

# The Wizard's Laboratory

## The Summoning Circle

**Say:** You approach the summoning circle, and a voice booms out: APPROACH THE CIRCLE, FOOLISH MORTAL. [wait for player to approach] PUT YOUR LEFT HAND IN. PUT YOUR LEFT HAND OUT. PUT YOUR LEFT HAND IN, AND SHAKE IT ALL ABOUT. DO THE HOKEY POKEY. TURN YOURSELF AROUND. THAT'S WHAT IT'S ALL ABOUT.

**[Give player item: Styx Candy Bar (10 meat)]**

**Say:** You light some candles and perform a summoning ritual. A demon appears before you, and you say [point at player, ask them what they say]. "No," the demon says, "I think I'd rather just eat you."

**Combat:** Demon 1 / 1 / 1, 1 HP

**[Give player treasure: Demon's Hoof (10 meat)]** if they win

**Say:** You approach the circle, and a sexy/handsome demon appears in the middle. "Hey, cutie/handsome, he/she says. If you want a date, you'll have to figure out my phone number. It starts with 666..."

**Uses:** Pen and paper

**Rules:** Patterned after Mastermind, the player needs to figure out a 4 digit number within 12 turns.

Each turn the player chooses 4 numbers and the ref tells the player two bits of information: how many of the numbers are correct, and how many of the numbers are in the right place. No other information is given by the referee. (not which numbers are correct, or what numbers are in the right spot) The other players are encouraged to help.

### Rewards:

If the player gets 3 numbers right, in any order, **[Give player generic treasure: Handful of Meat (10 meat)]**

If the player gets all 4 numbers but not in the correct order, **[Give player generic treasure: Little Pile of Meat (20 meat)]**

If the player gets all 4 numbers in the correct order within 12 guesses, **[Give player item: Demon Date (30 meat)]**

**Examples:** The number is "2635" and the player guesses "1234." The ref tells the player that 2 numbers are correct and that 0 numbers are in the right position

The number is "2633" and the player guesses "1234." The ref tells the player that 2 numbers are correct and that 1 number is in the right position.

The number is "2633" and the player guesses "3333." The ref tells the player that 2 numbers are correct, and that 2 of them are in the right position.

**Say:** As you approach the summoning circle, a pair of hideous, ugly, horrible, terrible, awful, vile, wretched, *disgusting* demons burst out of it. The parts of these demons will be played by your fellow adventurers.

**Uses:** 3 hula hoops

**Rules:** The player has 3 hula hoops and is trying to throw them over his team mate's heads. The demons stand 6 feet away from the player and may not use their hands to try to help. The player wins if he manages to capture both demons. The teammates should be advised to face AWAY from the player doing the throwing, so they don't get smacked in the face. Nytmare and Jick learned this the hard way.

**Rewards:** If the player catches both demons, **[Give player item: Demon Sidekick (40 meat)]**

**Say:** You light some candles and perform a summoning ritual. A tiny homunculus appears before you, and sneezes a big gout of snot all over you. "What was that all about?" you say. "You can't spell HOMUNCULUS without MUCUS," he replies.

**Combat:** Homunculus 2 / 2 / 2, 1 HP

**[Give player treasure: Homuncalculus Book (50 meat)]** if they win.

**Say:** You approach the circle, and see half of a demon poking up through the floor. "Hey there, excuse me!" he says. "That stupid wizard half-summoned me, then he went out to buy cigarettes. That was like a week ago. Can you finish the ritual?"

**Uses:** 2 hula hoops, stopwatch

**Rules:** The player puts a hula hoop on each arm and needs to keep both rotating for as long as possible. If a hula hoop stops for any reason, the game is over.

**Rewards:**

If they last 15 seconds - **[Give player item: Styx Candy Bar (10 meat)]** and **Say:** Well, I guess I'm in SLIGHTLY better shape than I was before. Here. Have a candy bar.

