect evil* shows the creature to be good; when worn by an invisible character, that character is undetectable to a *detect invisible* spell. The medallion uses a charge each time a *detection spell* is cast against it. When found it has from 2-7 charges. When all the charges are spent and another *detection* spell is cast against it or the wearer, the medallion shatters. This medallion is an extremely rare item since it is almost impossible to identify as a magical item; if *detect magic* is cast upon it, it reads as a non-magical item.

Directions for assembling the 3-D figures

The horse carts (C) (Figure 1)

Fold both cart beds (C1) according to the diagram, and glue. Fold the wheels (C2) and attach to the underside of the cart bed. Glue part of C3 to the underside of the cart, so 2/3 of the piece extends from the cart. This extended piece fits into part C4 which is attached to the horse figures.

Small tents (T9-T13) (Figure 2)

Fold the tent bases (T8, T10, T12) and glue according to the diagram. Fold the tent tops (T9, T11, T13), glue, and attach them to the tent bases.

Large tent (T1-T7) (Figure 3)

Cut out the small white slots on part T1. Fold parts T1 and T2 and glue together to form the tent base. Fold and glue T3. Attach parts T4 and T5 to the straight edges of T3 (using flaps c). Attach this top to the base of the tent.

Cut out the small white slots on part T6, fold and glue flaps a and b. Fold and glue both parts of T7 and insert them into the slots on part T6. Glue flap c on part T6 to the front of the tent. Adjust the spears to fit into the slots in the front of the tent. Then glue them in place.

Flags (F)

Fold and glue flags around a pin. Insert the pin in the top of the tents.

Waterfall (W) (Figure 4)

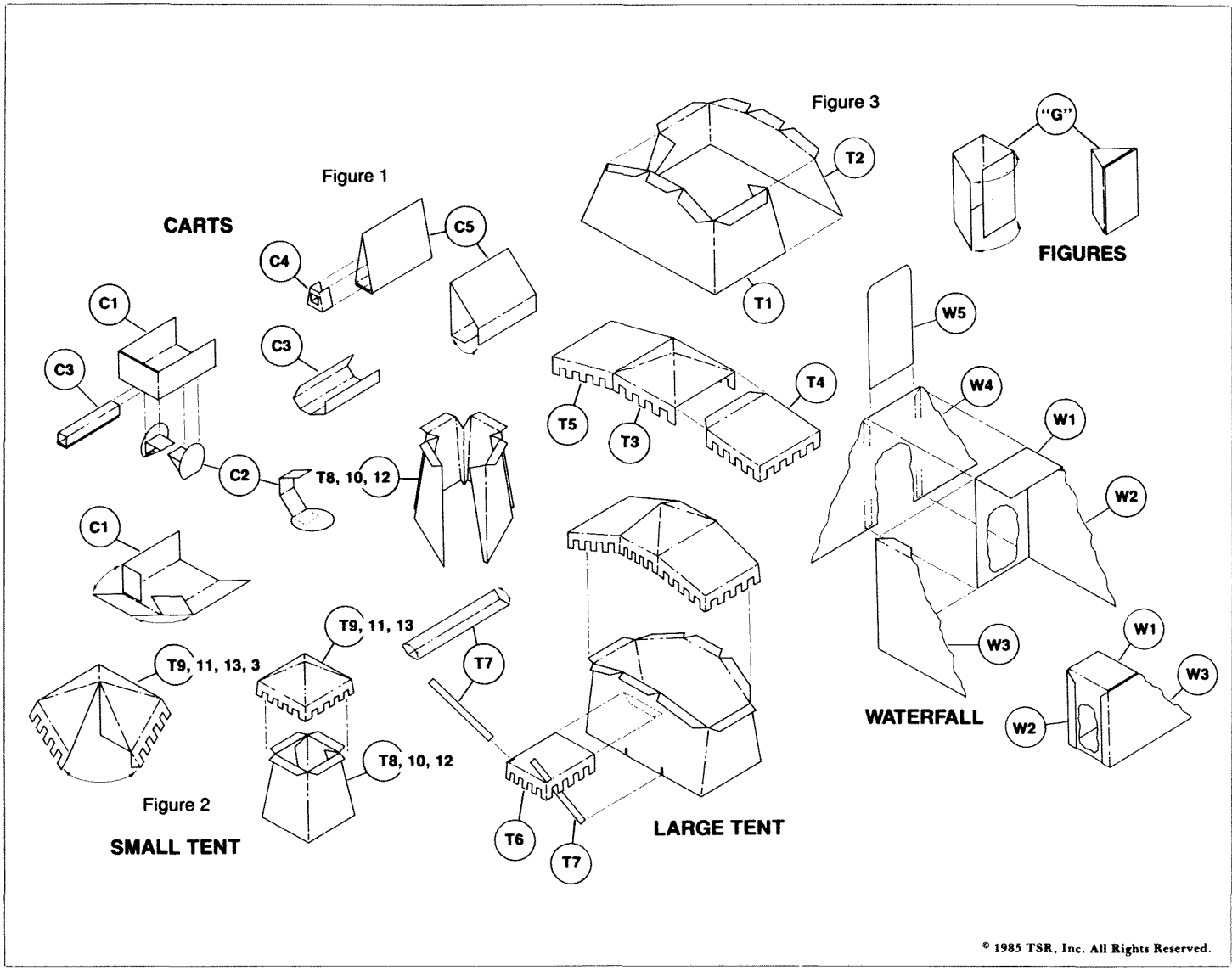
Fold and glue parts W1-W3 as indicated. Attach part W4 to the front, but do not glue around the edges of the opening or above the opening; part W5 should slide up or down between parts W1 and W4.

"G" figures

Fold all parts labelled "G" and glue the flaps on the inside of the figure so they do not show.

"B" figures

All parts labelled "B" are tree trunks. Cut out varying shapes of foliage from the sheets included and glue to the trunks.



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PRE-ROLLED PLAYER CHARACTERS

DM Sheet

Berklai
9th Level Lawful Fighter

Strength	15	Dexterity	12
Intelligence	6	Constitution	15
Wisdom	9	Charisma	15
Hit Points	50	Armor Class	-1

Equipment: *sword + 1, platemail + 2, ring of water walking, potion of speed, potion of fire resistance*, shield, crossbow, dagger, horse and saddle

Kuat
10th Level Lawful Fighter

Strength	13	Dexterity	14
Intelligence	15	Constitution	15
Wisdom	12	Charisma	13
Hit Points	52	Armor Class	-2

Equipment: 4 *arrows + 1, elven cloak, sword + 3* (*find traps, detect metal, telekinesis*), plate mail, *shield + 1, potion of gaseous form*

Teman
8th Level Lawful Cleric

Strength	10	Dexterity	17
Intelligence	12	Constitution	16
Wisdom	14	Charisma	13
Hit Points	44	Armor Class	0

Equipment: *war hammer + 4, chain mail + 2*, 3 *potions of healing*, scroll of *protection from undead, potion of giant control*, horse and saddle

Awas
8th Level Lawful Magic-User

Strength	8	Dexterity	12
Intelligence	15	Constitution	11
Wisdom	14	Charisma	13
Hit Points	22	Armor Class	7

Equipment: *wand of fear, scarab of protection*, scroll with *hold portal, fly*, and *ice storm, dagger + 1*, horse and saddle

