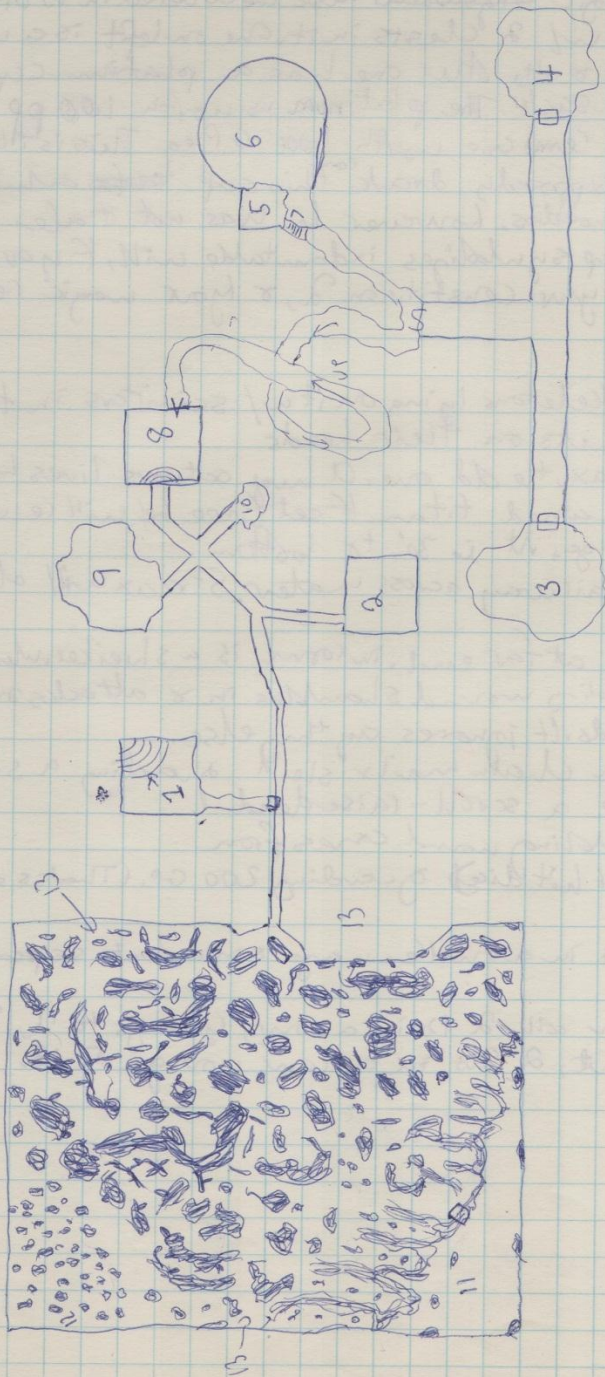
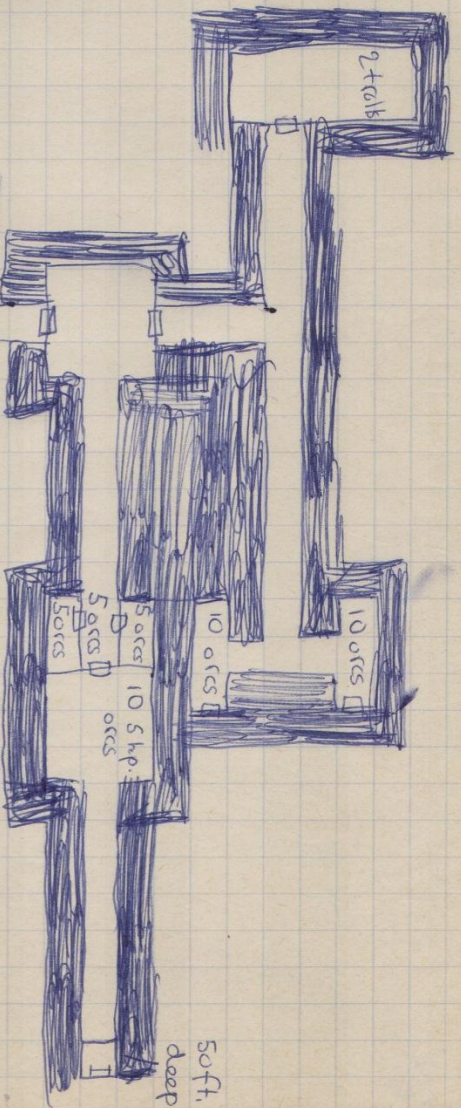


