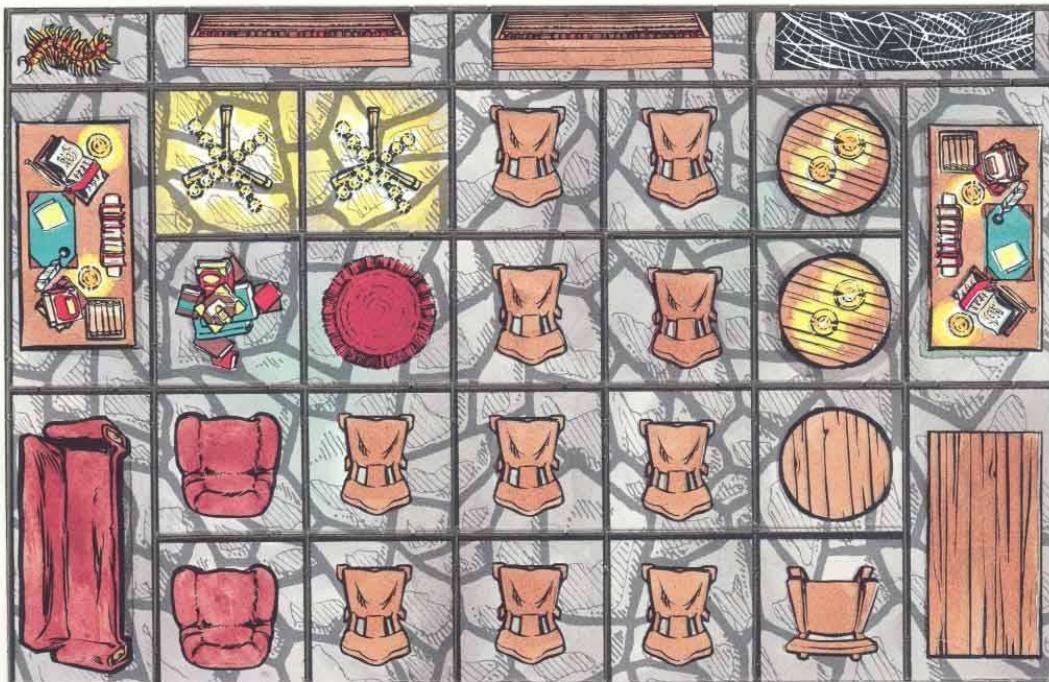


AC3 Dragon Tiles

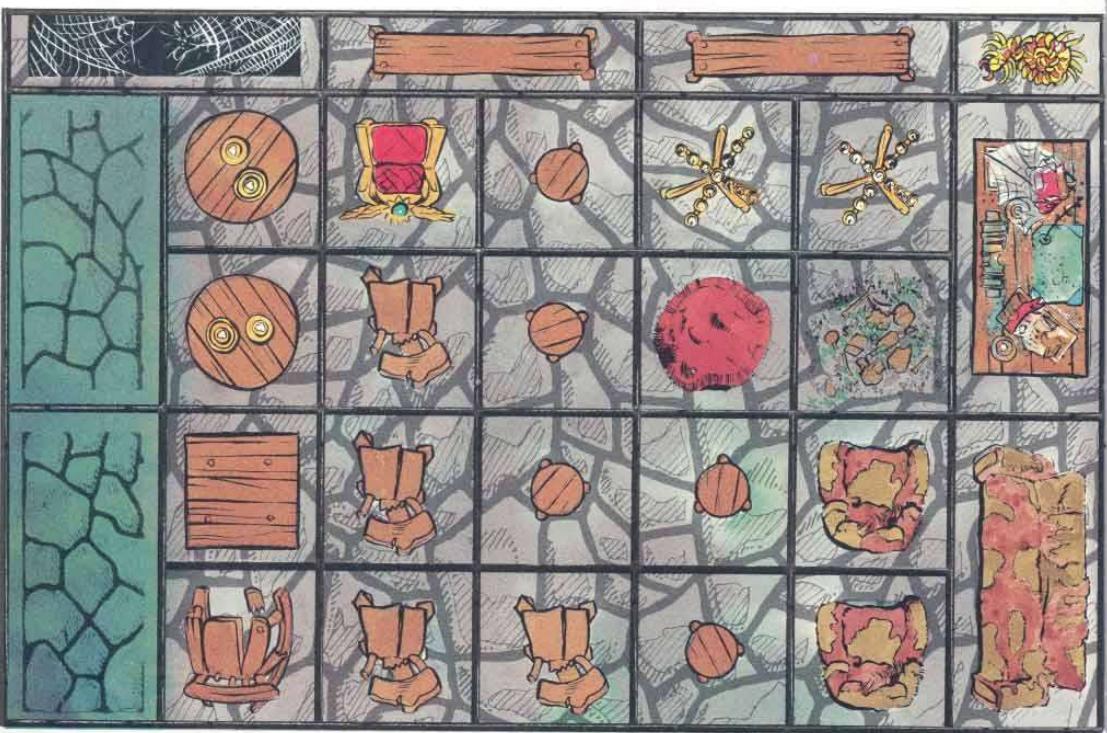
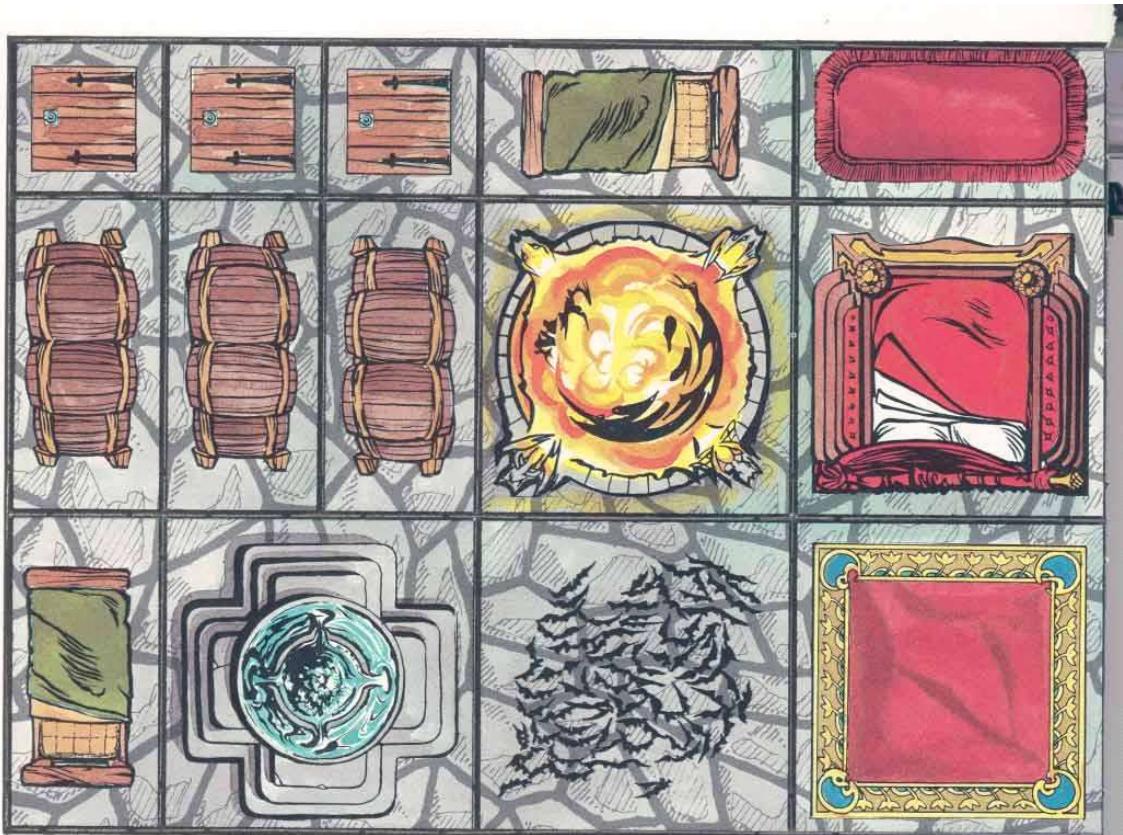


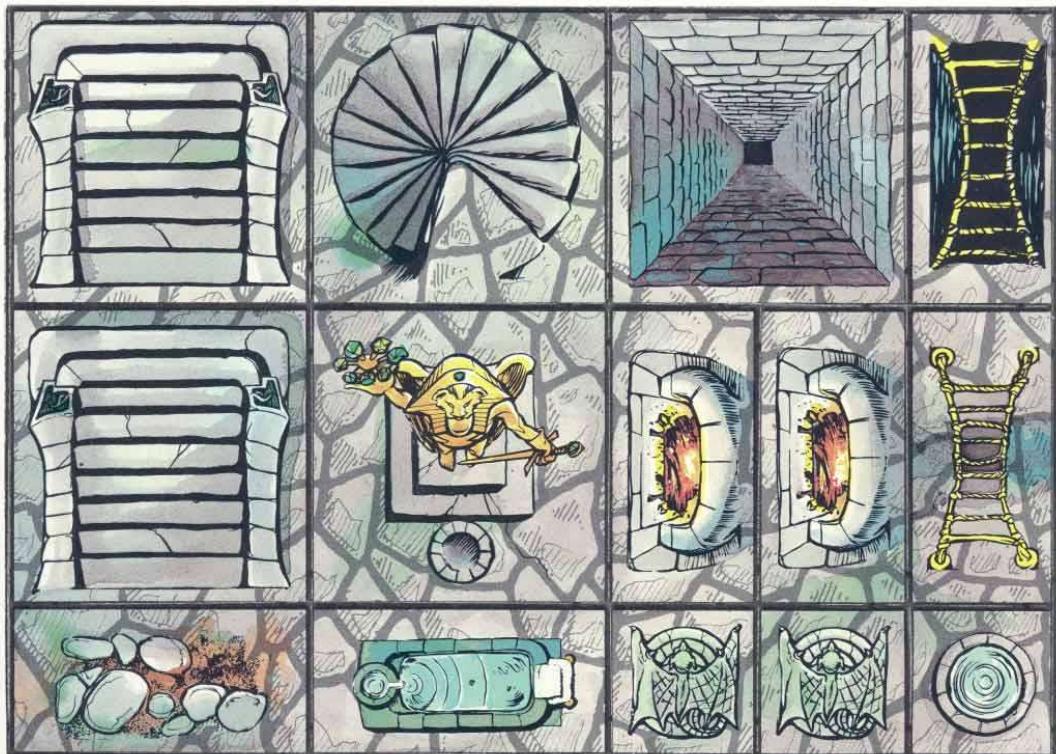
3-D DRAGON TILES

2-D FEATURE TILE SHEET 2



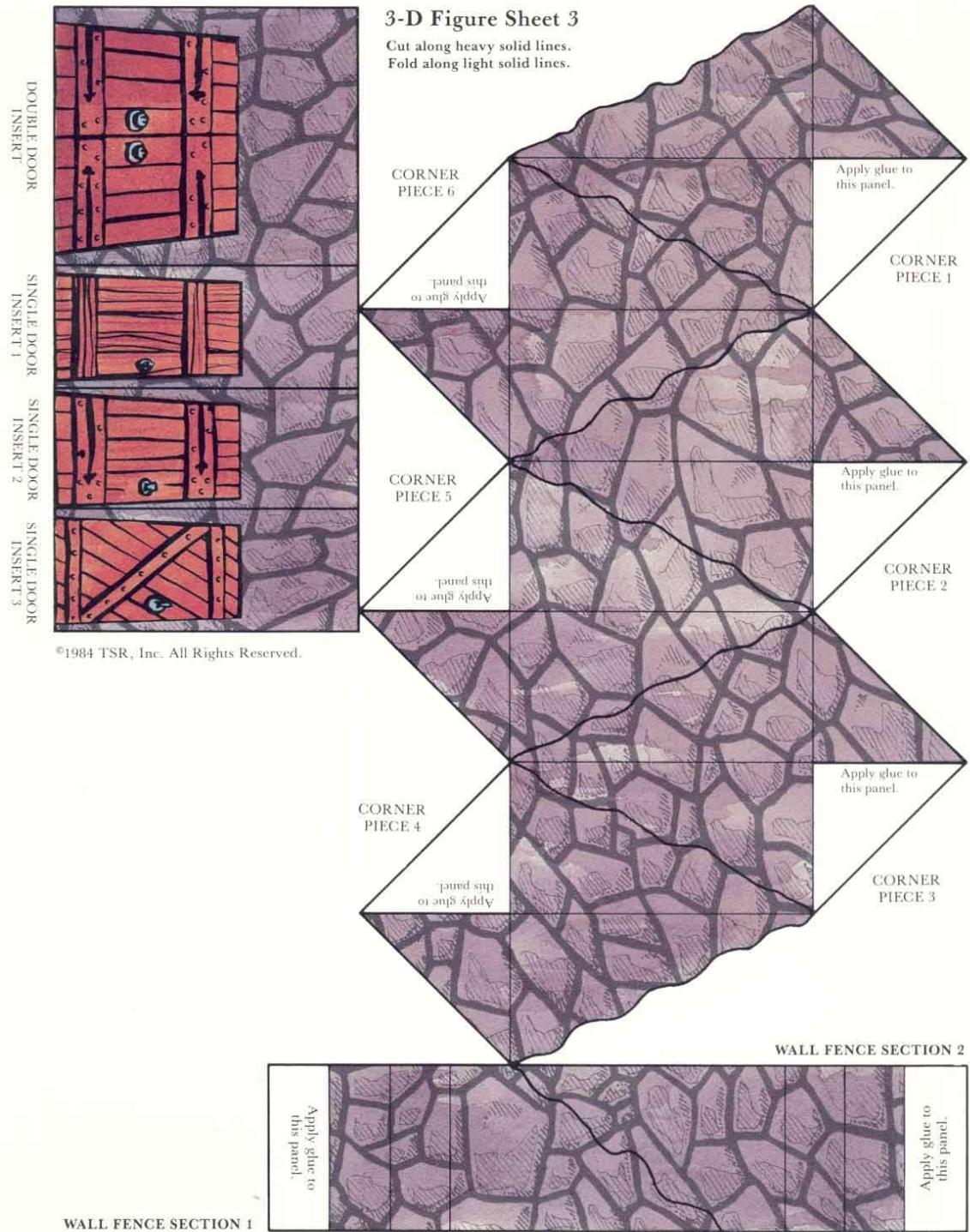
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3-D Figure Sheet 3

Cut along heavy solid lines.
Fold along light solid lines.

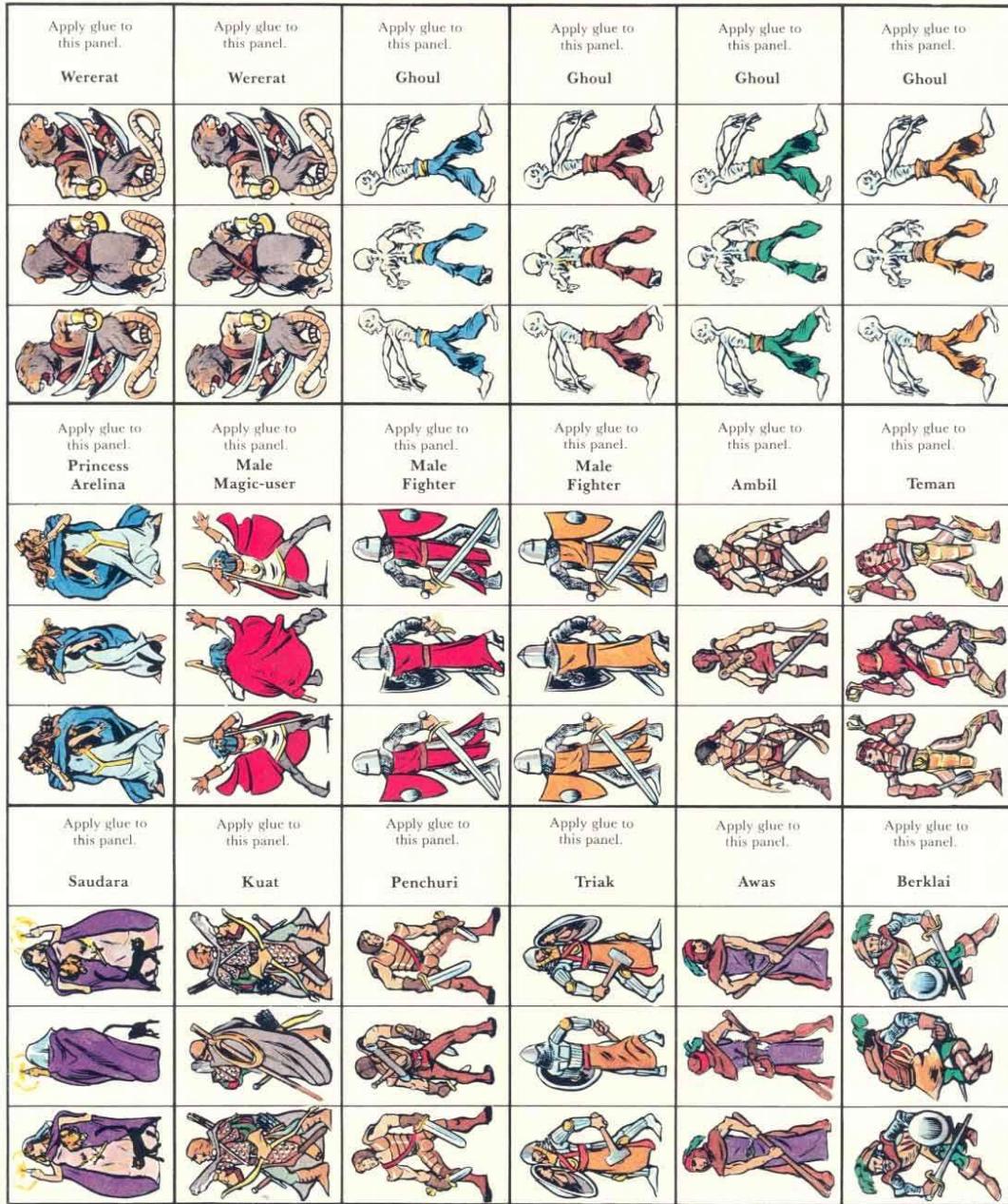


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3-D Figure Sheet 1

Cut along heavy solid lines. Fold along light solid lines.

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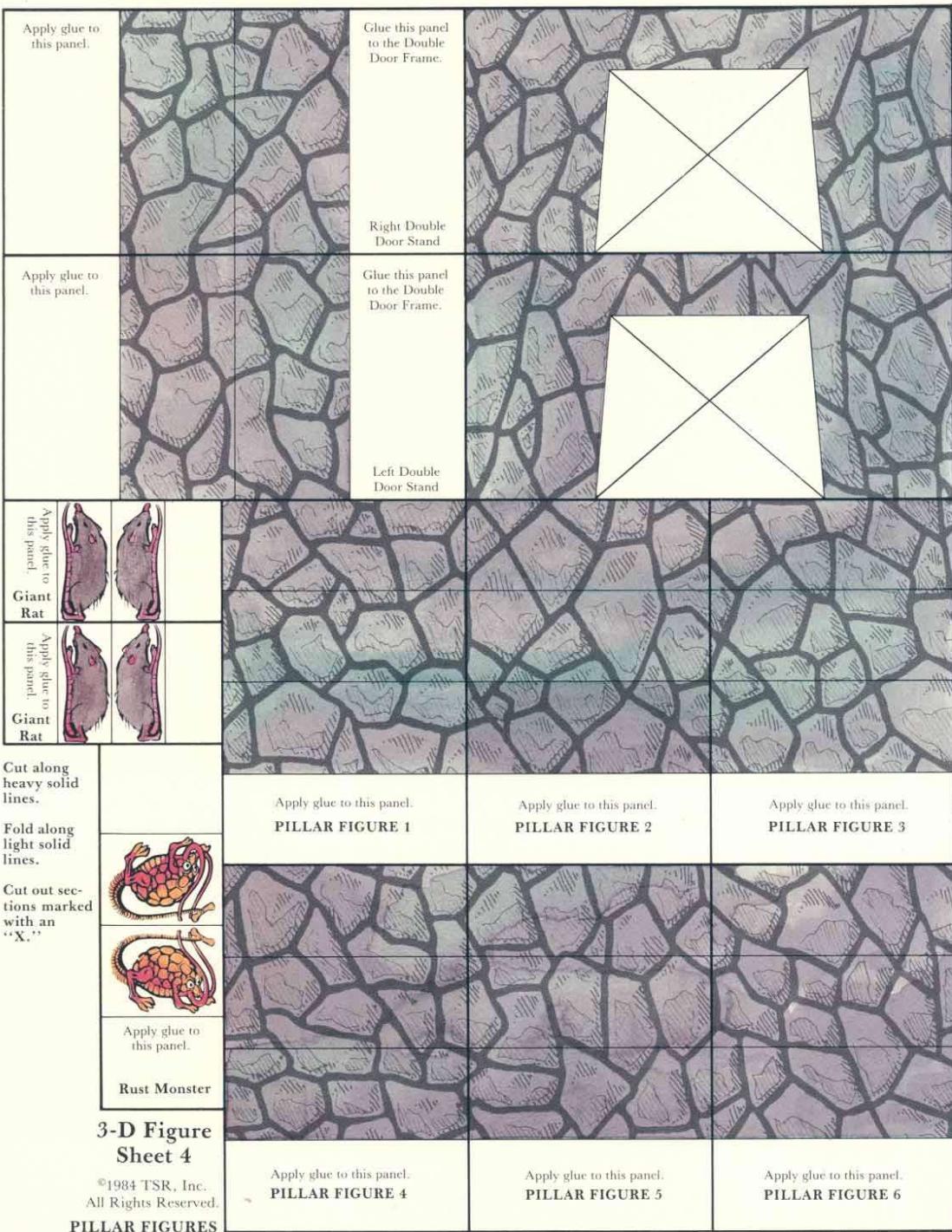
MONSTER FIGURES

CHARACTER FIGURES

CHARACTER FIGURES

DOUBLE DOOR STANDS - RIGHT AND LEFT

DOUBLE DOOR FRAMES A & B



3-D Figure Sheet 4

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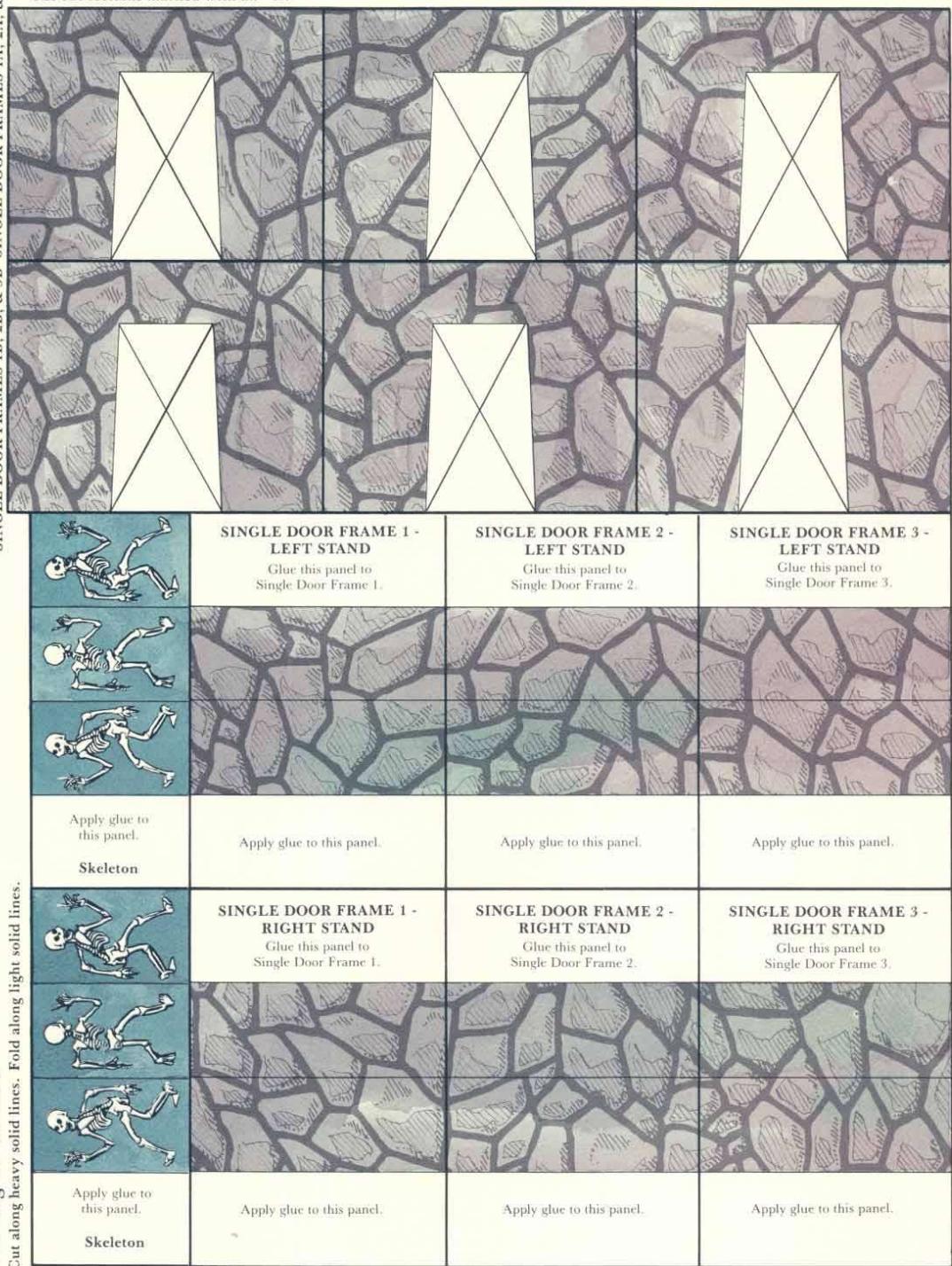
PILLAR FIGURES

3-D Figure Sheet 5
Cut along heavy solid lines. Fold along light solid lines.

