

THE LOST
CAVERNS OF
TSOJCONTH
DESIGNED BY
GARY GYDAX FOR
T.S.R. FOR M.D.G.
WINTER CON IV
TOURNAMENT
DUNGEON

Several decades ago when the Archmage Iggwilv brought the Marches of Perrunland under his domination, considerable store of treasure was taken from that place and sequestered by him somewhere in the no-man's-land between the Duchy of Geoff and the forsaken Sea of Dust. Among his loot were several rare and prized tomes and the fabled lamp known as Daoud's Wonderous Lanthorn.

When Iggwilv was slain by the Demon Graz'zt, and his minions scattered by an uprising of oppressed subjects, rumors began to spread regarding where the Archmage's treasure trove was located. Considering the cartloads of precious metals and gems taken away during the overthrow, it is not surprising that most of these whispered suggestions were ignored as spurious. However, the books and the Lanthorn were never found, and the rumors did reach some interested parties, for several expeditions have sought to locate these items, but the parties were either unsuccessful in their attempts to find the location of the Caverns of Tsojconth (where the most reliable rumors claim the treasure rests) or else failed to return.

original 1976
version of
S4

The Pale

THE LOST CAVERNS OF TSOJCONTH

This is the dungeon designed specially for the MDG WinterCon V Gamefest Dungeons & Dragons tournament. It was designed by Gary Gygax and playtested by the TSR staff.

Use this dungeon for your own tournament or for a new exciting dungeon for one Dungeonmaster and six players. (Six players aren't necessary but all characters should be used.)

The dungeon contains two levels (the Lesser Caverns and the Greater Caverns), each with the necessary maps, room descriptions, character sheets, monster characteristic tables, character versus monster hit/damage matrixes, a monster description sheet, referee notes, and guidelines for the selection of the best player. Each level takes about 3-4 hours to play.

• The six characters in this situation include:

- Cathartic, a 7th level human cleric
- Ethelrede, a human fighter of the 8th level
- Flemin, a 6th level dwarf fighter
- Dunil, a hobbit thief of the 9th level
- Weslocke, an elf fighter/magic user, 4th/9th level
- Hockerbrecht, a half-elf fighter/magic user/thief of the 4th/4th/5th level.

Metro Detroit Gamers (MDG) thanks Gary Gygax for the design of this dungeon and his permission for its printing. Other people who worked on the project include Will Niebling, Scharlotte Niebling, Bob Karalunas, Howard Dawson, Joe Tomassi, Paul Wood, Kathy Wood, Laurie Van De Graaf, John Van De Graaf, Mike Bartnikowski.

Additional printings of MDG tournament dungeons are planned. The dungeon set from MDG MichiCon VI Gamefest will be out shortly following the convention. For more information or purchase of this or future dungeon sets, contact Howard Dawson, 938 Hampton, Grosse Pointe Woods, MI 48236.

CURRENT SITUATION

You are a member of a group of six adventurers, met by chance some weeks past. Each was seeking the Caverns, each possessed a fragment of information regarding them. Together you have compiled what seems an accurate set of directions to the entrance of these caverns, and you are certain that the Archmage has filled them with fierce creatures to prevent trespassers from gaining their goal. A fragment of parchment you have states: "The right way is narrow... (words obliterated)...eam lies the straight pas...(more smudged writing)...pe the span swiftly of plunge to doom where the wat..."

Your information indicates that the caverns are on two levels, and that the way to the deeper section can only be gained by a chosen few, for the locale is strange in yet another fashion. The Caverns of Tsojconth are a nexus in probability, where several alternate worlds touch. Each of you is aware that numerous parties such as yours, each containing six alternate persons like each of you, will be entering that part of the Caverns which manifests itself in their respective worlds. As each group adventures through the upper caverns one of their number will gain a certain aura, and he or she alone will be able to enter the lower level, while the rest will have to turn back (For tournament use only). The chosen from each party will meet -- possibly with one or more of their alter egos -- when the descent to the lower caverns is made. It is important to get as close to each other as possible to the way down, for the shift by the nexus will throw together those individuals who are relatively close to each other in location in their respective caverns. Those who have not located the way to the lower level prior to the shift will not have certain information.

Aura will be gained by ability -- to reason cleverly, to lead, to defeat opponents, to avoid damage or death, to find valuable treasure, to co-operate with your fellows. The gods are watching. Good hunting!

Designed By
GARY GYGAX & TSR
for
MDG
WINTERCON V
Tournament Dungeon

REFEREES' NOTES

It is not possible to have absolutely identical DM'ing in a tournament such as this. Players will do different and unexpected things; perforce monsters must be refereed differently. It is assumed that all DMs will have played through both levels at least once so that they will narrate what their respective parties encounter in a similar manner. DMs are urged NOT to give any hints, suggestions, or clues of any sort to their players beyond those indicated in the level matrices. While identical refereeing is not possible, relatively even DMing is a requirement of a fairly run tourney.

THE MAGIC SWORDS: Believe it or not, both of the party's swords were rolled as is. Obviously, these blades will feel keen jealousy towards each other, and if both are out and not engaged in combat, they will quarrel loudly, argue, bicker, and refuse generally to tell their respective owners what they wish to know—unless bribed. Of course, both swords will desire all gems found in order to dress up their respective scabbards.

JAVELINS OF LIGHTNING: The creature struck takes 4HP (using average) plus 20HP from lightning. Other creatures in the path of the bolt take 20/10 HP, depending on save vs. magic. If the missile roll does not hit the target, it will still create a bolt which will do damage if the target is within the bolt area.

COMBAT: In order to gain as much equality as possible, you must treat combat as follows:

PLAYER ATTACKS: Players will always do exactly average damage according to weapon type or spell, rounding all fractions upwards.

MONSTER ATTACKS: Monsters will likewise do exactly average damage when they hit. Note that dragons' breath weapons assume that they do a number of points of damage exactly equal to the hit points of the user, or half as many if the target makes its saving throw (dragons are bad news!). It is not possible to use predetermined random numbers in a situation such as this, as there are too many variables. Luck is actually an attribute of a good D&D player.

WANDERING MONSTERS: Short of using a turn record sheet and a time clock, it is not possible to include these critters in a tournament and get even situations, and this includes a series of pre-selected wandering monsters at set intervals, for without the records and timing devices mentioned above, there is too much subjectiveness in game time requirements. Therefore, DMs are instructed to ignore the wandering monster rule, but if players waste time trying to find secret doors, asking for additional information, or whatever, you are to make certain that the required information is not passed on without an appropriate delay in actual time. Players are operating against time, and this is their most serious opponent.

SECOND ROUND: It is possible that second round teams will have two or more of the same characters in a given team. Teams are to be composed of winners whose group made approximately the same gains in the first round. Thus it is possible that one team will be made up of "winners" who were killed in their first round. If a team must be composed of players who gained the poem clue to the goal of the second level and players who failed to get to the way down, allow the former to read the poem once, but do not give them a copy to refer to. Note also that if experience gained in the first round by winning players is sufficient to gain them an additional level, use the special second round data chart accordingly, and they go up a level for play in the second round.

