

Boasting proudly, you tell the young female blacksmith about your quest to find and slay the dragon. She listens with great interest, although she grimaces every time you talk about the princess. She is also very inquisitive; she asks many intelligent, probing questions, and while you try to deflect them, you can tell that she isn't satisfied. Nevertheless, after you say that you want to be prepared for anything, she beams a little smile, and hands you a magical sword, calling it a "gift." She then suggests that you might want to visit a wizard that lives in the foggy marsh right outside of the village.



*If you decide that confronting the dragon directly is the best idea, turn to page 11.*

*If you think that talking to the wizard might be useful, turn to page 25.*