Saudara
9th Level Neutral Magic-User

Strength	9	Dexterity	11
Intelligence	14	Constitution	14
Wisdom	10	Charisma	8
Hit Points	28	Armor Class	8

Equipment: *ring of protection + 1, displacer cloak, dagger + 2, helm of reading*, scroll of *protection from lycanthropes, ring of animal control*

Penchuri
7th Level Neutral Thief

Strength	11	Dexterity	18
Intelligence	9	Constitution	15
Wisdom	12	Charsima	13
Hit Points	24	Armor Class	2

Equipment: *elven boots, rope of climbing, sword + 1* (*detect gems, find secret doors*), *ring of protection + 2*, leather armor, mule and saddle

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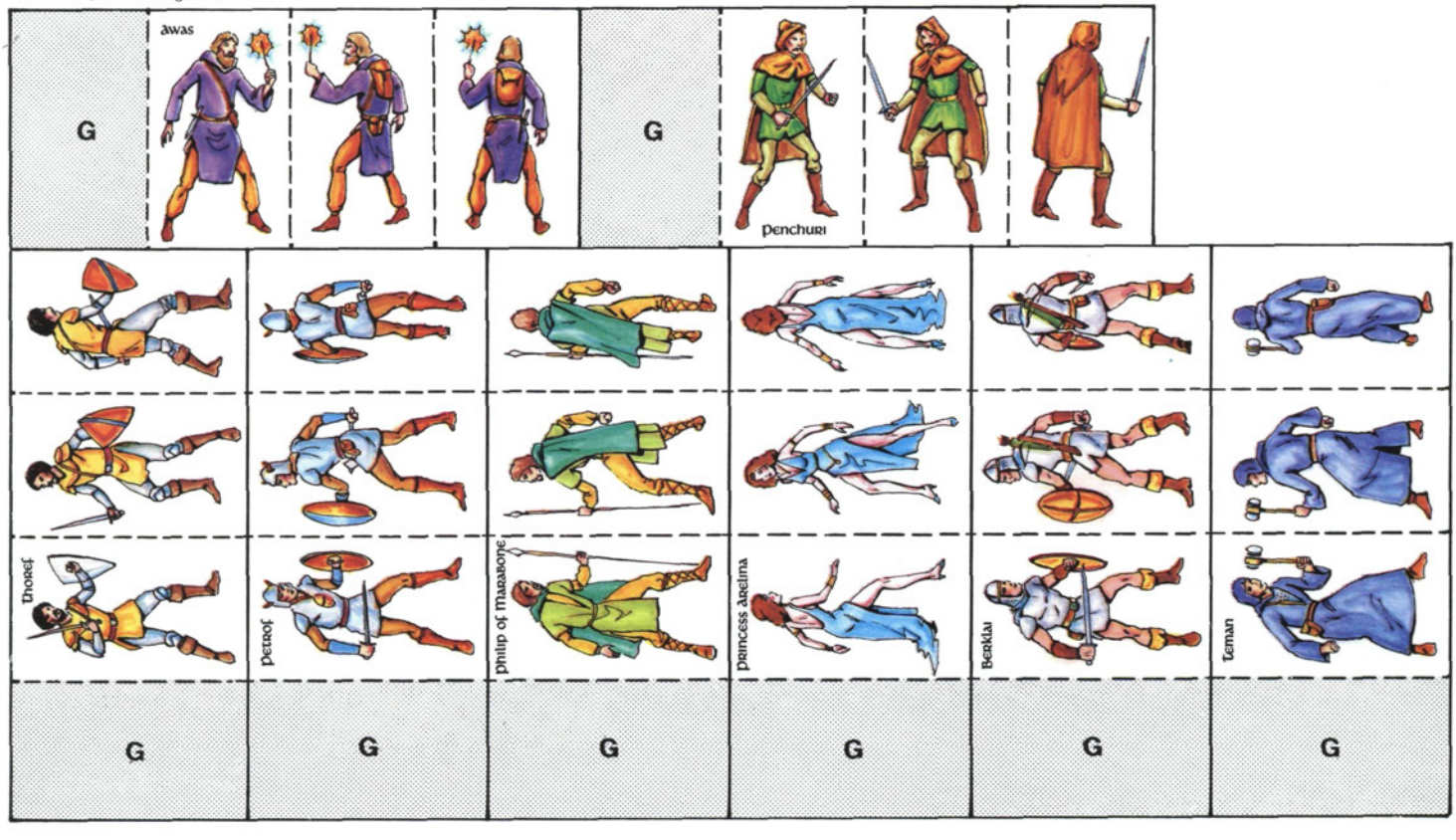


Princess Arelina
0 level human

AC 9; HD 1; hp 4; MV 120′; #AT 1; D by weapon; Save F1; ML 8; AL L

Rusak
14th Level Wizard

Strength	11	Dexterity	14
Intelligence	14	Constitution	12
Wisdom	12	Charisma	15
Hit Points	30	Armor Class	7

Equipment: *staff of recording, flying carpet, amulet of emotions, medallion of the mirror, wand of polymorph, ring of protection + 1, ring of djinni summoning, dagger + 2, potions of clairaudience, diminution, fire resistance, speed*; scroll with *water breathing, web, infravision, conjure elemental*

Thoref
9th Level Chaotic Fighter

Strength	15	Dexterity	13
Intelligence	12	Constitution	15
Wisdom	8	Charisma	11
Hit Points	50	Armor Class	-1

Equipment: *sword + 3, shield + 1, plate mail + 1, ring of spell turning, girdle of giant strength*, 3 *potions of healing*, horse and saddle

Philip of Marabone
8th Level Chaotic Thief

Strength	11	Dexterity	17
Intelligence	15	Constitution	11
Wisdom	12	Charisma	16
Hit Points	24	Armor Class	3

Equipment: *leather armor + 1, ring of protection + 1, ring of regeneration, displacer cloak, spear + 1*, thief's tools, horse and saddle

Petrof
10th Level Neutral Fighter

Strength	17	Dexterity	15
Intelligence	8	Constitution	13
Wisdom	13	Charisma	7
Hit Points	56	Armor Class	-2

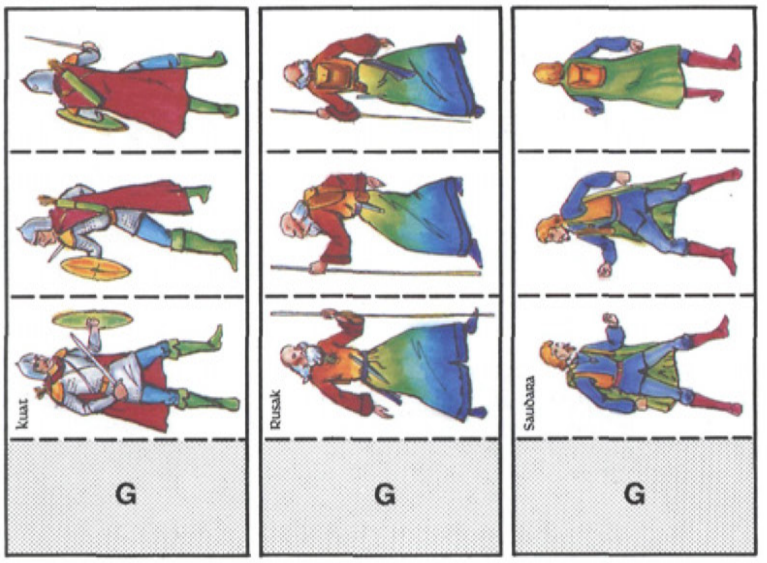
Equipment: *sword + 2, mace + 1*, 10 *arrows + 2*, longbow, *platemail + 1, shield + 2, horn of blasting, potion of healing*, potion of *flying*, horse and saddle

