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It's not easy getting to the other side of the treasure room. Carefully avoiding the large items as you examine ornate artworks and beautiful textiles, you finally reach the other side of the room after what seems like an agonizing amount of climbing and side-stepping.

But now that you're on the other side, you see the source of the light.

It's coming from a small object lying on a velvet pillow — a golden ring.

Marveling at the ring's beauty, you read an inscription on the inside: it's called the Dextrus of Tempus. You can feel magic power emanating from the ring and are about to slip it on your finger when, to your surprise, the harp whispers to you! "Be careful, my lord! That ring is an item of great arcane might, but its power is known to be very unpredictable. It can make you grow or shrink; it could turn your enemies to stone or you into a mouse. It might randomly pour forth a stream of gold, or butterflies instead. Many unsuspecting souls have fallen victim to its hexes. It could even suddenly transport you to a different place — or time! Do you see that trap door to the right down there? That must lead to the lower levels! Leave me here, forget the ring and go there!"

The harp's message makes you suspicious. You could do as it says and leave the ring alone...or throw caution to the wind and put it on.

If you listen to the harp, turn to page 20.

If you turn down the harp's warning and put the ring on, turn to page 2.