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You gladly accept the invitation and join the Gypsies for a generous supper of stewed turnips and roasted oxtail. After dinner, the Gypsies extemporize festive songs and dances around the fire. Eventually, you drift to sleep under the open sky, wrapped in a warm patchwork quilt that the clan lends you to sleep with.

When you awake in the morning, however, the joyous mood of the Gypsies from the previous night has disappeared. Their leader tells you grimly that they have terrible news: that some time last evening, the dragon kidnapped the beautiful princess of Xanadu!

You ask how you can help. The Gypsy chief looks skeptical, but he tells you that the dragon's lair is to the northwest and offers to lend you a fine broadsword if you are determined to fight the creature.

He also mentions that there is a giant's castle to the west, and that inside its vast treasure room there is rumored to be a powerful magical artifact called the Dextrus of Tempus. The Gypsy leader knows very little about the nature of the artifact, but says it might be worth searching for it.

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*If you head northwest, to where the dragon's lair is, turn to page 11.*

*If you decide to head towards the giant's castle, turn to page 12.*