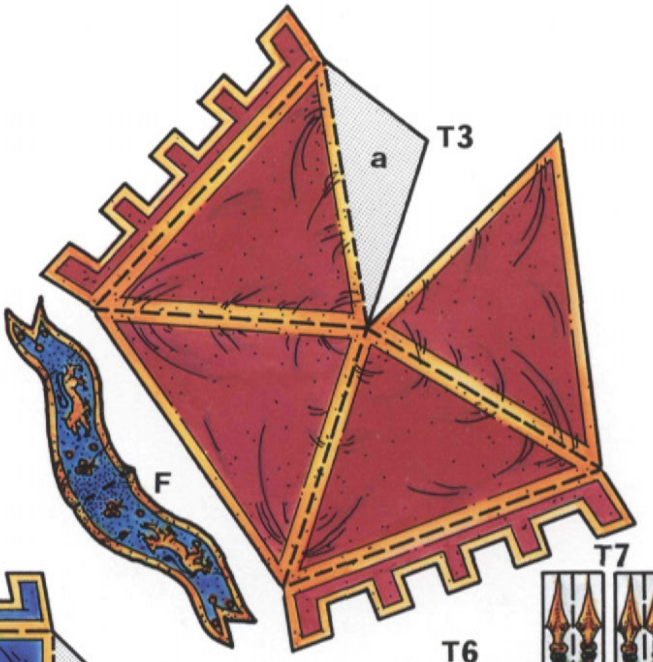
Rusak's Spells

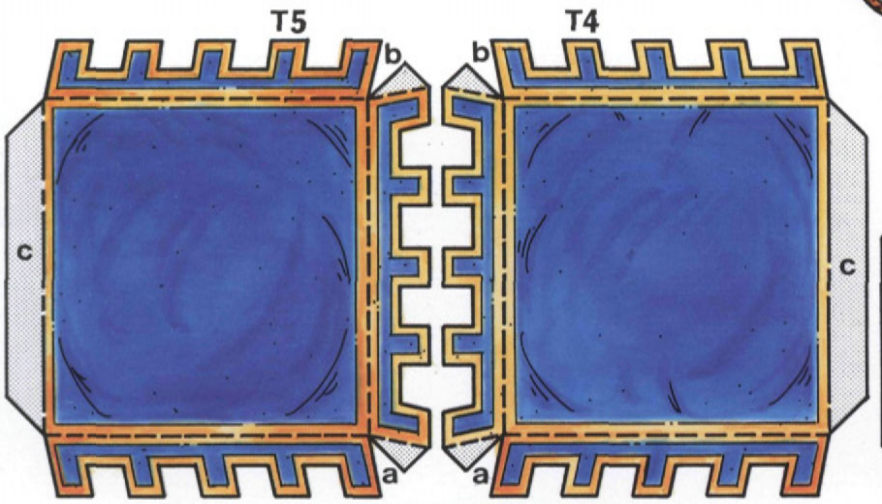
First	*Second*	*Third*	*Fourth*
ventriloquism	*invisibility*	*dispel magic*	*growth of plants*
ventriloquism	*invisibility*	*fire ball*	*hallucinatory terrain*
magic missile	*phantasmal force*	*lightning bolt*	*polymorph self*
hold portal	*phantasmal force*	*hold person*	*wizard eye*
			(dimension door)

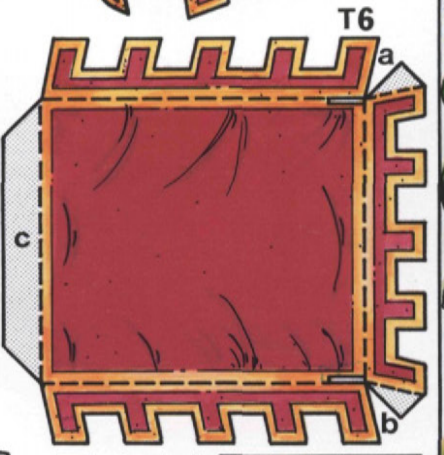
Fifth	*Sixth*
wall of stone	*projected image*
hold monster	*invisible stalker*
animate dead	

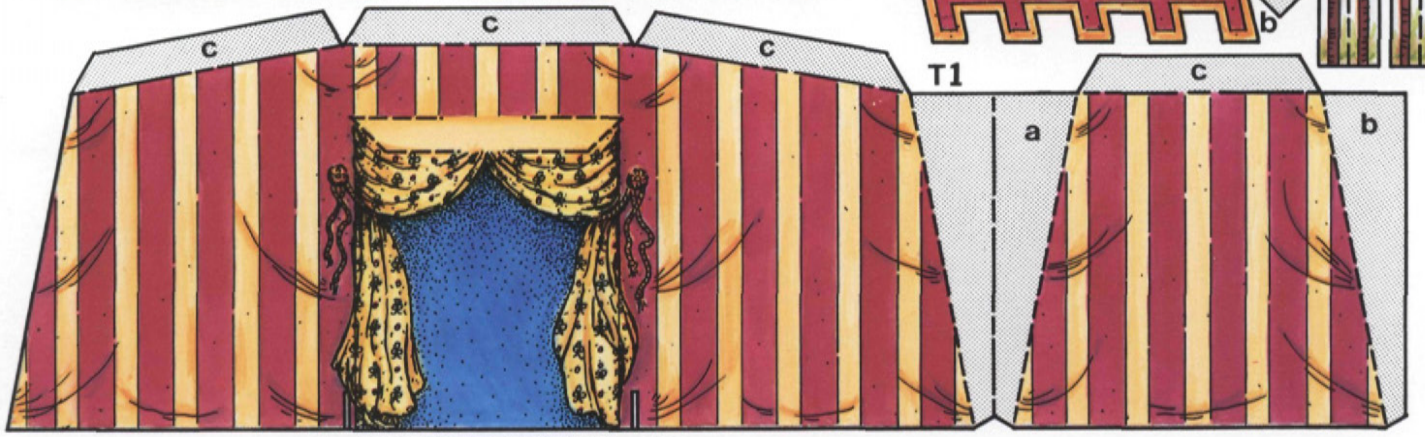
Spells in parentheses are memorized on the second day of the adventure.

