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Oddly, this magic harp only seems to speak when spoken to. Unlike in the old stories you read, it's not obnoxiously shouting to alert the giant to your presence! The hallway you're in leads to an ornate door, which you open.

Behind the door lies a treasure chamber, filled with riches beyond your wildest imagination! Chests, silver coins, works of art, and fine jewelry fill the room. Since you're not here for petty personal gain (and you can't carry much anyway), you don't loot the room, but you do take just a few coins and gems as keepsakes. Surely the giant wouldn't notice a few things missing from this over-luxurious room?

Just as you're about to leave, you see a flash in the southwest corner of the chamber.

If you backtrack northwest to the big red door, turn to page 20.

If you investigate the flash, turn to page 8.