SECOND ROUND LEVEL CHANGE INFORMATION

PLAYER NUMBER	HIT DICE	POINTS	OTHER INFORMATION
1.	8	43	New spell: QUEST
2.	9	60	—
3.	7	35	—
4.	10	36	Reads mg. scrolls CLIMB—96% OPENS—95% REMOVES—80% PICKS—90% MOVES—95% HIDES—85%
6.	5*	33	New spell: SUGGESTION CLIMB—92% OPENS—45% REMOVES—40% PICKS—55% MOVES—55% HIDES—45%

*AS FIGHTER

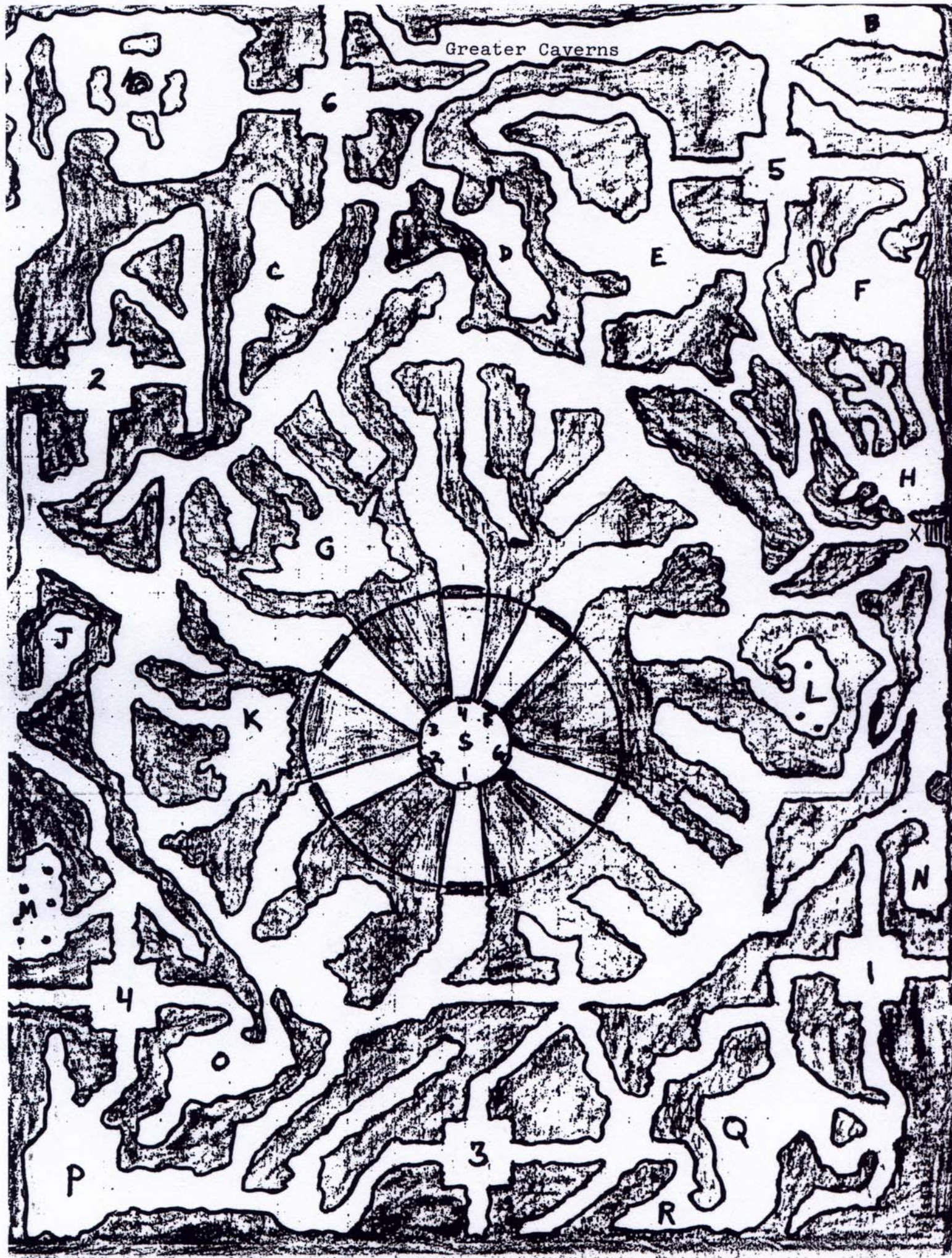
HEALING: All healing will be as follows: CURE LIGHT WOUND—4HP; CURE SERIOUS WOUND—9HP; HEALING POTION—5HP; EXTRA-HEALING POTION—14HP.

GUIDELINES FOR SELECTION OF THE BEST PLAYER

1. Active before passive
2. Thinking/reasoning before rash
3. Bold before timid
4. Uninjured before wounded
5. Alive before dead
6. Leader before follower

Other factors of importance are: Is the player responsible for monster kills either through actual attack or devising methods for others to slay? Has the player managed to acquire a considerable sum of treasure above that held by others in the group? Who located the magical items gained? And by all means, remember to reward the fellow who causes the party to be saved from certain destruction or who was clever enough to avoid fighting and still managed to gain the desired end.

