

WALLY DM'S JOURNAL OF PUZZLE ENCOUNTERS



BY DOMINIC L. WALLACE

HELLO THERE ADVENTURERS!

Within this journal you will find 60 puzzles that you can use to add an element of mystery, intrigue and fun to your fantasy role-playing games.

Your players will have their characters swapping out gems of an owl statue to open doors, turning their hand to stone to unlock a portal, or tasting a cube to see if its bitter or sweet in order to solve a puzzle.

In a style of puzzles supported by thousands of wonderful subscribers to the Wally DM YouTube channel, the Journal of Puzzle Encounters will provide your table with legendary stories and moments they will always remember!

Also included is a table of 100 weird rooms that you can use to populate your dungeons and bring out the creativity of both yourself and your players.



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Hello there adventurers and welcome to Wally DM! Thank you for purchasing my Journal of Puzzle Encounters. Within the pages of this book you will find 60 puzzles that you can use to add an element of mystery, intrigue and fun to your fantasy role-playing games.

In addition to the puzzles, you will also find a table of 100 weird encounters that you can use to populate your dungeons and bring out the creativity of both yourself and your players.

As you peruse the puzzles within these pages please remember that each puzzle is simply an idea for you to use “as is” or as the foundation of building your own encounters and ideas.

If you want more of puzzles just like these, be sure to subscribe to my YouTube channel, Wally DM. Tune in for a new puzzle video every month!

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To my dad. I made two promises to you ages ago. I promised you I would obtain a college education and that I would write a book. In 2012, I received my Associates Degree in Web Systems. In 2020, I have finally published a book. I miss you with all of my heart Dad and I wish you were here to see my accomplishments and the promises I made to you, fulfilled.

To my brother Jason. Growing up and traveling around the country it was just you, me and Dad. While you are definitely not nerdy like your brother, I do appreciate that you enjoyed delving into dungeons and rolling twenty-sided dice. You are my favorite player and I always enjoy the thought and effort you put in your characters. The adventures of Vengor, Ithor, Goola, Zark and Spello are the beginning of everything that I have worked for today. Love you brother.

To José. Immortal. If anyone is more excited to see this book in print, it is you my friend. I cannot thank you enough for your continuous support, encouragement and positivity. Thank you for being on this journey with me.

About the Author: Nick (Wally D.) has been a game master off and on since 1984. He enjoys creating puzzles and running RPG games, although he is not very good at solving puzzles. Ironic, isn't it?

Wally has been a writer all of his life and has published several articles for gaming websites. Although, this book is his first official publication.

Wally is humbled and proud of his YouTube channel that he started in 2016 and enjoys making content for the channel and meeting folks from around the world.

Outside of tabletop gaming, Wally enjoys: spending time with family/friends, disc golf, traveling, collectible card games, fantasy football, and delicious craft brews!

Journal of Puzzle Encounters

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How to Use This Book

First and foremost, this entire journal is a collection of ideas. Each puzzle can be used "as is" or can be altered to fit your game or your style of GMing. Each puzzle entry in this book has a stat block to help you better understand the original idea of the puzzle.

Included in the puzzle's stat block are:

Type: What kind of puzzle is this? There are several different types of puzzles in this book. More on these in just a moment.

Location: Where is a good place to use this puzzle? Dungeon, Castle, Museum, City, etc.

Multi-Room: Can this puzzle be used in a single room or will it require the characters to visit multiple rooms to obtain keys, clues or other information to solve it?

Difficulty: In general, how hard is the puzzle? I have broken down the difficulty level as follows:

Easy - fun encounters to introduce new players to puzzles!

Average - these puzzles shouldn't be too hard for the average player and should provide an amazing experience.

Moderate - A few puzzles were hard for me to classify as either average or hard. Depending on the players, these could slide either way so the "moderate" tag sounded like a decent way to identify these.

Hard - designed to really challenge your players. While we won't be doing anything crazy like calculus or college level physics, these puzzles will take a certain degree of thought or player knowledge to solve.

Combine with: What's better than using a puzzle in your game? How about two puzzles? This part of the stat block is a recommendation of what two puzzles would work well together either mechanically or thematically.

After the stat block, each puzzle is broken down into additional segments to help you quickly identify what is going on.

KEYS: What are the items, objects, or information needed before the puzzle can be solved. Where can they be found?

THE PUZZLE: What's going on? What is the puzzle about? I tell you all you need to know right here!

HINTS: Don't let your players struggle too long. Help them out with hints if they are stumped!

MAKE IT YOUR OWN: All of my puzzles are simply ideas. Be creative. Take my idea and make it your own. How would you use this in your game? What would you do differently? What if we tried this a different way?

Types of Puzzles: The Journal of Puzzle Encounters is filled with a variety of different puzzle ideas that you can use in your fantasy role-playing game. The puzzles in this book are differentiated by their "type". They are as follows:

Lock and Key Puzzle: The most common puzzle you will find in this book. This is best defined as a door puzzle (the lock) that is solved by using or inserting items (the keys). More often than not, the keys are dispersed in different areas requiring adventurers to fully explore dungeons or traverse the world in search of items.

Ability Puzzle: A puzzle solved by rolling dice and using the ability scores or skills of a character.

Combat Puzzle: A puzzle that will involve a solution through combat or will need to be solved during combat.

Co-op Puzzle: A puzzle that gives players separate information and requires them to work together to solve it.

Cryptic Puzzle: Use a decoder to reveal a message or find the hidden meaning behind words or text that are being used.

Hub: A Lock and Key puzzle that can be used to open up new areas to explore, one at a time. Hubs are a good puzzle to use as the centerpiece of a dungeon.

Investigation Puzzle: These can be solved if the character investigates and takes a closer look at an item or the puzzle itself.

Knowledge Puzzle: These puzzles are primarily solved using Player knowledge.

Logic Puzzle: Puzzles that can be solved using a grid matrix and a set number of clues to deduce the solution.

Maze Puzzle: A series of paths to choose from. Clues help determine which direction to go. Travel in the correct direction you move on to the next step of the maze. Travel in the wrong direction, back to the start with a possible combat encounter.

Misdirection Puzzle: A puzzle that is meant to trick players into believing that it is solved in a particular way. If an answer is too obvious, then the players may want to think about their answer a while longer. The real solution may be hiding behind some misleading information.

Riddle: As part of the solution to the puzzle, a riddle may need to be solved.

Role Play Puzzle: A puzzle that is solved through roleplaying or interviewing NPCs.

Quest Puzzle: A puzzle that would make a great quest for your players. These puzzles would be a fantastic focus point for a one-shot adventure.

Thought Puzzle: The second most popular puzzle in this book. Thought puzzles are solved by creativity or troubleshooting the situation. Evaluate the scenario and contemplate what the puzzle is wanting you to do.

Trap Puzzle: A puzzle and a trap. Yikes.

Now that you know how to use the book... Let's get started!

THE PRISMATIC OWL

Type: Lock and Key Puzzle / Hub

Location: Crypt / Temple / Dungeon / Museum / Any

Multi-Room: Yes

Difficulty: Easy

Combine with: Any Puzzle or several additional Puzzles!

KEYS: Two blue eyes, two yellow eyes, and two red eyes. The eyes are cone-shaped gems similar to a stout light bulb.

THE PUZZLE: Prior to being introduced to the Prismatic Owl statue, the adventurers **will need to have acquired the two blue eyes / gems**. Perhaps these were obtained from a local market, given to them by a mysterious NPC or were found on a prior adventure in an ongoing quest. Read this to your players as they approach and enter the main chamber:

The ground below your feet is saturated with violet-colored weeds and lilacs. You enter the open chamber into a round room with no noticeable passageways.

In the middle of this room is a marble pedestal with a statue of an Owl sitting on top of it. The eye sockets of the owl are empty.

This chamber itself is empty but your players could detect smells or sounds in directions where you have planned encounters.

If the characters take the time to investigate, they will be able to see scratches and marks on the southern entryway as if a stone wall had been shifted to open or close the gap in the past.

If the characters insert the two Blue Gems into the eye sockets of the statue, the Owl's eyes will light up and emit a harmless beam of blue energy. It will then rotate and face the west. As the owl turns, the wall of the circular room also shifts. Sealing off the entrance of the chamber (South) and revealing a passageway to the west.

SOLUTION: The room of the prismatic owl is solved by using the Yellow, Red and Blue gems to fill the eye sockets of the Owl statue so that the players can access different areas of the Crypt/Dungeon. They will need to explore the dungeon to find the remaining gems and bring them back to the Prismatic Owl statue to open new passageways.

To the west, the characters will find Yellow Gems. Inserting both Yellow Gems into the Owl will cause a yellow beam to appear and the circular room rotates to reveal a passageway opened to the North. After traveling North, they will find Red Gems. Once the red gems are inserted into the Prismatic owl, it will let forth a beam of red energy and rotate to face the East, opening a passageway in that direction and sealing any previously opened passageways.



Illustrated by Xel Art

Three additional passageways can be revealed by mixing different colors of the “Eyes” or colored gems into the Owl statue. Yellow + Red opens an Orange passage to the Northwest, Blue + Yellow opens a Green passage to the Northeast and the Red + Blue combination will reopen the entrance to the South (a color combination foreshadowed by the violet, purple flowers found at the entrance).

HINTS: Should the party need hints to solve this puzzle, Intelligence/Investigation checks could provide the following hints you can give your players:

Investigating the gems, it looks like they might be a perfect fit into the eye socket of a statue

While you cannot physically move the Owl statue, it does seem that something may activate this and the head could rotate up to 360 degrees.

It seems that the walls of this room might be shifted. Perhaps something will trigger them to move?

Perhaps, combining the colors of a few of the gems will help reveal different passages?

MAKE IT YOUR OWN: As the game master you could use the Prismatic Owl as a centerpiece of a dungeon. Each color combination giving access to a different area that you want your players to explore.

Where might a puzzle dungeon like this exist? Perhaps this leads to a tomb of an ancient wizard that was fond of owls? How do the players acquire the blue gems? What secrets lie behind the walls sealed by **THE** Prismatic Owl?

DOOR OF THE PACIFIST

Type: Thought Puzzle

Location: Dungeon / Mansion / Temple / Castle

Multi-Room: No

Difficulty: Easy

Combine with: Bone Bash

KEYS: There are no keys to this puzzle. Everything the adventurers need is in this room.

THE PUZZLE: The adventurers encounter a locked door, a crate and a strange mural painted on the wall.

This room is covered with thick layers of dust. The remnants of a large, round wooden table surrounded by pieces of damaged wooden chairs. The table and chairs show heavy signs of rot and decay. Also strewn about the room are about a dozen old, empty wooden buckets and broken paintbrushes.

There is a mural painted along the entire north wall that depicts a few faint images. In the middle of the north wall is an iron door that also has an aging, but legible, faint image.

To the right of the door, is a large, closed, reinforced wooden crate.

The door on the north wall is steel and is magically sealed by a 30th level magic-user. It cannot be opened by force or magical means.

The wooden tables, chairs, buckets and paintbrushes have no value. The mural is portrayed in three parts. The left side of the mural depicts a painting of armed warriors and adventurers.

The right side of the mural depicts an image portraying a stockpile of weapons, bows, swords, axes, daggers, maces, etc. There is an arrow pointing from the stockpile downward to the reinforced wooden crate that is located directly underneath of this mural.

The door portrays a painting of the backside of adventurers as if they were walking through the door.

SOLUTION: The mural is telling the party that they may only pass through the door if they put their weapons in the wooden crate. Once ALL weapons are inside the crate, it slams shut, gear sounds can be heard and the iron door creaks open. If the characters reopen the crate, they will find their weapons are gone! If the characters did not put all weapons in the crate, they can still retrieve their items from it, but the door will not open until they do.

Unbeknown to the characters, there will be another magical box that contains their weapons somewhere else in the

dungeon on the other side of the door. Up to the GM, but they could be presented with an option of corridors to go down.

One leads to the box and their weapons while the other options lead to traps or encounters. Having a monster encounter guarding the second crate that contains their weapons would be an interesting scenario. The party would have to rely on magic or improvised weapons to defeat the monster before they can get to the crate.

Regardless, no weapons can ever pass through the Door of the Pacifist. Passing through this door can only be done if all weapons are teleported through the crates. As a GM, you may decide that a similar door, room, mural and magic crate can be found somewhere on the other side, creating another Door of the Pacifist they must pass to go back.

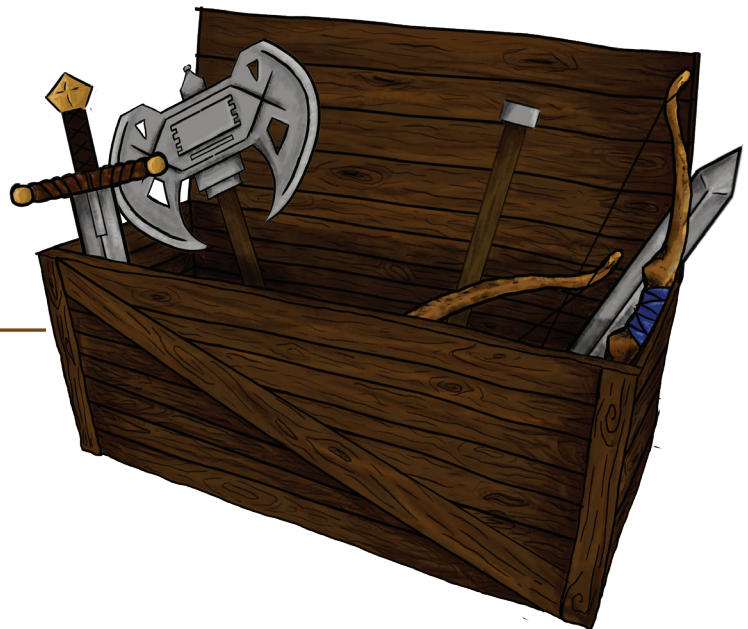
HINTS: If the characters fail to understand that all of their weapons must be put into the box, a few hints may be in order.

Perhaps allow the characters an Intelligence check with a DC that you deem appropriate. With a success, tell the player that they believe that their weapons must be placed in the box in order to open the door.

Perhaps the characters come back to this room later. Somewhere else in the dungeon they find a journal that explains how the Door of the Pacifist is activated.

Maybe the image of the adventurers on the door become animated. As a GM, you can have them turn around and point at the characters weapon and then point to the box.

MAKE IT YOUR OWN: What is waiting for the characters on the other side of the door? An ambush, a test? How will you use this puzzle?



Illustrated by Balaur Art - @ArtBalaur

DOOR OF THE STONE HAND

Type: Lock and Key Puzzle

Location: Dungeon / Secret Hideouts / Labyrinth / Temple

Multi-Room: Yes

Difficulty: Average

Combine with: Any

KEYS: This puzzle comprises of two pedestals. The characters will first encounter a Stone Pedestal with a flat surface and an Outline of a hand. As they adventure onward, they will find a second pedestal. This one will have a flat surface and is filled with a crimson red, bubbling substance.

THE PUZZLE

Room 1. The Stone Hand Pedestal

This room features three humanoid statues. Each statue has their right arm extended with the palm of their hand facing downward.

An outline of a door is etched into the North wall.

In the middle of the room is a 4 foot high pedestal with a flat surface and a couple of steps leading up to it. The pedestal is decorated with several red hand prints.

This room contains the Stone Hand Pedestal. It is four foot high and has a flat surface. The top of the pedestal has an indentation of a human sized hand.

This pedestal will activate the outline of the door etched into the North wall to create a real passageway. If a character tries to place their hand on top of the pedestal the indentation/outline of the hand will grow or shrink to fit the size of their hand, but it will remain 1 inch larger as they place their hand onto the stone. A hand of flesh **will not** open the door nor will the severed hand of a statue.

Room 2. The Medusa Pedestal

This room features three humanoid statues. Each statue has their right arm extended with the palm of their hand facing downward.

In the middle of the room is a 4 foot high pedestal with a flat surface and a couple of steps leading up to it. The pedestal has an image of a door with a gray hand on it.

The top of the pedestal seems to contain a bubbly liquid and the sounds of gurgling and bubble pops can be heard.

The flat stone surface of this pedestal is filled with bubbling crude that resembles blood. On each corner of the square top is a small, stone Medusa head. The four heads are angled downwards as if looking into the blood-like substance.

SOLUTION: To open the door in Room 1 a living creature with a stone hand must press into the top of the platform. One of the characters will need to flatten their hand and place it into the pedestal of the blood. This will cause their hand to turn to stone. The Stone Hand can then be placed in the marked area of the dry, Stone Hand pedestal for a perfect fit.

Once the stone had is applied to the pedestal in room 1 the etching of the door will materialize into a real door that the characters may travel through.

The pedestals are made of the finest stone and will have a high AC and HP to prevent characters from trying to destroy them. In addition, they are magical in nature and any attacks made against the pedestals in attempts to destroy, move, transform, or any other malicious intent, will trigger a flesh to stone spell with a DC15.

HINTS: If the characters are cautious about sticking their hand into the curdling blood of the Medusa Head Pedestal, we could encourage them by using the following hints:

Allow them to find a nearby secret door. Inside this small room they find a book that demonstrates the activation of the Stone pedestal by sticking a hand in blood.

Allow the players to make an Intelligence / Investigation check. Set your own DC. For those that succeed, they piece together that the statues with their palm down might indicate a clue on how to activate the door. Re-strengthen the memory of the red hand prints on the base of the Stone Hand Pedestal.

Close investigation of the curdling blood in the Medusa Pedestal and a character can see the faint outline of a hand.

MAKE IT YOUR OWN: After the players solve the puzzle, you may decide to provide a third pedestal. This one is similar to the Stone Hand Pedestal. If the character with the stone hand places their stone hand on the flat surface, the shallow basin will fill with blood and remove the stone encasing the characters hand.

Or, perhaps the character with the stone hand does not find an immediate cure. They will need to be treated with a stone to flesh spell or effect. As a GM, you can have the stone hand be a hindrance with regards to combat, holding things or casting spells. Or, you could have the stone hand be a bludgeoning weapon with great strength and durability.

Use your imagination on the positive and negative fun that can come about from a character having a stone hand.



MISSING TOMBSTONES

Type: Logic Puzzle

Location: Dungeon / Graveyard / Town

Multi-Room: No / Yes

Difficulty: Average

Combine with:

KEYS: Five clues will need to be strategically placed by the game master. They are the keys to the puzzle.

THE PUZZLE: Our adventuring party is on a quest to find an item. After speaking with key NPCs they discover the item's whereabouts: buried in a grave with the previous owner. The grave of Peter can be found at the local cemetery. He is buried alongside his three brothers.

When the characters arrive at the cemetery, they are greeted by an NPC Gravekeeper who can lead them to the graves they are looking for. Along the way, the Gravekeeper tells them that the graves of the four brothers had been vandalized and he is not sure which brother is in which grave. He does, however, have a scroll that was written by the previous Caretaker that should help them identify the correct grave.

The Gravekeeper warns the adventurers that the graves are protected by a supernatural entity and if they dig up the wrong grave, a curse will be bestowed upon them. Read the following text to your players:

You arrive at the final resting place of the four brothers. The four plots are aligned horizontally in a row.

The 3rd grave has a tombstone in place, although it is damaged and missing a few chunks. Pieces of Ruby red stone still decorate this tombstone.

Three other tombstones lie in a pile about 20 feet away. One outlined in Jade Green, one in Onyx Black and the final stone in a Sapphire Blue.

Neither the graves nor the tombstones have names on them to identify who is buried where. The only clues can be found on the scroll that the Gravekeeper gives the adventurers.

To Solve the Puzzle, the adventurers will need to put the tombstones back in place using the clues provided below:

1. Winston is buried in the 4th Grave
2. Peter's grave is somewhere to the left of the JADE tombstone
3. Ray's tombstone is decorated in ONYX Black
4. Egon is not buried at either end of these four plots. Egon does, however, rest to the right of the Sapphire Blue tombstone.
5. The first grave should not have the Onyx tombstone

SOLUTION: The first tombstone cannot be Jade or Onyx. And the Ruby tombstone is already in place. Therefore, the first tombstone should be Sapphire.

Knowing that RAY should have the Onyx Tombstone, we can now determine that he is buried in the 2nd grave. This is because the first grave is Sapphire, the third is Ruby and Winston is buried in the fourth.

Since RAY is buried in the 2nd grave, this tombstone will be ONYX. That leaves only the 4th tombstone unknown, which must be JADE since it is the only one remaining.

Egon is buried in the 3rd grave. This is because he cannot be in the first grave and the 2nd and 4th are already taken by Ray and Winston.

With all other tombstones and graves filled, the remaining answer is PETER in the 1st grave.

MAKE IT YOUR OWN: What happens if the characters decide to ignore the warnings of the Gravekeeper and decide to desecrate the tombstones or dig up the incorrect graves? A curse seems appropriate. Perhaps it is as simple as the characters having penalties to their die rolls. Or, maybe the ghosts of Ray, Egon or Winston will haunt the PC and will only leave their side if they fulfill a quest? What do you think? An easy curse that can be removed or a powerful hoodoo that can only be removed by a 20th level spell caster or a wish spell? Type and severity of the curse is a decision left up to you, the Game Master.

Let's carry the possibility of the curse one step further. What happens if the characters successfully solve the puzzle, retrieve the item, but do not properly reburial the deceased. Or, maybe there are two items buried with Peter. The ideal choice would be for the adventurers to only take the item they sought after, so what happens to them if they decide to take the additional item as well? What unfavorable hex will befall the characters in this situation.

On the other hand, perhaps our adventurers feel compelled to take the time and clean up the final resting place of the four characters. Ensuring that the headstones are in their proper place and the graves are cleaned up? In this case, be sure to be ready to have a proper reward ready for your player's characters. Perhaps some type of a blessing, an item, or piece of information is granted to them for their amiable efforts.

Final thought. Other than the scroll? How else could you give the players the five clues needed to solve the puzzle?



DWARVEN GAS CHAMBER

Type: Cryptic Puzzle

Location: Dungeon / Any

Multi-Room: Yes

Difficulty: Moderate to Hard

Combine with: Any

KEYS: In order to solve the Gas Chamber, the PCs will need to obtain the and decipher the clues in the riddle.

THE PUZZLE

The Gas Chamber: Our adventuring party has found themselves within the depths of a fortress built by a race of evil dwarves. They open the sturdy door of a long narrow passage-way filled with bones. On the other side is a locked door. As they enter the room, read the following:

This room is filled with bones of all types of humanoid and animal creatures. When you enter this room, you immediately begin to feel groggy, your tongue swells and you start to become short of breath.

Across the room you see a door. However, with your current symptoms and the rough terrain of bones, you do not think you could make it across the room before passing out... or worse.

Time is running out fast. What do you do?

Deadly gas is continuously being pumped into this narrow chamber. Survival instincts should kick in as the PCs become short of breath and realize they need to get out of here as soon as possible.

Should the characters try to run for the door on the other side, remind them that the bones make this difficult terrain and their character realizes they may not make it across the room before suffocating. Should characters devise a method of getting across the room, the door on the other side is locked. The toxic fumes will cause the character's tongues to swell making it impossible to cast spells requiring a verbal component.

The solution for this puzzle, along with the keys to the door, will be found in the **Valve Control Room**.

Valve Control Room

The control room has eight different pipes that are pushing toxic fumes into the gas chamber. Each pipe has a valve that can turn the flow of gas on or off. The hand-wheel for each valve can be turned 90 degrees at a time and set into place. Each valve has a red arrow pointing in one direction on the hand-wheel. With the 90 degree turns, the wheels can be turned to face up, left, down or right. When the characters first arrive, all of the red arrows of the wheels are pointing to the left.

The PCs should also be able to find the key to the locked door at the other end of the Gas Chamber and a journal or man-

ual in the room that will provide instructions on how to turn off the gas. However, the instructions are hidden in the verses of a Dwarven salute to fallen warriors. Print or write the following verses and hand this to your players:

*The dwarf walks up to the bar for a drink
He raises his glass to his fellow soldiers
Don't let your hearts sink, Our battle was well fought
Let us down our ale for our fallen friends!
There are still enough of us left to finish our task
We will claim victory for the righteous and the worthy!
In the past, we would have left this alone,
but now, we must do what is right!*

SOLUTION: The Dwarven salute hides a secret code within the words. There are eight lines and eight valves. Studying each line carefully, the players should be able to pick out a single word in each line that references a direction to turn the wheel.

A few of the directions are obvious using the words up, down, left and right, but a few will need to be deciphered.

"Raises" indicates an up position, "Sink" implies a downward position and "Righteous" contains the word right. To shut off the flow of gas into the chamber, the adventurers will need to turn the eight valves to face the following directions:

Up, Up, Down, Down, Left, Right, Left, Right

When they complete this combination, the gas will shut off and they can then travel safely through the chamber and open the door on the other side.

HINTS: Be sure to hand the players the eight line verse. This will make it easier for them to decipher.

Should the players have trouble solving the puzzle allow their characters to make an intelligence ability check. On a success, tell them that they feel that this written story may have clues to the direction the levers must be turned. Point out that there are 8 valves and 8 sentences in the story.

If the players continue to struggle allow them an additional ability check. On a success, tell them that their character notices the word "up" in the first sentence. Perhaps that is a clue to the direction of the first lever.

MAKE IT YOUR OWN: Perhaps the Control Room also has a minor gas leak and the players only have a few minutes to solve the puzzle before their characters start to suffer the side-effects of the toxic fumes.

Final thought, What are some other possible ways that the players may circumvent the puzzle?

METALLIC CORRIDORS

Type: Lock and Key Puzzle / Hub

Location: Castle / Temple / Dungeon / Maze

Multi-Room: Yes

Difficulty: Moderate

Combine with: Many

KEYS: The characters will need the metal Staff of Dragons and four round, metal medallions that fit into the staff.

THE PUZZLE: The adventurers will need to have already acquired one of the medallions prior to entering this area. The medallions are circular discs. Each disc is made of a different metal: silver, copper, brass and bronze.

This room has four open corridors. There is a symbol above each corridor.

In the middle of this room is a black, metal staff that hovers a few inches off of the ground.

This room serves as a hub to different areas of the dungeon. It has four open corridors. Each corridor extends out 50ft into darkness before taking a 90 degree turn.

Each corridor is marked with a symbol either above the open passageway or on the ground before entering. The symbols can be identified as a Flame, a Snowflake, a Lightning Bolt and a droplet with Skull/Crossbones.

Levitating in the middle of this room is a black, metal staff. Once a character grabs the staff it will no longer levitate. The top of the staff has a circular metal enclosure that will open to hold a medallion. The brace simply swings open, a medallion is inserted, and then the brace is clamped shut. Holding the disc in place.

Once characters travel 50 feet in one direction, the corridor will make a 90 degree turn and travel in another direction for at least another 50 feet. Although, the amount of turns and distance of the corridor after the first 90 degree turn is up **TO** you as the GM.

It is at this midway point of travel down a corridor that the entire passageway will come alive with Fire, Freezing temperatures, Electricity, or showers of Acid, dependent on what corridor the characters traveled.

If a PC has the staff with the correct medallion to match the corridor in which they are traveling, then the staff will protect all characters within 30 ft of the staff making them immune to the damage type of that particular corridor.

However, if the medallion inserted into the staff is not the correct disc for the corridor then the adventurers will immediately begin taking damage every round they remain in the corridor.

Each corridor leads to a dead end, but there is a protruding

panel where the top portion of the Staff of Dragons can touch. If the corridor and medallion match, then a passageway will appear and lead them out of the corridor.

Once all living beings are out of the corridor, it will once again go dark. So which corridor matches which medallion?

SOLUTION: The four corridors represent elements that correspond with the breath weapon and damage immunity of Metallic Dragons.

Silver Dragons are Immune to Cold
Copper Dragons are Immune to Acid
Brass Dragons are Immune to Lightning
Bronze Dragons are Immune to Fire

Therefore, the solution to the puzzle is to have the Bronze Medallion inserted into the top of the staff when traveling down the Fire corridor, the Copper Medallion for the Acid hallway and so on.

As the adventurers travel through the dungeon they should find a different disc of your choosing. Swapping medallions in and out of the staff will allow them to safely navigate the deadly corridors.

MAKE IT YOUR OWN: How will we help our players solve the puzzle if they are unable to match breath weapon damage to the color of Metallic Dragons? Are your players savvy veterans that would solve this right away or are they beginners that would have no clue how to safely travel the corridors?

To make the puzzle a bit easier you may consider describing the black, metal staff by including images of dragons. In addition, each medallion could also feature the head of a dragon using their breath weapon.

You may have noticed that I did not state the amount of damage that characters would take if they travel down the wrong corridor without a protective staff in hand. This is completely up to you as the GM and will be dependent on the level of the characters and how deadly you wish the trap portion of this puzzle to be.

What happens to the staff after the players use all portions to access the different dungeon levels? This is up to you as the GM. Perhaps the Staff of Dragons can then become a magic item. It could grant the ability to levitate, provide an aura of protection dependent on the medallion set into the top of it, or become a fierce weapon of destruction letting forth a damage type.

Final Thought. What is waiting for the characters on the other side of each door? An ambush, a test? How will you use this puzzle?



Illustrated by Dr. Feargood



Illustration of Vistra Steelshaper, Dwarf Forge Cleric - Archeology Guild created by Xel Art

TEMPLE OF THE RAT GOD

Type: Cryptic Puzzle / Combat Puzzle

Location: Cavern / Dungeon / Ruins / Underground / Sewer

Multi-Room: No

Difficulty: Hard

Combine with: Door of Shadows

KEYS: There are no keys to the puzzle.

THE PUZZLE:

You enter a dark chamber that is ankle to knee deep in sewage. An iron door with a set of dials is on the far wall.

In the middle of this room is a statue of a Rat Warrior. The statue itself is covered in sewage and grime, but the battle axe it is wielding seems to be clear of muck and patina. The square base of the statue seems to have some sort of writing on it.

The squeaking sounds of rats seems to surround the entire area. As if they are in the walls and coming closer.

The Door and the Dials: Within moments of the character's arrival, the chamber will begin to fill with giant rats. The only way out is an iron door along one wall. The door does not have a handle, but to the right of the door is a panel with four dials.

Each dial is numbered 0-9. The hand of the dials can be rotated and set on any number. Below each dial is a letter.

Dial 1: "R"

Dial 2: "A"

Dial 3: "T"

Dial 4: "S"

CLUES: The statue of the Rat god emerges in the center of this room above the sewage. The base of the statue is wide enough that a few characters, depending on their size, might be able to stand on them to stay out of the sewer water.

The statue has some patina and rust with the exception of the battle axe it wields. An easy perception ability check could draw a character's attention towards the axe for a closer look. Engraved into the axe are six words. They are as follows:

state – germs – trees – tears – rest – ages

If the characters look around the base of the statue, they will see there is writing on 3 of the 4 sides of the pedestal.

LEFT SIDE

There are 6 made of 28. First, you must separate.

CENTER

Put them into 7 like Piles. Only then will you escape the vile.

RIGHT SIDE

Four Numbers are all you need. Counting each Pile is the key.

SOLUTION

There are 6 made of 28: There are six (6) words on the Battle Axe. Our first Clue indicates that the 6 words are made up of 28 letters. The letters are important to the solution, not the words that they create.

First you must Separate. This means the characters will need to separate the letters.

Put them into 7 like Piles. There are only 7 different letters used in the six words presented on the Rat god's battle axe. If we could physically take each letter and put them into like-piles, there would only be 7 piles.

We will need to make a pile of letters:

S, T, A, G, E, R and M

Four Numbers is all you need: This refers to the Dials by the door. We have four dials and need four numbers.

Counting each pile is the key: After separating all 28 letters into 7 piles we count each pile of letters and get the following:

The letter E was used 7 times

The letter S was used 6 times.

The letter T was used 5 times.

The letter R was used 4 times

The letter A was used 3 times.

The letter G was used 2 times

The letter M was used 1 time

Looking back at our dials, each one has a letter underneath. These letters correspond to how many times it was used in the 6 names on the axe.

Set Dial 1 (the "R" dial) to 4... The letter R was used 4 times.

Set Dial 2 (the "A" dial) to 3... The letter A was used 3 times.

Set Dial 3 (the "T" dial) to 5... The letter T was used 5 times.

Set Dial 4 (the "S" dial) to 6... The letter S was used 6 times.

After the hands of each dial are moved to the correct number, the iron door will open and the adventurers may exit the chamber.

MAKE IT YOUR OWN: Shortly after the characters enter the room and we have described their surroundings, perhaps we put a 2-3 minute timer or hourglass on the table. As the timer gets closer and closer to expiring, the rats draw near. When the last sand drops, roll for initiative!

What other deities could we apply this puzzle to?

MAGIC MOUTH

Type: Thought Puzzle / Investigation

Location: Wizard Tower / Weird Dimension

Multi-Room: No

Difficulty: Average

Combine with: Eyes of the Obelisk

KEYS: To solve the puzzle, the characters will need to obtain the 4 white cubes currently in the Magic Mouth's possession.

THE PUZZLE: The adventurers will have to converse with a magical mouth and investigate murals.

You enter a large chamber with no visible exits. Both sides of the Northern wall slant inward towards a middle 10-foot section. The Northeast wall and the Northwest wall both have two large mural paintings on the stone wall in portrait orientation.

At the flat center section of the wall is a large animated mouth. As you approach, you hear the magic mouth singing and humming a happy, musical tune

There are four murals total. Beneath each of them is a small 2x2 inch square hole. It will be evident that a cube or square block should fit here. The cubes are currently in the Magic Mouth's possession. The Mouth will give them up after it has been properly entertained by sticking out his tongue where they can be retrieved.

The GM should have fun with the personality of the Magic Mouth. Perhaps it is bored and wants the adventurers to tell him a story. Maybe it wants to do the storytelling. Perhaps it has a riddle for them to solve? Teach them a song to sing?

After being entertained for a short bit, the mouth will say "ah, well. I can see you are in a hurry to get out of here. Take these and place them into their correct position."

Once the PCs have the four cubes, they will need to determine which cube goes into which square hole. But, they all look exactly the same. To help them figure out the correct solution, each of the murals will provide a clue.

The first mural is a painting of a dwarven brewer tasting a beer. There are barrels of ale surrounding the man and a table full of hops to his left.

The dwarf drinking the beer, surrounded by hops indicates that the beer is bitter. The **Bitter Cube** must be inserted into the 2x2 square hole underneath this mural.

The second mural is a painting of an obese human baker in a kitchen. The baker has an open oven door. In one hand he has a cookie sheet full of pastries. With his other hand he is stuffing his mouth with pastries.

The mural of the baker eating pastries indicates a sweet taste. The **Sweet Cube** must be inserted underneath this mural.

The third mural is a painting of a butcher. She is surrounded by steaks, meats and fish in what looks like a storage room. She seems to be chopping up the meats and stacking them for storage.

The butcher is preserving the meats with mounds of salt. Should an adventurer cook and eat meat from this storage locker, it would taste salty from the method of preservation. The **Salty Cube** must be inserted underneath this mural.

The fourth mural depicts a gardner taking a break from tending to her crops. She is sitting at a wooden table. She is drinking from a glass of water with a lemon in it.

This medieval drink is called "Lemon Water" and while refreshing to drink after working in the heat, it will taste sour from the freshly squeezed lemons. The **Sour Cube** must be inserted into the 2x2 square beneath the mural.

SOLUTION: Each cube must be put into the correct hole underneath the corresponding mural. While all cubes may look the same each one will *taste* different. To solve the puzzle, the players must have their characters lick or taste the cubes. After doing this they will be able to identify them by being Bitter, Sweet, Salty and Sour.



FAILURE: If PCs randomly jam the cubes into the holes without tasting them first to determine their correct position, then the Magic Mouth will let out a bone-chilling screech that will cause psychic damage (in an amount proportionate to the level of the characters). After the screech, the cubes will explode out of the holes into hundreds of tiny shards that will cause piercing damage to those in the area. Possibly allowing for a Saving Throw for half damage.

The Magic Mouth will then begin berating the adventurers before begrudgingly presenting them with another four cubes. The Mouth tells them to try again because he wants them to be able to "taste success".

Anything else stuck or crammed into the 2x2 square holes will explode out, disintegrate, or be lost in a void. The wall cannot be damaged in any way. Attempts to do so will cause the Magic Mouth to shriek and inflict psychic damage.

CHAMBER OF LUCK

Type: Lock and Key Puzzle

Location: Casino / Museum / Temple

Multi-Room: Yes

Difficulty: Easy

Combine with: Three Card Draw

KEYS: Exploration will be necessary to find a clock, a coin, a written note and a ring. These items provide the answers needed to solve the puzzle.

THE PUZZLE: This puzzle should encompass an entire gaming session or one-shot adventure as the characters navigate an abandoned casino or temple to the goddess of Luck. They should encounter the main chamber fairly early.

Main Casino Chamber: The main chamber of the casino is what sets our puzzle in motion. Solving the puzzle in this room should provide an item that the characters have been questing for or a portal that takes them to the next level of their adventure. Read this to your players as they enter the main chamber:

This large chamber is filled with the sounds of conversation with an occasional cheer of good fortune. The clatter of gambling chips and the shuffling of playing cards provide a constant hum of activity. Numerous gaming tables are surrounded by well-dressed humanoid civilians enjoying socialization, drinks and the thrill of gambling.