Time 14
Round 20

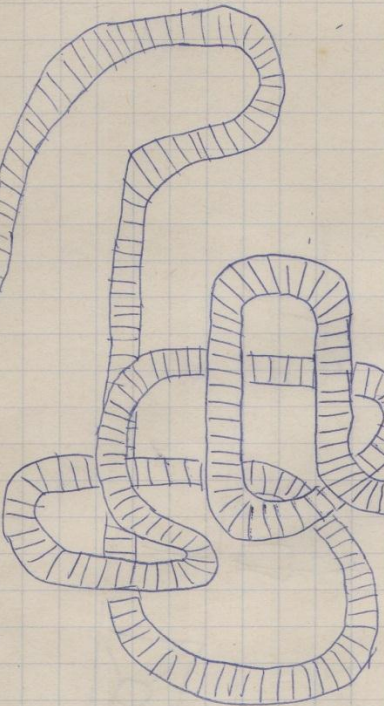


- 1- stairs up to 1st level Master's Stronghold
- 2- Minotaur in room w/ a pit. in pit are a coat of mithril chainmail & a magic ^{scimitar} longsword. These are covered in 15 vipers.
- 3- large cavern w/ 2 chests in it. One on left is a mimic (possibly friendly) & the other one has a platinum cup inset w/ jewels. in a sack. The platinum is worth 100 pp.
- 3- The jewels (5 of em) are worth 1,000 G.P. ea. This is the cup of Str. Anastas. He supposedly drank ^{from} this cup ~~before~~ while striking a bargain w/ Asmodeus. however he was not taken over by Asmodeus & this cup symbolizes indomitable will. If you drink from this cup. It raises your constitution 2, & your magic resistance 2.
- 4- 2 ogres
- 5- ledge w/ 2 skeletons lying on it w/ scimitars in their hands & small helmets on their heads
- 6- pool of Strcax, the old one. A huge octopus lives here. At the bottom is a chained titan. If set free he will reward you greatly. From ledge, it is 30' to bottom.
- 7- Old rickety stairway across water. Strcax will attack here.
- 8- room w/ stairs at far end. in room is a shreiker. when (f) it yells a shambling wound shambles in & attacks & eats it. This takes 5 rounds. It ignores anything else.
- 9- 3 skeletons in chain mail & shield guarding a sack in corner. In sack is a scroll - raised dead.
- 10- Where the shambling wound comes from
- 11- 4 Hellhounds (4 hit die) guarding 200 G.P. (That's all?) in a vase.
- 12- 3 huge spiders in a smaller maze somewhat separate from the other maze
- 13- maze. If you roll 2 1's in a row, you go to 11, 2 2's in a row, you get out, 2 3's in a row you go to 13.

f for S 25

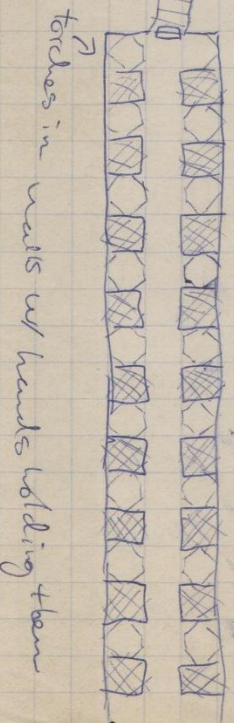


-stairs go down



it goes on like this for 3 days

it ends
in S 29
where a dungeon
starts



touches in walls w/ hands holding them

Dungeon for S29

