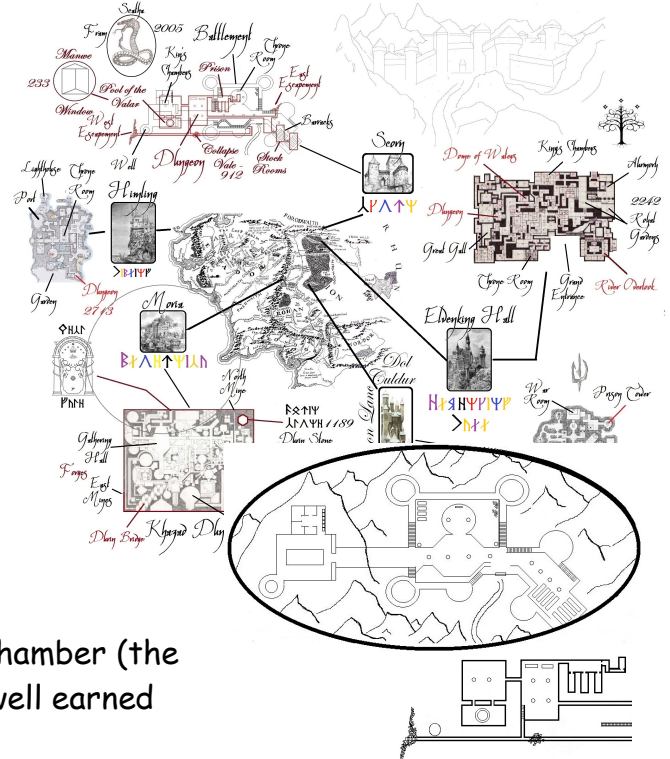




THE QUEST: Eight dwarves start their journey for a mythical gem; a gem thought to have magical properties able to defeat the vile creature that has taken root in the mines of their mountain. The gem, long assumed to only be legend, was assured to be real in a tale, told by a captured dragon in the ancient lore and language of their dwarven ancestors.

With maps, and the magical navigation devices they discover along the way, their story evolves as each puzzle compartment of this chest is solved.



The path is a journey of challenge and discovery, but the dwarves soon find that their final quest is not the one they bargained for, and they discover themselves facing forces much

darker than the beast they first hoped to expel from their mines. With discovery of the final chest chamber (the heart of the mountain), their story concludes, with a well earned "happily ever after" ending. Or does it. . . .



Another issue that often ensnares me on commission work, is that I don't like unused spaces. Also, if something can potentially be done, then it must! Such irrational reasoning often gets me into trouble, or causes me to go over budget. Lurking on the fringes of this dwarven tale, the evils they encounter are not fully vanquished. And similarly, deep within the chest, this extra space remained. There was no way or reason to access this obscure area, as the chest was already done. And yet. . .

There is yet one more chest chamber, unintended, hidden well, and not meant to be found. Should the abyss be opened, the story takes much more dark and sinister ending for those astute enough to discover this chamber, or bold enough to dare.