

Treasure Checklist

Check here when party finds these items in order to mark them on or off the chronicle sheet at the end of the adventure

Area A2

- scroll of gust of wind*
- scroll of mage armor* (CL 6th)
- wand of burning hands* (CL 3rd, 4 charges)
- wand of cure light wounds* (CL 3rd, 8 charges)

Area B1

- cloak of resistance +1* (cross off if given later in B3 to Uori)

Area B4 (mark only items found)

- bracers of armor +1*
- elixir of swimming*
- amulet of natural armor +1*
- pear of power* (1st level)
- ring of protection +1*

Player Handout – Janira’s Backpack

- potion of barkskin*
- potion of cure light wounds*
- potion of cure light wounds*
- potion of feather step*
- potion of vanish*
- scroll of entangle*
- scroll of gust of wind*
- scroll of identify*
- scroll of mage armor* (CL 6th)
- scroll of obscuring mist*
- wand of burning hands* (CL 3rd, 4 charges)
- wand of cure light wounds* (CL 3rd, 8 charges)
- acid
- alchemist’s fire
- alchemist’s fire
- holy water
- smoke stick
- tanglefoot bag
- thunderstone