

# THE MOUNTAIN OF LIGHT

Bonus adventure from the Island of  
Light series

<http://oatcake.club/>

Fill your stats in here:

Attack	
Health	
Mage type	
Spells	1.
	2.
(not if you are a necro)	3.

# HOW TO PLAY

## Battling

To battle, you first need to find out what your Attack is and how much health you start off with. Here is a table showing how much Attack and health you have just after the start:

<b>Mage type</b>	<b>Attack</b>	<b>Starting Health</b>	<b>Description</b>
Necromancer	4	15	All-round
Pyromancer	5	10	Good at attack
Hydromancer	3	20	Lots of health

At the beginning of a battle, you must decide who will go first. This will be decided by whoever has more health.

On each round, you will need to calculate your hit score by rolling a six-sided die and subtract it from your Attack. If your hit score is -2 or under, you swing and miss. Because you are off balance, if, on the next turn, the monster that you are battling does damage, it will deal 1 more damage than usual. If you get -1, the monster you are battling blocks your blow. If you get a 0, then you wound the monster. Deal the monster 1 damage. If you get a 1, then you injure the monster. Deal the monster 2 damage. If you get a 2 or more, you hit. Deal the monster damage equal to your Attack.

Once your turn is over, then it is the monster's turn. Use the same method, but using the monster's Attack score. The monster's attack and health will be shown on the page.

# Spells

Some spell you can cast once in battle (battle spells), some spells you can cast whenever it says that you can (option spells), and some you can cast at the start of a battle if it gives the option, and they are limited (start spells, you start with 1 of them)

Here is a table of the spells that you can have, which shows what type they are, what type of mage uses that spell, what the spell is good at and a description of what the spell does.

Spell name	Spell type	What it does	Spell's user	Spell strengths
Fireball	Battle spell	Deals and extra 2 damage.	pyromancer	+2 damage when used at a fire enemy
Revive	Option spell	Summons skeletons under your command	necromancer	Weakening all enemies
Wave	Start spell	Sends a huge wave flying at an enemy	hydromancer	Killing fire enemies
Heat	Option spell	Heats up the area near you.	pyromancer	Keeps you warm
Unfreeze	Option spell	Unfreezes stationary objects	hydromancer	Unfreezing water and other objects from ice
Catch	Option spell	Can catch you if you trip or fall	hydromancer	Stops you from losing fall damage
Burn	Start spell	Burns anything that it touches	pyromancer	Killing ice enemies
Black swirl	Start spell	Makes a swirl of darkness haunt your enemies	necromancer	Quickly killing most enemies

As you can see, the necromancer has fewer spells, but this is not a disadvantage because the spells that the necromancer uses are very useful.

You can start your adventure down the mountain now...

1

You are a swordsman looking for powerful magic, found only on the top of a legendary mountain, nicknamed the Mountain of Light. Its peak is the highest and coldest point on the Island of Light, and although you and many others have managed to get to the top of it, ahead of you is the biggest fall and the toughest monsters. Now, you have must choose which power to take. If you would like to take fire, turn to 16. If you would rather take water, turn to 12.

If you would like to take darkness, turn to 6.

2

You continue your journey and you can just about see a path ahead. As you are running to the path, you slip on and icy patch on the ground. If you can cast catch, then turn to 24. If you can't, turn to 10.

3

You are warmed and ready to continue. Turn to 21.

4

The creature turns to dust and melts onto the ground.

Turn to 2.

5

The ice goblin was holding a bottle of darkness. If you are a necromancer, then +1 black swirl. In another pouch of the ice goblin there is a bottle of frozen water (if you can cast unfreeze then you may drink it, giving you +2 health).

Once you are finished, turn to 2.

6

You can now bring skeletons which you walk past back to life. Gain spells **resurrect**, and **black swirl(x1)**. You feel a strong connection with the dead now, and head onwards down the mountain. You now head down a glacier, carelessly. You fall and land on a grumbling monsters head. Lose 5 health. Gruff: 5 Health, 2 Attack. if you defeat

the grumpy monster, turn to 9, on a frozen, cold part of the mountain.

7

Burn does appositely nothing to the fire goblin he attacks you when your guard is down and knocks you out. You never wake up.

8

The creature stands unharmed by the wave and charges at you. Turn to 17.

9

It is very cold up near the top of the mountain. If you can and would like to cast heat, then turn to 3. If you can't, turn to 15.