30 seconds - **[Give player treasure: Demon's Hoof (20 meat)]** and **Say:** Well, you almost got me out. One of my hooves got stuck in the floor, though. If you can dig it out, you can keep it.

60+ seconds - **[Give player item: Book of Telekinesis (60 meat)]** and **Say:** Thanks! I don't know how to thank you. Oh, wait, yes I do. By revealing dark secrets man was not meant to know! Here y'go.

**Say:** You light some candles and perform a ritual, but you must've mispronounced one of the magic words, because what you end up summoning is a tiny (but evil) version of yourself.

**Combat:** Tiny Version of Yourself 3 / 3 / 2, 2 HP

**[Give player treasure: Small Copy of Your Soul (70 meat)]** if they win

**Say:** As you near the summoning circle, you notice a glint of something shiny out of the corner of your eye. You investigate, and find a fancy silver knife! You decide to keep it, because there's, like, hardly any blood on it, and you're totally sure it isn't evil or anything.

**[Give player treasure: Silver Dagger (80 meat)]**

## The Bookshelf

**Say:** You approach the bookshelf, and a spooky voice comes from behind it. "Whaaaaat is your faaaaaaavorite boooooooooook?" [Player answers.] "Sooooory, we don't haaaaaaaave that one. How about a booooooooookmark insteeeeeeead."

**[Give player item: Bookmark (10 meat)]**

**Say:** As you approach the bookshelf, one of the books comes to life and swoops through the air toward you. Please, please, please don't let it be Twilight.

**Combat:** Angry Book 2 / 1 / 1, 1 HP

**[Give player treasure: Fancy Bookmark (20 meat)]** if they win

**Say:** You approach the bookshelf, and suddenly the whole idea of books makes you angry. Stupid books. Nobody ever learned anything from a book, and why do there have to be so many of the stupid things, anyway? Screw this.

**Uses:** 5 balls, 5 foam core books

**Rules:** Player has 5 balls to try to knock down all the books.

If the player knocks down all the books, **[Give player item: Book of Love (30 meat)]**

**Say:** You discover an interesting book that someone else started translating, but never finished. You decide to help!

**Uses:** Post-it notes, sharpie

**Rules:** Broken picture telephone spread across several groups' adventures. Start with the provided Post-it (or the last one written/drawn by a previous player). The player looks at it and draws a picture of what was written on a new post-it. The next player gets a fresh post-it note and writes out a description of what the previous player drew. Each player in the party should get a chance to "translate" each time this adventure comes up. Keep all the post-its (in order) so we can recreate the entire chain later.

**[Give player treasure: First Edition Dictionary (40 meat)]**

**Say:** Between a couple of books on the shelf, you spy a delicious sausage. When you grab it, it turns out to not be a sausage, but a big fat worm. Thinking it might be delicious anyway, you decide to attack it.

**Combat:** Bookworm 2 / 2 / 3, 2 HP

**[Give player treasure: Fodor's Guide to Worms (50 meat)]** if they win

**Say:** You find an interesting-looking book, but it's got some kind of magical lock on it. You'll have to figure out how to open the lock, and we're going to simulate that by having you solve this Sudoku puzzle. Because the lock is really boring.

**Uses:** Sudoku puzzles, pen

**Rules:** Player solves a Sudoku Puzzle

**Rewards:** If the players solve the puzzle before it's time to leave the room, **[Give player item: Scroll of Fireballs (60 meat)]**

**Say:** You take a look... in a book... and see a butterfly in the sky. It's not actually in the sky, it's smashed between a couple of pages of the book, and it's totally not happy about it.

**Combat:** Evil Butterfly 3 / 3 / 3, 2 HP

**[Give player item: Chaos Wing (70 meat)]** if they win

**Say:** As you approach the bookshelf you notice a weird smell. You start looking behind books, and find a pile of animal droppings. Looks like somebody decided to play a little joke on this wizard fella. You decide to keep the dung, because you know a guy in town who would probably buy it from you.

