

Wizard Quest!

(A Socially Distanced Sidewalk Dungeon Crawl) **PRINT AND PLAY VERSION**

Greetings! If you can read this, then you can read Witchwords- a language that is unique among Wizards and Witches and proves that you are welcome at the Macomb School of Magic! We are thrilled to have you recently enrolled into our illustrious school. The world around you is bigger than you may have expected. This is the world of Wizards and now you are part of it! As a new student at the Macomb School of Magic, you must pass a challenge to become a bonafide wizard. To assist you with your quest- Headmaster Locksley has imbued you with a new power called "Chance". Your ability is to see that fate and science (mathematics) are connected. You cast your power by flipping a coin (or ask your smartphone to flip a coin (google "flip a coin" for an auto coin flip)). When the coin lands, heads up you have a successful cast. Your power creates a telekinetic blast of energy that sparkles in your favorite color and can be used to blast an opponent or object.

Though you are new to the Macomb School of Magic, you've been asked by the Headmaster Locksley to investigate a mysterious entrance to the Nether. It is believed that an artifact of astounding power lies at the end of the Rift.

The quest lies in front of you. Should you choose to accept this challenge, you must defeat 10 challenges and uncover the artifact at the end.

Notes:

- To play this game you need a coin to flip or to ask your smartphone to flip a coin.
- You start with 12 morale points. Heads are successful, Tails are fails and consume a morale point.
- You may always start over.
- If with friends and competition drives you, compare your total morale points at the end.
- Please be aware of your environment and responsibly social distance from other players, but more than one Wizard can play the game as long as the other Wizard has space.
- Please keep an eye out for anyone using the sidewalk who is not playing. It's their sidewalk, too. Take a quick break, let them pass, and then continue on your quest.
- Please note, it's an adventure, this does mean that your character may fail! If that happens you may always restart!

If you're ready to start, try practicing a coin flip. (Chance Cast) with your real coin or smartphone, then stand on the star and spin around.

(Parents- Take the images from each challenge and replicate them with sidewalk chalk in a similar manner)

Challenge 1: The Way of Edges.



Type of Challenge: Physical, no cast

Sharp razor blade-like leaves reach out to scratch and poke you. Make your way around them. Touch any of them and lose one morale point.

Challenge 2: Serpentia:



Type of Challenge: Cast challenge (smartphone or coin)

You see before you a massive serpent named Sepentia. In the lore of the Wizards, she shows up when the hero's heart is true. She challenges their courage by testing their Chance powers. She may not kill you, but she will leave you bruised. Here in the Nether, you must work for your wins.

You have three coin flips (Chance Cast) to defeat this ancient reptile protector. Must score one success in 3 casts. If you do not you lose one morale point.

Challenge 3: The Gate of Embolden



Type of Challenge: Physical, no Chance Cast

A Mage's magic is belief-driven. Spoken intentions can connect to your Chance Power as you harness the magic. The Gate of Embolden awaits.

It requires you to say the word "Aperture" (*open* in Latin) in your best wizard voice. Some choose to whisper, others to yell, but as long as you really try to use your wizard voice it will work.

Challenge 4: The Yawning Void



Type of Challenge: Physical, no Chance Cast

Light from your powers emanates. You can see that in the near pitch-black void there is a pit in front of you. Your smartphone beeps; can you hear that beep echo into the infinite expanse of the Yawning Void? Impossibly, columns hover in the air making a dangerous bridge.

Jump from one to the other. Fall off, lose a morale point. If you keep your balance, gain a morale point. (If you do fall and lose a morale point, try doing a dramatic slow-motion before starting the challenge again. It doesn't give you any game perks, but it's great for style!)

Challenge 5: Mind Flayer Attack



Type of Challenge: Cast challenge (smartphone or coin)

A terrifying Mind Flayer emerges from the shadows. There is only one counter to its mental attack.

You must say something you love about yourself over and over. That's your mantra. Say your mantra. Chance Cast! You have 5 Casts. You need 2 successful casts out of 5 while saying your mantra. If you fail, then you lose two morale points, but may move forward.

Challenge 6: Acid Aquifer



Type of Challenge: Physical, no cast

Sometimes the mundane that can be deadly. Pools of an acid swirl-like ghost in this cavern. May not be magic but it'll end your sneakers real quick. By spinning, you might be able to fan the dangerous fumes away as you clamor through.

