

The Faery's Puzzle Box

Background: Faeries like to play games. Specifically they toy with the lives of mortals and have come up with many devices for the purpose of tormenting their victims. Though their joy is mostly derived from the pain of living creatures, they also have a heart for gambling and sport. Thus, there is often a chance for their victims to win.

The Puzzle Box is such a device. It is a tiny box which contains a magical room full of puzzles. Many are drawn to find these boxes because those that can escape these puzzles are given prizes such as a Feather from a Golden Goose.

Hooks:

1. A powerful faery offers up the Puzzle Box as a kind of wager. If the party can defeat its challenge, it will do as they ask, but it will exact a high price for failure.
2. The Box is found as loot and the party unsuspectingly finds themselves plunged inside.

The Box:

The box itself is a 3 inch by 3 inch cube made of fine red mahogany and adorned with gold filigree depicting birds, feathers, and flowers. One of the birds clutches a clasp. If this clasp is undone, the box will open and everyone near it will be magically drawn inside.

Everyone drawn inside loses all their weapons, tools, magic, and supplies. These will all be returned upon their escape from the box.

The Clock:

There is a great clock in the middle of the room with a single hand. It shall countdown one hour until the party loses. Upon such a loss, whatever faery put them there will have won the game or the adventurers will be trapped inside until someone else opens the box and wins the game.

It is advised that you set a real life timer or have each time they interact with an object count as a turn and give them a limited number based on the time constraint.

Inside:

The room within is a beautifully decorated room constructed and adorned much like the outside of the box: with mahogany and gold. A few things are of note:

1. A table stands against the northern wall. Sitting on the table is a box with several strange slots in it, four odd tools adorned with pictures of animals, and a statue of a satyr wielding a long two-pronged trident. There is also a set of scales and 8 small cubes.
2. There is a gold mouth in the southern wall. There would seem to be some kind of liquid held in a shadowy passage within the mouth. A box appears suspended somehow within.
3. A shelf lines the western wall. Upon the shelf is a music box. A tiny ballerina is frozen atop it surrounded by a circle of twelve white tiles. Half a heart adorns the front of the box base besides a slot that would seem to be shaped like half a heart being held by a crowned figure. Built into the western wall is a nutcracker-esque man holding up a clock face with five hands.
4. Near the eastern wall is a pedestal upon which a tiny house sits in a crystal case. There are holes on all four sides of the case which a hand could fit through. There are lights within the house and dark shapes can be seen moving within. There is also a statue of a frog sitting on the floor near the wall. He fishes in a tiny hole filled with water. A statue of a princess leans over him with an open hand, her lips puckered.
5. In the base of the clock in the middle of the room is a tiny door with a large keyhole.

A Side Note:

This is essentially an escape room. Like real life escape rooms there is a fairly linear path to exit though this path must be sorted out. Also, like an escape room, there are things which ought not to be moved. If the players try to physically force something to work or damage the room, they will find it utterly impossible due to the Box's magic unless noted otherwise. This is a test of wits not brawn.

1 ~ The Northern Wall

1A ~ The Strange Implements and the Box

There are four odd tools marked with different pictures of animals. Each is approximately the size of a dinner fork:

- A three pronged tool marked with a bird.
- A spatula-esque tool marked with a bear.
- A key-like tool marked with a wolf.
- A coiled tool marked with a rabbit.

The players will likely quickly compare these tools to the slots in the box. These tools fit precisely into these slots, however, once inserted they must be turned in the correct order and the switch on the box be pushed for the box to open. It is possible to simply try all the sequences possible with these tools but you ought to take away 15 minutes of their time for doing so and explain to the players that you will do so.

The proper order is wolf, bird, bear, rabbit.

The players may come to know this combination by using the figurines found in the box in 2B and using the weights and scale found in 1C.

Within the box, there is a glass trinket. There is a tiny golden ball at the bottom and a series of maze-like discs ascending to the top. The trinket appears to be full of water.

This trinket's ball will follow the movements of the ball which the frog's fishing pole is attached to in 4A. Using this trinket, a person can easily guide someone using the fishing pole to bring up the ball.

1B ~ The Satyr and Trident

The two pronged trident is removable and might be used to fish out the box in 2A without touching the liquid.