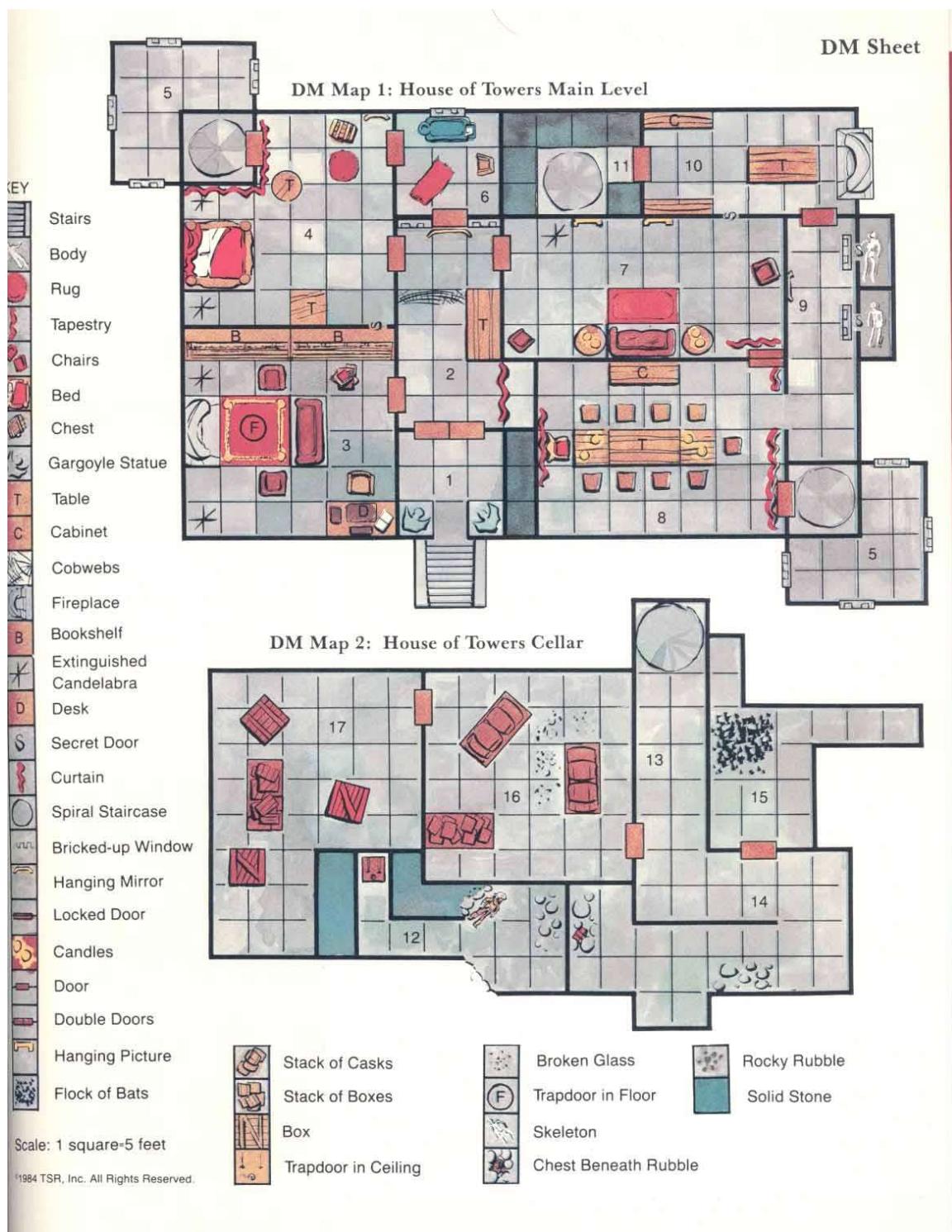
SINGLE DOOR FRAMES 1B, 2B, & 3B SINGLE DOOR FRAMES 1A, 2A, & 3A

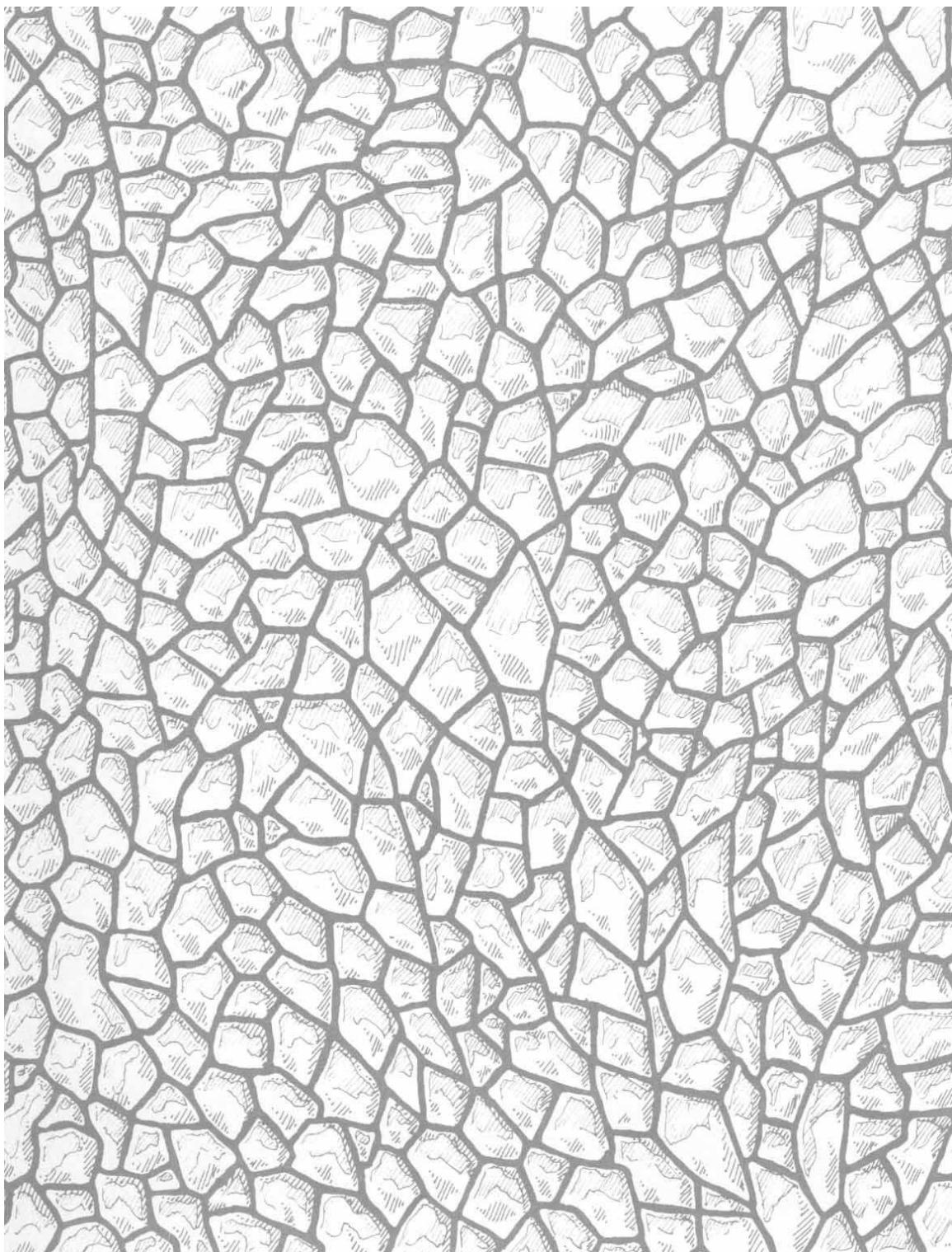
Cut out sections marked with an "X."

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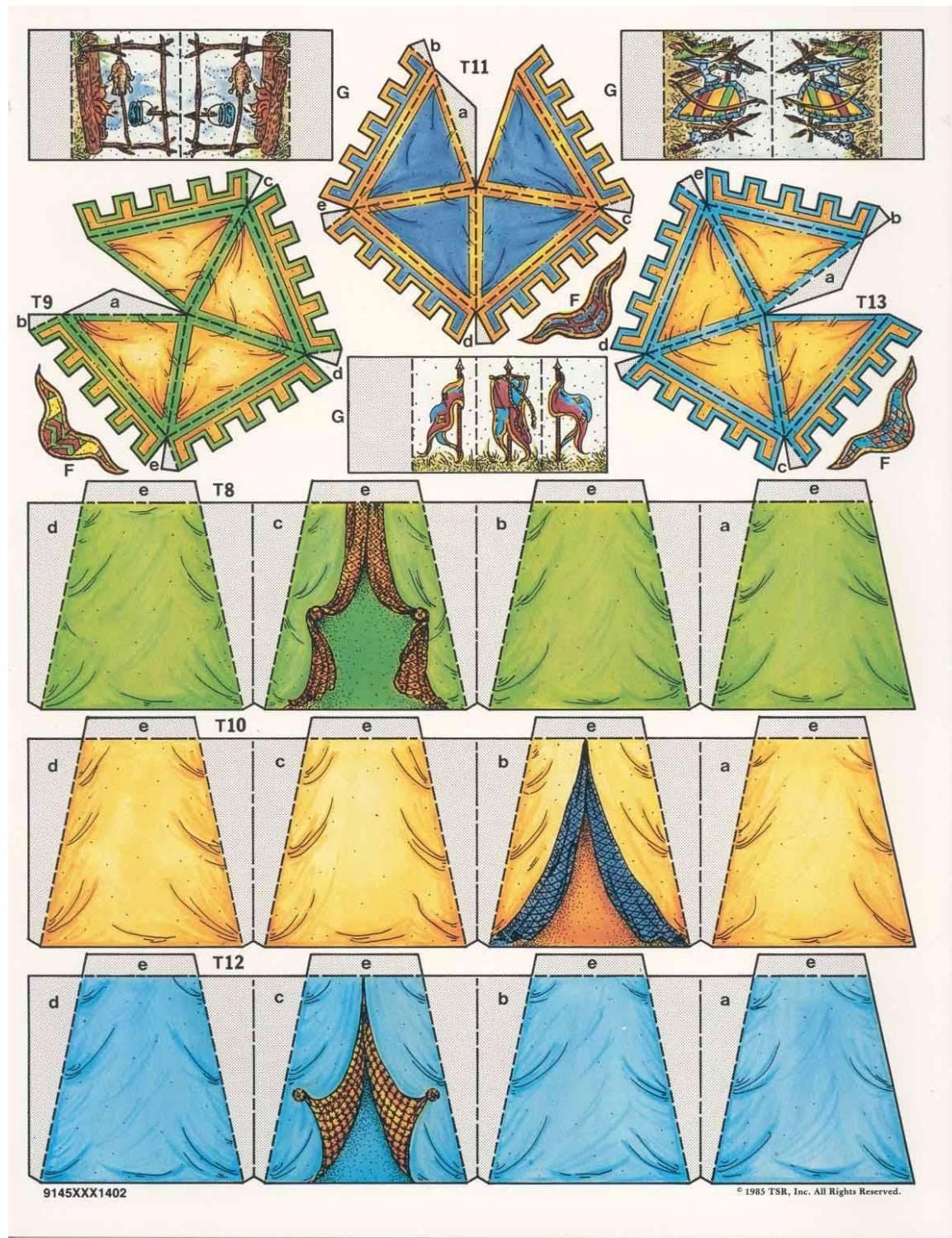


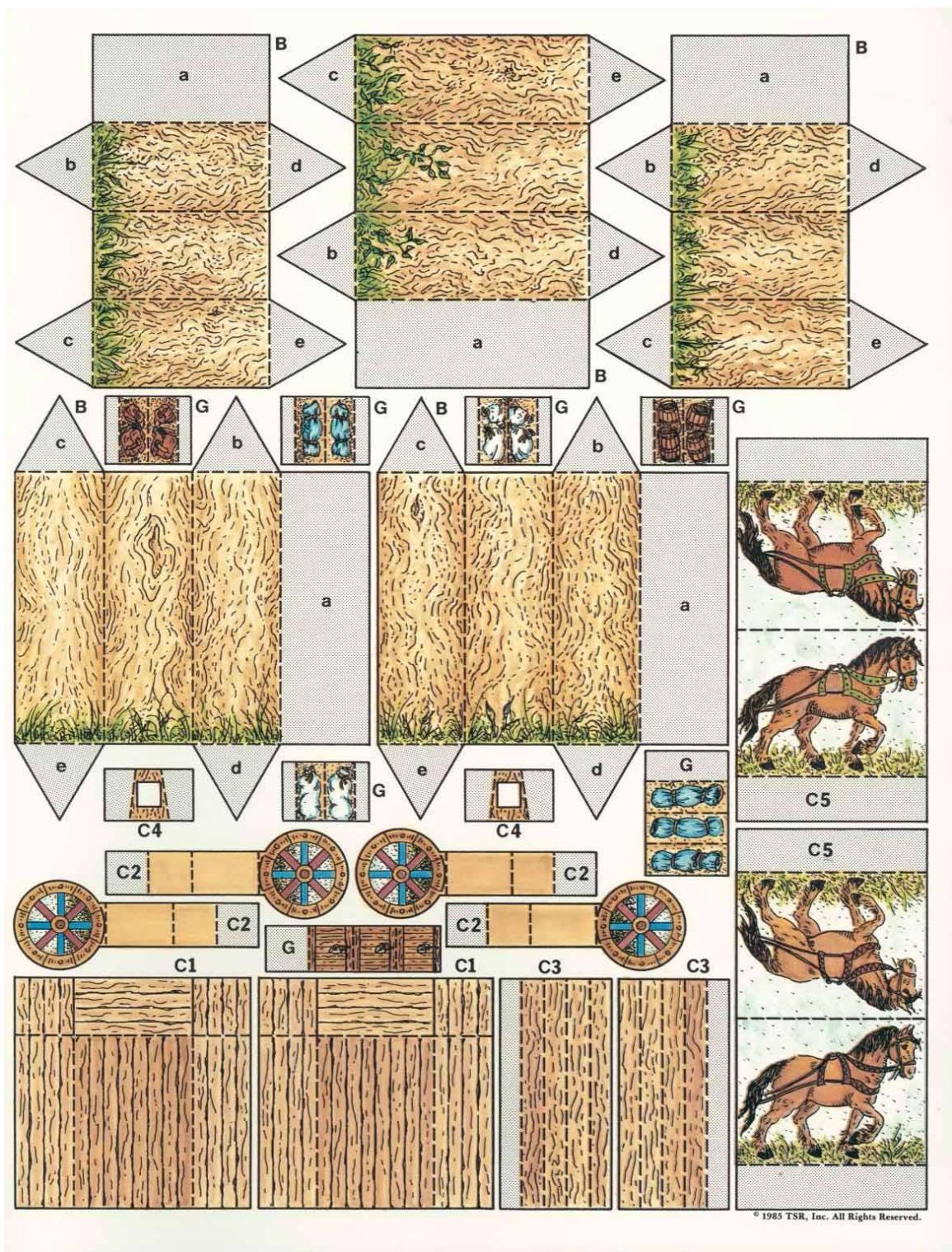
DM Sheet



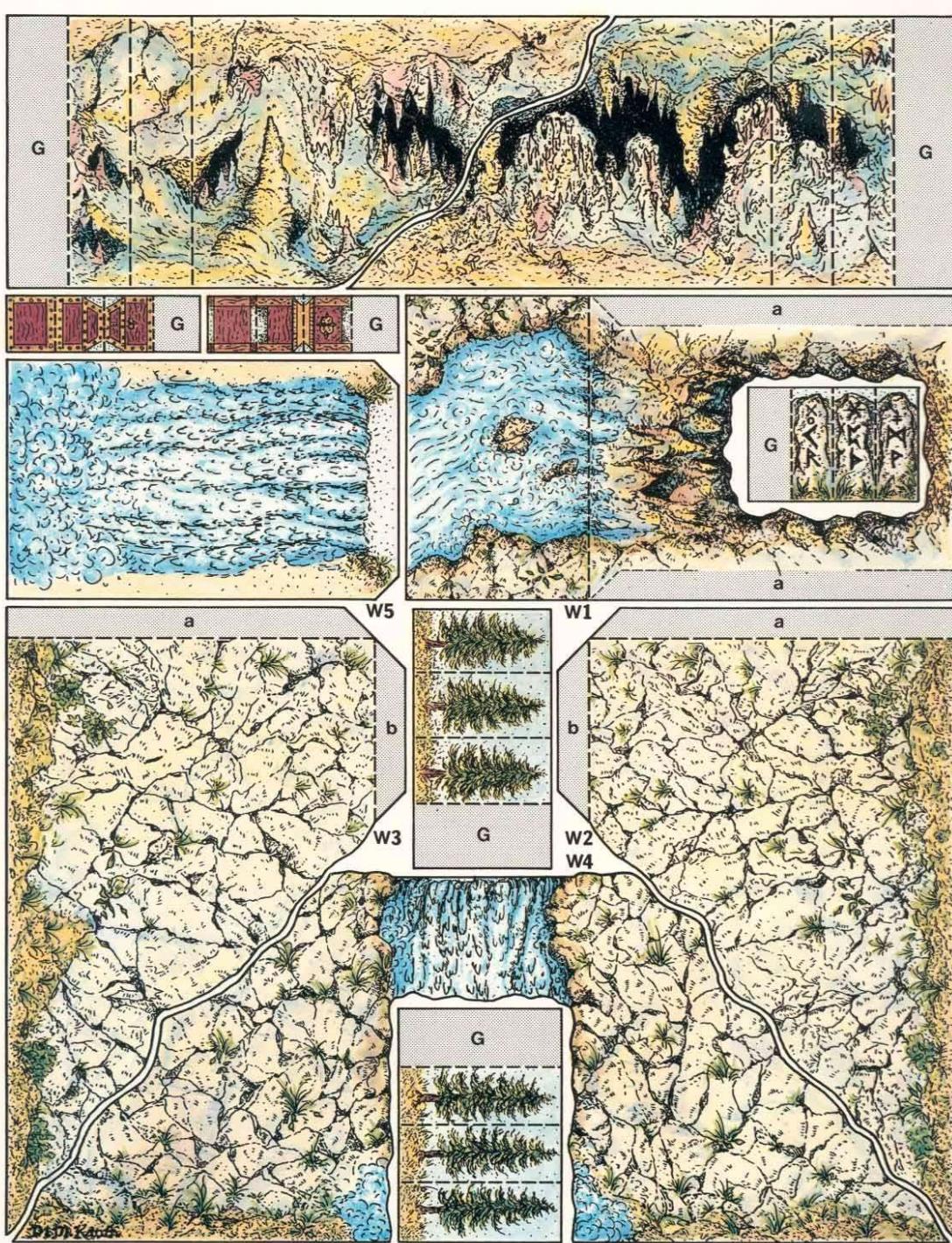


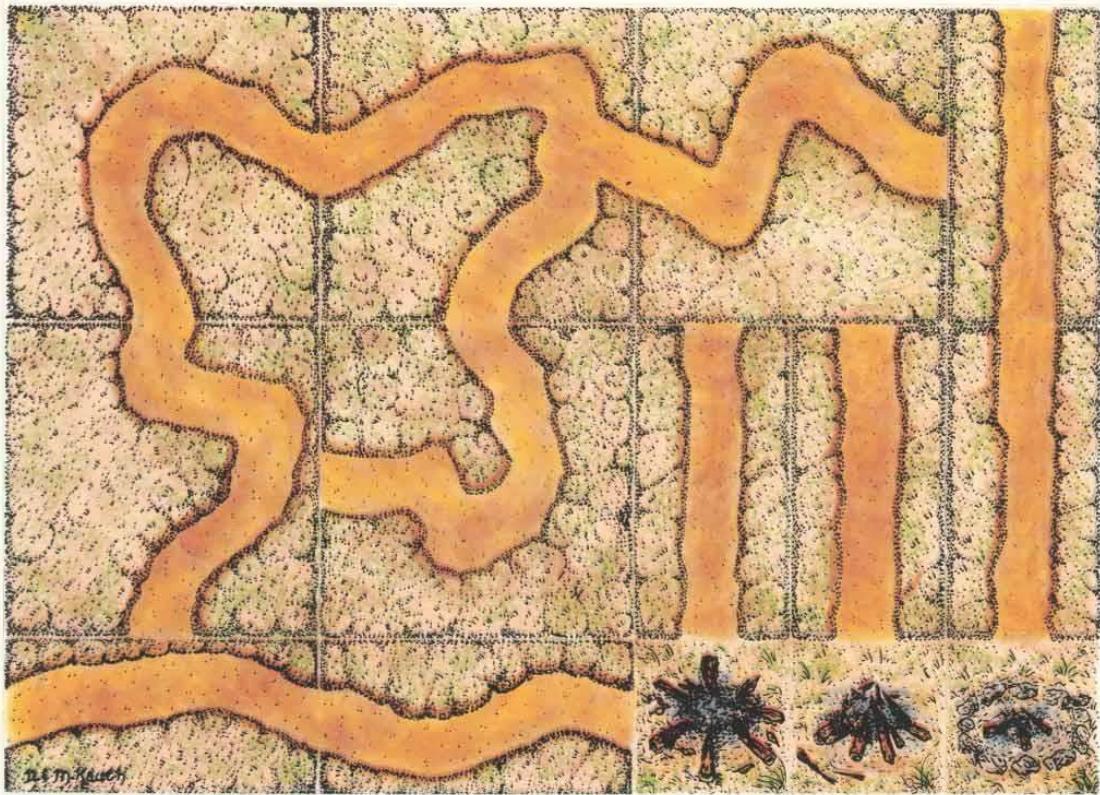
AC8 Revenge of Rusk

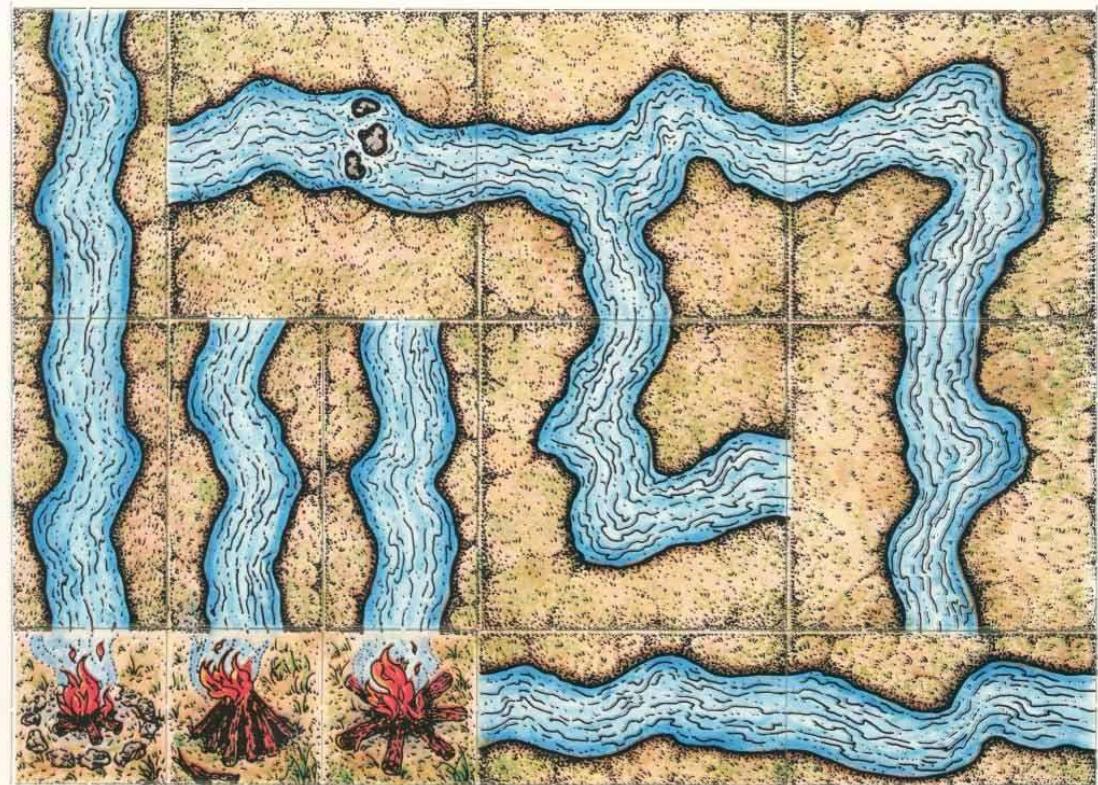
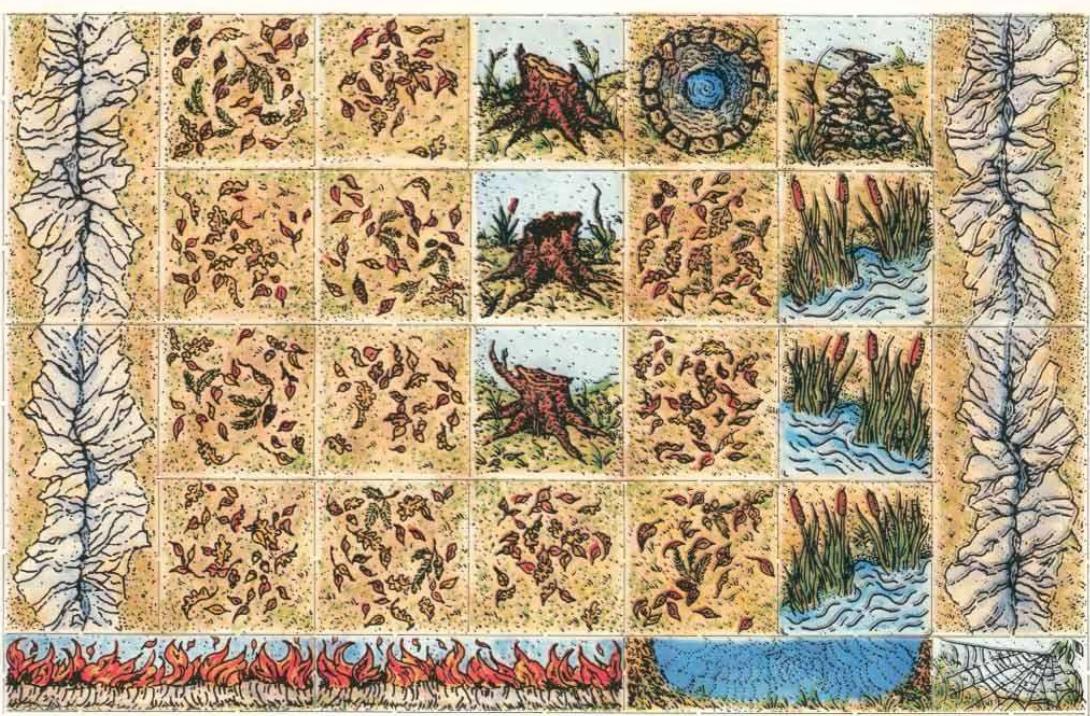