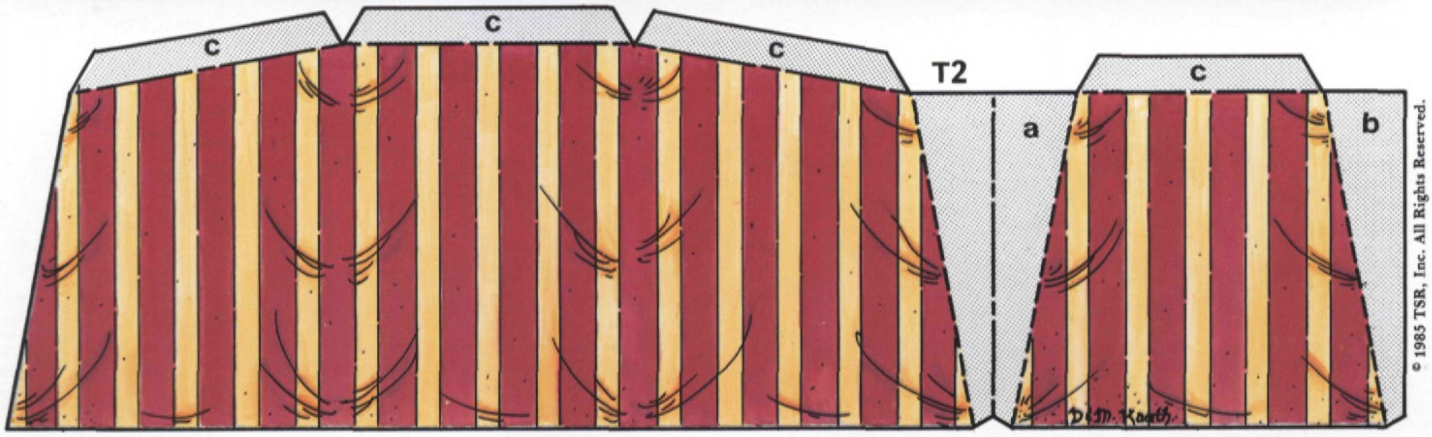












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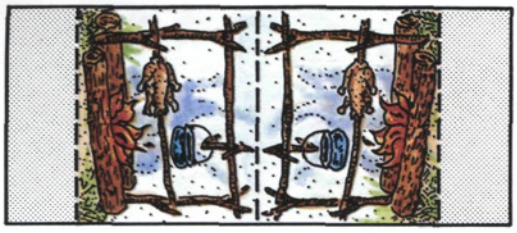

