

SLIVER OF SILVER



Approximate Playtime
50 - 80 Minutes

TRACKING SHEETS

Each quest book has its own tracking sheet that can be found on the back cover of the book. While reading from this book, time is tracked on the corresponding tracking sheet for this book.

You trek south away from the willow grove and Dragonholt. After an hour hike, you make your way down into a rocky fissure that branches away from the main road. The path soon leads over a stone bridge that crosses an underground river. A few buildings stand before the mine's entrance in various states of disrepair. The mine's main entrance is blocked by a makeshift set of double doors barred from the inside by a heavy wooden beam.

You recall the map Fiore showed you and follow the river's edge to a thicket of brambles. Sliding between the rock face of the ravine and the hazardous thorns, you come across the concealed tunnel you were told about—a narrow and dark passage that falls deep into the stone. Steeling yourself for the journey, you light a lantern and carefully climb down into the darkness.

The passage twists along—rough walls speaking clearly of its emergency nature—and you pick your way along gingerly, careful to keep your light low. Finally, you come to the point where the passage joins a main hallway, though the opening between the two passages is no more than a gap in the rock beside a wooden support beam.

You are about to squeeze through when you hear approaching footsteps and the voices of two goblins, idly jabbering with one another as they patrol.

Ambush the patrolling goblins.

This option does not exhaust your activation token.

➔ *Read entry 1880.*

Hide until the patrol has passed by.

➔ *Read entry 5317.*

1012

Holding your blasting rune in your dominant hand and growth rune in your off-hand, you throw yourself from the back of the speeding minecart. You bring your off-hand up in a scooping motion, and ancient roots and even the wood braces of the rails heed your call, tossing the cart into the air.

With open palm, you swat at the air in front of you with your dominant hand, creating an invisible force that spikes the minecart out of the air and sends it hurtling at the terrified goblin.

The errant minecart collides with the goblin full on and tumbles past until it comes to a stop against the back wall. The goblin—or what remains of it—lies motionless on the ground.

➔ *Read entry 6323.*

1014

You examine what the goblin had been looking at: a patch of odd mushrooms, identical to the ones high up on the ceiling and walls of the cavern. The mushrooms in this patch are larger than the others. You pluck the largest one to keep as a sample.

➔ *You gain one strange mushroom (item S).*

➔ *Read entry 6208.*

1195

You continue searching and find nearly a dozen explosives still intact in one of the crates. However, upon further inspection, you notice the straw padding and the paper of the shells is molding. The blasting powder in these would be too damp to be of any use, no doubt why they were left here to rot.

You carefully check over the other crates until at last you find a single stick that was missed when the room was ransacked. You ensure that the wrapping is dry and shows no previous water damage and the fuse is sturdy.

➔ *Mark story point M7.*

➔ *Read entry 4037.*

1237

The dam groans again and bulges under the weight of the river it holds back. Then with a crack like thunder, the entire structure breaks apart, and a wall of water that fills the height and width of the chamber is released.

You pull out the frost rune and channel your will through it. In an instant, the water around your feet is solid ice that swells and forms fractal crystals expanding in all directions. The fractal pattern sweeps forward and up through the wall of water that threatens to crush you. The sound of rushing water gives way to crackling frost and then to silence.

Before you, from floor to ceiling and wall to wall, stands a dam of glistening ice. What once were violent waves are now jagged spikes of solid crystal. You shiver and notice the temperature in the tunnel has dropped significantly, and a layer of frost covers every surface you can see. With considerable effort, you break your feet free from the ankle-deep ice. You reckon this will last long enough for Dragonholt to build a new dam.

As you turn to leave, you notice something glinting on the bridge: a shard of iridescent crystal engraved with an ancient symbol.

➔ *You gain the war rune (item L).*

➔ *Read entry 9995.*

1409

You leap from the cart to one side just before it hurtles into the other cart. You impact the rough stone ground and tuck into a roll. However, your speed causes you to come out of the roll still running—directly at the terrified goblin.

Not wanting to waste an opportunity, you throw your shoulder down and bowl into the goblin, crushing it against a heavy wooden support beam. The creature slumps to the ground unconscious.

- ➔ *You each lose two stamina unless you have agility (skill).*
- ➔ *Read entry 6323.*

1420

Just as you think you might have found some peace, you hear a sound like oncoming thunder. After some time, the noise resolves into the sound of countless goblin feet flooding into the cavern. In moments, the chamber is filled with goblins flowing out of the tunnels and packing shoulder to shoulder in a ring surrounding you.

The goblins jeer and brandish weapons and torches. Though the air is filled with malice, none of them attack. The door of the foreman's office creaks open, and the goblin horde falls silent.

In the doorway stands the single largest goblin you've ever seen—easily half again the height of any other goblin and as wide as he is tall, rolls of fat cascading from his chin. Unlike the other goblins—who wear no more than worn leathers—this one is outfitted with a bewildering array of armor, all too big or too small for him. A fine breastplate has been deconstructed into sections and lashed awkwardly across his chest. What were once fine velvet trousers are being held up by a hardworking combination of a sturdy leather belt and suspenders. And a huge winged helmet sits atop his head, underneath which peek small, pig-like orange eyes.

The vast goblin surveys the room with a superior glare and idly fingers an iridescent stone fragment on a cord around his neck. He steps out of the office in a manner that seems a passable attempt at looking regal, shutting the door behind him with a slap that shakes the whole of the structure. He then immediately ruins the grandeur of his exit by taking a final disgusting chomp of the rat-on-a-stick he holds in his left hand and tossing the remains dismissively to the side (eliciting a yelp from the unfortunate underling it hits).

"I am the great Splig, King of All Goblins!" he bellows, throwing his arms wide, spraying bits of half-chewed rat from his maw.

"Who?"

- ➔ *Read entry 6061.*

"You must leave this place!"

- ➔ *Read entry 2934.*

"Oh, great Splig, I come bearing a warning!"

Requires deception (skill) or performance (skill).

- ➔ *Read entry 5367.*

1424

You charge into the cavern with a warcry that sends the goblin scrambling away in fear of the sudden outburst. The creature staggers and clutches at a dagger on its belt.

If you have dueling (skill) or military (skill)...

- ➔ *Read entry 4216.*

Otherwise...

- ➔ *Read entry 5241.*

1455

You shift and extend your legs forward to collide with the goblin's chest. The force of the impact sends the goblin flying backward to slam against a heavy wooden support beam.

You land hard on your back on the rough stone floor. Only after a few moments of struggling are you able to pull yourself to your feet, your body aching.

- ➔ *You lose two stamina.*
- ➔ *Read entry 6323.*

1484

You search the crates, pushing aside piles of straw in search of some usable explosives. It seems the crates have been ransacked already, and at first all you find are broken casings, discarded fuses, and a thin layer of blasting powder at the bottom of the crate.

If you have awareness (skill) or reasoning (skill)...

- ➔ *Read entry 1195.*

Otherwise...

- ➔ *Read entry 7684.*

1511

Suddenly you realize that two goblins have been standing a few paces away from you for some time. One of them holds a spear and gawks at its incapacitated comrade. The other carries a bow and stares wide-eyed in your direction.

The goblin archer clutches at the arrows in the makeshift quiver at its belt. The spear-wielding goblin turns its gaze toward you and rushes at you shouting!

Brace yourself to receive the charge.

- ➔ *Read entry 6064.*

Dodge the spear strike and counterattack.

- ➔ *Read entry 9508.*

Fire at the goblin archer with your own bow.

Requires archery (skill).

- ➔ *Read entry 8081.*

Pepper the archer with thrown knives.

Requires thievery (skill).

- ➔ *Read entry 8594.*

1583

You see your next move laid out in front of you. You suddenly leap forward to meet the charging goblin, sidestepping him and grabbing a hold of his club. Splig grunts in surprise and clutches tighter to his weapon, holding on beautifully as you swing him around, using his own momentum against him.

As you pull the great goblin around you in a full circle—Splig going from confused to desperately hanging on to his club—you release the weapon and plant a solid kick to the center of his chest with all of your might. With a scream of bewilderment, Splig staggers backward and slams hard into a support beam, causing the entire cavern to shudder with the impact.

