

Dwarven Mines level -1

11 – You're standing in front of a portal. On it is written 'Emergency exit; when in danger break open!'. (Here you can use the **Steelkey** that you get in Map2-14 in order to go to Cyldane)

12 – A newish sign warns: 'Caution – boulders!'

13 - Leant up against a wall, a shield seems to have just been waiting for your arrival...

You find a shield: **Large shield +**

14 – an oddly shaped key lies in the dust You find a tool: **Steelkey**

15 – The sound of innumerable knives and forks attacking the sustenance reveals you that you're in the mining canteen.

16 – At a well used table, a few Dwarves eat and talk in their own tongue.

17 – A sign above a wooden bar, in front of a load of steaming pots says: 'meals here.'

18 – You find a potion: Unknown potion (**Healing III potion**)

19 – The corridor has fallen in, a pathway through it seems to be impossible. (**Use a Spade that you buy in Map2-20**)

20 – Shimmering letters on a notice say : 'Rent a spade, For visitors to the mines'.

21 – A Guardsman plants himself in your tracks: 'Are there no greetings unto another, you ignorants!?' he waits... (**the answer is KHAZAD MARAN**)

22 – In front of you is a deposition room for valuable metals. In every nook and cranny there are mountains of gold.

23 – You find a tool: Big nugget

24 – Underneath the remains of it's starved owner you find a strange fighting-staff depicting a dragons face. You find a weapon: **Shaolinstaff** (can be used by a druid, healer, monk)

25 – An ancient stairway, covered with rocks goes up here, do you wish to use it (yes/no)?

You carefully follow the stairs...