However, everything in this room is translucent. You can see right through every person and every item as if they were an illusion or a apparition. No one seems to notice your presence; in fact, some of the entities walk right through you as they walk about the casino.

This phantasmal scene cannot be interacted with. It seems to be some sort of a Residual Haunting. The language cannot be understood and the games are interesting, but exact details cannot be made out. After a few minutes in the Chamber, the characters will notice one area of the casino with a person and table that do not seem translucent. And a figure acknowledges them.

A robed figure behind a non-spiritual gaming station acknowledges your presence and motions for you to approach her table. The servant issues a welcoming smile and points to a deck of cards on her table. With a wave of her hand the deck arcs across the green felt face-up, revealing all 52 cards. She then speaks in a paranormal, reverberating voice

"In order to obtain the item you seek, you must pick four cards from the Deck". Order of the cards is not important, but choose wisely, if you pick the wrong card your fortune will turn for the worse."

"Are you ready to play?"

The Cards are a standard deck of 52 playing cards numbered Ace through King, with four suits: Diamonds, Hearts, Spades and Clubs.

There are 4 Clues in the Chamber of Luck. None of which will be found in the main room of the haunted casino.

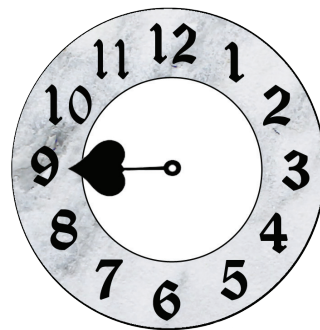
The Servant of the Luck goddess will answer the players questions to the best of her abilities. In fact, she may encourage the characters to come back later if they have not found all of the clues that are scattered throughout the Temple/Dungeon.

CLUES

The Ring – 3 of Diamonds: The players will find the ring in a jail cell used to house cheating players at the casino. Here they will find a zombie thief by the name of Ronk Grimstone. Ronk's feet are shackled to the wall and he is holding a small box that resembles a cage. The box is of high quality. It has a wooden top and bottom. The sides are vertical steel bars spaced a few inches apart. Inside the box is Ronk's right hand. It is animated and scurrying about the cage wanting to be released.

If the characters take a closer look at the tiny cage, they will see the hand is wearing a Gold Ring. There are definitely some diamonds on the ring, but the hand moves about so fast that they cannot see exactly how many. Freeing the hand to get a closer look at the ring will be a fun situation for the players and the GMs to play out. When they finally do get a good look at the ring on the animated hand, they will see that there are 3 tiny diamonds embedded in the golden band.

The Clock – 9 of Spades: In the bookkeeper's office, an old clock can be found on the wall. It still ticks as if it is working, but the lone, remaining hand of the clock does not move. Looking closely at the clock, the players will see the remaining hand looks like a spade and is pointing to the 9.



The Suicide Note – King of Hearts: King Charles had his own personal suite at the casino. His body can be found sitting in a chair slumped over, face down at his desk. A fine blade is protruding from the temple of his skull. A handwritten note can be found in his hand. The note reads:

"Dearest Marie, I cannot go on without you. Until we meet again, my love. – King Charles"

The conclusion can be drawn that the king committed suicide. Players familiar with a standard deck of playing cards will know that the King of Hearts is commonly referred to as the "Suicide King". Most playing cards depict the King of Hearts holding a blade to the side of his head.

The Coin of Luck – 6 of Clubs: The adventurers stumble into an old storage room that contains a few old casino games locked away for safe keeping. One of the items the players notice is an old metal box.

This mechanical device has an open reservoir at its base that looks like it could hold a few items. There is a slot at the top of the metal machine that is about the size of a silver coin. On the side is a lever with a handle. It is easy to see that the lever can be pulled towards you.

Three dusty windows, only a few inches in size, are aligned horizontally across the middle of the gambling apparatus. Wiping a bit of the dust away, an image of a cherry can be seen in the first window, an image of the goddess of luck in the second window, and an image of a bell in the third window.

This mysterious device is a slot machine. The players need to simply feed a silver piece into the slot machine and pull the lever. The images in the windows will spin and be replaced with three images of the goddess of Luck. Jackpot! The Coin of Luck falls into the reservoir below. This coin depicts an image of the goddess and 6 shamrocks. Or, in the players eyes... 6 of Clubs!



SOLUTION: The players must pull the 9 of Spades, the 3 of Diamonds, the King of Hearts and the 6 of Clubs from the deck presented to them by the goddess of Luck's servant. The order of the cards selected from the deck is not important

FAILURE: If the players select an incorrect card or try to scoop up more than one card at a time from the deck, a negative, divine effect will be released. Here are 10 possibilities you may want to incorporate.

1. The card explodes causing massive amounts of Radiant Damage to all within the area.
2. An arc of lightning sizzles through the card and into all of those within the area
3. The character is cursed with Bad Luck. All attack rolls, saving throws and ability checks are made with a penalty to their roll.
4. The character selecting the card is banished to another plane

5. The character selecting the card dies and becomes a ghost. Joining the massive apparition of the room.

6. The character selecting the card is polymorphed into an object or creature.

7. The goddess of Luck refuses to allow the character drawing the card to obtain the desired item. They can no longer attempt to solve the puzzle and they will not be able to hold or use the item if another character does pick the correct cards and obtains the item.

8. The character will develop a gambling addiction. For the rest of their life, they will spend every piece of wealth they have to feed this addiction.

9. Every magical item the character selecting the card has instantly becomes non-magical.

10. 1d4 of the surrounding apparitions become Ghosts and attack the party

HINTS: Should the party need hints to solve this puzzle, Intelligence/Investigation checks could provide the following information:

It seems that you may need to find a few clues before you can pull the correct 4 cards. Maybe you should come back after you investigate the rest of the temple/chamber/dungeon

It seems that picking one card from each suit might be a solution... but which cards should you pick?

False Hint: A critical failure on an INT or Investigation check may give the player the idea that they know the answer. Give them 4 cards that are definitely the wrong answer. Let them draw them from the table and roll on the 1d10 table above for the ill-effects

False Hint: Not making a DC10 INT check for a hint and maybe give the character the idea that they know what "one card" is, but need to find clues to identify the other cards

MAKE IT YOUR OWN: The Chamber of Luck could be constructed as a one shot adventure. A quest idea could be that the party is exploring the abandoned, underground casino in search of a magical dice set that is said to bring about good luck.

This puzzle is only an idea. Make it your own! Perhaps the Ring of 3 Diamonds is on the hand of a skeleton, lost in the casino's sewer system, or perhaps it is in the pot of a high stakes card game? What about the other three clues?

What other playing cards can you think of that could potentially be used in Fantasy RPG puzzles? Perhaps a "one-eyed-jack", a "bower", "puppy foot" or the "black lady"? How would you incorporate them into this puzzle?

DOOR OF THE LUCKY

Type: Lock and Key Puzzle

Location: Casino / Dungeon

Multi-Room: Yes

Difficulty: Average

Combine with: Door of the Unlucky



KEYS: A four-leaf clover and a rabbit's foot, and a Horseshoe with three nails will be needed to solve this puzzle.

THE PUZZLE: The door of the Lucky and the three locking bolts are magically sealed by a 30th level wizard and cannot be opened by any means other than solving the puzzle or a wish spell. Any attempts to destroy, bypass, or alter the door with magic or force will result in the character becoming cursed with bad luck.

In this room is a wooden door with iron reinforcements. It has a door handle that can be pulled, but above the handle are three bolts that secure the door.

There is a shiny, metal plate to the right of the door that reads: "Door of the Lucky".

The characters will need to find a four-leaf clover, a rabbit's foot and a horseshoe (with three nails). I recommend placing these items in separate locations of the dungeon for your players to find and bring back to this door.

For instance, perhaps they will find the horseshoe flopping on the hoof of a horse zombie? Defeat the undead horse, get the horseshoe.

SOLUTION: The door can only be opened if a character has an item or has performed an act that can bring about "good luck". If a character tries to open the door and is in possession of the four-leaf clover or a rabbit foot a bolt will unlock for each item. Nailing the horseshoe to the door, facing up, will also release one of the bolts locking the door.

MAKE IT YOUR OWN: How about if a character tried to open the door with their fingers crossed or they "knocked on wood". Both of these actions could be sufficient keys to unlocking a bolt on the door.

Best 3 out of 4? Include a face-up copper piece (a local minted coin with heads/tails) somewhere in the dungeon for them to find. "Find a penny, pick it up. All day long, you'll have good luck."

You could also entertain the idea that a character with an item or feat that brings about good luck would unlock a bolt, as would someone of the Halfling race (known for their luck).

What are some other items or actions that can bring about good luck? What would a curse of bad luck bring to a character that tried to cheat their way through the door?

DOOR OF THE UNLUCKY

Type: Lock and Key Puzzle

Location: Casino / Dungeon

Multi-Room: Yes

Difficulty: Average

Combine with: Door of the Unlucky



KEYS: A mirror, a ladder, and a Horseshoe with three nails will be needed to solve this puzzle.

THE PUZZLE: The Door of the Unlucky and the three locking bolts are magically sealed by a 30th level wizard and cannot be opened by any means other than solving the puzzle or a wish spell. Any attempts to destroy, bypass, or alter the door with magic or force will result in the character becoming cursed with bad luck.

In this room is a wooden door with iron reinforcements. It has a door handle that can be pulled, but above the handle are three bolts that secure the door.

There is a rusty, metal plate to the right of the door that reads: "Door of the Unlucky".

The characters will need to find a mirror, a ladder and a horseshoe with nails. I recommend placing these items in different locations of the dungeon allowing your characters to explore and come back to solve the puzzle at a later time.

For instance, perhaps the horseshoe can be found down a corridor floating inside of a gigantic glob of gelatinous goop?

SOLUTION: The bolts on the door will only unlock if a character has an item or has performed an act that can bring about "bad luck". Therefore, one of the adventurers will need to:

Break the Mirror

Set up the ladder and walk underneath it

Nail the horseshoe to the door, upside down.

Upon completion of each act, one of the three bolts sealing the door will slide and unlock. Once three bolts are unlocked, the door can be opened.

MAKE IT YOUR OWN: Other possible superstitious acts or items that could bring about bad luck could be: Knocking on the Door 13 times or holding a Black Cat when trying to open the door.

What are some other items or actions that are considered to be unlucky? What would a curse of bad luck bring to a character that tried to cheat their way through the door?

THREE CARD DRAW

Type: Logic Puzzle

Location: Casino / Temple / Dungeon

Multi-Room: No

Difficulty: Average

Combine with: Chamber of Luck

KEYS: The keys to the puzzle are clues given to the players by the ghost of a card dealer in a haunted casino.

THE PUZZLE: Our adventuring party is trying to open a door or find an item. The spirit of a casino card dealer can help, but first, they must prove that they are worthy with the cards.



The floating spirit of a card dealer stands behind an indented, oval table with green felt. She smiles at you politely and gestures for you to have a seat across from her. Her eyes glow with a radiant light as she begins to shuffle a deck of cards.

Approaching the table, the spirit takes a deck of cards. It sifts through them, removing three cards and places them in a horizontal row of three, face down on the table. She sets the rest of the deck to her side.

“From your left to right, you must identify the three cards that are before you. Each card has a different value and a different suit. I will assist you by providing four clues”:

- 1) There is a Queen to the Right of a King
- 2) A Diamond will be to the Left of a Spade
- 3) A Jack is to the Left of a Heart
- 4) A Heart is to the Left of a Spade

SOLUTION: Our first step in solving the puzzle should be to break down the possibilities of the first three clues as follows:




		
King	King	Queen
Diamond	Queen	Spade
Jack	Diamond	Heart
	Spade	
	Jack	
	Heart	
		Heart

If we now compare the 4th clue and the 3rd clue, we can begin our process of elimination. A Heart must be to the left of a Spade making it either Card 1 or Card 2. And, with the 3rd clue we know that a JACK must be to the left of a heart. Well, if a Heart is Card 1, there is no room to the left for the Jack, so that means CARD 2 is a HEART.

If the middle card is a Heart, and Clue 2 states that a Diamond must be to the left of a Spade, then CARD 1 is a DIAMOND and CARD 3 is a SPADE.

If a Jack must be to the Left of the Heart, and the Heart is in the Middle, then CARD 1 is a JACK.

And finally, Clue 1 states that a Queen is to the Right of a King. Since Card 1 is a Jack, then Card 2 must be a King because it is the only remaining way for the Queen to be to the right of it. CARD 2 is a KING and CARD 3 is a QUEEN.

Jack of Diamonds	King of Hearts	Queen of Spades
		

If the players get the correct answer than the spirit will provide the players with a piece of information, an object, or will open a door to allow them to continue their travels.

HINTS: What types of hints would you give the players if they struggle with the logic puzzle? Perhaps a simple Intelligence check would reveal that a card or suit would definitely be or not be in one of the three positions?

Another successful roll could give the advice of listing all of the possibilities and then use the process of elimination.

Be sure to hand the characters the four Clues spoken by the casino dealer ghost in written or text format for them to study. Including props for them to work with would also be helpful.

FAILURE: So what happens if the players do not answer correctly? Perhaps nothing happens and the spirit does not give them the vital information or item they need? If this is the case, they will have to continue about their adventure without this helpful piece.

Or, perhaps the deck of cards swarms through the air and begins slashing at the players like a cloud of knives. Another possible misfortune could be that the players are cursed with bad luck for a certain length of time or until dispelled.

MAKE IT YOUR OWN: Too easy? Increase the difficulty by adding an additional card and an extra clue. There are plenty of online sources that will help you create a logic grid puzzle.

KEYS TO THE VAULT

Type: Lock and Key Puzzle / Misdirection Puzzle
Location: Castle / Casino / Dungeon / Ruins / Tower
Multi-Room: Yes
Difficulty: Easy
Combine with: Three Card Draw

KEYS: A key chain with 5 different keys should be found in the first room. Each key has a different symbol. A Heart, a Diamond, a Club, a Spade, and a Star.

THE PUZZLE: This puzzle will involve a bit of misleading and a few red herrings. This puzzle could be placed just about anywhere, but for purpose of explaining the details we will be using an abandoned casino location.

Room 1, The Office: There is a desk, bookshelves, statues, chairs, and several other items one would find in an office. Perhaps even a crystal ball that is mounted to a pillar. This crystal ball cannot be removed and is merely a device used to watch patrons in the main casino.

If the characters search the desk, they will find a keyring with five keys. Each key has a different symbol at the end: a Heart, a Diamond, a Spade, a Club, and a Star. They will also find four decks of cards. The cards are a red herring and have absolutely nothing to do with the puzzle.

The Locked Door

There is a locked door on the opposite wall. It is a wooden door reinforced with iron strips. This door has a doorknob and a keyhole beneath. It is locked. There is a brass plaque to the left of the door on the wall (as detailed in the next section).

The reinforced door is locked, but it can be unlocked with a character that has Thieves' tools. It is up to the GM to set the DC to a difficult number, but not impossible.

The Star Key will also unlock the door with no issues at all. The bronze plaque with the four keyholes to the left has nothing to do with opening this door, but it is definitely a clue that will be needed for the next room.

The Brass Plaque - The Clues

To the left of the door is a brass plaque. The plaque has four sections. The four sections are marked with a playing card suit and are from left to right: DIAMOND, SPADE, HEART, CLUB.

Each of the four sections have a keyhole and a "number window". The number window for each section currently displays the letter "A". By inserting the correct key into the correct section of the brass plaque (ie: Spade Key to Spade section), a character can turn the key and change the symbol that is displayed in the number window.



Illustrated by Dr. Feargood

The alphanumeric characters are arranged sequentially in playing card order as follows:

A-2-3-4-5-6-7-8-9-10-J-Q-K

If a character inserts the Diamond Key into the Diamond section and turns the key, the hidden number dial will rotate allowing them to click through the alphanumeric symbols. A careful eye will notice, however, that the number "7" is missing from the Ace through King sequence.

This can be repeated for the other three keys. Inserting the Spade Key into the Spade keyhole will allow the character to change the alphanumeric symbol in the "number window". Clicking from Ace through King sequentially, but in this section the "J" is missing.

The Heart Key can be inserted into the section marked with a heart and as the key is turned, the number window will skip from J to K indicating that the Q is missing on the hidden, internal number dial.

Finally, as the Club Key is inserted and the key is turned to click through the symbols A-K, the character will notice that the number "5" is missing and therefore cannot be displayed in this section's number window.

Room 2, The Vault - Casino Room: When the adventurers travel through the office and into the next room they will enter an area with several old gambling tables and contraptions. There is an iron door, "The Vault", along the opposite wall. In each corner of this room is an Iron Golem that is decorated in regalia reminiscent of a playing card in their respective suit: Diamonds, Spades, Hearts and Clubs.

Investigating the vault door, the adventurers will see a similar situation: a door handle and a keyhole underneath. However, this door is sealed by a 52nd level wizard. It cannot be opened or bypassed by magical means and any attempts to pick the lock will result in two things. One, there will be a

chain lightning like effect arcing through the room and causing lightning damage to all of those within. Secondly, the four golems will activate and attack all intruders.

Similar to the Office, the Vault door in the Casino room also has a Bronze plaque to the left of it with four sections. Each section is matched with a Playing card suit (Diamond, Spade, Heart and Club) and each section has a keyhole with a number window next to it currently displaying the letter “A”. Identical to the one that was found in the Office.

The only difference between this bronze panel in the Casino and the previous panel found in the office is that there are no missing alphanumeric symbols in the sequence. They go in playing card order from Ace through King.

A-2-3-4-5-6-7-8-9-10-J-Q-K

The adventurers will be able to insert the appropriate, matching key into the keyholes and turn through the symbols on the Bronze plaque just like they did in the Office.

THE SOLUTION: The Bronze Plaque in the Office is merely a clue to help the players enter the correct combination to the Vault in the Casino.

The players will need to identify each of the 4 letters/numbers that are missing from the Bronze plaque in the office. The missing alphanumeric symbols are actually the pass code needed to open the Door to the Vault.

The players will need to use the four keys and insert them into the appropriate playing card suit marked keyholes and turn them to the numbers that were missing in the previous room.

Diamond should be set to 7
Spade should be set to J
Heart should be set to Q
Club should be set to 5

After this is done, the magical defenses of the room will be deactivated and the characters can use the Star Key to unlock and open the door to the Casino’s vault.

FAILURE: If the Star Key is used to try and open the vault in the Casino, without the correct combination being entered on the Bronze Plaque, the Golems will activate to protect the vault.

If after the Golems are activated the correct combination is inserted into the bronze plaque and the Star Key is used, then the Golems will return to their corners and deactivate.

MAKE IT YOUR OWN: Is this too easy? How would we make this more difficult for our players? Maybe instead of having all four “clues” in the same room next to each other, we spread them out in other guarded areas?

Rather than “playing card” suits, what else would be a good theme to use this puzzle?

CRACKING THE LOCK

Type: Misdirection Puzzle / Investigation Puzzle

Location: Dungeon / Wizard Tower / Ancient Crypt

Multi-Room: Yes

Difficulty: Easy

Combine with: Three Card Draw

KEYS: A key chain with 5 different keys should be found in the first room. Each key has a different symbol. A Heart, a Diamond, a Club, a Spade, and a Star.

THE PUZZLE: The players are given or find a ring of keys. Perhaps they find several rings of these keys. It would work best to give the adventurers the keys as early into the session as possible.

The characters will encounter several locked doors, treasure chests, or cabinets. None of these can be unlocked by simply inserting a key and turning it.

If the characters look closely at the keys, they will notice that each one has a hairline fracture. To unlock a door, chest, or cabinet, a character must insert the key and use enough force to break the key off inside the lock. A strength check to snap the key off inside the lock sounds appropriate.

SOLUTION: Every lock in this adventure is opened by inserting a fractured key and breaking it off inside the lock. Once unlocked, the broken key can be removed or will simply fallout of the keyhole.

HINTS: Misdirection. Have some fun and mislead the players in the beginning. Once they discover the hairline fractures in the keys, the GM may tell the party: “All of the keys seem to have a crack or fracture. If you are not careful, it may break when you use it.

When you are ready to reveal the answer to the puzzle, perhaps the party starts to find an unlocked door or treasure chest. Lying in the area are broken pieces of keys. There could also be instances where open doors still have a part of a broken key still jammed into the lock.

There could be a sign somewhere in the area that tells employees to be sure and pick up their broken keys after they use them.

MAKE IT YOUR OWN: What kind of weird puzzle is this? Why would it only be able to be solved once and then the keys are broken? Let’s not forget the power of magical spells that may allow a wizard to mend the keys back together to reset the puzzle.

Perhaps some of the keys can be “safely” broken, while others conceal a trap? Breaking the wrong key could send out a toxic gas or shock of electricity. How would the characters tell them apart? Or, is it just the luck of a die roll?

KEYS TO ESCAPE

Type: Investigation / Misdirection

Location: Underground / Captivity / Jail / Dungeon

Multi-Room: No

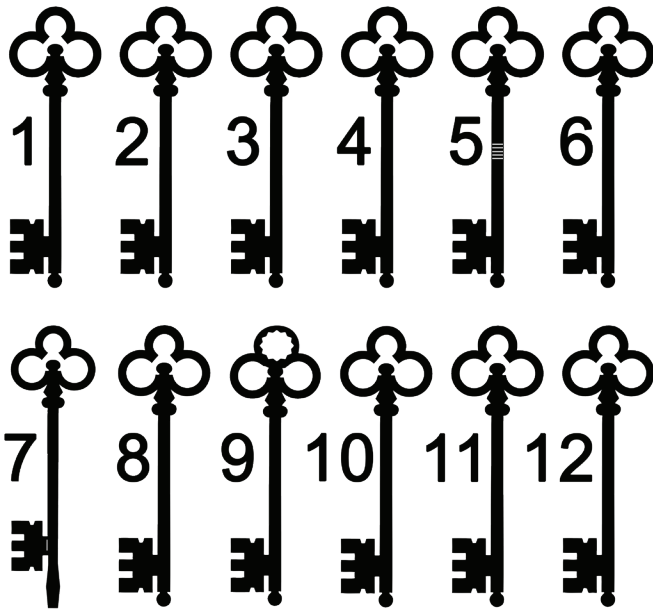
Difficulty: Average

Combine with: Any

KEYS: A key ring with jail cell keys.

THE PUZZLE: The characters have escaped from captivity. However, the only way out is through a door that is shrouded with electricity.

The characters will need to secure a set of 12 keys from the prison guard. Once they have these, give your players a copy of the 12 keys below. A larger image featuring these keys can be found in the back of this book, Appendix E.



As they make their way down the corridor to escape, read this:

The corridor ends with a reinforced iron door. The keyhole has a skeleton key type of a lock similar to the keys you stole from the prison guard. To the right of the door is a metal plaque with some writing.

If the players take a moment to investigate/perceive the area just to the right of the door, they will see a metal plaque that reads: ON/OFF SWITCH. Above this plaque is a small, circular knob with jagged edges. This has approximately 12 points.

If the characters do not take the time to look to the right and jam any of the 12 keys into the key hole an electric current will electrocute them and the character and the keys flying back about 5 feet. If by some means, your players are able to open this door, I would have an extensively long corridor filled with impassable electricity.

SOLUTION - Step 1: Seven of the keys are normal skeleton keys. To turn the electricity off, the characters must use the other end of **Key 9**. The end of this key has a circular, jagged circle that will match perfectly to the knob on the wall. Use it like a wrench. Once this step has been completed read this to your players:

A 1 x 2 rectangular section of the wall slides up and out of the way revealing a metal box firmly entrenched in the wall. There is a small 1 inch circular indentation on the right side of this otherwise smooth surfaced box. An entrenched groove dissects the diameter of this circle.

Step 2: The next step of the solution is to use the tip of Key 7 to fit into the groove of the circular indentation. This part of the puzzle is equivalent to using a screwdriver to remove a screw. Once this has been completed, read the following:

The door of the metal box opens and swings to the left. Inside the box is a handle. Pulling on the handle a section slides out like a drawer. This has another small box inside of it. On the box is a flashing red light. Directly to the left of the flashing light is a small circular hole about 1/4 inch in diameter. On the left side of the hole is the word OFF and on the right side is the word ON. There is an arrow pointing to the word ON.

Step 3: The final step is to look at Key 5. Key 5 has grooves in the middle of the key that will allow it to be unscrewed and separated into two pieces. Once this is done one half of the key now has a hollow, circular end that will fit perfectly into the hole of the ON/OFF switch-box. Insert and turn the key to OFF. The flashing red light will turn to GREEN, the electric current will be deactivated and the characters can now safely open the door and leave the prison.

HINTS: If the players struggle, here are a few suggestions to help them solve the puzzle. Say to the player holding the keys:

“In a moment of frustration, you grab the keys in your hand, looking down at them you notice that at least one of the keys seems different than the others.”

On a successful INT check, tell the player. You think that these keys are not meant to open the door directly, but may provide a way to open the door by another means. The jagged knob to the side of the door might have something to do with turning off the electricity.

MAKE IT YOUR OWN: As a Game Master, you may require a character to take a closer look at the keys with an investigation check before giving the players the images of the keys for them to look at.

This setting does not necessarily need to be in a prison or for the players trying to escape captivity. This puzzle could very well be in a guarded area, in a castle, wizard tower, etc. that the players are trying to sneak into.

THE STONE FIST

Type: Knowledge / Investigation

Location: Park / Mountain / Cave / Wilderness

Multi-Room: No

Difficulty: Average

Combine with: Goldfish Maze

KEYS: The trunk of gloves in the cabin.

THE PUZZLE: The characters' quest requires them to enter the cave at the base of the mountain. Unfortunately the entrance to the cave is blocked by a huge boulder.

There is no moving this boulder. It is also protected by the magic of a 36th level wizard, making it immune to spells and spell like effects.

To the right of the path is a cabin. To the left of the path is a decagon shaped monument about 3 feet high. Rising from the middle of this structure is a huge stone hand clenched in a fist.

The Hand Monument:

As you approach the monument with the stone fist you notice that each side of this decagon shaped structure has an image engraved into the side. On top of all ten sections of the 3 foot high monument is a rather smooth stone surface with an imprint of a hand.

If the characters try to put their bare hand into any of the stone hand prints, they will see the indentation grow or contract slightly as if it were trying to resize to fit their hand.

However, the monument requires a specific glove to be activated. Seconds after touching their hand to the indentation, a phantasmal image of a fist will appear and punch them in the face for 1d4 Force Damage (auto hit, no saving throw).

The symbols on the side of the monument do not do anything. They are from top and clockwise around the monument:

- A Snake Head (it seems some red paint is on the tongue)
- A feather from a common bird
- An Eggshell
- A Caterpillar Cocoon
- A Cricket
- A clump of Coal
- A Heart drawn on a Chicken (heart has some red paint)
- A Spider
- An Eye (with blue paint on the eyelash)
- A Bat with bat guano

The clenched fist is immune to spells and non-magical attacks. If the characters attempt to damage the fist in other ways, they will be met with a flurry of phantasmal punches to the face.

The Cabin: Hidden and locked up in a trunk in the cabin is a

collection of twelve strange gloves. The gloves are, as follows:

Glove Dripping with Blood	Glove - Metal Gauntlet
Glove Sticky with Sap	Glove made of Silk
Glove of Bat Hide	Glove of Wool
Glove of Chicken Feathers	Glove of Hemp/Wood
Glove of Snake-skin	Glove that is Invisible

SOLUTION: The solution to the puzzle can differ depending on the RPG System you are playing. For the game that I play there is a spell that allows the caster to control a large magical hand of shimmering, translucent force that moves at their command.

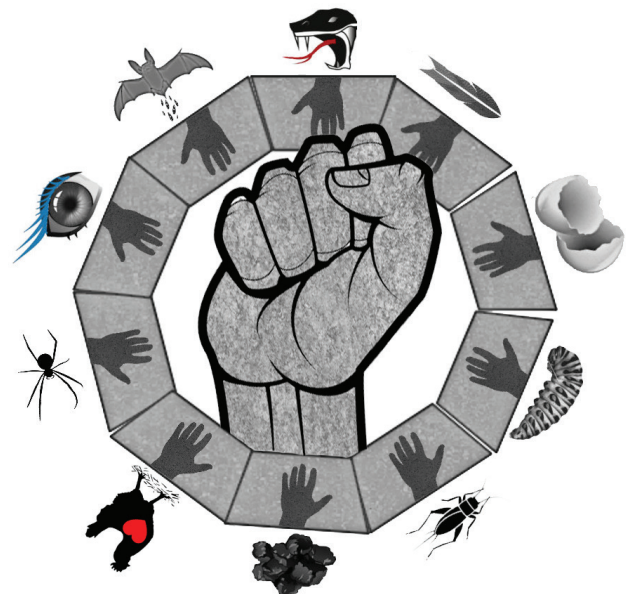
The material components for this spell are an eggshell and a snake-skin glove. A character needs to put on the Snake-skin glove and put their hand into the engraved area with the Eggshell. When they do this, the stone hand will shimmer and become translucent. Then, it can be used to move or crush the boulder and allow the party to enter the cave.

Whenever the incorrect Glove is used, the character placing the glove into the monument will be struck with force damage by a phantasmal fist. Perhaps this packs one heck of a punch and we increase to 3d4 force damage or more?

HINTS: Be sure to check for spells and material components in the RPG rulebook you are playing before using this puzzle in your game. Allow your players access to the core rulebook if they would like to look up spells and components.

Perhaps the name of this spell is found in a book in the cabin? Or, maybe a spell caster could make an Arcana ability check to determine that the symbols around the monument are spell components?

MAKE IT YOUR OWN: What happens when the players try some of the other gloves? Can we adjust these to match other spell components?



GOLDFISH MAZE

Type: Investigation Puzzle / Ability Puzzle / Maze Puzzle
Location: Cavern / Cave / Dungeon / Ruins / Underground
Multi-Room: Yes
Difficulty: Average
Combine with: Crushing Hand

KEYS: No keys, but the fish tank in the cabin will provide valuable clues on how to survive navigating through the maze.

THE PUZZLE: Our adventuring party has arrived at the foot of a mountain at the mouth of a cave. A small cabin sits off to the side. Inside the cave is a hole in the ground that is filled with water. It is the entrance to an underground channel in which they must navigate.

The Cabin: The inhabitant of the cabin is up to you. This could be abandoned, the owner of the cabin is hunting (and will return shortly) or perhaps you want to introduce a wily NPC to help guide the characters into the right direction.

Looking about the cabin, here are some items that the player's characters may find:

- Fishing nets, rods, and other tackle
- Painting of a bearded giant with a net and holding a brown colored fish.
- Fish Tank that has water, but overgrown with algae
- Jars of Honey
- Bowls, pots, cups, and other kitchen utensils
- Basket of Nuts
- Beekeeper protective gear
- Bookshelf with 5 Books on it
- Trunk with a collection of 12 strange gloves
- Personal Journal and lantern on end table next to chair
- The back wall has a small hole with a few bees coming in and out.
- Three Buckets of Water filled from the leak in the roof.
- Basket of Nuts (Nature check – Black Walnuts)

The fish tank is overgrown with algae and moss. In fact, plant life is growing out of the tank and down the side of the table. Perceptive players will see the following:

- DC 10: You see some movement in the fish tank
- DC 15: You see a blue goldfish, alive, and making its way in and out of the algae.
- DC 20: You see a red goldfish, also alive

If characters take the time to clean out the tank, they will be able to save 8 goldfish, each of a different color. There is also a decorative castle piece. Once the adventurers finish cleaning

the tank and put all of the fish back in, the fish will swim about. Except for the Green one. It floats to the top. Dead.

NATURE Check. These fish will only get bigger if their environment allows them. They will stay small if they are held in an aquarium, but in the wild, they can grow up to 3 feet long.

If the characters spend 5-15 minutes to watch and observe the fish in the fish tank they will see the following:

- The Blue goldfish will chase and eat the Red one.
- The Gray fish will swim and stay in the decorative castle
- The Green goldfish goes belly up and dies.
- The Orange goldfish swims about with no issues.
- The Yellow goldfish swims about with no issues.
- The Black goldfish swims about with no issues
- The Brown goldfish swims about with no issues



Illustrated by Acolet Art - @AcoletArt

Hunter's Journal: Reading through the hunter's journal will reveal the following information:

He would go upstream and catch several brown fish in his fishing nets.

He spent a lot of time watching the fish in his fish tank, he loved watching them interact and found it comforting.

He wrote of the magical treasures and gems he has found. They can only be accessed through the underwater caves in the mountain.

He noted his favorite recipe that includes large goldfish, nuts, and honey. He notes that the brown fish ones have a sweet taste to them.

He has a dryad friend named Thiosa. She often brings him nuts from her tree that he dries and eats.

The fisherman is also a beekeeper.

Underground Water Maze: The cabin is simply a location chock-full of clues and interesting items. Once the party enters the cave or cavern there is only one way of travel and that is through an underground water channel. Once the players dive in, the current will pick up and propel them through the maze.

SOLUTION - Section 1: The characters are swimming the underground channel among Green and Orange goldfish. The maze comes to a “Y-Intersection”. The Green goldfish go to the left and the Orange goldfish go to the right.

If the characters go to the left the current dissipates. As they swim, they will notice that the green fish are starting to die and eventually, the maze comes to an end. There is nowhere to come up for fresh air so making it back to the start may require a few saving throws or constitution ability checks to see if they can continue holding their breath.

Swimming with the Orange fish will bring the characters to a small pool where they can come up for a breath of air and rest a bit before diving back into the maze.

Section 2: Once the party is ready to continue, they dive down again into the underground channel and back into the current.

The Orange goldfish diminish and they are joined by Red, Blue and Yellow goldfish. They come to another “Y-Intersection”. The Blue and Red goldfish take the path to the right while the Yellow goldfish takes the path to the left.

Both paths will eventually reconnect, but the path with the Yellow goldfish is the safest route to the next area to rest.

If the characters swim with the Blue and Red goldfish a large, blue, underwater creature will emerge behind them and begin its predatory chase. Roll for initiative!

This channel will open up into a small pool, where they can come up for a breath of air. If the large blue fish-monster is still chasing them, combat can resume here.

The only way to continue is a path that is blocked by a rusty portcullis. There is an internal winch to the side of the portcullis that can be used to open the gate.

The channel on the other side of the portcullis is too small for the large water monster to fit through. Once the characters continue their route they will arrive in the next pool along with any adventurers that followed the Yellow Goldfish.

Section 3: The previous two paths have rejoined into another larger chamber. Characters can catch their breath and float in this area a bit for a short rest before continuing. Like the previous resting areas, there is no where to get out of the water.

The Yellow and Blue fish stay in this area and are joined by Brown, Black and Gray fish. Submerging back down the characters can see there are now three paths to choose from. The Brown fish are swimming down the left channel, the Black fish are traveling the center channel, and the Gray fish are navigating the right channel.

The Brown channel will result in a trip through a wild, furious current that empties into a pool with a shore and place

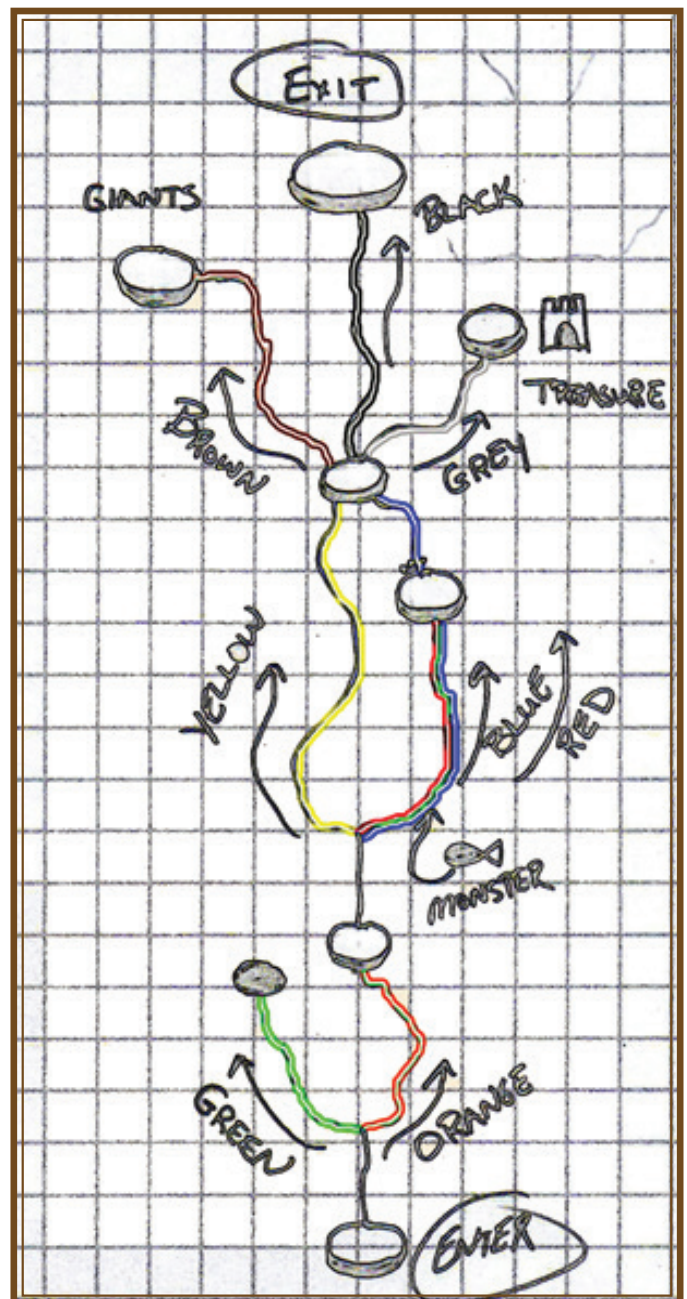
to come out of the water. However, as the characters are washed into this area, they are ensnared in the fishing nets of Giants!