1C ~ The Scales and Weights

By putting each of the figurines from 2B on the scales and applying weights until the scale is balanced, the order of the tools in 1A might be revealed.

The wolf figurine weighs 1 cube. The bird weighs 2 cubes. The bear weighs 3 cubes. The rabbit weighs 4 cubes.

2 ~ The Southern Wall

2A ~ The Mouth

The Mouth has pointed teeth and looks demonic. The shadowing water within it burns the skin, dealing 1d6 to anyone that touches it. The box within has two hooks on the top. It is within arms reach but the acid will deal 3d6 to anyone that reaches in and pulls out the box.

The trident that the Satyr holds in 1B can fish out the box with no problem.

2B~ The Box in the Mouth

The box is unlocked and contains four animal figurines: a bird, bear, wolf, and rabbit. The party can use the scale in 1C to determine the order to turn the tools in 1A.

3 ~ The Western Wall

3A ~ The Music Box

The Music Box is activated by the prince found inside the frog in 4A. He holds up his heart completing the image. The ballerina will then perform a dance. During this dance she will tap her foot to the surrounding tiles five times then the dance will repeat.

If the players correspond the tiles to the numbers on the clock in 3B, they will see that she is touching 5, 7, 12, and 10.

3B ~ The Clock of Many Hands

The clock hands are movable as is the lever at its base. Each clock hand is labeled with a roman numeral from 1 to 5.

I must be set to 5. II must be set to 7. III must be set to 1. IV must be set to 2. V must be set to 10.

Once all these hands are in place and the players pull the lever, the man depicted holding the clock will open his chest, revealing a vial that has a tag labeled “Drink Me.”

This vial shrinks down the drinker to the perfect size to fit into the house in 4B or through the door in 5A. This vial is infinitely full.

4 ~ The Eastern Wall

4A ~ The Princess and the Frog

The frog's fishing pole can be taken from his hands. The water is dark and impossible to see through. Simply tugging on the pole shows that whatever it is attached to is caught on something. No amount of brute force will bring up the ball.

If the fisher can be guided by someone holding the trinket from the box in 1A, they can easily pull up the ball.

There is a spherical indent in the princess' hand where the ball fits. Once placed there, the princess kisses the frog, causing the frog to open, revealing the prince-key needed to activate the music box in 3A.

4B ~ The House of Widows

This tiny house contains the key to the exit door in 5A in the upstairs room. There are only really two rooms in the house: the downstairs room, decorated like a comfy living room and the upstairs room that looks like a girl's bedroom. The key is tucked into her bed. The two rooms are connected by a staircase.

The whole house is crawling with twelve Black Widows.

These spiders will swarm anyone that tries to reach into the house with their hand. Their bite is deadly. Any bit by them must make a DC: 20 Fort Save or die in 1d4 minutes. Magical healing or escape from the room cures the venom. It is fairly easy to avoid being bitten if you are paying attention and the spiders quickly return to the house if left alone.

If you are as small as they are here are their stats:

(12) Black Widows: +3 Bite (1d4 damage, Venom), HP: 12, AC: 13, HD: 2d8, Saves: +1, SP: Venom (DC: 20 Fort Save or die in 1d4 Minutes).

The Stairs are 10' from the door and 20' long. The bed and key are 20' away from the stairs.

The Key is heavy for a small person, requiring a DC: 15 Str check to move for one person. Multiple little people can carry it no problem.

The key goes to the door in 5A.

5 ~ The Clock and Exit Door

5A ~ The Exit Door

This is the door out. All people must be small enough to fit through the door to escape. The door must also be unlocked by the key in 4B.

Optional: The Vial could be infinitely full or it could only have enough draughts for everyone in the party and the effect only lasts $1d4+2$ Minutes of real time/ $2d6+2$ rounds. Thus, unless the party's plan to deal with 4B goes very quickly, anyone who shrinks down into the House of Widows in 4B could find that they don't have enough time left to escape through the door in 5A. Anyone that doesn't escape will be trapped until someone else opens the box and solves the room.

Loot:

Each person who escapes the room is given a Feather of the Golden Goose, objects so rare and of such fine craftsmanship that they are worth 500 gp each.