



**D**ou manage to decode the lock and make your way in, cramming the bike into your backpack as you step inside. Mezza follows you happily, shaking the rain off its feathers as you explore the interior.

In the centre is a flight of stairs leading down into a long and dark tunnel, but a quick check of the tunnel convinces you that this doesn't lead to where you want to go. There's a poor one-legged owl down here, but otherwise there's no other signs of life.

You head back up in the hope that the rain has subsided, and to your delight the rain has let up as quickly as it had come down. You unpack the bike back out of your backpack as Mezza returns to its former position on your head, and the two of you set off once more.

On the way you pass by the closest town, where there is a gate. You head indoors, only to be hindered at the doorway by a guard who yabbers on about how thirsty he is. He presents you with a list which he says is "sure to flummox you", but maybe you can pass if you manage to impress the guard...



**A CALENDAR CONTAINING GIFTS, ONLY USED AROUND YULETIDE**

**A PERSON SELLING SUNFLOWERS, DAISIES, TULIPS...**

**AN ANCIENT GREEK HERO - ILIAD'S INITIAL LINE MENTIONS THIS DEMIGOD**

**A NUMBER SYSTEM THAT USES ZEROES/ONES**

**A COUNTRY NOW PARTLY FORMING SCANDINAVIA, SITUATED WEST**

**CHAMPAGNE (INFORMALLY), OR FAIRLY PERKY/SPIRITED**

**A BOAT STEREOTYPICALLY FOR LUXURY OR PLEASURE SAILING**

**A DROPPED HEAVY OBJECT ENSURING SHIPS STAY STILL**

**CARONS - THE CZECH DIACRITICAL MARKS RESEMBLING WEDGES WHEN WRITTEN**