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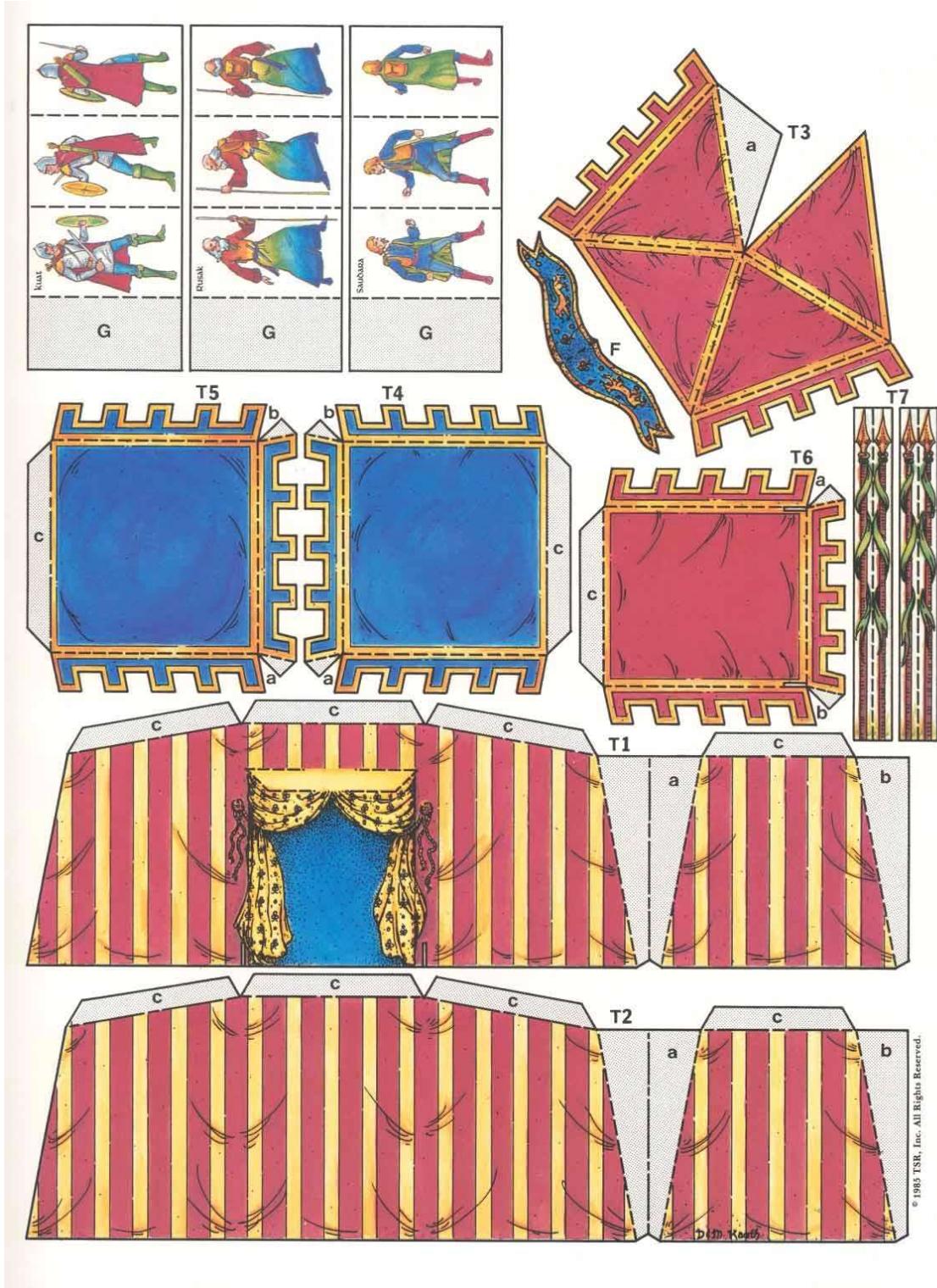






9145XXX1201

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PRE-ROLLED PLAYER CHARACTERS

DM Sheet

Berkrai 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, plate mail +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 +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		

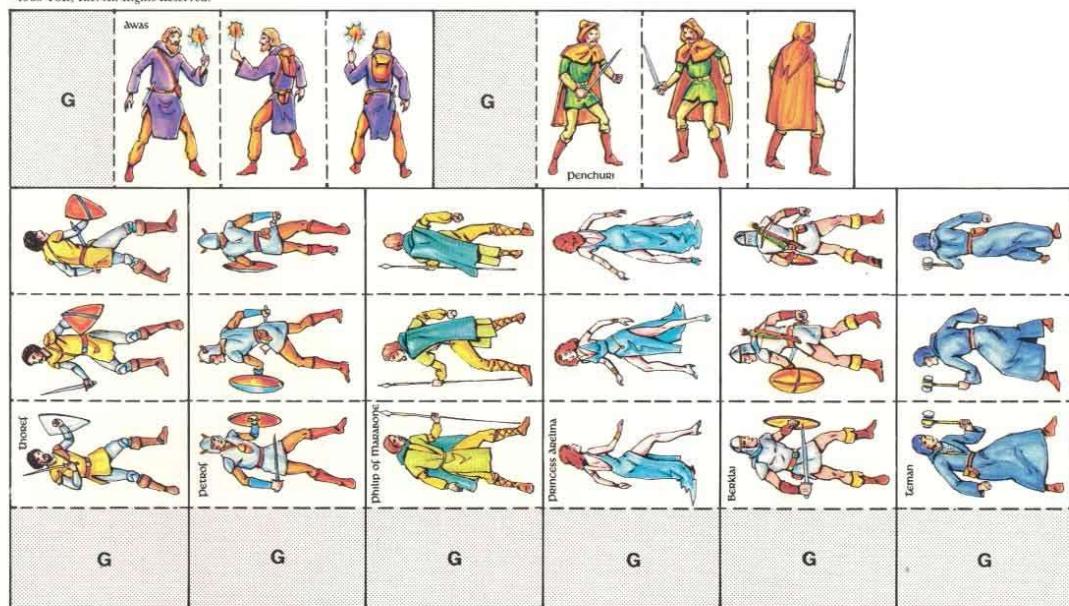
Saudara 9th Level Neutral Magic-User

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		

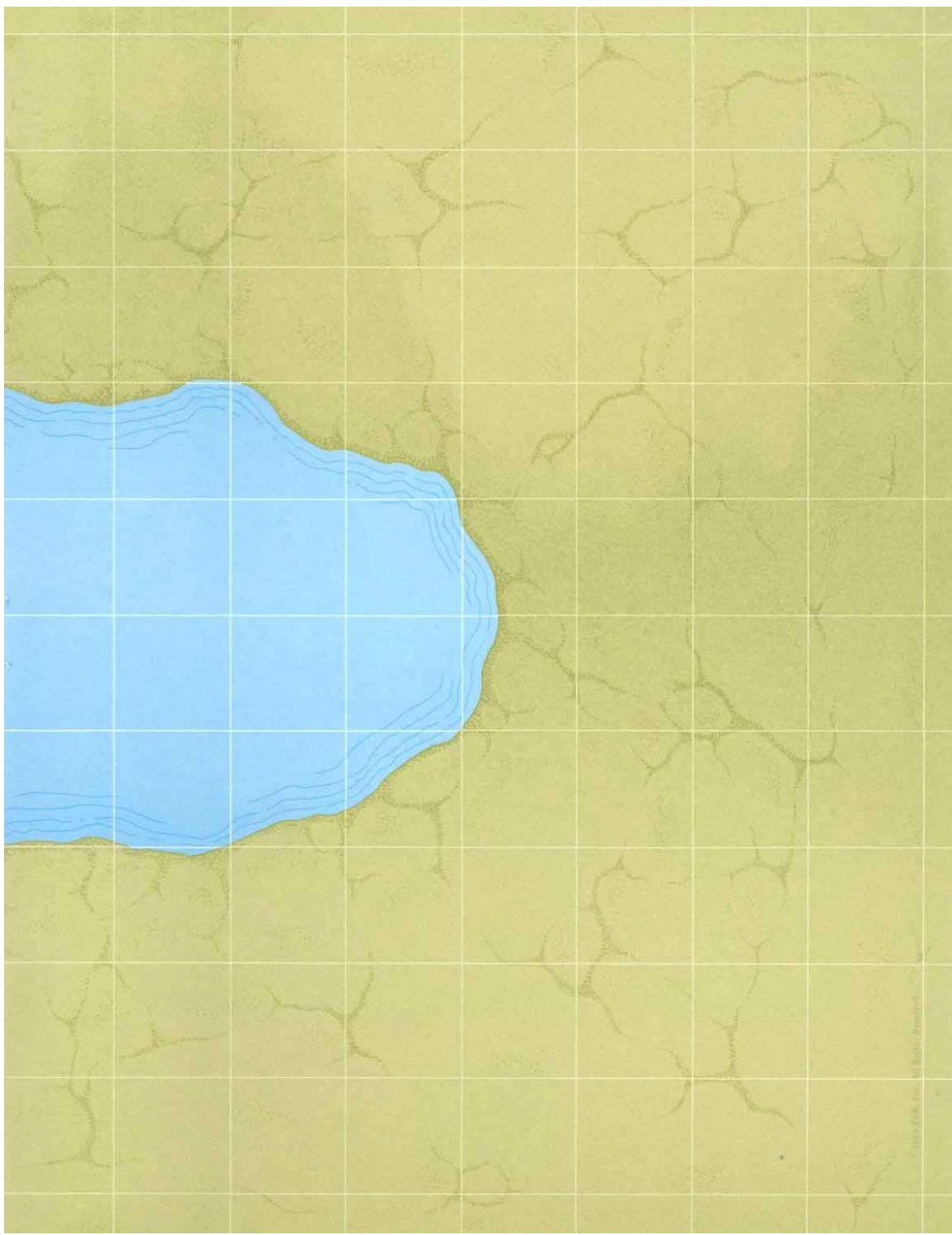
Penchuri 7th Level Neutral Thief

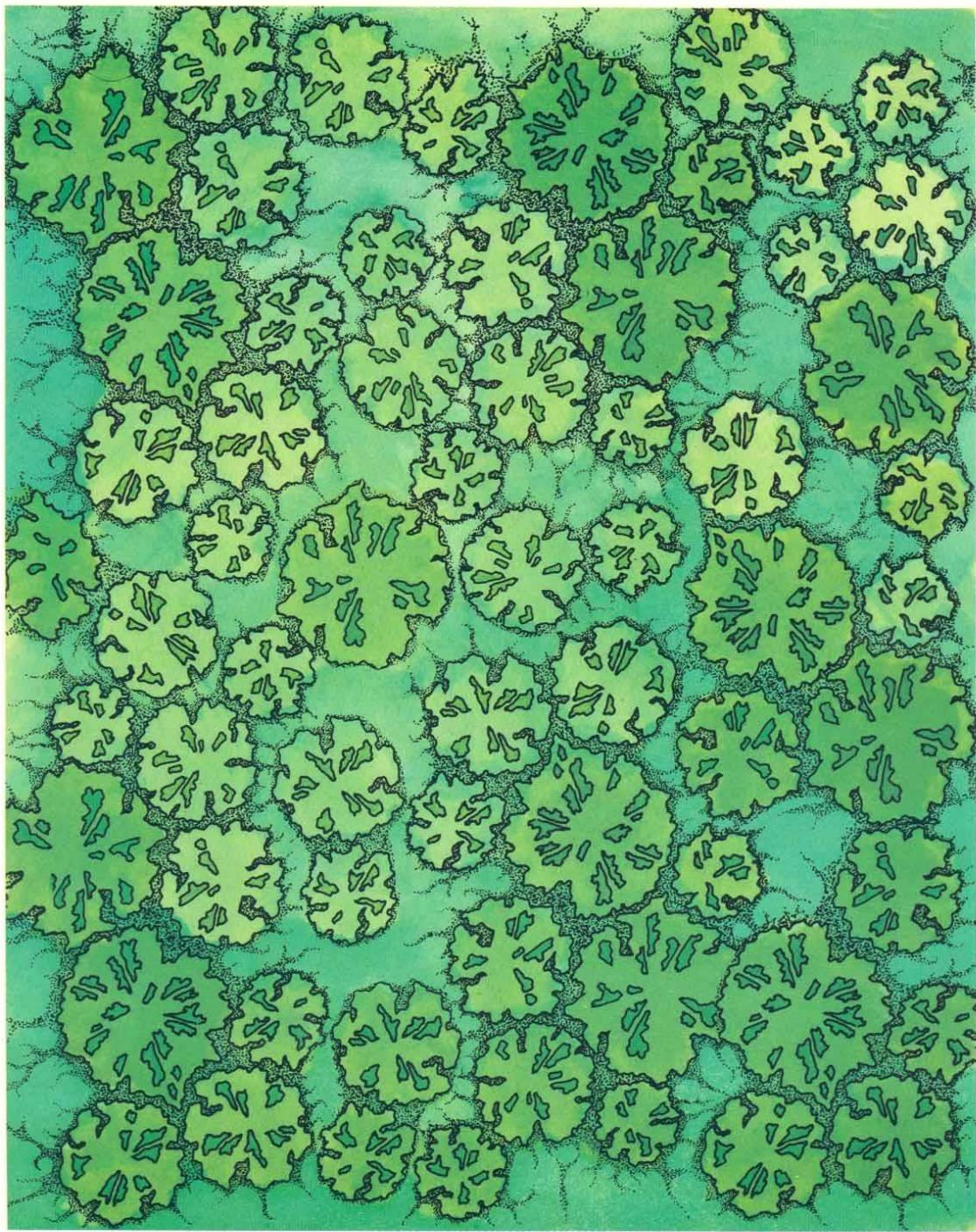
Strength	11	Dexterity	18
Intelligence	9	Constitution	15
Wisdom	12	Charisma	13
Hit Points	24	Armor Class	2
Equipment:	elven boots, rope of climbing, sword +1 (detect gems, find secret doors), ring of protection +2, leather armor, mule and saddle		

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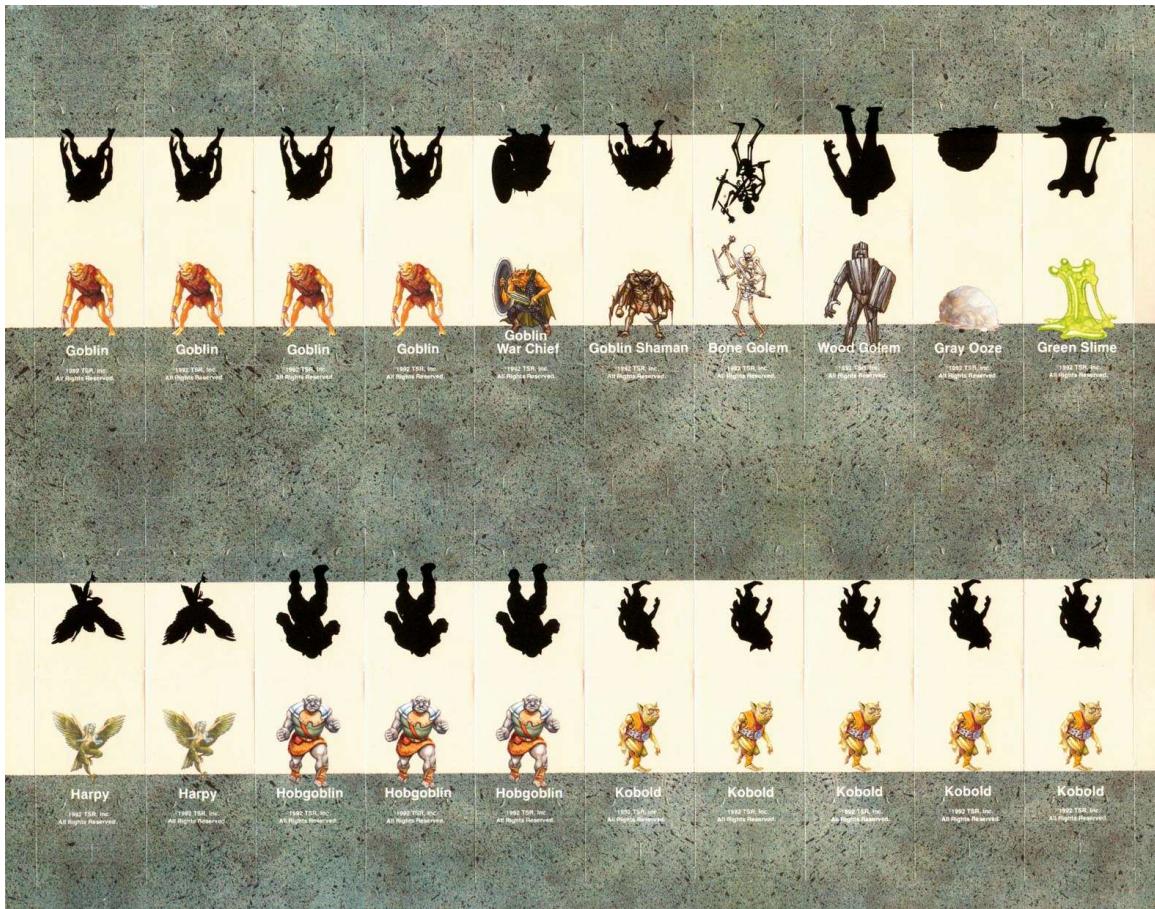


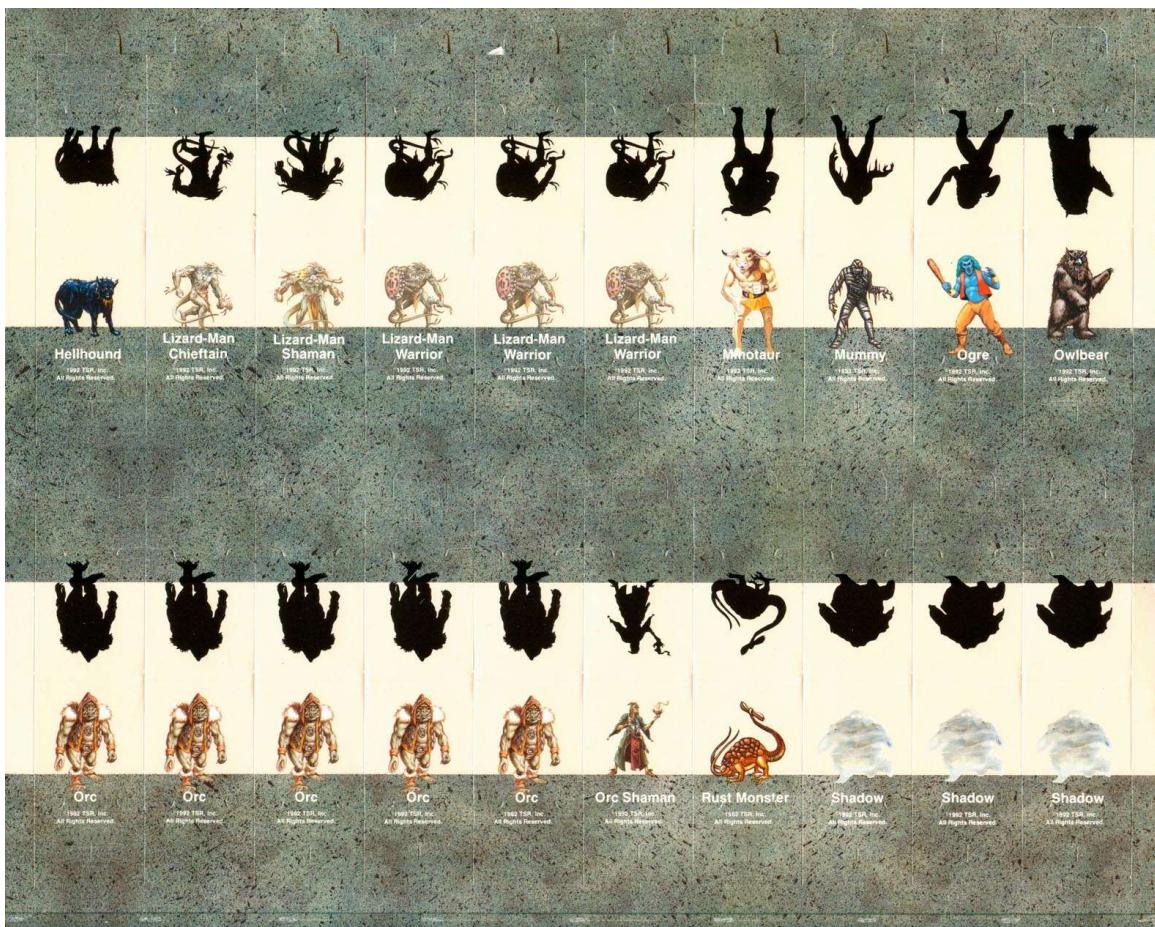
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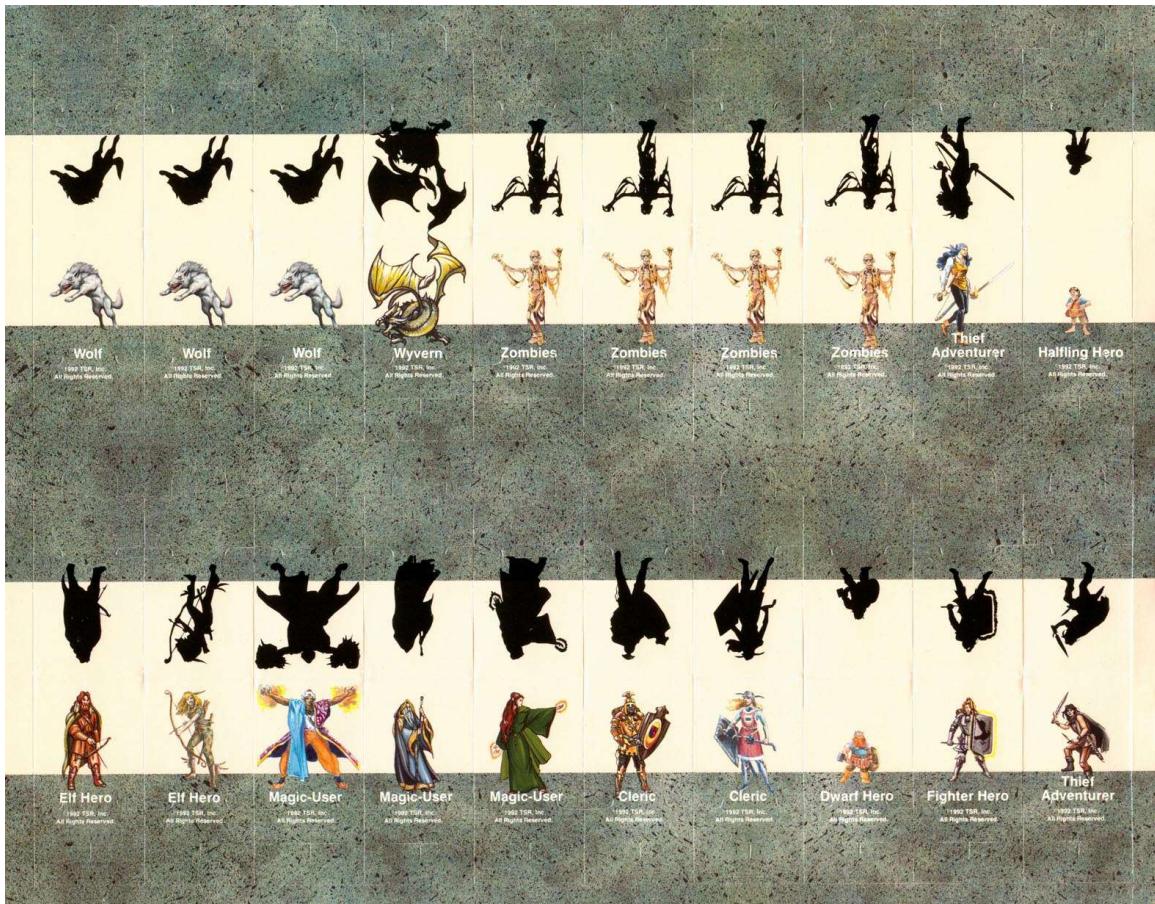
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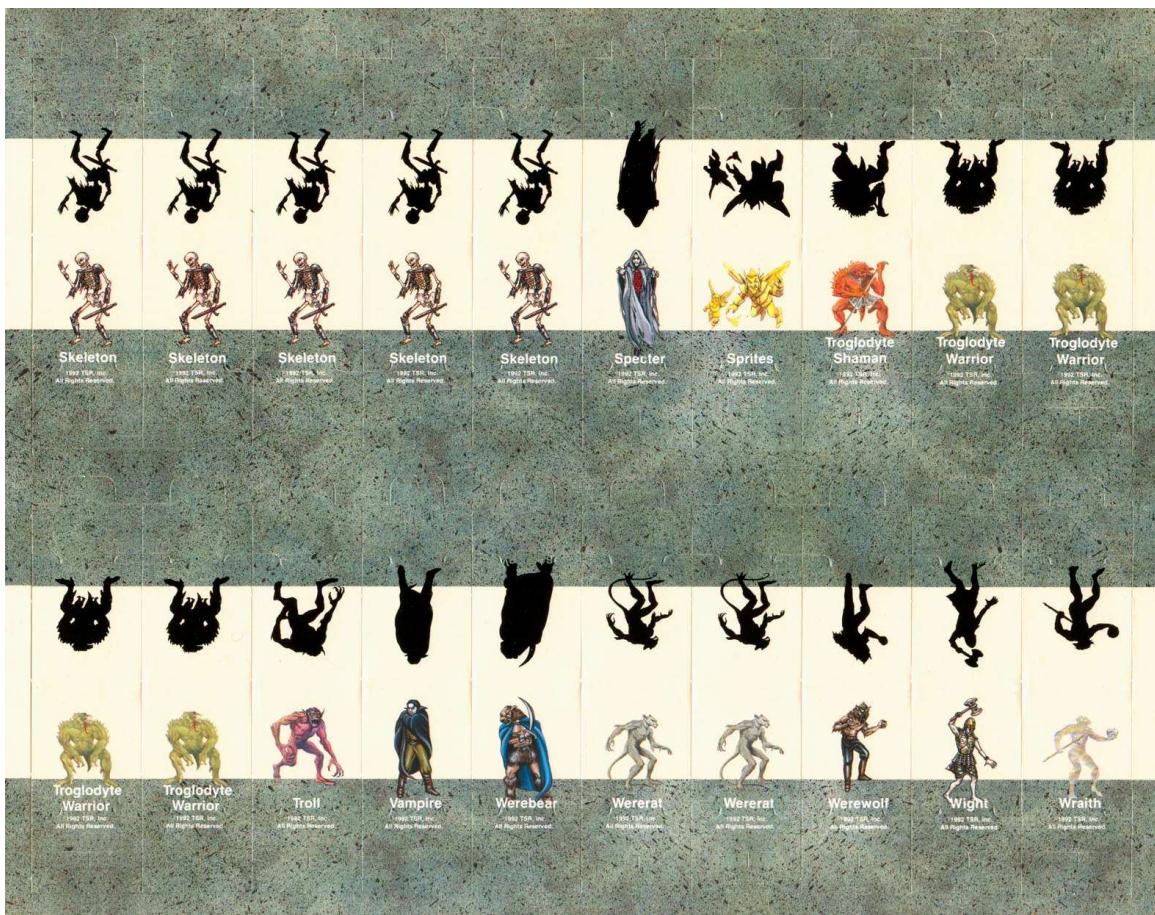
Character and Monster Assortment

