

**THE WIZARD'S  
MAGICAL CREATURE  
ESCAPE  
ADVENTURE!**



# **THE WIZARD'S MAGICAL CREATURE ESCAPE**

Designed by James J. Jorgensen, Bernadette Titterington, and Lisa Lum Jorgensen

Grade: Middle School

## **STORY:**

Wizard Semag (pronounced like seen magic) needs help finding and rescuing his magical owl, Bubo. A magical spell had been cast over the library trapping Bubo in a place that prevents the Wizard from acting on his own. The spell that was cast by a rival of the wizard was found, and reads as follows:

*The spell cast is this,  
Not by hat, beard or cape,  
Can you my fine wizard,  
Help your Bubo escape!*

*To save your pet,  
a magic creature so wise,  
a group no less than ten  
you must gather, and devise!*

*To solve my riddles,  
each group shall endeavor,  
to try to break my spells,  
if they do, they are so clever!*

*As each spell gets unblocked,  
and goals no longer under drape,  
with a key in final locks,  
your magic pet can at last escape!*

The only way for someone to safely find and release the magical owl is to satisfy the spells in the order as they were cast, placed by the wizard's rival, one known as the **Eldritch Witch**.

There are two pathways that can be followed to find the clues, and the discovery of each clue leads to another path towards breaking the spell.

Both pathways have clues placed and riddles to solve in the same order, each worth various **points**. If a group misses a clue, points will be deducted, and they may not break the spell. Each riddle solved is worth **20 points** and there is a time limit. If Bubo cannot escape...the Wizard will have to wait...and his owl will still be trapped.

## TEAMS:

### PHOENIX



### GRIFFIN



These two teams of adventurers will consist of no less than 5 tweens and/or teens.

Each team will have a different pathway and a similar set of clues.

Choosing Teams!

Each person on the adventure will pick a Chess piece (tan or brown) to assign each to a team!

- TAN = PHOENIX
- BROWN = GRIFFIN

Before each team starts their journey, and heads along their path, everyone will drink (a small cup) of non-alcoholic mystical *Butterbeer* \* to help them get magically inspired.

**PHOENIX** will begin in meeting **room A**

**GRIFFIN** will begin in meeting **room B**

Both meeting rooms will have a table with 15 magic books on it.

Room A - team PHOENIX will need to find the book: Spooky Tricks, and within find their team's map and an alphabet key in it. This will show them their path.

Room B - team GRIFFIN will need to find the book Wizard Magic, and within find their team's map and an alphabet key in it. This will show them their path.

In each respective room, posted near the table of books will be a clue, a small sign stating:

A - "Look for something spooky" - (with the team's map and an alphabet key in it)

B - "Look for the wizard" - (with the team's map and an alphabet key in it)

### The Alphabet Key

A	B	C	D	E	F	G	H	I	J	K	L	M
1	2	3	4	5	6	7	8	9	10	11	12	13

N	O	P	Q	R	S	T	U	V	W	X	Y	Z
14	15	16	17	18	19	20	21	22	23	24	25	26

Once both groups have found their "Team Symbol, Alphabet Key and map" they will come out of their meeting room, speak to the Wizard, and be escorted in the right direction by helpful elves, going towards the PHOENIX path, or GRIFFIN path.

- PHOENIX will head into the Children's Dept.
- GRIFFIN will head towards the Teen Dept.

BEWARE! Each team is allowed no more than five helpful clues from the Wizard, and two from the elves! The clues may be in the form of answers to questions, but the answers may not give away the secrets!

Each time a clue is provided by the Wizard, the team needing that help loses five (5) points.

Each time a clue is provided by the Elves, the team needing that help loses ten (10) points.



**TEAM PHOENIX** - from meeting room A to the Children's department.

Team Phoenix will follow the "phoenix" symbols into the Children's Dept.

Once they come upon the Children's New Book section there will be two coded clues thereupon with numbers:

\_\_\_\_\_  
7 18 1 16 8 9 3      14 15 22 5 12 19

THE CODED CLUE SPELLS OUT: **GRAPHIC NOVELS**



**TEAM GRIFFIN** - from meeting room B to the Teen department.

Team will follow the "griffin" symbols into the Teen Dept.

Once they come upon the Adult Computer Carrels they will find in plain sight two coded clues there (letters and numbers):

\_\_\_\_\_  
7 18 1 16 8 9 3      14 15 22 5 12 19

THE CODED CLUE SPELLS OUT: **GRAPHIC NOVELS**

Team **PHOENIX** will then head to the Graphic Novels section in the children's dept.

Across from the Children's Graphic Novels area there will be a picture of a dragon and a girl (created as a reasonably obvious clue).

The team needs to find the GN Dragon Girl: The Secret Valley. Taped inside will be a key and an index card, (inside front cover or on back of the book)

The index card will state: *"hop to the bug and look for the box"*.

A plastic bug will be placed in the children's dept. on top of the color printer (the bug will be facing the public computers). Nearby will be an obvious team symbol, providing a path marker.

Underneath one of the public computers (#35?) there will be a wooden locked box. The key that was found in GRAPHIC NOVELS will open this box.

Once the wooden box is opened there will be a clue inside stating:

*"Lock and key go back in the box...then look for the fox to the left of the clock"*.

There's a clock above the public catalog computers. Looking left to it will lead them to the audiobooks (a Phoenix symbol will be nearby). We will conveniently leave in plain sight the audiobook Fantastic Mr. Fox (amongst the other books).

In the audiobook Fantastic Mr. Fox there will be a secret symbol code.



The CLUE symbols reveal the words "Story Room"

Team **GRIFFIN** will head to the Graphic Novels section in the Teen Dept.

Near from the Teen Graphic Novels (GN) area there will be a picture of a fairy (created as a reasonably obvious clue).

They need to find the GN The Earl & the Fairy v.3. Inside we will tape a key and an index card (inside front cover or on back of the book).

The index card will state: "Hop to the bug's box".

A plastic bug will be left on top on one of the adult computer carrels (the bug will be facing the YA fiction L-M section). Nearby will be an obvious team symbol, providing a path marker. In that section there will be a wooden locked box to be found. The key that was found in GRAPHIC NOVELS will open this box.

Once the wooden box is opened, there will be a clue inside stating:

"Place Lock & Key back in the box...go under the clock, and look for the fox"

There's a clock above the hallway and a Griffin Symbol nearby as a marker, which the team can pass under (towards the children's dept.), immediately they come upon a paperback section, with another Griffin symbol. We will conveniently leave in plain sight the book Stone Fox (amongst other books).

In the book Stone Fox there will be a secret symbol code.



The CLUE symbols reveal the words "Story Room"

When the team(s) PHOENIX or GRIFFIN enters the Story Room (Story Time Room) there will be a sign stating:

**“A Magical Creature holds the Key for you to help set Bubo free”**

\*\*the stuffed pink unicorn will have the key somewhere on it to unlock the big box, and other magical creatures will be near as red herrings (false clues) \*\*

When the team unlocks the “big box” there will be a little locked box inside of it.

The little box will be locked with a combination lock that has colored tumblers (pink, green and blue) for a numeric coded lock combination.

In the story room there will be three signs, images, placed upon the wall in different order, that coordinate to the color of the lock’s combination keys:

PINK PONY (pony has four letters = 4)

GREEN GHOST (ghost has five letters = 5)

BLUE BAT (bat has three letters = 3)

The combination to open the small box and free BUBO will be:

Pink (4)

Green (5)

Blue (3)

Whichever team is first to solve all the riddles, thereby breaking all the spells, Frees Bubo and is declared the winner!



BUBO