Greater Caverns





Lesser Caverns

THE LESSER CAVERNS

1. MAIN ENTRANCE: Immediately upon descending the stairs the party will see the narrow passage to the left, and if they enter see "B".
The large cave is high vaulted (30' at least), and the roof is hung with some stalactites, but few stalagmites are on the floor. On the right hand wall before each tunnel out of the place there is a face in bas relief. The visage is rather horrid and doleful. When any member of the party comes within 2' of one of these carvings it will speak with a magic mouth: "TURN BACK. THIS IS NOT THE WAY". If asked specifically to tell the truth (truth is the key word), all will lie except the right passage: "THIS IS THE RIGHT WAY. (I WARD THE ONLY WAY)". If the stone mouth is watched closely it will be seen that there is a gem inside each. A command to give or yield the gem will not work, but simply stating that the visage should open its mouth will: "AAAHH..". The first gem taken is worth 1,000 GP; all others are worth 10 GP.
2. CEILING OF RIVER TUNNEL LOWERS WATER LEVEL IN 90'. When the party reaches this spot they must turn back.
3. WOODEN BOAT: Appears normal, but it is magic. It can be rowed with oars in it at 6"/turn. If its sail is raised, and it is commanded it will move 18"/turn. Commands "STOP" & "GO" work: steer with oar set in stern, and boat will make sharp turns.
4. OUTLET: Current's swift, moving at 18"/turn. Lines indicate direction of boat drift from pond. Other outlets have only weak currents which will cause drift about 2"/turn.
5. ORNATE BRIDGE OF STONE: This should be shown and described, if requested, as having carved projections, rising about 15' above the water, and being made of natural stone. If the party is quiet and listens they can hear a distant roaring sound, a dim thundering. (A waterfall about 450' distant). To rope a projection and avoid going over the falls the party has 10 seconds. Count out as they come within 70' of the bridge (1, 2, 3, 4, 5, etc.). If they do not say rope the bridge they pass by and are dead.
6. ROCK PILE: Even a cursory examination will reveal that this jumble hides a passage. If the rocks are examined as they are moved, it will be noticed that one is slightly bluish in cast and lighter in weight. Inside this is a small stone tablet with the GRAVEN GLYPHS which can be read only by the best player in the party. WHEN THIS IS FOUND THE FIRST ROUND IS OVER!
7. ISLAND OF REBUKE: Any player setting foot upon the island will cause it to peel forth with gales of derisive laughter. A great voice will then bell out: "FOOLS! You are in a DEAD end. FLEE back to the south and follow the way the water enters, or stay here and die!" The island's center is littered with 3,000 1GP gems.
- A. 4-BLINK DOGS: HP: 20, 18, 18, 16. Pack is nervous and unfriendly. If the party fools around they will be attacked. If they mention a displacer beast the mental images conjured by speaking the words will cause the pack to respond favorably, and the four will lead the way to "C" and aid in killing the creatures there. No treasure.
- B. 20 STIRGES: HP: 4½ each. These creatures hide in small nooks and crannies and will not attack until the party is at "B". No treasure.
- C. DISPLACER BEASTS: HP: 37 (male), 28 (female). These creatures nest in a heap of litter and bones. Amongst this mess is a human skull with a potion of extra-healing inside. Nearby there is a poison potion, and it will always be seen first. Misc. coins: 360 PP, 1,100 GP.
- D. FLESH GOLEM: HP: 44. This monster guards a map to the boat at "J"—a tattoo on its back. Naturally, this is obscured by the monster's clothing, and if the golem is killed in a manner which would destroy skin, the map will be ruined.
- E. LURKER ABOVE: HP: 51. Note pit just before the lair of the monster! There is a skeleton of a minotaur at the back of the cave, and in the center of the place is a pile of dung (from the Lurker Above), as well as other bones and such scattered about. A sack with 100 SP, 50 PP (look like the silver unless looked at very closely), and 1,300 GP rests near the skeleton of the minotaur. The Lurker has 4 gems in its back — 500 GP each.
- F. NICHE WITH REMAINS: At cross-hatched area is a niche 2' from the floor, about 7' high, 6' wide, and 7' deep. The ceiling of this niche is covered by Green Slime which will drop on anyone who enters. There are 4 pieces of elixir altogether, HP: 17, 15, 10, 8. The body somewhat resembles something undead. It wears a bracelet of gold (1200 GP value) and has a bag around its neck which contains 3 gems worth 500 GP, 1,000 GP, and 2,000 GP respectively.
- G. 2 COCKATRICES: HP: 26, 21. These monsters will hear and come after any party going past their lair. They pursue on a 1-4 using D6. In their lair is the usual heap of refuse and offal, and under the largest heap of dung is a case containing a scroll with a stone-to-flesh spell.
- H. GIANT SNAPPING TURTLE: HP: 61. Sound asleep unless something is dropped into the water within 10' of "H" (so as to strike his shell), a bright light is used to light the water at 60' where he rests, or a similar commotion disturbs him. If he attacks, a hit of 19 or 20 indicates he has upset the boat. No treasure.
- J. 2 FIRE LIZARDS: HP: 53, 40. A mated pair, but ferocity if either is harmed does not apply. They will not pursue beyond 30' or so, as they are interested in mating. They have 1,000 GP, 2,000 SP, 3,000 GP, 700 1-GP gems, 6 5,000-GP gems, and several empty potion-type flasks. A thorough search will also reveal 2 fire resistance potions.
- K. COPPER DRAGON: HP: 72. Neutral, intelligent, talking, has spells: DETECT MAGIC, READ MAGIC, CHARM PERSON, LOCATE OBJECT, INVISIBILITY, ESP, DISPEL MAGIC, HASTE, and WATER BREATHING. It is asleep but will waken in 3 melee rounds or if spoken to or attacked. It will bargain to allow the party to pass on to the east if given at least 5,000 GP in metal and/or gems/jewelry — deduct 1,000 GP for each magic item offered instead. It will tell the party nothing, but it will ask about the fire lizards. If the party has slain these creatures, the dragon will attack them. 30,000 GP, 1,000 GP, 36 100-GP gems, 42 500GP gems, 13 1,000-GP gems, 9 pieces of jewelry (9,7,7,6,5,4,4,3,3 in 1,000's each). A jeweled sword (quartz), non-magical, will be hated by party's swords at first, value is 783 GP. An ivory tube with contact poison contains a scroll of 3 spells (MONSTER SUMMONING III, LIMITED WISH, SYMBOL). Several pieces of jewelry radiate magic (they have a magic mouth spell on them with a nearly impossible speak command) for a 10th piece of jewelry is a necklace of missiles (5), with each missile globe encased in an ivory block (which can be pried open along a hairline seam to reveal the missile).
- L. 10 SARUAGIN: HP: 16, 14, 12, 11, 11, 10, 10, 9, 9, 7. These creatures appear at the eastern edge of the island within 1 turn of the voice (#7) speaking. They ATTACK. No treasure.
- M. RUST MONSTER: HP: 24. It is VERY hungry. The magic swords will try to make their owners flee. It guards a gem worth 10,000 and one worth 20,000 GP. If the party doesn't give the gems to the magic swords, they will fight for them.
- N. WATER WEIRD: HP: 10 (See special listing of monsters). When its pool is entered the water weird will form up in 2 turns. Its snakey form will then strike at party members as a 6 HD monster. If it hits, a save equal to a poison saving throw must be made, or else the person is knocked into the water. Only blunt weapons will cause more than 1 point (disruption) damage to it. If it is given 10 pts damage in 1 melee round, it is disrupted and must take 2 turns to reform. It will take over a water elemental just as a vampire will charm a human. It will not leave its pool area. No treasure.
- O. 2 CHINESE HILL GIANTS: HP: 39, 34. AC is 2 due to extra large shields they carry. These 2 giants have very good ears, so unless the party is silent they will hear the approach in the main corridor. If the party is heard passing northwards, the giants will come out and pursue. In their cave these giants have a tremendous litter of junk, including 3 ivory tusks (1,000 GP value each) which require 2 persons per tusk to carry, 4,900 GP, and a set of cloaks (one poisonous, one non-magical), and boots (1 pair levitation, 1 also appears to be levitation, but are boots of dancing). If the soles and heels of the latter pair are very carefully examined so as to tap or scrape them, metal plates will be found. (the players may guess these are taps, but DO NOT COMMENT ONE WAY OR ANOTHER!).

THE GREATER CAVERNS

GENERAL: Average roof height 40'. Stalactites and stalagmites in profusion. Rock formations colorful.

1-6

These numbers indicate the place the party will be teleported to from the central nexus when they open the correspondingly numbered door therein. NOTE: Whenever a nexial door is opened they will see a glimpse of "S" as they are teleported. Refer to this letter accordingly.

NEXUS

The doors of the nexus are of iron, opening inwards. The hall each gives into is of pale white marble, highly polished, and a plush red carpet beacons towards the inner door of gleaming ebony. The inner doors are well-oiled so as to open at a touch, hinges and handle of shining silver. The inner doors need not be opened in order, but ALL SIX DIFFERENT INNER DOORS MUST HAVE BEEN OPENED BY THE PARTY BEFORE THEY CAN OBTAIN ACTUAL ENTRANCE TO "S". At that time opening any door will gain them admittance to the inner core of the nexus.

THE GRAVEN GLYPHS

In the center lies the gate
But opening is sure to vex
Many are the guards who wait
As you go to the middle hex

Randomly sent to find a way
Back to a different iron door
A seventh time and you may stay
And seek the prize no more

You have won my choicest prize
My warded cache of magic
And freed the one with yearning eyes
Whose lot was hunger tragic

(Read this verse to
players before start-
ing the second level.
It can be read as
often as players
wish.)

A.

4 GARGOYLES: HP: 20, 19, 19, 16. The central columns do not extend all the way to the roof of the cavern, but the 4 gargoyles perched atop these pillars appear to be nothing more than extensions of rock. The ceiling is about 45' high here. When the party is at "A" the monsters will swoop down to attack, gaining surprise on 1-3 unless the party is looking upwards. There is a pool of water in the center, and there are clear crystal gems therein. The first picked out will be worth 1,000 GP, the remaining 5 are worth 100 GP. (Look smaller).

B.

GREEN SLIME: HP: 9 each. In this section there are 12 growths of green slime growing in the end 60' of the passage. They appear to be stalactites unless a careful observation of the ceiling is made. They will drop with 75% accuracy (1-5 misses, 6-20 hits). No treasure.

C.

PIERCERS: HP: 20, 15, 12, 11, 9, 8. A small colony of 6 of these creatures inhabit this wide passage at "C". Amongst the stalactites of their habitation is one which has formed around a +2 magic dagger wedged point upwards into a crack. A Detect Magic will locate it. Careful looking will note that it has a unique shape ("One stalactite has a crosspiece about half way down its length, but little else looks unusual").