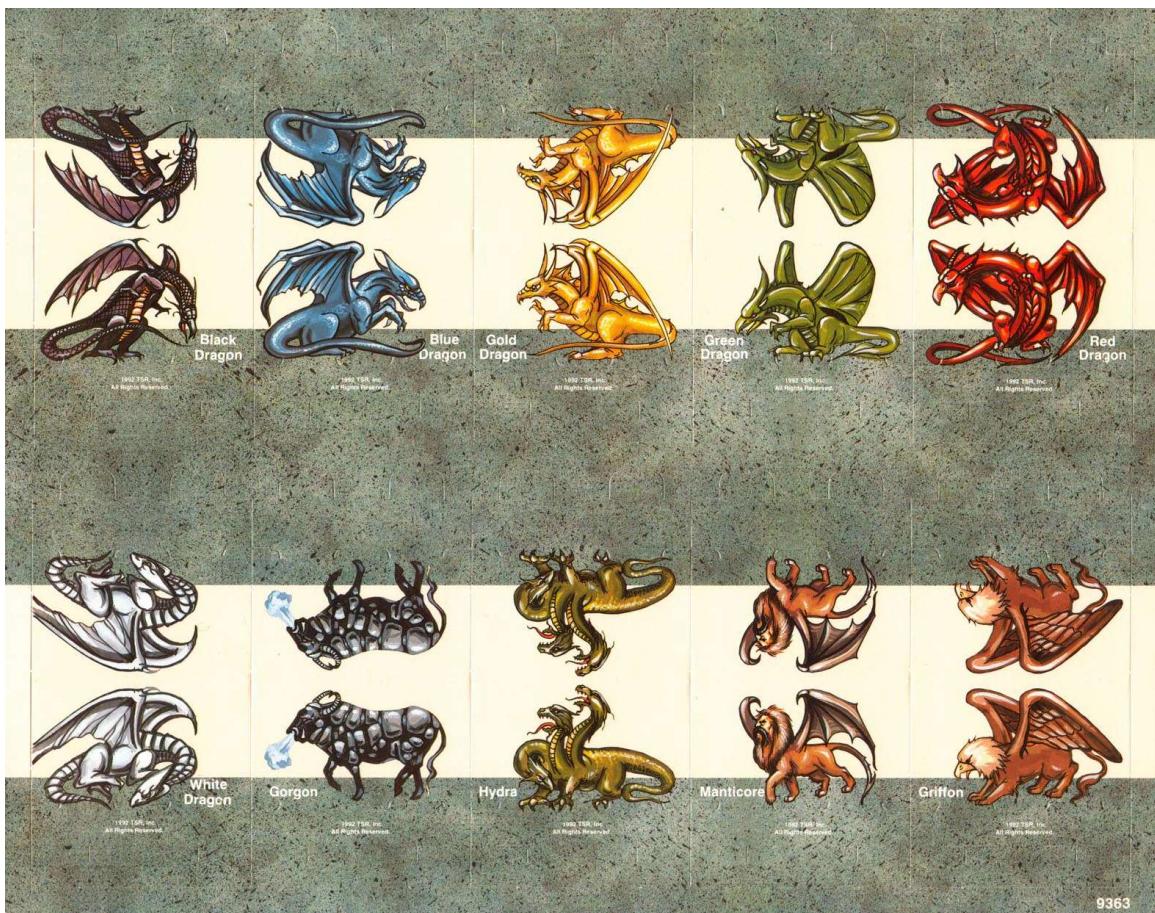




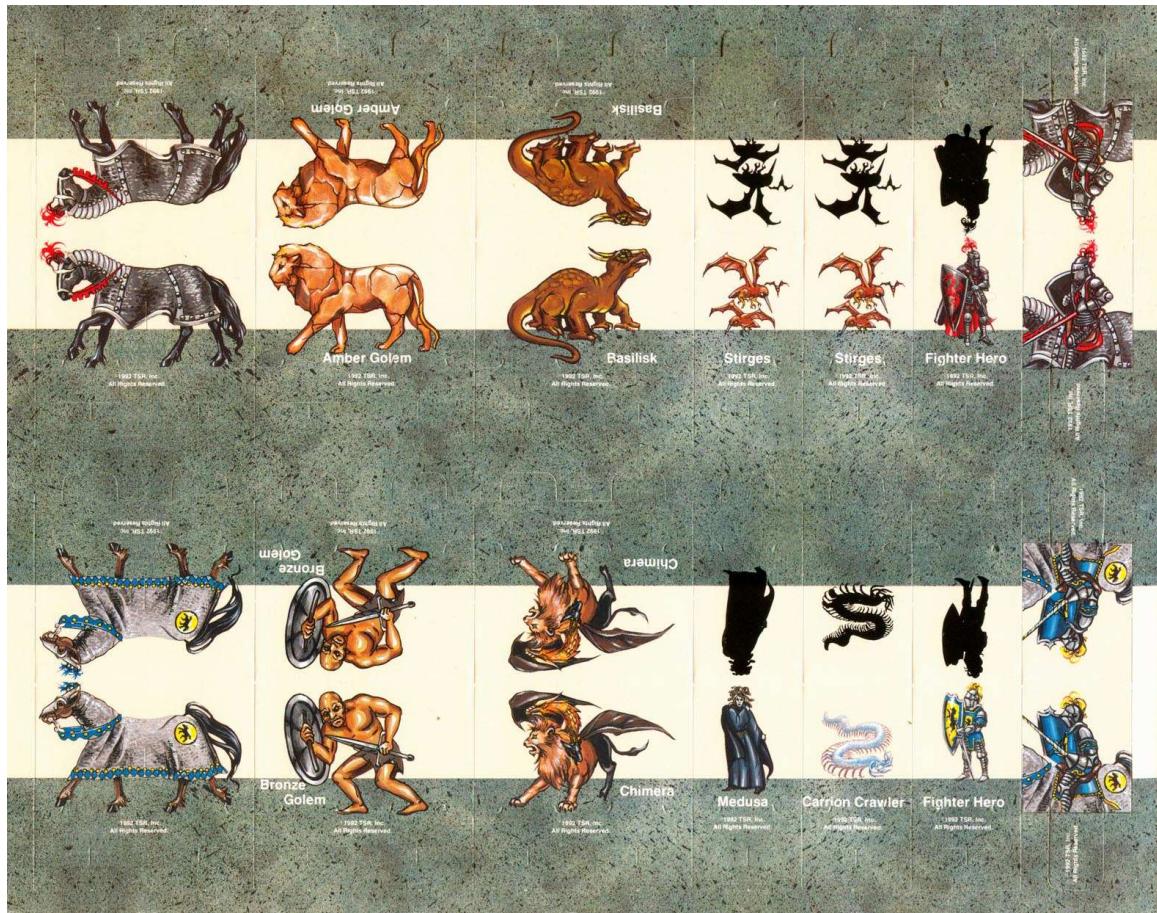




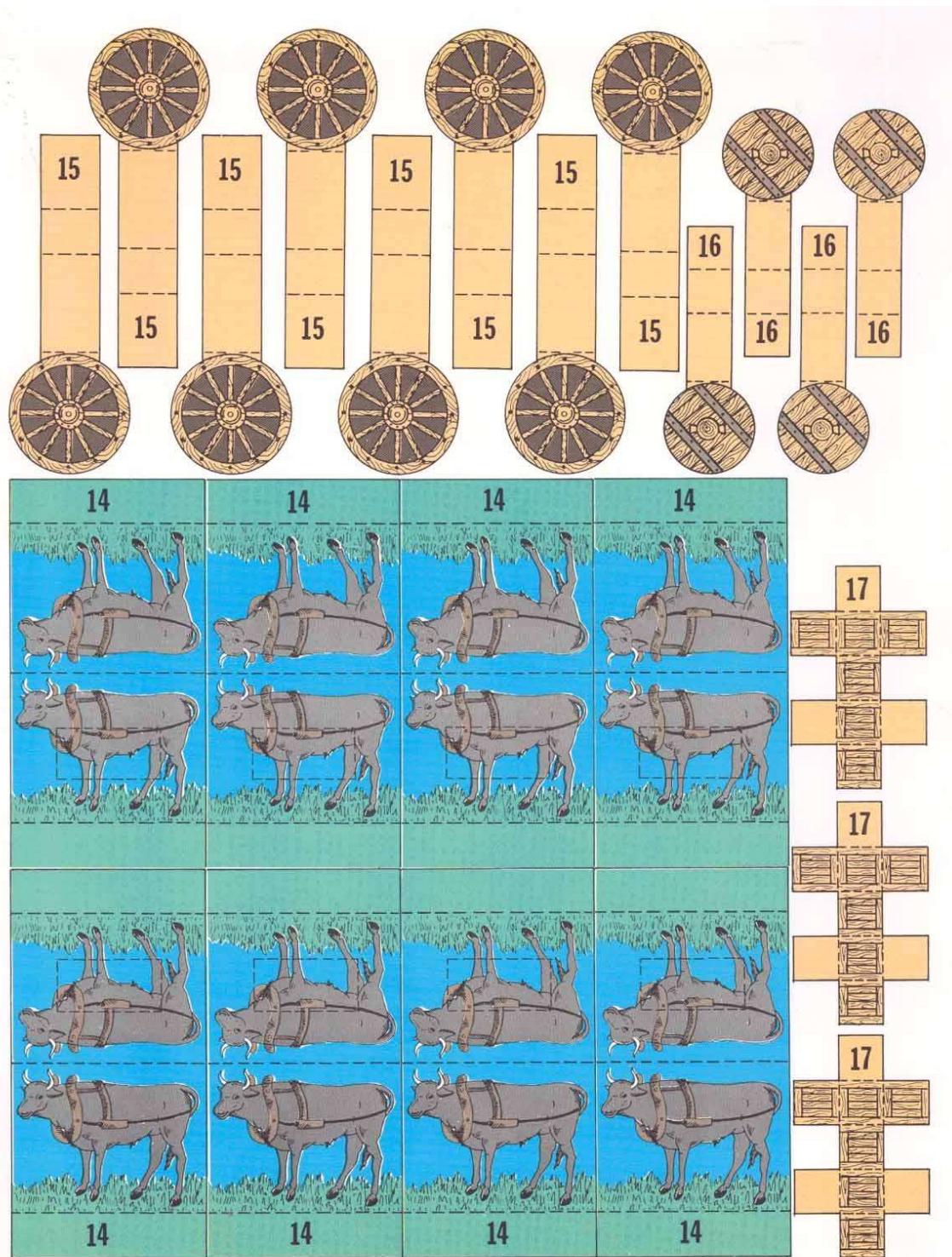


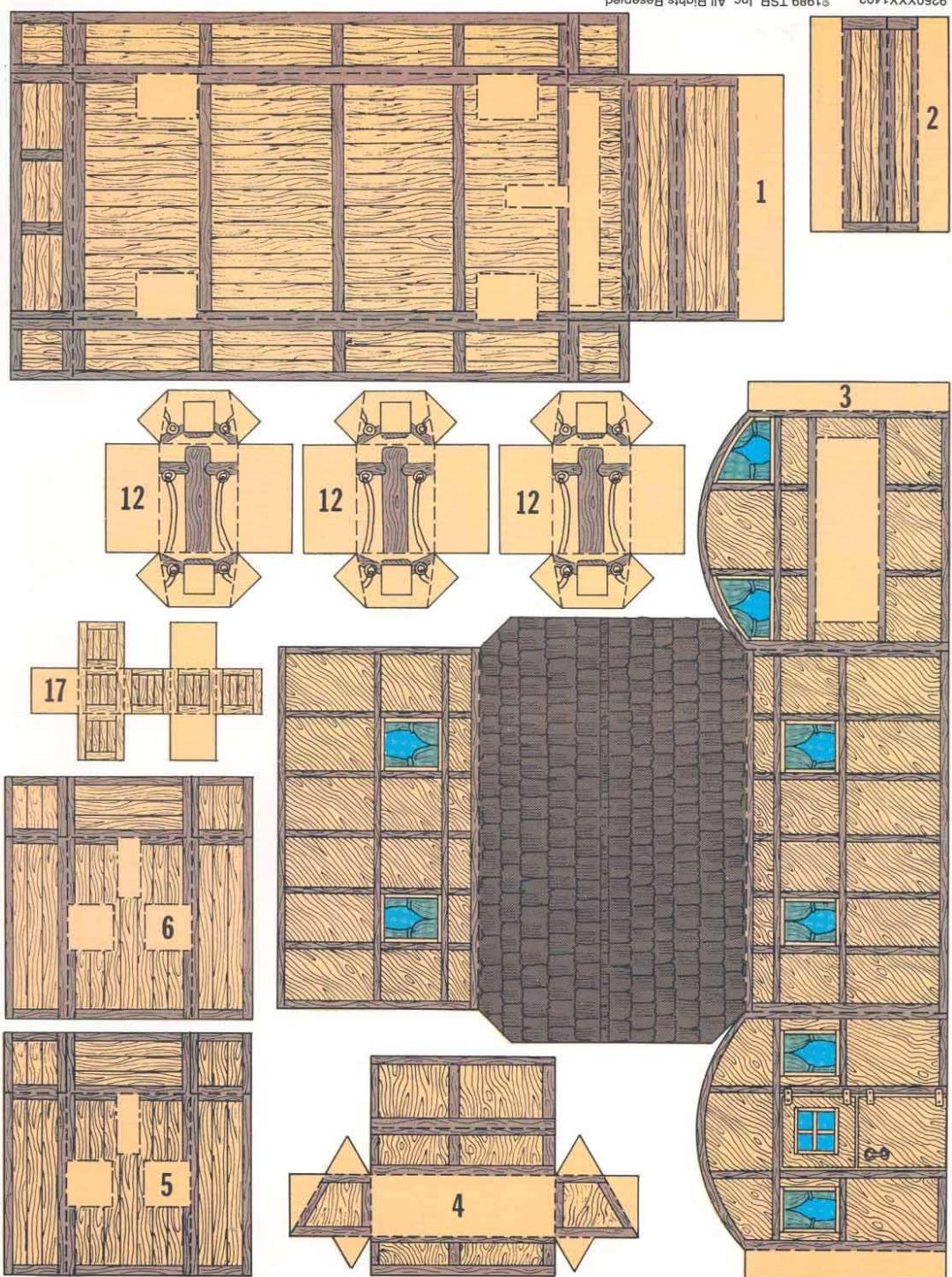


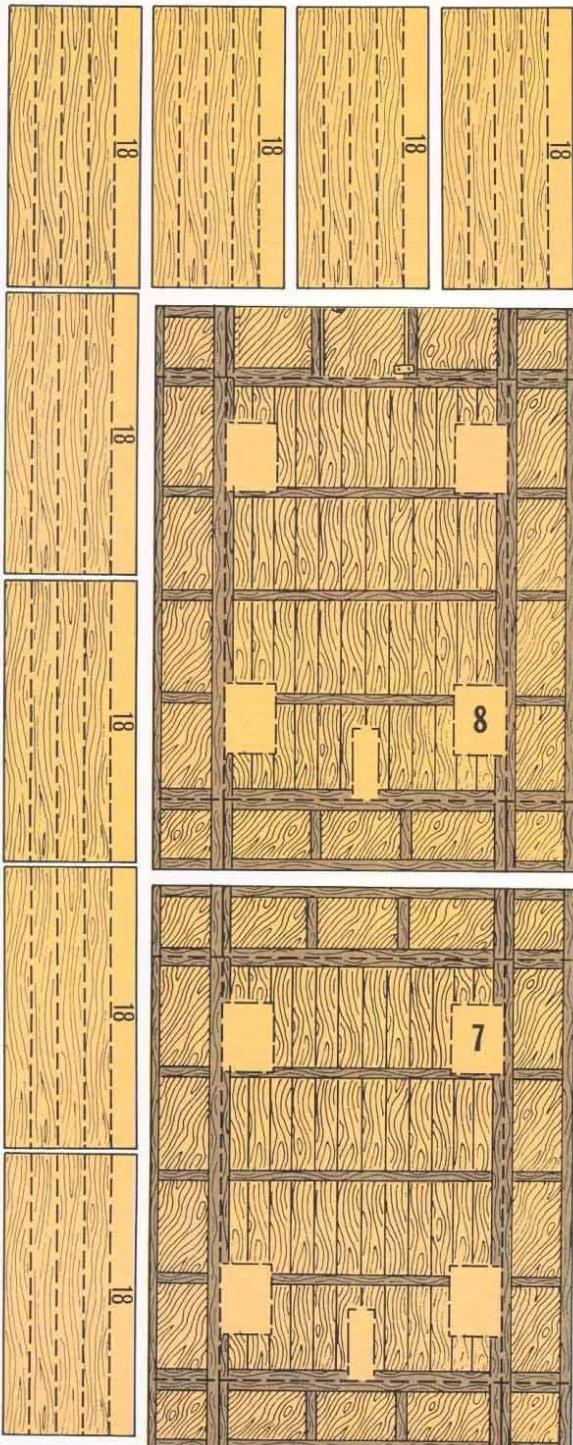
9363



Darokin

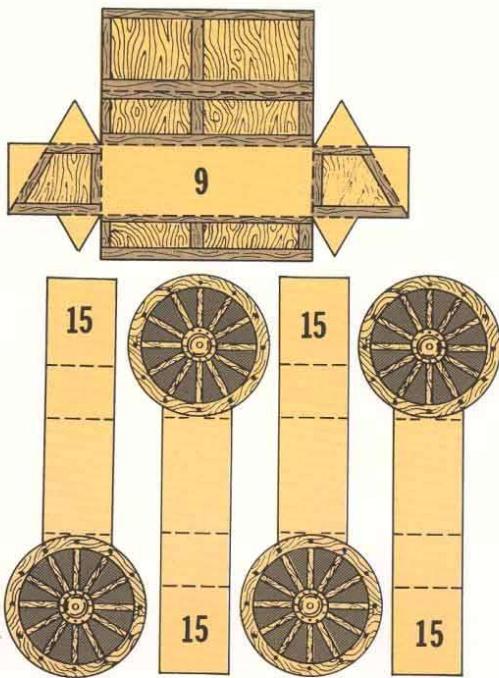
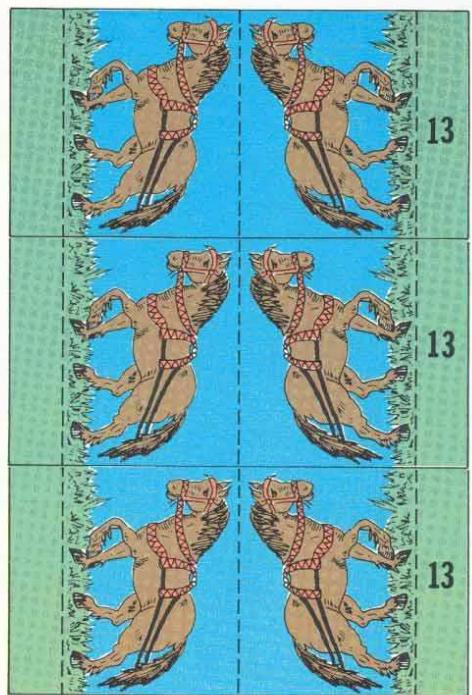


