

JACK'S ADVENTURE

Jack decided to make his own adventure, inspired by his lego figures, his brother and his dad. He made the story up on his own and I gave him some ideas on how to do stuff, like rolling to see if we encountered stuff on the road to the destination. We used a very simple RPG.



Day 1

Boris the Dwarf (Dwarf Cleric) and Jack the Ninja (Human Rogue) are sitting around the Dragon Fries restaurant when they learn of the Deadly Dungeon. They decide to undertake the adventure and prepare to leave the following day.

Day 2

They set out upon their adventure. The ninja moves faster on the road and eventually encounters six bandits. He decides to sneak away back to where Boris the dwarf is without a fight.

Day 3

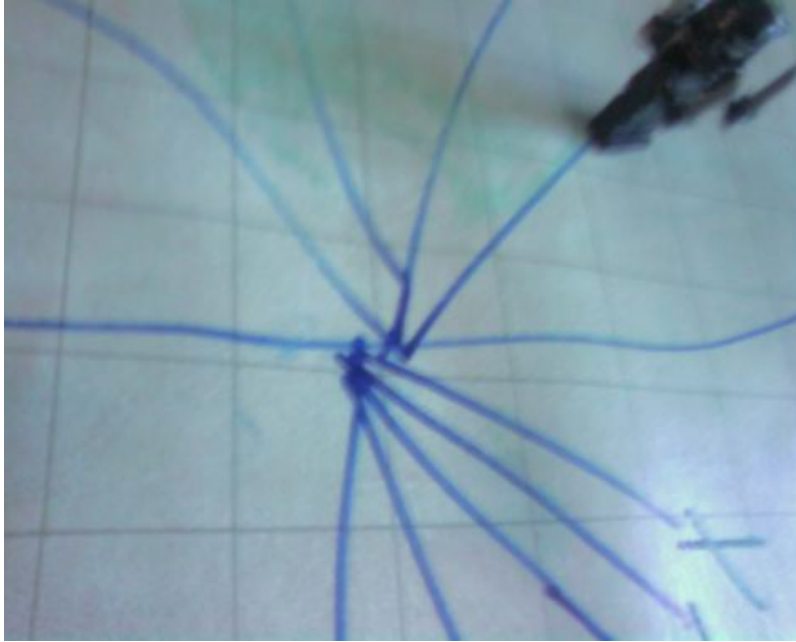
Rather than venturing back to where the bandits are they decided to make their way through a mountain pass.

Day 4

They come out of the mountains and encounter six ninjas, Jack decides that he wants to hire the ninja and tries to persuade them, but fails in his attempt. Instead they ask for all of the heroes' money. We happily give it to them to avoid a fight.

Day 5, 6 and 7

They travel without event.



Day 8

They reach a magical maze of paths and get lost.

Day 9

They backtrack after taking a wrong path and then get lost again

Day 10

They backtrack after taking another wrong path and then get lost again

Day 11

They find the correct path and head off toward the Deadly Dungeon.

Day 12

They discover the resting place of a skeleton warrior risen from their disturbance. He wields a sword and dagger, but the two heroes defeat the skeleton, crumbling the skeleton back to dust.

Day 13

They travel without event.

Day 14

They arrive at the Deadly Dungeon. There is a door barring entrance and a magic symbol guards it. Jack recognizes the symbol as a magical trap that will turn you into an ice cube, if you mess with it. The ninja tries disarming the trap. Unfortunately, he fails and the magical cold is released, freezing both heroes. But they survive and Boris the dwarf heals them back to health. Next the ninja unlocks the door. They decide to rest before venturing into the Deadly Dungeon.



Day 15

The heroes open the doors into the dungeon. Inside is a wall of electricity guarding the passage forward. The ninja throws his stars and the dwarf shoots his crossbow at the conductor pylon at the side. They destroy it and make there way to the next and final area.



Here they encounter an evil wizard who pronounces, “You can never defeat me or get my treasure. I will defeat you and make you my assistants.” He has a wand that chokes and a lava wand. Jack the ninja runs forward and throws a ninja star right at the wand (a difficult feat) and is amazingly successful (rolls enough damage to destroy it). It blows up and the evil wizard takes damage but it creates a ring of lava around him so the heroes cannot get close.



Eventually, the heroes defeat the evil wizard. Next they find the wizard’s treasure chest and the ninja unlocks it and the two mighty heroes get lots of treasure.