D.

UMBER HULK: HP: 39. The monster will be at the spur in the northern end of the cavern, moving to block the egress of the party as they move southwards. In the spur is a bluish streak of clay which will be noted upon thorough examination of the walls. If it is dug out (3 turns) a rough diamond worth 5,000 GP will be found.

E.

MINOTAURS: HP: 38, 29, 26, 23, 21. Weapons: All but the chief (38 HP) minotaur have large clubs (4 HP damage). The largest monster has a +3 axe. Leader also wears an adamantite mail shirt (5) so that its armor class is 1. Note also that it is exceptionally intelligent and rates an 8 HP monster due to its great size. An iron chest in the room contains a poison needle trap in the latch (immediately fatal poison) and 6,000 GP inside. In a hole beneath the chest are: 1 polymorph self potion, 1 extra-healing potion, 1 flying potion. Must move chest.

F.

16 TROGLODITES: HP: 19, 18, 15 (6), 11 (4), 9, 7, 6, 4. This is a tribe with 4 females and 4 small ones. There are also 10 unhatched eggs (worth 300 GP each on the market). Note that these creatures hate human-kind and attack unceasingly. These trogs will come to the aid of the tribe at "H", and the reverse is also true. They easily slip through the narrow openings which connect the two places. No treasure.

G.

BRONZE DRAGON: HP: 80. A very old, highly intelligent, neutral creature which appears as a large reddish bear. If bribed with no less than 10,000 GP (value magic items at 1,000 per), it will tell the party that the central nexus sends the party away from the central area to the edges of the complex. The dragon has the following spells: DETECT MAGIC, READ MAGIC, READ LANGUAGES, LIGHT, LOCATE OBJECT, ESP, MIRROR IMAGE, PYROTECHNICS, HOLD PERSON, DISPEL MAGIC, INVISIBILITY 10'r., SUGGESTION, POLYMORPH SELF, POLYMORPH OTHERS, DIMENSION DOOR, WIZARD EYE. It's awake and using a wizard eye spell when any party approaches. Its treasure is under an invisibility spell in the western projection of its cavern. 1,500 GP, 3,500 SP, 5,000 GP, 9,500 PP, a cleric's scroll spell (RAISE DEAD FULLY), an arrow of death-slaying (types I-III), 211 100 GP gems, 3/4 500 GP gems, (huge) 5,000 GP gem, 15 pieces of jewelry (all worth 500 GP except 1 piece worth 12,000), a flask of curses, and a scarab of death. If near death it will DD to "I", and either flee or lay in ambush at the stairs up.

H.

16 TROGLODITES: Same HP as "F". Leader has cursed sword (neutral, 7 intelligence, 12 ego, generates illusions--swarms of additional trogs usually, and has a special purpose of slaying humans. No other treasure.

J.

TRAPPER: HP: 68. Huge in size, this trapper uses a protuberance shaped like a small box, with a skeleton sprawled atop it, to lure victims to its center. Beneath it lie: 4,000 GP, 9,100 GP in gems, a scroll of protection from magic, a potion of plant control, a rug of smothering, and a pouch of disappearance dust.

K.

DIMENSION SHIFT ROOM: Every 3 melee rounds the cavern shifts from "Y" dimension to "Z". Initial setting will be determined by the entry of the party from the northern passage or the southern. The north way causes the party to encounter the fighters first, while the southern causes them to see the magic users first.

4 EVIL FIGHTERS: Myrn. in +2 plate and shield, +2 evil sword, 4 healing potions, ring with gem worth 500 GP, and 21 HP; Hero in plate armor and shield, morning star, 50 GP, 21 HP; Hero in plate armor and shield, sword, 10 2GP gems, and 17 HP; Swordsman in plate armor and shield, mace, 10 SP, and 15 HP.

2 NEUTRAL WARLOCKS: HP: 20, 20. Both have exactly the same spells and will use them in the event of attack by the party. SHIELD (2) DARKNESS HOLD PERSON FEAR MG. MISSILE WEB (2) SLOW MON. SUM II

These inhabitants know of the dimension shift, so whenever they reappear they will be generally ready for attack. If one of the warlocks is dragged from the area an amulet will then appear—a fragile prism. If it is broken, the player doing so will gain a mental direction to locate a wand with 50 Dispel Magic charges located in the now stable "K" area.

L.

TYPE II DEMON: HP: 39. Will attack as follows: Normal, Fear, Normal, Normal, Fear, Normal, Normal, Fear. It will always seek to use darkness against the party. If it is brought below 12 HP it will try to gate in another Type II demon instead of any other attack form. It guards a crystal hypnosis ball, a lode stone, and on the wall is graven "Go up and southwest and you will rebound".

M.

ROPER: HP: 55. The cavern is filled with various calcites amongst which the roper lurks (at "M"). The creature has only 100 PP plus 50 gems (2 GP value each) in its gizzard-like organ.

N.

CHIMERA: HP: 42. This monster guards a parchment with the following message: SOUTHWEST, THEN NORTHWEST BRINGS THE VENTURESOME TO THE SOUTHWEST GATE, AND IF YOU ENTER YOU WILL GO THE OPPOSITE WAY.

O.

SHAMELING MOUND: HP: 30. The area is filled with a litter of bones and rotting vegetation (Shriekers, leaves, etc.). No treasure, but beneath a mound of dung to the southwest where a hydra skeleton can be seen dwells a very irritable:

NEO-OTYUGH: HP: 60. It will be pecking forth from the manure, so it can not be surprised. If anyone begins poking in the pile it will attack! It has a parchment which states NORTH, THEN NORTHEAST TO THE SOUTHWESTERN GATE, AND IF YOU ENTER YOU WILL NEXT HAVE TO GO SOUTH AND EAST.

P.

WYVERN: HP: 33. It has a heap of 11,000 SP and a scroll with a Neutralize Poison and 2 Cure Serious Wounds spells (clerical) in a bronze tube.

(continued on inside back cover)

Q. FIRE GIANTS: HP: 62, 57. These two creatures are quite intelligent, and they will respond to noise from "R". They have 4,000 GP, 8 pieces of jewelry (each 3,000 GP value), 2 potions of plant control, and amidst the creatures at "R" they have hidden a weapon which they will reveal in order to save their lives.

R. 7 SHRINEKERS: Growing in compost brought by the giants and the shambler at "O". In the center of this mass, under about a foot of matter, is a +3 magic hammer wrapped in a leaden sheet which prevents magical emanations.

S. ROOM OF GOLDEN LIGHT: The core of the nexus is lit by DAQUD'S WONDROUS LANTHORN (qv). Its warm and peaceful glow reveals a beautiful place. The domed roof is of lapis, resembling the night sky, while the walls are of various glowing panels of polished wood (rosewood, sandalwood, teak, cherry, etc.). This can be seen through the carved ivory screens set before each door into the place. So too can be seen the golden chain and cage which suspends the lantern from the center of the dome. The floor is of smooth serpentine, spread with rich oriental rugs. Small inlaid tables and stands are scattered about, bearing fine porcelain vases and jade carvings. A table holds a crystal ewer filled with a rainbow of gems (100 1,000 GP gems). A small tripod suspends a bowl from which sweet-smelling smoke wafts forth. Tapestries cover some of the wall. Soft divans are clustered about a central couch of ebony and gold, covered with black velvet upon which golden runes are embroidered. Stretched in slumber upon this bed is a comely female form, obviously so despite the armor (5) in which it is clad. The helm is beside the couch, and the face of the warrior-maid is pale and lovely, with full lips of livid red hue and long raven hair. In her hands is clasped a strange sword with cusp-shaped guards (4 evil sword, 12 intelligence, 12 ego), speaks (common, evil, elvish, orclish, red dragon, dwarfish), detects invisible, detects good, detects traps, reads magic, and can teleport. It is a special purpose sword to slay Lawful/Good clerics. At the foot of the couch is an alabaster pedestal upon which stand six tomes (one each of those which cause characteristics to go up 1 point).

