

Scrolls

Scroll 1 The History of Gelnor Part 1 (found in [Dungeon 1 and 2](#))

For many years the island of Gelnor remained isolated from the rest of the world. Its people were busy with their own problems and paid little attention to other places. This isolation ended nearly one hundred years ago. The evil sorcerer Nikademus brought his great army of men and beasts down upon Gelnor. This great force laid waste to the land and its people. In a few short days it seemed that the battle was almost over. In the last days before the fall of Gelnor a bold plan was formed by its citizens.

Scroll 2 The History of Gelnor Part 2 (found in [Dungeon 1 and 2](#))

In the last days before the fall of Gelnor the greatest wizards of the land gathered together and developed a plan to stop the forces of Nikademus. With the aid of the Gods these nine wizards forged nine magical rings. They planned to confront Nikademus himself with their combined power. Nikademus, however, discovered their plans and sent his army to their hideout. All of the wizards were captured and all of the rings were taken. Nikademus and his army then finished devastating Gelnor.

Scroll 3 The History of Gelnor Part 3 (found in [Dungeon 1 and 2](#))

After the sorcerer Nikademus had conquered Gelnor he decided to take his great army onward to conquer other lands. Before he left, however, he punished those who had dared to oppose him. He cast a powerful curse upon the nine wizards who had plotted against him. Their bodies became shrivelled and black, their minds were rotted and filled with evil. They now ride through the land as black knights terrorising the citizens. All who meet them must surrender all their money or die. The black knights continue to rule the land and collect money for Nikademus to this day.

Scroll 4 The Gelnor Times Trolkin Castle to get magic door (found in [Dungeon 4 and 5 and 6](#))

Filmon the Sage reported today that the castle of J.R. Trolkin was to receive three magical doors. One for the fighting arena, one for a detention cell, and one to help guard three magical rings. He did not comment on how the doors worked. Whats inside?

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Scroll 5 The Magic Pools (found in [Dungeon 3 and 4](#))

Many, many years ago, in the days before Nikademus invaded, the Gods created three magical pools. The pools bring good fortune to those who visit them. The first pool can be found in the Northeast part of Gelnor. The second lies somewhere in the South. The third pool lies South of the Star by the mythical town of Phantasia. It is protected by magic and is nearly as difficult to get to as it is to leave.

Scroll 6 J. R. Trolkin (found in [Dungeon 5](#))

Many years ago when Nikademus was invading Gelnor the men and beasts put aside their differences and joined together to fight him. Nine great wizards developed a brilliant plan to stop him. A lowly Trolkin, who was an officer in the combined army of Gelnor, told Nikademus of the plan, thus it failed. As a reward for this action the Trolkin was given a great Castle and dubbed J. R. Trolkin by Nikademus. J. R. Trolkin and his men help the Black Knights to this day.

Scroll 7 The nine rings (found in Dungeon 5)

When Nikademus overtook the island of Gelnor, many years ago, he confiscated nine magical rings. The makers of these rings were great wizards who intended to use them to destroy him. Since he could not harm the rings, Nikademus put them where they could be kept safely. Three he left at the Castle of J. R. Trolkin and three he gave to the clerics of Dosnebia. The other three he lost in a great battle with Lord Wood. They remain lost somewhere on Gelnor.

Scroll 8 The Dwarven Dungeon (bought in the armory of Pelnor)

In the hills Northwest of the city of Pelnor the Dwarven Dungeon can be found. It was once the centre of a small community of Dwarves. About fifteen years ago orcs invaded the community and defeated the Dwarves. They still occupy the dungeon and the surrounding area. It is said that only the leader of the Dwarves, Kilmor, and a few others escaped from the Orcs.

Scroll 9 The Temple of the Gelnor priests (found in Dungeon 1)

About 140 miles Southwest of Pineville, along the shores of the great bay, lies the Temple of the Gelnor priests. The Gelnor priests are very peaceful and kind. Many wary travellers have taken refuge at the temple over the years. It is rumoured that the high priest of the temple has the power of prophecy, but few have been allowed to see him.