The Black fish lead the characters to a place to get out of the water and a successful completion of the maze.

The Gray fish leads the characters to another underwater chamber with the ability to swim to the top for air. In this area is a sunken building that contains treasure! Another channel will lead them to where the Black goldfish finished their route and they will be able to exit the maze.

MAKE IT YOUR OWN: What other areas, obstacles or dangers can we put in the path of the adventurers? Would you encourage your players to clean the fish tank or wait and see what happens?

What are some interesting encounters or ideas that you can pull from the fisherman’s cabin? An encounter with an upset beehive? An angry fisherman returning to find intruders?



FOREST MAZE

Type: Maze Puzzle

Location: Heavily Wooded Area - Forest

Multi-Room: Yes. (Multi-directional paths)

Difficulty: Average to Hard

Combine with: Any

KEYS: The clues to solving the puzzle will be found at each area of the maze.

THE PUZZLE: The characters are traveling through an enchanted forest. They are traveling east and eventually find themselves in a small 30x30 foot clearing with a large bonfire burning in the middle. This is the beginning of the maze. From this area they can now choose one of three directions to travel.

North. A trail that winds downhill, through the forest.
East. A long, flat trail that extends into the woods.
South. A path that goes up a steep hill through the trees.

Any attempts to fly above the treetops will reveal two things. The first is that the only thing visible is treetops as far as the eye can see. Flying in a direction will eventually bring them back to the same clearing with the fire. There is no escape.

The second, is up to you. Perhaps the air is so frigid and the character begins to freeze. Or, an aerial encounter awaits.

For those that attempt to travel off of the paths and through the woods, they will have some sort of random combat encounter and eventually end up back in the clearing with the bonfire.

The characters can always travel West from the Bonfire area. This will take them out of the maze and back to wherever they originally came from before they encountered the maze.

If the characters travel in the wrong direction, they will arrive back to the default area of the maze, the bonfire area.

If the characters split up, only the characters traveling in the correct direction will move on to the Area 2 of the maze. The other characters will find themselves back in the bonfire area. Remember, the old words of wisdom: *Never split the party!*

At anytime that the characters arrive to the bonfire area a second time (or more), they should be confronted with a combat encounter. A Fire Elemental or other fire based creature would suffice.

If the fire is extinguished, it will be back to a roaring bonfire when/if the party circles back around to the bonfire again.

SOLUTION:

Area 1 - Bonfire: The maze is navigated by the clues in the clearing areas. FIRE always goes up. The characters must travel the path that goes uphill, which is South.

Area 2 - Rain and Mud: When the characters arrive into this section of the maze, the sky will go dark and a torrential down-

pour of rain will engulf the area. This clearing is thick with puddles, mud and a steady rain coming straight down. Possible directions of travel are:

East. A trail that winds downhill, through the forest.
West. A long, flat trail that extends into the woods.
South. A path that goes up a steep hill through the trees.

The correct direction of travel would be to go East. The rain provides the clue that it always comes down, similar to a fire always going up. Traveling in any other direction will lead back to the bonfire area at the beginning of the maze.

Area 3 - The Sunrise: The next clearing is a beautiful garden area with a statue of the sun deity or the god of morning. It's holy symbol is that of a rising sun. Possible directions of travel include:

North. A trail that winds downhill, through the forest.
East. A long, flat trail that extends into the woods.
South. A path that goes up a steep hill through the trees.

The sun god's holy symbol is the rising sun. The sun rises in the east, so the characters must now travel East. Traveling



Illustrated by Pedro Gonçalves

in any other direction will lead back to the bonfire area at the beginning of the maze.

Area 4 - The Clock Tower: The final leg of this maze brings the character to a stone-floored courtyard. In the middle of this 30x30 area is a small clock tower with a working clock. The only possible direction of travel from this area are down one of two different sets of stairs to the North.

A set of stone steps that spiral down curving to the right or a set of stone steps that spiral down and curve to the left

The correct direction of travel is for the characters to spiral down to the left. This set of stairs is symbolic of a clockwise rotation, a clue that hopefully the players were able to pick up on with the clock tower reference.

The characters must travel down the stairs that spin in a clockwise direction when they encounter the courtyard with the small clock tower.

HINTS: It might be wise to include hints before the characters encounter the maze. Perhaps we include a few riddles?

“What goes up and never comes down?” The answer could be smoke or fire, which would be a clue that they would need

to travel the path that goes uphill from the bonfire.

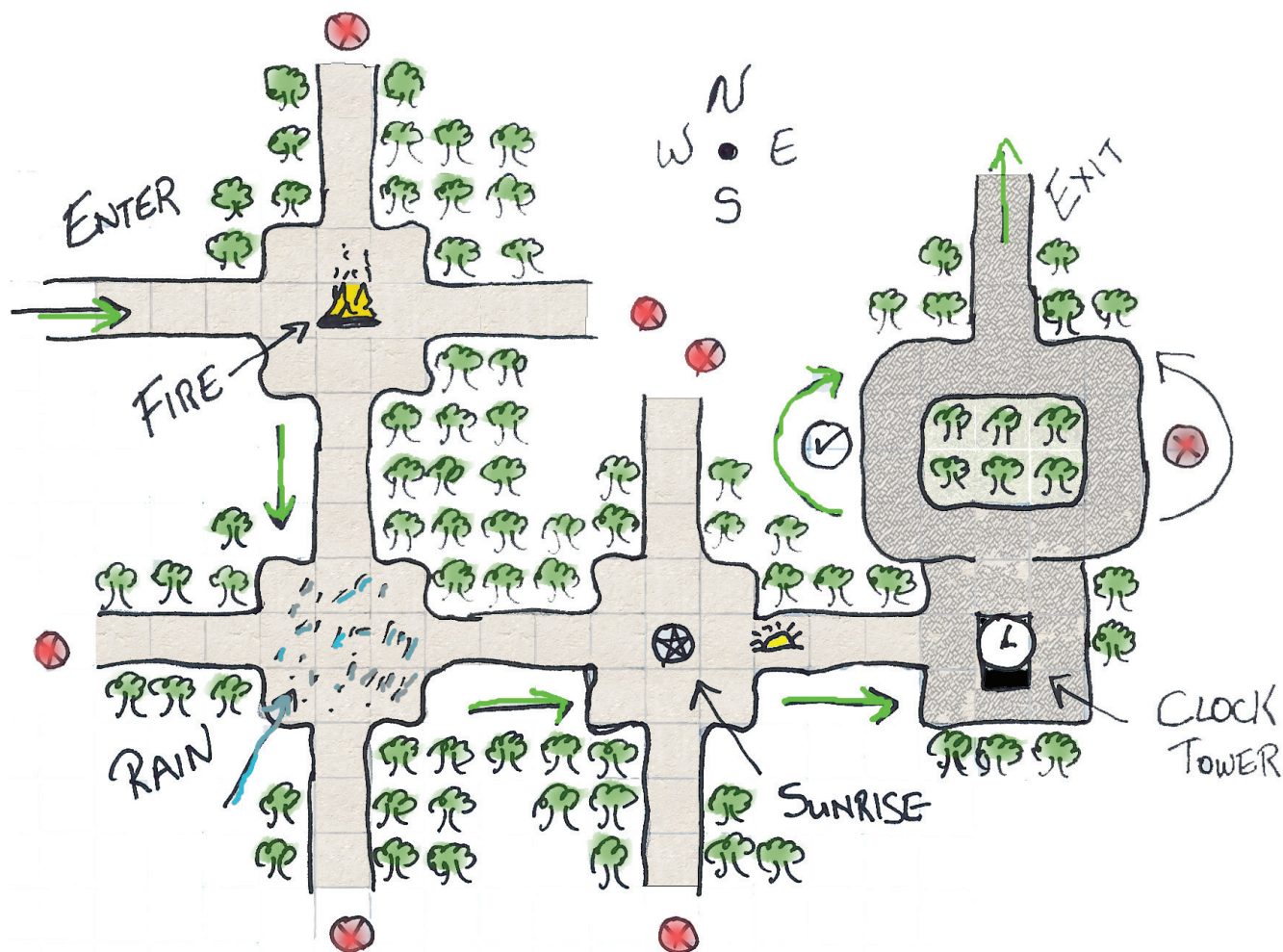
“What comes down, but never goes back up?” The answer here would be rain and give the clue that the party should travel down the hill from this area.

Another hint we could give perceptive characters should they struggle to find a solution is that they can see the fire or smoke from the fire is drifting up and to the South or the Rain in Area 2 if flowing downhill to the East.

MAKE IT YOUR OWN: Include clues by role playing. Perhaps the characters are in a village and if they help someone, befriend a child, or visit a local shop they will acquire a necklace with a Fire Pendant and/or one with a Rain Pendant. On the back of each is an up arrow (Fire) or Down Arrow (Rain).

Remember, if the party travels in the wrong direction, they will be teleported back to the area of the bonfire area. Every time they visit an area after the first pass through, we should include a combat encounter. The bonfire area can have fire-based creatures, area 2 can have mud monsters or lightning strikes, area 3 could have a plant based encounter in the garden and the final area could include clockwork type foes.

What modifications would you make to this puzzle? What would you do if your players struggle to navigate the maze?



FLOWERS IN THE DAIS

Type: Cryptic Puzzle
Location: Temple / Garden
Multi-Room: No
Difficulty: Hard
Combine with: Vegetarian Altar

KEYS: There are no keys to this puzzle.

THE PUZZLE: An interesting non-combat encounter to put in a temple or garden, this puzzle focuses on the English spelling of flowers rather than their fresh scents and beauty.

You walk down the stairs into a sunken garden and the pleasant combination of several floral aromas delights your senses. The walkway goes out a few feet before joining into a circular path that has additional paths extending to the West, North and East.

In the central island of this round-a-bout path is a circular, raised dais.

The outer edges of the garden are divided into four sections each of them rich with blossoming flowers. The quad to the Northwest has a statue and the quad in the Northeast has an ornate, wooden shelf with beautiful, potted flowers.

The Dais: When taking a closer look at the dais the players will see a 4 feet diameter stone device that is raised about 2 feet off of the ground. There are four circular indentations evenly spaced around the circumference of the dais. Each indentation has a letter engraved in the circle. An “L”, a “C”, an “M”, and a “D”.

Each of the four indentations are joined together by the engraving of a chain, linking them in a circle.

In the middle of the dais is the image of a snake, curled in a circle and eating its own tail.

The Garden: The entire garden is filled with twelve different species of flowers intermixed throughout the garden in the four different quad-sections.

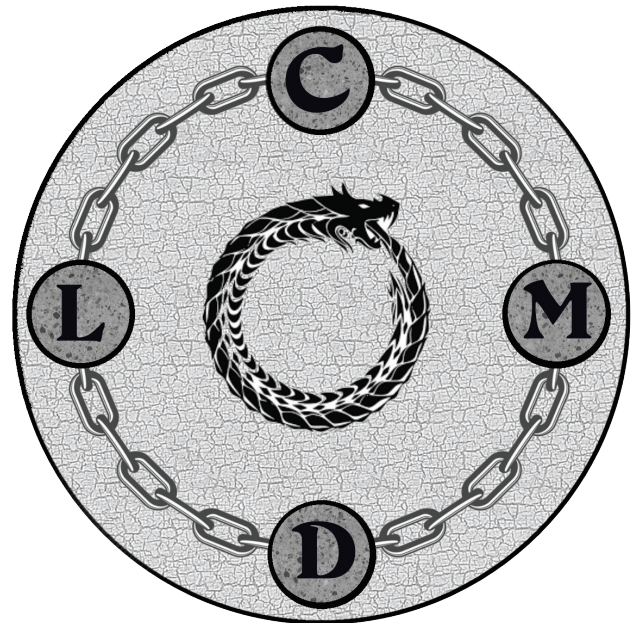
The Northwest quad has a statue to the goddess of Nature. She has her arms at a 90-degree angle, with her palms up and pinkie fingers touching as if she is holding something. Her head is tilted slightly and looking down at her hands.

The Northeast quad has a wooden shelf with ornate designs and religious symbols honoring the goddess of Nature. There are four rows of shelves. Each row has three flower pots. The flower pots are medium sized and each pot is home to a different bouquet of flower. Each clay pot has the name of the flower that it contains.

They are as follows:

CARNATION
CHRYSANTHEMUM
CLOVER
MAGNOLIA
MARIGOLD
MOONFLOWER
DAFFODIL
DAHLIA
DAISY
LAVENDER
LILAC
LILY

If the players have already had their characters inspect the dais, then let them know that the base of the flower pots seem to be the appropriate size to fit into the circular indentations of the dais.



SOLUTION: The puzzle is solved by connecting the names of the flowers. The continuous chain and the snake eating its own tail on the dais represent how four of the flower pots are to be inserted into the empty indentations.

The players must place a flower pot that starts with the letter “C” in the area that has the C. The next letter, “M” not only implies that a flower that starts with the letter M should be placed here, but also indicates that this should be the LAST letter in the previous word.

So ,the flower pot labeled **CHRYSANTHEMUM** goes into the “C” slot. Because it begins with the Letter C and ends with the letter M.

Using this train of thought, we can fill in the other three holes.

The **MARIGOLD** flower pot goes into the M location, because it starts with the letter M and ends with the letter D.

The letter D needs to be filled with the **DAFFODIL** pot, because it begins with the letter D and ends with L.

Finally, the **LILAC** goes into the remaining spot because it begins with the letter L and finishes the chain because it ends with the letter C.

The chain would look like this as it continuously makes a loop connecting the last letter of a word to the first letter of the next word.

C – M – D – L
CHRYSANTHEMUM – MARIGOLD
DAFFODIL – LILAC

When the correct flower pots are inserted, the dais begins to spin downward and lower into the ground revealing an underground passage leading to a secret chamber.

FAILURE: If the characters put the incorrect flower pots into the holes, then some possible effects could be:

A swarm of bees attacks the characters

The flowers in the garden release a poisonous gas that does damage to the PCs or other ill-effect.

A plant-monster comes to life and attacks.

HINTS: If the players struggle with the puzzle, allow them to make an intelligence ability check. This could reveal to them that the chain link imprinted on the dais means that the flower pots are connected in some sort of sequence that will continue in a circle.

The snake can provide another hint if your players get stumped. Allow them to ascertain that the snake eating its own tail is symbolic of the beginning infinitely connecting to the end.

Finally, help the players rule out any other red herrings and

allow them a final die roll to determine that the words and letters of the names of the flowers seems to be what is important. Also, that only one flower pot from each letter (C, M, D, and L) should be used.

If the characters destroy a flower pot, they may notice that the statue of the Nature goddess changes. She is now looking at the player that destroyed it with hands outstretched. If the broken flower pot is put into her hands, she will mend and fix the broken flower pot to its original state.

MAKE IT YOUR OWN: Add a red herring by telling the players that their character sees a snake slither into one of the empty quads of the garden and disappear into the flowers. The snake has absolutely nothing to do with the puzzle, but the players may attempt to draw a connection between it and the snake imprinted on the dais.

If you would like for a Druid to use more of their nature skill during this puzzle, then perhaps a few of the flower pots are missing the name of the flower that is within. This would allow the player to make a die roll to try and determine what the flower is.

For best results. Print the names of these flowers and hand them to your players. They need to be able to see the words as they are written out.

Rather than just handing the players the words in a text format, consider printing these on 12 flower pots using clipart or drawings. For those that are really into props, visit your local gardening store and craft together 12 flower pots with the names of these flowers written on the pot. Have fun with it and engulf your players into the puzzle!

What changes would you make to this cryptic puzzle in the sunken garden? What awaits the adventurers underground, beyond the dais?



PROVERBIAL SHRINE

Type: Lock and Key Puzzle

Location: Temple / Garden / City / Monument / Open Field

Multi-Room: No

Difficulty: Average

Combine with: Any

KEYS: The Gargoyles hold the ten medallions needed to solve the puzzle.

THE PUZZLE: Inspired by Stonehenge in the United Kingdom, the Proverbial Shrine resembles one of the best known ancient wonders of the world and what it may have originally looked like. No one knows why Stonehenge was built, but for our puzzle we will be using it to open a portal to a different time or place.

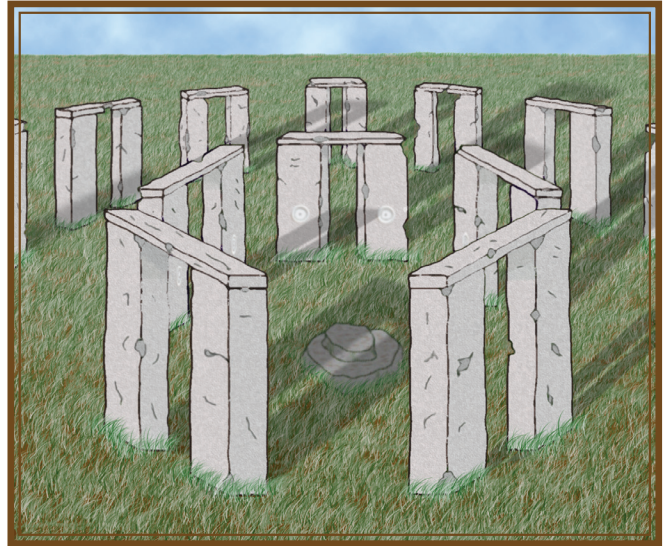
This outer perimeter of this ancient shrine is constructed of huge vertical stones nearly 20 feet tall and supporting a connected network of horizontal, flat rocks.

Inside of this circular monument is a semicircle of five flattened archways. Each flat arch consists of two stone columns connected with a flat stone across the top.

From the entrance of the shrine to the center of this architectural marvel is a makeshift path outlined with five gargoyles on your left and five on your right. Each one of these winged stone creatures is holding a circular medallion.



Illustrated by Balaur Art - @ArtBalaur



Illustrated by Dr. Feargood

The Flat Archways: Each of the five archways is constructed of two stone columns supporting a flat horizontal stone. The adventurers will see that each column (10 columns total) has a circular indentation where the medallions held by the gargoyles can be placed. Each of the five archways have a different phrase etched into the top, horizontal stone. Starting with the archway on the left end and rotating in a clockwise manner they read as follows:

Do not act without first considering the possible consequences

Elders should be given precedence

Learn the basics first, don't get ahead of yourself

We must take care of our responsibilities before enjoying ourselves

Your words are a way of underlining your thoughts and reinforcing them

The Gargoyles: Each of the ten gargoyles is holding an emblem. The characters are able to take all of the emblems from each gargoyle to place into the corresponding columns. When a gargoyle is relieved of the emblem it was holding it will simply cross its arms and watch the adventurers intently.

Each emblem is etched with a simple image as follows:

- a Baby crawling
- a Handsome man
- a Man jumping
- a Man playing a game
- a Man talking
- a Man thinking
- a Man looking through a spyglass
- a Man walking
- a Man working
- an Old Man

SOLUTION: The solution for placing the medallions into the stone columns will test the player's knowledge of proverbs. A proverb is a popular phrase that gives advice based on common sense or experience.

The five phrases on the flat stones represent the definition of five different proverbs and each proverb can be presented by combining two medallions. Therefore the answers are as follows:

Do not act without first considering the possible consequences

Proverb: LOOK before you LEAP

Combine these two medallions:

The Man Looking through a Spyglass should be placed in the left column

The Man Jumping should be placed in the right column

Elders should be given precedence

Proverb: AGE before BEAUTY

Combine these two medallions:

The Old Man should be placed in the left column

The Handsome Man should be placed in the right column

Learn the basics first, don't get ahead of yourself

Proverb: CRAWL before you WALK

The Baby Crawling should be placed in the left column

The Man Walking should be placed in the right column

We must take care of our responsibilities before enjoying ourselves

Proverb: BUSINESS before PLEASURE

The Man Working should be placed in the left column

The Man Playing should be placed in the right column

Your words are a way of underlining your thoughts and reinforcing them

Proverb: THINK before you SPEAK

The Man Thinking should be placed in the Left Column

The Man Talking should be placed in the Right Column

When the correct solution is in place, a portal will appear in the center archway. The portal could open up into a sealed chamber containing an item or take the characters to a different location, world, or moment in time. Whatever you decide!

Attention to detail should be emphasized in left to right placement of the medallions. The word before is very important. For example in THINK before you SPEAK, the emblem of the Man Thinking should come before the emblem of the Man Talking, so the first one is on the left column and the second is on the right.

HINTS: Should the party begin to struggle, allow the players to have their characters roll a History ability check. Perhaps they have heard a few of these sayings before. A successful roll

could allow a character to recall details about an old saying in their culture that was aimed at respecting their elders (Age Before Beauty).

Intelligence checks should also provide decent hints. You may allow a player's character to be able to determine that the old man emblem represents "age".

FAILURE: Once all ten medallions are in place, if one or more are incorrect, the gargoyles will fly over and retrieve the discs and resume their initial position within the shrine. Or, rather than retrieving the medallions, perhaps the gargoyles will attack the adventurers relentlessly until the errors in the solution are corrected.

You, as the Game Master, decides what happens if the puzzle is not solved correctly. Perhaps a lightning storm comes out of nowhere and electrocutes the characters for a massive amount of damage. Maybe a one way portal opens and a handful of stone defenders emerge to destroy the party.

A final idea, perhaps if the characters answer incorrectly, they are banished to a far away world and will need to spend the next few gaming sessions trying to make their way home.

MAKE IT YOUR OWN: How would you entwine these proverbs into your world? What other proverbs can you think of would make a good puzzle? Rather than Stonehenge, can you think of other ways to use proverbs in your game session?

Proverbs can exist in any culture. Perhaps you could create your own proverbs such as one that relates to beer and dwarves or luck and halflings?

Finally, what other inspiration can you draw from Stonehenge that could port over to your RPG world?



Illustrated by Balaur Art - @ArtBalaur

SKIPPING STONES

Type: Ability Puzzle

Location: Dungeon / Cavern / Lake / Cave

Multi-Room: No

Difficulty: Moderate

Combine with: Any

KEYS: The characters will need to find a few dozen smooth, flat rocks on the pebbled beach.

THE PUZZLE: The adventurers are navigating the underground caverns of a buried lake, civilization, or temple in search of an item, an entrance or a way out. Read this to your players:

The corridor in which you were traveling opens up into a large cavern with an underground lake. The first 20 feet of this underground marvel is a pebbled beach leading up to the water. About 40 feet inward are four totems protruding from the center of the lake in a trapezoid like formation.

The pebbled beach slopes downward into the water to a depth of about 10 feet. The totem poles are made of stone and bury themselves into the hard rock at the bottom of the lake. For those that choose to dive down for a closer look they will find a square, stone platform between the totems that is flush with the bottom of the lake.

A thorough investigation check may reveal that there may be a way to activate the underground platform so that it rises up out of the lake.

The totem poles with the tiki-like designs extend about 5 feet above the water. The mouth of the tiki is at water level giving each totem a menacing look.

At the top of each pole, in an area that could be described as the forehead of the tiki faces, is a ring of circles drawn in a bulls-eye pattern.

Careful study of the bulls-eyes reveal that each one has a different number of circles.

The front left totem has four circles.

The back left totem has six circles.

The front right totem has five circles.

The back right totem has eight circles.

SOLUTION: The platform is a small, submerged building that may provide a path of travel or conceal an item. The only way to bring the building to the surface so it can be accessed is to activate each totem.

To activate a totem, a character must skip a rock/stone into the mouth of the tiki face. However, the stone must skip across the water a number of times equal to the rings/circles drawn

on the top of the totem. So, to activate the Front Left totem, a character must skip a rock so that it bounces off the surface of the water four times and into the mouth.

Once the characters figure out that they need to skip a rock a number of times equal to the circles on the forehead of the totem, then we can shift to an ability type challenge. For lower level characters, I would recommend setting a DC of 10 (for the close ones) and a DC of 15 (for the further back ones) to see if a character can successfully skip a rock across the water and into the mouth with the correct amount of skips.

Once a rock successfully skips across the water the correct amount of times and into the mouth, flame or steam can be seen coming out of the top of the totem letting the players know it has been activated.

Once all four totems are activated, the building in the lake will rise up out of the water and allow the characters to enter.

HINTS: Perhaps the characters do not figure out what they need to do right away. This area is well served as one of the first areas they explore. As they dungeon delve further they may find hieroglyphics of ancient tribes skipping rocks across the water. Or perhaps they find a drawing of the four totems and a small pillared building with a portal in between them.

Almost all of the pebbles on the beach have a flat surface. Perfect for skipping across the water!

Up close inspection of the totems could reveal a few “dings and dents” the result of several rocks being skipped across the water but missing the mouth and bouncing off the totem.

MAKE IT YOUR OWN: Increase the difficulty level or DC as you see fit. Perhaps each totem needs to be activated in a particular order?



PRISMATIC OWL 2 - ELECTRIC HOOT-A-LOO

Type: Lock and Key Puzzle

Location: Dungeon / Wizard Tower / Castle

Multi-Room: Yes or No

Difficulty: Hard

Combine with: Prismatic Owl

KEYS: Five different colored miniature Owl statues.

THE PUZZLE: The players will need to acquire five miniature owl statues and place them into a dais facing the correct direction. Each statue is approximately 2 feet tall and 6 inches wide.

There are five owls altogether. Each one a different color with different colored eyes as follows:

YELLOW Owl with a Blue Eye and a Red Eye

BLUE Owl with a Yellow Eye and a Blue Eye

PURPLE Owl with two Blue Eyes

RED Owl with a Blue Eye and a Red Eye

GREEN Owl with two Yellow Eyes

Dais Room:

This 30x30 room has no open passageways. A slight electric hum fills the air. In the middle of this room is a round ornate dais about 3 feet high. The top of the dais has five evenly spaced round holes around the perimeter.

It is evident that the owls can be placed into an empty slot on the dais. When an owl is inserted into a “socket”, it can be rotated to face any direction. Once satisfied with the positioning, there are two latches that will lock the owl into place. When all five owls are locked into place, the dais will radiate and glow.

SOLUTION: The key to solving the puzzle lies in the color of the eyes and the color of the owl. Each figurine must be looking at the owl that matches the mixed colors of their eyes.

The Yellow Owl should be rotated into position so that its Blue/Red Eyes are facing the Purple Owl.

The Blue Owl has Yellow/Blue Eyes so it should be facing the Green Owl.

The Purple Owl with two Blue Eyes should be looking at the Blue Owl.

The Red Owl has Blue/Red eyes and should also be facing the Purple Owl.

The Green owl with two Yellow Eyes be turned and locked into position so that it faces the Yellow Owl.

The solution to the puzzle does not depend on which socket the owl statues are placed in. As outlined above, the solution involves the color combination of an owl’s eyes looking upon the matching color of another owl. For example, the owl with the Yellow/Blue eyes should be facing the Green Owl (Yellow and Blue = Green).

FAILURE: Once the characters lock all five owls in place, the magic of the Dais will determine if the owl statues are in the correct position. If they are not, a surge of electricity will fill the room and strike all in range with lightning damage.

Or, perhaps the screaming of a thousand angry owls make their ears bleed causing psychic damage. Another idea could include a wave of force damage bursting forth from the dais.

It is up to you as the GM to decide what type of damage is sufficient for your group. After the damage has been dealt all latches holding the owls in place will release allowing the party to retry their attempt at solving the puzzle.

The pedestal and the owl figurines are nearly indestructible and are immune to magic. Any attempts to destroy or alter them will result in a type of damage as noted above.

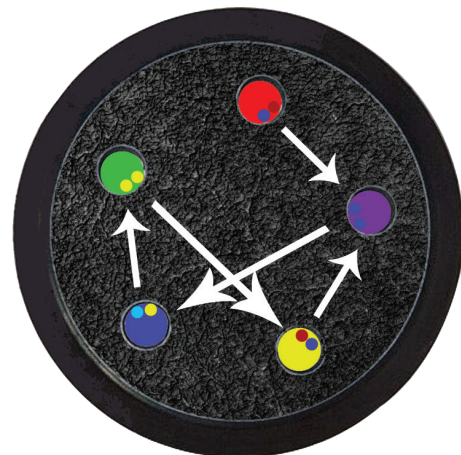
HINTS: If the players struggle, allow them an investigation or intelligence check. Success will reveal to them that each owl must be turned to face another owl.

Get crafty! Create a handout and print it so your players can physically see all five owls and the different colored eyes.

MAKE IT YOUR OWN: What happens when your players solve this puzzle correctly? Perhaps the correct combination opens a door or portal? Or, maybe a secret compartment in the dais opens up revealing a key or scroll? Better yet, what if solving this puzzle rewards the players a pair of gems for the original Prismatic Owl puzzle discussed earlier in the book?

Where will your PCs find the owl statues? Together in a locked treasure chest? Separated and scattered about a dungeon? Or maybe they acquire them by completing side quests?

Here is a possible layout solution for the owls in the dais. Note the two “dots” on each circle are eyes of the owl.



DOOR OF SHADOWS

Type: Lock and Key Puzzle

Location: Crypt / Temple / Dungeon / Mausoleum / Any

Multi-Room: Yes

Difficulty: Easy to Average

Combine with: Any

KEYS: The adventurers will need to find the “Light Cannon” in order to activate the Door of Shadows.

THE PUZZLE: The adventurers have found an upright door in the middle of a dark dungeon room. They may walk around it, through it, or go over it and nothing happens. Further exploration will be needed as they need to find some type of contraption to activate the door of shadows!

Room 1 - Mysterious Door: The characters should discover the mysterious door first. Read this to your players:

You enter into a room of thick, heavy darkness. There is an open corridor to the South. The temperature of the room is a bit cool and the walls are made of solid stone. This area is empty with the exception of a stone door and frame standing unassisted in the middle of the room.

The adventurers have found an upright door in the middle of a dark dungeon room. They may walk around it, through it, or go over it and nothing happens. In a dark language of your choosing, the phrase “Door of Shadows” is inscribed in the top of the door frame.

If the adventurers attempt to destroy, damage, or transform the Door of Shadows, undead Shadow creatures or other ghostly specters will emerge and attack them. The Door of Shadows has a resistance to magic.

Room 2 - The Light Cannon: In order to blast the door of shadows with enough light to create a solid shadow, the players will need the light cannon.

You enter into a room of thick, heavy darkness. There is an open corridor to the South. The temperature of the room is a bit cool and the walls are made of solid stone. This area is empty with the exception of a stone door and frame standing unassisted in the middle of the room.

I suggest putting this in another room with a possible combat encounter. Perhaps a few humanoid bad guys are aware of the adventuring party’s presence and once they enter this room they use the Light Cannon to try and temporarily blind and ambush the party.

SOLUTION: Stored in the crates of the room with the Light Cannon are plenty of ropes and pulleys that will allow the characters to pull the light cannon up the ramp and into the area with the stone door in the middle of the room.

By aiming the Light Cannon at the stone door and turning it on, the beam of light will hit the door and project a shadow of the door on the far wall. The characters can then travel through this “shadow door” to another level of the dungeon, travel through time, or enter another dimension.



HINTS: Should the players become obsessed with trying to solve the Door of Shadows puzzle without finding the Light Cannon, the GM may need them to roll an intelligence ability check. We can use a successful roll to help a character come to the conclusion that more pieces are required to solve this puzzle and further exploration is necessary.

To get the characters to travel south and find the Light Cannon, perhaps a keen eye will notice faint wagon wheel-like tracks in the dusty Southern portion of this room that lead south. Perhaps these tracks are accompanied with humanoid type footprints.

For fun, we could name the Light Cannon. Wiping away the dust, a character could read the word “Shadow Maker” along the side of this device.

MAKE IT YOUR OWN: Where would you use the Door of Shadows and where does it lead to? What will happen to the characters if they try to destroy the door? What is waiting on the other side?

CORRIDOR OF LAVA ROCKS

Type: Lock and Key Puzzle / Investigation / Trap

Location: Dungeon / Abandoned Temple / Castle

Multi-Room: Yes

Difficulty: Average

Combine with: Any

KEYS: The characters will need to find the Ointment of Fire Immunity to solve this puzzle.

THE PUZZLE: This puzzle begins as a trap as a monster lures the adventuring party to their death. If the incinerating lava rocks don't kill them, the harpy at the other end surely will.

Room 1, The Corridor: The characters are in a 30x50 ft. room. To the west is a 10 ft wide corridor that extends 100 feet. The floor of the corridor glows a bright red and is layered with an absurd amount of hot coals or lava rocks. A profound amount of heat billows from the passageway.

Any footwear worn while entering the Corridor of Lava Rocks will incinerate and be destroyed.

There will be at least one harpy (if not more, depending on character level and GMs plans) at the other end of the corridor. If the harpy is aware of the character's presence, then it will immediately attempt to charm them by singing a beautiful, charming melody. If a character is charmed by the song of the harpy, they will begin walking through the corridor and suffer fire damage as they journey forward.

Each time a charmed character takes damage, they can attempt another Saving Throw to try and break the trance and end the effect. Otherwise, the character continues to travel across the scalding hot passageway towards the harpy, taking damage along the way.

Since the traveled path could be perilous to the character, the GM will need to balance the damage received with the overall level of the adventurers. It would be easy to fathom, that one character traveling down the corridor alone will be preheated to a tasty temperature and finished off by a harpy at the end of the hallway.

Room 2, The Spa: It would be wise for the characters to forego the idea of traveling down the Corridor of Lava Rocks and continue on in a different direction. As they do, they will encounter a new area, the Spa Room.

This room looks to have been abandoned for quite some time. Off to the left is a desk with a few old books. To the right is a one-foot deep circular brick structure about 8 feet in diameter. It is empty, but looks like it may have had water in it at one time.

Along the far wall are a series of chairs and recliners. While still sturdy, time has not been to kind to the velvet cushions of these once luxurious seats.

Upon entering this room, PCs and NPCs will need to make a saving throw. If they fail the saving throw, they will see this room in its former glory, a bustling spa. If a character makes the Saving Throw, they will not witness anything.

The Vision for those that failed the saving throw will put them into the midst of an upscale spa of relaxation. Young adult Halflings will welcome the adventurer to the spa and invite them to have a seat in one of the velvet chairs. The Halfling will then attend to the entranced character and perform a quick pedicure. They will then finish by rubbing an Ointment of Fire Immunity on the feet of the character.

After the ointment is applied, they are directed to the circular pool heated by lava rocks. They are able to soak their feet in the boiling hot pool allowing the ointment to meld to their skin. For the next hour, this character's feet is immune to Fire damage and will absorb intense heat. This ointment allows them to travel down the Corridor of Lava Rocks and take no damage.



For those that made their saving throw, they will see their comrades going through the steps of enjoyment of having the pedicure, feet rubbed and then soaked in the empty pool. If any of these PCs or NPCs decide to sit in an empty, old, rotten chair, they will be pulled into the spiritual sequence and also enjoy the pampering brought about with the spa.

SOLUTION: The main solution is to partake in the spa treatment and receive the Ointment of Fire Immunity.

For those that attempt to freeze the corridor or distort the Earth, the heat will intensify to overcome the changes. Flying through the corridor may result in lesser damage taken, but will most certainly alert the harpies on the other end.

Harpy Lair: Should your players make it to the Lair of Harpies through the Corridor of Lava Rocks, be sure to reward them with bountiful treasure or a key to the next puzzle! Check the stat block of the Harpy in the Monster Book of the Fantasy RPG game you play for more details.

LAST WILL AND TESTAMENT

Type: Thought Puzzle / Role-Playing Puzzle

Location: City / Town / Weird Dimension

Multi-Room: No

Difficulty: Average

Combine with: Grief & Sorrow

KEYS: The characters will need to work with the Magistrate overseeing the will. They will be given specific instructions in addition to a Gold Ring and a large Jade gemstone that is to be divided among three brothers.

THE PUZZLE: The PCs are summoned to read the last will & testament of NPCs that they may have known. They trust the PCs and have left them in charge of distributing their remaining valuables to their three sons. Here is the letter that can be read aloud to the characters in-game. I would also consider giving this letter to your players to study.

Our remaining valuables consist of a very large Jade that is worth 200gp and a gold ring with a bloodstone, engraved with our initials that is valued at 100gp.