**[Give player treasure: Exotic Dung (80 meat)]**

# The Magical Cage

**Say:** What's your favorite animal? [Ask the player, then ask one of his teammates the same question.] As luck would have it, you find a bag of food designed specifically for [hybrid animal of the two animals they named.]

**[Give player item: Beast Chow (10 meat)]**

**Say:** As you approach one of the cages, you hear a skittering noise followed by a squelching noise. A fearsome beast emerges from the shadows -- a cocktopus! Half cockroach, half octopus, all bad.

**Combat:** Cocktopus 1 / 2 / 1, 1 HP

**[Give player item: Ink Bladder (20 meat)]** if they win

**Say:** As you near one of the cages, the door bursts open and you're trampled by a rampaging moose-ant. Luckily it's not very big, so you barely notice the trampling.

**Combat:** Moose-Ant 2 / 2 / 2, 1 HP

**[Give player item: Moose-Ant Acid (30 meat)]** if they win

**Say:** You walk over to the cage, and see a really angry janitor. "Look at all this poop! Who's gonna clean this poop up. Me? No way. Not now, not ever. Not my poop, not my problem, that's what I say. You clean it up. I'll even pay you."

**Uses:** 20 balls, bucket, broom, dust pan, stopwatch, 2 taped off sections

**Rules:** All 3 players participate and each takes either the broom, the dust pan, or a bucket. Players have 30 seconds to try to get as many balls (animal poop) from the pile of 20 across the room and into a bucket.

The person with the broom can't move from the cage, a taped square by the pile of pile of poop.

The person with the bucket is 10(ish) feet away from the cage at the dung heap and can't move from their taped square.

The person with the dust pan can only touch, carry and empty the dust pan. They can't scoop or pick up balls, and they can't push balls around or back to the person with the broom.

## Rewards:

If the players get at least 5 balls - **[Give player generic treasure: Little Pile of Meat (20 meat)]** and **Say:** You did kind of a crappy job. What are you, some kind of loser Indian in a teepee?

10 balls - **[Give player generic treasure: Big Pile of Meat (30 meat)]** and **Say:** Not too bad, not too bad. Three zero, no way.

15+ balls - **[Give player generic treasure: Meat Stack (40 meat)]** and **Say:** I love you. I'm in love with you. You're so beautiful and cute.

**Say:** Bat! I mean... Duck! I mean... Duckbat!

**Combat:** Duckbat 3 / 3 / 3, 2 HP

**[Give player item: Bat Omelette (50 meat)]** if they win

**Say:** As you approach the cage, a crazy-eyed zookeeper runs up to you and says "Oh, it's terrible! It's terrible! All of the half-animals have split up, and I'll NEVER get them put together again without your help."

**Uses:** Memory cards

**Rules:** A game of memory where the player is trying to match animal tops and animal bottoms. The player has 3 tries, and every match that they make gives them a free try.

**Rewards:** 2 matches - **[Give player generic treasure: Little Pile of Meat (20 meat)]**

3 matches - **[Give player generic treasure: Meat Stack (40 meat)]**

5 matches - **[Give player treasure: Gold Medal (60 meat)]**

**Say:** You walk up to one of the cages, and see the cutest little monster. He looks up at you with his cute little eyes, and he looks... so... hungry... Wanna feed him? You can sacrifice some food items to do so.

**Uses:** Nothing

**Rules:** A player may sacrifice up to 3 adventures worth of food items, and they get a pet monster! Make sure to check off the items so they are consumed.

**[Give player item: Pet Monster (70 meat)]** with charges equal to the number of adventures the food item(s) had (up to 3 max). (You will need to fill in the blank for number of charges; and if fewer than 3, preemptively cross off the unavailable boxes.)

**Say:** You approach one of the cages, and find it empty. Well, not empty. There's some animal dung in it. You decide to keep it, because you never know when some exotic magical animal dung will come in handy, right?