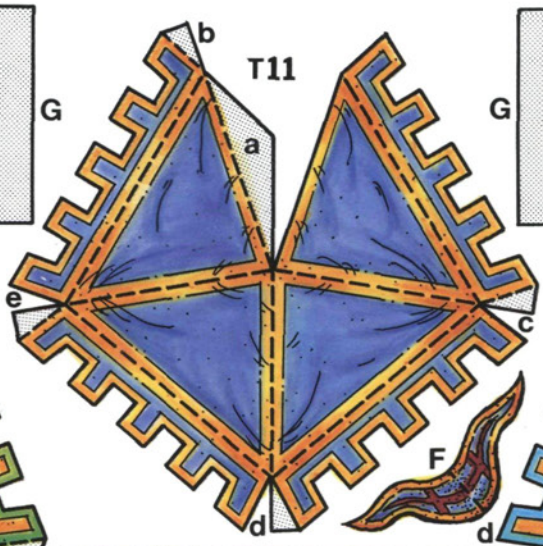

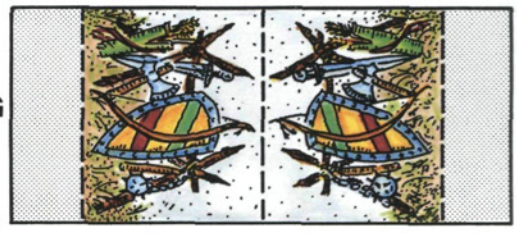

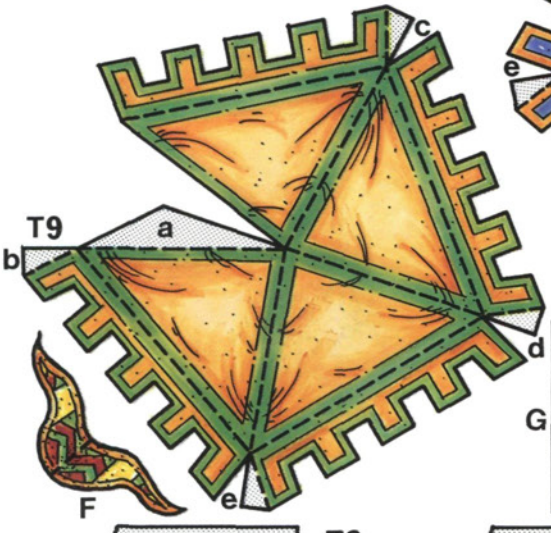

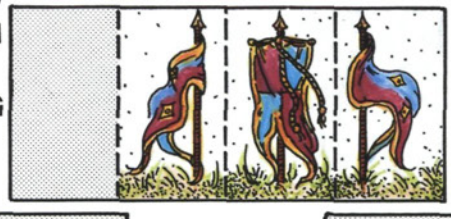

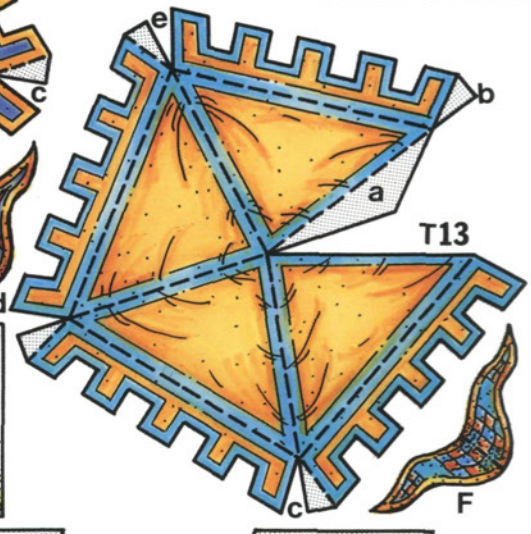

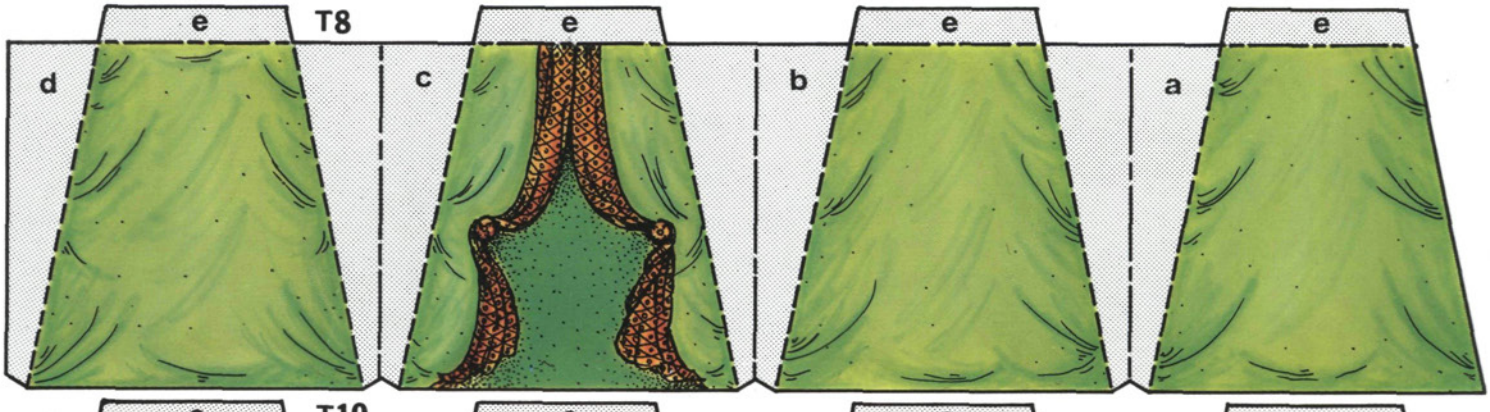

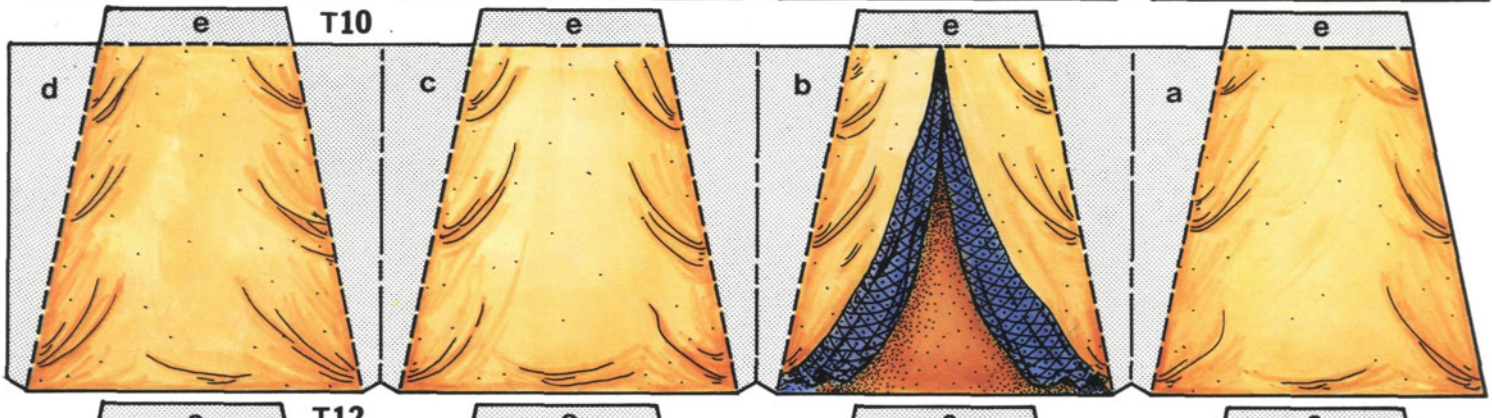

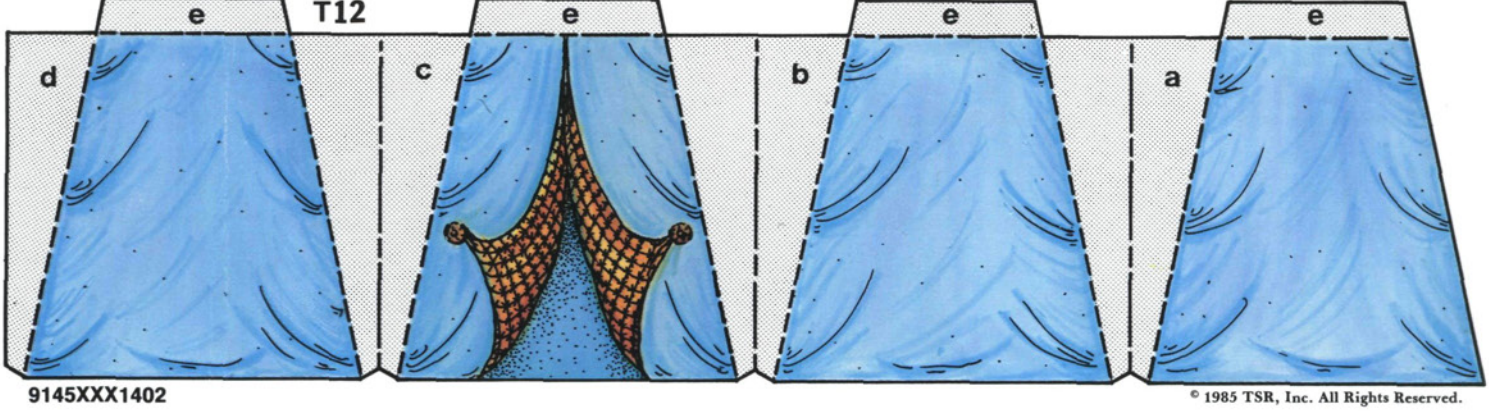

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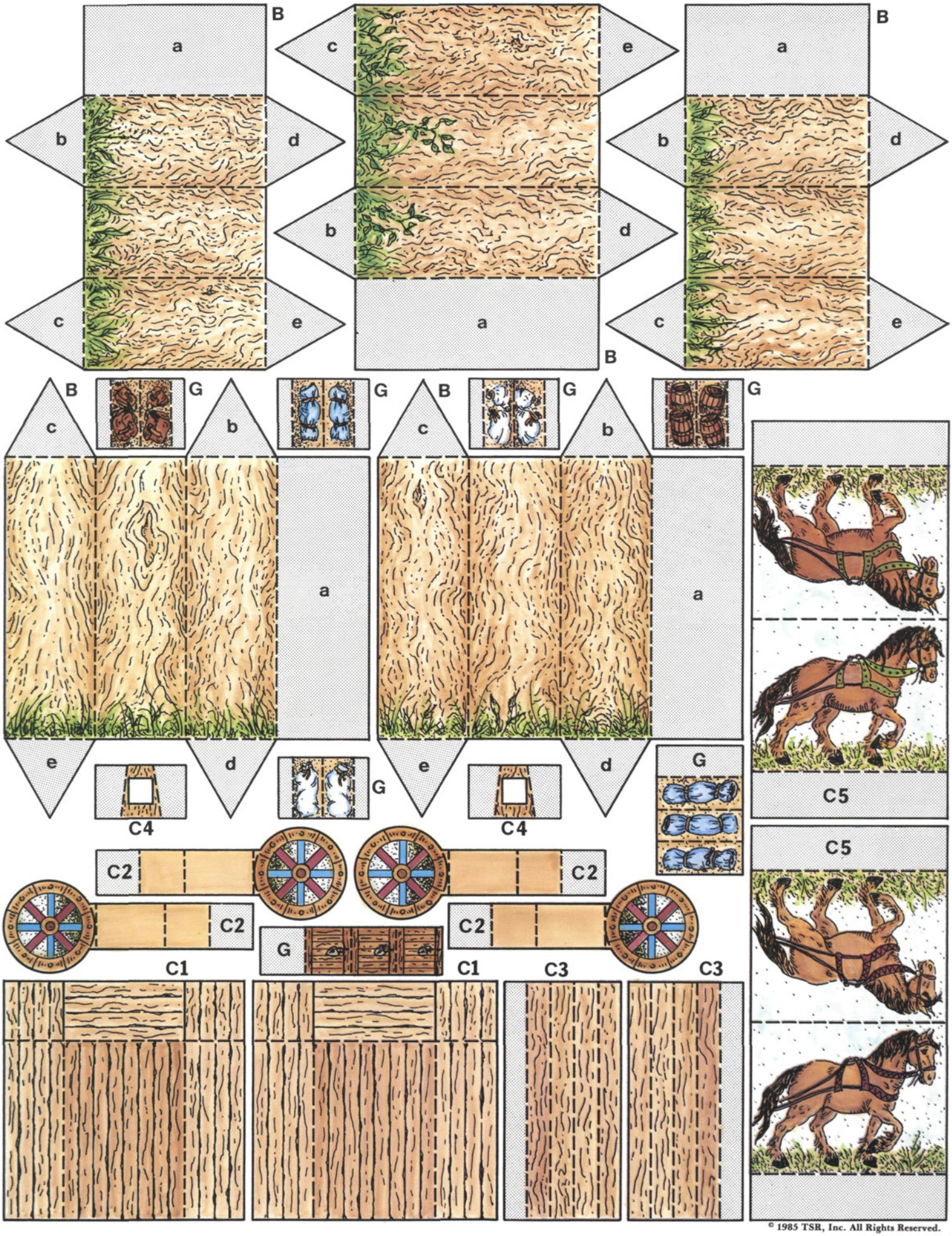