Our boys know that the combined value of these two items is 300gp. You may need to sell one or both of these items in order to divide our treasure among our three sons.

Our eldest son is sentimental. He travels a lot so he does not like to carry a lot of things. Please only give him one item.

Our middle child is the most intelligent and honest of the three. He will want each brother to have an equal amount. No more and no less. It is imperative that you split our fortunes to ensure that each brother receives an equal portion.

Our youngest son, who... bless his heart, is not the brightest and has always been jealous of his older brothers. He is also greedy. Please ensure that he receives more than his brothers.

If you succeed in distributing in accordance with our wishes, the Magistrate has been instructed to give you something that you may be interested in.

The task at hand for the characters is to:

1. Ensure the oldest brother receives only one item
2. Ensure that the treasure is split evenly and each brother receives an equal and fair share.
3. Ensure the youngest brother receives more items than his brothers.

THE SOLUTION:

1. The characters will need to sell the piece of Jade for its 200gp value.

2. The eldest brother should be given the Ring. It is worth 100gp, has sentimental value, and is only one item, per the parents' request.

3. The middle brother wants everyone to have a fair share. He will expect to receive 100gp worth of inheritance and each of his brothers to receive an equal amount in monetary value. Best to give him 100gp from the sale of the Jade.

4. The youngest brother is greedy and wants to receive more than his brothers. The adventurers will need to take the remaining 100gp from the sale of the Jade and have it converted to 1,000sp. This brother, who is not intelligent, will see that he received more coins than his brothers not realizing that it is still worth the same amount the other two brothers received.

Once you, as the GM, feel an adequate solution of the will has been offered, the puzzle is solved and the characters are given their reward or payment.

FAILURE: If you feel that the players did not solve the puzzle with an adequate solution, then perhaps the characters are haunted by the ghosts of the dead parents. Or the youngest brother, not receiving his fair share, may become a villain later.

HINTS: Perhaps the Magistrate informs the characters that if they decide to sell one or both of the items, then the departed couple requests they sell them to a specific jeweler.

Be sure the players realize that the terms of the will are very specific. Their characters are to only use and divide the 300gp worth of treasure left by the parents. They are not to add or subtract anything else to make things even. Also, reinforce to them that the middle brother knows the value of the two items and is expecting each brother to receive 100gp worth of inheritance.

Trying to physically split or break the Ring or Jade into pieces will cause significant damage and decrease the value.

MAKE IT YOUR OWN: This puzzle could begin a new quest or one-shot adventure. Perhaps the Magistrate, was instructed to reveal that the departed parents' will was a test. Upon successful completion, the PCs are given an item that they have been searching for or a map that leads to something they covet.

Or, maybe the Magistrate recommends the adventurers for an open seat in the local government or membership into a faction due to their problem solving skills.

DEJA VU

Type: Combat Puzzle / Thought Puzzle

Location: Dungeon / Weird Dimension

Multi-Room: Yes

Difficulty: Easy

Combine with: Any

KEYS: A set of keys hanging on the wall will allow characters to exit the Déjà Vu room.

THE PUZZLE: This puzzle must be set in a scenario where there is only one direction of travel. The first room comprises of a combat encounter.

You enter a 30x30 ft room. Along the North wall are what you perceive to be four small, round porthole-like windows. To the west is a door.

There is a staunch smell of decay along with a general haziness of dust. The room is covered in skeletal remains. Eight skeletons emerge from the bones, short swords in hand, and attack fiercely!

The windows along the north wall are opaque. They are indestructible and immune to magical effects. The skeletons used in the boxed text are only an example. As the GM, I encourage you to make this a challenging battle for your PCs.

Once the battle is over and the PCs have looted the room, the only untraveled direction is through the west door. This will open up into a corridor that will take the characters west, north, and then east into an adjacent 30x30 room.

DÉJÀ VU Room:

You enter a clean, well-lit lounge. There are two sofas along the north wall separated by a small wooden table with a lantern on top of it.

Along the south wall, two pair of chairs are evenly spaced and separated by small tables. One table has a small stack of reading books the other a pipe and smoking tobacco. In the northeast corner of the room is another table that is crowded with food and drink. An elegant throw-rug decorates the floor in the center of the room.

A handful of paintings are carefully hung among the walls. There is a reinforced, closed door to the east. There are four round, porthole-like windows along the south wall.

As you look about, you notice that the door behind you has disappeared!

Our adventurers find themselves in a comfortable lounge with snacks, drinks, and a roaring fireplace to take a break and relax.

After a few moments of investigating their surroundings, they will hear the sounds of combat.

Should they look out the porthole windows they will see a version of themselves, in the past, fighting the skeletons (or whatever encounter you had incorporated into the game).

As the Game Master, you will need to collaborate the characters “present” selves with their “past selves”. If one or more of the player characters watch out the window they will see an exact replay (their past) of their combat encounter. As the minutes tick away they will come to the point where they will watch their characters in the past go through the west door that led them to this “Déjà vu” room.

IF the characters stay in the room and their past selves catch up with them in the room (remembering that the door to the west previously vanished), then the characters, no matter what they are doing in the Déjà vu room, are immediately teleported back in time. They will arrive back at the moment when they first entered the room and realized that the door they entered through has disappeared.

Any changes made to the Déjà vu room will be put back into its original state. The characters can, once again, look out the porthole-like windows and see their “past” selves battling the skeletons.

This cycle of time will continue until the characters leave the room. Their former selves will eventually catch up with them in the present and everything starts all over.

SOLUTION: There is a ring of keys hanging on a key rack, or on an end table, wherever you decide to place them for the PCs to find. One of these keys opens the door to the East. To break this time-loop, the characters need to simply unlock the door and leave.

WHAT NEXT? The puzzle is solved, but the effects of the Déjà vu room will carry over into the next room for a unique, and possibly frustrating, combat encounter!

How many times did the characters’ **past**-selves catch up with their **present**-selves in the puzzle’s time-loop? This is how many hours the characters will experience the effects of Déjà vu. I’d recommend at least one hour, even if the characters exited the room right away without experiencing the time-loop.

Once the adventurers leave the comforts of the lounge, they will enter an adjoining 30x30 room with another combat encounter waiting for them. The door that they travel through will disappear or lock so that the characters cannot go back into the Déjà vu room.

Decide what monsters lurk here. Perhaps another 8-12 menacing skeletons are armed and waiting. Roll for initiative.

During the first round of combat the PCs are uninhibited by the effects of Déjà vu. They are able to take whatever action they choose. However, once we return to the top of the initiative order that is where the fun begins.

In round two of combat, the players must have their characters repeat the same actions that they performed in the first

round.

If a character cast a spell in the previous round, they will attempt to cast that same spell again in this round. If they are unable to repeat the action, due to insufficient spell slots or what not, they simply attempt to do this and fail. The same goes with attacks, movement and other actions.

Oh, and let's not forget talking. If the characters begin round 1 with "Die you undead fools!", then they must also begin round 2 by shouting "Die you undead fools!"

Round 3 will allow the players to do whatever they want once again, but round 4 they are, once again, doomed to repeat their actions and suffer the consequences of Déjà vu.

MAKE IT YOUR OWN: It is very important in the beginning to have the characters travel west and up to the Déjà vu room after their original combat encounter.

As a game master, you may want to facilitate the urgency of continuing on by blocking the path they came from and provide and additional threat. Ideas could include a chasm begins to rip the room apart, a worm or other large beast emerges and the characters need to run, the room fills with a poison gas or has a ticking time bomb; things of that nature.

REWRITING HISTORY

Type: Investigation Puzzle / Thought Puzzle

Location: Crypt / Temple / Dungeon / Mausoleum / Any

Multi-Room: Yes

Difficulty: Easy

Combine with: Any

KEYS: There are no keys to this puzzle.

THE FAKE PUZZLE: Your characters become trapped in a room with no exits. This could be due to a sliding trap, a portal, or the direction in which they came has disappeared.

*This 30x30 ft. room looks as if it were a fancy art gallery at one time. A warming magical light illuminates the area. There are **four** statues in this room that are evenly spaced and a cold shiver comes over you as you realize that these statues look very familiar.*

Be sure to swap the number "**four**" out with however many characters enter this room. The statues look familiar because they are statues of the adventurers! For each PC or NPC, there will be a statue of them in this room. I would also recommend decorating the rest of this gallery with paintings or artwork that may depict previous adventures, momentous occasions or heroic deeds.

The statues, while stationary, do have a circular base and can be rotated to face any direction. The characters will also see that the base of each statue is a plaque that reads:

Look upon the one with the Plague.

The final detail that will become more noticeable as the adventurers search for clues and attempt to solve the puzzle is that there is a faint green gas that is emanating from the statue's base, nostrils and ears.

NO SOLUTION: There is no solution to this portion of the puzzle. The characters will eventually fall unconscious when the time that the GM has allotted runs out. Characters that do not need to breath will feel the effects of the gas enter their body through their pores or gears and shut them down.

Magic, such as spells or items that allow teleportation or inter-planar travel will fail to resolve. The point of this part of the puzzle is for them to fall unconscious. 100% chance of doom.

THE ACTUAL PUZZLE: The characters will eventually awake from the effects of the poisonous gas. They are in the same room as before, but the surroundings have taken on a dark and gloomy persona.

The statues of the PCs still remain, but instead of an eloquent appearance of fine marble or rock, they now have an appearance of someone that was stricken with a disease. The statues have a depressing aura about them.

The characters will also see that they seem to have contracted some sort of disease. They will see their skin bubble with some sort of rotting infection. As time continues to tick, they may even lose a finger or an ear as if their bodies are decomposing.

There is now an open doorway (or set of stairs, whatever you would like) that leads out of this room. Should they decide to travel through the door (or down the stairs), read this to your players:

You open the door and enter some type of a mausoleum. Around the walls are several closed, sliding compartments, similar to that of a morgue, which may house the dead laying in eternal rest.

A few bookshelves and iron crates lie about. A desk, perhaps of a previous caretaker, sits in the middle of the area.

Moving about the room is a six foot tall Bone Golem with a feather duster. This golem seems to be the current caretaker and goes about dusting and cleaning in efforts to keep this area nice and tidy.

Should the characters investigate the sliding places of rest, they will eventually find a brass plaque with their name on it along with the year of their death. If they are brave enough to open the tomb, they will see an older version of themselves in a late stage of decay.

On the desk in the middle of this room is an open book, a bottle of ink and a quill.

The left page of the book reads:

History of Events
A List of those Lost to The Plague
In the Year:

And underneath this portion is a list of names and years of death that include the PCs and NPCs in your game!

On the opposing page is the following:

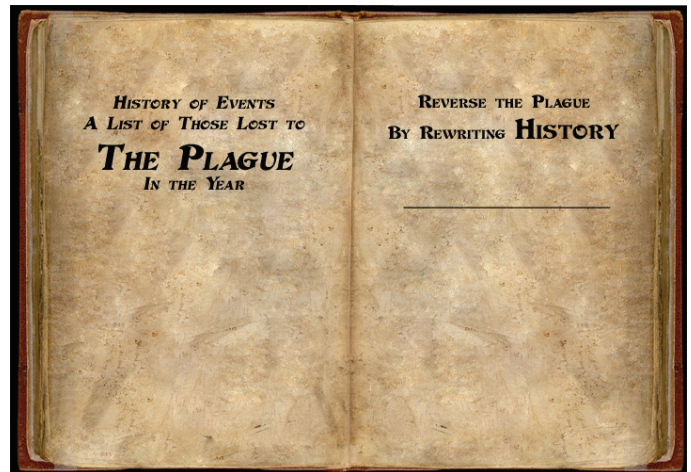
Reverse the Plague
by Rewriting History

FINAL SOLUTION: There is a blank line underneath “by Rewriting History”. One of the characters simply needs to write the word “History” in the blank to solve the puzzle.

At this point, you could have the characters “wake up” in the gallery room safe-and-sound. But now, there is a door or passageway that lets them continue on. We could activate a “was it all a dream” type of scenario by describing the statues as someone else. They no longer look like the PCs / NPCs.

Honestly, there should be no wrong answer to this portion

of the puzzle as long as one of your characters writes something on the page. Reward and exploit their creativity if they arrive at a different answer than by simply rewriting the word “history” in the blank.



HINTS: Since the “fake puzzle” will always result in disease, unconsciousness and access to the mausoleum, be sure not to waste too much time on it. Entertain the ideas that the players attempt while trying to thwart death, being very careful on what magic, if any, to allow.

I recommend having a 2 or 3 minute timer or hourglass to add intensity and countdown to impending doom to the puzzle.

Don’t forget that the characters are decomposing. I recommend that you occasionally describe the loss of a digit or the dripping of flesh if they begin to stall.

Use the Bone Golem to help direct the players towards the open book on the desk. If they try to interact with the golem in any way, it will simply point at the desk. If the characters do not write anything in the book, the Bone Golem may go as far as to tap a character on the shoulder and hand them the quill.

MAKE IT YOUR OWN: What tricks will your players try to pull that would thwart the 100% failure rate of the “fake puzzle”? Be sure that you are prepared to explain why things may or may not work in this scenario.

Perhaps after the first phase of the puzzle the characters actually die instead of becoming unconscious. We could use this moment to roleplay a meeting with a deity, patron, or figure from the past.

If we choose that the characters meet a deity, why would they want to meet with them? Did they recently do something wrong or evil? Did a good god/goddess want to take this opportunity to bring them to their plane and offer them a quest? Afterwards, they are put back into their lives with the mausoleum in range and the puzzle could serve as a test to prove their worthiness.



Illustrated by Devyn Ball (Mommies)

ORBS OF THE CRYSTAL CAVES

Type: Knowledge Puzzle / Thought Puzzle / Trap Puzzle

Location: Cavern / Cave / Ruins / Underground

Multi-Room: Yes

Difficulty: Moderate

Combine with: Skipping Stones

KEYS: A password, a crystal key and an entire set of human teeth can be found and used in the final area to receive rewards and/or experience points. To find these keys, the correct orb must be selected. However, the keys are optional and not required for the adventurers to make their way through the Crystal Caves.

THE PUZZLE: Our adventurers will be traveling through a linear cave system. In each of three areas they will need to select an orb to take with them in order to open a passageway.

You enter a cavern that is illuminated by a soft, white light emanating from naturally-formed crystals.

The entire surface area of the far wall is covered with illegible writing. The scribbled words are written with paints of cyan, violet, yellow and red.

Floating in the center of this room are three orbs, spaced evenly apart in a triangular formation. There is a Red orb, a black orb and a green orb.

Room 1 - Secret Decoder Room: The adventurers must select one of the three orbs. Once they have taken possession of an orb, the white crystals along the wall will also change to match that particular color. The other two orbs will become ethereal and cannot be obtained. With orb in hand, an open passageway now appears in the wall of the garbled writing.

If the Black orb is selected, magical darkness envelops the area. Darkvision and light sources will only provide a fraction of their normal range of visibility.

If the Green orb is selected, the crystals turn green and the entire area is illuminated in a green light.

If the Red orb is selected, the crystals turn red and the entire area is illuminated in a red glow. In addition, the scribbled markings on the far wall will reveal a message or code written in blue. The message/code should be of your choosing. For the purpose of demonstrating this puzzle, I have chosen to reveal three Runes: Mannaz, Othila, and Ansuz.

The characters must now travel through the open passageway. This 50 ft. long tunnel has the same colored scribbles along the entirety of the walls. The tunnel is flooded with ankle-deep water.

This passageway also has two trapped areas where poison needles will shoot from the walls. Those that are engulfed in the darkness being led by the Black orb will have a penalty to all saving throws and die rolls to see the traps. Those that

have the Green orb should have normal die rolls. Finally, those with the red orb in their possession, will see messages in blue writing that mark the areas of the traps. The adventurers with the red orb will be able to avoid the traps entirely.

Room 2 - The Fog: When the party reaches the end of the tunnel of scribbled markings, the light in the orb they are carrying extinguishes. At this point, the water is now knee deep and the cavern ahead of them is engulfed in a thick, dense fog.

There are three more orbs floating in front of them at the mouth of the tunnel. An Amber colored orb, a swirling Gray colored orb and a Blue orb. Once an orb is chosen, the sound of shifting rocks can be heard across the room, forming a passageway. The other two orbs cannot be selected.

The fog is extremely dense, limiting darkvision and visibility with torchlight to only a few feet.

This cavern has five pillars. Four of the pillars have jets of fire that will shoot out in a 15 foot cone activated by pressure plates in the ground. The fifth pillar has a crystal key hanging from it. Only those with the Amber Orb will find this key.

If the Gray orb is selected, the fog will begin to swirl. The PCs may have had an idea of the direction they needed to travel but as they navigate through the fog they have a chance of becoming disoriented with regards to direction in the cavern.

The Blue orb provides light, but it reflects back at the party as they travel making them susceptible to the flame jet traps. The amber orb however, will allow the party to find the key hanging from the middle pillar and navigate through the fog to the open passageway without incident.

Room 3 - Black Light Room: Once the characters find the passageway and travel down the next tunnel, the fog will begin to lighten but the water will keep getting deeper. At the end of the passageway, the light of their orb will fade and they are presented with another trio of options. A white orb, a green orb, and a deep purple orb. The room before the adventurers is a dark cavern and the water is nearly waist deep at this point.

Once again, a passageway on the far side of the room will open when an orb is selected. The two remaining orbs will become ethereal and cannot be obtained.

The white orb provides a powerful, bright light. However, the intense light of the orb attracts a large swarm of killer moths from within the cavern to attack the one holding the orb.

The green orb provides a green glow that helps the adventurers see in the dark. However, it also attracts a giant catfish or a small school of piranha intent on having the adventurers for dinner.

The deep purple orb provides the characters with enough light to see without waking any creatures. This orb acts as an ultraviolet blacklight. Using this orb, they will be able to find 28 glowing, human teeth embedded into the cave's wall near the exit.

continued on page 40...

SOLUTION: The final cavern in the Crystal Caves contains a skeleton that is holding a box and wielding a shield. The skull of the skeleton is missing its teeth. If the characters selected the correct orbs they should be able to receive up to three rewards determined by you, the game master.

The skeleton's shield is inscribed with twelve magical runes. Pressing the three runes (Mannaz, Othila, and Ansuz) will solve this portion of the puzzle.

The box that the skeleton is holding can only be opened by the crystal key. If it is opened in any other way, the contents of the box will disintegrate.

Finally, the skull of the skeleton is missing its teeth. Inserting the teeth found with the blacklight will magically bring the skeleton to life. With a full set of chompers in place, the skeleton will give the party a message or provide them with valuable information.

Understanding the Solutions: In the first room, the red orb is reminiscent of a hidden message that can only be seen with secret decoder glasses. The scribbled words written in *violet, yellow and red* are absorbed by the red light leaving only the blue or cyan colored words.

Green light is great for night vision, so this would be the second best choice to navigate the cavern.

The correct selection in the cavern of fog is the Amber colored orb. Doing a bit of research, I found that yellow or amber colored lights are best to use in smoke or fog. Blue is one of the worst colors to use as it will reflect off of the fog. Therefore, the Amber Orb will provide the best light to navigate the area.

The ultraviolet light, or purple orb, was the correct selection for room three. A "blacklight" can cause teeth to glow.

Moths are attracted to light bulbs so the White orb takes on the characteristics of a bright "light bulb" in a dark room. While we are at it, not make this a combat encounter with killer moths as well? Once again, green is a great light for night vision, but it is also one of the best colors of light to attract fish.

HINTS: Be sure your players know that once an orb is selected they are stuck with their decision. Also, not selecting an orb is not a selection. The orb is required to be able to create a passageway to the next room.

MAKE IT YOUR OWN: I encourage you to research the uses of different colored lights and filters. What other puzzle elements could we add to the crystal caves?

When the players decide on an orb to select, be sure to throw in a smile and an eyebrow raise and ask them in a mysterious tone "Are you sure?"

If you use Experience Points for leveling up characters you could provide an XP value for all three levels of the puzzle. Keep in mind that players are clever and will more than likely develop alternate solutions or rationale that makes sense.

MIRROR OF SEPARATION

Type: Co-op Puzzle, Trap Puzzle, Combat Puzzle

Location: Wizard Tower / Mansion / Dungeon / Inn

Multi-Room: Yes

Difficulty: Average

Combine with: Standard Equipment

KEYS: There are no keys to this puzzle.

THE PUZZLE: This puzzle will separate one party member from the others placing them in a position where they will need to work together. In this example, our puzzle takes place in a dressing room. Read this to your players:

You enter a 20x20 room. This appears to be some sort of a costume or dressing room. On One side, there is an entire rack full of costumes and outfits. In another area a pile of hats and accessories.

You also see six mannequins. They are dressed in the latest fashions. A mirror, about the size of a door is centered on the far wall.

The door you came in slams shut and then, disappears!

Dressing Room: The racks of clothes, hats and accessories bare no significance on the puzzle. Allow your players a perception check. On a success, the characters will hear the sound of gas leaking into the room. If the players decide to investigate, they will see that a poisonous gas is leaking from the mannequins.

If the characters look at the mirror, they will now notice that it no longer reflects the scene behind them, but is now a passage into the next room! A single PC may now walk through the mirror with no issues. However, after a character walks through the passage, it becomes a mirror once again and no other characters can walk through.

The party can not see the character that walked through the mirror-portal however, they can communicate verbally with the person on the other side. The portal cannot be breeched by scrying abilities, items or any type of magic.

On the mirror, nine gold-colored symbols will appear. They are arranged in three rows with three columns. If a symbol is touched, it glows brighter than the rest. Once three symbols are pressed all symbols with either flash green or red for a few seconds.

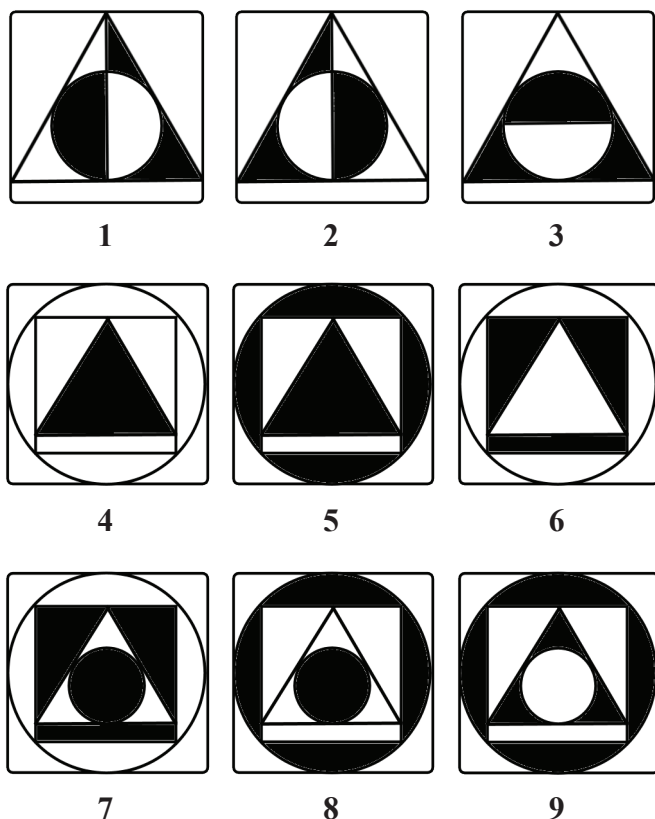
If they flash green, that means the correct code was entered and the mirror becomes a passageway again, allowing them to walk through. If they flash red, the code was entered incorrectly, and the puzzle resets.

The gas is still leaking into the room from the mannequins. Set a timer. Allow 5 minutes of real time for the players to solve the puzzle.

If the characters destroy the mannequins, take away 30 seconds for each damaged mannequin, but poison gas still infiltrates the room from the broken parts.

Here are the nine symbols that appear on the mirror in the Dressing Room.

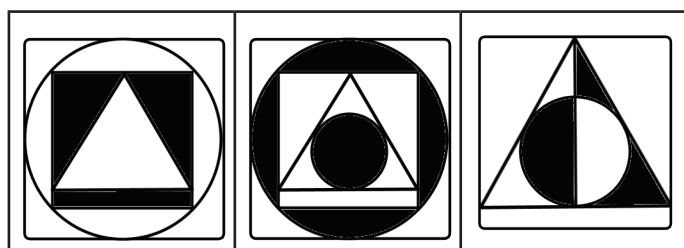
NOTE: **Do Not** show these symbols to the character that walked through the mirror and is now on their own in the Storage Room.



Storage Room: The character that walked through the passageway enters a storage room with several boxes stacked about. Looking at the portal in which they traveled, they can see back into the dressing room, but cannot walk back through. Once again, the separated party can communicate verbally, but the portal cannot be breeched by any other means.

The passageway from this character's point of view appears to be a one-way mirror. The character will see three symbols etched into the top of the glass portal.

NOTE: **Do Not** show these three symbols to the other players in the Dressing Room. Only the character in the Storage Room can see these symbols.



In order to escape the dressing room and the poison gas, the players will need to figure out the solution by communicating verbally. The three-symbol code etched into the glass in the storage room is the combination to open the portal for the rest of the party. Since the other adventurers cannot see the code, the player whose PC is in the storage room will need to describe the three symbols to the other players.

SOLUTION: A character that is in the Dressing Room with the poisonous gas will need to press Symbol #3, Symbol #8 and Symbol #5, in that order. When they do, the mirror will become a passageway again and all characters will be able to escape into the next room.

FAILURE: If the characters fail to breach the passage within the time you designate, the poison gas takes its toll and each character is knocked unconscious, but stable. They are then relocated by an unknown enemy into a prison cell or other area.

MAKE IT YOUR OWN: While our puzzle is written to take place in a mansion, estate, theater, or castle, we can use it in numerous situations and environments. Rather than a gas trap with the clock ticking, we could put this in a dungeon and have a monster appear. Perhaps one that will overwhelm the party so they need to defend themselves and try to solve the puzzle before they are defeated.

You can make this puzzle easier by using symbols that are not as complex or reduce the number of symbols on the mirror to six or even three.

This puzzle could also have replay value. Perhaps they encounter the puzzle again, but this time, the character that goes through the portal is the one in danger and needs to get back to the other side. The rest of the party will then need to describe a different set of 3 shapes they see to the character on the other side.



Illustrated by Marinela Nunez

No Yoke

Type: Thought Puzzle

Location: Farm / Field / Ranch / Garden

Multi-Room: Yes

Difficulty: Easy

Combine with: Flowers of the Dais

KEYS: The characters will need to find the rusted yoke to solve this puzzle.

THE PUZZLE:

Behind the farmhouse is an acre of field. Half of the field has a rich soil and is filled with bountiful vegetation. The other half is barren of plant life with the dirt as hard as stone.

Along this division of the field, Two rusted oxen standing side-by-side are standing in the flourishing side, while a metal plow rests ten feet behind them in the barren side of the field.

An old tool shed can be seen towards the back of the field.

The oxen are life size. They are made of metal and are solid with some surface rust. The plow matches the oxen in that it is made of metal and has some surface rust. The blades of the plow are sunk into the barren ground as if cemented in place forever.

Attached to the front of the plow is a thick, metal chain. The chain extends from the plow with the end of it resting between the rusted oxen. The end of the chain has a shackle that is used to connect the chain to something else.

SOLUTION: The answer to the puzzle lies with the wooden yoke that is stored in the old tool shed. The characters simply need to take the yoke, put it on the oxen and attach the chain using the shackle. Once this is complete, the oxen will animate, snort, and surge forward. As they do, the plow will dig through the ground and pull up a stone slab revealing a secret passageway in the ground. The party will then be able to descend the stairs into an underground cavern.

HINTS: Should the players not make the connection, simply allowing a low ability check to determine that there seems to be something missing that will connect the chain to the oxen.

MAKE IT YOUR OWN: Rather than a secret passageway, what else could happen when the puzzle is solved? Why is the field split evenly between barren and fertile land?

What else could the characters find here? Perhaps a rusted chicken that lays eggs of precious metal? An encounter with scarecrows? Animated pitchforks, rakes and shovels?

EYES OF THE OBELISK

Type: Misdirection Puzzle / Lock and Key Puzzle

Location: Courtyard / Temple / Castle / Town Square

Multi-Room: Yes/No

Difficulty: Average

Combine with: Any

KEYS: The adventurers will need to find a three-foot-tall Spool of Red Thread and a statue of a Green Parrot.

THE PUZZLE: The courtyard serves as the actual puzzle room, although the party may need to investigate other buildings or dungeon rooms in order to find two missing pieces.

You enter a large courtyard. In the center of this area is an obelisk surrounded by four pedestals. On the far side of the room, three stone statues are facing this monument.

Hovering above the obelisk is an intense yellow eye that seems to follow your every move.

The obelisk is surrounded by four stone pedestals. Each one is approximately 3-4 feet tall and is bowl shaped at the top. The top of the pillars contains a gooey, optic fluid filled with eyeballs. There is a pillar of blue eyes, brown eyes, green eyes and red eyes.

The large yellow eye hovering above the obelisk is actually protecting the monument. It fills the entire room with an anti-magic ray. In addition, it will always appear as if it is staring at each character individually no matter where they are in the room.

Taking a closer look at the obelisk, ten empty holes can be seen around its surface. A thorough investigation will reveal to the players that their characters will need to fill the holes with ten eyeballs from the surrounding pedestals.

But, what color eyes do they use to fill the empty slots? How many of each color? The answer to this can be found by taking a closer look at the three statues in the northern section of the courtyard. A statue of an Elf riding a horse, a pirate and a gnome. These are *clues* to help the players solve the puzzle.

Elven Rider Statue: This is a stone statue of an Elven woman riding a horse. The statue is gray in color, but the gloves of the woman and the reigns of the horse are a royal blue color.

Pirate Statue: The pirate statue has a wooden leg, a hook for a hand and an eye patch over its left eye. Upon investigation, the PCs will notice that a piece of the statue seems to be missing from the shoulder of the pirate. Finding the Green Parrot statue and putting it in place will complete this clue.

Gnome Statue: This is a statue of a gnome tailor. The gnome is holding a sewing needle that is nearly the same size as him. Investigating this statue the PCs will identify that there seems

to be a missing piece. It looks like an object could be placed next to the gnome on the base of the statue. Finding the large spool of Red Thread and placing it here will complete this clue.

SOLUTION: What color eyes do they use? Upon adding the spool of thread to the gnome and the parrot to the pirate, the characters should be able to identify that the colors on each statue represent the color of eyes that need to be placed into the obelisk (Red, Blue, and Green).

How many of each color should be used? The number of eyes that need to be placed in the obelisk are represented by counting the number of eyes on each statue. Therefore, the puzzle can be solved by adding these to the empty holes in the obelisk:

Blue Eyes: 4
Brown Eyes: 0
Green Eyes: 3
Red Eyes: 3

The Elven Rider statue has blue gloves and horse tack, insinuating that blue eyes must be used. The horse has two eyes and the elf has two eyes for a total of 4.

The Pirate statue has a green parrot, insinuating that green eyes must be used. The pirate only has one eye (remember he has an eye patch where the other eye should be) and the parrot has two eyes for a total of 3.

The Gnome statue has a spool of red thread, indicating that red eyes must be used. The gnome has two eyes and the sewing needle has one eye (the eye of a needle), for a total of 3.

The Brown eyes are not used and are only present to serve as a red herring in attempts to mislead the players.

When the puzzle is solved, the obelisk transforms into a portal allowing the PCs to access a new area for exploration.

FAILURE: Putting the incorrect number of eyes in the obelisk will result in the large, floating yellow eye to bask the entire courtyard with a strange glow resulting in one of the following effects (GMs, feel free to create your own):

1. Sleep (No Saving Throw) with Random Encounter
2. Flesh to Stone (with Saving Throw)
3. A random magic item on person becomes non-magical
4. Curse of Bad luck. All saves, attack and ability checks have a penalty to the die roll until the curse is removed
5. Optic Acid explosion. The courtyard is showered in acidic optic goo causing damage to the PCs
6. One randomly determined character is sucked into the Ethereal plane until the puzzle is solved.
7. Infected with an Eye Disease that causes Blindness

8. One character permanently loses an eye. It is sucked out and added to the pillar of eyes.

The characters may try again after failing. Eyes that were placed in the empty sockets of the obelisk will melt and dissolve to reset the puzzle. The pillars contain an endless supply of eyeballs to attempt the puzzle.

MAKE IT YOUR OWN: Rather than using statues, the Elven Rider, Gnome and Pirate could all be represented by paintings. Each painting is in a different color frame to indicate the eye color that needs to be used. Elven Rider (4 eyes, blue frame), Gnome (3 eyes, red frame), Pirate (3 eyes, green frame) could also be joined by a painting of a tree (0 eyes, brown frame) in lieu of the statues.

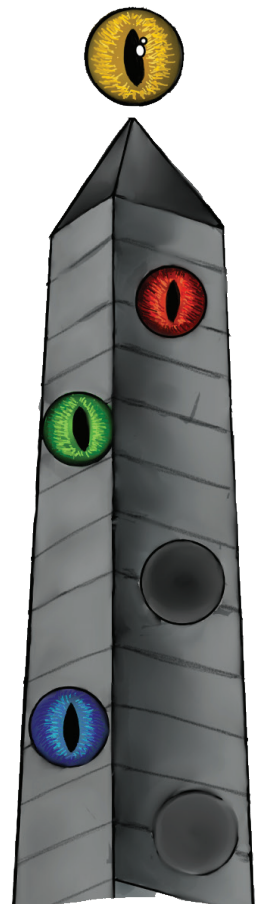
This puzzle tries to misdirect players by adding an eye color that is not used and by making sure the “eye” of the needle is included in the final solution. What other ways can you think of that may mislead your players into second guessing themselves as they try to solve the puzzle?

Let’s engulf this puzzle in darkness! If all of the characters in your game have darkvision then they cannot discern color in darkness, only shades of gray. Hope they have a torch handy.

What happens when your characters solve the puzzle? Is it a portal to walk through? Where does it go? What other rewards or areas open up upon successful completion?

Get crafty! If you use this puzzle in real life, you could purchase plastic eye balls and place them in semi-liquidated gelatin to present a spooky Halloween optic goop for your players to search through.

Illustrated by Marinela Nunez



SCHOOLS OF MAGIC

Type: Lock and Key Puzzle / Quest Puzzle / Hub

Location: Wizard Tower / Park / City

Multi-Room: No

Difficulty: Easy to Average

Combine with: Any

KEYS: The characters have acquired eight scrolls. The scrolls are rolled tightly with two pieces of twine holding the roll in place. Each scroll has a symbol drawn on it. The symbols are as follows:

- a Shield
- a Portal
- a Crystal Ball
- a Hypnotic Swirl
- a Ball of Fire
- a Blurry Eye
- a Skull
- a Square molding into a Circle

THE PUZZLE: The adventurers arrive to a wizard tower with no perceivable entry. In front of the wizard tower is a monument consisting of eight bronze wizard statues. The statues are evenly spaced in a circle and facing outward. The party is challenged with the task of finding a way to enter the tower.

All eight wizard statues look the same. They are six feet tall and made of bronze. In one hand they have an outreached wand while their other hand is grasping an empty scroll tube.

The base of each statue is engraved with a different school of magic: Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, and Transmutation

SOLUTION: Easy enough, the characters will need to put the scrolls into the corresponding scroll tube that matches the symbol with the school of magic. The correct answer should be:

- Abjuration: Symbol of a Shield
- Conjunction: Symbol of a Portal
- Divination: Symbol of a Crystal Ball
- Enchantment: Symbol of a Hypnotic Swirl
- Evocation: Symbol of a Ball of Fire
- Illusion: Symbol of a Blurry Eye
- Necromancy: Symbol of a Skull
- Transmutation: Symbol of a Square molding into a Circle

If the characters put the scrolls into the correct positions a portal will open allowing access to the tower.

FAILURE: What happens if the characters incorrectly place some of the scrolls? Perhaps a spell of that particular school of magic will emanate from the statue and be cast on the party?

Afterwards, the scroll can be retrieved from the scroll tube and they can attempt the puzzle again.

HINTS: The puzzle should be fairly straight-forward for seasoned players. However, if they struggle, we can divulge some of the following information with successful Arcana checks.

- Abjuration: Protection spells
- Conjunction: Summoning spells
- Divination: Scrying spells
- Enchantment: Control spells
- Evocation: Destruction spells
- Illusion: False Appearance spells
- Necromancy: Death spells
- Transmutation: Alteration spells

Obviously, wizards are going to know all about the schools of magic, so the above information can be given to them automatically without rolling, if of course, they need a hint.

MAKE IT YOUR OWN: How do the adventurers acquire the scrolls? We could design several subquests where they travel far-and-wide in search of these items. Along the way the adventurers will need to seek out NPCs or delve into dangerous dungeons to retrieve the scrolls. Taking all eight of these keys to the sealed wizard tower could provide a satisfying end to a long journey and the beginning of another.

We could also start a campaign with this puzzle. Each character begins the game with one of the scrolls and the rest of them will be found as the party adventures together.