➔ *Read entry 3857.*

1751

You follow the main passage along the route you recall from the map until you come to a large rectangular room. On the left is a vast stone trough. A pipe nearly an arm's length across emerges upward from the stone floor to deposit water in the trough, but no water is flowing now. A waterwheel connects to a collection of gears that powers a smaller water screw—presumably the one meant to pump the water up to the river above.

Along the back wall is an iron walkway elevated above the ground. Under the walkway, a large furnace is set into the wall, cold and dark. Above, along the walkway, are a series of levers and wheels.

Heat the furnace and get the pipeworks running again.

Requires craftsmanship (skill) or reasoning (skill).

➔ *Read entry 1934.*

Blindly attempt to activate the pipe system.

➔ *Read entry 5760.*

Ignore the pipeworks and continue onward.

➔ *Read entry 6897.*

1809

The flames lick your hand and arm, twisting and writhing like so many fiery snakes attempting to escape your grasp. You will the shard to release its stored power and open your hand. A tower of fire erupts from the shard, exploding toward the giant goblin. The burst catches Splig full in the chest and tosses him backward through one wall of the foreman's office. Destabilized, the entire wooden structure collapses on top of him.

You dismiss the flames, but not before fiery tendrils wrap around your fingers and forearm, searing your flesh. Blisters form on your skin, and you know these burns are likely to leave scars.

➔ *You lose two stamina.*

➔ *Read entry 7943.*

1821

You clutch your growth rune tightly, allowing its powers to flow through you. Your attention focuses on the wooden haft of the spear the goblin is holding, and into it you pour the wild energy of the rune, shaping the magic into vicious thorns that suddenly erupt from the length of the weapon.

The goblin's fierce growl suddenly turns into a shriek of pain, and it drops the spear in shock. Before it can react, you've drawn your lightning rune. You grasp the creature by the neck and a surge of electricity causes every muscle in its body to tense.

When you release it, the goblin falls to the ground, unable to move beyond spastic twitching. You shake out your arm, still numb from using the lightning rune.

➔ *You lose one stamina.*

➔ *Read entry 1420.*

1828

Another moment passes. Then another. Curious goblins begin to poke their heads out from behind large rocks or mineshafts. Splig cautiously climbs down from his minecart seat and overturns it.

Sitting on the stone floor is the less-than-explosive shell, quiet and still. "Ha!" shouts Splig as he picks up the stick. "It's a dud!" He casually tosses the thing into the water channel. Then he grunts and lifts the minecart over his head. With a roar, he hurls the cart at you. It clatters against your own minecart hiding spot and bounces off to rest by the dam.

The thrown minecart may not have proved harmful, but it was distracting enough for Splig to have lifted his massive club and charged at you. One torrential upward swing tosses you into the air, and a second horizontal sweep catches you in the side and launches you bodily into one of the heavy wooden support beams.

➔ *You lose eight stamina.*

➔ *Read entry 3857.*

1880

You wait quietly until the goblins are just outside the side passage. You leap forward, just as one of them notices the light from your lantern. The sudden movement causes them both to shriek and scramble for their weapons.

Rush at the goblins and attack.

➔ *Read entry 2681.*

Blast them with a gout of flame.

Requires arcana (skill).

➔ *Read entry 5515.*

Wait for them to attack you first.

➔ *Read entry 8126.*

1934

You heft a shovel and begin loading coal from a nearby pile into the furnace. You find tinder in a small alcove beside the furnace, and soon the furnace is aglow with heat.

With the furnace running, you take stock of the controls and mechanisms, testing a few to see how they function. You determine that the pipes are still in workable condition. Spinning a wheel, you hear the screech of long-still metal sliding against metal as the larger water screw begins to turn slowly. You release one lever and the screeching stops, and the screw builds up speed.

Before long, a constant stream of water pours from the water screw to fill the trough. You pull another lever, and the smaller water screw begins to pull water from the trough and out of the mine.

After making a few more minor adjustments to the speeds of the two screws, the water level in the stone trough is constant, and you believe you've successfully activated the pipeworks.

- ➔ *Mark story point H6.*
- ➔ *Time passes.*
- ➔ *Read entry 6897.*

1953

Waving aside the outburst, you explain that such a weak and pitiful goblin as Splig could not even break down the wall of the wooden shack that stands behind him.

Outraged, Splig turns around and charges at the shack, bowling through the rotted wooden wall with ease. "You see? Splig is the strongest—" But the goblin's cries of triumph are cut short as the entire structure collapses on top of him.

- ➔ *Read entry 7943.*

1986

Your charge is uncoordinated and easy to read. Just as you get within Splig's reach, he swings his weapon in a horizontal arc at chest height. Fortunately, you slip on a patch of loose rocks, and your legs slide out from under you. The massive club brushes past your face as you skid to an undignified stop behind the giant goblin.

- ➔ *You lose two stamina.*

The heavy swing has caused Splig to lose his balance, and you use the opportunity to spring back to your feet. He roars and swings at you again, turning too quickly and causing his oversized helmet to spin on his head and block his vision.

You duck the second attack and slip around behind him. Splig's assault throws him off balance once more, and you kick him hard in the back, sending him crashing into the foreman's cabin. The rotted wood of the cabin wall gives way beneath Splig's weight, causing the entire structure to collapse on top of him.

- ➔ *Read entry 7943.*

2015

You draw your flame rune from an interior pocket and breathe life into it in your palm. The shard glows like burning embers, and you feel the warmth spread over your arm. A small flame erupts from the fragment, and you close your fist around it, causing the fire to slip out between your fingers and change shape.

If you have craftsmanship (skill) or performance (skill)...

- ➔ *Read entry 4815.*

Otherwise...

- ➔ *Read entry 1809.*

2043

You sink to one side and attempt to attack the big oaf as he passes you. However, Splig reacts with more shrewdness than you were counting on, swinging his club in a backhand blow that smashes into your chest and sends you sprawling and gasping for air.

- ➔ *You lose five stamina.*

You roll over and shakily push yourself up to your knees before staggering to your feet. Splig lets out a roar of glee. Sensing victory, he begins a second charge, thundering toward you. Realization dawns on you—with that bulk and speed, he's got one very clear weakness.

You scoop up a length of iron rail and dart toward the creature. Just as before, you slip to one side, but this time, you drop low and sweep the rail at the goblin's feet. Unable to stop his movement, Splig's ankle collides with the rail, causing him to fall forward and roll end over end across the rough stone.

- ➔ *Read entry 3857.*

2216

As expected, the original block must have been a fluke. Your arrows fly true and sink into stolen armor and goblin flesh. Splig cries out in pain and flails in a blind panic. He turns to flee and finds himself backed against the foreman's office. The large goblin then attempts to leap through the very small window of the shack, managing only to get himself stuck and destroying the measly support the wall gave the structure. Within moments, the entire shack collapses on top of him.

- ➔ *Read entry 7943.*

2224

You throw your weight against the front of the cart, causing it to tip forward and drop you to your feet between the rails. As the mincart flips, you grab the rim and heave, using the cart's momentum to hurl it over your head. The cart hurtles end-over-end through the air toward the goblin who is too shocked to dodge.

The errant mincart collides with the goblin full on and tumbles past until it comes to a stop against the back wall. The goblin—or what remains of it—lies motionless on the ground.

- ➔ *Read entry 6323.*

2472

The passage opens into a much larger natural cavern eroded by an underground river over the centuries. The chamber is several paces across and extends to the right far into the darkness. The track ahead crosses a bridge over a narrow channel of water before coming to an abrupt end at a buffer stop.

As soon as the goblin's cart clears the bridge, the creature leaps out and tucks into a nimble roll before bouncing back to its feet and turning to face you. The abandoned cart crashes into the buffer stop with a cacophonous ringing of iron.

Your cart crosses the bridge and is only a moment from colliding with the cart ahead and coming to a dead halt.

Throw the brake lever.

➔ *Read entry 6094.*

Leap from the mincart to safety.

➔ *Read entry 1409.*

Use the cart's momentum to launch a flying assault.

➔ *Read entry 3523.*

Tumble from the cart and fire at the goblin.

Requires archery (skill).

➔ *Read entry 4224.*

Throw the cart at the goblin with your tremendous strength.

Requires athletics (skill) and endurance (skill).

➔ *Read entry 2224.*

Launch the mincart at the goblin with runic magic.

Requires arcana (skill) and runes (skill).