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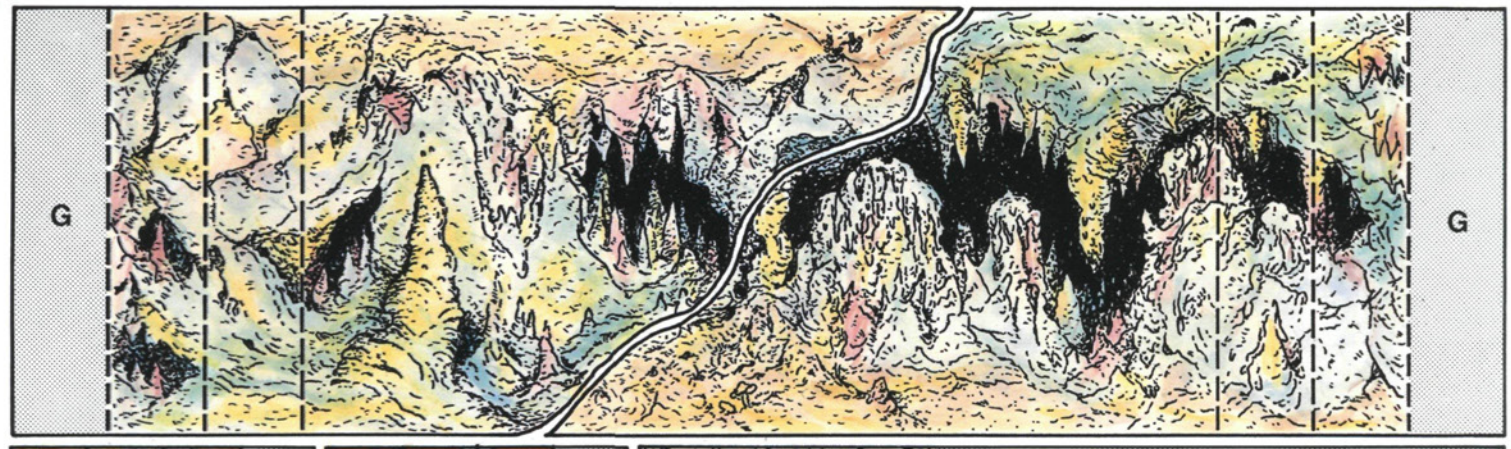

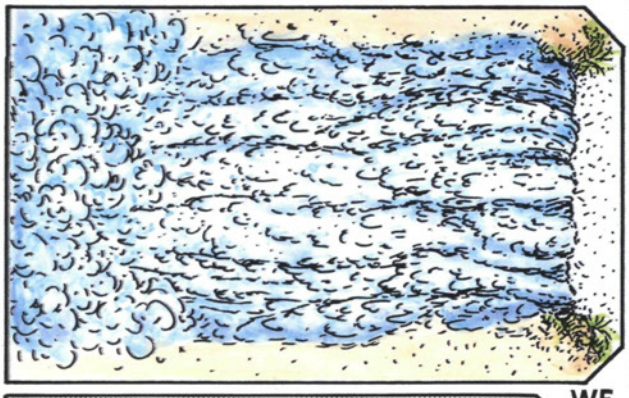

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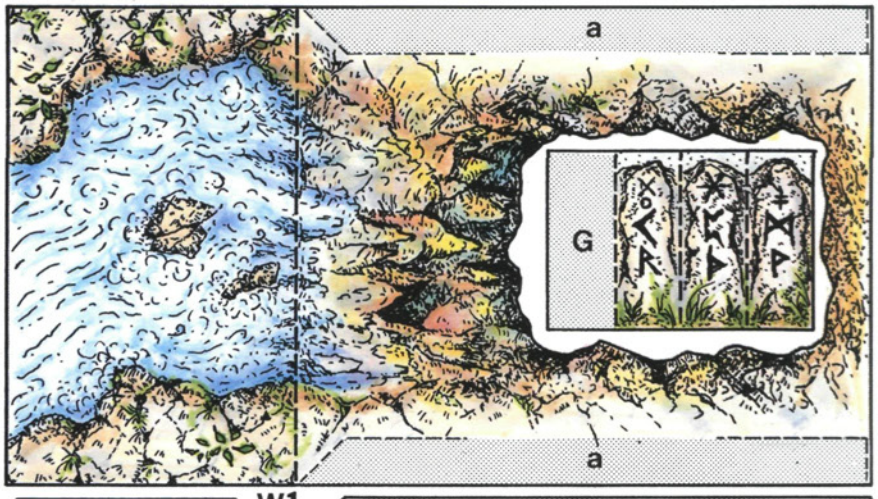

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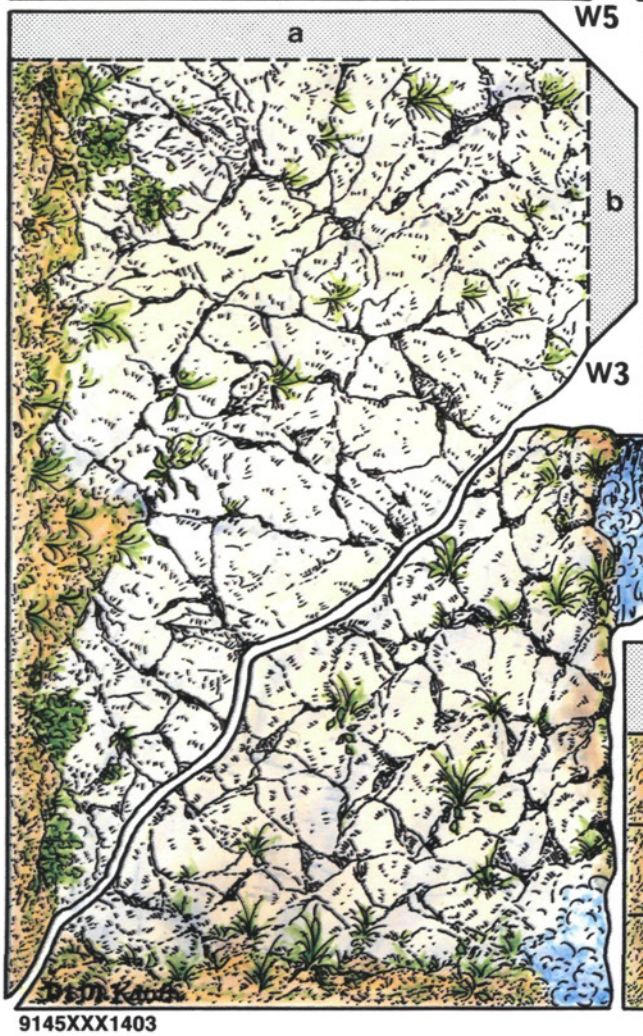