THE VAMPIRESS LORD: HP: 66. This horrid creature is in stasis until the party actually enters the chamber. She then arises, smiles, and welcomes the men in. She has all

vampire abilities, but she cannot escape from the room, nor can she call aid. She is a 13th level fighter as well so attack can be by either type (vampire or human fighter). Her sword will cause her to attack a cleric as a fighter, of course, before anything else, if she cannot dupe and charm the party members and so must fight. She guards the nexus and must permit none to leave alive if she is to go free.

THE LANTHORN: This artifact has many powers. When its jeweled faces are raised it sheds a golden light which causes those basking in the glow to feel a sense of well-being. It never burns out. Three of its sides can be shuttered, and the fourth has four prisms which can be slipped across the crystal lens in order to gain certain effects:

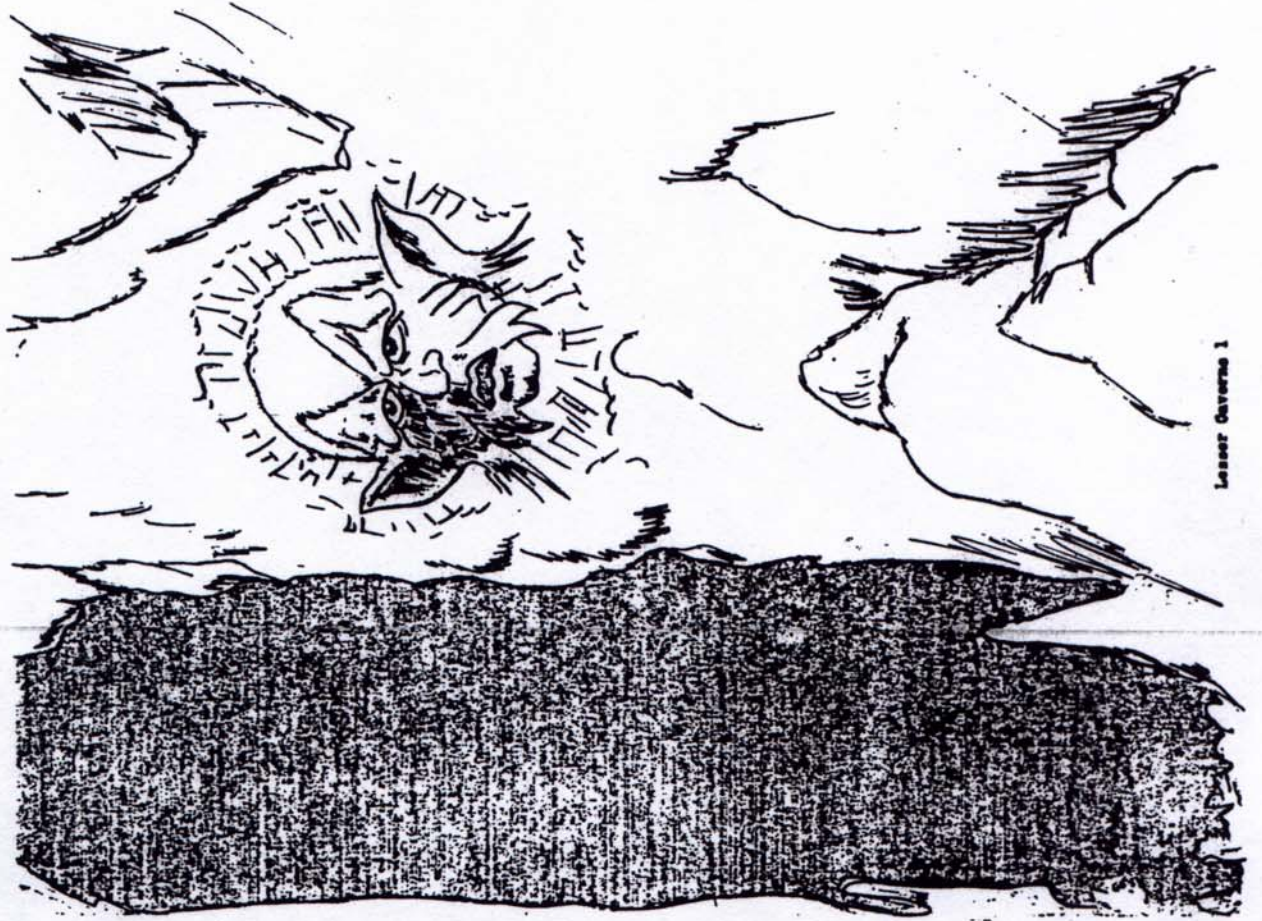
Sapphire — beam causes FEAR as wand
Emerald — HASTE spell
Topaz — SLOW spell
Ruby — HOLD spell

The colored beams from the lantern reach out in a narrow ray for a maximum of 30'. Up to 15' there is no saving throw, but beyond that there is a save vs. magic for all effects. It takes 1 melee turn to put a prism in place or change from one to another. In a confused situation, there is a 25% chance that the wrong lens will slip into place. If all are put in place, a blinding beam of light will go forth 60' — save vs. magic or blind for 2-12 melee rounds. The colored lens can also be placed on the 4 faces of the lantern, and if it is then spun, all within a 20' radius, save the holder of the artifact, become confused for as long as the lantern is spun.

While the lantern burns continually, each time the colored lenses are used, the lantern must be replenished or the user runs the risk of having it react in an unexpected manner. Daoud's lamp can be used so as to employ each of the colored prisms twice or all at once for a period of 1 turn, twice before this danger occurs. After 2 usages, a small compartment in the bottom of the device must be filled with crushed gems (1,000 GP each of sapphires, emeralds, topazes, and rubies, or 6,000 GP worth of miscellaneous gems). If this is not done, there is a 25% chance that the beam desired will fail to be magical. If all are used at once, there is a 10% chance of complete failure and a 10% chance that the user will also be affected by the magic, i.e. confused or blinded. It is also rumored that possession of this item will cause the owner to become reclusive and suspicious, fearing that others desire to possess the lantern. Its value is between 101,000 and 200,000 GP if offered for sale.