Why are your PCs trying to gain access to the tower? Perhaps it is a test to gain favor with a faction? Maybe a town leader or legendary wizard wants to hire them but needs to make sure they are worthy before offering them the opportunity? Or, this tower could hold an item, an eternal prisoner, or an answer the party is seeking?

Crank up the difficulty. Rather than having the school of magic etched into the base of each statue, have the name of a spell from each school there instead. For instance, instead of "Evocation", this statue would have the word "Fireball" which is an evocation spell.

VETERAN'S MEMORIAL

Type: Cryptic Puzzle

Location: Museum / Castle / City

Multi-Room: No

Difficulty: Easy

Combine with: Historical Abacus

KEYS: The NATO Phonetic Alphabet is the primary key to deciphering this cryptic puzzle.

THE PUZZLE: The player characters should encounter this puzzle in the mid-morning of their day.

You enter the bottom floor of a large, two-level open-air room. Looking above, you see the sun is just now starting to come into view over the East wall of the building. A catwalk on the second level encircles the room providing about a 10' overhang on the ground level.

Along one wall are five bronze statues of military heroes.

In the center of this room are five rectangular pillars aligned in descending order with the tallest closest to the sun. In the middle of each pillar is an elliptical opening that slants downward.

The Statues: The five statues are of military heroes from the past. They are, in order, from left to right:

Decorated Ranger and Soldier - Mike Arzkopf
Warrior of Land and Sea, Oscar Oorah.
Captain Juliet of the warship, the "Mighty Mo"
Griffon Rider Victor and his mount, Thunderbolt
Search & Rescue hero Charlie Prinsendam

The Monument: The five pillars are arranged in height order with the tallest pillar (17 feet tall) closest to the East wall and the smallest pillar (6 feet tall) at the end.

Allow the characters to roll a perception check upon entering the area. Those that are perceptive will notice that the sun is starting to rise to the point that it could shine through all five elliptical holes at once.

On the side of each pillar is a dial. The circular dial has all 26 letters of the alphabet, but currently rests on an empty space.

Investigating the monument, the characters will be able to determine that each dial will need to be turned to a letter. They will also be able to conclude that they only have a few minutes to set the dials correctly before the sun moves out of position.

SOLUTION: The first NAME of each military hero represented by the bronze statues is a letter in the Military NATO Phonetic Alphabet. They include: Mike (M), Oscar (O), Juliet (J), Victor (V) and Charlie (C).

The dials on the side of the pillars will need to be rotated to

the letters M, O, J, V and C before the sun moves out of position. When this is done a sunbeam will blast through all five of the pillars' elliptical openings and a hidden message or portal will appear in front of the monument as a result of correctly turning the dials.

FAILURE: Missing the time-frame to activate the pillars may require for the adventurers to return and try again some other day or perhaps it summons an enemy from the past that they will now need to fight and contend with!

HINTS: Not all players will be familiar with the phonetic alphabet. Perhaps it is inscribed on the outer rim of the catwalk or on the wall. Or, maybe the party previously found a history book or military manual that contained the phonetic alphabet for them to reference.

MAKE IT YOUR OWN: Rather than a hidden message or a portal perhaps a famous commander from the past arrives to help the party if the puzzle is solved correctly.

This puzzle was inspired by Anthem Veterans Memorial in Arizona, U.S.A. The design allows the sun's rays to spotlight the U.S. Great Seal at 11:11am on Veteran's Day. I highly recommend researching this monument on the internet for additional inspiration.

An additional fact about the Arizona monument is that the five pillars are arranged in order of precedence of the five U.S. Military Branches of Service.

For those of you familiar with the U.S. Military, you may have noticed that each statue in this puzzle represents a branch of service: Army, Marines, Navy, Air Force and Coast Guard. However, there is also an easter egg hidden in the description of each statue. Can you identify all five?

For creative thinking, what branches of service might a fantasy world kingdom have? Soldiers? Spellcasters? Pegasus Riders? Aquatic Scouts? What would a fantasy world's version of the phonetic alphabet look like?

NATO Phonetic Alphabet

A	Alpha	N	November
B	Bravo	O	Oscar
C	Charlie	P	Papa
D	Delta	Q	Quebec
E	Echo	R	Romeo
F	Foxtrot	S	Sierra
G	Golf	T	Tango
H	Hotel	U	Uniform
I	India	V	Victor
J	Juliet	W	Whiskey
K	Kilo	X	X-ray
L	Lima	Y	Yankee
M	Mike	Z	Zulu

CANDLE AMULET

Type: Lock and Key Puzzle / Hub

Location: Museum / Dungeon / Temple / Any

Multi-Room: Yes

Difficulty: Easy

Combine with: Eyes of the Obelisk

KEYS: Four different colored candles and an image of a valuable amulet will need to be found.

THE PUZZLE: The adventure starts in the main temple room. Players will need to be cautious and not get ahead of themselves thinking the puzzle can be solved without further exploration.

This well decorated room in the temple is dimly lit with the magic of continually burning torches. Four pillars, decorated with the writings and tales of a deity are evenly spaced and form a 10 foot square in the center of the room. Inside this area created by the pillars is an elevated platform. The platform is surrounded by steps on all sides. On top of the platform is a metallic pedestal supporting a flat brass disc with several candlesticks set firmly in place.

There is a stage along the north wall that is also elevated. Three steps expand the length of the stage. On the stage are two evenly spaced chairs. Between them, is an ornate wooden altar reinforced with metal. To the right of this altar, latched into place, is a six foot rod with the symbol of the deity at the top.

The Altar: The north wall is an elevated place of worship for the deities priests. The altar has a diamond embedded into it. As the GM, you could make this a real diamond or an image of a diamond. Allow a character that is investigating this altar to have a very high chance to find a secret latch (could be trapped). Activating the latch will open a compartment on the altar that is filled with White Candles.

The Brass Disc: The brass disc is circular with a candlestick in the middle. Encompassing the circle are six more candlesticks, each one separated by a Rune. Show your players this image of the brass disc.



FAILURE: The characters are more than welcome to put the white candles into the candlesticks (there are seven total) and light them. If they do this all characters within the room will become cursed. The type of curse is up to you the GM, but I would set the level of this curse so high, that spells and magic will have a high percentage chance of failing in attempts to remove it.

In order to correctly solve this puzzle, the characters will need to explore other rooms in the temple and find the red, green and blue colored candles. They will also need to find a valuable amulet that will help them determine the position of the candles.

If the characters attempt to destroy, alter, or manipulate any of the items in this room, the deity will respond in a rage that is equivalent to the offense. This could be a curse, a blast of damage, or the release of an insurmountable swarm of insects. Up to you as the GM.

SOLUTION: The characters will need to explore to find the red, blue and green candles. Along with the white candles, these are the necessary components to activate the brass disc.

In order to determine the correct placement of the candles, they will also need to find a matching amulet. This amulet resembles the brass disc with inscribed runes, but it is inlaid with different colored gems.

The color of the gems match the colored candles. Looking at the gem position on the amulet, they can replicate the alignment and put the colored candles into their correct positions.

When the correct colored candles are put into the appropriate position and lit, the large altar will shift and reveal a set of stairs going down to a secret room beneath.

MAKE IT YOUR OWN: Perhaps the image of the amulet is in a library. You could use clues and riddles from your game to have the player searching through books to find the image of this amulet.

Rather than matching the brass disc to an amulet, you could simply include several other rooms with clues. Perhaps the adventurers find a chamber with a torch. On each side of the torch is a rune (matching that of the brass disc). By lighting the torch they will see a flame that represents the color of the candle.



INCENSE DEITIES

Type: Lock and Key Puzzle / Thought Puzzle / Hub

Location: Temple / Dungeon / Museum / Any

Multi-Room: Yes

Difficulty: Easy to Average

Combine with: Candle Amulet

KEYS: Four different incense sticks will be needed.

THE PUZZLE: The shrine is built and divided so that followers of four different gods and goddesses can gather together, kneel and pay tribute.

You enter a large chamber lit with the soothing glow of torches along all walls. An elevated, arc-shaped shrine is in one corner of the room. The shrine is divided into four sections. Each section is lined with paraphernalia and has a massive portrait oriented mural of a deity above it.

Each individual section has a small altar, a 3 foot tall bronze idol, and a horizontal mural that depicts the deity and extends up the wall. The murals are painted in greyscale, no colors, just black, white and gray.

Allow the players a few checks on local history, knowledge or religion. Successful rolls should reveal that the shrines represent the following deities:

Jasmine: Goddess of Flowers

Verona: Goddess of Coffee

Spianata: God of Breads and Grains

Oberron: God of Beer

Bronze Idols: The players need to investigate the bronze idols. Each idol has a closed fist with a small gap. It seems as if it should be holding something or an item can be inserted in the hole of the closed fist. There is a button on the back of the idol. Pressing the button will cause a small flame to protrude from the opposite hand, mouth, or an area on the idol. The flame continues until the button is let go.

Incense Sticks: There is a large crate of incense sticks in this room. At first glance, the sticks look identical. However, if the players have their character take a closer look and investigate them, they will see that each stick has a visible, but hard to see marking. There are four different sticks total. Each one can be identified with a single diagonal slash, a dot, an x, or four horizontal lines.

It should be obvious to the PCs that these sticks can be placed into the hands of the brass idols and lit using the button on the back of the idol. Once lit, the aroma of the incense stick will permeate the air. Each group of incense sticks has a smell that matches a deity. They could smell like flowers, coffee, fresh bread or beer.

FAILURE: The markings on each incense stick is somewhat of a red herring designed to dupe your players. They do have significance, but the sticks cannot be identified correctly by the markings alone. At this point, if they use the brass idols to light an incense stick they have a 75% chance of failing.

They should realize their error immediately if they light a stick in the brass idol of the goddess Verona and the smell of beer fills the air.

Bring about your favorite punishments for players that use the idol to light an incense stick that belongs to a different deity. Curses or blasts of divine damage should work.

SOLUTION: The correct solution is to identify which of the marked incense sticks belong to each deity before lighting it in the idol. By simply using their own tinderbox or the fire from the torches, a character can light an incense stick to identify the smell of it before using it in the idol.

The single diagonal slash sticks smell like Flowers

The dot sticks smell like Coffee

The x sticks smell like Bread

The four horizontal line sticks smell like Beer.

Matching the correct stick to the appropriate idol will turn the mural from greyscale to full color. Once the puzzle is solved the party should be rewarded with a portal, an item, a blessing or an item from the deities.

MAKE IT YOUR OWN: Increase the difficulty of the puzzle by not allowing the incense sticks to be inserted into the idol if they have already been lit. Only a fresh stick activated by pressing the button on the back of the idol will work. This will force the players to pay attention to the markings that identify each incense stick.

Insert a red herring by using sticks that have one slash, two slashes, three slashes, or four slashes. Your players may feel that something needs to be put in numerical order rather than identifying their position by smell.

Don't let the players dawdle too long before helping them identify that they need to light an incense stick in each of the four idols in order to open a door or portal.

The deities and scents outlined in this puzzle are my homebrew creation. Make this puzzle your own by using deities from your RPG world and scents that may relate to them.

Add another layer to this puzzle by hiding the other incense sticks. They will need to explore other areas to find them.

Spruce up each shrine by including additional trinkets and religious knick-knacks. Add in items that represent their respective deity. Examples include: a keg of beer in Oberron's area, coffee beans scattered about Verona's shrine, grains in Spianata's holy area, and flowers growing in the vicinity of Jasmine.

MAGICIAN'S SWORD BOX

Type: Lock and Key Puzzle

Location: Warehouse / Castle / Dungeon / Weird Dimension

Multi-Room: No

Difficulty: Average

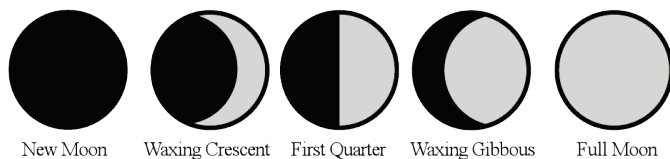
Combine with: The Lamplighter

KEYS: Five swords each with a different phase of the moon set into the hilt of the sword.

THE PUZZLE: The characters have discovered a room or building that has no detectable entrance. Attached to the wall is a tall, reinforced wooden, rectangular box.

This magical device is best described as an old-style coffin type box a little over 6 feet tall and the correct size for a humanoid creature. The front panel is on hinges and can swing open after the three latches on the right side are undone. The inside of this box is elegant and lined with a purple, quilted fabric. No secret passages, compartments or devices will be found. A religion check will reveal that the holy symbol on the outside of the box is that of the goddess of the moon.

The box cannot be removed from the wall. Any attempt to destroy or separate the box from the wall will cause the box to emanate a bright moonlight. Results are up to the GM, but blindness, radiant damage, curse, disease or nearby lycanthropes are possibilities.



SOLUTION: A character must stand inside the sword box, the door closed and the latches secured. The other characters must then stick the swords through the slots in the side of the box in order of the Lunar cycle.

HINTS: The starting point with the New Moon sword should be given some leniency. They could go from top to bottom, bottom to top or even start in the middle as long as they progress through the phases in correct order.

Allow the characters some type of ability check to see if they can determine how the trick works. Not the lunar cycle, just the fact that a character needs to be inside with swords inserted.

Allow the characters some type of ability check to allow them to come to the conclusion that this contraption serves as a gateway to a pocket dimension or a portal to enter a building.

HISTORICAL ABACUS

Type: Thought Puzzle / Investigation Puzzle

Location: Museum / Castle / Wizard Tower

Multi-Room: No

Difficulty: Average

Combine with: Veteran's Memorial

KEYS: The four paintings and the abacus will be required to solve this puzzle.

THE PUZZLE: Okay Game Masters, it's time to explore the history of your campaign setting. Use this opportunity to help divulge some lore of the world your characters live in.

This large display room has several statues, suits of armor, weapons, paintings and artifacts that tell a story of a great war. The relics are neatly displayed along the walls or on pedestals distributed around the room.

The Paintings: The puzzle will be focused on five paintings. I envision this room being in the shape of a pentagon with each painting occupying a wall. Four of the paintings are as follows:

A painting of elves firing their bows from a hilltop and into the battle that rages below. Underneath this painting is an engraved bronze plaque that reads:

An Army of Nine Hundred Elven Archers Turned the Tide of the War

A painting of three military commanders, each one decorated with war medals. Underneath this painting an engraved bronze plaque reads:

The Three Commanders of the Kingdom were Heralded for their Bravery and Honor.

The next painting is of a battlefield that shows humans and orcs fighting and dying in melee combat. Underneath this painting is an engraved bronze plaque that reads:

We will Never forget the Five Thousand Soldiers that Lost Their Lives in the Battle of the Verge.

The final painting depicts a display of weapons and swords. The bronze plaque under this painting reads:

Our most Skilled Combatants were Armed with Twenty of the Nation's most powerful Magical Items.

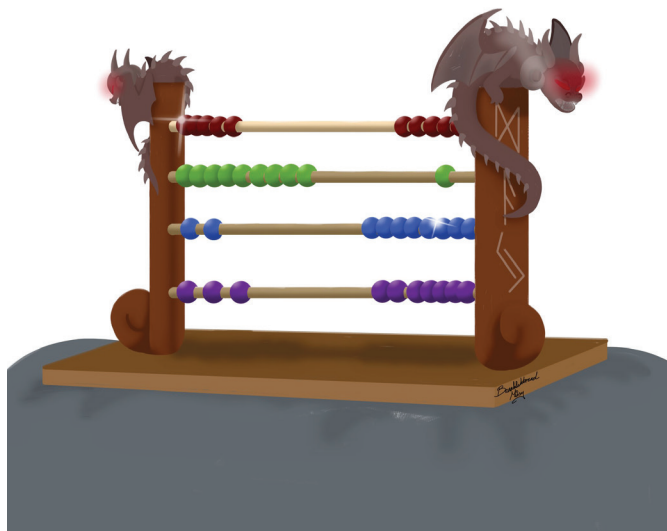
The fifth painting is the largest of them all. It portrays a large battlefield. Perhaps the battle is over and the painting is of the dead and wounded or the battle has just begun and melee combat is represented. It is somewhat irrelevant and up to the GM and their plans on what happens when the puzzle is solved. This painting does not have a plaque to inform the onlooker of the details of this historical event.

The Abacus: Ten feet away and facing the fifth painting is a podium. Rather than a normal flat top podium, the top of this is an Abacus. The abacus has four rows. Each row has 10 wooden beads. They are currently all pushed to the right.

SOLUTION: Using the information found on the bronze plaques underneath the other paintings, the characters must move the beads of the abacus to the left. The four rows of beads represent the place value or units of a four digit number. In this puzzle, the solution would be.

- Row 1 move 5 beads to the left (Five Thousand Soldiers)
- Row 2 move 9 beads to the left (Nine Hundred Elves)
- Row 3 move 2 beads to the left (Twenty Magical Items)
- Row 4 move 3 beads to the left (Three Commanders)

Once the beads are in the correct position, the characters have solved the puzzle.



Illustrated by Courtney - @banablahbread00

HINTS: If the players stall on what to do next, allow an intelligence check so they can narrow their search to the abacus. If they continue to struggle perhaps another check will help them determine that the four paintings are a clue to set the beads of the abacus in a specific position.

Allow the characters a perception check. On a success, let them know that it seems that each of the other four paintings contain a number. Perhaps that number could correspond with the abacus.

RED HERRING: With a room full of suits of armor, paintings, and historical items it should be easy to add a few Red Herrings to the puzzle. Some ideas include:

The paintings have colors associated with them. For example, each painting could be in a different colored frame or they all differ with regards to particular color hues.

Some of the shields on display match a predominant shield in one of the paintings.

Some of the words on the plaque may or may not be missing. For example, the plaque that reads:

“The Three Commanders of the Kingdom were Heralded for their Bravery and Honor.”

May be smudged out so that the character will see:

“The Three Commanders of the Kingdom were Heralded for their... smudge, smudge, smudge”.

This may have the characters trying to figure out what the rest of the plaque is supposed to say, but it doesn't matter because the clue “Three” is still there for them to read.

MAKE IT YOUR OWN: Even though the paintings and abacus are the items of importance with regards to the puzzle, I would recommend giving a large chunk of artifacts their due diligence with descriptive dialogue. Being slightly impartial to the paintings by describing about three to four other parts of the museum room will help add some mystery to what needs to be done. This will also allow us to have our players make die rolls to determine the importance of various items and eventually lead them to the paintings and the abacus.

Make the puzzle easier by including markings on the abacus that label each of the four rows as follows: 1, 10, 100, 1000. These numbers represent the “ones” column, “tens”, “hundreds” and “thousands” position as laid out in the puzzle's solution.

Change the details of this puzzle from what is presented here so that the final solution for the abacus is an actual date in time. Perhaps an important year that the characters need to solve another mystery?

What happens when the puzzle is solved? The historical abacus provides a great opportunity to begin, advance or resolve a storyline. It could be as simple as opening a locked door, open a portal to travel back in time to save someone, or activating the artifact for a good (or evil) effect.

My original idea was that the abacus activates a portal to the past. The party could step into the painting on the wall and travel back in time. Maybe to fulfill a quest such as:

Find an item lost on the battlefield

Deliver an item to help on the battlefield (perhaps they were supposed to win, but somehow totally annihilated)

Find a person that died, but wasn't supposed to die

A character's ancestor was there and now they are being erased from existence.

Bury or hide an item in the past, so they can find it in the future

LAMPLIGHTER INN PART I

Type: Lock and Key Puzzle

Location: Castle / Tavern / Inn / Haunted Mansion

Multi-Room: Yes

Difficulty: Easy to Average

Combine with: Any

KEYS: The adventurers will need to explore the abandoned inn / tavern to find four paintings.

THE PUZZLE: This puzzle can take place in any haunted building that fits into your game. For the purpose of demonstrating this puzzle, I have chosen “The Lamplighter”. An old abandoned manor that was previously a tavern on the main floor. It has living quarters on the second and third floor, an attic and a cellar.

This room is covered with a thick layer of dust and the musty smell of abandonment. Several furnishings are hidden underneath covers that may have been white at one time, but now bear the dingy stains of age and filth.

The bar is uncovered and several empty mugs tell a tale of a different era. The entrance to the kitchen has a door that no longer hangs properly, and simply rests in an awkward, broken position.

Along the northern wall there is an assortment of paintings that, oddly enough, do not seem to have been affected by time or dust.

You hear a distinguishable thumping sound above you. About five footsteps and then silence again. It seems to have originated from the floor above.

Of course you as the GM should populate the Manor with furnishings, items and encounters as you see fit, but the Lamplighter puzzle consists of finding four paintings and putting them back where they belong.

Tap Room - Wall of Paintings: The center painting has a sideways oval canvas inside of a rectangular frame. This painting has four individuals depicted in it. In the background is an image of the Lamplighter Inn back in its glory days.

An inscription below the painting gives the names of the four previous proprietors and their duty at the Lamp Lighter.

Sam – can be identified as the Bartender / Owner

Penny – can be identified as the Waitress

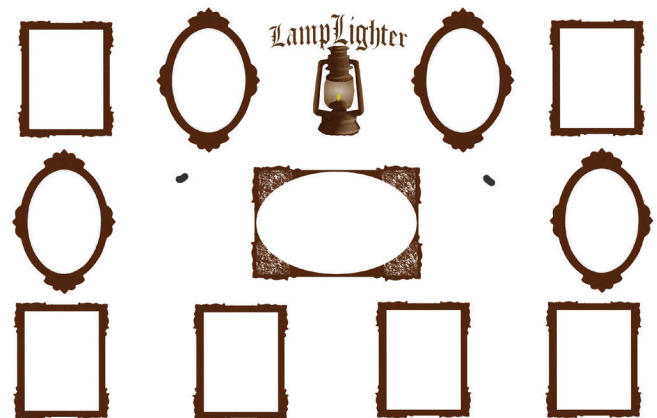
Artie – can be identified as the Chef

Berta – can be identified as the Housekeeper

Other than the central painting, the remaining portraits (4 in vertical Oval frames and six in Rectangular frames) can be of anyone you like. When I ran this puzzle, I made all of the remaining images of “famous” adventurers or nobles from the

town that had visited or ate at the Lamplighter.

Where were we? Oh yeah, the puzzle. Show the players the image below and point out the fact that there appears to be two missing paintings to the left and the right of the center painting of the Lamplighter owners.



Strewn about the Manor, are four individual paintings of the original owners. They haunt the manor and in order to free their spirits, the party will need to find their portraits and put them in the correct room of the Lamplighter in accordance with their duties. This is up to you **ON** where they find the misplaced artwork in the Inn, but I recommend mapping out your manor for your players to explore.

The Portraits: The paintings of Sam (bartender) and Penny (waitress) will be in rectangular brown frames that will fit on the two empty nails in the main room of the manor. The paintings of Artie and Berta will have a different frame color.

The paintings have a magical property to them. Although each depicts a portrait of an individual, the background will change to match the room that the painting is in.

For example, if they find the painting of Artie in the cellar, the artwork will feature Artie with the cellar in the background. However, if they take this painting into a different room, let's say the main tap room, then the background of the Artie painting will change to match that of the main tap room.

SOLUTION: To successfully solve the puzzle, all four paintings will need to be found and relocated as follows:

Artie (chef): Hang this painting in the kitchen

Berta (housekeeper): There is a nail in the bedroom on the 2nd floor where this painting will need to be placed

Sam (bartender) and Penny (waitress): These paintings will need to be hung on the empty nails in the main collage on the first floor.

Once a painting is placed in the correct room, the spirit of that particular proprietor will escape and travel on to the next world. Once all four paintings have been moved to their correct

location, the puzzle is solved and the Manor will have been cleared of the hauntings.

HINTS: Should your players struggle, you could ask them to make an ability check to determine that the painting does not belong where they found it.

We are in a haunted mansion. Perhaps, if a character stares at the painting or touches it, they will hear a whisper in their ear saying: “I do not belong here”.

MAKE IT YOUR OWN: Add more Ghosts. Perhaps a handful of poltergeists are the main haunt of the manor and have trapped the four deceased owners of the Lamplighter in a purgatory sealed in the paintings. As the characters make their way about the levels of the old building the evil spirits may attack the party with thrown items or push them down the stairs. We could even go as far as to include possessions or illusionary visions.

LAMPLIGHTER INN PART II

Type: Cryptic Puzzle

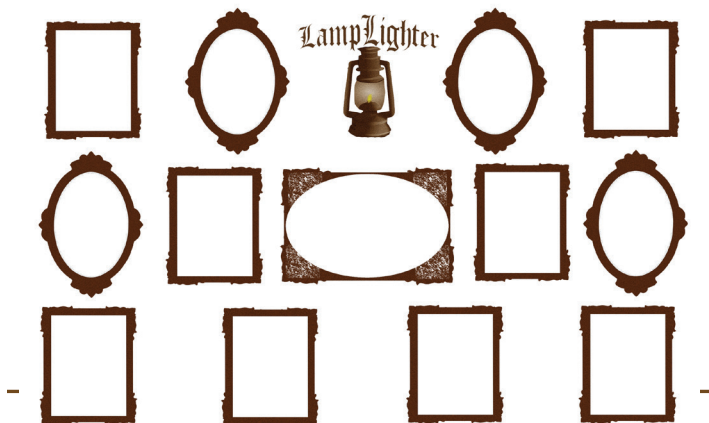
Location: Castle / Tavern / Inn / Haunted Mansion

Multi-Room: Yes

Difficulty: Easy

Combine with: Lamplighter Inn Part I

KEYS: The adventurers will need to have completed part 1 of the Lamplighter Inn Puzzle by putting the two missing paintings in the correct position on the main floor. The finished alignment of photo frames should look like this:



THE PUZZLE: After freeing the stranded spirits and/or repelling the evil poltergeists, the adventurers now have access to the attic. In the attic is a safe with three combination dials and a spinning lever to open it.

Each of the three dials are numbered 0-9. Above each dial is a small symbol. The first is a vertical rectangle, the second

is a horizontal rectangle with an oval inlay, and the third is a vertical oval.

SOLUTION: Easy enough, the symbols of above each combination dial represent the frames of the paintings in the main Tavern room of the Manor. The players will need to count the frames on the wall and use that number to open the safe.

In this instance, if we look at the finished wall of paintings, we can count the following:

Vertical Rectangular Frames: 8

Horizontal Rectangular Frame with Oval Inlay: 1

Vertical Oval Frame: 4

Entering 8, 4, 1 and pulling the lever will open the safe

FAILURE: With each incorrect pull of the lever, an arc of energy will jump to whomever is trying to open the safe, or better yet, anyone that is in the room. This spiritual energy could cause psychic damage, bestow a curse of haunted dreams or even age those effected.

HINTS: If the players are not making the connection, you can have the players make an ability check for their characters. With a high enough roll, the character may be able to determine that the symbols on the safe represent something they have seen in the mansion.

If the players have already figured out that the paintings have something to do with it, perhaps they are able to determine that the answer has something to do with a specific number of paintings/symbols they have seen.



FORK, KNIFE AND SPOON

Type: Thought Puzzle

Location: Tavern / Inn / Kitchen / Haunted Mansion

Multi-Room: Yes or No

Difficulty: Average

Combine with: Lamplighter Inn Part I

KEYS: Keys needed to solve the puzzle are a fork, a knife and a spoon.

THE PUZZLE: This is a door puzzle that can take place in a kitchen or can be separated to take place in a dining room and a kitchen. Either way will work. Read this to your players:

This 20x30 room has a foul stench that horrifies your nose. Flies can be heard buzzing about and a few dead rat carcasses are sprawled out on the floor. Sitting at a corner table are three decaying humans.

Even with the stench of death, decay and rot, you can occasionally catch a pleasant whiff of apple pie.

There is an open arched doorway along one wall that leads directly into a kitchen. Along the other wall is a reinforced iron door.

Dining Room: This room is covered with garbage. The rotting bodies of the rats and the humans are nauseating at times and the flies are thick. However, if the PCs investigate the table they will see a peculiar site. Each decaying body has an arm resting on the table and the other clenching a napkin that is on their lap. The corpses look as if they may have been well dressed at one time and sitting down for an elegant dinner.

A glass of water is within arm's reach of each carcass, however time has turned the water into a dark sludge with black plant growth inside. Adding to this peculiar scene, everything on the table has aged or decayed to the point where it is almost unrecognizable, except for three things:

A slice of **homemade apple pie** rests on a plate in front of the first corpse. It appears fresh and smells like it just came out of the oven.

A **bowl of vegetable soup** has been placed in front of the second corpse. This light broth and healthy meal has a bit of steam coming off of it as if it was hot and just came off of the stove.

The third item is a **slice of bread and a jar of jam**. The characters can smell the scent of the fresh bread and the jam looks as if it was just opened moments ago.

The reinforced iron door is magically locked by a 42nd level wizard. Any attempts to pick the locks or to magically alter, remove, open or bypass this door will not succeed. Those trying to breach this door by these means will become cursed

with a sickness that includes fever, weakness, and vomiting as if they had a severe case of food poisoning.

This door does not have a handle, but does have three strange looking square holes where it looks like keys would be inserted. However, no normal key will work in these keyholes.

Kitchen: Everything that a character would expect to find in an abandoned kitchen will be found in here. Pots, pans, jars, utensils, silverware, cutting boards, strainers, worn cook books, and the list could go on and on. Of course, there is only one thing in here that matters, the silverware.

What a mess. This 20x10 ft. kitchen has chipped glass, broken ceramic mugs, and a thick layer of dirt and debris along the long, cracked granite countertop.

Cabinets doors are open, broken, or missing. Empty cans, bottles, packaging and jars are scattered about. Deteriorating drawers of silverware are fully extended and dangle in the wreckage.

A nearby wood burning stove is stacked with pots and pans. The furnace door open and overflowing with ash.

SOLUTION A: The clues to solving the puzzle can be found in the food that is on the table. A fork is needed to eat the pie, a spoon is needed to consume the soup and a knife is needed to spread the jam onto the bread.

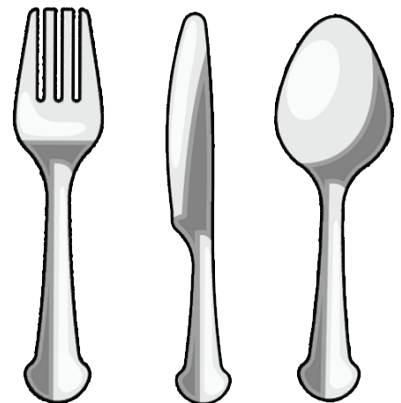
The adventurers simply need to get a fork, spoon, and knife from the kitchen and each one will fit nicely into the keyholes, turn, and unlock the door.

SOLUTION B: Alternatively, the players may decide that the corpses are hungry and they need utensils to eat. Therefore, the puzzle can also be solved by placing a fork into the hand of the first corpse (pie), a spoon in the hand of the second corpse (soup) and a knife in the hand of the third corpse (bread and jam).

Each corpse will then animate. They will bend and contort the eating utensil into keys that can be used to unlock the door.

HINTS: If your players struggle, don't forget to mention from time to time that the characters smell the scent of Apple Pie, Bread, and/or Soup.

If the characters take too long to solve the puzzle, perhaps the stomach of one of the dead guys will growl, indicating that they are hungry!



THE SIX-STRING LUTE

Type: Knowledge Puzzle / Cryptic Puzzle

Location: Dungeon / Mansion / Castle / Music Room

Multi-Room: No

Difficulty: Hard

Combine with: Key of C

KEYS: Characters will need the decoder on the back of the pedestal and possibly a manual entitled “Beginner’s Guide to the Six-String Lute”. Depending on your players knowledge of basic guitar chords.

THE PUZZLE: Our characters are confronted with a monster or creature that is guarding an entrance. This creature is immune to spells and magic and resistant to non-magical weapons. The characters must get past this guardian without killing it and the best way to do that is to use the statue of the Bard with the Six-String Lute to put it to sleep.

On the front side of the statue’s pedestal are six buttons aligned horizontally and labeled with a single letter: A, C, D, E, F, and G. Underneath the buttons, etched into the stone are four rows of letters:

LQV
QRS
PUZ
KPQ

On the back side of the statue’s stone pedestal is a graph of letters. Three rows, each with six letters. There is a solid, grooved line that separates each row. Horizontally, there are six very faint lines that bisect the columns of letters right down the middle.

H	I	J	K	L	M
N	P	Q	R	S	T
U	V	W	X	Y	Z

When a button is pressed the bard statue will animate and play a few notes in that particular key on its lute. However, pressing too many buttons in the incorrect order will produce an off-key song. This will anger the guardian and it will unleash a howl that will do devastating force damage to all within range.

SOLUTION: The decoder on the back of the statue represents the neck, strings and frets of a guitar (six-string lute). The letters on the front of the statue, when referenced with the decoder on the back, will identify where fingers would need to be placed for a particular guitar chord.

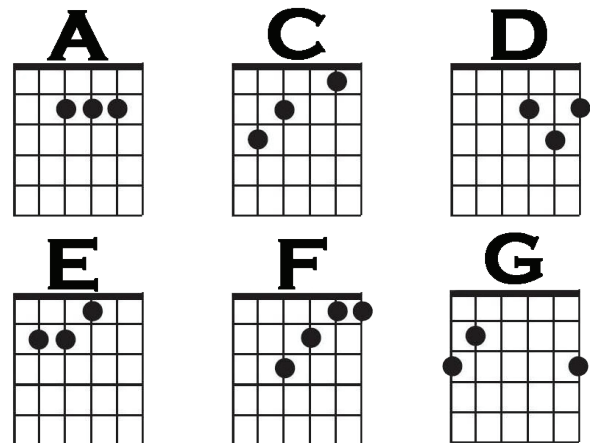
LQV is the C chord
QRS is the A chord
PUZ is the G chord
KPQ is the E chord

The correct solution is for the characters to press C, A, G, E, in that order. Once this is done the bard statue will play a soothing melody and put the guardian to sleep.



MAKE IT YOUR OWN: Increase the difficulty depending on your player’s knowledge of guitar chords.

Easy: The characters find a “Six-String Lute for Beginners” book that has a page with the guitar chords in it. They will also notice the finger position of the Bard change with each press of a button to the correct fret positions.



Normal: The characters find the Six-String Lute for Beginners book. Pressing the buttons only plays a few strums of that chord. The bard’s hands/fingers do not move.

Difficult: The characters do not find the Beginner’s Book with the Guitar Chords (Only recommended for musicians)

Rather than using this puzzle to put a guardian creature to sleep, the correct solution could open a door or portal. Or perhaps solving the puzzle will open a secret compartment in the statue that contains an item. Or, they receive the magical lute!

OPPOSITE MIRROR - DANGER

Type: Misdirection Puzzle

Location: Tavern / Inn / Dungeon / Mansion

Multi-Room: No

Difficulty: Average

Combine with: Rick Roll Mirror

KEYS: A scroll with a 5-word password

THE PUZZLE: The adventuring party enters a furnished room with bed, desk, bookshelves, storage crates, treasure chests, and a mirror. Archways to the east and west are sealed by a sliding wall, but it is evident that passageways may extend in those directions.

The mirror is large and sturdy, standing about 3x8 ft. When a character looks into the mirror they will see a translucent image of a young girl in a red color hue staring back at them.

As you look into the mirror you see the reflection of the room behind you. Standing in the mirror is a young girl. She is translucent and her entity is a red hue. In a pleasant, yet eerie voice she says

"Oh, hello there. I am the opposite mirror. I can open the passageway for you if you know the password."

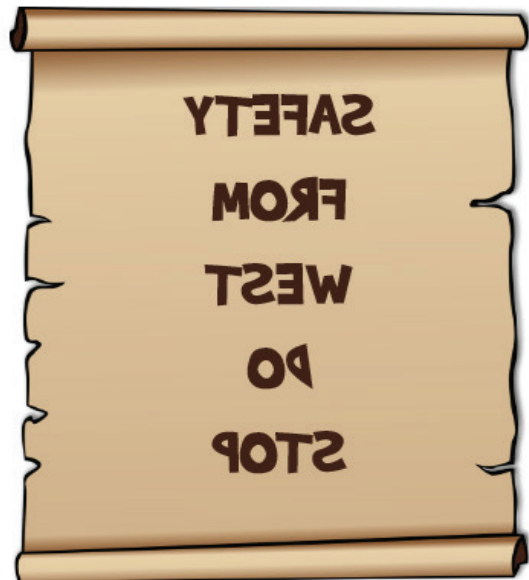
If the adventurers have not found the password yet, then the young girl will say: "Ah, so you don't have the password yet? No worries. I am sure it is around here someplace."

Sure enough, if a character searches the desk drawer they will find a scroll. The scroll does have five words written on it, but they are spelled backwards.

INCORRECT SOLUTION: While the players may already be able to identify the five words written on the scroll, if they hold the scroll up to the mirror, they will become clear in its reflection. The words are as follows:

SAFETY
FROM
WEST
DO
STOP

If these five words are read to the opposite mirror, then the young girl will tell them: "Thank you. I shall open the passageway for you now" and the stone wall to the East will grind and slide open revealing a long corridor. As soon as all of the adventurers are in the corridor, a sliding floor trap will activate sending them tumbling down into a spiked pit, a room with a combat encounter or other dangerous scenario.



