

# 10 Black Lord Castle

## To get there:

From the town of Starville walk North, having the ocean on your right, then swim North to an island and you'll see the dungeon. **A magnificent gateway is set into the mountain.**

1 – The party members feel the force of evil about them but somehow they have the courage to continue.

2 – The party is moved. (You are TP to 3)

3 – TP from 2

4 – The party is moved (You are TP to 5)

5 – TP from 4

6 – When you enter this large room you are attacked by Black Knights. A large figure in the back of the room gets up off a throne and runs out through a secret door. (Fight Black Knights)

7 – There is a great deal of gold here. (Take it / Destroy it) (Destroy) – it is destroyed --

8 – There is a large empty throne here. (Sit in it / Destroy it / Leave it) (Destroy) – it is destroyed --

9 – There are many gems here (Take them / Destroy all) (Destroy) – it is destroyed --

10 – You see the Black Lord several feet ahead of you. He waves his wand and a lightning bolt comes forth toward you. (You take some damage)

11 – The Black Lord is standing here at the end of the passage waiting for you. (Attack him / Wait / Bribe him) (Attack) The Black Lord waves his wand and casts a spell. The earth trembles and splits into a North-South fissure. He tosses his wand to the North and runs South. The earth continues to tremble.

12 – The wand lies on the ground here. (Leave / Take it / Destroy it) (Take) You find a wand. The earth trembles again.

13 – There appears to be no way out. (Wave wand / Break wand / Think) (Wave) The party is moved. (You are TP to 14)

14 – TP from 13

15 – There is a great golden pedestal here. You find **Scroll 17**.

16 – An old man sitting in the corner says – “My friends I am Filmon the Sage. You have three options - “ (Leave cave / Fight Lord / Think over) (Fight) “Wise decision my friends” says Filmon as he motions with his hands and he casts a spell. Party is teleported. (You are TP to 17)

17 – TP from 16

18 – The earth trembles again. The Black Lord jumps out from a crevice and attacks you. (You need to use Fireflash IV by at least 3 characters, I used a Wizard and 2 Priests)

## Zeus:

Well done, my small friends. You have removed a great evil from Gelnor.

Your quest is over, now go and rest to prepare you for the next adventure.

I grant you your first divine spell. You will learn later how to use it properly in Phantasie II.

(You are TP to Pelnor)

(The characters who survived the encounter now have the spell Divine I)