10

You fall over and hit your head. Lose 3 health. You manage to get safely back on the path, where you are opposed by a fire goblin who has captured and somehow frozen a villager. If you would like to cast burn, turn to 7. If you

would like to cast wave, turn to 20. If you would like to attack the goblin with your sword, turn to 19.

11

The resurrect spell works and the skeletons attack the ice goblin. You must fight the ice goblin now, just that he is weakened. Ice goblin: Health 3, Attack 2. If you win, turn to 5.

12

You have picked water. You can feel the snow that you stand on cool and harden, making it harder to slip or fall. If you were to fall now, you could use the frozen water around you to catch yourself. Gain spells **catch**, **unfreeze**, and **wave(x1)**. You now head onwards towards the mountain. You head down a frozen part of the mountain.  
Turn to 9.

13

The dead corpse of the goblin now lies on the path. How will you now free the villager?

Cast unfreeze or black swirl? (turn to 22)

Cast heat or burn? (turn to 26)

Cast revive? (turn to 27) *more on next page*

Crack the ice with your sword? (turn to 23)

14

The spell works perfectly. The ice goblin is destroyed where it stood. Turn to 2.

15

You are very cold. Lose 2 health and turn to 21.

16

You have chosen fire. You can burn enemies to shortcut your journey, but beware of falling from this height, for it will be your doom... Gain spells **fireball**, **heat**, and **burn(x1)**. heading onwards, you walk down a steep path.

Turn to 9.

17

Fight the ice goblin: H7, A2, M1. If you win, turn to 5.

18

Although there are many orcs in lots of pain, there is one orc whom you didn't manage to stab.

In total there are 6 orcs: 4 stabbed orcs: A2, H4, the one that you didn't stab: Attack 3, Health 5, and the stabbed leader: Health 5, Attack 2. Fight them in any order you wish. If you beat them all, turn to 30.

19

Fight the goblin with Health 7 Attack 2. If you kill the creature, turn to 2.

20

The goblin is frozen by the wave. Turn to 13.

21

Ahead of you is an ice goblin! If you would like to cast burn, then turn to 14. If you would like to cast resurrect, turn to 11. If you would like to cast wave, turn to 8. If you would like to cast black swirl, turn to 4. If you can't or would not like to cast a spell, then turn to 17.

## 22

It works! You free the villager and she gives you a dagger. Afterwards, you set off on your way. You can see the gates to Frozen Village not too far away! Suddenly, a group of orcs jump out at you. You have been ambushed! Lose 1 health (unless you can cast catch). Turn to 25.

## 23

You end up killing the villager in the process of freeing her but decide to keep walking. After 10 minutes of walking, you start to be able to see the gates to Frozen Village which are not too far away! Suddenly, a group of orcs jump out at you. You have been ambushed! Lose 1 health (unless you can cast catch). Turn to 25.

## 24

You catch yourself before you hit the ground. You make your way back onto the path, and after a few minutes of uneventful walking see a fire goblin teasing a frozen villager. If you would like to cast burn, turn to 7. If you would like to cast wave, turn to 20. If you would like to

cast revive, turn to 28. If you would like to attack the goblin with your sword, turn to 19.

25

Do you have a dagger? If you do, then you manage to stab most of the clumsy creatures in the back. Turn to 18. If you don't, then turn to 29.

26

It works! You free the villager and she gives you a dagger. Afterwards, you set off on your way. You can see the gates to Frozen Village not too far away! Suddenly, a group of orcs jump out at you. You have been ambushed! Lose 1 health (unless you can cast catch). Turn to 25.

27

Your skeletons end up killing the villager in the process of freeing her. You decide to keep walking. After 10 minutes of walking, you start to be able to see the gates to Frozen Village which are not too far away! Suddenly, a group of orcs jump out at you. You have been ambushed! Lose 1 health (unless you can cast catch). Turn to 25.

28

You revive 7 skeletons which manage to wound the goblin but get killed soon afterwards. Fight a wounded Fire Goblin: Attack 2, Health 4. If you kill the creature, turn to 13.

29

The orcs are far too powerful for you to defeat, yet you try. Fight 5 orcs with each H5 A3, and a leader with H9, A3. If you somehow manage to defeat the orcs, turn to 30.

## 30

After killing the orcs, you have made it back to Frozen village! Well done! As you return, you walk through the gates, your friend comes up to you. "You did it, Fin!" he says, "you're now a powerful sorcerer!"



Thank you for reading this bonus  
adventure!

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Light adventures  
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