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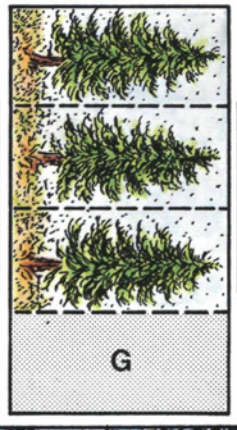

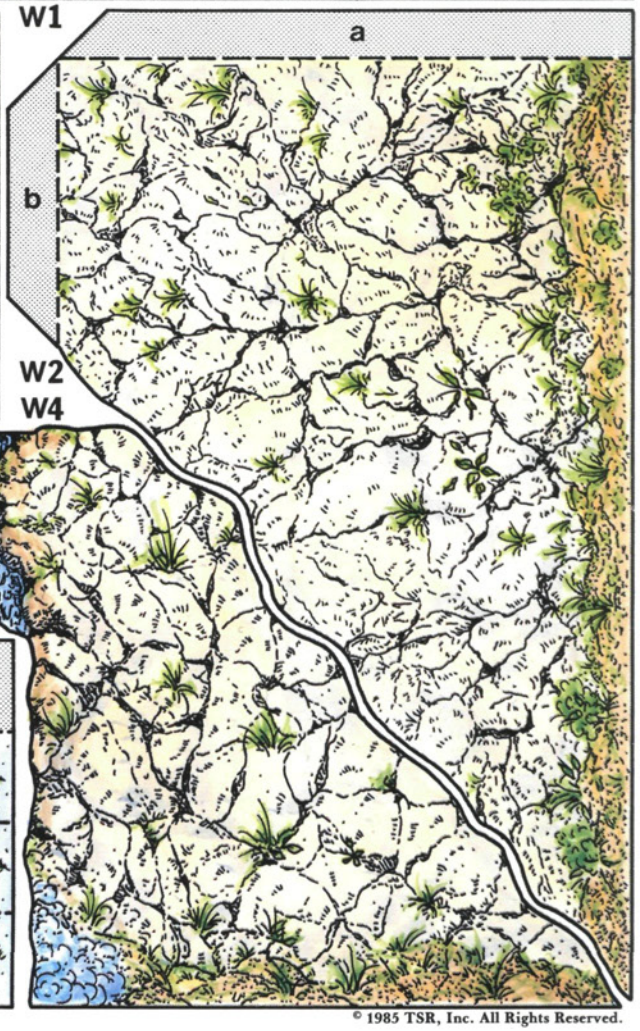

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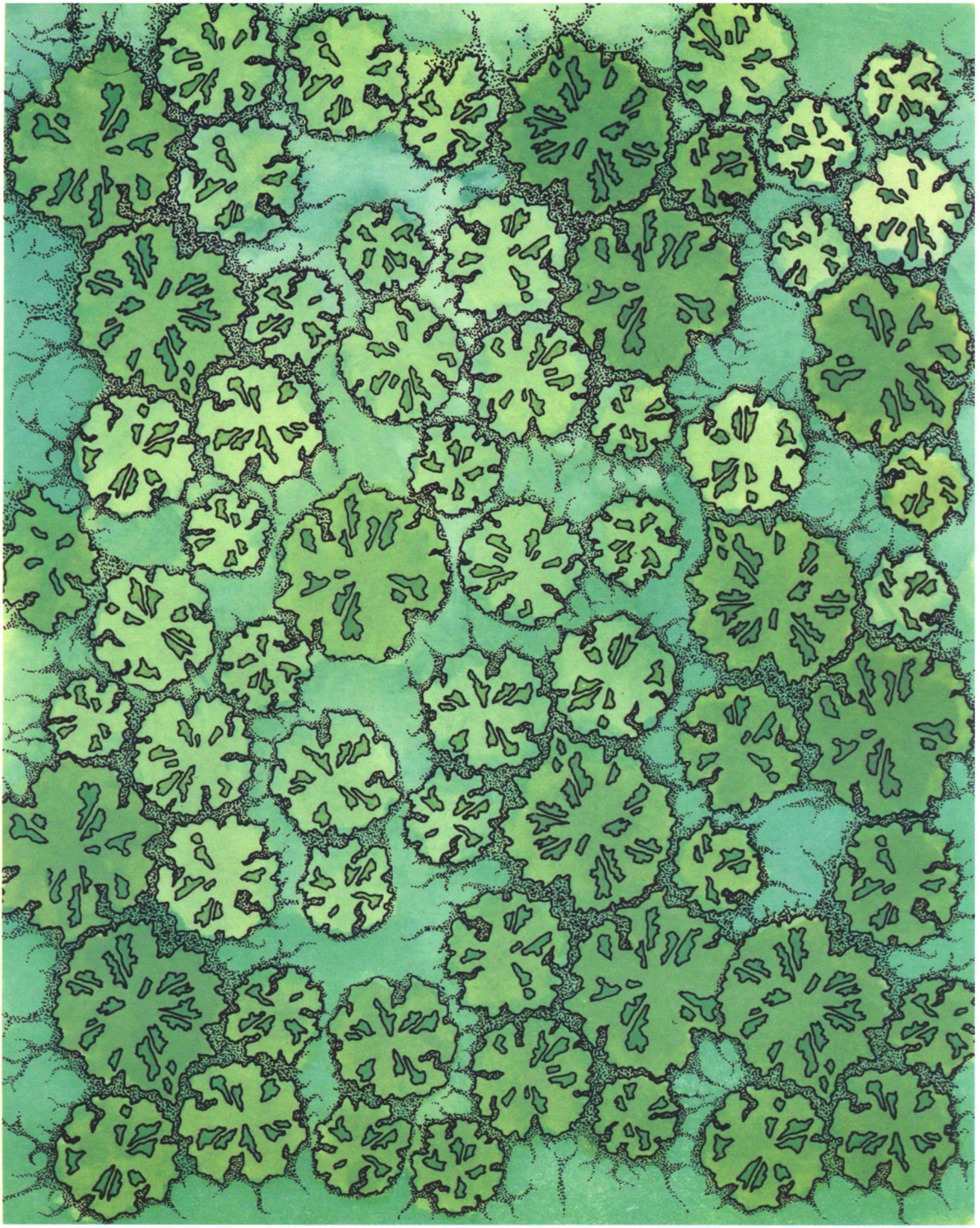