Monster descriptions

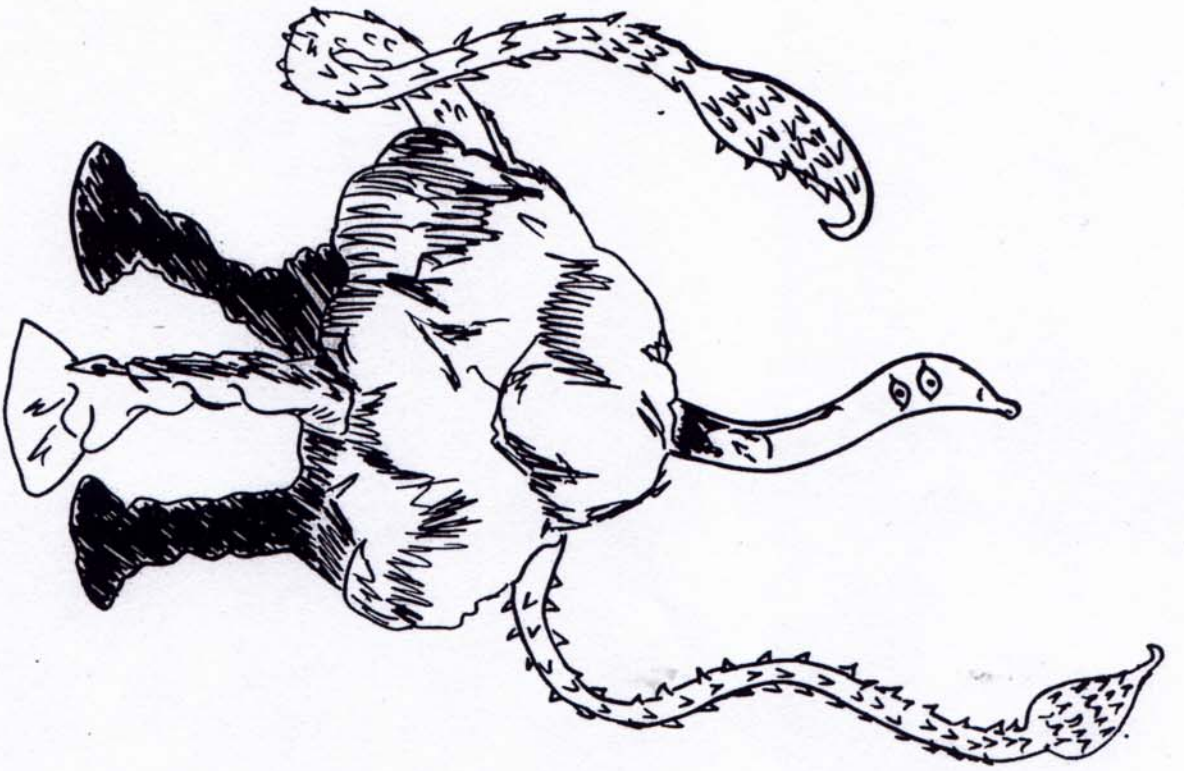
- A. 4 BLINK DOGS (L/G), high intelligence. Resemble African wild dogs.
- Nervous and unfriendly. If party loots around, they will attack. If mention is made to displacer beast, dogs will respond favorably and lead way to C.
- B. 20 STIRGES (N), animal int.. Large, bird-like creatures, resembling feathered anteaters.
- Hide in nooks, will not attack until party is at B.
- C. 2 DISPLACER BEASTS (C/E), fair int.. Looks like large tawny-brown cat, but has 6 legs, 2 tentacles, and glowing green eyes.
- D. 1 FLESH GOLEM (N), low int.. Very large humanoid figure, clothed but weaponless, with a small mark upon its forehead.
- E. 1 LURKER ABOVE (N), low int.. Resembles a huge manta ray. Greyish color, almost impossible to detect (90%) unless actually prodded.
- G. COCKATRICES (N), animal int.. Feathered, snake-like body, beaked head, wings, and 2 thin legs with clawed feet.
- Hear and pursue party on 1-4 on one die.
- H. GIANT SNAPPING TURTLE (N), low int..
- J. FIRE LIZARDS (N), low int.. Resembles a small, wingless, mottled-grey dragon.
- Will not pursue beyond 30'.
- K. COPPER DRAGON (N), HIGH INT.. Asleep, but awakens in 3 melee rounds or if spoken to or attacked. Will breathe on roll of 7 or more with 2 dice (3 times max.).
Spells: Detect Magic Locate Object Dispel Magic
 Read Magic Invisibility Haste
 Charm Person ESP Water Breathing
- L. SAHUAGIN (C/E), good int.. Reptilian creatures slightly larger than men, with round, puckered, leech-like mouth and huge ear-like protusions on sides of heads, webbed feet. Armed with tridents and nets.
- M. MUST MONSTER (N), animal int.. Large, armadillo-like creature with 2 tentacles on its head near mouth. It is VERY hungry.
- N. WATER WEIRD (C/E), good int.. A sound of churning water of snake-like shape. It forms in 2 turns, tries to knock people into water. Only blunt weapons do more than 1 point of damage; 10 points of damage disrupt it (if all done in 1 melee round), and then takes 2 melee turns to reform.
- O. CHINESE HILL GIANTS (C/E), fair int.. Huge humanoids approximately 12' tall, yellowish skin with slanting eyes and braided hair, carry extra-large shields.



Lesser Caverns 1



Lesser Caverns 5



Greater Caverns O



Greater Caverns FH

FIRST LEVEL

MONSTER CHARACTERISTICS:

Monster(s)	Hit Bonus	Move	Attacks(Damage)	Special	unadjusted die roll to hit					
					#1 20	#2 23	#3 24	#4 15	#5 19	#6 14
4 Blink Dogs HP: 20 18 18 16	3	12	1 bite (4HP)	(to hit Displ. Beast: 14) teleport in combat on 5-8						
2 Cockatrices HP: 26 21	4	9/18	1 beak (4HP)	touch to stone, ST pursues on 1-4						
1 Copper Dragon HP: 72	9	9/24	2 claws (3HP) 1 bite (13HP) breath: acid (72/36), line slow (ST), cone	spells						
2 Displacer Beasts HP: male 37 female 28	5	15	2 tentacles (5HP)	(to hit Blink Dogs: 8)						
2 Fire Lizards HP: 53 40	9	12	2 claws (5HP) 1 bite (10HP) breath (6/3 HP)	impervious to fire						
1 Flesh Golem HP: 44	7	8	2 fists (9HP)	only +1 magic weapons affect lightning restores damage fire & cold slow 50%						
1 G. Snap. Turtle HP: 61	9	12/3	1 bite (17HP) upsets boat on 19-20 upsets opp. on land on 20	cold attacks slow fire at 1/2 or no damage						
4 Green Slimes HP: 17 15 10	- 8	drop	--	eats wood & metal, turns exposed flesh to GS fire, cold, and cure dis. kill						
2 Chin. Hill Giants HP: 39 34	6	12	1 weapon (9HP)							
1 Lurker Above HP: 51	9	1/9	constriction (4HP/turn) smothers in 4 turns	weapon must be out and pointed to fight						
1 Rust Monster HP: 24	5	12	rusts metal							
10 Sahuagin HP: 16 14 12 11 11 10 10 9 9 7	3	18/30	1 weapon (5 on land, dead in water) 1 net (snares on 19-20)							
20 Stirges HP: 4 1/2 each	3	18	1 bite (2HP)	drain blood (3HP/turn)						
1 Water Weird HP: 10 causes disruption, 2 turns to reform (charms a water elemental)	6	6	if hits, opp. must make ST vs poison or into water drown on: plate - 100% (#3) chain - 80% (#1&2) leather - 20% (#4,6) none - 5% (#5)							

Character vs Monster Hit/Damage Matrix

		Slink Dogs	Cockatrices	Copper Dragon	Displ. Beasts	Fire Lizards	Flash Golem	G. Snap. Turtle	Green Slime	Hill Giants	Lurker Above	Rust Monster	Sahaugins	Stirges	Water Weird	Damage man/larger
#1. (HB 5)	mace +2	7	6	11	10	10	3	12	-	10	6	10	8	6	8	6 / 5
#2. (HB 7)	axe +1	5	5	13	10	12	2	14	-	12	5	12*	8	4	8**	6 / 5
	dagger	7	6	14	11	13	-	15	-	13	6	13*	9	5	9**	3 / 2
	javelin ltg	8	6	13	11	12	***	14	-	12	6	12	9	5	9**	24 or 20/10
	(sword) ...	7	6	13	10	12	-	14	-	12	6	12*	8	5	8**	6 / 8
#3. (HB 7)	hammer	8	6	11	10	10	-	12	-	10	6	10*	8	5	8	7 / 6
	x-bow, +2 bolt	5	2	12	8	11	2	13	-	11	2	11*	6	2	6**	7 / 7
	dagger	7	6	14	11	13	-	15	-	13	6	13*	9	5	9**	6 / 5
	(sword) ...	7	6	13	10	12	-	14	-	12	6	12*	8	5	8**	8 / 10
#4. (HB 5)	dagger +1..	8	7	15	12	14	2	16	-	14	7	14*	10	6	10**	4 / 3
	dagger	9	8	16	13	15	-	17	-	15	8	15*	11	7	11**	3 / 2
	pole	9	8	16	13	15	-	17	-	15	8	15	11	7	11	3 / 2
	(sword).....	9	8	15	12	14	-	16	-	14	8	14*	10	7	10**	5 / 7
#5. (HB 3)	dan. swd. +3	8	7	14	11	13	3	15	-	13	7	13*	9	6	9**	5 / 7
	dagger	11	10	18	15	17	-	19	-	17	10	17*	13	9	13**	3 / 2
#6. (HB 4)	sword +2 ..	8	7	14	11	13	3	15	-	13	7	13*	9	6	9**	6 / 8
	dagger	10	9	17	14	16	-	18	-	16	9	16*	12	8	12**	4 / 3

