

### Notes:

This has the standard escape room rules- no breaking stuff, no climbing on things, etc. Also, this is a pretty short room that would probably take under an hour to complete.

It's September 1<sup>st</sup>, and you couldn't be more excited. Today will be your first day at Boarzits, the best magical school in the Pacific Northwest. It's also the only magic school in the Pacific Northwest, however. You didn't sleep a wink last night, rereading your spellbooks, too excited to fall asleep. When you walk up to Platform 10 5/7, you know you're ready for your magic school experience to begin, and you don't want to miss a minute of it.

Unfortunately, you end up missing several minutes of it, as you apparently ended up falling asleep on the train, but the conductor must have kicked you off, as you wake up in a grassy courtyard. You take in your surroundings.

To your left, a few feet away from the doorway, there's a **statue** of a woman. Closer to you, on the same side of the courtyard is a large **fountain**. Across the way, to your right, is a shabby **trunk**. A few feet to the north of that is a **bench**. To the right of the bench, you see a small **grove of trees** that leads to the Outlawed Forest. Right beside the doorway, you see a **mailbox**. You try jiggling the handle of the **door**. It confirms your suspicions that you're stuck outside. It seems you need to find a way to open it.

### Examining:

**Statue:** You see a rusted statue on a pedestal, proclaiming that the subject of the statue is Harrisione Bakermar, the founder of Boarzits. As far as you can tell, it's a pretty accurate depiction of her. She's wearing a cloak and a dress, and she's wearing a belt with a scabbard attached to it. It might just be an odd refraction of light, but you think you might see something shining in the **scabbard**.

**Scabbard:** You climb onto the pedestal, and look inside the scabbard. Inside it, you find a shining silver dagger.

**Fountain:** You walk over towards the fountain. In the bottom of the fountain, you see some gold, silver, and bronze coins, as if many Boarzits students before had tried making wishes in the fountain before.

**Trunk:** Emblazoned on the trunk is the name "Harold Patterson". The name sounds familiar to you for some reason. Patterson, Patterson, Patterson, aha! Yes! He was a second-year you met on the train earlier today! He came off as rather forgetful, so you can assume he must have left

his trunk outside. On the front of the trunk is a lock with four dials on it, with each dial having the letters of the alphabet.

**Bench:** You see a small, **crumpled up piece of paper** right beside the bench. On the bench is an ornate pattern of wrought iron, all entwined to a plaque which has the words- well, you assume they're words, at least. It's a combination of letters saying "Dshwud Ldqxd". There are also three iron birds perched on the back of the bench, all facing to the left.

**Crumpled up piece of paper:** You unfold the piece of paper, and realize it's a pamphlet advertising Boarzits. The ad brings special attention to Boarzits' special type of magic that involves gathering ingredients for spells and saying an incantation, almost a mixture of potion-making and normal spellcasting.

**Grove of trees:** You wander over towards the trees, and notice that they're almost all fruit trees. Oranges, apples, pears, plums, cherries, even some more exotic ones like mangos and papayas. If it's a fruit that can grow on a tree, you can find it in this grove. You also see a phoenix perched on a branch, and some unicorn foals running deeper in the forest. You're wary of traveling further into the grove, as journeying into the Outlawed Forest would be very dangerous for untrained wizard children like yourself.

**Mailbox:** It's a small red mailbox that students can utilize to send mail to their parents, and that parents can use for their students. You open the mailbox, and see only one letter, addressed to Harold.

**Door:** The door has the Boarzits crest emblazoned on it, and a brass handle. The crest represents each of the four houses a Boarzits student can be sorted in. There's Griffinbone, known for their courage, Forestpuff, known for their loyalty, Slithertree, known for their aspirations, and Ravenine, known for their intelligence.

**Boarzits Spellbook:** You flip through the book, and find an unlocking spell. It doesn't look too complicated. To perform the spell, you need to gather a gold coin, some unicorn hair, and a phoenix feather. That shouldn't be too tricky. However, the incantation you need to say is smudged in the book.

### **Actions**

**Entering "CAPE" in the lock:** The lock clicks, and Harold's trunk opens! You feel a twinge of guilt invading his property like this. It's mostly just robes and clothes and stuff that probably won't help you, until you find a Boarzits spellbook and Harold's wand!

**Taking the dagger:** "Dagger" added to your inventory.

**Taking a gold coin from the fountain:** "Gold coin" added to your inventory.

**Opening Harold's letter:** You feel a bit of guilt at opening Harold's letter-heck, you're not even sure if this is entirely legal. However, you continue despite your conscience screaming at you. It's a letter from Harold's mom to her son.

"Dear Harold, you left your trunk at home at home again, dear. I sent it along with this letter to Boarzits. Your sister misses you terribly. She keeps crying and sobbing about how much she wants to go with you, even though she can't for another year. I swear, her screams could scare a phoenix! I didn't get her to stop until I let her feed an apple to Uncle Jake's unicorn, which both Jenny and the unicorn loved. Make sure you write back soon to tell me how your first day of second year goes! Love, Mum".

**Picking an apple:** You pick an apple off of one of the trees. A curious unicorn foal breaks away from the rest of its herd. You stretch your hand out with the apple in your palm, and the unicorn starts nibbling at it.

**Screaming really loudly in the grove:** You let out all of your pent-up angers and frustrations out in one really loud, really long scream. Your loud noise seemed to have startled most of the animals in the grove, including a phoenix that flew away, a crimson feather floating down behind it.

**Cutting the unicorn's hair:** Taking extreme care not to cut the foal's neck, you cut off a few strands of the foal's hair.

**Shouting "Aperta lanua!":** You place the three items in front of the door, and shout the incantation. You try the door again. It opens. You walk inside, ready to face your first year at Boarzits.

### **Walkthrough:**

Players can walk over to the bench, and notice an odd phrase on the plaque on the bench, as well as three birds pointing to the left. This should clue players in that they need to go three letters backwards to get the incantation. Players can also notice a flyer detailing Boarzits' unique style of magic. Players can then examine the trunk, noticing that you need a four letter code to open it. If you go over to the door, you'll find a crest of each of the four houses. Players should notice that each of the house's names has a number in it, 1, 4, 3, and 9. If you take the first letter of what Griffinbone is known for, the fourth letter of what Forestpuff is known for, the third letter of what Slithertree is known for, and the ninth letter of what Ravenine is known for, you'll get the word "Cape". Entering that in Harold's lock unlocks the spellbook. If you open the spellbook, you'll find that you need a gold coin, some unicorn hair, a phoenix feather, and an incantation. You can find the incantation on the bench, and you can pluck a gold coin out of the fountain. Harold's letter details how you can find the other two ingredients, by scaring a phoenix and feeding the unicorn an apple from one of the trees. To cut the unicorn's hair, you need to

get the dagger from the statue of the Boarzits founder. After assembling these ingredients and shouting the incantation, you're in!