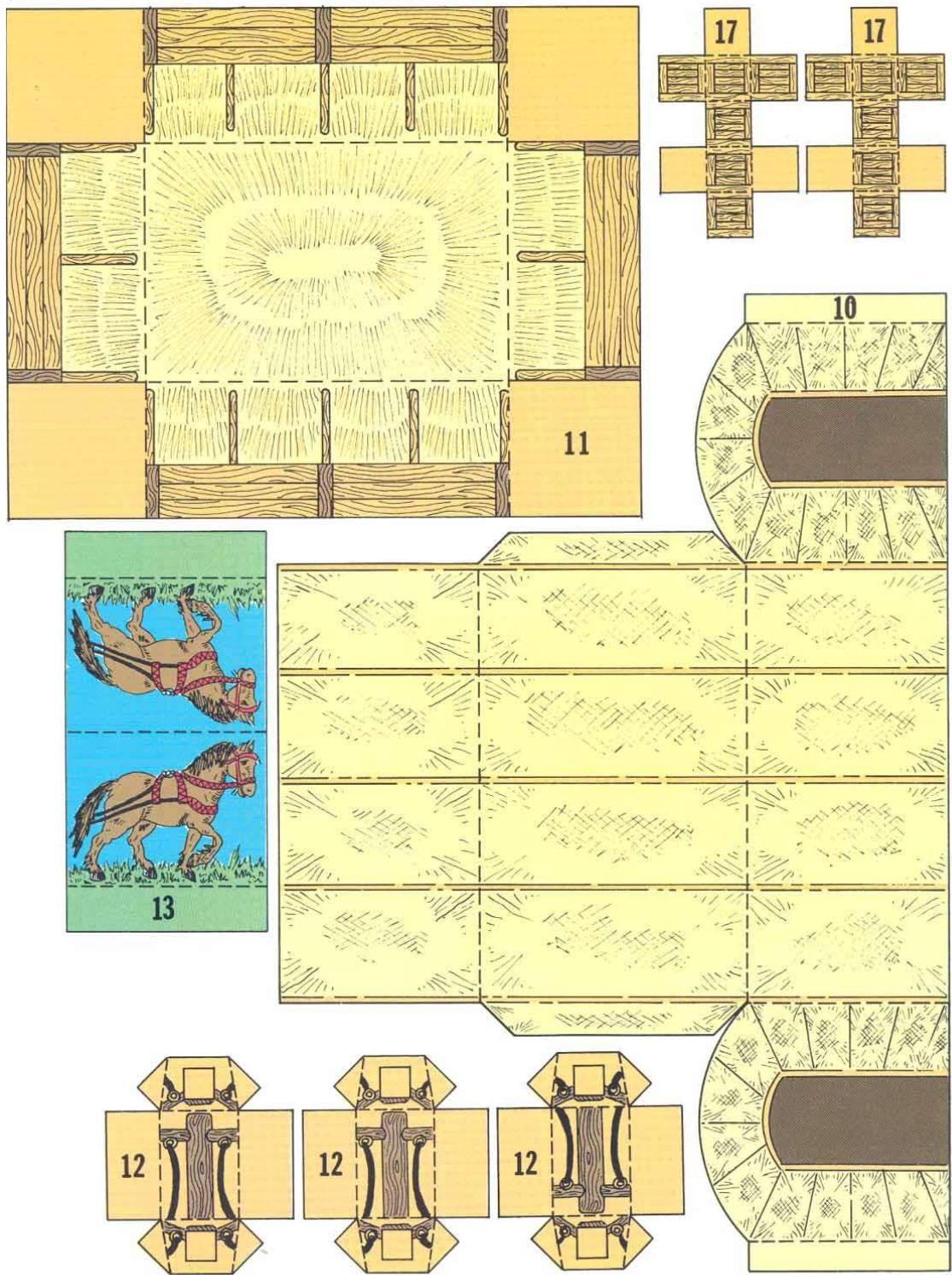




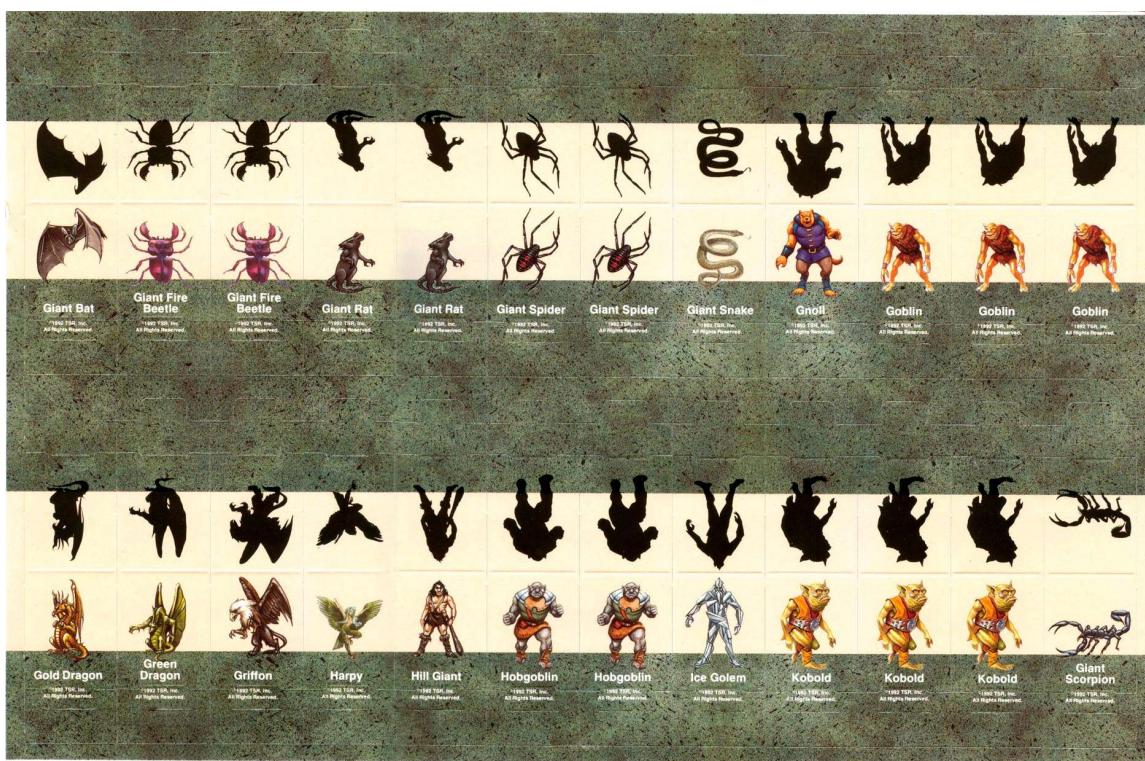
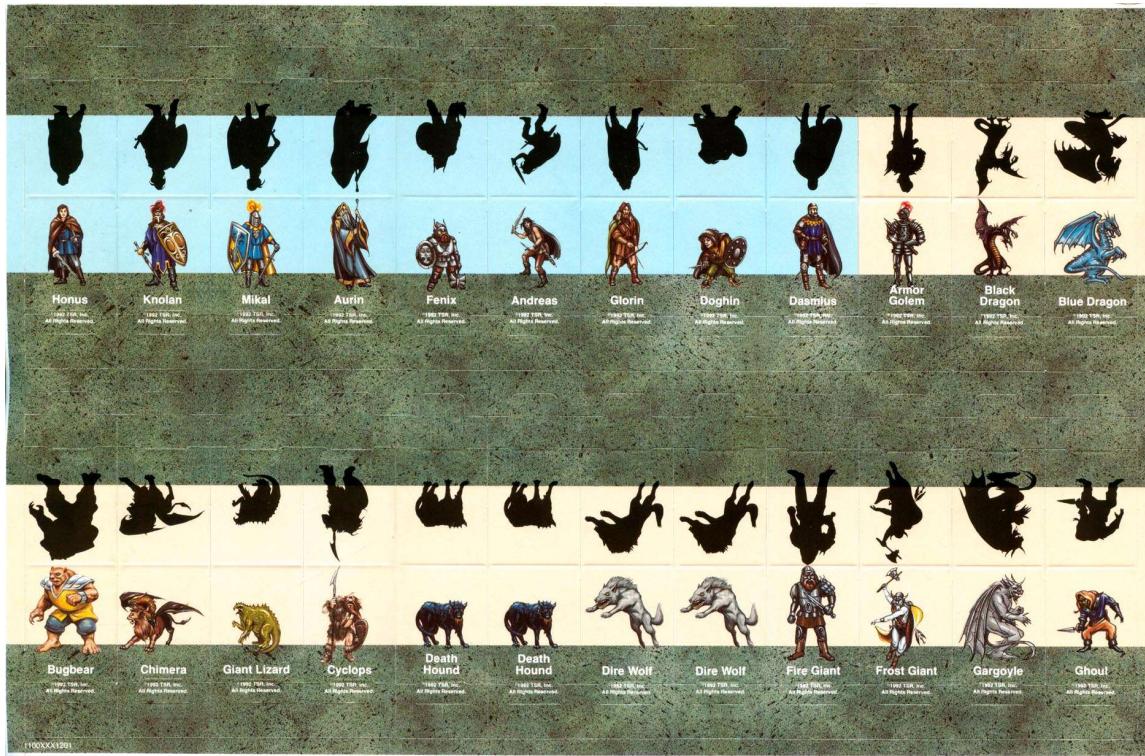
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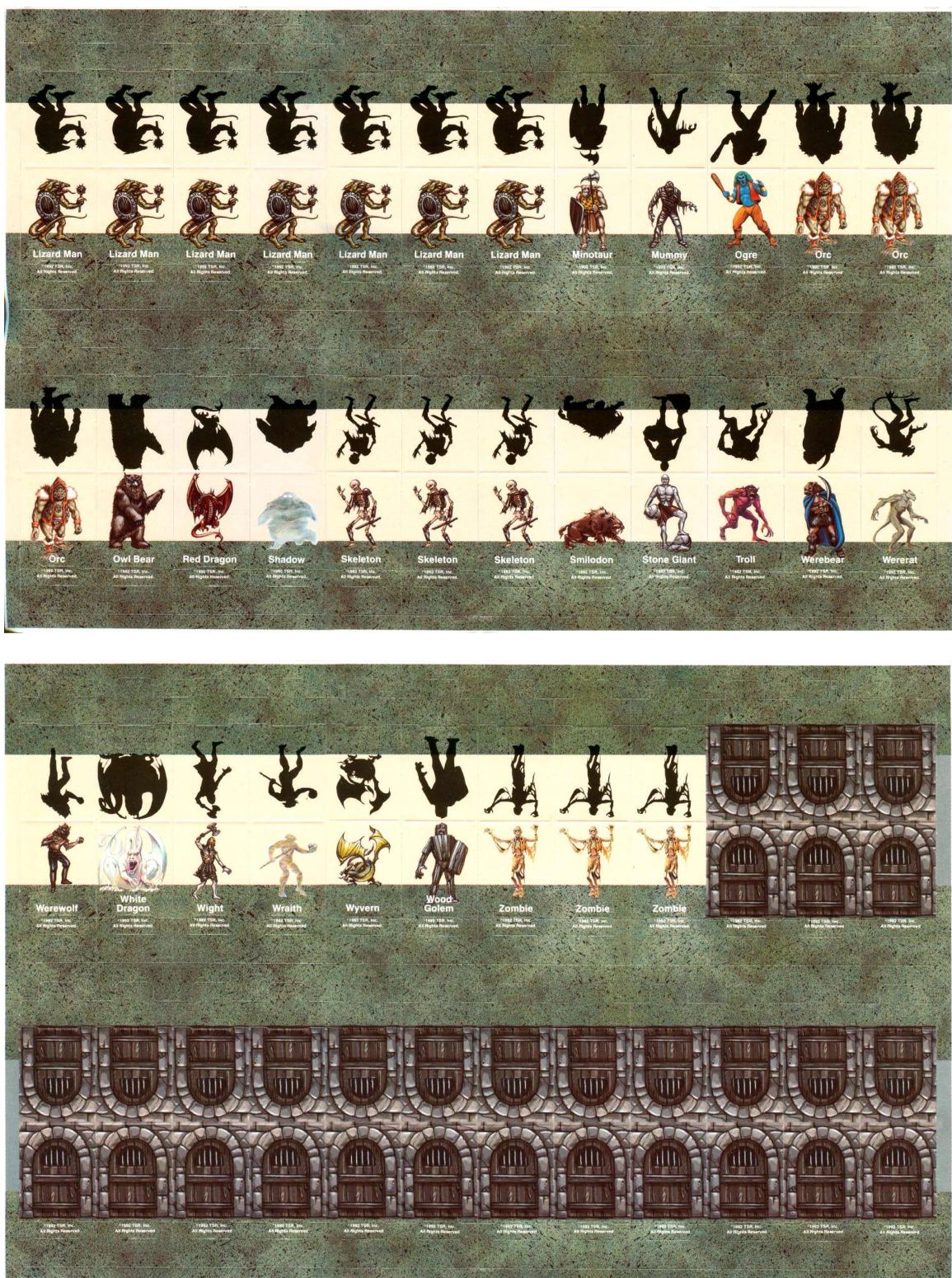
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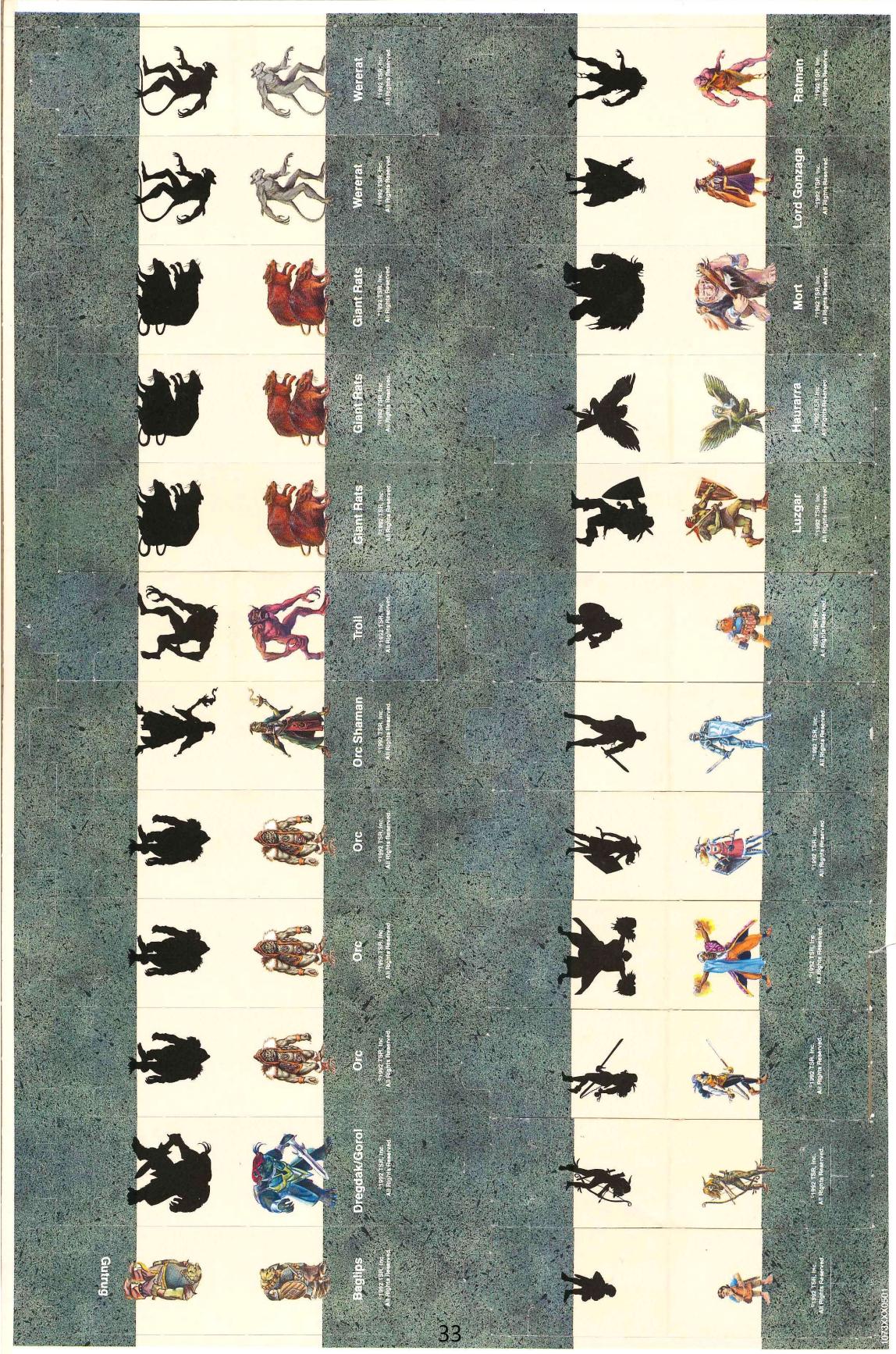


DragonQuest

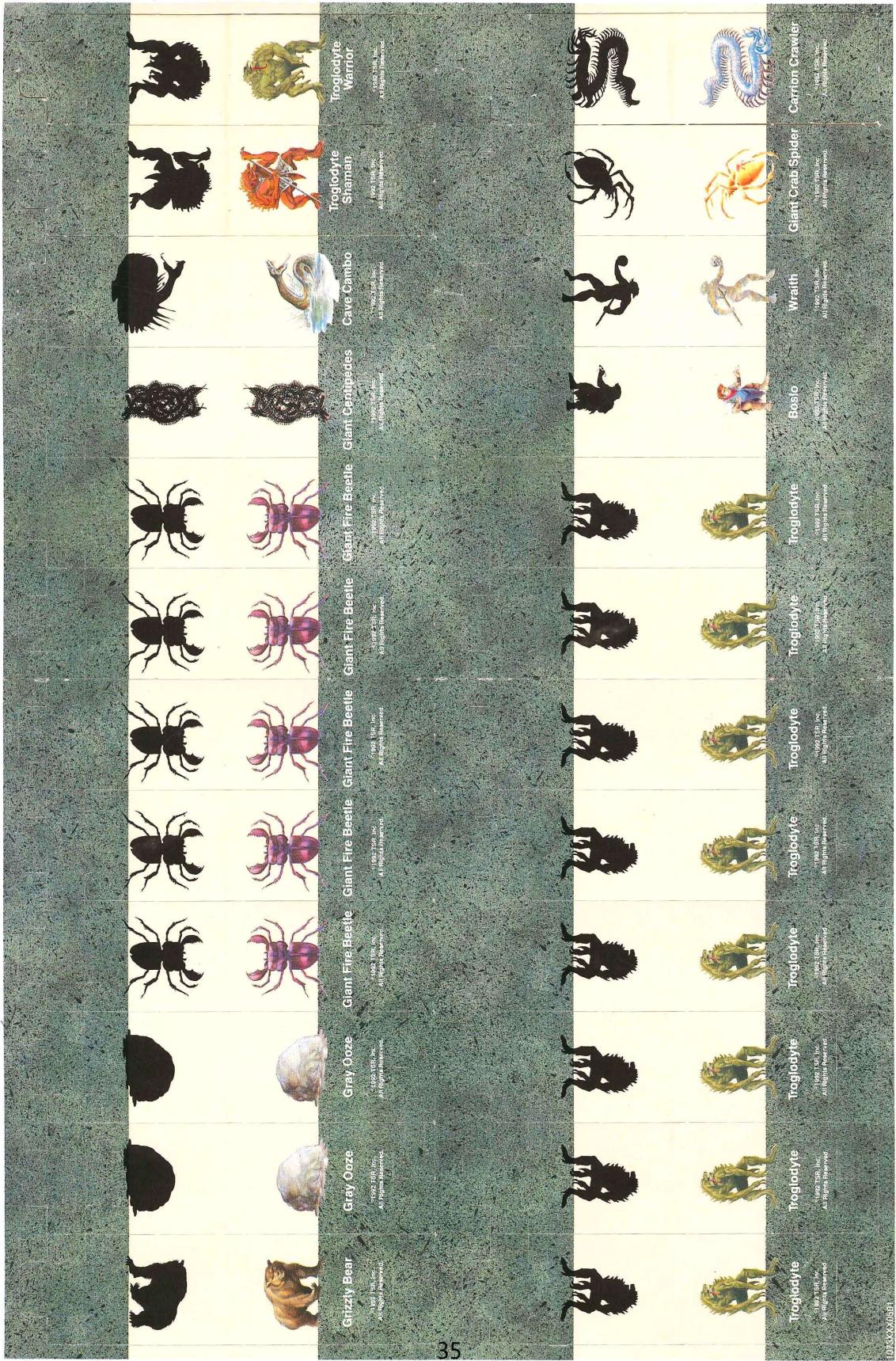




The Dragons Den

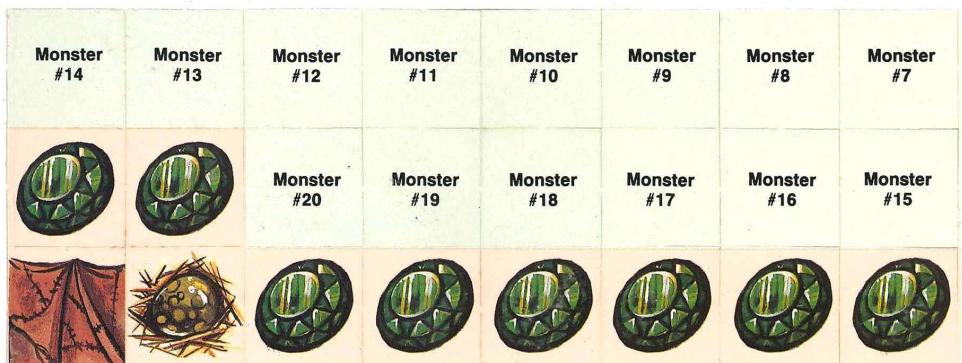






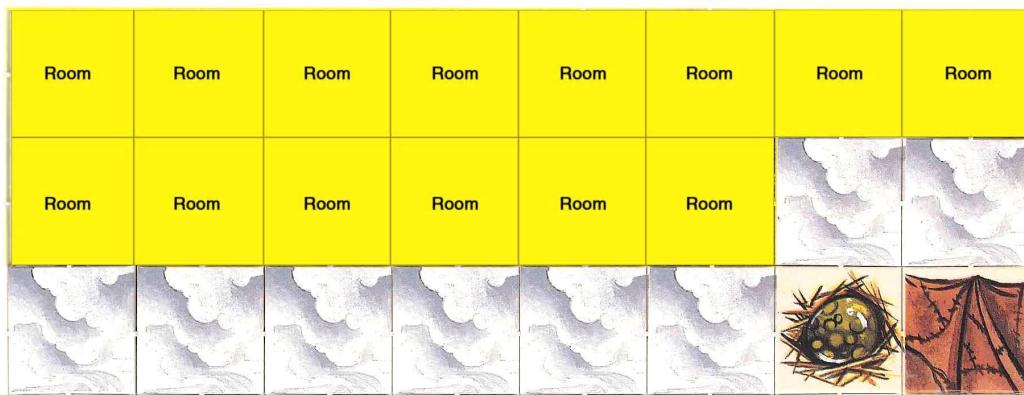
Dragon Treasure 8	Dragon Treasure 7	Dragon Treasure 6	Dragon Treasure 5	Dragon Treasure 4	Dragon Treasure 3	Dragon Treasure 2	Dragon Treasure 1
Dragon #6	Dragon #5	Dragon #4	Dragon #3	Dragon #2	Dragon #1	Dragon Treasure 10	Dragon Treasure 9
Monster Treasure 2	Monster Treasure 1	Dragon #12	Dragon #11	Dragon #10	Dragon #9	Dragon #8	Dragon #7

Monster Treasure 10	Monster Treasure 9	Monster Treasure 8	Monster Treasure 7	Monster Treasure 6	Monster Treasure 5	Monster Treasure 4	Monster Treasure 3
Monster Treasure 18	Monster Treasure 17	Monster Treasure 16	Monster Treasure 15	Monster Treasure 14	Monster Treasure 13	Monster Treasure 12	Monster Treasure 11
Monster #6	Monster #5	Monster #4	Monster #3	Monster #2	Monster #1	Monster Treasure 20	Monster Treasure 19

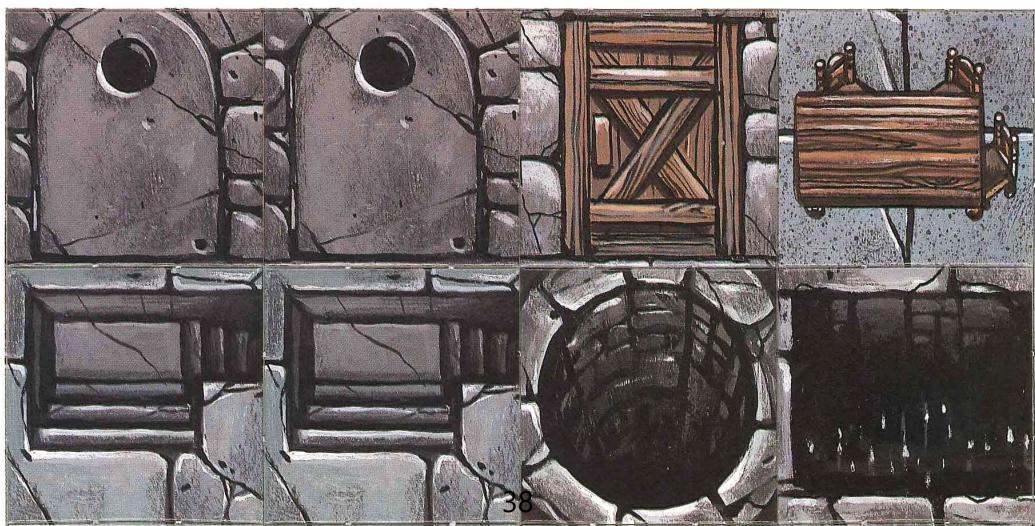
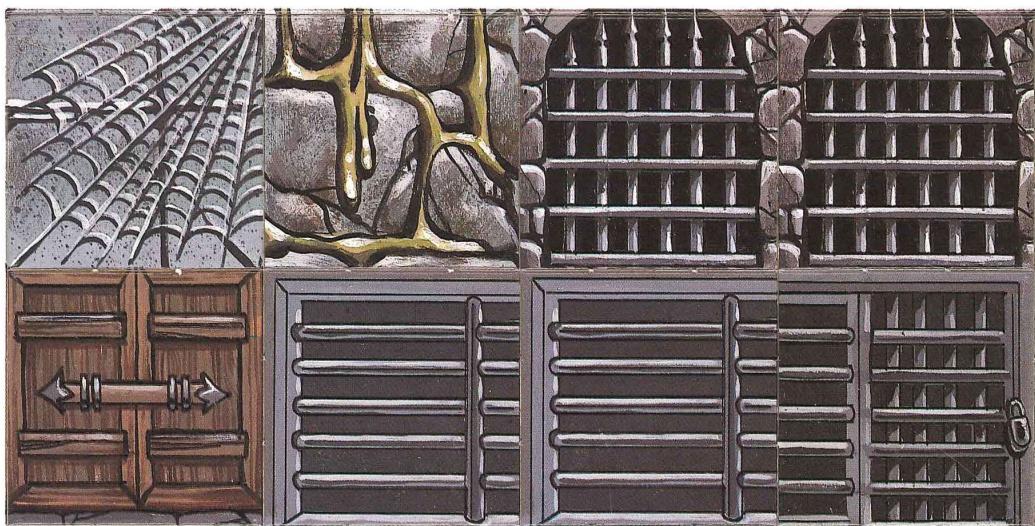


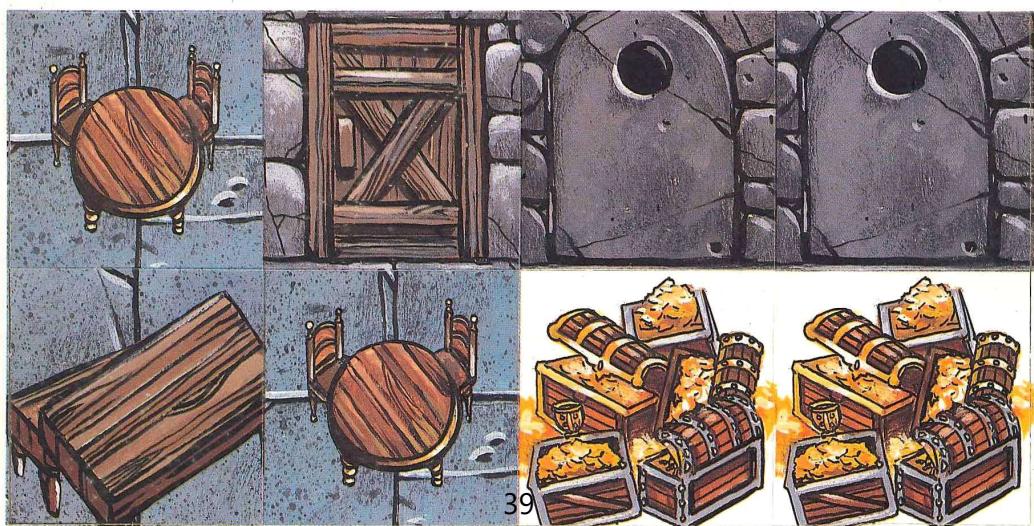
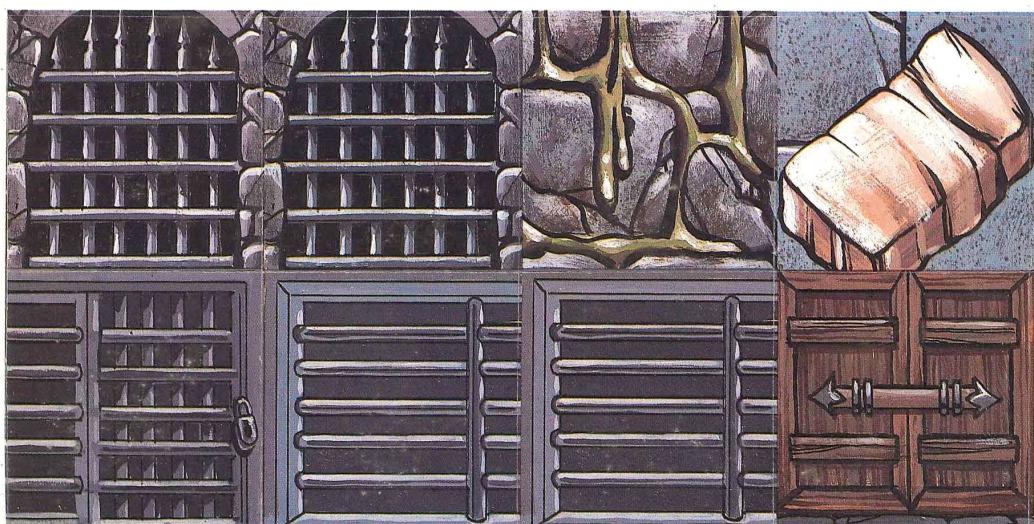
Dragon							
Dragon							
Dragon	Dragon	Dragon	Dragon	Dragon	Dragon	Room	Room

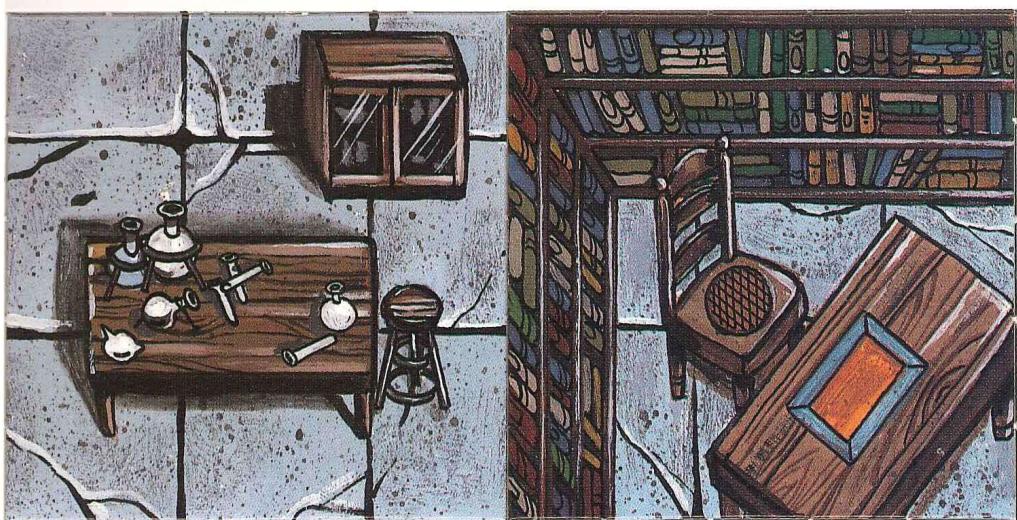
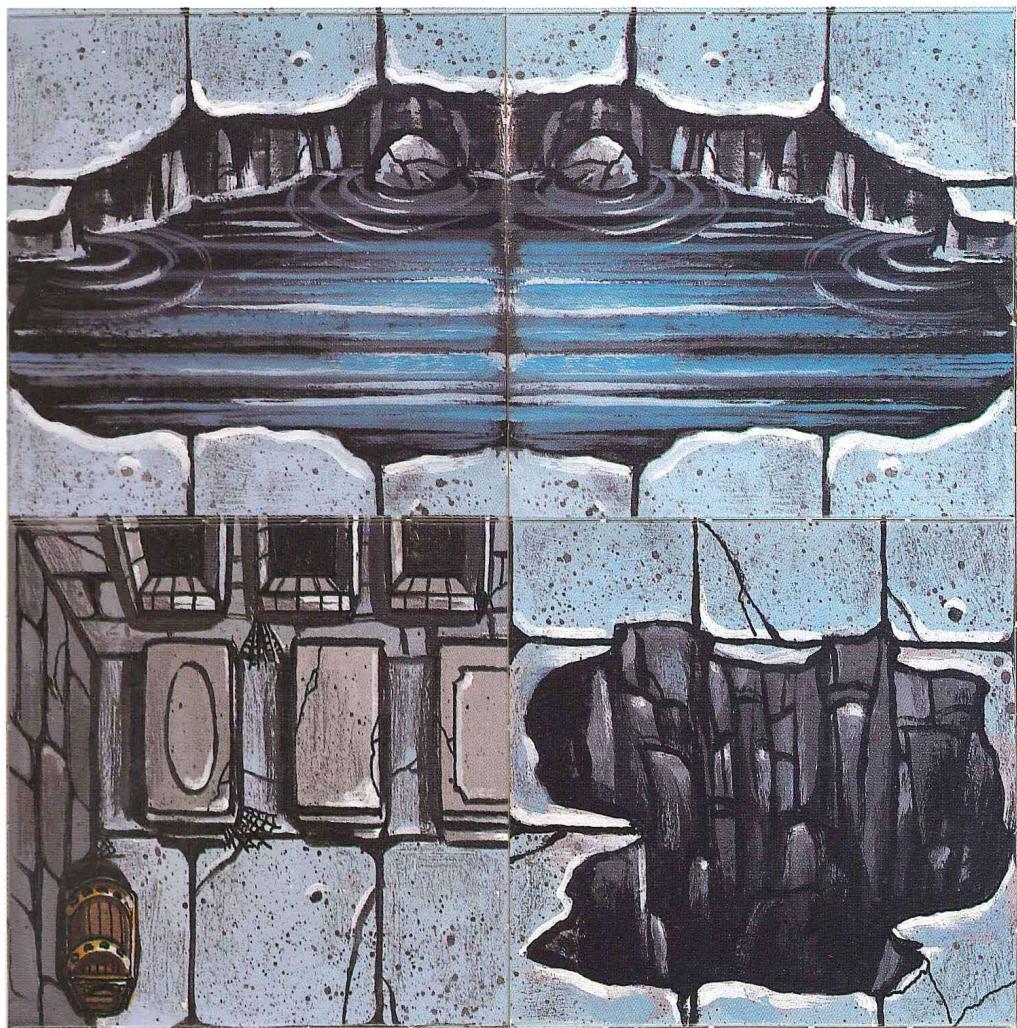
Room							
Room							
Room							