➔ *Read entry 1012.*

2482

On silent feet, you slink into the cavern like a shadow. You are only just out of reach when the creature suddenly stands and jabbars something to itself under its breath. The goblin reaches for the dagger at its belt.

If you have brawling (skill) or stealth (skill)...

➔ *Read entry 8696.*

Otherwise...

➔ *Read entry 3400.*

2491

With a roar that startles more than a few goblins, you rush toward Splig, swinging your weapon in an intimidating show of force. The large goblin takes a step back but then hefts his massive club as if preparing to smash you out of your charge once you get close.

If you have brawling (skill), dueling (skill), or military (skill)...

➔ *Read entry 6722.*

Otherwise...

➔ *Read entry 1986.*

2521

You hold still, making eye contact with the lunging goblin, and lower your stance, ready to throw yourself away from the assault. The goblin leaps into the air as it nears you and thrusts the spearpoint at your chest!

If you have dueling (skill)...

➔ *Read entry 8370.*

Otherwise...

➔ *Read entry 6180.*

2681

You let out a savage growl that startles the goblins into dropping their spears. Then you lunge forward, grabbing their outstretched arms. Leaning your body into a spin, you pull the goblins off their feet and into an arc, slamming them both roughly into the wall. The pair collapse as you release them.

You're congratulating yourself on your combat maneuver when one of the wall supports shifts slightly, groaning, and curtains of dust rain from the ceiling. You freeze instinctively, but a moment later, the dust stops. You make a note to be more careful in the future.

➔ *Mark story point A2.*

➔ *Read entry 1751.*

2715

You lower your hips and brace yourself to receive the hurled rock. The creature heaves and tosses the stone with all of its might. The projectile—roughly the size of your head—tumbles through the air, straight toward your chest.

If you have two or more of the following skills: athletics, brawling, or endurance...

➔ *Read entry 9801.*

Otherwise...

➔ *Read entry 4439.*

2741

Splig suddenly charges at you. You are amazed by the speed with which a creature so round is able to move and are barely able to dodge his assault by throwing yourself to the ground.

➔ *You lose two stamina.*

The giant goblin skids to a stop, turns, and begins a second charge. This time you're ready for him, and you roll to the side at the last second, causing him to rush past you and collide with the foreman's office. The rotted wood of the cabin wall gives way beneath Splig's weight, causing the entire structure to collapse on top of him.

➔ *Read entry 7943.*

Splig waves his arms grandly, and there's a sudden hubbub of rustling and shoving as all the goblins part to allow their leader to approach you. Splig walks up, leans close to you, and smiles. "You have a good point. I can tell you are smart. And to tell the truth, I was just thinking of leaving this place. It's boring, and the rats are starting to run out. But—and this is the important part—" He pokes you in the chest with one meaty finger. "The King of All Goblins can't leave because someone asked him to, yeah? So we gotta fight."

You open your mouth to protest, and he shakes his head quickly, sending the big winged helmet wobbling side to side, and leans in closer. Reflexively you hold your breath. "Not a real fight, just play-fighting, show-style. Show this lot"—he gestures at all the goblins—"they were forced, it was honor, yeah?"

You're iffy on this idea, but you nod begrudgingly. Splig laughs, leaning mercifully backward. "Fight time!" he declares, and he holds up his hands to the shrill cheers of his cohorts. He holds out a meaty hand, and the crowd parts for three goblins carrying a massive oaken club. Splig takes it from them with satisfaction, patting its gnarled surface as they scurry away.

You make a show of stretching, cracking your knuckles, and leaning your neck back and forth—basic limbering up for a fight with a bit of subtle bravado thrown in. Splig attempts to stretch for a few embarrassing moments, huffing and groaning, then gives up, acting as if he'd done exactly as he'd meant to.

➔ *You each refresh your activation token.*

You decide to make this fake combat official. "Splig," you declare, "I challenge you to combat for the fate of these caverns. If I win, you and your people will leave."

Splig laughs loudly. "Big words!" he bellows.

Give the goblin flunkies a show.

➔ *Read entry 3974.*

Let the giant goblin wear himself out.

➔ *Read entry 3995.*

Make a show of your ranged expertise.

Requires archery (skill).

➔ *Read entry 9581.*

2934

Splig's knobby features morph from confused to scornful, and he brays a spittle-soaked laugh, echoed nervously from all the other goblins. "Leave? Ha!" He jabs a finger in your direction, sneering. "Or else what?"

"Or I'll be forced to slay you, of course."

➔ *Read entry 9095.*

"Or I'll blow you whole lot to pieces."

Requires story point M7 or X8 is marked.

➔ *Read entry 5910.*

Simply grasping the frost rune through the sheep skin chills the air in the tunnel. With a wave of your other hand, the flames gutter and extinguish instantly.

As you stoop to retrieve the fallen lantern, you hear a shriek from up ahead. You look up to see that the fleeing goblin has slipped on a fresh patch of ice and is now struggling to its feet once more. You stow the frost rune and give chase.

➔ *Read entry 4447.*

3361

You lean over and press your voice into a somewhat theatrical sotto voce, ensuring the surrounding throng cannot hear. "A deal is a deal, O King." You mean to continue but are well and truly startled as the giant goblin grabs your leg and, with a sudden roar, throws you aside.

➔ *You lose three stamina.*

You're able to roll back to your feet without much of an issue, but when you rise you see Splig getting to his feet as well, his hideous face red with rage and wounded pride. A long silence stretches out as you and the massive goblin regard each other carefully, trying to seek out the correct next step.

The silence around you is broken by a soft whisper—one goblin chanting "Splig, Splig, Splig," over and over, joined by more and more of them until the room shivers with the noise, carried by so many shrill, raspy voices. You shift and hold your weapon tighter, growing more wary by the moment, feeling the hairs on the back of your neck stand on end as the chanting and the echoes it produces in the vastness of the cavern overlap one another in a crashing cacophony.

You see Splig surveying the assembled goblins, his expression slowly morphing from frustrated rage into a dark, sinister smile. Finally, he turns his gaze to yours. "You hear that? How my loyal subjects support me? My subjects!" he roars, and the goblins around you unleash a series of cheers in return, causing you to reflexively tense for flight.

Splig cracks his neck and grins. "So good! Gives me energy to finish this fight. And by the way,"—he leans over, picks up his club, and hefts it, pointing at you—"the deal is off."

Goad him into attacking.

➔ *Read entry 6175.*

Charge at the giant goblin with everything you have.

➔ *Read entry 3448.*

Channel runic lightning into your enemy.

Requires runes (skill).

➔ *Read entry 4841.*

Toss the explosive at Splig's feet and take cover.

Requires story point M7 or X8 is marked.

➔ *Read entry 8659.*

3400

You startle, having not expected the goblin to stand so suddenly. The creature hears your sharp intake of breath and whirls around, then stumbles backward in shock, stunned to see a stranger here.

There's an odd squishing sound, and an explosion of purple spores erupts from the goblin's feet. It yelps, then slips, whacking its head on the wall and slumping to the ground unconscious.

➔ *Read entry 1014.*

3448

You grip your weapon and charge at the giant goblin. Splig takes a few steps forward to meet your charge. He swings his club in a wide arc, and you swing your weapon to collide with it at full force.

If you have athletics (skill), brawling (skill), or military (skill)...

➔ *Read entry 3947.*

Otherwise...

➔ *Read entry 4692.*

3488

That can't be good. You throw levers and spin wheels on the control panel. A series of clicks starts coming from the water wheel. The large screw begins to spin, and the screeching grows louder. You throw a lever and finally the horrid sound stops, but what's causing that clicking?

After pushing or pulling three more levers you've managed to stop the clicking sound, but now the large water screw is spinning much faster than you had expected it could. A deluge of water showers from its end and splashes over the sides of the stone trough.

You try desperately to remember which lever is which. It was this one right? You pull it, and your ears ring with metal screeching. You throw the lever back to stop the sound. Not that one. You spin one of the wheels frantically, and at last you see the water screw slowing to a more manageable speed. That should do the trick.

➔ *Mark story point Y4.*

➔ *Time passes.*

➔ *Read entry 6897.*

3523

You brace yourself for impact. Just as the cart collides with the blockade, you leap forward, allowing your momentum to launch you through the air straight toward the goblin. Time seems to slow around you, and the creature's face turns from triumph to abject horror.