**[Give player treasure: Exotic Dung (80 meat)]**

## The Alchemist's Desk

**Say:** You walk up to the alchemist's desk, and boy oh boy, are there a lot of potion ingredients here. What would you like to mix together? [Let them make up a recipe.] Hmm, let's say. That combination of ingredients turns into... fermented spider juice. Yum!

**[Give player item: Fermented Spider Juice (10 meat)]**

**Say:** A wild-eyed man at the alchemy table shouts "You mustn't interfere with my experiments! YOU MUSTN'T!" He lunges at you, test tube at the ready.

**Combat:** Mad Scientist 1 / 1 / 1, 1 HP

**[Give player item: Little Round Glasses (20 meat)]** if they win

**Say:** You find a potion that looks like it's about to boil over and explode, destroying the wizard's laboratory and killing you all! You've got to figure out how to stop the reaction! By guessing how many pieces of candy are in the bottle! Quickly!

**Uses:** Any number of the potion bottles.

**Rules:** Put out one of the bottles of candy, and have the player guess how many pieces are in it. (Try to avoid giving the same potion bottle to the same group...)

The triangular flask with orange and green candy has 280

The triangular flask with purple and black candy has 260

The round flask with orange and green candy has 255

The round flask with purple and black candy has 240

**Rewards:**

If somebody guesses the exact right amount, write down their name so we can give them a trophy.

If the player gets within 10 pieces, **[Give player item: Potion of Transmutation (30 meat)]** and **Say:** Your estimation skills proved exceptional, and you take the potion as a prize.

If the player gets within 50 pieces, **[Give player generic treasure: Handful of Meat (10 meat)]** and **Say:** You managed to avert disaster, but the potion did boil over. You found some meat, though.

**Say:** As you approach the table, one of the beakers begins to overflow. Instead of pouring onto the floor, it rises into the air and starts wiggling pseudopods at you in a threatening fashion.

**Combat:** Gray Goo 3 / 2 / 2, 2 HP

**[Give player item: Gray Goo's Vodka (40 meat)]** if they win

**Say:** You find two flasks, one that holds 3 pints and one that holds 5. For some totally contrived reason, you need to measure out exactly 4 pints of liquid. Oh, man, what will you do?

**Uses:** 10 balls, 2 foamcore measuring devices

**Rules:** Players have a bunch of balls (representing a vat of ingredient X) and 2 measuring devices that they know hold 5 and 3 Imperial Pints (aka balls) respectively. The potion they need to make calls for exactly 4 units of ingredient X.

Using only the two jugs (not by just counting out 4 balls worth by hand) how do they figure out how to measure out exactly 4 IPs?

(Fill the 5 cylinder and pour it into the 3 flask leaving 2 balls. Empty the 3 flask and pour the 2 balls into the now empty flask. Fill the cylinder and pour 1 ball into the flask, leaving 4 balls in the cylinder.)

If player solves it, **[Give player treasure: Silver Flask (50 meat)]** and **Say:** Once you get 4 pints of liquid into the flask, it evaporates. It makes you angry, so you decide to just keep the flask.

**Say:** Looks like the eye of newt got tired of being used, because a little pile of eyeballs has reformed into a newt, and it seems pretty pissed off.

**Combat:** Newt of Eyes 3 / 2 / 3, 2 HP

**[Give player item: Juice of Eye of Newt (60 meat)]** if they win

**Say:** You approach the alchemist's desk just in time for a huge explosion of chemicals and debris. What luck!

**Uses:** 15 yellow, orange, and red balls, 1 green ball, and 2 buckets

**Rules:** Player and 1 team mate stand about 10' apart. The team mate throws a bucket-full of balls with an emphatic "BOOM!" at the player and the player tries to catch as many of them as they can in their bucket.