*weapon or bolt rusts to uselessness

**only 1 pt damage by sharp weapons

*** restores hit points!

Character Evaluations:

#1: _____ #2: _____ #3: _____ #4: _____ #5: _____ #6: _____

SECOND LEVEL

MONSTER CHARACTERISTICS:

unadjusted die roll to hit #1 #2 #3 #4 #5 #6
20 23 24 15 19 14

Monster	Hit Bonus	Move	Attacks (Damage)	Special
1 Bronze Dragon H.P: 80	9	9/24	2 claws (3/) 1 bite (14HP) Breathe	Spells; if down to 1 H.P. will lay ambush Ltg.(80/40HP) / Repulsion
1 Chimera HP: 42	7	12/18	2 claws (2HP/) 1 head (5HP) 1 bite (5HP) 1 bite (5HP)	Roll each horn. If one hits does 3 HP
2 Fire Giants HP: 62 + 57	8	12	1 weapon (18HP)	Impervious to fire
4 Fighters: Myr. HP: 21 Hero HP: 21 Hero HP: 17 Swdm HP: 15	6 3 3 2	6	♦2 sword (6/8) Morningstar (6/5) sword (5/7) mace (4/3)	Shift out after 3 melees
4 Gargoyles HP: 20 19 19 16	3	9/15	2 claws (2HP/) 1 bite (4HP) 1 horn (3HP)	Only affected by magical weapons
12 Green Slime HP: 9 each		drop		75% acc. (1-5 miss, 6-20 hits)
5 Minataurs HP: Leader: 38 29 26 23 21	9 4	12	♦3 axe (7HP) club (6HP) 1 butt (5HP) 1 bite (2HP)	Always attack
1 Neo-Otyugh HP: 60	8	6	2 arms (7HP/) 1 bite (2HP)	Never surprised Bite causes typhus
6 Piercers HP: 20 15 12 11 9 8	2	1	drop (14HP) (7HP w/shield overhead)	Drop w/ 75% accuracy
1 Roper HP: 55	7	3	6 strands (weak, 50% in 2 turns 1 bite (13HP)	Shoot 2-5"; chance break as to open door. No dam. ltg., 1/2 dam. cold. Draws prey to mouth
1 Shambling Mound HP: 30	5	6	2 "arms" (9HP)	Tangles & kills in 4rds w/2 consec. hits. Weapons 1/2 dam; fire: no.
7 Shriekers HP: 10 each		1	Loud shriek at light: 30° noise: 10°	
1 Trapper HP: 68	9	3	Crush (4HP & AC of prey)	cold/fire do 1/2 or no damage
16 Troglodites HP: 19 15 11 9 18 15 11 7 15 15 11 6 15 15 11 4	1 7 6 4	12	2 claws (2HP/) Leader HB: ♦2 (in H.) Cursed sword (6HP) Illusion	Revulsion odor: save vs. poison or -1 str/rd. for 2 turns. Hate humans
1 Type II Demon HP: 39	7	6	2 claws (2HP/) 1 bite (10HP)	Infravis., teleport, dark 15° r.; fear levitate; gate in (20% success)
1 Umber Hulk HP: 39	6	6	2 claws (7HP/) 1 bite (5HP)	Eyes cause confusion Digs thru rock 1°
1 Wyvern HP: 33	5	9/24	1 bite (9HP) 1 sting (4HP)	If stung, save vs. poison

Second Level

Character vs Monster Hit/Damage Matrix

	Bronze Drag.	Chimera	Fire Giants	Fighters	Myr.w/arm.	Gargoyles	Minotaurs	Minotaur Leader	Neo-Otyugh	Piercers	Roper	Shambling Mound	Shriekers	Trapper	Troglodites	Type II Demon	Umber Hulk	Warlocks	Damage man/larg
#1. (HB 5) mace*2)....	12	8	8	10	12	7	6	11	15	10	12	12*	5	10	7	14	10	3	6/5
#2. (HB 6) axe #1	13	7	7	11	13	5	4	12	16	9	13	13*	3	9	5	15	11	2	6/5
dagger	14	8	8	12	14	-	5	13	17	11	14	14*	4	11	6	16	12	2	3/2
jav. ltg....	13	8	8	11	13	7	5	12	16	9	13*	13*	4	9**	7	15	11	2	24or 20/10
(sword) ...	13	7	7	11	13	-	5	12	16	9	13	13*	4	9	6	15	11	2	6/8
#3. (HB 8) hammer	11	7	7	9	11	-	5	10	14	9	11	11*	4	9	7	14	9	2	7/6
x-bow, #2bolt.	12	5	5	10	12	4	2	11	15	8	12	12*	2	8	4	15	10	2	7/7
dagger	14	8	8	12	14	-	5	13	17	11	14	14*	4	11	6	16	12	2	6/5
(sword)....	13	7	7	11	13	-	5	12	16	9	13	13*	4	9	6	15	11	2	8/10
#4. (HB 6) dagger #1...	15	9	9	13	15	7	6	14	18	12	15	15*	5	12	7	17	13	2	4/3
dagger	16	10	10	14	16	-	7	15	19	13	16	16*	6	13	8	18	14	2	3/2
pole	16	10	10	14	16	-	7	15	19	13	16	16*	6	13	8	18	14	2	3/2
(sword)....	15	9	9	13	15	-	7	14	18	11	15	15*	6	11	8	17	13	2	5/7
#5. (HB 3) dan.swd.#3.	15	9	9	13	15	8	7	14	18	11	15	15*	6	11	3	17	13	3	5/7
dagger.....	19	13	13	17	19	-	10	18	20	16	19	19*	9	16	11	20	17	5	3/2
#6. (HB 5) sword #2...	14	8	8	12	14	7	6	13	17	10	14	14*	5	10	7	16	12	2	6/8
dagger ...	17	11	11	15	17	-	8	16	20	14	17	17*	7	14	9	19	15	3	4/3

*Weapons do only half damage, ltg. causes it to grow (add one H.D.)

**Half damage

'Unaffected by ltg., taking only 4 H.P. from the bolt itself.

Player No. 1.

Name: CATHARTIC

Human; Lawful/Good; height 6'

Cleric, 7th level, worships St. Cuthbert of the Cudgel

Experience: 96,315 Saving throws: Poison - 6

Hit Points: 37. Paralysis - 7

Armor Class: 1 (Chain & shield with Stuns - 9

Ring of protection+3) Dragon - 11

Spells - 9

Languages: lawful/good, common

Strength: 13 +1 to hit probability

Intelligence: 10

Wisdom: 14

Constitution: 15 +1 per hit die

Dexterity: 11

Charisma: 13

Combat: +3 for hitting with strength and weapon bonus, +2 for damage with mace.

Spells: 1. 2. 3. 4. 5.