If you have brawling (skill)...

➔ *Read entry 9589.*

Otherwise...

➔ *Read entry 1455.*

3524

The goblin archer seems to have found this event hilarious. It begins to laugh and point at the arrows on the ground and jabber something to its spear-wielding companion.

You take advantage of the distraction and loose a second arrow at your opponent. The laughter is cut short with a wheeze as you score a direct hit, and the goblin archer collapses.

➔ *Read entry 7380.*

3856

Water bursts through the dam where the minecart has struck a sizable hole in the barrier. The old wood of the dam creaks and groans as the weight of an entire river presses against it. One of the iron bands bends and snaps away from the wall as another hole forms in the destabilized dam. The water level around your feet begins to rise.

A panic follows with countless goblins abandoning their weapons and their reason to scramble over one another and flee toward the mine's entrance. Splig appears from out of the wreckage—bloodied, bruised, but all bloodlust gone from his half-unfocused eyes. He staggers forward and plops the winged helmet back on his head.

Splig kicks a bit of rubble aside and reaches down to lift his massive club. Noticing the rising water level, he looks up at the dam. Then without a word, he breaks into a dead sprint toward the bridge over the water channel, pushing smaller goblins out of the way and into the rushing water, and soon vanishes up the tunnel.

If story point S6 is marked...

➔ *Read entry 1237.*

Otherwise...

➔ *Read entry 5030.*

3857

You and Splig take a moment to reassess the situation. Smaller goblins gather around you, but you notice that some are sneaking away up the tunnel to the mine's entrance. Splig doesn't seem to have noticed his minions abandoning him. He is too busy watching you and waiting for you to make the next move.

Press the goblin king back with a ferocious charge.

➔ *Read entry 2491.*

Trick Splig into hurting himself.

➔ *Read entry 9529.*

Don't let the giant goblin get any closer.

Requires archery (skill).

➔ *Read entry 8418.*

Perform a direct assault with runic fire.

Requires arcana (skill).

➔ *Read entry 2015.*

3936

A sound like rolling thunder fills the mine, and the shockwave from the explosion topples all of the goblins that haven't managed to find cover. Splig and his minecart are sent hurtling through the air. Splig slams into the ceiling, then falls through the roof of the foreman's office, causing the entire structure to collapse on top of him.

The airborne minecart sails through the chamber, slams into a massive wooden support beam, ricochets off of it, and crashes into the dam behind you.

If story point Y4 is marked...

➔ *Read entry 3856.*

Otherwise...

➔ *Read entry 7943.*

3947

The collision shakes through your arms and nearly causes you to lose your grip on your weapon. Luckily, the impact has set Splig off balance as well. You recover first and swing again, this time striking the side of Splig's winged helm, ringing his skull. You plant one foot firmly and kick him square in the chest, causing him to topple over backward with an undignified squeal.

➔ *Read entry 3857.*

3974

You nod firmly at Splig and draw your weapon. If a good show is what's required for him and his goblins to leave, you're ready for it. You leap forward, swinging your weapon down in a nicely telegraphed arc. Almost lazily, Splig blocks the attack and counterattacks faster than you imagined someone of his size could, especially with such a heavy club. You pull backward but just a half-second too slowly. The tip of the club impacts hard with your shoulder, and you reflexively cry out in painful shock.

➔ *You lose four stamina.*

Shaking out your arm—which you can already feel going a bit stiff—you take a moment to reevaluate the tactics to use against Splig. This may be a play fight, but he obviously isn't such a pushover that you need to make this easy for him.

You step up your combat game. You and Splig match blows to the boos and cheers of the assembled goblin horde. Eventually, Splig stumbles after a failed attack, and you see an ideal opening to end this. Swinging toward him, you force the large goblin into a backward stumble, then change the strike into a feint, shooting out your right leg in a powerful kick, which firmly catches Splig in his vast stomach and sends him sprawling.

➔ *Read entry 3361.*

3995

You don't feel like letting Splig manipulate you into action. Instead, you give him a smirk and, without even pulling out your weapon, wave him toward you, goading him to attack. Splig barks a laugh and obliges, advancing toward you with his massive club at the ready. He swings the club toward you and grunts in surprise as you use a discarded minecart wheel to block the blow. You toss it aside and back up. Splig advances further, striking a second time, only to have the strike be swept aside by a length of railing.

So it goes for a minute in this pattern: you retreat, Splig advances; Splig strikes, and you dodge or block with some random piece of debris or discarded tool. Finally Splig is gasping for breath, sweating profusely, and growling to himself. You halt, and he matches you, doing his best to smirk confidently. "Had enough?" he pants, and you obligingly nod your head.

"Perhaps," you admit, and Splig's rough laugh immediately turns into a yelp of alarm as you use a pickaxe to trip him, sending him sprawling.

➔ *Read entry 3361.*

4037

You cautiously open the door to the main corridor and look down in confusion, realizing your lantern is missing. Standing in front of you is a goblin holding the lantern and examining it curiously. The creature looks up to see you standing in the doorway, and for a moment neither of you move. Then it shrieks and drops the lantern to the ground where the glass shatters.

Before you're completely aware of what has just happened, the goblin is sprinting down the tunnel ahead of you with surprising speed. The lantern oil on the ground catches, and the fire soon spreads over the tunnel floor.

Leap the flames and chase the goblin.

➔ *Read entry 4212.*

Put out the fire before giving chase.

➔ *Read entry 5519.*

Squelch the hazard with runic frost.

Requires frost rune (item).

➔ *Read entry 3302.*

4212

The flames quickly rise and lick the tunnel walls. You back off a few paces from the fire, then sprint toward the flames ready to leap through the air over the burning oil.

If you have agility (skill) or athletics (skill)...

➔ *Read entry 7172.*

Otherwise...

➔ *Read entry 6798.*

4216

The goblin draws the dagger and brandishes it in your direction, but you slap the dull blade from its hand to clatter on the stone floor. The creature collapses to its knees, clutching at its arms in terror. "Don't kill me!" it shouts. A solid "thunk" to the goblin's skull is enough for the creature to collapse to the ground unconscious.

➔ *Read entry 1014.*

4224

You dive over the side of the cart and tuck into a tight roll. Your impact with the ground is harder than you expected, but it doesn't stop you from nocking an arrow and firing in the goblin's direction. The shaft catches the creature in the chest and pins it to one of the heavy, wooden support beams.

You pull yourself up to your full height and stretch your aching muscles and brush dust from your shoulder.

➔ *You lose one stamina.*

➔ *Read entry 6323.*

4341

You shrug and touch the end of the fuse to your lantern flame. A moment later, sparks dance on the end of the bomb's fuse, and Splig's eyes go wide. He opens his mouth and then closes it, looks between you and the burning fuse, increasing in speed as it burns. Your heart is racing, but a confident smile is on your face even as the flame hisses closer to the explosive powder.

Finally Splig cracks. "Stop!" he screeches. "We will talk, yeah?"

Put out the fuse and let Splig talk.

➔ *Read entry 2922.*

Toss the explosive at Splig's feet and take cover.

➔ *Read entry 8659.*

4356

The dam bows in the middle from years of water pressure. Water pours through gaps along the top of the dam that you take to be emergency overflow relief. Despite the water pouring forth, the dam still creaks occasionally under the immense pressure of the river it holds back. The water channel you crossed is swollen far beyond intended levels, and a thin layer of water covers the ground and drains down into the multiple mineshafts that lead away from the main chamber.

You can see a large pipe, nearly as wide as your arm is long, that extends up from the water beyond the dam and up through the stone ceiling. The piping is still and silent.

➔ *Read entry 1511.*

4439

You snatch the rock out of the air. Or at least your hands collide with the rock in the air. The stone, however, continues on its path and slams hard into your chest, knocking the breath from your lungs. At least the pain in your arms indicates that your extremities have absorbed some of the blow.

➔ *You lose three stamina.*

The goblin jeers at you and stoops to lift another rock. This one, however, is too large for the creature, and try as it might, it cannot lift the stone slab.

➔ *Read entry 2472.*

4447

You keep running, following the goblin to what appears to be a way-station for mining carts, nearly empty except for a pair of carts sitting on a downward-sloping track. Without slowing down, the goblin jumps into the front cart and releases the brake lever. The cart quickly picks up speed as it glides along the tracks, and its goblin rider lets out a self-satisfied cackle.