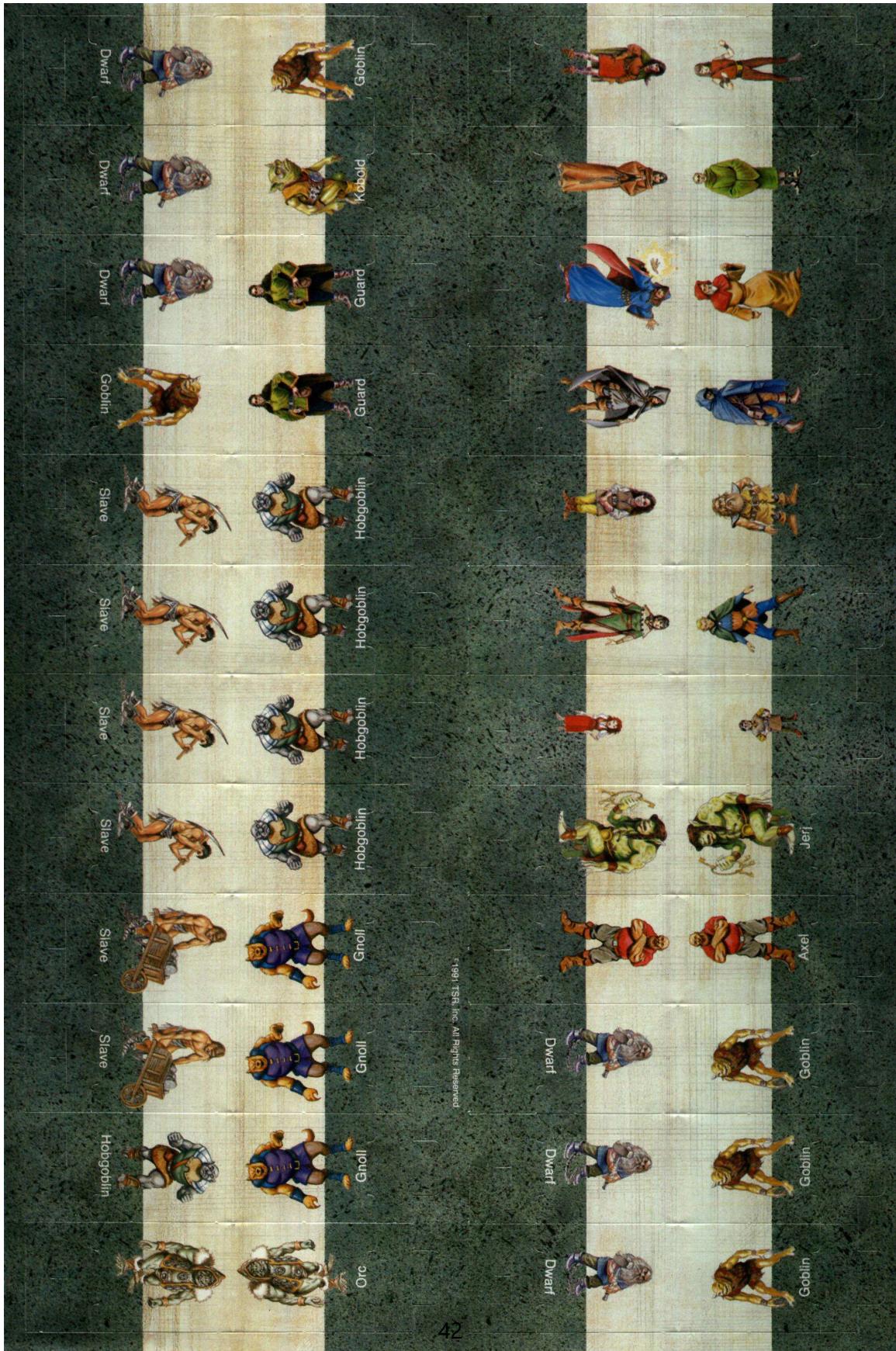
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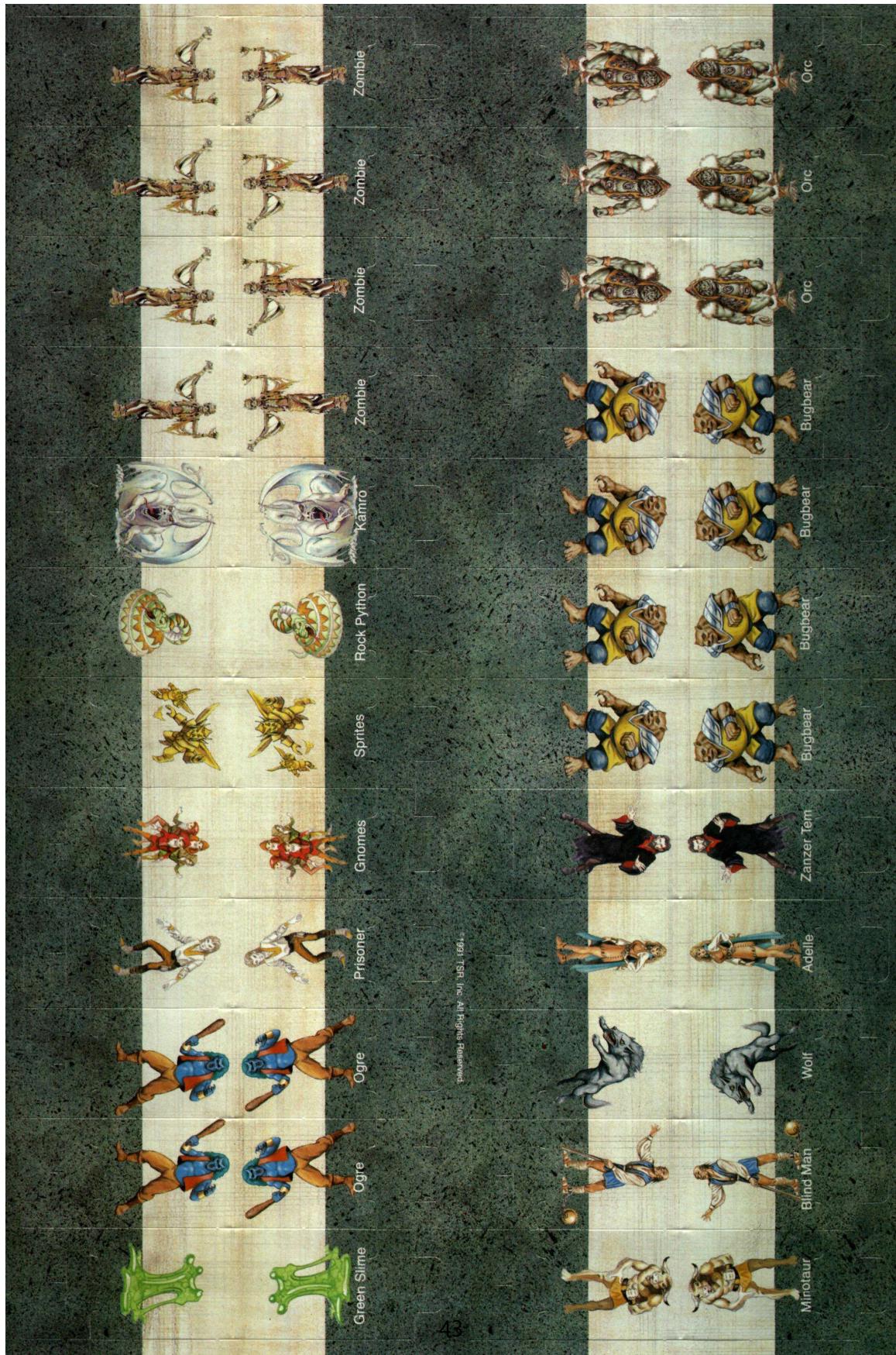






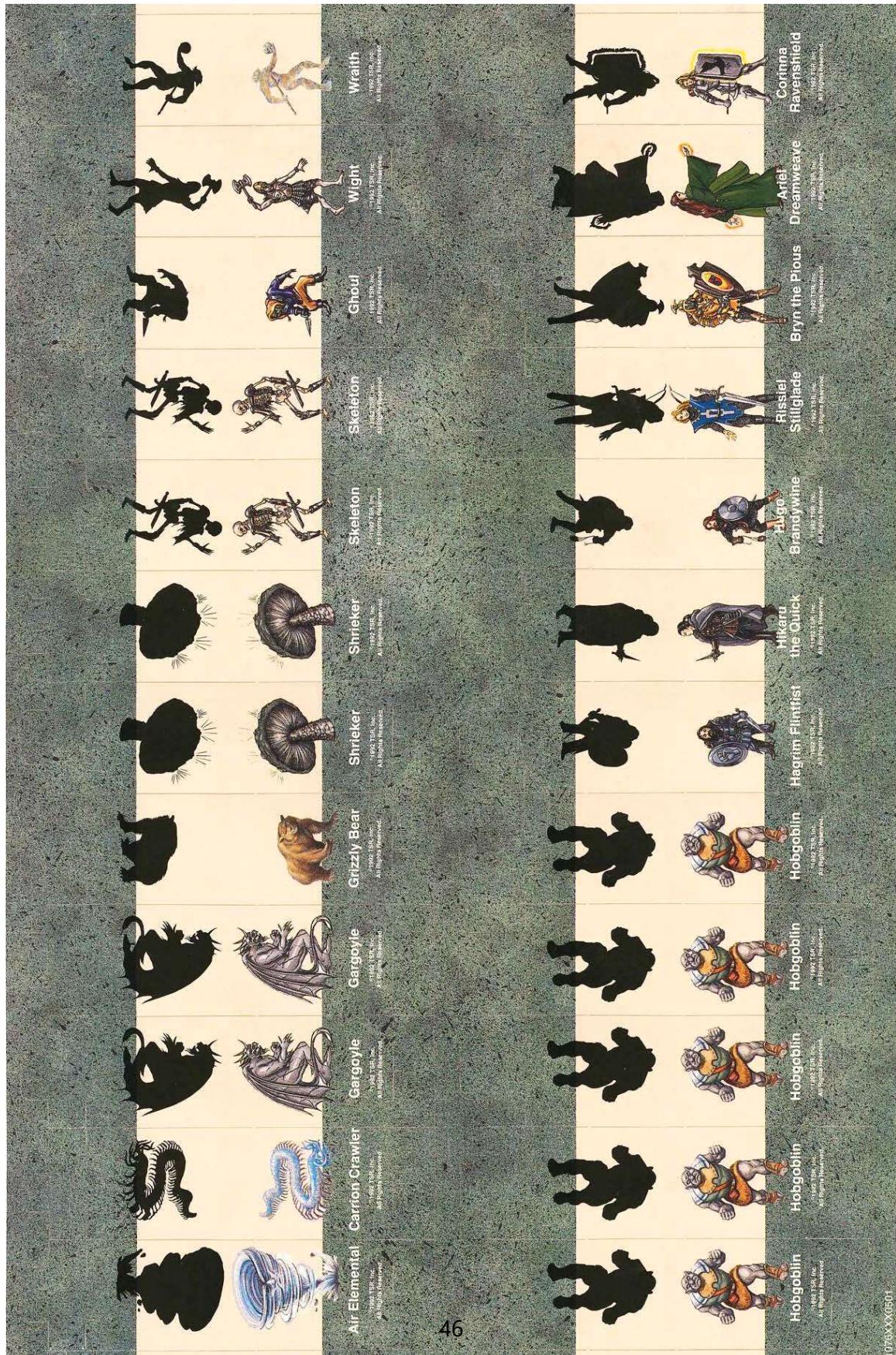
Escape from Zanzer Tems Dungeon (1070 & 1106)

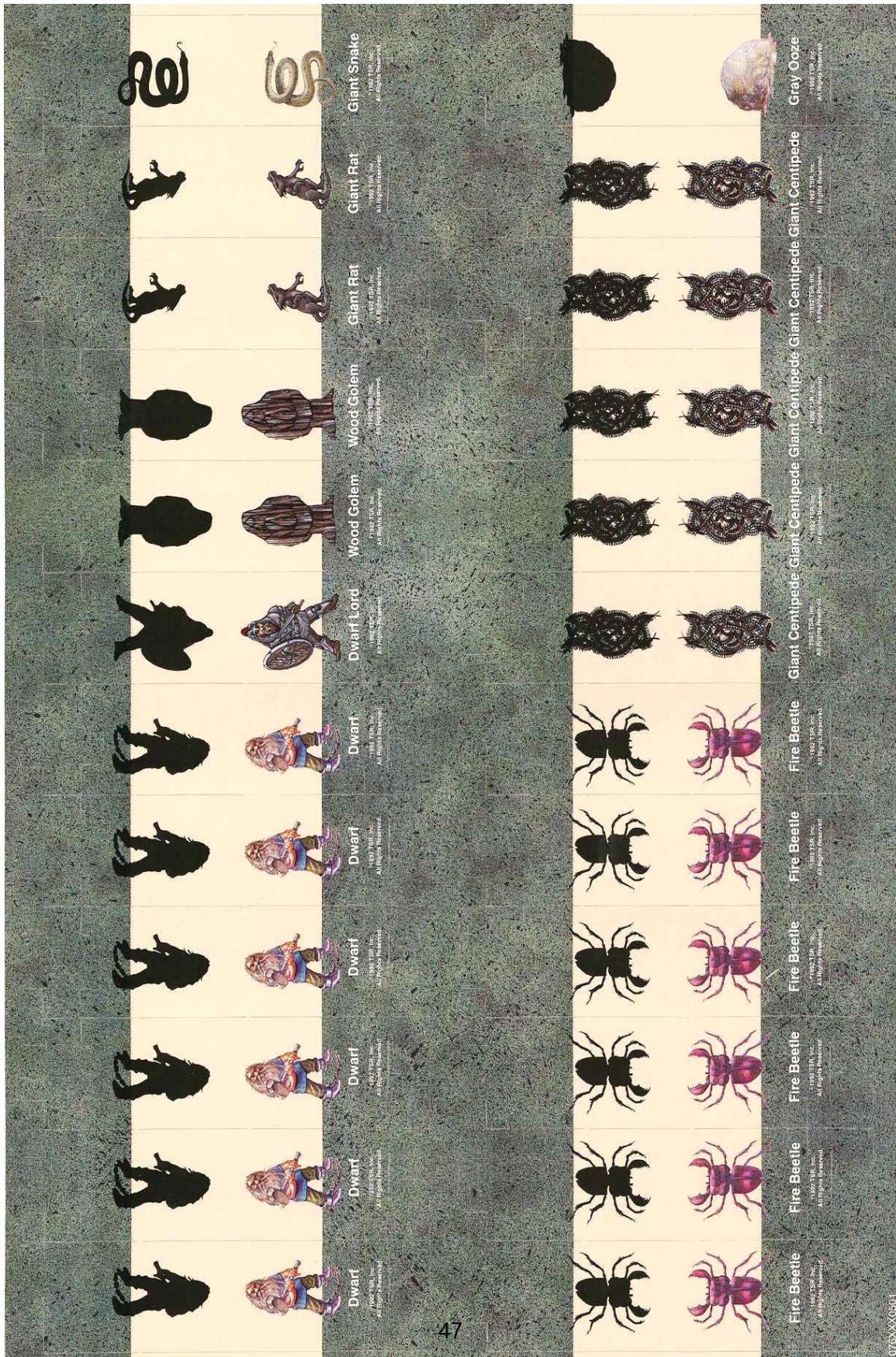




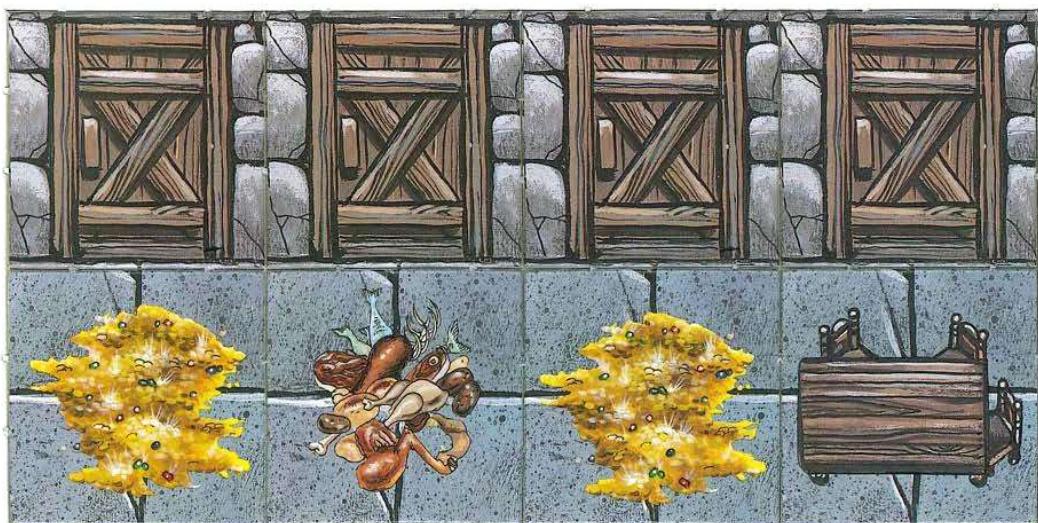


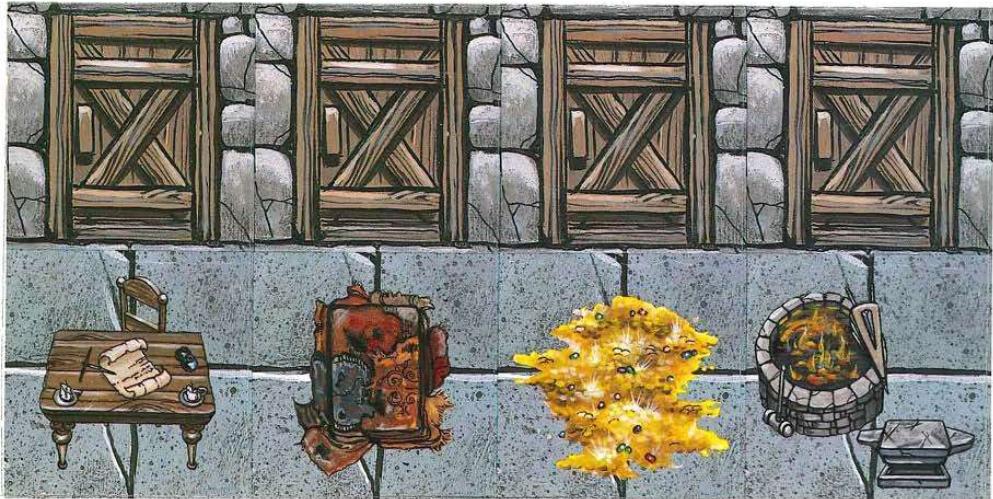
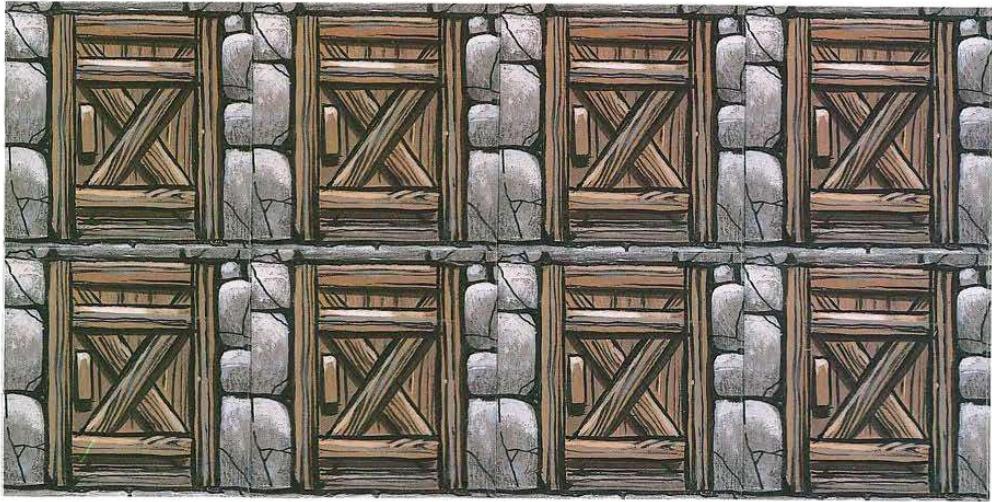
The Goblins Lair



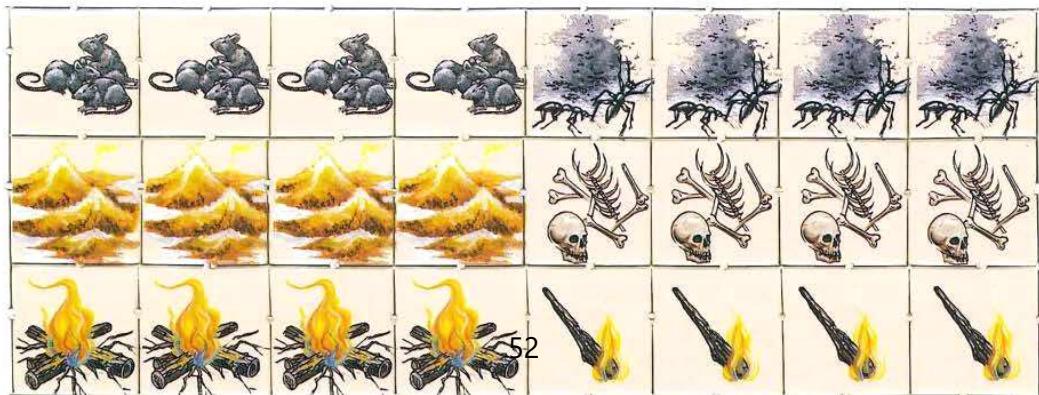
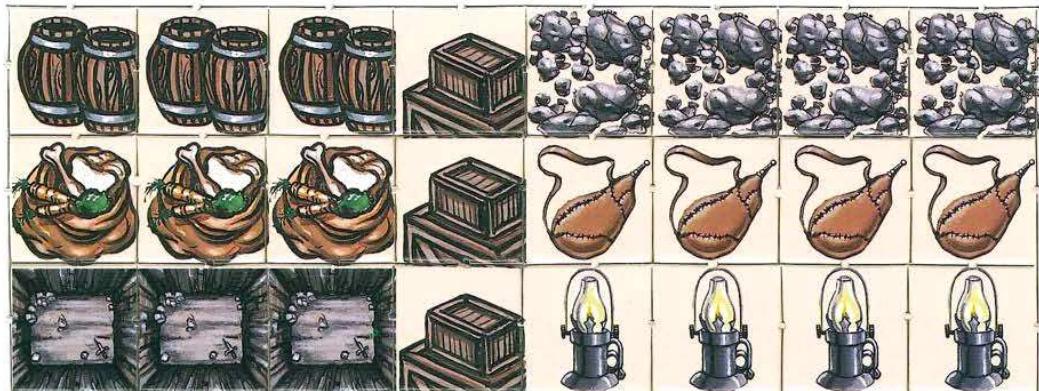
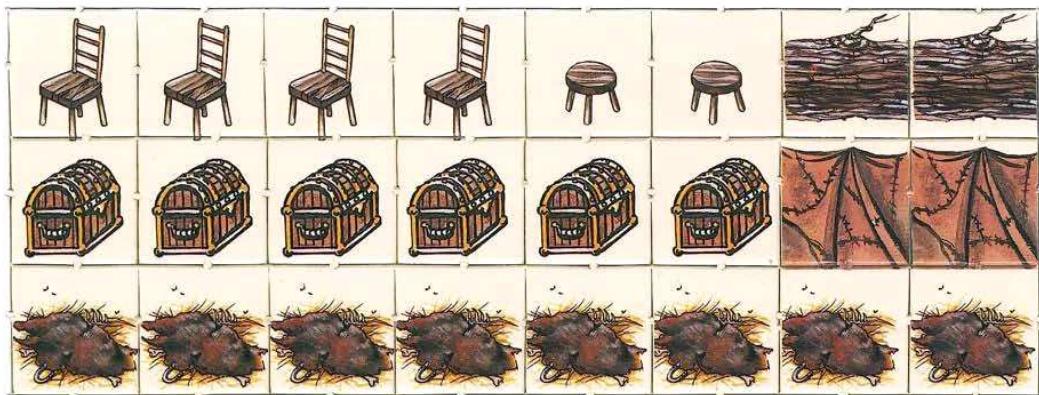


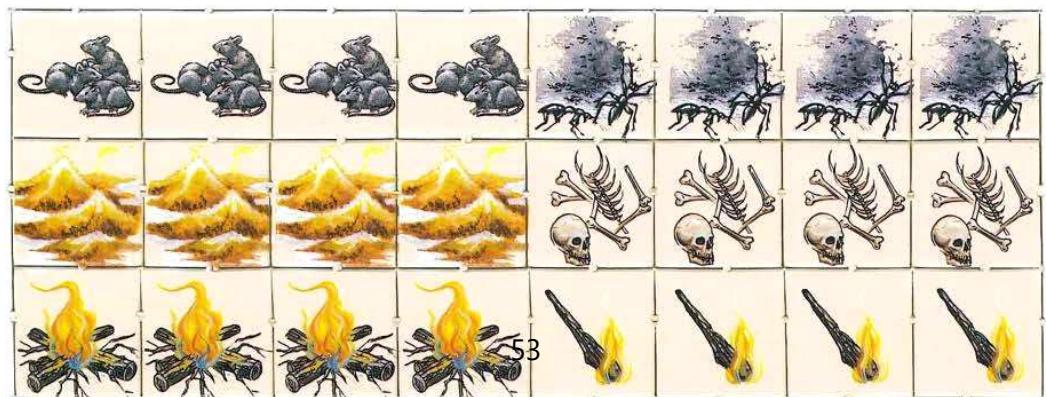
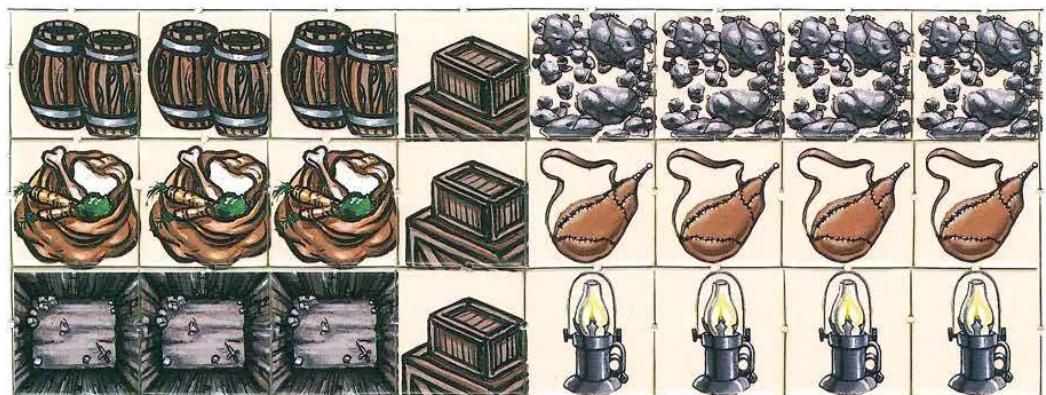
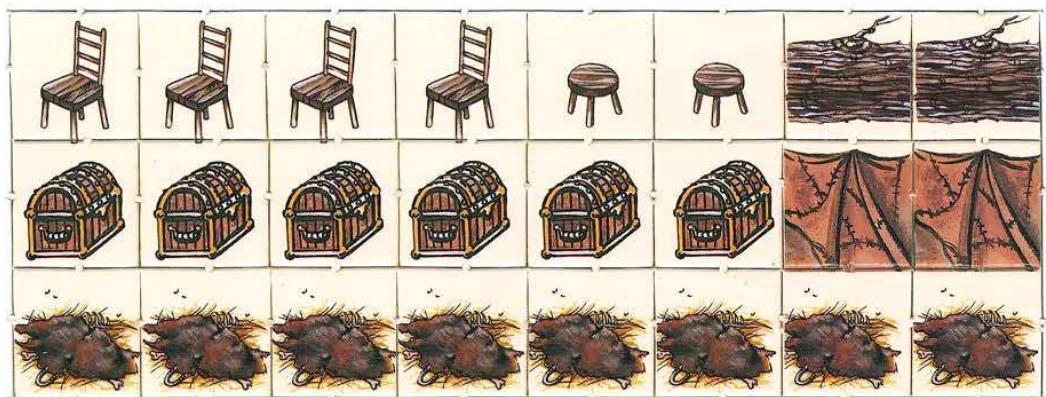