CORRECT SOLUTION: The young girl in the mirror did tell the party that her entity is the "Opposite Mirror", so after the party has deciphered the backwards writing they will need to read the opposite of the words on the scroll. The correct answer should be:

DANGER
TO
EAST
DON'T
GO

After they read the password to the mirror, the young girl will tell them: "Thank you. I shall open the passageway for you now" and the passage to the West will slide open allowing the party to safely continue their travels.

HINTS: When the girl is first encountered in the mirror, be sure to stress that she introduces herself as *the opposite mirror*. The mirror may also warn the party: "Choose your words carefully, otherwise you're all going to die down here".

MAKE IT YOUR OWN: Add some personality to the young girl in the mirror. Perhaps she has stories to tell, rumors to divulge, or is lonely. She could be sweet, honest and truthful or cunning, deceitful, and dishonest. Or, maybe she is trapped somewhere and if the party successfully solves the puzzle she reveals that she is trapped in another dimension and asks for their help to free her.

It is up to you as the GM on what happens IF the characters decide to destroy the mirror. Maybe both passageways open up and the adventurers have a 50/50 shot of going the right way or the mirror defends itself (angering the vision of the young girl inside) with high level spells or effects.

OPPOSITE MIRROR - RICK ROLL

Type: Misdirection Puzzle

Location: Tavern / Inn / Dungeon / Mansion

Multi-Room: No

Difficulty: Average

Combine with: Opposite Mirror - Danger

KEYS: A scroll with a 5-word password

THE PUZZLE: The adventuring party enters a furnished room with bed, desk, bookshelves, storage crates, treasure chests, and a mirror. To the left of the mirror, a metal safe is embedded into the wall. There is no visible way to open the safe and it looks nearly indestructible.

The mirror is large and sturdy, standing about 3x8 ft. If a character looks into the mirror, read this:

As you peer into the mirror you see the reflection of the room behind you. Standing inside the mirror is the transparent image of a well-dressed young man, albeit his clothing style seems to be from a different age or time.

He smiles at you and says in a unique, pleasant accent:

"Hello there. I am the opposite mirror. I can help you open the safe, but first, you have to say the password."

If the adventurers have not found the password yet, then the young man will say: "Ah, so you don't have the password yet? No worries. I am sure it is around here someplace."

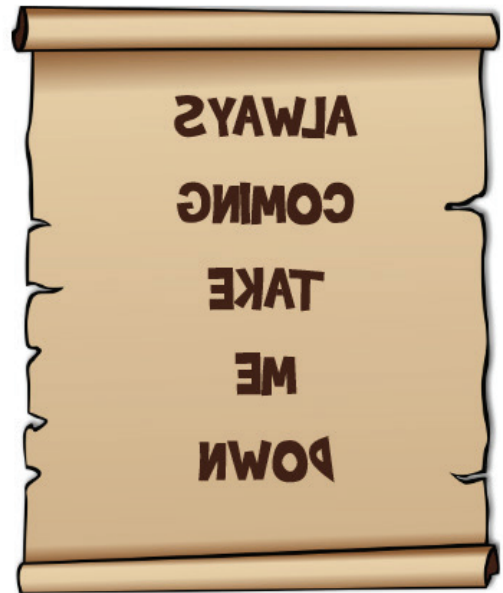
Sure enough, if a character searches the room they will find a scroll. The scroll does have five words written on it, but they are spelled backwards.

INCORRECT SOLUTION: While the players may already be able to identify the five words written on the scroll, if they hold the scroll up to the mirror, they will become clear in its reflection. The words are as follows:

ALWAYS
COMING
TAKE
ME
DOWN

If these five words are read to the opposite mirror, then the young man will tell them: "Hmmm... that password does not sound correct, but you may be getting close."

CORRECT SOLUTION: The young man in the mirror introduced himself as the "Opposite Mirror" so after the party has deciphered the backwards writing they will need to figure out the opposite of the words on the scroll. The correct answer is:



NEVER
GOING
GIVE
YOU
UP

After they read the password to the mirror the room becomes filled with a lively, poppy tune and the young man in the mirror begins to dance; swaying back and forth and snapping his fingers to the catchy rhythm. The safe will open and the characters can claim the contents found inside.

HINTS: When the vision is first encountered be sure to stress that he is introducing himself as "the opposite mirror".

MAKE IT YOUR OWN: Add some personality to the young man. His facial expressions may alter as the players get closer (or further away) from solving the puzzle. He may try to help them by giving hints without divulging the correct answer. While the adventures discuss the puzzle he may be humming a tune, tapping his feet waiting for the answer or sits in a chair and falls asleep. This is the perfect opportunity to create a light-hearted atmosphere and sprinkle in humorous mannerisms for the transparent figure in the mirror.

It is up to you as the GM on what happens IF the characters decide to destroy the mirror. You may decide that the mirror defends itself with high level spells or effects or perhaps the magic of the mirror is lost and the safe can never be opened. Worse yet, perhaps a song is ear-wormed into each of the characters and they are unable to get the tune out of their head.

This puzzle, of course, is based on a popular internet meme referred to as the "Rick Roll". If you are unfamiliar with this term, I would recommend doing an internet search to find out if this puzzle is right for your game.

DOOR OF CHILDREN'S BEDTIME

Type: Thought Puzzle

Location: House / Mansion / Dungeon / Weird Dimension

Multi-Room: No

Difficulty: Average

Combine with: Hungry Dead Guys

KEYS: Everything needed to solve this puzzle is in this room.

THE PUZZLE: This is the first puzzle I ever published on my YouTube channel. It's strange, but fun. The characters have encountered a door that is magically sealed by a 72nd level wizard and solving the Door of Children's Bedtime will let them travel through this door.

Several small wooden objects are scattered about the floor. There are four, evenly spaced twin-size wooden bunk beds made with old wool blankets. Each bunk bed has a small wooden table with a lit lantern on top of it emanating the room in a soft glow.

Along one wall is a 3-foot high bookshelf with about a dozen books. To the left and the right of the bookshelf is a small rectangular wooden box about one foot tall and three feet long.

A grandfather clock with a pendulum rests along the opposite wall and there is a wooden door to the north.

There is an eerie silence in this room

The deep silence of the room can occasionally be broken by the ghostly giggle of a young child or children playing. The players may also be able to perceive muffled adult voices, one male, one female, on the other side of the door.

The Wooden door is locked, indestructible and protected by an anti-magic field. If a character attempts to open the door everyone in the room will hear a deep, burly voice from beyond the door:

"It's not your bed time yet, go back into your room and play, or read a book or something"

Further attempts to open the door will result in:

"Didn't you hear me, I said... Go back to your room and play. It's not your bedtime yet!"

In addition, if the PCs are making too much noise, the burly voice may shout:

"Quiet Down in There! Don't make me tell you again!"

The wooden objects are toys (figurines, dolls, marionettes and child size wooden weapons).

The bookshelf is lined with children's books. The characters can determine that there are 11 books and they appear to be a numbered series. There is a missing book. The missing book

can be found if the characters search underneath the bunk beds.

The two wooden, rectangular boxes are empty. Investigating these boxes can lead the characters to determine they are children's toy boxes.

The beds are old and not comfortable. The wool blankets have several holes, possibly the work of moths.

The grandfather clock's pendulum is not currently swinging. Both hands are pointed downward in the six o'clock position.

SOLUTION: To set the puzzle in motion, one of the PCs must begin turning the hands of the clock. When it reaches 8:55, the hands can no longer be moved. The pendulum begins to swing and the clock begins to tick. From the other side of the door the party will hear a pleasant woman's voice:

"Bedtime is in five minutes children. Pick up your things and get in bed! I will be in to check on you shortly."

The PCs must do exactly that. Pick up all of the toys (including the hidden book underneath the bed), put them in the toy boxes and be in bed for when the clock strikes 9:00pm. At 9pm, an apparition of a motherly figure will float through the door.

IF the party picked up all of the items and got in bed and the lanterns are still lit, the woman will say: "Oh, you're still awake! Well then, let me read you a story". She will retrieve a book from the bookshelf and read it to the PCs. When she is done, she will turn off the lanterns, and disappear through the door. Moments later the door will swing open.

IF the party picked up all of the items, hopped into bed, and extinguished the lanterns before the woman arrives, she will say: "Ah, you must be tired little pumpkins. Very well, get your rest my dears." She will then float back through the door and moments later it will swing open.

FAILURE: IF the party does not pick up ALL of the toys (including the missing book) and in bed by 9pm, the ghostly woman will charge through the door, become angry and scorn:

"I told you to pick up all of your things and get into bed! How dare you disobey me!"

The party will then hear the crack of a belt and feel an intense burning on their backside as if they had just been walloped, taking an amount of force damage set by you, the GM. The woman will dissipate and the room resets, putting the clock hands back in the 6 o'clock position and all wooden objects back on the floor.

MAKE IT YOUR OWN: Perhaps a toy or book is a quest item the party is looking for? Or, maybe the PCs need to find out information hidden in the words of the bedtime story.

GRIEF AND SORROW

Type: Investigation Puzzle / Trap Puzzle

Location: Dungeon / Haunted Mansion / Weird Dimension

Multi-Room: No

Difficulty: Moderate

Combine with: Missing Tombstones

WARNING: Please be careful with this puzzle. If you have players that have recently suffered the loss of a loved one or feel that the discussion of death or depression could upset your players, turn the page and find a different puzzle to run.

THE PUZZLE: My initial thought with the Grief and Sorrow puzzle was to use it after a PC or NPC death. Perhaps the PCs must meet the trials of this puzzle in order to bring their friend back to life. Or, maybe the character is stuck in limbo and the only way to pass to the next realm is for the characters to complete this puzzle.

This could also be a puzzle that is in a haunted mansion that leads to a grieving spirit or other NPC in which the adventurers need to travel to get information from the dead.

With these thoughts in mind, let's begin with this:

The corridor opens up into a 30x50 foot room. There are five strong, wooden reinforced doors in this room; two to the left, two to the right and one straight ahead.

As you take in the surroundings of this otherwise empty room, you are overcome with an intense feeling of sorrow, mourning and grief.

At this point, the characters should make a Wisdom Saving Throw as the "Room of Grief" tries to drill into the psyche of the characters. Those that fail may have vivid memories or emotions that connect to someone who has passed on.

Now to solve the puzzle, the characters must open each of the five doors in the correct order. When a character opens a door, they will see a red, brick wall with a word written in black. Take a look at the map listed here (or create your own) and see what word corresponds to the door they choose.

SOLUTION: This room is symbolic of the 5 stages of Grief. In order to solve this puzzle, the players will need to open the doors, in ascending order with the accordance of the five stages of grief. The correct order is:

1. DENIAL
2. ANGER
3. BARGAINING
4. DEPRESSION
5. ACCEPTANCE

Of course, the players will not know what word is written on the brick wall behind each door until they open it and take a look. With this in mind, unless the players get incredibly lucky, they will probably experience a couple of incorrect solutions as they determine which door is which.

Once a door is opened out-of-order, all doors will slam shut and the party will be overcome with grief and take an amount of Psychic damage determined by the GM. Those that previously made the previous saving throw take only 1/2 damage.

Now, the party must start again, opening all five of the doors (Beginning with Denial) in order. Once they do this, the fifth door (Acceptance) will now have an open corridor that allows them to exit the room. The other four doors, should the party investigate them, will not change. They will still have a brick wall behind them when opened.

HINTS: Make sure that the doors are protected by high level magic. They cannot be destroyed, tampered with, altered, moved, etc. Any attempt to do this should result in the character to be pulverized with a hefty amount of psychic damage. Similar, consequences should result if the party attempts to keep the doors jammed open.

If the party tries to open all doors at the same time, the magical aura protecting the doors will slow all but one of the characters. The character that is not slowed will have their door opened first. Choose randomly if you need to.

We shouldn't expect our players to be able to correctly identify and recognize the order of the 5 stages of grief. Nor should we expect this psychological theory to be known in their world. Therefore, if they attend a recent in-game funeral, perhaps we play the part of an NPC priest. The priest rattles on-and-on, but within his words he identifies the five stages of grief that those in attendance may go through during the grieving process. While the players may think we are rambling on in an extended monologue, they will later realize that we were giving clues to the puzzle!

Final thought. We could throw out a few hints that include meeting a "psychologist" or finding a book on psychology before they encounter this puzzle.

Otherwise, the party will need to identify how to open the doors by trial and error in connection with when the puzzle resets.

MAKE IT YOUR OWN: Other than trying to bring a PC/ NPC back to life or find them to speak with the dead, what other reasons would players need to go through this puzzle? Perhaps this is the way one PC in particular recovers from the loss of a loved one (from their backstory)?

What if a supreme being put the characters in this weird dimension to test their resolve or maybe, the god of death is running the characters through a torturous trial of pain and emotion? How would you use this puzzle?

PRISMATIC OWL 3 - SPHERE OF EMOTIONS

Type: Thought Puzzle / Combat Puzzle

Location: Museum / Dungeon / Wizard Tower

Multi-Room: No

Difficulty: Average

Combine with: The original Prismatic Owl

KEYS: There are no keys to the puzzle. Roll for Initiative!

THE PUZZLE: Our adventurers enter a room with 5 ornate, stone pedestals arranged in a semicircle. Each pedestal is topped with a stone statue of an owl perched upon a stack of books. The five statues can be identified by a single word etched into the spine of a stone book. They are, as follows:

AFRAID
ANGRY
HAPPY
JEALOUS
SAD

While each of the statues are stone gray in color, the eyes of each owl are made of clear glass. If a character touches an owl statue, the eyes of that particular statue will turn color.

Each time the statue is “tapped” or touched, the eyes will turn a different color. There are eight colors total that can be cycled through and are as follows:

CLEAR, YELLOW, ORANGE, RED, PINK,
GREEN, BLUE, PURPLE, BROWN, CLEAR...

Sphere of Emotions: In addition to the five owl statues, there is also a large rotating sphere in the middle of this room. The sphere rotates on a horizontal axis and has swirls of several different colors. **Roll for initiative.**

The **Sphere of Emotions** acts on Initiative 20. On its turn, the sphere will emit a continuous wave of emotion that pulses through all living beings in the room. All characters must make a Wisdom saving throw with a DC set by you, the GM.

On a failed saving throw a character will become overwhelmed with a particular emotion. Have the player roll a 1d6 and let them know which emotion their character is feeling:

1. **AFRAID.** Like a Fear spell, on their turn the character will move as far away from the sphere and owls as possible.

2. **ANGRY.** On their turn, the character attacks the Sphere of Emotions in a fit of rage.

3. **HAPPY.** The character is overwhelmed with joy. They may still act as they choose, but they do so with a smile and a profuse amount of positivity.

4. **JEALOUS.** The PC becomes jealous of the other party members. On their turn they cross their arms and refuse to help.

5. **SAD.** The character uses their turn to sit down and cry.

6. **CONFUSION.** On their turn, the character will start tapping the owl statues to change eye colors randomly.

A character under the effect of the Sphere of Emotions will take 1d4 psychic damage on their turn. They **must** make a Wisdom saving throw at the end of each of their turns. On a success, the effect ends.

A character standing next to an owl statue can use their turn to make one rotation through the eye colors and change them to whatever color they decide.

The sphere cannot be destroyed. It is immune to all attacks and effects. The wave of emotion will continue to emit from the sphere until the puzzle is solved. All characters not currently overwhelmed with emotion will be vulnerable to this effect.

SOLUTION: The words on the pedestals need to match the eye colors in what is known as color idioms. Color idioms are metaphorical expressions that are used in the English language.

To “**See Red**” is to be angry. The eyes of the owl perched on the books with the word “ANGRY” should be changed to red.

To be “**Green with Envy**” is an expression for someone who is jealous. The eyes of the owl perched on the books with the word “JEALOUS” should be changed to green.

Someone who is “**Tickled Pink**” is said to be extremely delighted. A synonym for delighted is happy. Therefore, the eyes of the owl perched on the books with the word “HAPPY” should be changed to pink.

Someone who is sad is said to be “**Feeling Blue**”. The eyes of the owl perched on the books with the word “SAD” should be changed to blue.

A person who is cowardly could be called “**Yellow-Bellied**” or “Yellow”. A synonym for cowardly is to be afraid. Therefore, the eyes of the owl perched on the books with the word “AFRAID” should be changed to yellow.

When all five owls’ eye color matches the color idiom indicated by the word etched into the stone of the statue, the Sphere of Emotions will stop spinning and a portal through it will open.

MAKE IT YOUR OWN: To prevent magical shenanigans, the owl statues must be touched by the hands of a living being. Magic and spells cannot be used to simulate this action.

You can make this puzzle easier for your players by eliminating the Orange, Purple, and Brown eye colors. None of which are correct answers for the puzzle.

SANDS OF THE HOURLGLASS

Type: Thought Puzzle

Location: Wizard Tower / Dungeon / Any

Multi-Room: Yes

Difficulty: Average

Combine with: Riser Golems

KEYS: Information will need to be obtained from the hourglasses, other than that, there are no keys to the puzzle.

THE PUZZLE - Countdown Room with Timer: The adventurers open a door and enter a 30x30 room with another door across the room on the far wall. As they enter, the door from which they entered slams shut behind them.

Neither of the doors can be opened. The room flickers a bit and spell casters feel their power being suppressed as the room radiates with an anti-magic field. On one wall is a timer, in the shape of a circle. Numbers rotate around the wall and spiral inwards starting at 60 seconds and ending at 0. In the middle of the room is a pedestal with a red, domed button on top of it.

There is no escaping this room other than by pressing the red button on the pedestal. Once it is pressed, the countdown begins and the seconds begin to tick away on the timer.

If the button is pressed again, the timer on the wall will reset to 60 seconds and begin ticking down again. The button can be pressed four times once the countdown has started after which the timer cannot be stopped and will tick down to 0.

FAILURE: It is unlikely that the players will solve the puzzle without first visiting the **hourglass room**. If the timer reaches “0” the adventurers have provided an incorrect solution to the puzzle and each character will age 1d4 years (or 10-40 years for Elves and other races with long life spans).

Once the consequences have been assigned, the door that the characters entered re-opens, allowing them to leave the room. Or, they could press the button and try again. If they do the door they entered will slam shut again and will not reopen until the timer reaches 0.

At this point, the characters would be wise to leave the room to look for clues on how to correctly solve the puzzle.

The Hourglass Room: This room provides the clue that your players will need to solve the puzzle.

This room has a rectangular recess along the wall. Resting within the recess are four hourglasses spaced evenly apart. They look identical, each being made of glass and a bronze top and bottom.

Currently, the sand of each hourglass is in the bottom half. Two horizontal rods run through the center of the recess. They hold the hour glasses in place allowing them to be rotated freely.



Illustrated by Grant Train

Taking a closer look at the hourglasses, it can be determined that each one has a different amount of sand. Each hourglass can be inverted individually. When flipped, the sand in the hourglass will sift into the bottom half as normal.

As the players have their characters test each hourglass, they will notice that the sand of each hourglass pours into the bottom faster or slower than the others. They are as follows, from left to right:

Hourglass 1: 45 seconds to complete.

Hourglass 2: 15 seconds to complete.

Hourglass 3: 5 seconds to complete.

Hourglass 4: 30 seconds to complete.

The hourglasses are protected by a powerful magic created by a 60th level Time Wizard. They cannot be affected by magic or magical effects. If physically attacked, they will resist the damage and the wearer, if human, will age 1d4x10 years.

Non-humans will age the equivalent of 10-40 human years. The brace that holds the hourglasses in place cannot be altered or broken.

SOLUTION: The party must press the red button in the Countdown room in accordance with the sand in the hourglasses. Once the timer reaches 45 seconds, the button must be pressed and it will reset to 60 and start again. Then, once the timer reaches 15 seconds, the button must be pressed. The third press should occur with 5 seconds remaining on the timer and the final press with 30 seconds remaining.

Another way to perceive this puzzle, is perhaps we need to wait the amount of seconds depicted in the hourglass testing. In this case we would press the button at the following time-stamps:

When the timer reaches:

15 (45 seconds have elapsed)

45 (15 seconds have elapsed)

55 (5 seconds have elapsed)

30 (30 seconds have elapsed)

MAKE IT YOUR OWN: How would you use this puzzle in your game? Perhaps we could create a “Dungeon of Time”?

ECHO CHAMBER

Type: Lock and Key / Riddle / Cryptic

Location: Void / Weird Dimension / Dungeon

Multi-Room: Yes

Difficulty: Moderate

Combine with: Bridge Across the Chasm

KEYS: In order to solve this puzzle, the adventurers will need to find two command words to shout into the Echo Chamber and activate the bridge to go across.

THE PUZZLE: Our adventuring party must figure out how to get across a large chasm or void by commanding large golems on the other side to extend a bridge.

The corridor empties into a 20 x 30 ft platform with walls on three sides and a ceiling that seems to travel into infinite space. At the end of the platform is a drop off that descends endlessly.

Approximately 100ft across this chasm is another platform with two large iron figures holding on to what appears to be a crank.

The Chasm: The characters will need to speak the appropriate command words. When they do, the two Iron Golems will activate and turn the cranks. The cranks will extend a bridge so the party can cross. Neither the cranks, nor the golems can be affected by magical means. The cranks require a DC35 strength to be moved as they are attuned to the golems.

Attempts to fly will result in the character being sucked downward into the void of the chasm. The characters can feel the pull of the void and with an easy DC check will realize that flying across may result in being sucked into the chasm.

If a character shouts into the void, they will hear their voice echo back at them four times. This information is extremely important for the players to know!

Other than noticing the echo there are no other clues for how to activate the bridge in this area. There is a single door in this room that will allow the party to continue through the dungeon and eventually lead to a wizard's study.

The Wizard's Study: The command words needed to activate the golems and the extending platform can be found in the wizard's study on a bookshelf.

This 30x30 room seems to be a den or study. There is a thin layer of dust coating this room and its contents. A bookshelf with a single row of books rests firmly along one wall. A wooden desk and chair are in the center of this room. The desk is cluttered with quills, ink, and other items. A fancy carpet lies in front of the desk. Along another wall is the torso of an unfinished iron golem with a head lying beside it.



Illustrated by Grant Train

Three of the five rows on the bookshelf are empty. The single row holds 20 books in alphabetical order. The spines of the titles are labeled as so:

ALCHEMY
ARCANE
ARCANE
ARCANE
ARCANE
BRIDGES & CHASMS
COLORING
CONJURATION
FELINES
GOLEMS

HISTORY
MAPS
MEMORIES
PORTALS
POWER
POWER
POWER
POWER
SCRYING
WIZARD LOCKS

The "**BRIDGES & CHASMS**" Book details the creation of bridges. On the inside front cover, handwritten in Common, is the following riddle:

**Many have heard me
but no one has seen me,
and I will not speak back
until spoken to.**

The answer, of course, is an Echo. This riddle is given simply to let the players know that the players will need to create an echo with Command Words to activate the bridge.

SOLUTION: The golems are activated by the echoes of the two command words. Shouting each word into the chasm, it will echo four times

The command words can be found by the book titles in the wizard's study. There are four books titled **ARCANE** and four books titled **POWER**. Each command word corresponds to one golem, activating it.

Once both golems are activated with the echoed command words, they will begin turning the cranks and extend the bridge. Once everyone is across, the golems will reverse the cranks and retract the bridge.

HINTS: If the players struggle to piece together the clues for the command words, perhaps there is a different "command word" written and easily found on the wizard's desk. When read aloud, the head of the Iron Golem in the study comes to life and is able to converse with the adventurers and answer simple questions. Simply telling the party that each golem on the bridge needs a command word and they are hidden somewhere in the study should be plenty of help.

MAKE IT YOUR OWN: Let's have some fun with our books on the shelf. Perhaps each one has valuable information or can be used for a magical effect!

ALCHEMY: This book could include secret recipes that will allow the wizard or magic-user in your party to create their own potions.

ARCANE: All four books of these books are exactly the same. Perhaps they are a magic-user spell book or a magic item that gives a character a bonus to skill checks that involve arcana?

COLORING: Throw a bit of humor into your game by giving the players a coloring book. You could create another puzzle that would indicate the correct colors to be applied to the drawings, or, when a page is colored, perhaps a creature or item springs forth from the pages. Color the page of a temple and the characters could use the page to teleport there!

CONJURATION: Reading this book aloud could summon NPCs or monsters to help the party. One page can be read per

day and once read, the text disappears. Of course, there are some monsters that the party may not want to summon.

FELINES: Appears that our wizard is a cat person. Nothing magical here, but reading this book may give a character a bonus when making ability checks that relate to cats.

GOLEMS: The Wizards guide to Golems. This book will assist the reader in creating their own golem! Made from whatever material they desire. After the golem is made, the pages of the book will erase and all memories of how to create a golem will vanish.

HISTORY: Reading this book cover to cover might be boring for some, but whoever reads this will be a history buff! Give them a bonus when they make ability checks for history.

MAPS: Several maps of the world, but one in particular stands out. A treasure map!

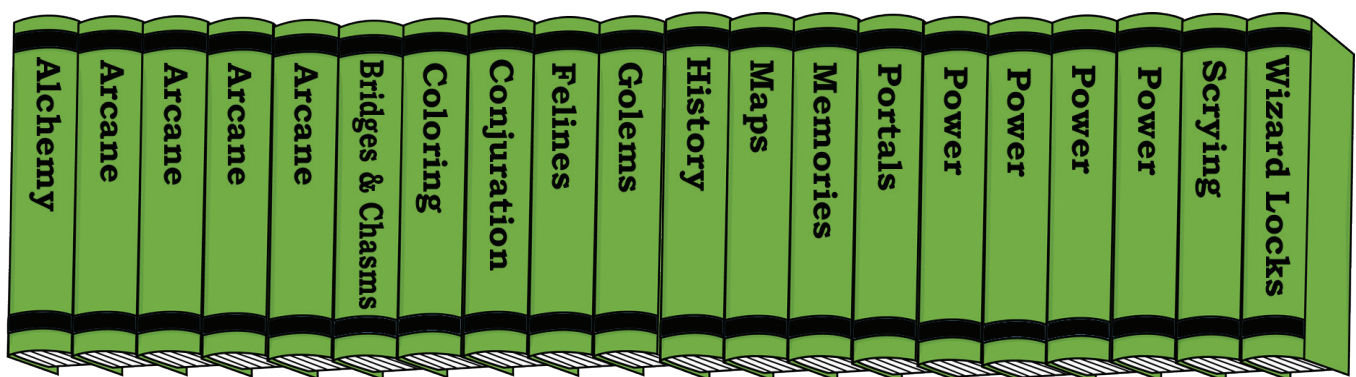
MEMORIES: This book might be cursed. It may contain the wizard's mundane memories. Some of which are now lodged into the readers memory-banks. Or, perhaps this book steals memories from the reader and writes them down in the book. Or, the owner of the book could store their memories within the pages, so they don't forget something!

PORTALS: This book will open a portal. Where will it lead? Perhaps there are several portals to many different planes or worlds? Each one can be explored!

POWER: All four books are exactly the same. They are boring but could provide an ability score improvement to strength or intelligence. Or maybe, they allow the owner to have an additional spell slot or cause more damage with their spells!

SCRYING: Reading this book could activate a page that allows you to spy folks as if it were a crystal ball.

WIZARD LOCKS: How to arcane lock doors, 101. A door locked by a 20th level wizard? This is how it is done!



VEGETARIAN ALTAR

Type: Misdirection Puzzle

Location: Temple / Garden / Graveyard / Orchard

Multi-Room: Yes

Difficulty: Moderate

Combine with: Flowers in the Dais

KEYS: The characters will need to present a sacrifice on the altar of this deity to solve the puzzle.

THE PUZZLE:

This open-air garden is surrounded by the ruins of a crumbling wall. Numerous vines and green vegetation fill the area and the walls. To the west is what remains of an old archway door and continued plant life beyond.

The North wall is intact and whole. A statue seems to block an entry way that would lead into the rest of the temple.

Amid the overgrown grasses and plant life is a wooden altar. You see a squirrel on top of the wooden altar rotating an acorn in its paws. It pauses when it sees you and instinctively watches for your next move.

Crumbled Temple: Investigating the area, the players will find skeletal remains entangled in vines and brush. Among them is a crumpled, human skeleton holding an old knife. The party should also notice the skeletal remains of a few rabbits, squirrels or other woodland creatures.

The wooden altar is sturdy but does have a vintage appearance derived from its age and its prolonged exposure to the weather and the elements. If the players have their characters look at the altar, they can determine a few things. First, they might be able to identify what is left of an ornate design on the front that depicted wheat, grains and fruits. Second, they could notice the top of the altar is covered with dents and punctures along with several dark red stains.

The statue/idol that blocks the entryway into the temple is a deity. Allow your players to make a check if they are not familiar with local deities. A successful check will reveal that this is a deity of the harvest. An unsuccessful check will reveal that this is probably a deity, but not for certain. If your players investigate the statue, they will see that the arm can be shifted or moved downward as a lever. At the base of the statue is a plaque that reads. To enter – Offer a sacrifice.

The Orchard: If the characters decide to travel West through the archway before attempting to make a sacrifice on the altar, they will find a bountiful garden with rows of pomegranate trees. Dashing about the orchard will be several woodland creatures that include, but are not limited to: rabbits, squirrels, and birds.

SOLUTION: The goddess of Harvest requires a sacrifice to enter the temple it protects. However, it does not say what the sacrifice should be.

This deity requires a sacrifice of a fruit or vegetable to continue into her temple. Successfully smashing a pomegranate (or other fruit) on the altar will activate the statue of the goddess of the Harvest and grant them access to the temple.

FAILURE: Those that rush in, grab a squirrel (or any other animal) and spill blood onto the altar will immediately meet the wrath of the goddess of the Harvest. The surrounding plant life will come to life and attack the party. Strangling vines, toxic fumes from poisonous flowers, and carnivorous plants will all animate and carry out the will of the goddess of the Harvest.

HINTS: Set a Difficulty Class and allow for a d20 investigation roll for your players to determine:

The substance on the altar. On a successful check they can determine something was sacrificed on the altar and this is a reddish color, but they cannot determine for sure whether or not it is blood.

If they fail their first attempt or perhaps loiter too long, a monkey appears under the archway to the west. Eating a pomegranate and watching the characters with intense curiosity.

MAKE IT YOUR OWN: It was my initial intent to have the entire puzzle designed to mislead the players by providing red herrings. The skeletal remains of other animals, the stains on the altar and the written requirement of a sacrifice are all details that you as the GM could utilize in attempts to mislead the players.

However, If the players are methodical in their exploration and investigation, they should be able to determine the correct course of action.

Rather than a remote location with a nearby orchard, we could place this temple outside of a local settlement. Within the village, commoners may tell the characters that a sacrifice is needed to enter the temple, but they are not sure what the sacrifice is. In the market they can buy a myriad of items. Items for sale could include small animals or rodents in cages; fruit, vegetables and other numerous sacrificial worthy items.

Instead of gaining access to the temple, our altar could provide a message etched into the top if it after it has been fed the required sacrificial fruits.

SCARE CROWS

Type: Thought Puzzle / Lock and Key Puzzle

Location: Dungeon / Mansion / Tower / Barn / Windmill

Multi-Room: Yes

Difficulty: Average

Combine with: Scarecrow Mansion

KEYS: The adventurers will need to find four scarecrows.

THE PUZZLE - Upper Level

You step out onto a catwalk that is outlining an open atrium. An unsettling amount of crows are perched on the railing of the catwalk and the high decibel noise of cawing fills the room.

Directly across from you is a translucent, ghost like door. It is floating in the middle of the atrium with no visible ways to reach it.

Looking over the railing you can see a massive number of crows circling and swarming the lower level, about 10 ft down, obscuring what may lie beneath.

As the characters walk around the catwalk they will come to an area where a small section of railing is missing. This area is aligned directly across from the floating, insubstantial door. A perceptive character can determine that at one time a walkway may have extended from their current position to the door.

To the right of the opening is a stone pedestal inscribed with 24 runes. There is a dial in the middle of the pedestal that can be rotated to select any of the runes.

The left side of the pedestal has an image of a rotating arrow that signifies a clockwise direction and on the right side of the flat pedestal is a rotating arrow that indicates a counterclockwise direction.

With an intelligence or investigation ability check, your players should be able to determine that they need to turn the dial clockwise to one rune and then counterclockwise to the other rune to solve the puzzle.

However, incorrect turns could result in a murder of crows attacking the party for a round of combat or perhaps an angry spirit attacks them for meddling with the device.

Behind the railing is a spiral staircase that goes down to the lower level of this area.

Lower Level:

The lower level is completely obscured by hundreds of crows that continually swarm the area. Your vision is limited to approximately 5ft around you.

As you walk about, you notice that there is a strange marking on the ground. It is illegible from this level, but you could possibly read it from the catwalk if only these darn crows weren't in the way!

The ground on the lower level of the atrium is inscribed with two runes that will give the party the answer to the puzzle. However, the inscription of the runes is so large that they will need to find a way to remove the crows and look down onto the floor from the catwalk in order to reveal the answer.

If the adventurers search the room thoroughly, they will find four empty square holes, about 2x2 inches. The holes are evenly spaced apart in the room, each one in a different quadrant. It looks as if something can be placed into these holes.

SOLUTION: The answer to the puzzle is found elsewhere in your dungeon or nearby environment. The PCs will need to find four scarecrows that are mounted on a metal pole. These metal poles have a 2x2 inch end and will lock into the empty docking ports on the floor of the lower level.

Once the scarecrows are in place on the lower level, the crows will vacate the atrium through a nearby passageway or window. If the characters go up the stairs and back onto the catwalk, they can now clearly see the two runes that are etched into the stone of the lower level.

With two correct turns of the dial the translucent door floating in the middle of the atrium becomes solid and a walkway appears connecting the catwalk to the door.

MAKE IT YOUR OWN: To make the puzzle easier for your players, allow the party to find the scarecrows before they encounter the puzzle.

Where do they find the scarecrows? A storage closet? In a shed? Or perhaps they have to pluck them from a cornfield? What if the party finds scarecrows that are alive (and intelligent)? What could the adventurers offer them in return for scaring the crows away?

It could be argued that the entire first level of the puzzle area is covered with bird droppings. Therefore, the adventurers may need to clean up the area in order to see the runic markings from the upper level.

When the scarecrows are locked into place, perhaps the crows swarm about and form the shape of the symbols instead of dispersing? The characters can then return to the upper floor and look over the railing at the two runic symbols formed by the flowing stream of crows.

Instead of the Rune Dial, perhaps the correct solution is to put the scarecrows in place and the crows will form a bridge connecting the catwalk area to the floating door.

The initial puzzle idea is that there are too many crows in the atrium for the characters to disperse. Removal of some birds will only result in several new crows taking their place. However, if the characters find a powerful way to attack the crows such as fire or magic, we could allow the crows to fall dead on the first level, perhaps falling dead into the shape of the two runes.

When and where would you use this puzzle? In a haunted mansion? A Halloween adventure? Or perhaps something spooky is going on at the farm outside of town?

WITH A 10-FOOT POLE

Type: Thought Puzzle / Combat Puzzle / Co-op Puzzle

Location: Dungeon / Underground / Castle / Town

Multi-Room: Yes

Difficulty: Easy to Hard

Combine with: Mirror of Separation

KEYS: A 10 foot pole. Possibly several of them.

THE PUZZLE: This puzzle will only work if we begin by splitting the party and separating one character from the group. My initial plan was to have this adventure take place in a local general store. I would describe the store as being stocked with normal items including rations, hammers, ropes and an abundance of ten-foot-poles.

As the adventurers look about the place one of them will trigger a pair of arcane sigils. This trap will open a portal in the floor that will instantaneously engulf the character. The portal will disappear and there is no way to reactivate this trap once it has triggered.

PART 1 – Storage Room: Looking about, the teleported adventurer will find himself in a storage room filled with backstock of standard equipment such as hammers, buckets, rations, rope, waterskins, and of course, an entire stack of 10 foot poles.

There are two chains hanging in this room with metal rings on the end. Each ring and chain can be pulled individually. However, the chains do not swing in or out. They are solidified to always be straight down. To further complicate matters, the wingspan of most characters will not allow them to grab both rings at the same time.

