

Dwarven Mines level -3

35 – You are standing in front of a dungeon cell with no door

36 – A small creature is chained to the wall, would you like to release him (yes/no)?

(After saying yes) You free the creature of its chains and it rubs its wrists and says: ‘As a sign of my gratitude I will tell you a secret, even though it might not be of much use to you... In order to kill Balaan you will need weapons and armour that bear a very special emblem.’ After the creature has finished it’s story it leaps aside and pulls a supporting strut with it. The gangway caves in...

(The way from 35 to 36 is now blocked but if you come back here later on it will be open as long as you refuse to release the creature)

37 – On the ground there is a recess in the shape of a broadsword.

(Use a normal Broadsword here by a character who can use it like a Warrior)

The sword glows and a wall opens (Your broadsword disappears)

38 – An Elemental appears and asks a question: ‘What is it, that not many like, but directs even the greatest of King’s actions. It’s much like a sword, and made to hurt, but it never draws blood even though wounding thousands. It thieves no-one but it does make rich. It spans the whole Earth and makes life fit. The greatest Kingdoms it has founded, and built the oldest of them all; but never has it begun a war and the peoples who trust in it will live in plenty for ever more... What is it?’

(the answer is **PLOUGH**)

39 – You are standing in front of a massive portal with a plate-sized recess in the middle of it.

(Use The Amulet) The portal opens.

40 – Someone has obviously lost a key while working. You find a tool: **Copperkey**

41 – In the distance you can hear the sound of dripping water.

42 – A clear spring babbles here. Who wants to drink (1-6)?

43 – A shimmering weapon lies in the darkness. On the sword is written: ‘I hate evil’. You find a weapon: **Inquisitor**