

Scenario:

The evil wizard, Dekan, has turned your village to stone! Through rumors, you learn of an artifact that will revive the villagers hidden in a forgotten library in the depths of Faron Woods. However, one does not simply walk into Faron Woods. Upon entering, you trigger a booby trap setting a timer to your task. Using each of your unique skills, your guild must obtain the artifact before the time runs out or else...

Rules:

- ❖ You will notice a scroll in each of your Bags of Holding with your character and skills. Pay close attention to your abilities and the abilities of your guild members. There are many tasks in the room that require specific skills to complete. Most tasks that require a skill will have a color-coded warning or clue near it. The color will indicate which guild member possesses the skill needed to complete the task.
- ❖ If you attempt to complete a task without having the skill needed, your guild will lose a life.
- ❖ Your guild has 3 lives. There is 1 extra life hidden in the room. If you lose all your lives, it is Game Over!
- ❖ You have 3 cheats should you need any additional help. You will not be penalized for using these.
- ❖ The clues to escape are located all over the room, excluding the area roped off by caution tape.

Do not let yourselves get distracted by obvious clues you see with which you have no information. Missteps could cost you a life.

Do you have any questions before you start?

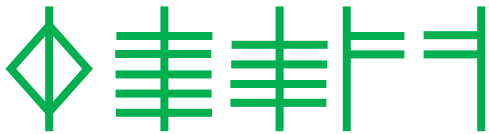
You have 45 minutes to obtain the artifact.

For your first puzzle, you will need to locate its 12 pieces.
Look to the **Bard**. "X" marks the spot

Come seek us where our
voices sound,
We cannot sing above the
ground.



I am one half of a
whole. Together we
decrypt this **key**:



Find the volume of the six-
fingered man. It contains an
invisible clue that will allow
you to calibrate us so you
may read our cryptic key.

One does not simply walk
into the dragon's nest... You
must be adorned with the
Dragon Amulet.

Who possesses this talisman?

Whoops!
You got distracted.
Try again.

Beware!
One wrong move could
prove deadly.

This task requires someone
of **Musical** ability.

Knight to E-5!
Checkmate and remove the
King from his throne.

Fold

Fold

To the goblets you now must look. I must be added to one, for I show the content's true colors.

But which one?

Perhaps the **Wizard's Tome** may *shed some light* on which one to choose...

Hmm... these look like **Potions**.

Read Me Aloud

Someone learned in **Sorcery** must open these tomes.

Your next task is not for the **Faint of Heart**. Locate the crevice in the low wall. Search deep within for something of vital importance.

This task requires someone of great **Strength**.

Are you **Brave** enough to see what lurks inside?

These bars are obstructing your path. Do you have something to help you **Reach** your goal?

● This box is **Locked**.
Do you have the key to open it?

● This box is **Locked**.
Do you have the key to open it?



This box is **Locked**.
Do you have the key to open it?



This box is **Locked**.
Do you have the key to open it?



This box is **Locked**.
Do you have the key to open it?

**Well done, intrepid
adventurers!**

Now you all must
unanimously choose
your path forward.

Will you choose the
longer, secure path
where cheats may be
used?

Or will you dare the
shorter, more difficult
path completely alone?

Choose wisely, for once
you decide, you cannot
go back.

**Well done, intrepid
adventurers!**

You have found the
artifact needed to
lift the curse.

**Lift the artifact and
recite:**

**“For the glory of
Merlin, daylight is
mine to command!”**

You are wise to
choose this path.

Though you have a
longer road to
follow, you may
continue to use your
remaining cheats.

Good luck, intrepid
adventurers!

Look to the **Dru**id.

The path forward
can be found
through the
Divining Rods.

You are quite

daring to choose
this path. It is

shorter, but it comes
at a heavy price.

You must forfeit
your remaining
cheats and continue
alone.

Good luck, intrepid
adventurers!

Your journey will
take you south. Find
the broken image
and restore it to its
original state.
