

3 – Caves of the Lizard men

- 1 – Through a crack in the wall you can see the skeleton of a warrior.
- 2 – The passage to the West goes under water.
- 3 – The party chokes on the cold slimy water. **(the party takes small damage)**
- 4 – The skeleton of a great warrior sits here. It has items of value. **(Scroll 20)**
- 5 – In the passage to the South you see a huge fiery mass and a deep eerie voice whispers “Go away weak ones”
- 6 – You fight a Fire Elemental **(and you get Scroll 17)**
- 7 – A small crevice – which you could fit through – leads South.
- 8 – The ceiling caves in. You are trapped **(the passage turns into a wall)**
- 9 – The body of an elvin fighter lies here **(Scroll 5)**
- 10 – As you enter this room an alarm sounds and lava begins pouring in. A distinguished man and a beautiful maiden are chained to the walls but you can not save both. (Rescue him / Rescue her / Leave) **(Rescue HIM, he’s the uncle of Lord Wood, your mission from Dungeon 2)**
The man says “Thank you – I am the uncle of Lord Wood – Remember this STRATICON UBLE and 48” Then he collapses and dies **(You need to remember this for Dungeon 4)**
The room is full of lava **(you can not enter this room)**
- 11 – A large pool lies to the West and the party members feel very faint.
- 12 – As you approach the pool the party members collapse. You awaken in a strange room. **(you are TP to 13, only works once)**
- 13 – TP from 12
- 14 – Through a crack you can see down into a fighting arena.
- 15 – There is a nice glass weapons case here.
- 16 – An old man with an orange robe is sitting here. He says – “You are now worthy to bear the Fire rune.” He starts chanting and waving his arms and casts a spell. (If you inspect your characters they now have the Fire rune).**