Cure Light Wounds Silence, 15'r. Remove Curse Cure S.W. Commune

Protection fr Evil Cure S.W. Animals Cure Disease Neut Poison

Items carried: Special/Magic Location carried

Ring of Protection .. +3 Left hand

Ring of Spell Storing Cure S.W. Right hand

Neut Poison

Cure Disease

Mace +2, magic Right hand/belt

Belt pouch Belt, R.C.

30 GP Belt pouch

Potion Invisibility Belt pouch

small sack Slung over left shoulder

2 vials holy water Small sack

2 flasks oil Backpack

Wolvesbane Small sack

Silver mirror Small sack

Tinder box Small sack

Back pack Back

Large sack Backpack

Wineskin Backpack

Iron rations Backpack

50' of rope Backpack

Silver holy symbol Neck chain

Player No. 2.

Name: ETHELREDE

human; neutral; height 6 1/2'

Fighter, 8th level

Experience: 235,928 Saving throws: Poison - 8

Hit Points: 52. Paralysis - 9

Armor Class: 0 (Chain & +4 shield) Stuns - 10

Dragon - 10

Spells - 12

Languages: Neutral, common

Strength: 16 +1 to hit prob., +1 to damage, opens doors 1-3, carry 150 GP wt.

Intelligence: 9

Wisdom: 11

Constitution: 16 +1 per hit die

Dexterity: 16 -2 from opponents hit prob.

Charisma: 10

Combat: 2 for hitting with strength and weapon bonus, 2 damage strength and weapon.

Items carried: Special/Magic Location carried

Shield +4 magical Left hand

Axe, hand +1 magical Right hand/Belt R.

10 GP Belt pouch

Belt pouch Belt, L.C.

Garlic Belt pouch

Dagger Belt, L.

Small sack Slung over L. shoulder

Potion Magic, extra-healing .. Small sack

Iron rations Small sack

Tinder box Small sack

Backpack Back

Wineskin Backpack

3 torches Backpack

Mallet Backpack

1 wooden stake Backpack

Large sack Backpack

10 iron spikes Backpack

5 javelins Case, slung across back under pack, L.

Player No. 3.

Name: FLEMIN

dwarf; Lawful/Good; height 4½'

Fighter, 6th level

Experience: 62,927

Hit Points: 29.

Armor Class: -3 (Magic plate +2 & Shield +3)

Languages: Lawful/Good, common, dwarfish, gnome, kobold, goblin

Strength: 18/66% +3 to hit prob., +3 damage, open doors 1-5, carry 600 GP wt.

Intelligence: 9

Wisdom: 8

Constitution: 12

Dexterity: 13

Charisma: 7

Combat: +3 for hitting with strength bonus, +3 damage for strength

Saving throws: Poison - 4
Paralysis - 5
Stones - 6
Dragon - 6
Spells - 8

Player No. 4.

Name: DUNIL

Hobbit; Neutral; Height 3½'

Thief, 9th level

Experience: 108,609

Hit Points: 32

Armor class: 7 (leather)

Languages: Neutral, common, hobbitish, dwarvish

Skills: Open Locks: 8½; Remove Traps: 7½; Move: 8%; Hide: 7%; Climb: 9%
Hears on 1-5.

Strength: 11

Intelligence: 11

Wisdom: 8

Constitution: 15 +1 per hit die

Dexterity: 17 -3 from opp. hits.

Charisma: 14

Combat: +1 for hitting with weapon bonus

Saving throws: Poison - 8
Paralysis - 9
Stones - 8
Dragon - 11
Spells - 8

Items carried:

Crossbow magic, Speed Hand/along L. shoulder
18 bolts & case magic, +2 L. hip
Hammer R. hand/belt, G.R.
Shield magic, +3 L. hand
Dagger R. boot
Belt pouch Belt, R.C.
10 GP Belt pouch
20 PP Belt pouch
10 100-GP gems Belt pouch
Potion Speed Belt pouch
Backpack Back
Iron rations Backpack
Wineskin Backpack
Large sack Backpack
50' rope Backpack

Magic/special

Location carried

Items carried:

6' pole R. hand
Dagger Magic, +1 Right boot
Dagger Left boot
Cloak Magic, Robe blending Worn
50' rope Rope of Climbing Left hand
Ring Water-walking Left hand
Purse Breast, L.
3 GP Purse
6 SP Purse
21 CP Purse
Small sack Slung over L. shoulder
Potion Healing Small sack
Iron rations Small sack
Flask, poison Small sack
Wineskin Slung over L. shoulder
Large sack Breast, R.

Player No. 5.

Name: WESLOCKE

Elf; neutral; height 5'

Fighter, 4th level; M.U. 9th level

Experience: maximum

Hit Points: 25.

Saving throws:

Poison - 10
Paralysis - 11
Stones - 11
Dragon - 13
Spells - 12

Armor Class: 2 (Bracers of defense)

Languages: Neutral, common, elvish, hobbitish, dwarvish, ogre, giant (frost, fire, cloud), dragon (blue, gold), orcish, hobgoblin, gnom

Strength: 10
Intelligence: 18
Wisdom: 9
Constitution: 12
Dexterity: 14
Charisma: 13

Combat: +3 to hitting and damage using Dancing Sword

Dancing Sword: 11 intelligence/10 ego. Speaks common, elvish, dwarvish; reads magic, detects evil/good, locates secret doors, notes shifting walls and rooms.

Spells: 1. Light
2. Darkness
3. Hold Person
4. Confusion
5. Wall of stones
Charm P.
Web
Mirror-image
Fireball
Ice storm

Items Carried: Magic/special Location carried
Sword +3, Dancing Hand/belt, L.
10' pole R. hand
wand Magic detection hand/back case
Bracers Prot., AC 2 Wrists
Dagger Belt, R.
Belt pouch Belt, L.C.
8 GP Belt pouch
1 gem (1,000 GP) Belt pouch
Potion Levitation Belt pouch
Ivory tube Scroll: Conjure Right boot
Elemental, Mag.Mis.,
Sleep
Backpack Back
Large sack Backpack
Iron rations Backpack
Water skin Backpack
Silver mirror Backpack

Player No. 6.

Name: HOCKERBRECHT

Half-elf; neutral; height 5'

Fighter, 4th level; M.U., 4th level; Thief, 5th level

Experience: 15,801

Hit Points: 28.

Saving throws:

Poison - 10
Paralysis - 11
Stones - 12
Dragon - 13
Spells - 14

Armor Class: 7 (leather)

Languages: Neutral, common, elvish, ogre magi, titan, Mixie, orcish, hobgoblin, gnom

Strength: 16
Intelligence: 13
Wisdom: 11
Constitution: 15
Dexterity: 16
Charisma: 17

Combat: +3 to hit for strength and weapon (sword), 1 to damage for strength

Magic Sword +2: 11 intelligence/12 ego. Speaks common, elvish, giant (hill), dragon (bronze), reads magic, detects shifting walls and rooms, flying, detects secret doors, sees invisible, detects gems.

Spells: 1. Charm Per.
2. Web
3. Mirror-image
4. Open locks 40%
5. Remove traps 35%
6. Move Sil. 45%
7. Hide 35%
8. Climb 91%

Items carried: Magic/special Location carried
Sword +2, magic R. hand/belt, L.
10' pole hard, L. or R.
Dagger Belt, L.R.
Boots Elven worn
Cloak Elven worn
Pouch magic, holds 2,000 GP slung, L. shoulder
wt/vol as 200 GP
Potion plant control pouch
4 vials holy water pouch
15 GP pouch
Iron rations pouch
Water skin pouch
Necklace (1,600 GP value) pouch
Ring Fire resistance L. hand
Steel tube Scroll: TIME STOP L. breast