You leap into the other cart, lift the brake, and are soon speeding along after the creature. The carts careen through the dimly-lit mine tunnels, increasing in speed as the tracks take you deeper underground.

The goblin takes notice of your rolling pursuit: you're gaining on it. The creature hefts a sizable rock from its cart and holds it overhead, ready to toss in your direction.

Anticipate the goblin's throw and dodge.

➔ *Read entry 6322.*

Catch the hurled projectile.

➔ *Read entry 2715.*

Blast the stone from the goblins hands.

Requires arcana (skill) or runes (skill).

➔ *Read entry 7590.*

4583

By the time you are under the open sky, the majority of the goblins have scattered to the winds, scrambling up cliff faces or onto the road leading away from Dragonholt. You lose sight of Splig in the commotion but have no doubt he's made it farther away from the mine than any of the other goblins.

The walk back to Dragonholt will be short, but then you must deliver the bad news to Fiore.

➔ *This quest is complete. Read entry 3278 in the "Dragonholt Village" book.*

4692

The force of the impact is far greater than you had expected, and your weapon is thrown from your hands to clatter across the stone floor. Carrying the momentum of his swing around, Splig swings again, this time catching you in the side.

You are swept off your feet with the bone-crushing force and thrown to the ground beside your discarded weapon. You wheeze and cough, the pain in your side overwhelming all of your senses.

→ *You lose five stamina.*

Splig lets out a roar of glee, and the goblins all around you hoot and cheer. However, Splig doesn't advance or make another move, clearly waiting for you to collect yourself for a better show.

→ *Read entry 3857.*

4815

You focus your mind and imagine the spell you hope to create. The flames rise in a tower that writhes and breaks apart, forming appendages that stretch and spread like a dragon's wings. Soon the fire has arms and scales and a terrifying maw. Embers burn darkly in the flame-creature's eyes, and the nearest goblins back away in fear.

You will the flaming drake to roar, and it obeys. A cascade of fire pours from the creature's maw that sweeps through the darkened tunnels. The conjured drake rushes forward toward Splig, who backs away in fear. The fiery creature collides with the giant goblin, breaking apart in an explosion of heat and sparks that sends the goblin flying backward through one wall of the foreman's office. Destabilized, the entire wooden structure collapses on top of him.

→ *Read entry 7943.*

4841

You produce your lightning rune from a hidden pocket and grip it tightly. You can feel the energy within the shard building, and your eyes begin to glow with unnatural light. With a strained shout, you unleash a terrifying bolt of lightning that arcs from your arm to Splig's winged helm and travels down through his body.

With a strangled scream, the massive goblin takes two steps forward, somehow enduring the power of the runeshard. You call deeper into the shard's well of raw magic. A burst of electricity explodes from every fiber of your being, lightning arcing not only to Splig but swatting down smaller goblins left and right.

At last, the King of All Goblins staggers and falls, and you rein in the shard's magic. You collapse to your hands and knees, grasping at your chest and panting. A moment—two moments pass before you feel your heart begin to beat once more. You glance up and see that Splig is likewise struggling.

→ *You lose three stamina.*

→ *Read entry 3857.*

5013

With a surprising burst of speed from a creature so round, Splig springs at you and swings his heavy club overhead. You barely have enough time to dodge, and the gnarled wood clips your shoulder, tossing you to the ground to writhe. With the pain surging through you now, you can't imagine you would have survived a direct hit.

→ *You lose three stamina.*

You scramble away and stagger to your feet. Splig bellows a deep joyous laugh, and the goblins all around you cackle with glee. The rotund goblin roars and sweeps his club through the air overhead, and his minions unleash a series of cheers in return, causing you to reflexively tense for flight.

Splig cracks his neck and grins. "I'll show you"—he hefts his club, pointing at you—"just what happens to those who cross Splig, the King of All Goblins!"

Goad him into attacking.

→ *Read entry 6175.*

Charge at the giant goblin with everything you have.

→ *Read entry 3448.*

Channel runic lightning into your enemy.

Requires runes (skill).

→ *Read entry 4841.*

Toss the explosive at Splig's feet and take cover.

Requires story point M7 or X8 is marked.

→ *Read entry 8659.*

5030

You too make a break for the mine's entrance, pushing aside goblins as necessary. As you cross the bridge, the dam groans again and bulges under the weight of the river it holds back. Then with a crack like thunder, the entire structure breaks apart, and a wall of water that fills the height and width of the chamber is released.

You flee up the tunnel alongside the goblins. Soon the water level has caught up to you, and a burst of water throws you and several goblins against the tunnel walls and floor.

→ *You each lose three stamina.*

You scramble to your feet and keep running. You soon realize that you've ascended above the level where the underground river would naturally flood, but the goblin horde continues on in panic, and you are swept with them through the tunnels, through the pipeworks, and up to the mine's entrance.

Up ahead, you see several goblins struggling to lift the heavy beam that bars the main doors. Splig grabs the beam with one meaty hand and throws it aside as if it were made of parchment, and the goblin horde pours out into the open.

→ *Read entry 4583.*

5074

You draw your weapon and fall into a combat stance. Splig smirks and snorts a laugh. “Ha! You think you’re a match for me—Splig, King of All Goblins?”

He shouts something to his goblin minions and holds up his hands to the shrill cheers of his cohorts. He holds out a meaty hand, and the crowd parts for three goblins carrying a massive oaken club. Splig takes it from them with satisfaction, patting its gnarled surface as they scurry away.

Splig bellows a deep joyous laugh, and the goblins all around you cackle with glee. The rotund goblin roars and sweeps his club through the air overhead, and his minions unleash a series of cheers in return, causing you to reflexively tense for flight.

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Channel runic lightning into your enemy.

Requires runes (skill).

➔ *Read entry 4841.*

Toss the explosive at Splig’s feet and take cover.

Requires story point M7 or X8 is marked.

➔ *Read entry 8659.*

5241

The goblin draws the dagger and slashes it across your arm. You wince in pain, then roar and swing at the creature. It shrieks and tosses the dagger aside. “I’m sorry! Don’t kill me!” A solid “thunk” to the goblin’s skull is enough for the creature to collapse to the ground unconscious.

➔ *You lose two stamina.*

➔ *Read entry 1014.*

5317

You draw back into the shadows of the passageway. The goblins pause in front of the opening to jabber at one another for a moment. You shield the light of your lantern from view but accidentally touch it to the passage wall, creating the faintest dull “clank” that echoes softly down the narrow tunnel.

If you have reasoning (skill) or stealth (skill)...

➔ *Read entry 9780.*

Otherwise...

➔ *Read entry 7473.*

5367

You gesture behind you toward the dam. “Are you familiar with that, O King? It is a dam that keeps these caverns from being entirely flooded.” You take a moment for this to sink in before you continue. “You can see that the water spills forth. That is because the dam can no longer hold back the water of the river. It’s just a matter of time before all of this is underwater.”

At this, there is hushed muttering among the goblins, who look up warily, and Splig grinds his teeth for a few seconds before barking, “Silence!” bringing a hush back upon the chamber.

The massive goblin squints at you for a moment before giving a rough laugh. “I don’t believe you,” he grunts.

Tell him a tale of a tragic flooding.

➔ *Read entry 8653.*

Threaten him with explosives.

Requires story point M7 or X8 is marked.

➔ *Read entry 5910.*

Draw your weapon and prepare for battle.

➔ *Read entry 5074.*

5513

After searching the room with an alchemist’s practiced eye, you manage to find each of the needed ingredients and set them up at a station with the strongest light source. Working with extreme care, you mix a new batch of blasting powder. You have enough fresh ingredients for only a single explosive.

You find a dry shell made of paper and twine and fill it with blasting powder. Next you create a blast core by packing blasting powder and a fuse in a tightly wrapped cylinder. You insert the blast core into the blasting powder in the shell and seal the container so that only the fuse protrudes. It might not be pretty, but this will surely produce a strong explosion if needed.

➔ *Mark story point M7.*

➔ *Read entry 4037.*

5515

You retrieve your flame rune and weave a torrent of fire that erupts toward the goblins, engulfing them briefly. They howl and run around wildly until they collide with one another and collapse.