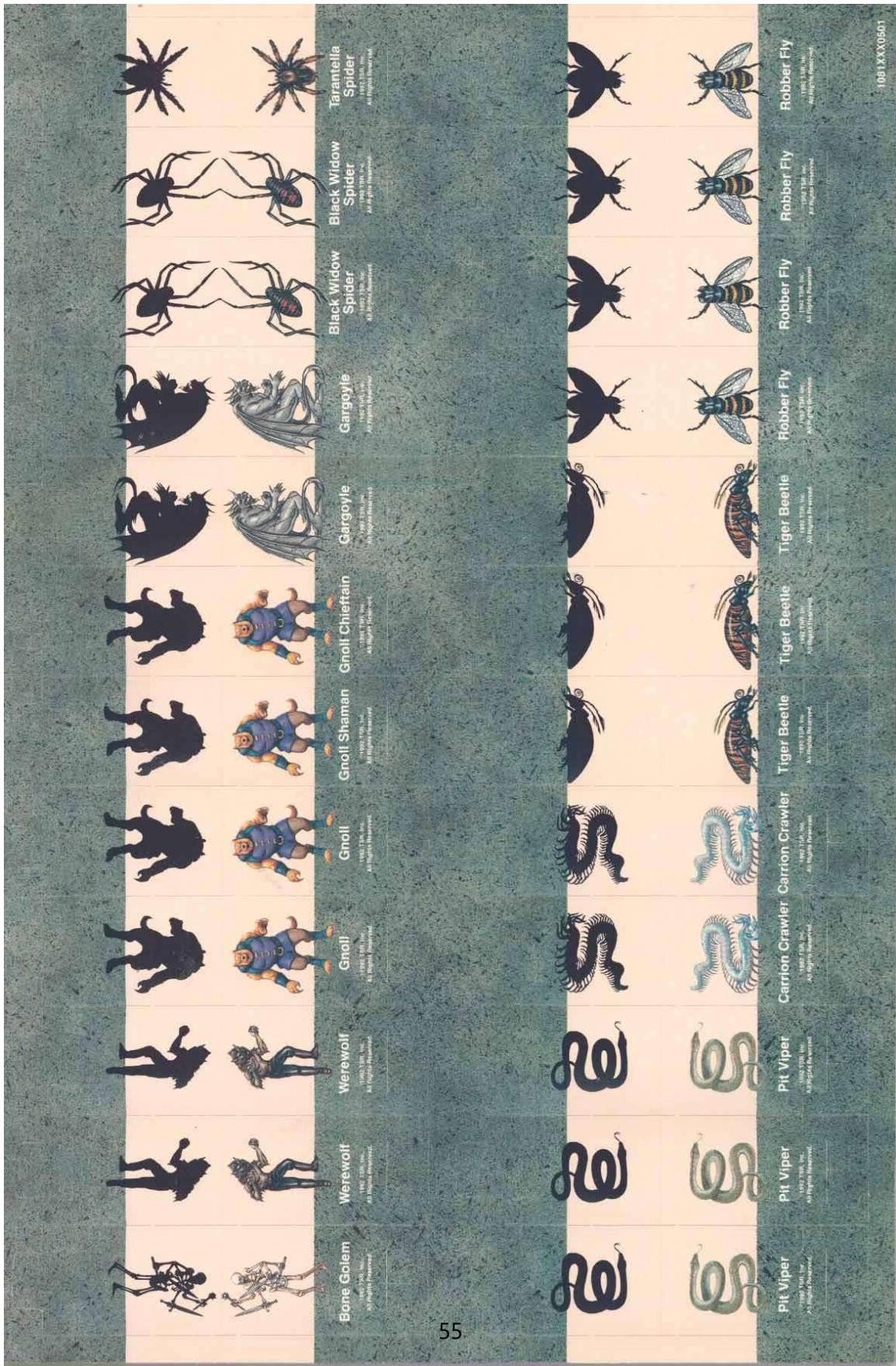


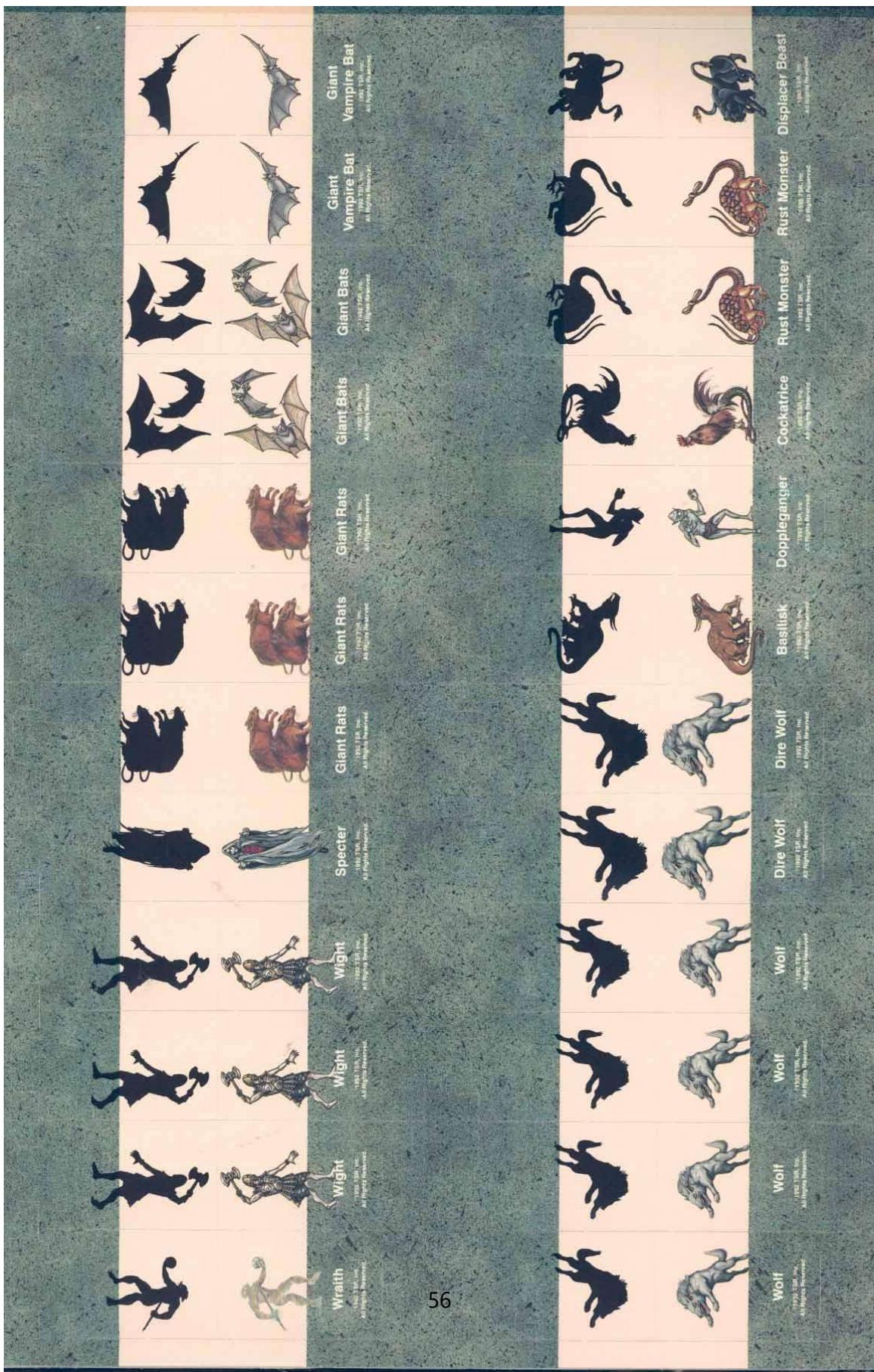






The Haunted Tower

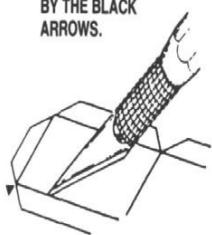




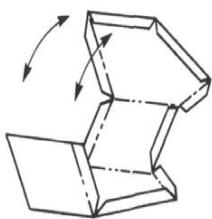


The Veiled Society

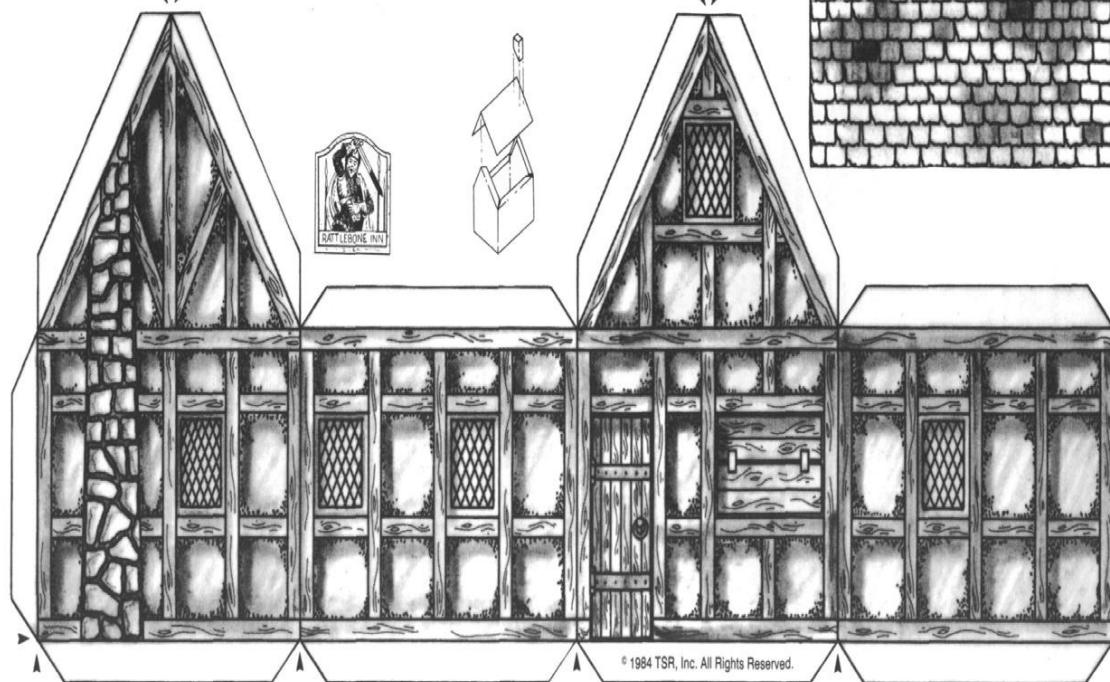
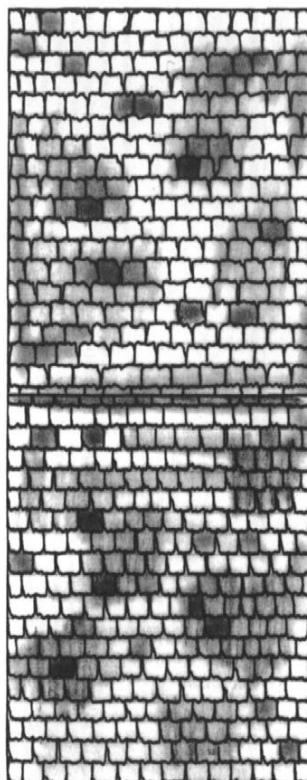
1 SCORE ALONG
THE INNER TAB
LINES INDICATED
BY THE BLACK
ARROWS.



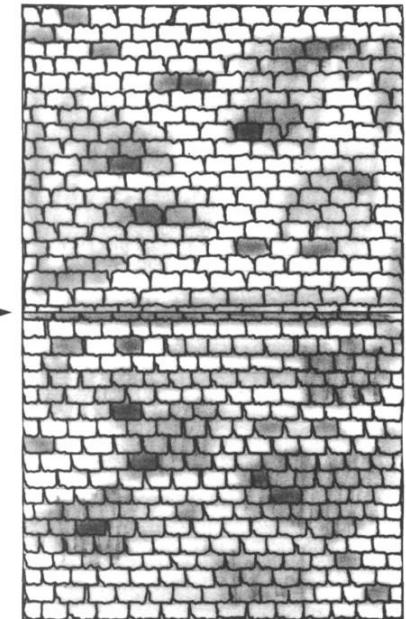
2 CUT OUT PARTS, ONE AT
A TIME. BEND AND FIT
THEM TOGETHER,
TRIMMING WHERE
NECESSARY.
NOTE: TOUCH UP ALL
SCORED EDGES AT THIS
TIME WITH A FELT TIP
PEN OR PAINT BRUSH
BEFORE GLUING



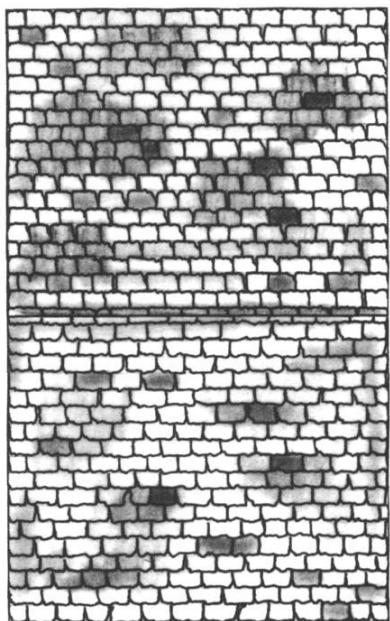
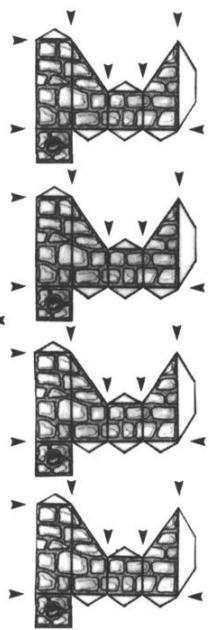
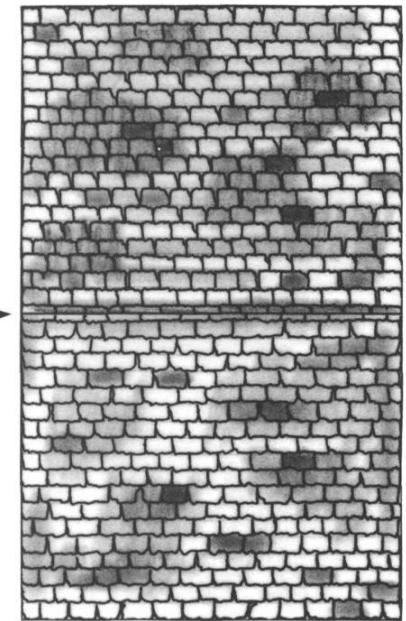
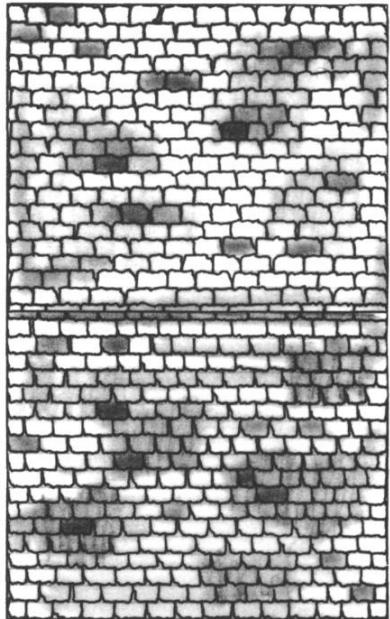
3 GLUE THE PARTS
TOGETHER, APPLYING
GLUE TO TAB AND JOIN-
ING RAW EDGE TO SAME.
FOR ASSEMBLY ANY
BRAND OF GLUE
CAN BE USED.
NOTE: PAY STRICT
ATTENTION TO WARN-
INGS AND DIRECTIONS
ON THE BOTTLE

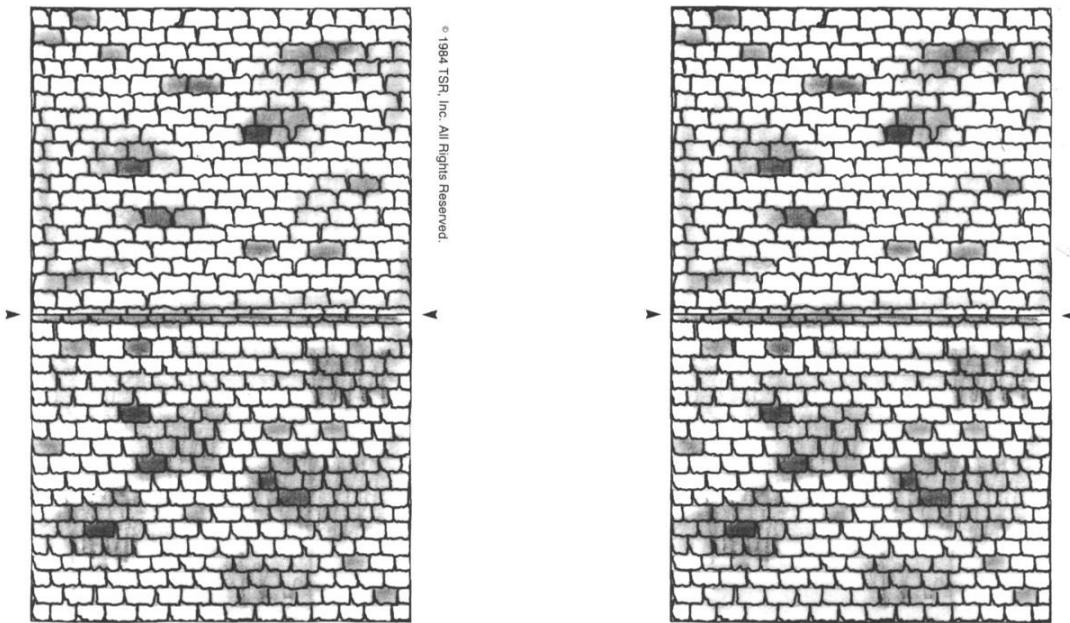


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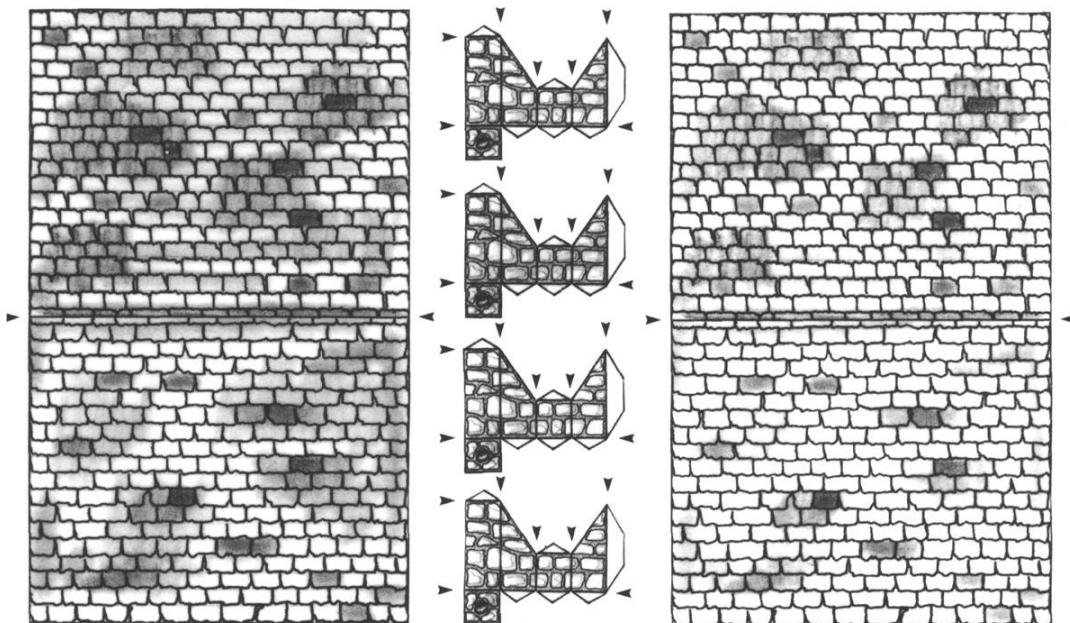


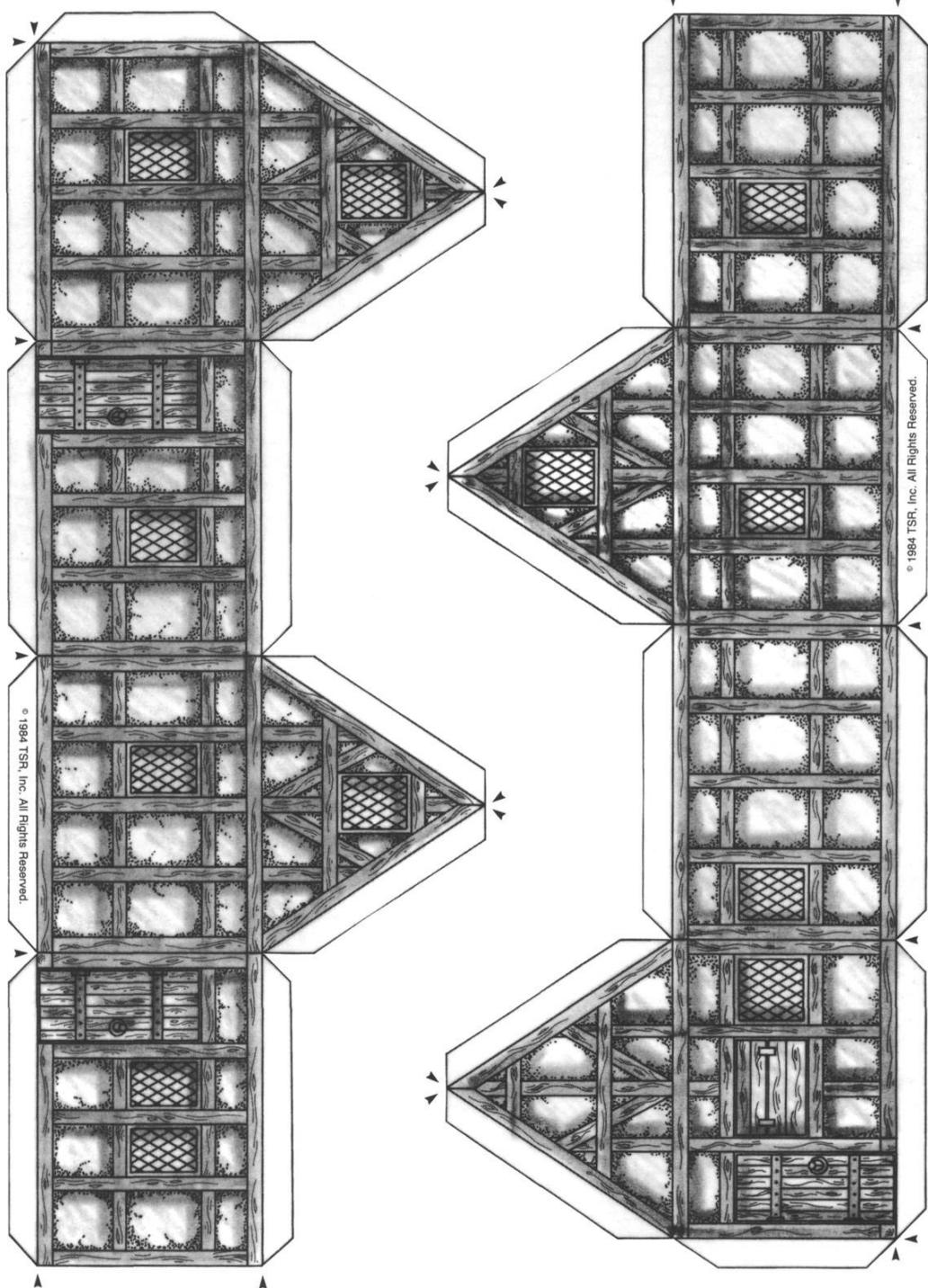
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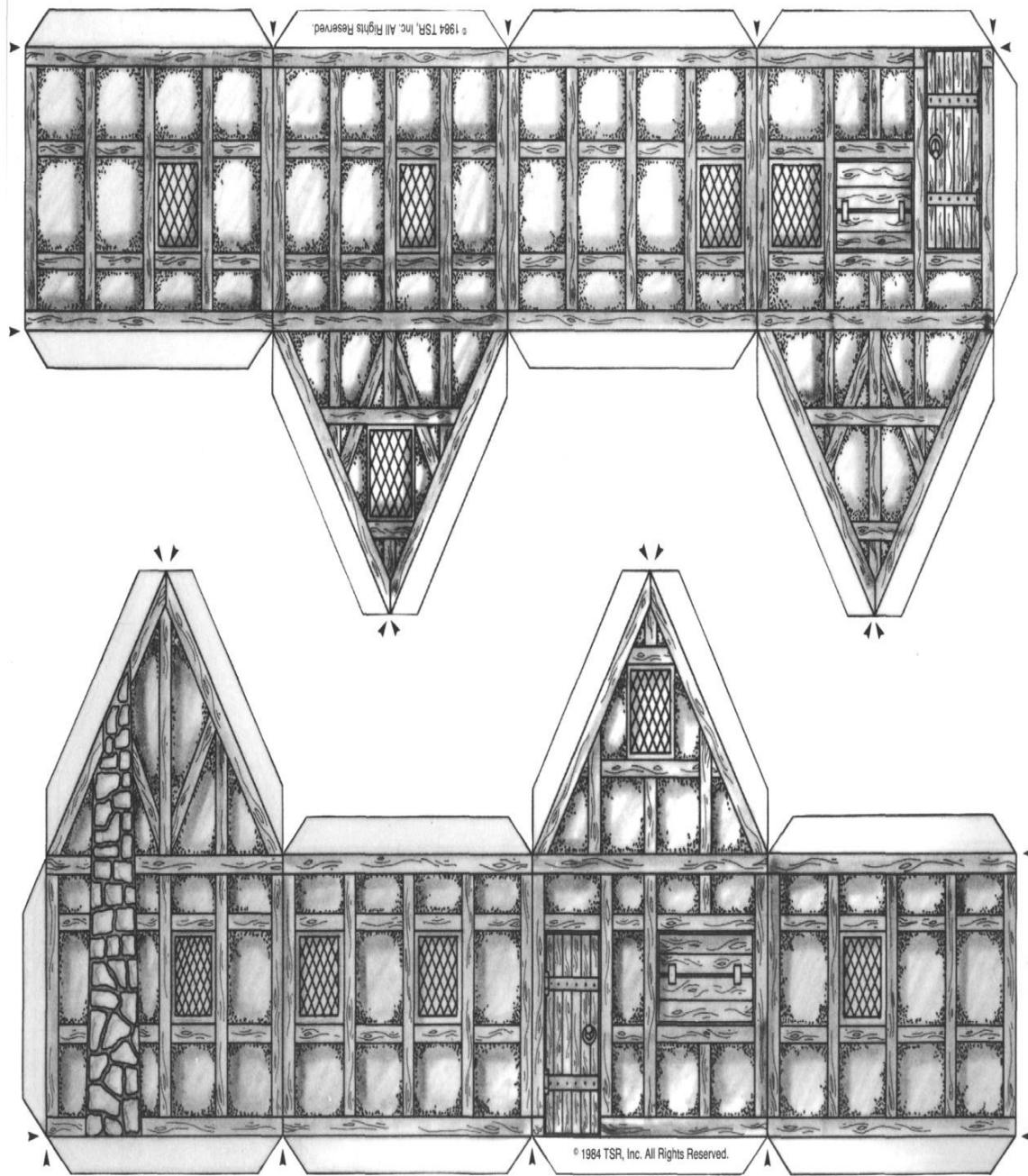


