



Wizard's Path

On hearing rumors of ancient treasure hidden in the center of a forgotten maze, you set out on an adventure. Journeying far and wide, you eventually find the path leading into the maze.

Having taken barely a step you immediately find yourself stuck. With some quick thinking you cast Grease on the sinkhole and slip out.

As you wash off in a nearby stream, you hear a loud wail. Out of nowhere, a wraith starts attacking you. Fortunately, you are able to cast Rainbow Pattern to distract it.

Continuing on, you find a defensive position. Running out of patience you cast Dispel Magic on the bulwark to remove any protection.

Stoking your anger, you then cast Flaming Sphere on the beastmen who had until recently been manning the bulwark.

Moving onwards, you see some cairns blocking your way. Although interesting, they are removed by a cast of Transmute Rock to Mud.

The stone floor and walls of the maze slowly become overgrown with greenery as you venture forwards. Suddenly, a stag appears and you cast Scorching Ray to bring it down.

As you walk up to the freshly cooked meat, you spot some flowers nearby. Thinking of making tea, you cast Daylight on the jasmine to pick out the best petals as darkness falls.

You wake the next morning to a group of pixies shaking you awake. Casting Cause Fear to scare them away, you open your eyes and look around.

In the distance you see a small impish creature preparing to attack. Making a note to thank the pixies later, you cast Daze Monster on the demon and make your escape.

Midway through the day, you see a large group of lizards basking in the middle of the path. Not wanting to disturb, you cast Sleep on them and tiptoe past.

Finally, you spot your goal. A wooden chest sits in the center of a clearing. Worried about ambush, you cast Suggestion on a falcon flying above to act as a sentry.

As soon as you finish chanting the spell, a small leprechaun appears. "You've been running around my home shouting your spells all day!" he exclaims.

Before you have a chance to justify yourself, you find that you are back at the entrance to the maze. Daunted, but undefeated, you sit down and begin to plot your next attempt.