In a spinning motion, move from one stalagmite to the next on the lines provided. If you step off while spinning, you lose a morale point. You may spin as slow or as fast as you like.

Challenge 7: Boneshaker Attack



Type of Challenge: Cast challenge

At first, you thought it was limestone deposits in the stone walls, but now, standing closer, you can see the stone veins become bones, and you've walked into a BoneShaker Lair. These skeleton-like creatures are a challenge to beat because they draw healing from any stones they touch. Unhurt by falling rocks because they can slowly move through stone, they can cause mighty earthquakes with their shattering skelestopms. Chance Cast them into the Acid Aquifer to stop them once and for all.

Chance Cast against them. You have 16 casts and need 7 successful casts to defeat them. Fail and you lose 3 morale points. Succeed and gain 1 life and the Amulet of a Recast. This allows for one recast per challenge. After 16 casts, tally the results and move forward into rift.

Challenge 8: Clasps Catacomb Riddle



Type of Challenge: Physical/ mental reflective, no cast

The hallway in front of you is full of hands that reach out. Are they trying to choke you or pat you on the back? Many times on a Wizard's quest, they will need assistance. But sometimes the hands that help can also be the ones to hold you back or down.

Step into the square. There are many hands that you could take. Take the one that offers the **most** help in **your** quest.

Reveal the answer by moving the stone with your foot. If you were correct, gain a life. If you were wrong, reflect on the riddle and move down the dungeon. *(We know this is subjective; remember it's just a game. Please move the stone you moved back to hide the answer for the next player.*

Challenge 9: Blink Wolf Attack



Type of Challenge: Cast challenge

You must be getting nearer to the end. Blink Wolves are agents of Chaos Magic, traditionally the style of the Dark Arts (although some Mages say it can be used for good.) These teleporting shadow fiends have been sent here to see you never make it to the end of your quest. They are not real dogs, but soul-eating, ravenous beasts in the shape of wolves. They are counting on your love of animals to not fight back. Engage!

To fight these teleporting monsters, you'll need to keep moving. You will need to dodge and weave to keep them on their toes while you cast from each spot of cover. Each Blink Wolf takes two successful casts to defeat. You get as many casts as you need, but 4 fails in a row means you lose a morale point. You must defeat the Blink Wolves to move forward. You may not cast more than twice from the same spot. There are 5 Blink Wolves.

Challenge 10: Boss Monster, Shayde



Type of Challenge: Cast Challenge

You made it here. Your final opponent stands in front of you. You lift your hand, thrumming with your Chance Magic. Like before, your magic shows in your specific favorite color. To your amazement, the figure before you raises their hand and the magic is the exact same color. It's a near-magical impossibility, with a drop-in your stomach you realize it's... A Shayde. According to Mage Lore, these denizens of the Chaos Realm are extinct. They were hunted to destruction in the last Wizard War. They know your deepest secrets and fears. They are unable to know your joy.

To defeat this monster, you'll need your mantra from before and your spell power. Hold that mantra tight in your mind as you fight. Keep calm as they gain power by frustration. Cast 10 successful times to defeat them. You get 20 casts. Failure means restarting **at obstacle 6** and a loss of 5 morale points. Success means you retrieve the Artifact. (Don't forget to use your Amulet of Chance to Recast one time, if you have it from the Boneshaker Battle)

Congratulations! You made it through **Wizard Quest!!!**

*The end of the Rift is in front of you. You can see the normal sidewalk shimmering like a heat mirage, but the artifact? Where is it? Ahh, there it is.! It's hovering in a chest, feet off the ground. As you approach it, it shimmers and the locks holding the chest fall away and dissolve. The chest opens and reveals a perfectly ordinary mirror. You see your face in the reflection. **You** are the Astounding Power. You are the magic in all the tales and legends! Go forth and enter the world knowing that epic change is needed, in both the World of Mages and in the ordinary world. Use Chance to create opportunity. Be the change we need. You are the Chosen One. And so is the Wizard who finished before and after you. CAST CHANCE! Your real quest lies ahead!*

Morale Point Trackers

Player 1



Player 2



Player 3



Player 4



Player 5



Player 6



Player 7