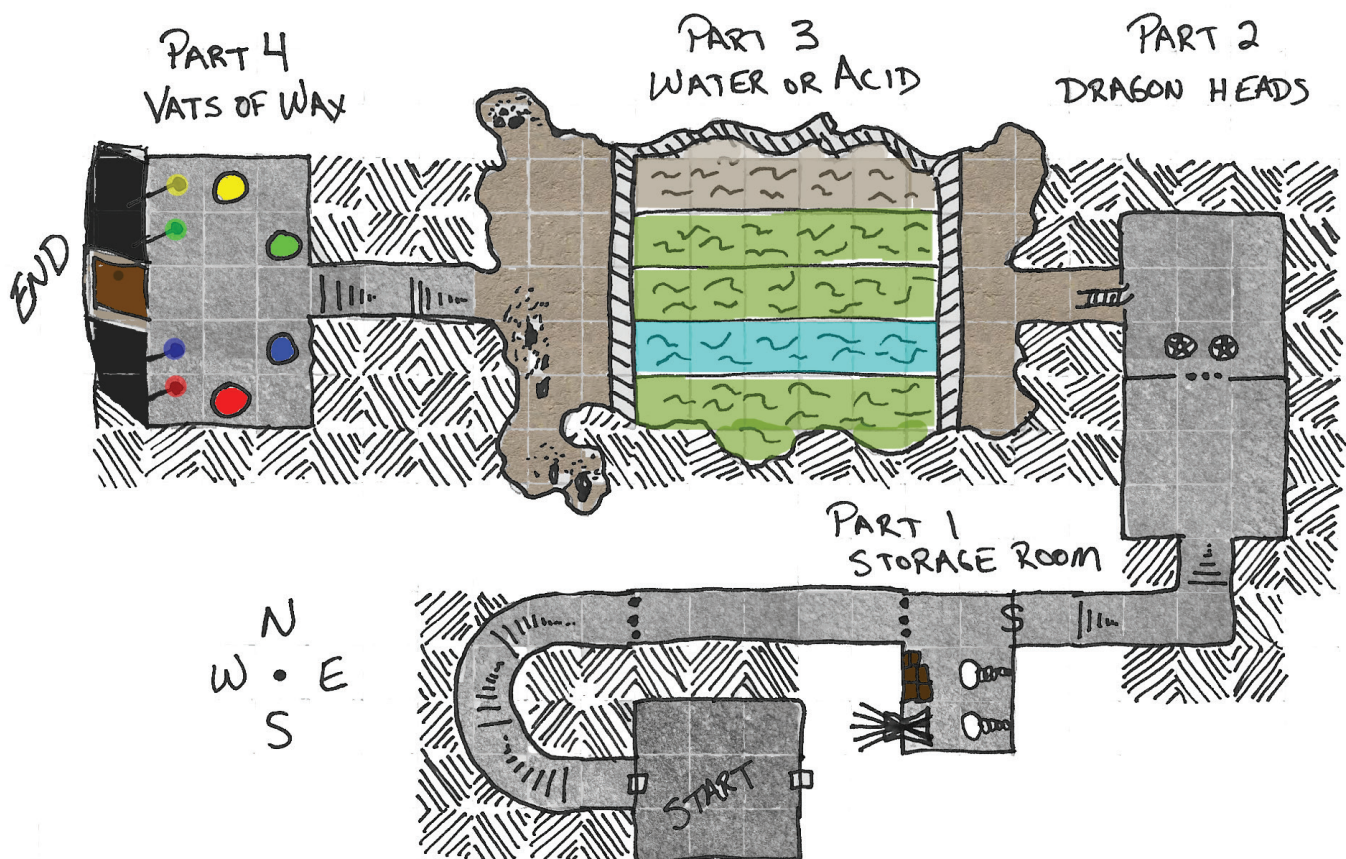
For the rest of the party, they will be able to find a door that leads downstairs. At the bottom of the stairs is a 10x10 area that has a portcullis. Beyond the portcullis is a long, dark corridor that will lead to another portcullis and a storage room where the missing party member has fallen.

SOLUTION to the Storage Room: The lone adventurer in the storage room must take a 10 foot pole and place it through both of the metal rings. By doing this, they can then use the pole to pull down on both metal rings at the same time. This will lift both of the portcullis' and allow the party to reunite.

Pulling the rings also opens a secret door that leads to another room and the next part of the puzzle.

PART 2 – Dragon Head Statues: The characters can now travel down the newly revealed corridor and into a 30x30 room. This room has another portcullis across the way.

On the other side of the portcullis are two identical stone pedestals with a dragon head mounted on top of it. Each of the stone dragon heads has its mouth wide open. These are approximately 7 feet away from the portcullis and have about 5 feet in between the two.



THE SOLUTION to the Dragon Head Statues: The players must take their 10 foot poles and shove them into the open mouths of the dragon heads. This will hit a switch that is buried within the mouth of the stone structure.

When both switches are pressed at the same time, the portcullis will open and the characters can go into the **NEXT** room. However, If only one switch is pressed at a time, then the dragon head will breath a 15 foot cone of fire that will incinerate the 10 foot pole and cause fire damage to all within range.

This would also be a great place to include a combat encounter. Perhaps a Golem is guarding the room, or Giant Spiders are nested above.

PART 3 – The Pool: As the characters continue through the dungeon, they climb down a ladder and enter a cavern with a large, natural ceiling above. They are now standing in an area that has a 50ft wide platform. In front of them is a large pool divided into five sections that are each 10 feet wide and 50 feet long. Each of the sections are filled with an opaque liquid.

Zone 1 is filled with Acid.

Zone 2 is filled with muddy water.

Zone 3 is filled with Acid.

Zone 4 is filled with Acid.

Zone 5 is filled with water that has a strong, putrid stench

There are several small holes along the side walls of the cavern filled with bats. If the characters make a lot of noise, the bats will erupt from the walls and swarm the area.

THE SOLUTION to the Pool: The characters can use the their ten foot poles to test the liquid reservoirs in front of them. If they stick a pole into the acid, it will immediately begin to disintegrate.

Zone 2 and zone 5 can be safely traveled, however zone 5 may cause the adventurers to become sick or contract disease due to the unsanitary filth and the putrid smell of the water.

PART 4 – Vats of Wax: The adventurers ascend a corridor of stairs and enter a 50x30 ft room that has four circular pools of bubbling wax. Each vat of wax is a different color: red, blue, yellow and green.

There is also an iron door with strange markings on it. This door has no handle or visible way of opening it. To the left of the door are two levers. One red and one blue. To the right of the door are two more levers: one yellow and one green. It is evident to the characters that the color of each lever correspond to the matching color of a vat of wax.

Each lever is in the top, upright position marked with a 0. The levers can be notched down into nine additional positions clearly marked by numerals 1 through 9.

We could possibly include another combat encounter. Perhaps cult members have been alerted to the party's presence and can be heard headed in their direction.

THE SOLUTION to the Vats of Wax: Each lever must be set to the depth in feet of the vat of wax that matches in color. But, how do the adventurers find out how deep each vat of wax may be? Well, with a ten-foot-pole of course!

By taking the ten foot pole and sinking it into the wax, they will be able to determine the depth of each vat.

The Red vat of wax is 4 feet deep

The Blue vat of was is 7 feet deep.

The Yellow vat of wax is 6 feet deep

The Green vat of was is 3 feet deep.

The players will need to have their characters set the red lever to 4, the blue lever to 7, the yellow lever to 6 and the green lever to 3. Once this is done, the large door will open and the party has successfully solved the puzzle.

HINTS: Mention distances regularly to get the players thinking about the 10-foot pole. When the players look through the ten foot poles in the storage room, perhaps a few of them are a limited edition model that catches the player's eye? If we include a few unique poles there is a greater chance that the characters will take one or more of them with them from the beginning.

We could also include a red, a blue, a yellow, and a green ten foot pole from the beginning. This may help the players realize that the poles need to be submerged into the vats of wax. Of course, if they are not careful, they could lose the colored 10-foot-poles in the flames of the dragon head statue or in the depths of the acid in the pool.

Players are creative. I am sure that they will come up with more than one way to solve the above puzzles without using a 10-foot pole. Be sure to follow the rule of cool and allow your players to solve situations with interesting solutions.

Be sure to allow ability checks for additional hints if the characters decide to investigate things closer.

MAKE IT YOUR OWN: What other creative ways can you challenge your players to use a 10-foot pole? Perhaps they can't see the floor or ground (it is covered with fog, for example) and they need to use the 10-foot pole to probe the ground so they don't fall into a pit.

Perhaps an entire floor is covered with traps. The characters could use the 10-foot pole to trigger the traps and then safely walk through.

What is on the other side of the door? Perhaps this entire dungeon is the secret underground path to a cult or a meeting place for commoners who are planning to overthrow the local government?

Or, perhaps the puzzles are in place to keep adventurers from getting to the door. Opening the door may release an unfathomable evil that the characters now have to tend with. What other ways could you use this collection of puzzles?

HELPING VINE

Type: Trap Puzzle / Misdirection / Combat Puzzle
Location: Wilderness / Forest / Swamp / Dungeon / Sewers
Multi-Room: No
Difficulty: Easy
Combine with: Temple of the Rat god

KEYS: There are no keys to this puzzle.

THE PUZZLE: A puzzle that preys on your players fears that a large plant beast is going to eat them. Read this to your players:

You brush the hanging ivy at the end of this corridor to the side and enter a roughly estimated 50x50 room. Across the room, you see a door. The walls and floor of this area is covered in moss and small vegetation.

You immediately notice a network of eight large, plant-like tentacles dangling from the ceiling and coiled on the ground in front of you.

Your eyes trace these beastly vines to their source: a huge plant creature in the shape of an octopus is attached to the ceiling. Its bulging green eyes look down upon you and it begins to move its monstrous vines.

Regardless of the actions your players take, the plant creature will use its monstrous vines to try and grapple the characters. If the adventurers decide to fight the monster, roll for initiative.

This monstrosity's only attack is to try and grapple the characters with its tentacles. If grappled, the characters can make an opposed strength check to try and break the grapple on their turn. If they fail and remain grappled, allow them to make a perception check. On a success they will notice that, even though they are grappled, the beast is not squeezing them or making any other action. It is a gentle grasp.

When you are ready, tell one of the players that they step on a pressure plate. When this happens, the floor will fold downward dumping any non-grappled characters into a pit. Assign an amount of bludgeoning damage (or piercing if it is a spiked trap) appropriate to your characters level.

The only flat surface is now a small area in front of the exit. Those that are grappled by the monster will be held safely above the pit. The gentle giant will then place the grappled adventurers in the safe area of the flat ledge and lend a helping vine to those that fell into the pit.

Once the characters open the door to exit, the floor will slowly move back up and reset the trap.

SOLUTION: Easy enough. If the characters allow the monster to grapple them, they will not fall in the trap and it will move them to safety

WOOD YOU SOLVE THIS?

Type: Role Playing Puzzle / Knowledge Puzzle
Location: Garden / City / Dungeon
Multi-Room: No
Difficulty: Hard
Combine with: Flowers in the Dais

KEYS: A key with an image of an acorn and/or a key with an image of a pine cone.

THE PUZZLE: Our adventurers have entered a room with five doors. The doors are the same with regards to size and shape and each have a keyhole. All doors have iron reinforcements.

The only difference between the doors is the type of wood they are made from. From left to right, the doors can be described as follows:

A door made of a yellowish color wood with brown knots and a straight grain.

A door made of a grayish/brown colored wood with straight, open grains.

A door with a pale colored wood with some wavy grain patterns.

A door with rich chocolate brown color and irregular grain patterns.

A door with a light, reddish colored wood. Straight grain and occasional knots.

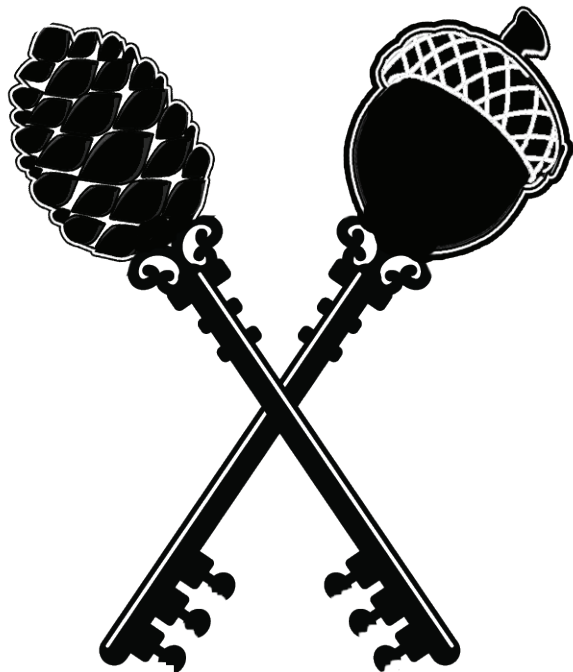
A character getting very close to the fifth door has a chance of smelling an aromatic scent. This scent emanates from the wood used to make the door.

THE SOLUTION: If you give the players the Pine Cone Key, then the answer will be the first door: a yellowish color wood with brown knots. This door is made of the wood of a Pine Tree.

If you give the players the Acorn Key, then the answer is a grayish/brown colored wood with straight, open grains. This door is made of oak. Acorns grow on Oak trees.

HINTS: The best hints to give the players for the puzzle is to allow them to make Nature ability checks for their characters. Successful checks should allow the characters to determine the wood that one or more of the doors are made from.

If you are using the Pine Cone Key for your puzzle, then the players should be able to narrow down the options to 2 or 3 doors with nature checks and then make a guess as to which door to open with the key.



If you are using the Acorn Key for the puzzle, allow the players a better percentage of identifying the wooden doors. Even if the type of woods that each door is made of is identified, players could still struggle with knowing that Acorns grow on Oak trees. Depending on how and where you use the puzzle in your game, you could include other areas to find to make connections. Perhaps they can come back to the area after consulting a Druid or searching the local library.

Here is your key for the puzzle:

PINE - Yellowish color with Dark Brown Knots (Straight Grain)

OAK - Grayish, Brown color with straight open grains

MAPLE - Pale in color with straight to wavy grain patterns

WALNUT - Rich Chocolate Brown color with irregular grain patterns

RED CEDAR - Light Reddish Color straight grain with occasional knots. Has an aromatic smell

RED HERRING: Increase the difficulty of this puzzle by having each door have an animal etched into it. Something like a Rabbit, Squirrel, Fish, Deer, and Dog will get your players thinking that the animal on the door may have something to do with the answer.

This red herring could have your players thinking about the fish since it is the only one of the five that lives in the water. Or, that the squirrel would stow away the acorn for a winter day. But, in reality, they have nothing to do with the puzzle. Of course, squirrels do like acorns, so, we may have another acceptable answer to the puzzle!

ALTERNATE PUZZLE: In a different scenario and perhaps in a puzzle that could stand alone by itself or saved for another day, is a Role-Playing option.

The characters find themselves in a position to help out one of the city's elite or a noble. They are frustrated because their best winter outfits, made with wool, have holes in them. The noble feels that the chest that holds their royal attire is cursed and hires the characters to travel to the market square and bring back a new chest.

The characters will find a carpenter or a woodworking shop that sells new chests and furniture. They will find five chests that match the description of what the noble is looking to obtain. Each chest is reinforced with iron, but a different type of wood was used to make each of them.

Use the wood types listed earlier to describe the chests to your players. There should be five of them.

Unfortunately, the wood-working shop is currently being maintained by a clerk that is not familiar with carpentry or woodworking. The owner and creator of the furniture on display is out of town for the week at a convention. The shop's attendant knows not much more than writing up the sales receipt and taking the gold for the transaction.

I recommend applying the same rules as the main puzzle allowing for nature ability checks to determine the wood types. If the players do a close investigation of each chest, they will notice that the light reddish colored chest (Red Cedar) has an aromatic smell.

THE SOLUTION: One of the cool things about Red Cedar is that while the scent of this timber is pleasant to humans, it will actually repel moths and some insects.

Let your characters pick the chest that they want to pick again, allowing for them to notice the smell of the red cedar should they thoroughly investigate. No matter what chest they bring back the Noble that hired them will be excited about the new piece of furniture, pay them, and thank them for their assistance.

What happens next? As your campaign progresses, if the players brought the noble the Red Cedar chest, plan a future meet-up with the noble (by chance or planned) that results in them being extremely delighted with their new furniture. Their clothes are in pristine shape and no holes. Reward them with a magical item, gold, or information.

If the players brought them any piece of furniture besides the Red Cedar chest, then at a later date, the noble will become extremely angry and track down the characters to voice their displeasure or ruin their reputation as trustworthy adventurers.

RED HERRING: Making the puzzle a bit more difficult could include misleading the players by having each chest be different from the others. Perhaps the Oak chest has hidden compartments, the Walnut chest is considered the most valuable, or the Maple chest has the most space.

Of course, the noble will be happy with anything that keeps the moths from eating their wool clothing, so all of the extra features of the other chests will not solve the issue.

RISER GOLEMS

Type: Ability Puzzle / Thought Puzzle

Location: Temple / Dungeon / Castle / Weird Dimension

Multi-Room: Yes

Difficulty: Average to Hard

Combine with: Echo Chamber

KEYS: There are no keys for this puzzle

THE PUZZLE: This puzzle consists of four different rooms. Refer to the map provided here. We will refer to them as Room 12, Room 3, Room 6 and Room 9. Our adventurers are looking for a portal that will allow them to travel back in time.

Room 12 is where the puzzle will begin.

You enter from the North into a 30x30 foot room. As you step in and glance about you look back to see that the open corridor you came through is gone. Only a flat wall of rock can be seen. Chiseled into the North wall that was once a corridor, is the number "12".

There is an outline of a door etched into the West Wall and the only open direction is a corridor to the East.

The direction that the characters came from is gone. There is no going back. The door to the West is not real. Well, not yet anyway. It is simply an etching engraved into the wall. There is no way of traveling this direction. This room is empty, but feel free to add markings or items for the characters to interact with. From here the party must venture East.

Room 3

You enter this 30x50 room and see an outline of a set of giant-sized double doors etched into the West Wall.

Standing to the left and to the right of the engraved door are two giant Bronze Golems.

The number "3" is chiseled into the East wall. To the South is an open corridor with stairs leading down.

The Bronze Golems stand about 20 feet tall. Their bodies covered in a natural patina indicating their ancient construction.

A round circular feature extends a few inches from their chest cavity, reminiscent of a clock. The minute and hour hands are moving at a moderate pace in a clockwise rotation, but not keeping correct time. There are no numbers or other features that would indicate that these are clocks or time pieces.

When approached, the Golems will speak in unison and ask the adventurers a question:

"What is the secret to time travel? Answer correctly and we will open these door so that you may travel through time."

The "clock hands" of the golems are a clue and a red herring all wrapped into one. They are not clocks, nor do they represent time. Rather, they indicate the direction of travel the party must go.

Take another look at the map below. The numbers on the wall are representative of a clock. They first encountered a room with a 12, indicating a 12 o'clock position and now are in room 3, the three o'clock position.

The clock hands on the golems are currently rotating clockwise signaling to them that they will need to travel South in order to continue traveling in a clockwise direction.



Illustrated by Pedro Gonçalves

Room 6: The adventurers will need to go South down 20 feet of stairs and then West into a naturally formed room that measures approximately 30x40 ft. This room has an open corridor to the West. There is a large number "6" etched into the South wall, but no signs of a door or portal.

As the GM, you decide what is in this room. This area could be empty, haunted, trapped, present an ability challenge (like quicksand) or provide a combat encounter with a monster that dwells here.

Once the characters are able to pass through this room they can travel West down a corridor that turns and heads north into Room 9.

Room 9: This room has a 30 foot wall to climb. Read this:

The corridor opens up into a 20x30 foot area. Along the North is a jagged wall with several nooks and crannies. The room seems to continue if you were to climb this wall and continue North.

An old rusted grappling hook and a frayed 50 foot rope lies on the ground.

Looking up, the characters will be able to see that the North wall goes up about 30 feet into, what seems to be another room. Allow them to find ways to climb the wall with ability checks. If they use the grappling hook and rope there is a good chance that the equipment may fail if put under stress or weight simply because of the age and condition of the items.

At the top of this steep vertical climb is a 20x30 foot area with an open corridor to the North. Chiseled into the West wall is the number “9”. Again, it is up to you as the GM if this room is empty or provides a challenge to the adventuring party.

Traveling North, the corridor will extend 30 feet and then take a turn East for another 20 feet. The corridor ends.

On the wall at the end of the corridor is an image of a door etched into the rock. This matches perfectly with the engraved door that was seen in room 12. There is a lever to the right of the door. Pulling the lever will cause the engraving into the wall to magically transform into a real door that opens a passageway back into Room 12.

From here, we will assume that the party will travel back into Room 3 or go back the way they came.

Room 3: For the most part, Room 3 remains the same, with the exception of one extremely important detail. The clock-like hands on the Golems are now rotating counter-clockwise. Once again, if approached, the Golems will say in unison:

“What is the secret to time travel? Answer correctly and we will open these door so that you may travel through time.”

SOLUTION: The answer the golems seek is written on the stairs to the South, but the party cannot see the hidden message when walking down the stairs because it is written on the “rise” of each step. Stairs are comprised of steps. Each step has two parts: the tread and the riser.

The “tread” is the horizontal surface that is stepped on.
The “riser” is the vertical component between each tread.

If the adventurers, at any point, decide to reverse their travel and go from Room 6 back to Room 3, they will see the answer written on the rise of the stairs leading up to the room with the golems.

The Golems “clocks-hands” were moving clockwise to help usher the characters to the South (in a clockwise rotation) because the answer is written on the stairs to the South. If they make the full clockwise lap, the clock-hands on the golems are now moving in a counter-clockwise rotation. This rotation is a

hint for the characters to travel back through the rooms counter-clockwise. If they do this, they will eventually travel back up the stairs and see the answer on the rise of the steps.

When the characters speak the correct answer, the golems will reach over and dig their fingers into the crack of the giant-sized double doors. They will pull it back and reveal a portal that will take the players to the next part of their adventure.

HINTS: If the players struggle, be sure to allow appropriate ability checks. High rolls may help them determine that the clock-hands on the Golem do not pertain to time or clocks.

If the players get stuck or frustrated, be sure to allow them a final ability score check that indicates the clock hands of the golems represent direction of travel and they believe they may need to go back through the numbered rooms but in a counter-clockwise direction.

MAKE IT YOUR OWN: It is highly possible that the characters will stumble upon the answer on the stairs before going through all four rooms. This is okay! Well done adventurers!

What is the answer to the golems riddle? Well, that’s up to you as the GM. The question that the golems ask and the answer they seek should be a creation of your own that matches the game or quest you are running. My only advise is to ensure that the answer cannot be something that the players can guess.

You could have the question and answer correspond with a place they are needing to travel or a date in particular. Perhaps the question/answer is relevant to some NPCs they will meet in their future adventure in the past!

Have fun with the empty rooms. Aside from creature encounters you may decide to put in hazardous terrain like quicksand or swinging blade traps that the characters have to maneuver through. Remember, the players may travel through the rooms more than once so having traps or ability challenges in rooms 6 and 9 would be double the threat.

Rather than time travel what other way could you use this puzzle? An answer to activate an item? A warning of impending danger or perhaps a portal to another plane of existence!



BRIDGE ACROSS THE CHASM

Type: Lock and Key Puzzle / Cryptic Puzzle / Riddle

Location: Void / Weird Dimension / Dungeon

Multi-Room: Yes

Difficulty: Easy

Combine with: Echo Chamber

KEYS: There are no keys to this puzzle. However, the adventurers should seek out the written or spoken clues that are scattered about the dungeon.

THE PUZZLE: A corridor in which the adventurers are traveling opens up to a circular platform. Read this to your players:

The corridor opens up onto a circular platform that is surrounded by darkness and what appears to be a bottomless chasm. While there is no danger of being sucked into this chasm, you do feel a slight gravitational pull into the unknown below.

Cutting through the darkness in five different directions are translucent bridges illuminated in a soft light. Each bridge or path extends 100ft across and ends with a door that glows in the darkness.

Your gut tells you that one of these paths are safe to travel, but if you choose incorrectly, the consequences could lead to your doom.

Five bridges go off into different directions into the void. Only one path is correct. The others could lead to... well, that is up to you, the GM, to decide.

Engraved into the stone floor before each of the five bridges is a symbol that identifies the path. They are, clockwise from left to right, a Cat, a Chicken, a Dog, a Lion, and an Elephant.

All of the bridges are safe to walk on... at first. If a character travels across the incorrect bridge, they will be fine until they are about halfway across. At that time, the bridge will disappear and the gravitational pull of the chasm will suck them into the abyss.

The characters will want to come back to this area later if they have not found the four clues.

I recommend building your dungeon so that the characters find the clues in different areas. I would include the first clue in the platform room so that they know what to look for. The first clue could be:

Do not trust the King of the Jungle

This means the Bridge of the Lion is an incorrect path. As the party explores, they should find the remaining three clues:

Be skeptical of a beast that has 9 lives

Beware the one that is a man's best friend

Yellow and Afraid will lead you down the wrong path

SOLUTION: The clues that the adventurers will find are warnings of which bridges are NOT safe for travel.

LION: Do not trust the King of the Jungle

CAT: Be skeptical of a beast that has 9 lives

DOG: Beware of man's best friend

CHICKEN: Yellow and Afraid will lead you down the wrong path

Through the process of elimination they will be able to determine that taking the path of the Elephant will allow them to safely reach the door at the far end of the bridge.

FAILURE: If the characters choose the wrong path, the bridge will disappear when they are halfway across and they will be sucked into the chasm below.

It is now up to you, the merciful GM, to decide what happens. A few possibilities include death, a never-ending free fall where they will need to be saved by a wish or some other quest, are teleported into a different part of the dungeon (perhaps into a cage or locked area), or fall into a spiked pit that was concealed by the illusion of a bottomless chasm.

Players may try to circumvent the puzzle by sending henchmen, familiars, objects or summoned animals across the bridges. Will you allow this? Why might this not work?

Perhaps familiars and summoned beings dissipate as soon as they step on the bridge or an arcane aura prevents them from being able to travel the bridge at all.

Or, reward the players ingenuity with determining a safe path without all of the clues and allow the alternate solution!

MAKE IT YOUR OWN: If you would rather have one of the other paths be the correct answer, you can make the Bridge of the Elephant an incorrect choice. Simply swap this clue with one of the four previous clues:

ELEPHANT: One who never forgets cannot be trusted.

How will the adventurers obtain the clues? Are they written on walls? Found in books? Or something more intricate? Here are a few ideas that may be interesting:

Four Golems are stationed throughout the dungeon and programmed to speak a clue when they are encountered.

A recurring ghost, a genie, or other entity will periodically arrive after the completion of encounters or levels, congratulate them on their progress and utter a clue.

The characters will find a piece of parchment with the five animals drawn horizontally at the top. At different areas they will find a desk with a skeletal figure sitting at it. If they place the parchment on the desk, the skeletal figure will write the next clue for them to see.

Statues of each animal can be found with the clue written on the bottom, in a secret code, or in an ink that can only be seen with a specific lens.

MELTING POINT

Type: Lock and Key Puzzle

Location: Dungeon / Forge / Ruins / Castle

Multi-Room: Yes

Difficulty: Easy

Combine with: Prismatic Owl 4

KEYS: Prior to this puzzle, the adventurers will need to acquire a small silver figurine of a Dwarven chieftain.

As they explore they will also need to find the Fire Elemental Orb and the silversmith's forge where the key mold and other smithing tools can be found.

THE PUZZLE: The adventurers have found a door with a keyhole. This door has an image on it that looks identical to the small silver figurine they have acquired. This door however, is locked by a 45th level Wizard and cannot be destroyed, opened, altered or bypassed by any magical or physical means.

The players should make the connection that the figurine is needed to open the door. But any attempts to use the figurine in its current form will fail.

The Forge: The adventurers will find an area that resembles a dwarven silversmith's workshop. Scattered about are several hammers and tongs, along with molds and crucibles made of clay. Also included are workbenches, cabinets and crates all of which look to have already been looted.

Important items that they will need to make note of is a barrel of water (used for cooling hot metals) and the crucibles that can hold metal as it is heated. Searching the area thoroughly, they will also find molds for making keys. Perhaps a roll for an ability check is in order to determine some important items found in the Forge.

The North wall is made of brick. It has four 1x2 foot open windows about dwarven eye level with iron bars filling the gaps. Looking through the barred windows, an empty brick room covered with soot and black scorch marks can be seen.

In the center of this wall is a niche that measures approximately 2x3 feet and about 12 inches deep. This recessed area has three indentations. From left to right is a larger circular indentation, a smaller circular indentation and a square indentation.

There is a lever to the right of the niche. Pulling this lever will rotate this 2x3 recessed section inwards to the brick room. Pulling the lever again will rotate it back.

Allow your players to make intelligence ability checks to determine what items may go into the 2x3 niche in the wall. If they have already found the different sized clay crucibles and molds, then forego the intelligence check and simply make the connection for them.

They should be able to ascertain that a clay crucible goes in the larger, circular indentation on the left and a square key

mold should go to the far right. If they already have the Fire Elemental Orb then they can deduce that the orb should be placed in the middle. If they have not found the Orb yet then explain to the players that their characters believe that they do not believe that they have all the pieces to complete the puzzle.

SOLUTION: The characters will need to put the Silver Figurine inside a clay crucible and put the crucible inside the niche in the wall on the far left. They will then need to place the Fire Elemental Orb in the center and finally, the clay mold of a key on the far right and then pull the lever.

When they pull the lever, the niche will rotate inwards and the characters can watch what happens next through the barred windows.

A fire elemental will burst forth from the orb and walk into the center of the room with the other two items. The forge will shine brilliantly as the Fire Elemental will radiate a massive amount of heat while holding the crucible. After a few moments, it will pour the melted silver figurine into the key mold. It will then walk back to the wall placing the items back into the niche and the forge will go dark once again.

The characters will then need to pull the lever to rotate the niche. There is an abundance of steam coming off of the mold that is now filled with a silver key.

Taking a set of tongs, one of the characters can now dip the key into the barrel of water so that they can physically hold it.

With the silver key made from the melted figurine, the characters can now go back to the door of the dwarven chieftain and unlock it.

HINTS: If the party does not yet have the Fire Orb, be sure to allow them an easy intelligence check that will help them realize that there is something missing in order to solve the puzzle.

Dwarves, gnomes and those that have blacksmith skills could have a bonus to ability checks or automatically succeed on die rolls pertaining to the silver-smithing process and tools.

MAKE IT YOUR OWN: Rather than encompassing the entire puzzle into a dungeon you could stretch this puzzle out over the course of a campaign. Perhaps the silver dwarven figurine is given to the characters as a reward and the Fire Elemental Orb is an elemental that they captured or found in a separate adventure.

What happens to the Fire Elemental after the silver has been melted? Does the party now have a magic item to summon a fire elemental when they need its help? After helping the adventurers is the fire elemental able to return to its home plane? Or, maybe control over the fire elemental is lost and it attacks the party in a fit of rage?

Rather than a silver dwarven chieftain, the figurine and door could be the image of an owl so that we could combine this puzzle with the Prismatic Owl puzzles found in this book.

How would you incorporate this puzzle into your current campaign or local lore of your fantasy world?

BONE BASH

Type: Combat Puzzle

Location: Void / Weird Dimension / Dungeon

Multi-Room: Yes

Difficulty: Easy

Combine with: Echo Chamber

KEYS: None

THE PUZZLE: The party enter a room that will relieve them of their weapons and blanket the area with an anti-magic aura.

You enter a dark 30x30 foot room with a high ceiling. There is a small beam of light that originates from the center of the ceiling and cones down to the middle of the room.

Illuminated in the room are five weapon racks surrounding a metal trunk.

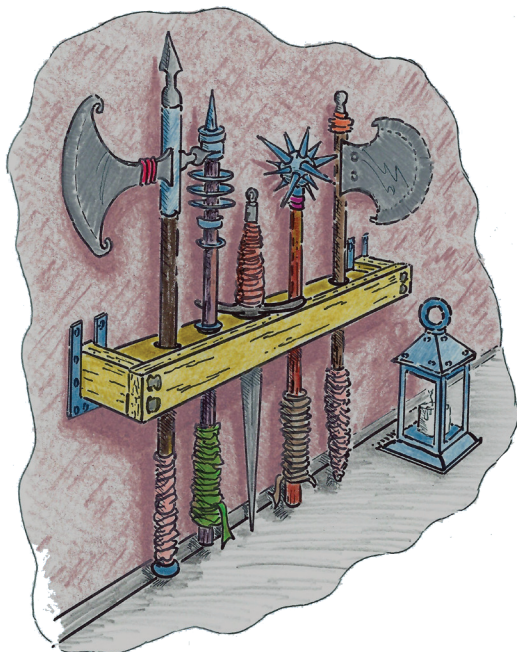
The stone floors are littered with small pieces of bone.

Outside of the 15 foot radius cone of light, is darkness. Those that can see in the dark will notice that each wall begins to shimmer with an eerie sparkle.

The party is unable to exit this room. Spellcasters will feel their magic powers dampen as the entire room radiates in an anti-magic aura.

All weapons that the characters are carrying will turn to a gold, sparkling dust and sift into the metal trunk regardless of whether or not they were wielded or sheathed. Those that have the power to recall weapons to their hands will have no such luck being able to do so.

The only weapons available to the party are the ones found on the five weapon racks in the center of this puzzle room. Each rack contains well crafted non-magical weapons.



One rack is lined with ten spears. The second rack has eight maces. Rack three is packed with twelve daggers, rack four has six axes and the final rack has four short bows with 80 arrows.

After a few moments of letting the characters investigate the room, the walls will give off an evil burst and Skeletons will begin walking through the walls via one way dimensional travel. Roll for Initiative.

Combat: When combat begins, the walls will release one skeleton for each character in the room.

With an anti-magic aura in place to prevent spellcasting and all other weapons now residing inside an impenetrable metal box, the characters will need to grab a weapon from the rack. Note the type of damage of the weapons.

Bludgeoning – Maces

Piercing – Bow-Arrow, Daggers, Spears

Slashing – Hand Axe

A skeleton destroyed by anything other than a **mace** will cause 1d4 more skeletons to come through the wall and join the fray. Characters should be given a chance to notice that skeletons destroyed by a mace does not prompt more undead to enter the room.

SOLUTION: This combat puzzle is based on the vulnerability a skeleton has to bludgeoning damage. In this combat puzzle when a skeleton is destroyed by a mace, it does not spawn additional skeletons from the darkness. Symbolizing this vulnerability to bludgeoning damage.

Any other type of damage used to defeat a skeleton will result in more skeletons spawning from the darkness.

Once all skeletons are defeated, the metal chest will open so that the characters can retrieve their equipment and a door will open allowing for an exit.

MAKE IT YOUR OWN: Increase the difficulty by giving your skeletons more hit points or rolling a 1d8 for new skeletons rather than a 1d4. Or, you could make the puzzle easier by allowing the characters to destroy a skeleton with one hit.

Rather than skeletons, what other monsters could you create a combat oriented puzzle using their vulnerabilities, immunities or resistances?

Red Herring: Players may try to determine a solution by questioning the number of weapons on each rack: 4, 6, 8, 10, and 12. The number of weapons included on the racks has absolutely nothing to do with the puzzle.

In early fantasy role-playing games clerics were only allowed to use blunt weapons, such as maces. They were also one of only a few character classes that could turn undead. A player may try to make a connection between skeletons and maces. This is merely a coincidence, but consider finding a way to reward a player that ventures into this line of thinking.

WHATEVER FLOATS YER BOAT

Type: Lock and Key Puzzle / Thought Puzzle

Location: Wizard Tower / Caves / Lighthouse / Dungeon

Multi-Room: No

Difficulty: Easy

Combine with: Schools of Magic

KEYS: The adventurers will need to find a magical toy boat in order to safely survive this non-combat puzzle encounter.

THE PUZZLE: This puzzle puts our adventurers at the base of an underwater dungeon, cave or submerged lighthouse. The outside of this structure is surrounded by sea water and there is an impending threat of flooding.

You enter a damp, circular chamber with a ceiling that extends nearly 100ft into the open air. The sound of construction echoes throughout the chamber along with the trickling sounds of water. Looking down, you see that there is about an inch of water covering the floor.

Looking about, you see several, clockwork gnomes about 2 feet tall scurrying about the area. They seem to be trying to stop several water leaks that have sprouted around the base of the chamber. Surrounding the leaks in the walls are ladders, scaffolding, mason tools, wheelbarrows, and several crews of hard-working gnome constructs.

There is a small square section that is fenced off by rope. Within this section is a lever on the wall.

While there are dozens of workers attending to the leaks in the walls only one of the construct-gnomes can communicate. It can be identified as the foreman of the crew and is wearing a yellow hard hat as opposed to the gray hard hats worn by the laborers.

If spoken to, the foreman will come forth and tell the adventurers that they are fixing the holes in the base of the tower. If they do not do this, then the entire area will flood.

The foreman gnome has a peculiar quirk in his speech. Whenever he finishes a sentence, he finishes it with raising his voice and shouting in a question-like manner: "Profit"? In harmony, all of the construct laborers then respond with "Profit!"

If asked about the lever on the wall, the construct will be very clear that the adventurers are NOT to pull the lever. The lever will cause the walls to shift, water will gush in and the entire tower will flood.

The Foreman will continue to respond and answer questions, to the best of its ability. Again, finishing every sentence with the quirk as previously noted.

Observant PCs will notice a few things. First they will perceive that once the constructs plug a hole in the wall another one will sprout. Even if the party decides to help the gnomes, the never-ending cycle of fixing a leak and a new leak appears

cannot be broken.

They may also notice that there is a small drainage system that is keeping the area from filling up faster, but if the walls burst or the constructs stopped working, it would be too much for the drains to handle.