**Rewards:** If the player catches the green ball **[Give player item: Explosion Potion (70 meat)]**.

If they *don't* catch the green ball, then for every red, yellow, or orange ball they catch **[Give player generic treasure: 10 meat's worth per ball, up to 60 meat max]**,

**Say:** You find a test tube full of animal poop. Looks like somebody was trying to turn lead into gold, but messed up the formula somehow. You decide to keep it anyway, because hey, free test tube full of animal poop!

**[Give player treasure: Exotic Dung (80 meat)]**



# The Magic Mirror

**Say:** You approach the mirror, and Kasem glares at you. "WHO DARES DISTURB MY SLUMBER." he says. [Player gives his name.] "BEGONE, [PLAYER NAME]." he says, flicking a glob of sweat at you.

**[Give player item: Kasem's Sweat (10 meat)]**

**Say:** As you approach the mirror, Kasem begins to speak to you. You're mesmerized by his nasal drone, and consequently find yourself mesmerized by his nose. You're gonna have to beat it out of your brain.

**Combat:** Nose of Kasem 1 / 1 / 2, 1 HP

**[Give player items: 2x Kasem's Sweat (10 meat)]** if they win

**Say:** You gaze into Kasem's eyes, and they gaze into yours. Before you know it, you're sucked into the mirror, and find yourself trapped, looking out at your fellow adventurers. They're gonna have to say a magic word to get you out, and you're gonna have to let them know what the word is even though you can't talk to them. Or write down any words, for some reason.

**Uses:** (Hopefully) the dry erase boards in the classrooms (otherwise paper and pen) and a stopwatch

**Rules:** One player gets trapped inside the mirror and they have to complete a 3 word (magic words) round of Pictionary to get out. Player has 1 minute per word.

Washington	Apple tree	Chocolate cake	Tokyo	Fire truck	Water bottle
Upside down	Trident	Chop sticks	Rubber band	Brontosaurus	

**[Give player treasure: Kasem's Bow Tie (30 meat)]** if they win.

**Say:** As you gaze into the mirror, you become fixated on Kasem's mouth. "TOP FORTY... TOP FORTY..." it chants, resonant with malevolent echoes.

**Combat:** Mouth of Kasem 2 / 3 / 2, 2 HP

**[Give player item: Kasem's Drool (40 meat)]** if they win

**Say:** Kasem speaks to you as you approach. "HE WHO WOULD GAZE INTO MY MIRROR WILL SEE NO LESS THAN HIS WORST FEAR!"

**Uses:** The rorschach images of KOL monsters.

**Rules:** The player is shown a series of images and has to say what the KOL monster is.

If they get at least 3 of the images right they get **[Give player item: Kasem's Amulet (50 meat)]**

**Say:** Kasem speaks to you. "HEY, CHECK THIS OUT." He holds up a small hand mirror, inside the mirror, making an infinite tunnel effect. "PRETTY COOL, HUH?" he says, but then he drops the mirror, and says "OH, CRAP." He can't reach it from inside there, so if you can put it back together, you can have it.

**Uses:** Tangram puzzle pieces

**Rules:** The players need to use all the tangram pieces to make a square and have until they're out of adventures to solve this puzzle. If they get this as their last, or next to last adventure, give them about 5 minutes, but feel free to kick them out of the room if they're not going to get it.

**[Give player treasure: Fancy Pocket Mirror (60 meat)]** if they succeed.

**Say:** You gaze into the eye of Kasem, remembering what your uncle told you -- when you gaze into the eye of Casey Kasem, the eye of Casey Kasem also gazes into you!

**Combat:** Eye of Kasem 2 / 3 / 3, 2 HP

**[Give player item: Evil Apple (70 meat)]** if they win

**Say:** Kasem whispers to you. You are entranced by the dedication in his voice, even at this long distance. You only barely notice his ghostly hand sliding around behind you, holding a fancy silver knife at your throat. You come to your senses, smack his hand, and gaffe the knife.

**[Give player treasure: Silver Dagger (80 meat)]**