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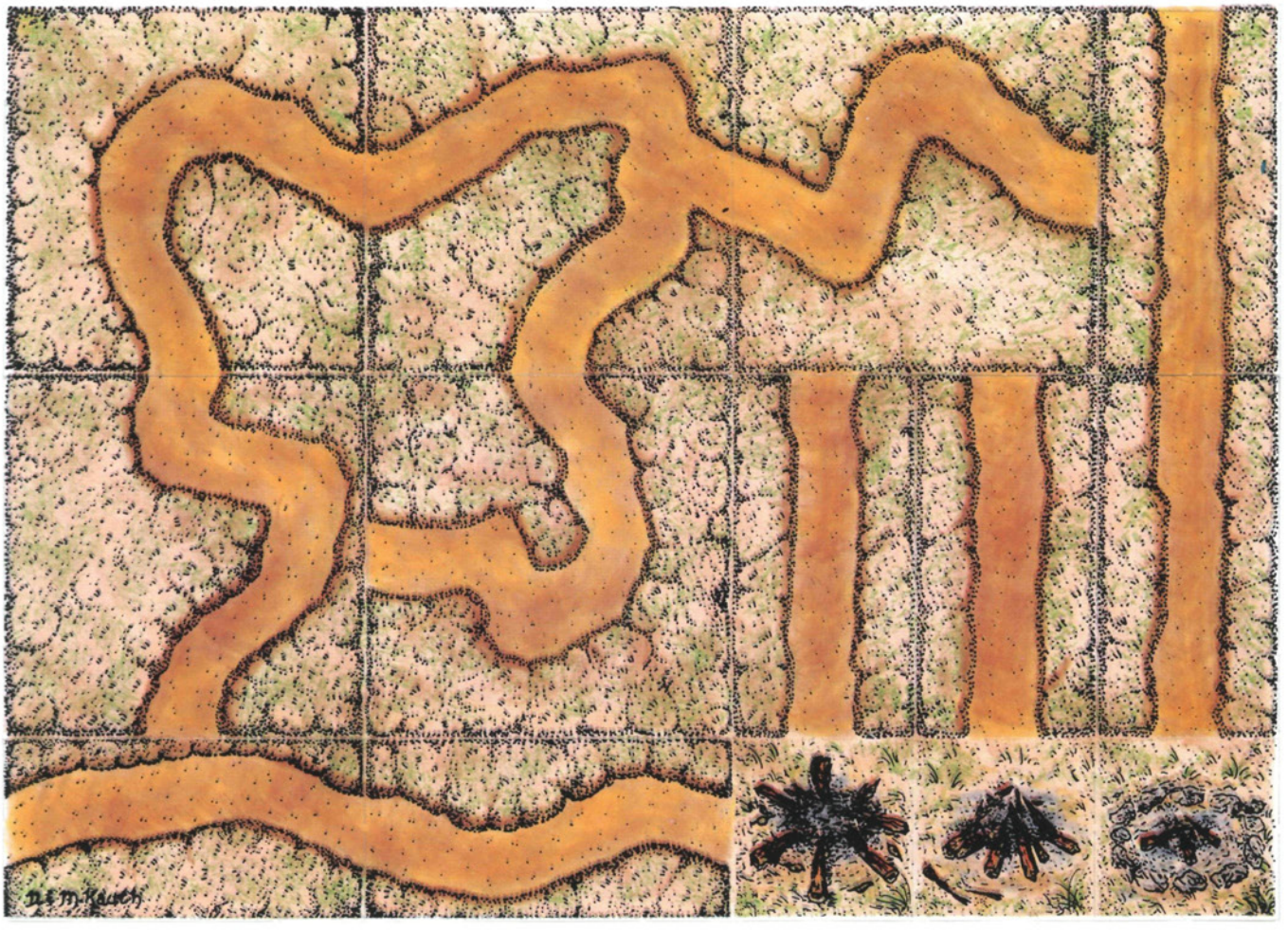

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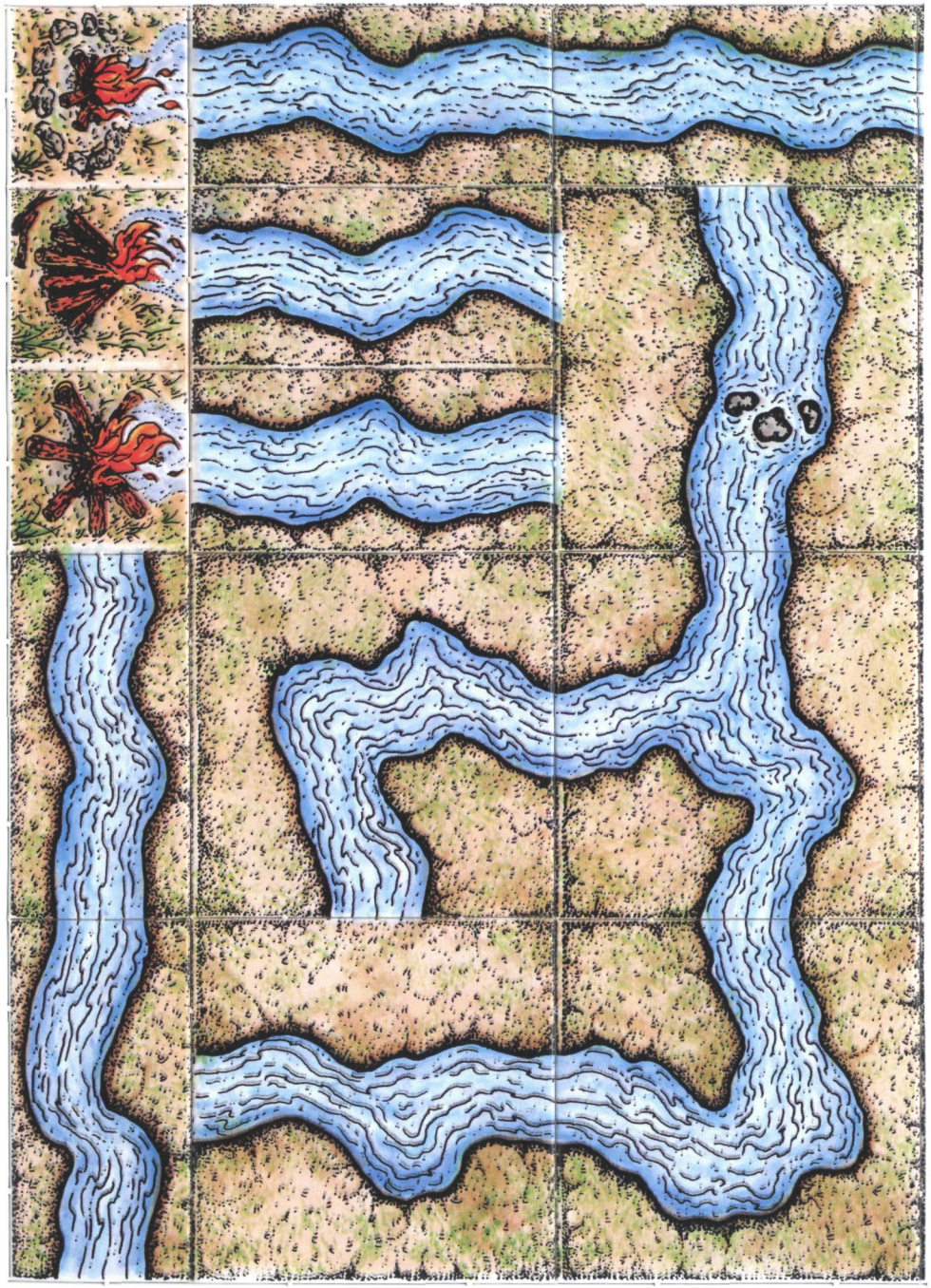

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