Suddenly, you hear wood groan, and you look over in alarm to see that one of the hallway’s support beams has caught fire. You hurriedly put it out and notice that more than a little dust has cascaded down from the ceiling. You shake it off and make a mental note to be more careful in the future.

➔ *Mark story point A2.*

➔ *Read entry 1751.*

5519

Thinking quickly, you kick the lantern down the tunnel to remove at least one source of ignition from the pooled oil. Next you untether your bedroll and throw it down to smother the remaining flames.

As you stomp out the last embers, you hear a clatter and shriek. You look up to see that the fleeing goblin has tripped over the discarded lantern and is now struggling to its feet once more. You scoop up your bedroll (only slightly singed) and give chase.

➔ *Read entry 4447.*

5649

Pain surges through your leg, and you look down to see that the goblin's arrow has sliced across the outside of your thigh. You hiss in pain as you stagger to put a bit of distance between yourself and the spear-wielding goblin.

➔ *You lose three stamina.*

➔ *Read entry 7380.*

5713

You grab the spear by the haft and push it away from yourself while slamming your palm into the goblin's elbow. You hear a crunch and twist the weapon out of the creature's hands. The goblin collides with you harmlessly. You spin and throw the creature to the ground, swinging its own weapon down to bludgeon the back of its head. The goblin jolts, then lies still.

➔ *Read entry 1420.*

5722

You take a cursory scan of the room. In the dim light, you can see many of the crates of explosives have already been ransacked, and none remain for you to take. Probably for the best.

➔ *Read entry 4037.*

5760

You heft a shovel and begin loading coal from a nearby pile into the furnace. You find tinder in a small alcove beside the furnace, and soon the furnace is aglow with heat.

With the furnace heated, now you just need to get the water screw turning, right? How hard could it be? You throw a few levers and spin one of the wheels, unsure if any of them are helping. Soon a horrid screeching of metal grinding against metal sounds from the larger water screw.

If you have awareness (skill) or devotion (skill)...

➔ *Read entry 5924.*

Otherwise...

➔ *Read entry 3488.*

5910

You take out the explosive from your pack and brandish it, causing Splig and many of the goblins to lean forward to get a better look. You explain that it's an explosive powerful enough for mining. You explain further that your only goal is to remove any "living" goblins from the mines, but you have no issue leaving dead ones behind.

It takes another moment for the goblins to comprehend the precise nature of your threat, but when they do, they draw back in fear, hissing and pointing at the explosive. Splig stares at you while the tension builds, then puts up a hand for silence.

"Ptah," he spits. "That could be dung wrapped in paper! I don't believe you." He turns up his chins and gives you a defiant glare.

Light the fuse.

➔ *Read entry 4341.*

Draw your weapon and prepare for battle.

➔ *Read entry 5074.*

5924

You reproduce your adjustments in reverse, and the screeching stops. You notice that the larger water screw has started turning slowly. You try a different combination of levers and wheels. This time the larger water screw starts turning without too much noise. The smaller water screw is motionless, but a rhythmic clicking is coming from the waterwheel.

Curiously, you pull two more levers to no effect. Then water begins to pour from the larger screw. The flow of water turns the waterwheel, and the clicking sound stops. You watch the machinery for a few minutes to make sure nothing has gone wrong.

The water level in the stone trough is getting uncomfortably high. You timidly turn one of the control wheels, then pull a lever. A solitary "clank" sounds from the smaller water screw. Then it begins to turn, pulling water from the trough up and out of the mine.

You watch as the water level in the trough lowers, and you feel satisfied that you've successfully activated the pipeworks.

➔ *Mark story point H6.*

➔ *Time passes.*

➔ *Read entry 6897.*

5970

You lower your body, preparing to move as the goblin strikes. Right before the creature thrusts, you shift to one side and step into the oncoming attack.

If you have brawling (skill) or military (skill)...

➔ *Read entry 5713.*

Otherwise...

➔ *Read entry 7411.*

6061

The rotund goblin's eyes widen. Several goblins gasp in shock. One snickers but is quickly silenced by the heavy fist of the so-called "Goblin King." The massive creature approaches you, and his minions part to allow him through.

Suddenly, the fat goblin begins to laugh. "What rock have you been living under that you haven't heard of Splig, the King of All Goblins! I am known across all of the lands as—"

"I don't care about all that. You need to leave!"

→ Read entry 9095.

Draw your weapon and prepare for battle.

→ Read entry 5074.

6064

You lower your stance and ready yourself to receive the goblin's charge. The goblin leaps into the air as it nears you and thrusts the spearpoint at your chest!

If you have military (skill)...

→ Read entry 9956.

Otherwise...

→ Read entry 6256.

6094

You pull the brake on the cart, which releases a horrid screeching of metal. The cart slows but too little and too late. The brakes manage only to dampen the force of your collision. Your momentum, however, carries you forward, and you are tossed haphazardly from the minecart to tumble through the air like discarded waste. Luckily for you, the goblin breaks your fall.

As you stagger to your feet, your body aches. But at least you're conscious. The same cannot be said for the goblin who lies in a crumpled heap on the ground.

→ You each lose two stamina unless you have endurance (skill).

→ Read entry 6323.

6158

You focus your attention on the goblin archer who has bolted to the cover of a nearby minecart and nocked an arrow. It loses an arrow that narrowly misses, whistling past your ear.

Close the distance and attack.

→ Read entry 9231.

Loose your own arrow at the goblin.

Requires archery (skill).

→ Read entry 7795.

Lob a flask of Lorimor fire at the creature.

Requires alchemy (skill).

→ Read entry 6599.

6175

You taunt the so called "King of All Goblins," causing his rage to return in full. The creature charges you, each footfall thundering off the cavern walls. In a moment, he's upon you, his massive club careening down at you.

If you have agility (skill), dueling (skill), or reasoning (skill)...

→ Read entry 1583.

Otherwise...

→ Read entry 2043.

6180

You dodge right, but the goblin seems to have expected this. The creature's foot collides with your face, sending you toppling to the ground. The goblin doesn't fare much better and falls to its hands and knees. At once, you both roll to attack. Your fist connects with the side of the goblin's head while its spear flies harmlessly into the water channel.

→ You lose two stamina.

→ Read entry 1420.

6208

Leaving the cavern behind, you follow the main corridor further underground. After some time, you come across a thick iron door set into the side of the passageway—what you remember being marked as the "blastworks."

Take a look inside.

This option does not exhaust your activation token.

→ Read entry 7053.

Pass by the blastworks.

This option does not exhaust your activation token.

→ Read entry 6518.

6256

Not expecting the sudden leap, you stagger backward, and the goblin's spearpoint sinks into your leg. You roar your pain and slash at the goblin with your own weapon. Three strikes are enough to leave the creature unmoving on the ground.

→ You lose three stamina.

→ Read entry 6158.

6322

You lower your hips and watch the goblin's movements, ready to dodge in either direction once the stone is hurled at you. The creature heaves and tosses the stone with all of its might.

If you have agility (skill) or awareness (skill)...

→ Read entry 8699.

Otherwise..

→ Read entry 7336.

6323

Having dealt with the fleeing goblin, you take a better look at your surroundings. This larger tunnel was clearly carved by the underground river, but the back wall has been braced with sturdy wooden beams, and multiple mineshafts have been dug through the stone. To the left, the tunnel is blocked off by a dam made of tarred wood and fortified with iron bands. Water from beyond the dam spills into a channel that passes under the bridge you rode over in the minecart.

To the right, the natural passage continues on until you can no longer see its walls through the darkness. Braced against one of the support beams some ten paces away stands a rickety wooden shack that must have once served as a foreman's office.

If story point H6 is marked...

➔ *Read entry 6522.*

Otherwise...

➔ *Read entry 4356.*

6324

You snap out of your amazement and draw a second arrow, but the goblin archer does the same. Again you both pull back and loose. This time, your arrow strikes the goblin in the chest and knocks it off its feet! The goblin's arrow, however, slices across the side of your ribs in a blaze of searing pain.

➔ *You lose three stamina.*

➔ *Read entry 7380.*

6518

Having no need of explosives, you pass by the iron door. Up ahead, the corridor turns sharply, and as you round the bend, you collide with a small humanoid figure.

