

Maybe taking this path wasn't the best choice you could have made, since it seems to go on for quite a while. Now, you find yourself in a village. People come out to gawk at you, but you just smile.

There are whispers as you walk through town, presumably all about the new stranger (you!). The sound of metal hitting metal distracts you, and you walk towards the open building where all the sounds seem to be coming from. This place is undoubtedly a smithy; the air smells charred and heat radiates from the doorway. Looking through the open door, you see the blacksmith's silhouette against a glowing forge. The smith is hammering out a long sword with a very intricate design at the tilt of the blade. While you continue to stare with interest, the smith senses your presence and stops.

You are stunned as the blacksmith turns around to notice that it is a woman! She sets down the sword she is working on, raises an eyebrow, and looks at your strange clothing.

As your eyes adjust to the darkness of the smithy, you can tell that her dark hair is tied up in a small bun in the back. "Come to buy a sword?" she says as she splits a piece of wrought iron in two.

*If you panic and run
away, turn to page 12.*

*If you attempt to talk
with the blacksmith.
Turn to page 9.*