

1 square = 5 feet



It was a dark and stormy night. Weary and wet, your group sees a small cabin on a hill; warm light glows from a small window in the door. Upon entering, the party sees a table set with food and drink enough for all. Each wall has a door that can be barred from the inside. The food is good and clean and magically replenished. The cabin is a safe place to rest.

A small note on the table reads, “Syrinx scryed. Meet at 2112. Hurry! ~Trixie.”

When the party tries to leave, all doors open into an underground labyrinth (➡). Once closed, the doors are magically sealed until the party solves the mystery of the labyrinth.

Note: The labyrinth is set with unavoidable, non-damage pranks—NOT traps! (A vital distinction.) A successful Reflex/Dexterity/Agility check evades all but the last prank (◆).

★ A note sits on the ground: “Waited as long as I could. 2112.” Once read out loud, the note ignites and burns up. A silver disc with grooves appears out of the flames and the first prank triggers. Everyone within a 20-foot radius is doused with flour.

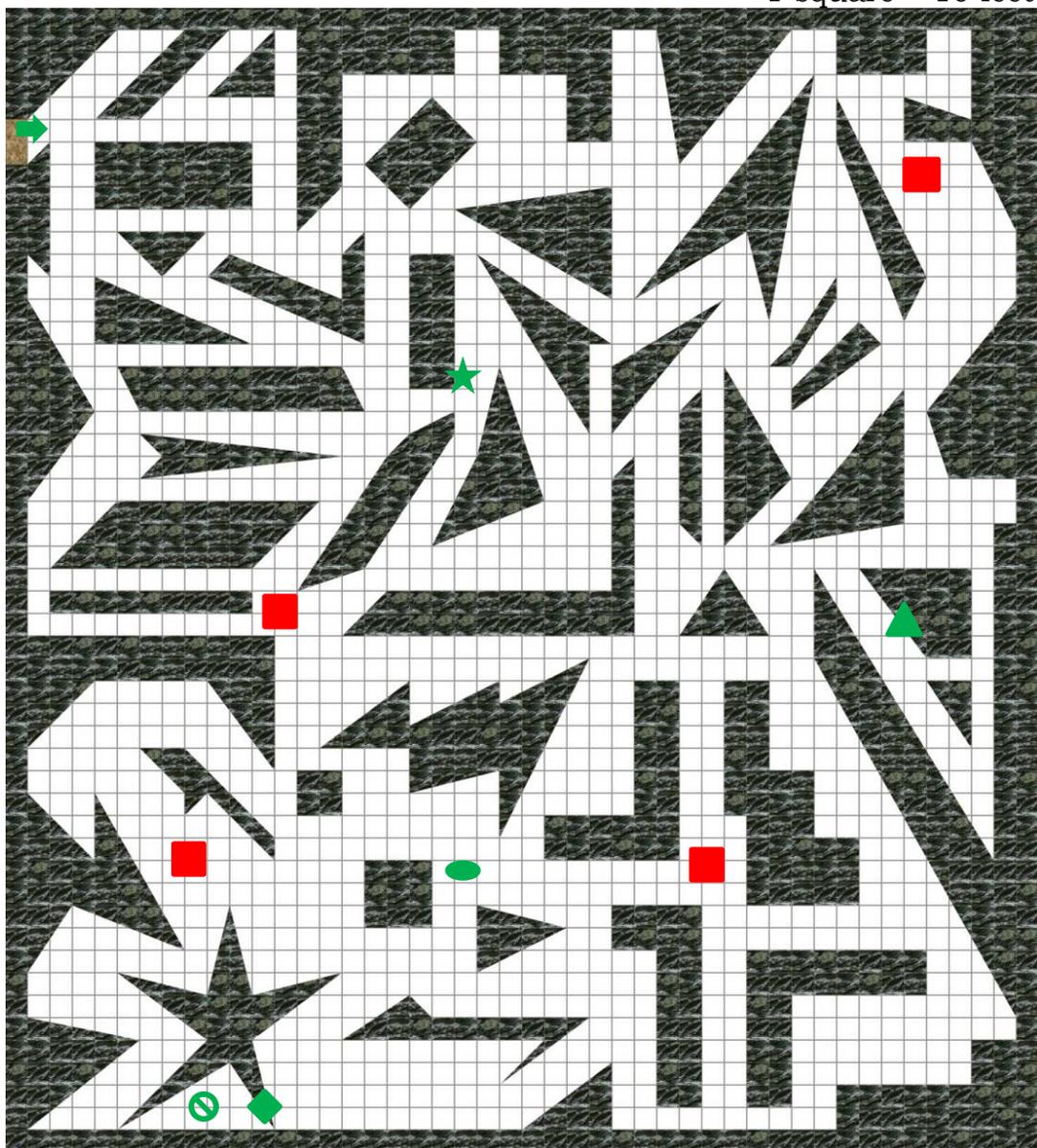
▲ A circle is carved in the wall; a message glows; “You’re late! Forget your key? 2112!” When the silver disc is inserted, a stone block 1’x1’x1’ (175 lbs.) pops out of the wall—along with a 20-foot radius blast of carrot puree. “Key” glows on every side of the block.

● A square pit is carved in the floor. When the block is dropped in a stink bomb detonates and fills a 20-foot radius. As the smoke clears, a 6’x4’ mirror appears with the message, “This is a door, knob!” A bright light appears in the distance...

◆ A large rectangle of light glows on the wall and when the mirror is set against the light, the wall clicks open. When looking in the mirror, all group members have bright, white, 12” bunny ears.

■ Encounters: 1d4 Large Stag Beetles, 1d6 Medium Lizards, 2d4 Large Toads, 2d6 Medium Rabbits

1 square = 10 feet



Ⓢ Your stinky, slimy group stumbles in on a children’s party. A woman with a painted face, talking about a petting zoo, looks at you and says, “Silly rabbits...Trix is for Kids!” She waves her hand and teleports you outside. The cabin has disappeared and it is still raining.