

SORCERER'S STONE

**The Sorcerer's Stone
is in danger, yes it's true.
You must act fast to save it,
it is all up to you!
There are seven challenges
that stand in your way.
The first house to find the stone
earns a prize today!**



CHALLENGE 1

Fluffy

**To get past Fluffy,
the three-headed dog,
you'll need to keep him asleep
through the fog.
Nursery rhymes will
help you succeed.
Unscramble them all,
and you're free to proceed!**



CHALLENGE 2

Devil's Snare

Devil's Snare is sly and quick,
it wraps you up, its grip is thick.
It loves to tangle, twist, and trap
around your arms, your legs, your lap.
To play this game, here's what to do:
pick a teammate close to you.
Wrap them up with your **WHOLE** roll,
like vines that climb a sturdy pole.

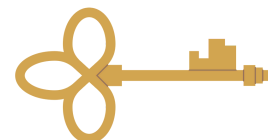
Once they're bound,
they must break free.
Then move on along,
to the next mystery.



CHALLENGE 3

Enchanted Keys

The next challenge ahead
is a key you must find.
They all have wings,
but one's not aligned.
The one you need
is not quite right.
It has a broken wing,
a small but crucial sight.
Find the broken wing key,
don't be slow.
Then move ahead,
only a few more to go.



CHALLENGE 4

Wizard's Chess

Wizard's chess awaits you,
it's your next big quest.
You'll need to prove your skill
to beat the rest.

Checkmate the king, that's your goal.
With clever moves & a dice you'll roll.

Choose a player to be your pawn.
They'll step ahead & lead you all on.
Roll the dice, then move to their spot.

Strategize and think a lot!
Once checkmate is claimed,
you'll earn your way.
Then advance ahead,
no more delay.



CHALLENGE 5

Troll

The mountain troll
was next in line.
A fearsome beast,
but you're just fine.
Lucky for you,
the deed is done.
Nothing left here to do
so go on to the next one!

CHALLENGE 6

Potion Riddle

For Challenge #6,
here's what to do.
Look at the bottles
all lined up for you.

If you solve the clues you'll find,
the potion that moves you ahead.

But beware if you pick wrong,
back to Challenge #4 instead.

Let's hope the bottle
you choose is right.

So you can find the stone
and set things right.



CHALLENGE 7

Mirror of Erised

You're so close now,
the stone is in sight.
One last challenge
to prove your might.

Step on up
and face the mirror,
and soon the stone
itself will appear.

Once you see it,
take your claim
and bring great honor
to your house's name.