You and Rêver the Ship Ghost entire Pirate Bexley Magic Maze! There are six numbered locked doors! When you reach a locked door, roll a six-sided die. If you rolled the exact number, then Rêver passes through the door to unlock it from the other side, and it remains unlocked. If you rolled a different number, then the door remains locked, and you and Rêver teleport to the numbered door you rolled, and you decide which side of the door you appear on. You can travel back to locked doors to try unlocking them after you teleport if you wish. Send a photo of your completed magic maze to piratebexley@gmail.com or piratebexley on Instagram to discover what you find at the end of the maze!