The goblin growls and staggers backward, then sees you and shrieks. Before you've completely regained your balance, the creature has scrambled to its feet and is sprinting down the tunnel. You rush after the goblin, hoping to catch the thing before it can alert its warren.

➔ *Read entry 4447.*

6522

The dam bows in the middle from years of water pressure. There are gaps along the top of the dam that you take to the emergency overflow relief. The structure below the gaps is worn, as if water flowed through for many years, but no water pours forth now.

You can see a large pipe nearly as wide as your arm is long that extends up from the water beyond the dam and up through the stone ceiling. The piping shakes slightly, and you can hear the distant grinding of the Dunwarr water screw pulling water up through the mine. Thanks to your efforts at the pipeworks, you can see that you've relieved an immense pressure from the dam.

➔ *Read entry 1511.*

6599

You dive for cover behind a support beam and retrieve a flask from a padded pouch. You hazard a glance around the beam to ensure the goblin is still there before tossing the flask at the creature's hiding spot.

The goblin thinks itself clever and, with surprising accuracy, fires an arrow straight through the glass flask—a dire mistake. The gooey liquid inside splashes outward toward the goblin, igniting from contact with the air. The creature shrieks in dismay as fire rains down over the minecart. Flailing and screaming, the goblin scrambles toward the water channel, throws itself into the water, and is quickly swept down stream.

➔ *Read entry 1420.*

6722

You stop short just before you would enter Splig's reach. The giant goblin swings through the open air and staggers forward into your own swing, which connects with the side of his oversized helmet and causes it to spin on his head and block his vision.

You kick him hard in the stomach, sending him crashing into the foreman's cabin. The rotted wood of the cabin wall gives way beneath Splig's weight, causing the entire structure to collapse on top of him.

➔ *Read entry 7943.*

6798

At the last moment, you lose your nerve and stumble through the fire. You grit your teeth and push yourself through the pain to the other side of the burning oil. You frantically extinguish your clothes and ensure you have no serious injuries before continuing your pursuit.

➔ *You lose two stamina.*

➔ *Read entry 4447.*

6897

You leave the pipeworks behind and descend a set of stairs into another tunnel. Just then, you hear an odd scraping sound. Carefully, you edge forward and look around a corner.

A side passage opens up into a natural cavern, which is studded with small fungal growths that glow with a faint purple luminescence. To one side of the cavern, a lone goblin is leaning over, looking at something on the ground and making small snorty giggles. Whatever it's doing, it doesn't seem to have noticed you.

Draw your weapon and attack!

➔ *Read entry 1424.*

Sneak up behind the goblin and subdue it quietly.

➔ *Read entry 2482.*

Ignore the goblin and sneak past.

➔ *Read entry 6208.*

7053

Remembering Fiore's caution regarding the blastworks, you are careful to place your lantern just outside the doorway as you step inside. The room is square and no more than four paces across with walls, floor, and ceiling lined with rough-riveted iron. Nearly everything in the room is metal as well—mixing stations for powder, supply shelves, crates for explosives—excepting only giant glass jars of raw materials marked with paper labels long faded.

The lighting comes from hanging glass flasks full of luminescent purple mushrooms, though time has dulled their light to a soft amethyst glow, making the room worryingly dim.

Create your own explosives from the components.

Requires alchemy (skill).

➔ *Read entry 5513.*

Grab some explosives from the crates.

➔ *Read entry 1484.*

Leave the explosives and move on.

➔ *Read entry 5722.*

7172

At the last possible moment you leap, pouring all of your momentum into pushing yourself over the flames. You land on the far side without even singeing your boots. Without breaking stride, you sprint after the fleeing goblin.

➔ *Read entry 4447.*

7336

You throw yourself out of the way of the stone, but in your haste, your shoulder clips a bit of rock projecting from a wall, sending you reeling in pain.

➔ *You lose three stamina.*

The goblin jeers at you and stoops to lift another rock. This one, however, is too large for the creature, and try as it might, it cannot lift the stone slab.

➔ *Read entry 2472.*

7380

The spear-wielding goblin is bearing down on you at a run. Its spearpoint is trained at your chest, and the goblin screams surprisingly loud for a creature its size.

Dodge the spear and counterattack.

➔ *Read entry 2521.*

Disarm the goblin and subdue it.

➔ *Read entry 5970.*

Command the goblin's spear to backlash.

Requires runes (skill).

➔ *Read entry 1821.*

7411

Your timing is off, and the spearpoint slices through the flesh of your arm. You impact with the goblin, but the pain causes your knees to buckle, and you fall backward. You wrap your good arm around the goblin's neck and hold it there until the creature goes limp.

➔ *You lose three stamina.*

➔ *Read entry 1420.*

7412

At the last moment, you flow to one side. Bewildered, your attacker topples forward, landing prone. Before the creature has a chance to turn, you strike quickly, leaving the goblin incapacitated on the ground.

➔ *Read entry 6158.*

7473

You press your body against the wall, causing the scree around you to shift in a small cascade. The goblins follow the sound and poke their heads into the passage to see you in the pale light of your lantern.

➔ *Read entry 8126.*

7590

As the goblin raises the rock, you slip your blasting rune from a hidden pocket. Just as the creature is about to hurl the object, you channel the magic of the shard into a column of force that catches the stone from between the goblin's hands and sends it hurtling through the darkness of the tunnel ahead.

The goblin stands in its cart for a moment, dazed and confused, gripping at the empty air above its head where once there was a rock nearly as large as its chest.

➔ *Read entry 2472.*

7684

You continue searching and soon discover a crate that must have been missed when the room was ransacked. Amongst the straw you find nearly a half-dozen explosives that are still intact. You take a few of them, not sure what is to come deeper in the mine.

➔ *Mark story point X8.*

➔ *Read entry 4037.*

7795

You swiftly nock an arrow, sighting your enemy just as the goblin pops up again from behind the mincart to loose another arrow. You release the missile smoothly and take a moment of satisfaction to see it bury itself up to the fletching in the chest of your enemy, who collapses without a sound.

➔ *Read entry 1420.*

7943

A moment later, Splig appears from out of the wreckage—bloodied, bruised, and all bloodlust gone from his half-unfocused eyes. He staggers forward and plops the winged helmet back on his head. Smaller goblins gather around him, jabbering to one another.

Splig kicks a bit of rubble aside and reaches down to lift his massive club. He hefts it and points it in your direction, his beady eyes shadowed by his oversized helmet. Then without a word, he breaks into a dead sprint toward the bridge over the water channel and soon vanishes up the tunnel heading toward the mine's entrance.

A panic follows, with countless goblins abandoning their weapons and their reason to scramble over one another and follow their cowardly leader. Within a few moments, you are alone in the empty mine, only the echoes of screaming goblins in the tunnels above and discarded, makeshift spears and clubs littering the ground as evidence that these halls were home to a goblin horde.

You pick through the leavings, not expecting much. However, under a plank from the foreman's office, you find a shard of iridescent crystal engraved with an ancient symbol.

- ➔ *You gain the war rune (item L).*
- ➔ *Read entry 9995.*

8081

You've drawn and nocked an arrow in an instant. The shaft flies and amazingly collides with the goblin's arrow in midair. For a moment neither you nor your opponent can believe what has happened.

- If you have awareness (skill) or willpower (skill)...*
- ➔ *Read entry 3524.*

- Otherwise...*
- ➔ *Read entry 6324.*

8126

One of them runs at you, and you easily sidestep and swat it on the back with the flat of your weapon and send it reeling face-first into a wall to collapse in a heap.

You smile with the ease of that victory when you feel a sudden pain blossom at the back of your head—while your back was turned, the other goblin got up enough nerve to swat you on the skull with a club.

- ➔ *You lose two stamina.*

You turn toward the creature, and it swings the club at you again, more wildly this time. You sidestep the attack and smack the hilt of your weapon against the goblin's skull. The small guard groans and falls to the ground.

- ➔ *Read entry 1751.*

8370

At the last moment, you flow to one side. Bewildered, your attacker topples forward, landing prone. Before the creature has a chance to turn, you strike quickly, leaving the goblin incapacitated on the ground.

- ➔ *Read entry 1420.*

8418

You nock an arrow and fire. The giant goblin blocks the shaft with his great club and admires the new addition to his stolen accoutrement. A volley of several more arrows follows, shattering against the stone floor at Splig's feet or striking the rotund oaf.

