

Dwarven Mines level 0

1 – A notice on the wall: 'Remove helmets, and clean boots!'

2 – **Crystal Ball** (Keep it in your bags so that the game draws the map automatically)

3 – You enter a room that the inhabitants of which obviously didn't like sweeping ...

4 – The inhabitant of this room was obviously a Dwarf, you realise after cracking your head on the ceiling.

5 – The air is hot, chocking and sticky, you hear the sound of hammering upon metal and the roaring of a pair of bellows.

6 – A Dwarven blacksmith, covered in sweat, hammers athletically away at a piece of glowing metal.

7 – The heat is unbearable here, you are standing next to the furnace.

8 – A great-Dwarf sits on his throne and boredly plays with a jewel.

9 – Clouds of steam waver through the room, the aroma of it makes one think of a kitchen.

10 – The 'living room' of the Dwarves ends here. Here is the entrance to the complex mines...

11 – In this large hall, the eligible tribal members gather for the great meeting.

12 – You are standing in an enormous lofty hall of stone, barely illuminated from above by a few high shafts of light.

13 – If you have already been to Cyldane, the way back to Thyn is blocked here.

Unless you use gunpowder you have to go down to the Mines level -4 to go back to Thyn.