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. |

| Whoops! |
| You got distracted. |
| Try again. |

| I am one half of a whole. Together we decrypt this key: |
| ![Key Image] |

| Beware! |
| One wrong move could prove deadly. |

| 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. |

| This task requires someone of Musical ability. |

| One does not simply walk into the dragon’s nest... You must be adorned with the Dragon Amulet. |
| Who possesses this talisman? |

<p>| Knight to E5! |
| Checkmate and remove the King from his throne. |</p>
<table>
<thead>
<tr>
<th>To the goblets you now must look. I must be added to one, for I show the content’s true colors.</th>
</tr>
</thead>
<tbody>
<tr>
<td>But which one? Perhaps the <strong>Wizard’s Tome</strong> may <em>shed some light</em> on which one to choose...</td>
</tr>
<tr>
<td><strong>Hmm... these look like <strong>Potions</strong>.</strong></td>
</tr>
<tr>
<td><strong>Read Me Aloud</strong></td>
</tr>
<tr>
<td>Someone learned in <strong>Sorcery</strong> must open these tomes.</td>
</tr>
<tr>
<td>Your next task is not for the <strong>Faint of Heart</strong>. Locate the crevice in the low wall. Search deep within for something of vital importance.</td>
</tr>
<tr>
<td><strong>This task requires someone of great <strong>Strength</strong>.</strong></td>
</tr>
<tr>
<td>These bars are obstructing your path. Do you have something to help you <strong>Reach</strong> your goal?</td>
</tr>
<tr>
<td><strong>Are you <strong>Brave</strong> enough to see what lurks inside?</strong></td>
</tr>
<tr>
<td><strong>This box is <strong>Locked</strong>. Do you have the key to open it?</strong></td>
</tr>
<tr>
<td><strong>This box is <strong>Locked</strong>. Do you have the key to open it?</strong></td>
</tr>
</tbody>
</table>
Lift the artifact and rescue the adventures!

You have found the artifact needed to
remove the curse.

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

Will you dare the
longer, safer path
that is not completely alone?

Or will you choose the
more difficult path
where chances may be
unfavorable?

Now you all must
unintentionally choose
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, Interpid
adventures!

Well done, Interpid
adventures!
original state.
and restore it to its
the broken image
take you south. Find
Your journey will
adventures?
Good luck, intrepid
alone.
cheats and continue
Your remaining
You must forget
at a heavy price.
shorter, but it comes
this path. It is
daring to choose
You are quite

Divining rods.
through the
can be found
The path forward.
Look to the Druid.

adventures?
Good luck, intrepid
remaining cheats.
continue to use your
follow, you may
longer road to
Though you have a
choose this path.
You are wise to