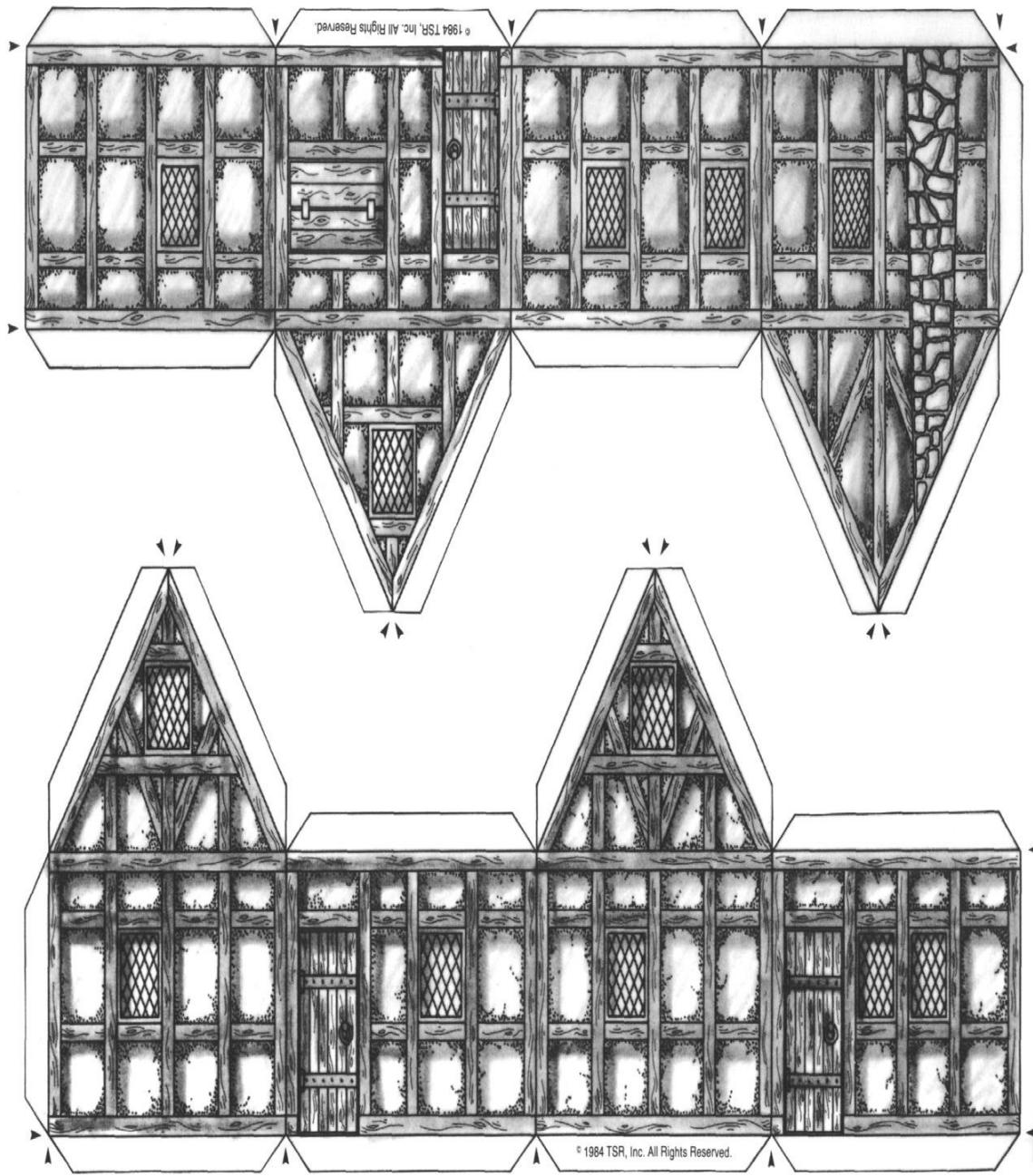


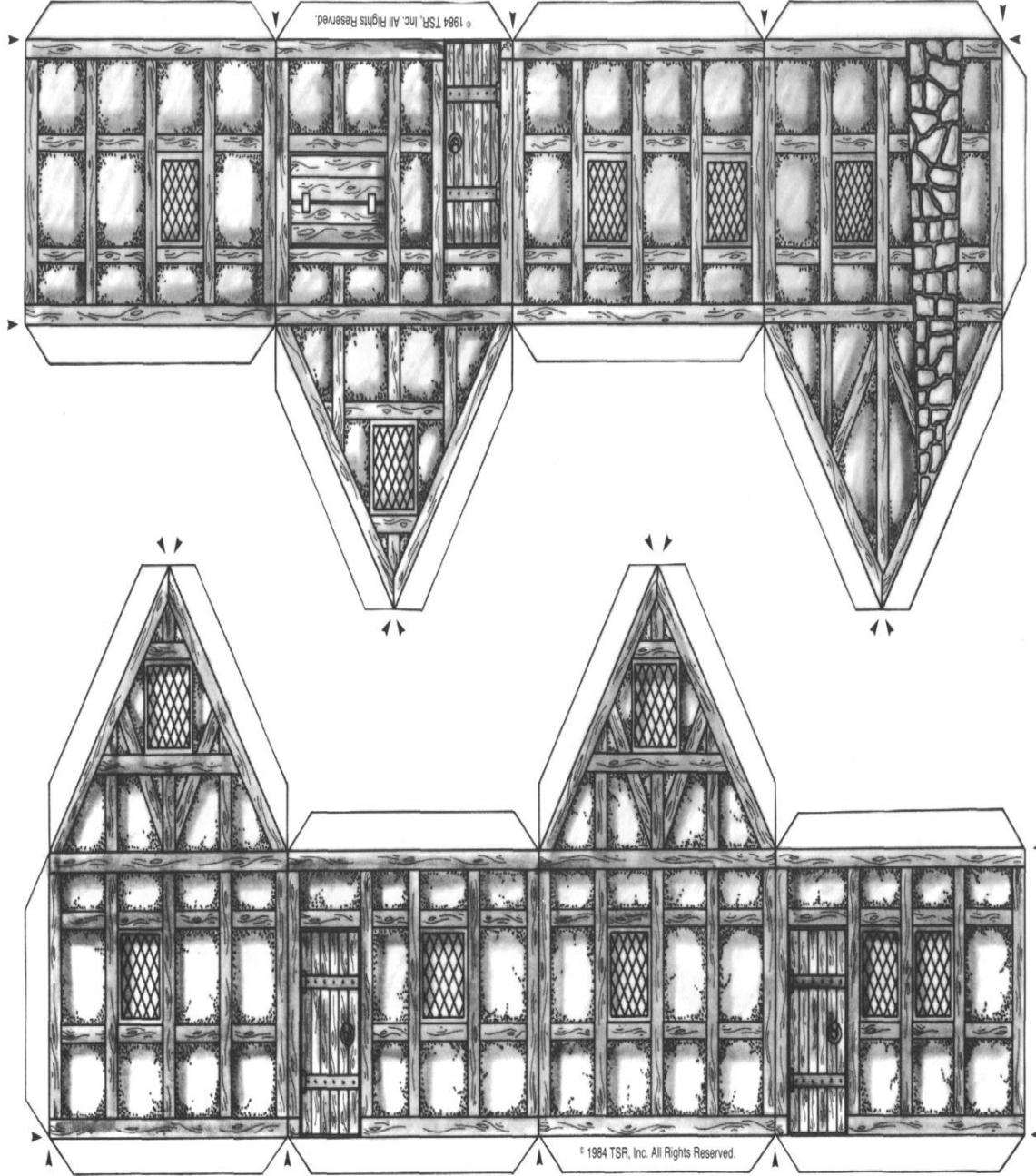
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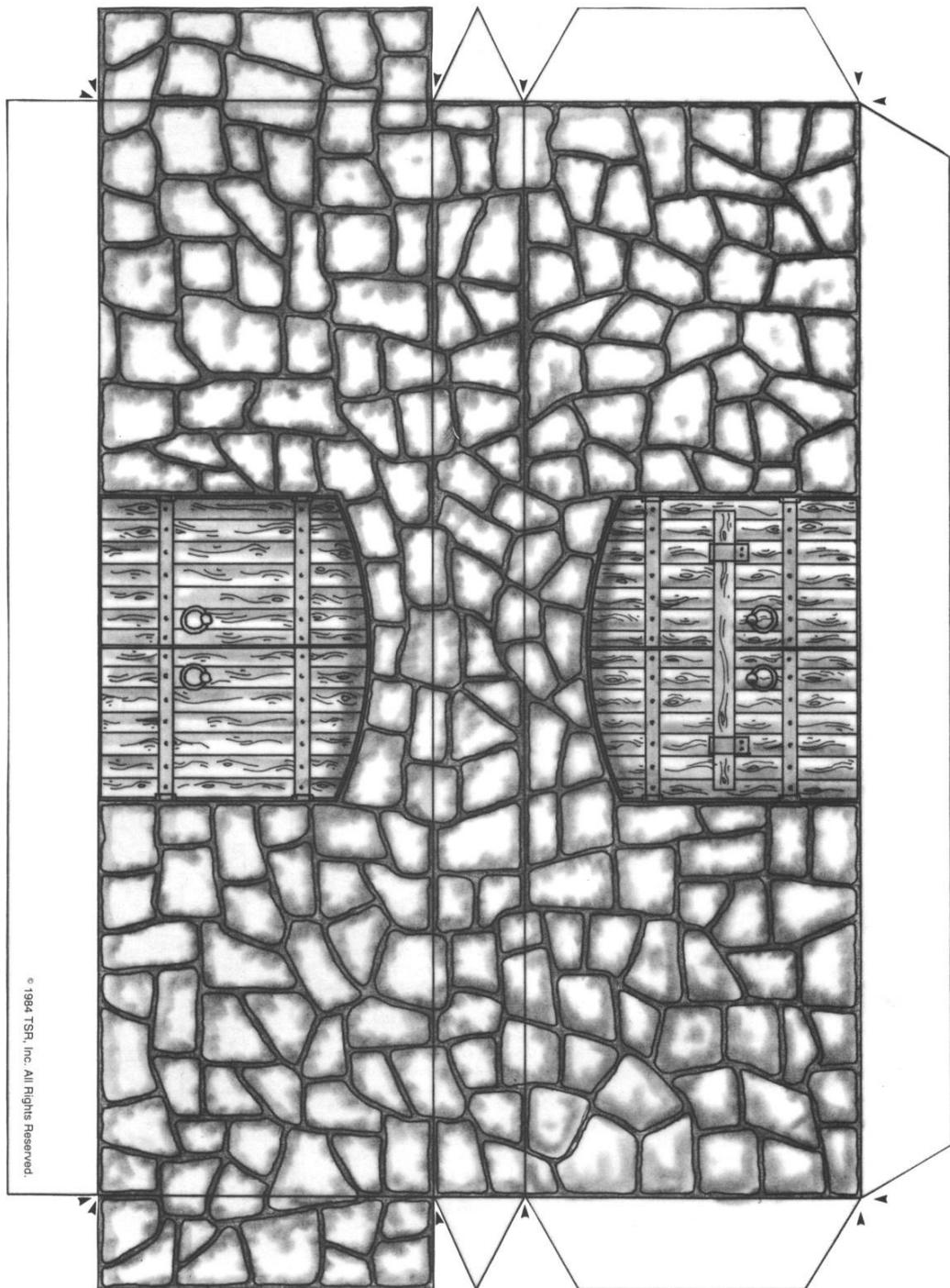




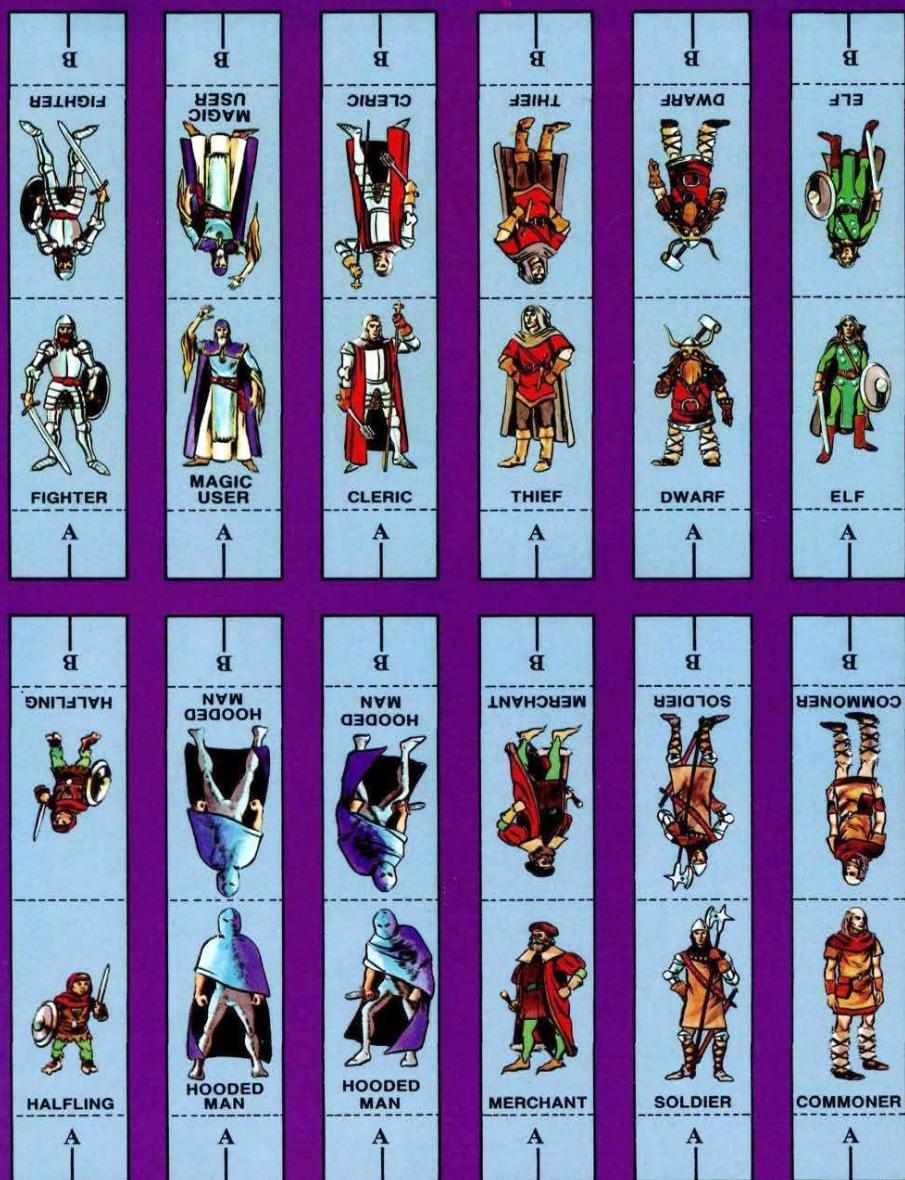
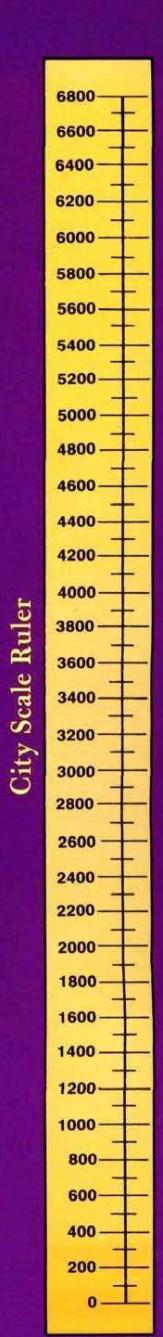








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CHARACTER FIGURES

How to Set Up Your Character Figures

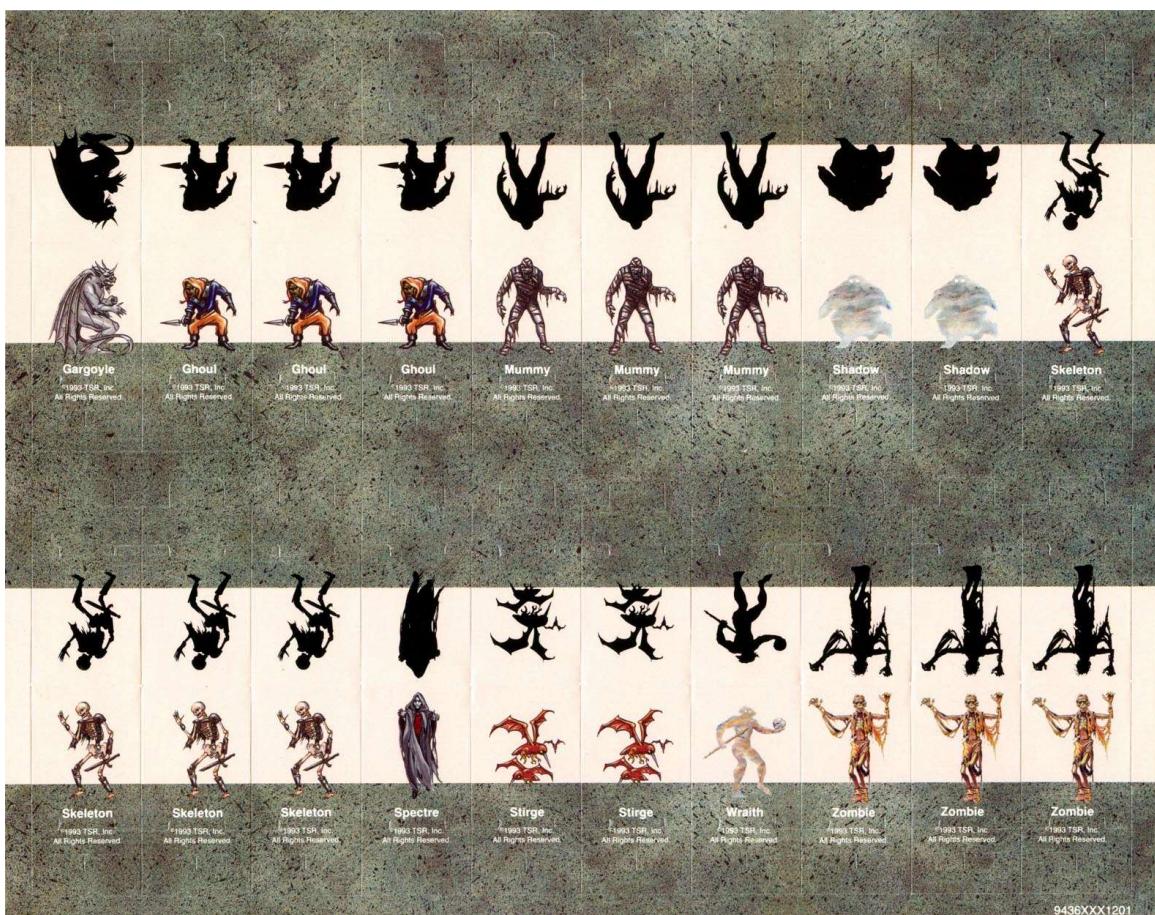
1. Cut out the 12 character figures shown here.
2. Bend the figures at the dotted line.
3. Cut along the small slits in tabs A and B. Don't cut any further than the black line on the tab.
4. Fold along the tabs under the figure and push together tabs A & B at the slits.
5. If your figures don't stay standing, put a small piece of tape at the bottom of each figure where the tabs come together.

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Assault on Ravens Ruin



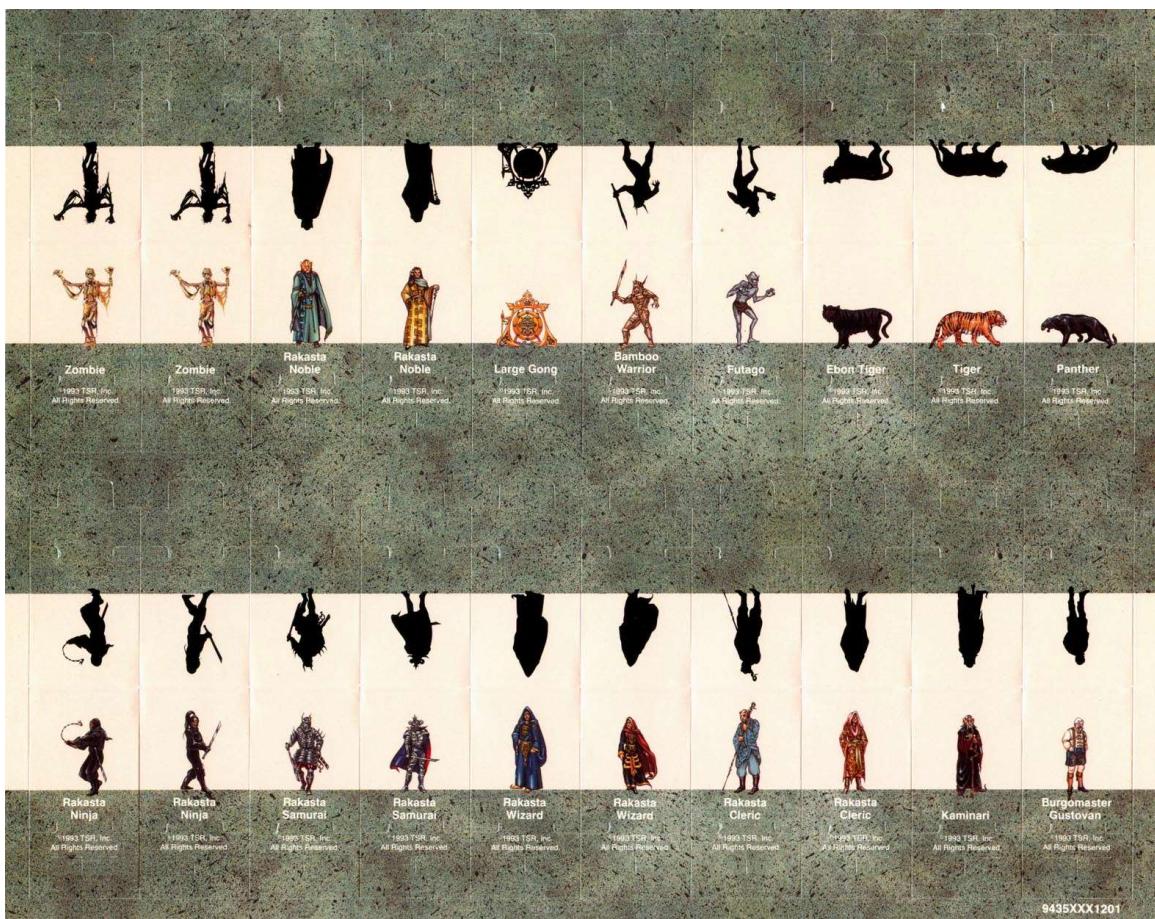
In the Phantoms Wake



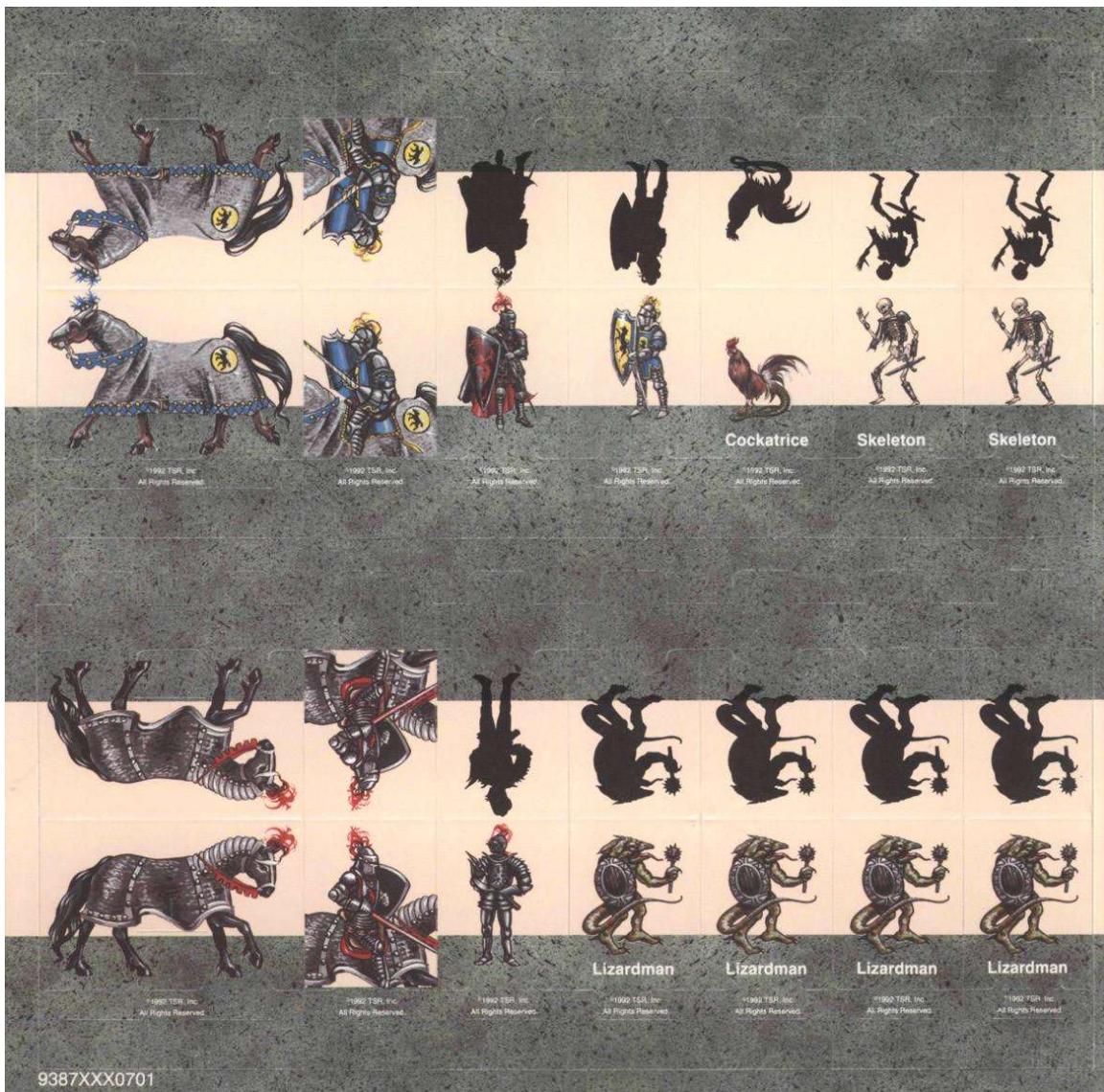
Quest for the Silver Sword



Rage of the Rakasta



Sword and Shield



The Knight of Newts

