

Choose Your Own Adventure

The Captured Dust

There was once a happy land with many happy villages. This happy land was ruled by the fair King Michael of Berkeihiser. The king had many fine possessions, but none was more sacred than the magic dust from the land of Horseshoe. Since this dust was magic and caused whomever it was sprinkled on to become a loyal subject, many people wanted it. But since King Michael was very powerful, not many people tried to take this dust.

Until one day, a powerful wizard came and stole the dust in order to harness its power to make everyone become his mindless servants.

King Michael is asking you, his people, to help him recover his stolen magic dust. Your adventures lead you on a path of your choosing, but everyone must find the Evil Wizard, who is hiding somewhere in the land.

The Ogre's Hut (Quansit Hut)

You must practice and master the most powerful of all medicines: Humor. This ogre has been in solitary confinement for four centuries. Using your skill in jesting, make the ogre laugh. Remember, this ogre only understands simple, clean jokes.

After the party has completed this event, depending upon their trail (blue, red, black) they shall continue onto these following locations.

Blue: The Human Catapult at Headquarters

Red: The Royal College at Upper Kindness

Black: The Apothecary at Nature OR The Royal College

The Black Hole (Rifle Range)

You have fallen into the pit of despair. During your fall, you have lost your light and have become disoriented. Search the field for your light and way.

After the party has completed this event, depending upon their trail (blue, red, black) they shall continue onto these following locations.

Blue: The Healer's Chamber's at the Health Lodge OR The Ogre's Hut at The Quansit Hut

Red: The Ogre's Hut at The Quansit Hut

Black: The Wizard's Layer at Eagle Grove

The Shimmering Sea (Pool)

You have become entrapped around the shimmering sea. To regain your freedom find and safely retrieve the key which lies at the bottom of the shimmering sea.

After the party has completed this event, depending upon their trail (blue, red, black) they shall continue onto these following locations.

Blue: Ashely's Temple

Red:

Black:

The Yard of Toilsome Labor (Campcraft)

Around you stand the towers and structures that have been built through the sweat and toil of previous laborers. In order to defeat the crafty wizard you need to learn the skills and lessons that are only learned from hard labor. As a united team, move the ten logs as quickly as you can.

The Gauntlet (Parade Field)

You are currently on the field where the king's servants daily practice their teamwork and discipline. Tonight though, you are here to practice your agility and know-how by running the Gauntlet. Pass your entire crew through the Gauntlet as quickly as possible. Remember to encourage your fellow teammates.

The Healer's Chambers (Health Lodge)

You have arrived at the Healer's Chambers. Inside of this castle resides the healer who has the power and knowledge to heal many of the king's servants. During your arduous and exciting adventure, you may become in need of some of the Healer's knowledge. Before you continue onward you must prove to the Healer that you have the ability to transport any of your fellow adventures up to his chambers.

The Artist's Colony (Handicraft)

As we speak, the wizard's empire is spreading beyond our kingdom's borders. Once you have defeated the wizard that lies within our borders, you must prevent him from regaining power by visually describing him to other servants. You are here at the Artist's Colony to practice these same skills. Use the paper and charcoal that lies in front of you to make a portrait of the head artist.

The Human Catapult (Headquarters)

Before facing the wizard increase your strength and hand-eye coordination to accurately catapult a log onto the highest point value on the webbing.

Trailblazer (Armory)

The wizard is sending a dust storm at you. You must find shelter for your patrol. Set up your shelter as fast as possible than everyone in the patrol must enter the shelter or you will be hit with the dust.

OA Lodge (Ashely's Temple)

Before you can pass this temple, you must meet Sir Ashely's challenge to tie a certain number of knots. Otherwise you will be forced to remain and not be allowed to pass and look for the dust.

Eagle Grove (Wizard's Lair)

The wizard's hat is the key to his power. Use a sword to get through the apprentice and then knock off the sleeping wizard's hat. If you can complete this, the dust will once again be returned to Horseshoe.