

25

Emerging out of the fog, you behold a strange purple hut, which must be a wizard's cottage. You rap on the door, and a voice from far inside the hut yells, "Bring me the Dextrus of Tempus!"

26

Emerging out of a short passage, you find yourself in a hallway lined with fancily-decorated tapestries. Exploring for a few minutes leads you to a door with soft, beautiful music coming from beyond it. Opening the door carefully, you see an incredible sight: a fine, golden harp sitting on a mahogany table, playing a song without anyone strumming its strings!

You grab the golden harp, which stops playing when you touch it, and then you leave through a wooden door you see on the other side of the room. "Just don't yell out to the giant, like in some other stories," you mutter to the harp as you exit the room.

To your astonishment, the harp replies, "Yes, my lord."

You're in a long hallway leading south as far as you can see, but ahead of you, you can see a big red door to the west.

"The treasure room is to the south, my lord," the harp says. You're not sure if you can trust it.

If you give up on the wizard and go to attack the dragon, turn to page 11.

If you ask "What is the Dextrus of Tempus?", turn to page 29.

If you go south, turn to page 10.

If you go west, turn to page 20.