Scroll 10 Caves of the Lizard men (found in Dungeon 2)

At the edge of the great Northern forest, about 60 miles South of Greenville, lie the Caves of the Lizard men. The Lizard men are very hostile and primitive. They often raid neighbouring communities of Elves, Halflings, taking loot and prisoners. Other evil creatures live in the Caves as well as the Lizard men.

Scroll 11 Woodville (found in Dungeon 2)

On the ocean, in the Western part of Gelnor, the great city of Woodville can be found. It is a large walled city named after Lord Wood whose descendants still live in Gelnor. It was once an important city of Gelnor, but has recently fallen to neglect. Thieves and derelicts roam the streets of Woodville now.

Scroll 12 Castle of Lord Wood (found in Dungeon 4)

In the mountains in the central part of Gelnor lies the Castle of Lord Wood. It is an ornate marble Castle with the small town of Halflingor 80 miles to the N W. Lord Wood is a protector of Good. The Castle has been a place of safety for many years. Recently however, evil creatures from the East have been crossing the mountains and attacking the Castle and the surrounding area. These creatures, such as Trolls Giants and Undead have been organised by the Black Knights to terrorise the citizens of Gelnor.

Scroll 13 Castle of J. R. Trolkin (found in Dungeon 5)

The Castle of J. R. Trolkin lies in the western part of Gelnor, near the Great River. It is a large stone Castle that is very well guarded. The Trolls and Trolkin who make up the army of J. R. Trolkin are very hostile and well trained. Few uninvited guests return from the Castle.

Scroll 14 Dungeon of the Bleebs (found in Dungeon 4)

The mythical dungeon of the Bleeb is said to be on an island somewhere near Gelnor. According to the legend the Bleeb are fun loving creatures who like puzzles and jokes. They come in three different colours, blue, red and green. Some Bleeb are always honest, some are not. The king Bleeb is a very powerful creature.

Scroll 15 Temple of the Evil Dosnebian clerics (found in Dungeon 5)

Far to the West of Starville, on the shores of the Great Bay, the Temple of the Evil Dosnebian clerics can be found. Little is known of these powerful clerics except that they are allied with the Minotaurs. The only intruder ever to return from the Temple said, "Enrage the small one."

Scroll 16 Fortress of the Black Knights (Found in Dungeon 7)

The Fortress of the Black Knights is located on a large island in Eastern Gelnor. It is the place from which the Black Knights maintain their reign of terror. The leader of the Black Knights is the Black Lord who always stays within the Fortress. He carries the wand of Nikademus and other artifacts of power. No mortal has ever seen him and lived to tell of it.

Scroll 17 (found in Dungeon 3 and 5 and 10)

Congratulations my friends, for you have recovered the wand of Nikademus. This is the first step in the battle to remove the black knights from Gelnor. But Nikademus and his terrible army are still in full force in other places. For Gelnor is but a tiny island in this great land. The struggle between Good and Evil will continue and you brave adventurers must keep on fighting for the rights of all men and beasts both on Gelnor and other places.

Filmon the Sage

Scroll 19 Report number two from Filmon the Sage (found in Dungeon 4)

The Temple of the evil Dosnebian clerics is a very dangerous place. To enter without suspicion you must know the secret words: "REVEN TONEM" The Temple is guarded by the Minotaur God. He will only let you enter if he finds one of your party members acceptable. If you move the smallest statue in the Temple a secret door will open. It leads to the library.

Scroll 20 Report number one from Filmon the sage (found in Dungeon 3)

In J.R. Trolkin's Castle there is a secret control room which can be accessed from one of two secret passages. The first starts in J.R. Trolkin's room. The other starts between the arena and the jail cell. From this room various gates around the Castle can be operated.