- If you have devotion (skill) or story point A1 is marked...*
- ➔ *Read entry 2216.*

- Otherwise...*
- ➔ *Read entry 8602.*

8594

You roll away from the spear-wielding goblin, drawing a few throwing knives as you do. The archer looses an arrow in your direction just as you launch your attack. Three daggers strike the archer in the chest, shoulder, and throat. The goblin clutches at the blades and falls backward.

- If you have agility (skill)...*
- ➔ *Read entry 7380.*

- Otherwise...*
- ➔ *Read entry 5649.*

8602

With an incredible reaction speed that you would not have expected from the large goblin, Splig manages to block every projectile that would hit him while allowing errant shots to shatter on the ground and glance off his scraps of armor without harm.

Soon, his club boasts a series of fletched protrusions, and you've run out of arrows after managing only to push the large goblin back by a few steps. The surrounding goblins hiss and boo in your direction, picking up stones and throwing them at you.

- ➔ *You lose two stamina.*

"Enough!" shouts Splig, and his minions stop. The huge goblin makes a grand gesture with his arm and club, preparing to address his cohort. However, as soon as he opens his mouth to speak, his club crashes through the wall of the foreman office at his back, causing the entire structure to collapse on top of him.

- ➔ *Read entry 7943.*

8653

You look closely and notice that for all his seeming indifference, his eyes keep darting upward to the dam. You shrug grandly, spreading your hands. "If you don't believe my warning, what's to be done, O King? All I can do is tell you a tale of another ruler, who ignored such warnings and the consequences that resulted."

You launch into a performance of *The Doom of Ilfyn Cair*—an old tale of a vain king who ordered a river diverted so he could build a grand coliseum. When an architect tried to warn him that the dam was unstable, the king dismissed his fears and had the woman thrown in prison. However, when the king and all his court were enjoying a gala performance, the dam finally burst, and the entire nobility was drowned.

You spare no detail of the grisly deaths. You watch carefully while detailing the crushing weight of the dark waters and the shrieks of the court being dragged down by their sodden garments. As Splig's face morphs from excitement to horror, you begin yet another stanza focusing on bloated, swollen bodies. Splig finally cracks.

"Enough!" shouts Splig, his voice a panicked squeak. "I mean, that's enough of that. Water sounds bad. I will speak with you more about this."

➔ *Read entry 2922.*

8659

You toss the explosive shell and dive behind an overturned minecart. The stick rolls to Splig's feet, sparks dancing at the end of the ever-shrinking fuse. The goblin horde erupts in a cacophony of screaming and shouting as they scramble over one another, attempting to find cover or fleeing the chamber entirely.

Splig's eyes go wide. In a panic, he hefts a nearby minecart and slams it upside down over the explosive. Then he leaps onto the cart, perhaps expecting his weight to be enough to contain the blast.

The sizzle of the burning fuse stops and a moment of silence falls over the cavern.

If story point X8 is marked...

➔ *Read entry 1828.*

Otherwise...

➔ *Read entry 3936.*

8696

With a practiced motion, you grab the goblin lightning fast, wrapping it in a powerful choke hold. The goblin is so shocked it barely remembers to struggle, and before long, it goes limp in your arms. You lay the creature to rest on the stone floor.

➔ *Read entry 1014.*

8699

The goblin has failed to account for the movement of the carts, or perhaps it doesn't know its strength. In either case, the rock arcs high, and you are able to easily duck under it. The stone crumbles against the iron rails with an echoing clatter.

The goblin hisses in your direction and stoops to lift another rock. This one, however, is too large for the creature and try as it might, it cannot lift the stone slab.

➔ *Read entry 2472.*

9095

A wave of shocked gasps breaks out among the goblins. Splig's face flushes red with rage. The massive goblin stamps his feet and shouts and stammers, "You! I... How dare you make light of the great Splig! Now you will die!"

He shouts something to his goblin minions and holds up his hands to the shrill cheers of his cohorts. He holds out a meaty hand, and the crowd parts for three goblins carrying a massive oaken club. Splig takes it from them with satisfaction, patting its gnarled surface as they scurry away.

➔ *Read entry 5013.*

9231

You hurry to close the distance between you and the archer, ducking and leaping to dodge its deadly shots along the way. One arrow grazes your shoulder, and another slashes across your shin.

➔ *You lose three stamina.*

Finally, as the goblin is fumbling for another arrow, you vault the minecart and kick the creature on the side of its head. It squeaks and collapses to the ground. Another kick leaves the goblin quiet and still.

➔ *Read entry 1420.*

9232

You dodge right, but the goblin seems to have expected this. The creature's foot collides with your face, sending you toppling to the ground. The goblin doesn't fare much better and falls to its hands and knees. At once, you both roll to attack. Your fist connects with the side of the goblin's head while its spear flies harmlessly into the water channel.

➔ *You lose two stamina.*

➔ *Read entry 6158.*

9508

You hold still, making eye contact with the lunging goblin, and lower your stance, ready to throw yourself away from the assault. The goblin leaps into the air as it nears you and thrusts the spearpoint at your chest!

If you have dueling (skill)...

➔ *Read entry 7412.*

Otherwise...

➔ *Read entry 9232.*

9529

A number of goblins begin to chant, "Splig! Splig! Splig!" The goblin king grins a toothy grin and dances about in place, clearly pleased with the attention of his minions.

You point at Splig and accuse him of lying to his subjects. You address the lesser goblins and tell them that the so-called "King of All Goblins" is no more than a cowardly and weak creature that doesn't deserve their support.

"W-weak!?" shouts Splig, his face flushing with rage. "You would call the great Splig, King of All Goblins weak!?"

If you have deception (skill), reasoning (skill), or streetwise (skill)...

➔ *Read entry 1953.*

Otherwise...

➔ *Read entry 2741.*

9581

You swiftly pull out your bow and loose an arrow that impacts directly by Splig's feet, causing him to leap back as it shatters with a loud crack against the cavern floor. "Ha!" he barks, scoffing. "You completely miss—"

Your second arrow, held at the ready for precisely the moment when Splig laughed, strikes the wide wing on the left side of his helmet, whirling it partially around his head like a spun top and obscuring his vision. He staggers back in sudden surprise and sets his helm somewhat back to rights on his head. The big goblin's face is now flushed and furious. "Hey!" he bellows. "You're not fighting fair! Come here and fight me for real!"

His words are cut off a second time as a third arrow spins the helmet directly around on his head, entirely covering his face. Splig growls with anger and turns his helm back around just in time for your foot to connect with his stomach in a powerful kick, sending him sprawling onto his back in an undignified mess.

➔ *Read entry 3361.*

9589

You cup one hand around your other fist and bring your weight down on the goblin's head like a meteor. The force of the blow throws the creature to the ground and causes its body to bounce off the rough stone.

You shake off the tremors of adrenaline and see that the goblin lies motionless on the cavern floor.

➔ *Read entry 6323.*

9780

You carefully pull back and hold your breath. Silence follows, and the goblins don't seem to have noticed the sound. After a long moment, the goblins continue on their way, jabbering to one another as they go. You wait patiently until they are long gone before you take a breath and slip from the side passage.

➔ *Read entry 1751.*

9801

You snatch the rock out of the air and grin savagely at the goblin. The creature shrieks and shrinks down inside its cart. A wise decision, as you hurl the stone to shatter against the rim of the minecart, showering the creature in gravel.

➔ *Read entry 2472.*

9956

With practiced effort, you knock the spear aside and spin, swinging your weapon around to slam into the goblin's exposed side. The creature grunts and falls to the ground, the spear clattering out of reach. Another swift strike to the creature's back ensures it won't be getting up to continue fighting.

➔ *Read entry 6158.*

9995

It's a long walk back to the beginning of the mine, but you take comfort in the fact that you don't have to be wary of any goblin ambushes. You opt to avoid the hidden passage you entered by and instead head to the main entrance, walking past an abandoned guard post and several makeshift wooden barriers. You lift the wooden beam that bars your path, drop it to one side, and throw open the doors. The walk back to Dragonholt will be short, and then you can deliver the good news to Fiore.

➔ *This quest is complete. Read entry 4832 in the "Dragonholt Village" book.*