Finally, the party will notice that most of the damage and leaks are at the base of this stone tower. Everything above the eight-foot mark seems to be a solid, smooth surface that extends 100ft and into the open air above.

Ah, one more thing. As the adventurers look about they will be able to identify one gnome that is not working. It seems intent on tinkering with a small, magical wooden boat. If the players have their characters ask about the boat, the clockwork gnome will give it to them.

SOLUTION: The only way out is for the party to pull the lever and flood the chamber. Once they pull the lever the walls will buckle and they will only have a few moments before the chamber walls collapse and the water comes rushing in.

The characters will not be able to swim in this raging flood as it spirals to the top. Without the boat, they will continue to take bludgeoning damage from being smashed against the walls of the chamber and could possibly drown.

In order to survive, the party will need to obtain the toy boat from the gnome and speak the command word to activate this magical item. Once they do, the boat will expand into a vessel capable of carrying the party. It will stay on top of the rising flood water and float the crew safely out to sea once they reach the top of the chamber.

What is the command word to activate the magic boat? Well, it could be written on the bottom of the boat, or perhaps it is the word "Profit"! The quirky word that the gnomes were repeating over and over.



PRISMATIC OWL 4 - A REAL GEM

Type: Lock and Key / Thought Puzzle / Combat Puzzle

Location: Dungeon / Wizard Tower / Castle / Gallery

Multi-Room: Yes or No

Difficulty: Hard

Combine with: Other Prismatic Owl Puzzles

KEYS: The characters will need to acquire 2 electrum coins to begin this puzzle. The electrum pieces are marked with an owl on one side and a generic shape of a gem on the other.

THE PUZZLE: The players will have to combine two gems into the eyes of a Stone Owl statue in order to activate a passageway to travel through.

You enter a circular room. To your immediate left and right are curved counters with bronze bowls sitting on top of it. Floating above each bowl is a different gem.

In the middle of this room is a marble pedestal with a statue of an Owl sitting on top of it. The eye sockets of the owl are empty.

Along the far wall of the circular room are five murals spaced evenly apart.

Curved Counters: There are two curved counters in one hemisphere of the room: one on the left side of the room and one on the right. The curvature of the countertops match the contour of the round walls.

Each countertop has four bronze bowls sitting on it, evenly spaced. The bronze bowls have a hole in the bottom slightly larger than the width of a coin. The hole in the bowl disappears into darkness (like the drain in a sink).

Floating above each bowl is a transparent gem. Although the gems can be seen, they may not be touched. It's as if they exist on another plane of existence.

Read the following descriptions of the gems below to your players. The name in parenthesis however, is GM knowledge only until they successfully identify the gems.

Left Side: a Transparent Golden Gem (Amber)
a Dark red gemstone (Garnet)
a Translucent white gem with a pale blue glow (Moonstone)
a Solid Black gem (Onyx)

Right Side: an Opaque lustrous white sphere (Pearl)
a Gem with a bright red hue and a tint of deep red (Ruby)
an Opaque gem with bright orange sparkles (Sunstone)
a Translucent brown gem with a golden center (Tiger's Eye)

If an electrum owl coin is dropped into a bowl, it will funnel down into the darkness of the hole and disappear. The gem floating above the bowl will solidify and the character will

be able to take possession of it. When a gem is obtained, there is still a transparent illusion floating above the bowl indicating that more than one of these gems can be purchased.

The Murals: Along the circular wall of the Northern hemisphere are five murals. From left to right they are:

A tree oozing yellow fluid and swarmed by insects
A Tiger with a Bright Sun behind it
A Skull and Crossbones
A Bleeding Pigeon with the moon behind it.
A Pomegranate Tree

The Prismatic Owl Statue: Any two gems purchased from the counters will fit into either socket of the owl statue. When two gems are inserted, the owl will rotate and face one of the murals. It then shoots a beam of energy from its eyes and a portal opens in the wall of that particular mural.

SOLUTION: Here are the gemstone combinations to open the four "good" portals so that the party can continue to explore.

Tree and Insect Swarm (two Amber gemstones. Amber is fossilized tree resin, that can occasionally trap an insect)

Tiger with the Sun (The Tiger's Eye and Sunstone gems)

Bleeding Pigeon with Moon (Ruby and Moonstone. The "pigeon blood ruby" is the most sought after variety of ruby)

Pomegranate Tree (Two Garnets. Garnets are sometimes called the Pomegranate Gemstone due to the resemblance between garnet crystals and Pomegranate seeds.

Important! Once your party successfully traverses your dungeon via one of the four portals they have opened, be sure to allow them to find two more electrum coins so they may buy more gems and activate the Prismatic Owl statue again.

Once a portal is activated, the gemstones that were placed into the eyes of the owl will vanish into another dimension. Only one portal may be active at a time.

FAILURE: If any combination other than the four listed above are used in the owl statue, then the *Skull and Crossbones* portal will activate. The party cannot enter this portal, but a giant owl zombie will emerge from it and attack. Roll for initiative.

If the zombie owl is defeated in combat, it will explode like a piñata and two electrum owl coins will fall to the floor.

If a pearl is used in any combination, the *Skull and Crossbones* portal activates and the zombie owl still emerges, but the characters will now be able to successfully identify the other gem that was also placed into the owl's eye sockets.

MAKE IT YOUR OWN: What lies beyond? Will the party fight insect swarms, tigers or death pigeons? What other trials or encounters will you use to challenge your players? If the players struggle, what hints can we give them to identify gems?

WAKE OF VULTURES

Type: Thought Puzzle

Location: Dungeon / Tower / Any

Multi-Room: No

Difficulty: Easy, I think?

Combine with: Deja Vu

KEYS: A cave bear has swallowed a key. This key is needed to unlock a door or treasure chest.

THE PUZZLE

You enter a circular room encased in stone with an arched corridor leading out to the west. On the opposite side of the room is a wooden lever in the upright position.

The remains of a decaying cave bear lie rotting in the middle of this room.

The outer edges of this area are dark and damp however, the center of this room has some sunlight coming in from above. The shadows of bird-like creatures project onto the floor of this room.

Once the characters take the time to explore this room, they will see a circular wire grate measuring about 15x15 feet centered in the ceiling of this room. The lever on the far wall will open and close this grate. Looking above, they will see daylight (and a way out if they needed it). But, there are also 6 vultures standing on the grate trying to get in.

SOLUTION: If someone pulls the lever, the vultures will swoop in and flock to the dead cave bear to begin their feast. If the party leave the vultures to their meal and come back later, only the bones of the fallen mammal will remain. Among the bones, is the key they need to open a locked door.

MAKE IT YOUR OWN: Rather than a key, what other items might be discovered in the corpse of this animal? What if the cave bear swallowed an item needed to solve a different puzzle such as one of the gems for the Prismatic Owl puzzle?

Instead of letting vultures do the dirty work in present day, what if we made this a time travel puzzle instead? In present day our adventurers find a recently deceased bear in a cave. But our adventure propels them 50 years into the future in which only the bones (along with the swallowed metal key) of the cave bear remain.

We could also allow our characters to find a jar of magically enhanced maggots, rather than letting vultures in. Pouring these carrion-eaters onto the carcass will make short work of the dead cave bear.

THE FINAL PUZZLE

Type: A Puzzle for You, the Reader

Location: Within this Book

Multi-Room: No, multi-page? Yep

Difficulty: Easy

Combine with: Journal of Puzzle Encounters

KEYS: There are no keys to this puzzle. But I will tell you that it is solved in two steps. In fact, the answer can be found within the pages of this book!

THE PUZZLE: This puzzle is intended for you. Yes, you, the Game Master. Now that you are familiar with the style of puzzles I like to present, I leave you with this Final Puzzle to figure out on your own.

Here is my final message for you. What does it say?

L X V LXV

I'll give you a few moments to figure it out.

HINTS: Having troubles? No worries! The answer lies within this book. Crack the code above and then seek out the answers by flipping through the pages.

Ah, you might want to be looking at a color version of the book. Black & White will be a bit harder to solve.

Need Help? Find me on YouTube, Twitter or Discord for additional hints.

SOLUTION: Did you get it? Great! Be sure subscribe to my YouTube channel, Wally DM, for updated Puzzles, Traps and much more!



APPENDIX A

WEIRD DUNGEON ROOMS

Are you building a dungeon and have an empty room to fill? Do you need an encounter at a moment's notice? This table of 100 weird dungeon rooms will provide you with an ample supply of ideas that you can use in your game.

These strange scenarios could also spark ideas that help you develop your own traps or puzzles.

Roll a percentile die or select a room. Describe the scene to your players and see the creativity unfold! Enjoy!

d%	Room
1	This room has mounted heads on the walls as if they were part of a trophy collection of a hunter. They include animals and, gulp, humanoid heads.
2	The floor is clear in this room. Looks like water is flowing underneath. Fish are swimming through the current and occasional dead things float by.
3	Rotten food and dead rodents fill this room. Even though death, rot and decay are seen, the room smells like apple pie.
4	This room has four buckets on a table. They feel heavy, but are empty. If a bucket is turned upside down, its contents will empty. A bucket of water, sand, acid, and a bucket of scorpions.
5	Several motionless skeletons are in this room. There is also a harp and other instruments in here. Playing the instruments will cause the skeletons to dance.
6	Tons of small cages are stacked on top of each other with skeletal remains of rats and mice. One very large cage is in this room. This cage is empty and the door is open.
7	This chamber has a green glow from light emanating from a chandelier above. The chandelier has eight lit candles floating in small transparent, green bowls. The chandelier begins to sway back and forth, faster and faster.
8	This room has a dirt floor and is overgrown with living tree roots. The roots are firmly planted as if trees were growing upside down. If this is the case, what could be in the room below this one?
9	This domed ceiling is painted with birds of all types. The sound and songs of birds fills the air.
10	This room has an Emotional Statue, perhaps a Minotaur. She wants to hear a story and her emotions will change in correspondence with the story.
11	This room has a large table with a low scale model of a town. This miniature village has one inch tall citizens that can be interacted with.
12	This room has a weapon that cannot be moved. Like an immovable rod, or Thor's hammer.

d%	Room
13	This is a greenhouse with several species of plants. As the party walks about, they start developing plant-like features. Perhaps their fingers become vines or their hair turns to leaves or moss. If they stay too long, they become plants. They return to normal once they leave this area.
14	This room contains a small pool of diluted blue slime. Characters must make a Wisdom saving throw. If they fail, they will try to push their friends into the pool. Or, they will simply jump into it themselves. Once they are in the pool of blue slime, they are no longer under the enchantment of this room.
15	This area appears to be a soldier's barracks. However, all of the beds are covered in a Yellow Mold. When the characters enter this room, they must make a constitution saving throw or become tired and want to take a nap on one of the beds.
16	This room has an aging effect. Several empty flower pots and soil can be found scattered about. Once they enter this room, the PCs will begin to age at a rate of one year for every minute of game time. Perhaps they need to bring seeds into this room and plant them to create a beanstalk that will take them to the next level above?
17	A room of skulls and bones. Skeletons will form in areas where players are not. When they try to approach they crumble and reassemble in another area.
18	A room of statues that speak telepathically to one or more of the players. If they stay in here too long they will go mad, see illusions or become paranoid. Or, perhaps communicating with the statues will reveal valuable (or false) clues or information.
19	A plate of crumbs and a dirty fork are found on a small table. They are sentient utensils and compel a character to take them to a kitchen in a different part of the dungeon. They want to be washed, dried and put away in the kitchen cabinet or drawers.
20	The adventurers enter a theater with a play in progress. There are twenty seats in the theater, some of which are occupied by skeletons in formal attire watching the play. Above is a VIP suite box with a few more skeletons. If a PC speaks, the skeletons will "shush" them.
21	The PCs find a human skeleton in this room that is trying to reattach its leg. It will look up and see the party approach but continue working on its leg. Maybe it is missing a hip or something? The party can find it later and bring it back for a reward?
22	A Kids Bedroom. Two sets of twin beds. Under the moth eaten wool blankets are skeletons or maybe mannequins?
23	Long length paintings on the wall. A PC can step into a painting if they want. Perhaps to hide?

d%	Room
24	There are vines along the floor and a sprinkler system above. A nearby valve will activate the sprinklers. If the vines are watered they will grow and climb a wall to form the shape of a door. This portal allows travel to the next room.
25	A Catapult is at the ready. Need to obtain the correct coordinates or angle from a different room. Fire the catapult and it smashes into a wall/ceiling to reveal a passageway.
26	Three small Round Windows on each side of this room. Looking out them you see the ocean. The room starts to rock as if you are on a boat in the sea. There is a captains wheel in this room. Maybe the room itself will turn!
27	This room has a painting of a person. As soon as the party looks at the painting, the figure will turn their back on whoever is looking at it. Occasionally looking over their shoulder to see if still there.
28	A statue tries to be sly, but gets caught making faces at party members.
29	A room with a key broken off in the door. Opening the door leads to nowhere. A brick wall. Removing the key and looking through the key hole may peer into a room that does not exist, but has a clue!
30	Dolls are hanging from the ceiling in this room. Literally, hanging. Perhaps a possible Puzzle that includes Noble families
31	This room has several items to look at. However, the temperature rises by 10 degrees every 30 seconds.
32	There are beams of light coming through holes in the wall like lasers. These can cause fire damage, heat up an item or be redirected with mirrors?
33	This room has several comfortable lounge sofas and chairs. The room has a distinctive, skunk-like smell. Four goblins are sitting about the place. They smile up at you, but seem to be too relaxed to move.
34	This room has a 1/24 inch scale “doll house” or “castle house”. Figures inside are actually real, just tiny miniatures. Maybe even interact with the party.
35	This room is filled with dolls. Allow a saving throw. Those that fail will feel that the dolls are following their every move and reading their thoughts.
36	Room with a small stage. A 10 minute puppet show if a PC sits and watches. Maybe even give out some information about the dungeon if they shell out a couple of gold coins.
37	There is a bloody hand print on the door leading into this room. A trail of blood leads up to the missing foot of a scarecrow.
38	This room has a large nest niched in a catwalk. Birds still peck at a disgruntled scarecrow who is missing straw from the rest of his body

d%	Room
39	This room has a scarecrow, a Metal (Tin) Golem, and a stuffed Lion
40	The party can hear muffled conversation coming from a closed cabinet. However, open the cabinet and nothing is there. Or, the muffled conversation moves to another cabinet.
41	In this area, a clear pool with a key in the bottom (or other object), but, the water is boiling
42	This room is clean and spotless from top to bottom. Dancing about are animated brooms, mops, dusters, and sponges. Continually cleaning. They will follow the PCs around while in the room sweeping up crumbs or mopping up footprints. Maybe a muddy room before here and after here? Perhaps the PCs were following a trail?
43	A creepy doll keeps showing up in every room. Even if it is destroyed.
44	Zombies are hanging upside down in a 30x30 room. Spaced 5 feet apart
45	Rain erupts in a dungeon room. One of the side effects of being doused in this magical downpour is that your skin will catch on fire in the sunlight.
46	This room is empty with the exception of several nooses hanging from the ceiling. Several animated ropes try to sneak up on the party as they gaze about.
47	A human is slumped down against the wall. Says “DO Not come any closer, turn back now”. Any movement towards this person will cause him to age within seconds into a state of rot. As they get closer an endless swarm of roaches emits from his mouth and fills the room
48	Thin layer of water in this room. There is an overflowing well. As the party approaches the well, everything dries up and the well is empty.
49	A room with splattered blood on the wall. A ghostly humanoid in a maid outfit has a bucket and a sponge trying to clean the wall.
50	There is a door with a frame in the middle of this room. Characters can walk around it with no issues. There is a door knob on one side that is red hot and cannot be touched due to intense heat. The other side has a door knob that is frozen and cannot be touched due to intense cold. The door seems to be resistant to magical effects.
51	This room is supported by two round pillars made out of an indestructible glass-like material. One pillar is filled with a light blue energy that is flowing upward. The other with a red-tinted energy flowing downward. An occasional image of a humanoid face(s) can be seen flowing through these cylinders.
52	This room has 2 feet of dense fog covering the floor. As the characters enter, the tail of a dragon can be seen disappearing into the fog.

d%	Room
53	This room has 2 feet of dense fog that hovers about 2 feet off the ground. Characters can lie on the ground and see underneath the fog or, if they are taller than 4 foot, they can see the top of the fog as they stand up.
54	This room has a grated floor. Bubbles are floating out of the grate and filling the room.
55	The characters enter a room with a zombie. The zombie has a green afro wig and thick red lipstick painted over it's mouth in the shape of a smile. It is sitting at a large table with a knife in hand. It is using the knife to carve small animal models out of an 8ft block of moldy cheese.
56	There is a set of wooden, double doors. Standing to the left of the doors is a rotting flesh golem with a black toupe and a bowtie. It does not have a mouth and is missing an eye. If the characters approach, it will hand each of them a pamphlet or a scroll that are stored in a large wicker basket on its right.
57	As the characters open a door they see an eyeball 30 feet away, hovering in the middle of the corridor.
58	Several wooden buckets are spread about the floor in this room. There is water dripping into them from leaks in a wooden ceiling above.
59	The characters enter a room that has one wall that is made entirely of glass. A small gathering of strange alien-like creatures are watching them from the other side. The wall is sound proof, is immune to all magic and cannot be breached or transmuted by any means.
60	A large mirror covers the majority of an entire wall in this room. Choose half of the adventuring party randomly. This half of the characters do not see their reflection in the mirror. The other half can.
61	The characters enter a room where the ground is filled with fluffy puffs of cotton. The walls in this area form a dome. After a few moments the entire room shakes violently and the characters are tossed about. The white fluffy cotton fills the room and drifts downward like snow falling to the ground.
62	Twenty large wooden crates are stacked in a pyramid. The adventurer's here a voice coming from one of the boxes on the bottom.
63	As the adventurers enter this room, each one of them turn a different color. Roll a six-sided die to determine: Yellow, Blue, Green, Red, Orange, or Purple
64	This room is full of mannequins dressed in strange regalia. As the players investigate, they will be able to find faces that look similar to themselves or other NPCs.
65	This room has a large fountain with murky water and lily pads. Several "frog skeletons" can be seen jumping, lily to lily or diving into the water

d%	Room
66	This room has a ledge with a ladder that drops down about five feet into a 20 foot circular area covered with a soft straw bottom. This appears to be a gigantic nest. Walls of twigs and straw circle the nest and are about 5 feet high. There is no roof to this room. It is outside. Five Giant eggs sit together with the tips buried into the straw, twig floor.
67	This large room is covered with prairie grass ranging from 2-3 feet high. The room is lit with the equivalent of sunlight from a magical source that emanates from a domed ceiling. The far wall of this room seems to extend for hundreds of feet (but is actually only 50 feet) Five pigeons made of clay burst up from the grass in front of the players and begin flying away from them.
68	This room has an earthly floor, flush with grass and sunshine that radiates from the walls. A tree full of ripe, delicious looking apples is the centerpiece of this room. If an apple is picked or removed from the tree, it immediately rots as if it had been rotten for weeks... or months. Perhaps some apples fall out of the tree on their own. Red, delicious in the tree to black and rotten before it even hits the ground.
69	In this room, a model of a tower sits on top of a table. The model is not finished and a few pieces have crumbled and fallen off. For the next 1d4 hours, any character that looks at this tower can only speak one language. This language will be different from that of the other characters. Allow the characters to make an intelligence check to determine what language they are speaking.
70	There are three doors that lead out of this otherwise empty room. Laughter and celebration can be heard emanating from one door, arguing and shouting from another, and nothing from the third door. If they open the door of laughter or arguing, sounds will cease and there is only a brick wall behind the door.
71	Three orbs are floating in the middle of this room in a vertical line and evenly spaced. The highest of the three orbs is red, the middle orb is yellow and the bottom orb is green.
72	This room is hot and the sounds of ocean waves can be heard. There is a ten foot square children's sandbox in the middle of this room. It has small shovels and buckets. Miniature purple worms can be seen swimming in and out of the sand.
73	A glowing orb in the middle of the room is giving off a high pitch sound. The characters may or may not hear it. This gives each character a random ailment: headache, toothache, earache, sore back, upset stomach, etc. They are fine after leaving the room.
74	A large boar and a large spider prepare for attack. Written in the spider's web is the word "Terrific".

d%	Room
75	This room has a red, white and blue pole with an animated swirling motion. The room is covered with hair, brooms, and warm wash cloths. There are three barber chairs. If they sit in a chair, they will receive a new hairdo (or a beard trim) and will hear a rumor whispered into their ear.
76	This room has eight chairs in an L-shape in one corner of the room. Along the far wall is mummified woman sitting behind a long counter shuffling papers. She instructs the characters as they enter to “have a seat”. “They will be with you in a moment”.
77	This room has a muddy floor. There is an open corridor in each direction. As they look about, they see tracks going in one (or more directions). Careful study, the characters identify the tracks as their own!
78	This room has several interesting items. Detect magic may give off a faint aura. These items are covered in an invisible, magical glue. Picking up an item, the character will not be able to put it down for 24 hours
79	The entire floor of this room is covered with flowers of all types. Pick a PC at random. As they stand or walk-about this room all flowers within a foot of them immediately wilt and die.
80	The party enters a workshop. A golem standing on a small, raised platform welcomes them and proceeds to tell corny jokes. When each joke is finished, the sound of a crowd laughing in response is heard.
81	This room has a sanitized smell with a lot of odd paintings. There is a wooden, chair that lounges. Several small metal objects are next to the chair. If a PC sits in the chair the entity of a dentist will appear and attend to them. This entity has a piece of information the characters need. But they must first receive the teeth cleaning (or teeth-pulling).
82	There are small puddles of water in this room. Water drips from the ceiling. Looking up, the entire area above you is made of water. Fish can be seen swimming about.
83	This room has three different colored doors that allow you to exit. Above each door is a sign. From left to right they are: a Yellow door that says “Caution”, an Orange door that says “Warning” and a red door that reads “Danger.
84	This room has three different doors in the room. From left to right they read: Door #1, Door #2 or Door #3. There is also a mysterious box with a question mark that sits on a table in front of the doors.
85	The party enters a majestic room with a throne for a king. Rising from its nap on this elegant chair is a house cat with a crown on its head.
86	An enormous egg is splattered on the ground among the shattered eggshell. Looking up, there is no ceiling in this room, only darkness.

d%	Room
87	There are four bronze busts on pedestals. A crate of 20 different hats are found nearby.
88	This room has a dog that is barking at a well. As if someone or something were in it.
89	The stench of death wafts through the door of this room as soon as it is opened. Inside are the carcasses of a warthog and a rhinoceros. Both are too big to fit through a door, how did they get here? Also strolling about are four turtles. Alive and well.
90	This circular room has no exits. There is a stone statue of an owl sitting on a pedestal in this room. The eyes of the owl begin to spin in a hypnotic spiral of black and white entrancing all that gaze upon it
91	The adventurers enter what appears to be an extravagant living room. The ceiling is made of a dense fog. There is a staircase that spirals upward and disappears into the fog.
92	This spectacular chamber has a domed ceiling with a starry, night sky. This room contains a telescope and a table with a leather belt. The leather belt has a sword with scabbard attached to it. The name “Orion” is worked into the leather.
93	The PCs enter this room and find themselves standing on a white, fluffy cloud. Looking around them, it seems that they are high up in the sky looking down on the earth. Several other very small clouds dot a path across the area to a wooden door on a larger cloud about 30 ft. away.
94	There is a totem pole in this room. Only one of the five totem faces have an open mouth, the center one. Inside the open mouth of the totem is a large nest.
95	The main focus of this room is a large, reinforced wooden box about 5x5 ft. It is decorated with clowns. On the side of the box is a crank.
96	The adventurers step into a cavern filled with steam. There is a small pool in the center. A goblin with a towel wrapped around his waist is walking towards the pool with a tray full of drinks. He stops when he notices the adventurers. Five more goblins, mostly submerged in the hot springs pool, are also surprised as they gape at the intruders.
97	A statue wants to chat. However, when the PCs speak, they can only talk in a squeaky voice.
98	A piece of jewelry randomly appears on each PC.
99	A welcome mat and three pairs of muddy boots are in front of a painted door on the wall.
100	The party enters an area that smells of salted snacks and ale. Humans gather around a table, rolling dice. One of them stands up and introduces themselves as “Game Master”. The rest of the folks around the table also rise and introduce themselves as “players” that are controlling each adventurer in the game. A book entitled “4th Wall” can be seen nearby.

APPENDIX B - MAGIC ITEMS

Staff of the Lycanthropes

Staff, legendary (requires attunement by a cleric, druid, sorcerer or wizard)

This staff has an orb that resembles the moon on top. The orb will glow when within 30ft of a lycanthrope. The Staff has 10 charges and regains 1d6 charges per day. When the last charge of the staff is expended, roll a d20. On a 1 the moon orb of the staff disappears and is reclaimed by the goddess of the moon.

While wielding this staff you may use an action to expend one or more charges to cast the following spells, using your spell save DC: *Protection from Lycanthropes* (2 charges) *Moonbeam* (2 charges), *Fear* (3 Charges) or *Conjure Animals* (3 charges)

When the Fear spell is used you will transform into the hybrid form of a lycanthrope.

During a full moon you will assume the effects of lycanthropy and transform into a beast or hybrid form.

When first attuning to the Staff of Lycanthropes, the Game Master will decide what animal is your “spirit animal”. This will determine the lycanthropy-like effects you may endure and what type of animals that can be conjured by the staff.

The Staff of Lycanthropes is currently in the possession of Huginn Ansrivarr, Half-Elf Druid.

Izzmet (Nivv)

Weapon (rapier), legendary (requires attunement)

This is a sentient rapier +1. It communicates with you telepathically transmitting words and emotions directly to your mind.

Nivv seeks renown, fame and glory. It wishes to be well known throughout the land. Nivv wants everyone to recognize it and tell stories of the many battles it has won. Nivv will demand praise and recognition from time to time. If you do not offer this, it will make demands resulting in a conflict solved between you and the weapon in a contested Charisma check.

Calling: As long as both you and Nivv are on the same plane of existence, you may use a free action to utter a command word and Nivv will teleport directly to the your hand.

Animated Attack: As a bonus action you can utter a command word and Nivv will animate to attack nearby enemies as you direct. It has a flying speed of 30ft per turn. Activating the rapier this way will also allow the owner to move without provoking an attack of opportunity. The weapon will continue to attack until all enemies are defeated, it has been hit three times in combat, or you call it back to your hand. Once the animation ends, Nivv will teleport back to your hand or empty scabbard. This ability can be used only once per day.

Izzmet (Nivv) is currently in the possession of Nicodemus Silvermoor, Human Paladin/Sorcerer

Sentient Ochre Jelly of Absorption (Blobby)

Tiny Ooze, legendary (requires attunement)

This sentient, purple ochre jelly is first found in a jar. It has eleven siblings scattered about the world. When you attune to the sentient jelly you can feel the basic emotions of the tiny creature: Happiness, Sadness, Fear, Anxiety, Fatigue, Anger, and Hunger.

Blobby is acidic causing 1d4+2 acid damage to whatever or whoever it touches. If you are attuned to Blobby, you are immune to its acidic touch. Blobby likes to be out of his jar and will insist on perching on your shoulder.

Spell Bonus: While attuned to this, you gain a +1 bonus to your spell attack bonus and your spell save DC.

Static Abilities: Blobby is resistant to acid and immune to lightning and slashing damage. It can't be blinded, charmed, deafened, knocked prone, or suffer exhaustion. It has blindsight of 60ft range. Blobby can climb difficult surfaces with no issues and can squeeze through narrow openings.

Acquired Abilities: Blobby has an overactive appetite and can sense possible food sources nearby triggering its hunger emotion. At the Game Masters discretion, the jelly will occasionally inherit an ability from a creature that it consumes. Examples include:

If allowed to feast on a doppelganger, Blobby will inherit the ability to shapeshift into humanoids and monsters it sees. Albeit, Blobby will still be purple and appearing jelly-like.

Consuming a Fire Beetle or Spider will give Blobby resistance to fire damage, but vulnerability to cold damage.

Eating a goldfish will give Blobby the ability to swim, breathe and move freely underwater.

Blobby is currently in the possession of Mirolyth Azurecrest, Elven Wizard.

Winged Crown of Kay-lar

Armor (helmet), legendary (requires attunement and pledging to serve the angel, Kay-Lar)

This beautiful crown protects the forehead and the mind. When worn, it will adjust to fit a humanoid head. It has an angelic, metal wing on each side to add to its beauty and elegance.

While attuned to the crown, you have resistance to being: blinded, charmed, frightened, paralyzed, or petrified. If asked to make a saving throw versus one of these effects, roll two dice instead of one and take the better result.

In addition, you cannot be struck by critical hits while wearing the crown. The blessing of the angel Kay-Lar protects you.

The Winged Crown of Kay-Lar is currently in the possession of Xel Atal, an Aasimar Warlock.

Scimitar of Truth and Justice (Justice)

Weapon (scimitar), legendary (requires attunement by a Lawful character)

This sentient scimitar +1 likes to be referred to as “Justice”. It can communicate by transmitting emotion.

Justice can be ignited with flames on command. The flames from the Scimitar of Truth and Justice will cause an extra 2d4 of fire damage. The flames of the scimitar give off 40ft of light.

Keen Insight: While attuned to the sword, you are able to gain additional insight on those that you speak with. If you make an Insight ability check, roll two dice and take the higher result.

Truthful Aura: Once per day, you can activate a truthful aura. Those within a 15ft sphere of the Scimitar of Justice are allowed a Charisma saving throw. On a failed save, they are unable to lie and compelled to tell the truth.

If you decide to perform an unlawful act, a contested Charisma roll will need to be had. If Justice wins, it compels you to do the right thing. If any unlawful act is performed, Justice will seek out a new owner or refuse to allow its abilities to be activated until wrongs have been corrected.

Justice is currently in the possession of Sisselle - Aasimar Cleric of Ambervain.

Barrel's Bag of Socks

Wondrous Item (bag of socks), very rare

This bag contains eight pairs of socks. You can retrieve a pair of socks from the bag and use them. Once the socks are used or worn they will last for the duration as noted below and become non-magical after the time expires.

Taking a minute to examine a pair of socks will reveal its magical properties.

Socks of Climbing: When worn, you can climb difficult surfaces like a spider for 24 hours.

Socks of Flying: When worn, these feathered socks allow you to fly at a rate of 40ft per round. This lasts for 24 hours.

Socks of Silence: As a reaction, you can propel this tightly rolled ball of socks at a spell caster within 60ft that is casting a spell. If the spell they are casting requires a somatic component and is 3rd level or lower, the spell is countered and the spell caster is silenced until the beginning of their next turn.

Socks of Speed: Your movement speed is doubled and you can take an extra action on your turn. If asked to make a Dexterity saving throw, you gain a +5 bonus to the roll. These socks remain magical for 10 minutes.

Socks of Stealth: When worn, these shadowy socks allow you to move silently. This effect lasts for 24 hours.

Socks of the Skunk: When worn, these socks emanate a repulsive smell. Melee attacks against you are made with a -5 penalty to the die roll. The socks remain stinky for 10 minutes.

Socks of Warmth: When worn, these wool socks will keep you warm in frigid, cold environments. You also have resistance to cold damage. This effect lasts for 24 hours.

Socks of Water Walking: These elastic socks allow you to walk on liquid surfaces. This effect lasts for 24 hours.

Tom Filderhide's Moustache

Wondrous Item (moustache disguise), rare

This handlebar moustache is mounted on a wooden stick. When held up to your nose, you cannot be identified and your appearance is not recognized.

Bread Bag of Many Loaves

Wondrous Item (Uncommon)

This bread bag will activate when it is within 60ft of a hungry humanoid. When it does, a fresh loaf of baked bread will appear in the bag. The humanoids it detects do not necessarily need to be friendly. Therefore, the delicious smell of fresh baked bread may give away a hiding place or attract wandering monsters.

The Bread Bag of Many Loaves can bake up to one loaf of bread per hour. It is able to bake 13 loaves of bread before losing its magical properties.

Gloves of Elasticity

Wondrous Item (Uncommon)

These rubbery, stretchy gloves are form fitting and can be pulled all the way up to your shoulder. You can use this item to “stretch” your arms to a length of 15 feet.

You can flatten your hands and arms in order to slide them through gaps of one inch or greater, underneath doors, or through barred windows or a portcullis.

This item does not work in freezing environments and can be destroyed by cold damage.

Ring of Customary Greetings

Wondrous Item (Uncommon)

This ring features an engraving of a handshake on its smooth metal surface. When you encounter a culture, secret cult, guilds, nobility, or other organization you are bestowed with the knowledge of their customary greeting.

Examples could be a: handshake, fist bump, bow, nod, kiss on the cheek, hug, nod and smile, waving an arm from side to side, touching foreheads, etc.

In addition to gestures you are also able to speak the appropriate words or greeting in their native tongue or secret code regardless of whether or not they can speak the language.

APPENDIX C - EASTER EGGS

Throughout the book there are several fun, hidden meanings within the puzzles. Perhaps you noticed a few already? Let's review the book again and see if we identified some of these hidden meanings!

Missing Tombstones Puzzle: Take a look at the names of the four dwarves buried in the graves. These are the first names of fictional characters in what movie?

Dwarven Gas Chamber: The answer to this puzzle is a code sequence for a vintage video game? Do you know what game uses this key code and what does it do?

Up, Up, Down, Down, Left, Right, Left, Right

Chamber of Luck: In this puzzle, the note signed by King Charles was a clue that the King of Hearts was one of the answers. The King of Hearts is known as the "Suicide King". Why did I choose to name the King "Charles". Browse the internet and discover the history of playing cards and decide for yourself what is true and what is myth.

Goldfish Maze: Take a look again at the list of items in the hunters cabin. What delicious dish can be made from these ingredients?

Veteran's Memorial: Did you read the MAKE IT YOUR OWN section of this puzzle? Were you able to find the easter eggs hidden within the statues of the five branches of service?

Opposite Mirror: The girl in the mirror was inspired by the Red Queen in what video game movie?

Lamplighter Inn: Fun fact. The Lamplighter Inn was actually a tavern in a small community in Illinois called Goofy Ridge. It burned down decades ago, but I've always found the name fascinating.

In the **Lamplighter Inn**, the four proprietors are named after fictional characters from television. What four different TV shows are represented by these names and occupations?

Sam – can be identified as the Bartender / Owner
Penny – can be identified as the Waitress
Artie – can be identified as the Chef
Berta – can be identified as the Housekeeper

Bridge Across the Chasm: This puzzle was inspired by a game that was common in sports bars and restaurants. Players inside the restaurants could play this trivia game with a special keypad? Can you make the connection?

Incense Deities: The names of each of the deities in this puzzle have a hidden meaning. Do you know what the connection is between their name and the realm that they represent?

Jasmine: Goddess of Flowers
Verona: Goddess of Coffee
Spianata: God of Breads and Grains
Oberron: God of Beer

Did the **Sands of the Hourglass** puzzle sound familiar? I created this puzzle as an upgrade to one of the most cliched puzzles in all of fantasy RPGs.

The **Whatever Floats your Boat** puzzle consists of gnomes that shout the word "Profit!". What animated series had an episode that also combined gnomes and the word profit?

A lot of the dungeon doors in my puzzles are locked by high level wizards. Some of the wizard levels have a secret meaning. For example: a 52nd level wizard in **Keys to the Vault** and a 36th level wizard in the **Stone Fist**. In the "How to Create your own Puzzles" section, what is the hidden meaning behind the 79th level and the 60th level wizards? Why did I choose these specific numbers for the level?

Let's take a look at the 100 Weird Dungeon Rooms. This table is loaded with easter eggs and pop-culture references.

Room 39 should remind you of a classic movie.
Room 61 should remind you of what type of souvenir?
Room 69 could be an event from biblical times.
Room 71 should remind you of a commute to work.
Room 74 is similar to what children's book?
Room 84 is based off of a classic TV game show.
Room 86 could be the tragic end of a nursery rhyme.
Room 88 is a classic scene from a classic TV show.
Room 90 is based off of the classic Room of the Prismatic Owl Puzzle.

Room 92. Can you make the connection of the starry sky and the leather belt?

What other easter eggs can you find throughout the puzzles and strange rooms in this book? Are you stumped on a few? Reach out to me on YouTube, Discord or tweet me @wallyd2 if you want some help with the answers!

Finally, and with a heavy heart, are **Barrel's Bag of Socks** and **Tom Filderhide's Moustache**. These are magic items I created in memory of Timothy Thomas; aka Dr. North, aka T-Squared.

Tim played in a couple of my puzzle one-shot adventures to test new puzzles. He was a fan of the YouTube channel and helped create the Wally DM Discord. Unfortunately, we lost Tim in March 2020. A young, intelligent mind gone too soon. Rest easy, my friend.

APPENDIX D - CREATING YOUR OWN PUZZLES

You've seen a lot of puzzles where I encourage you to "Make it your Own". Well, my friends, now it is time to make your own puzzles! While there are many ways to create non-combat encounters, puzzles, traps and things of that nature, I thought I would offer you some insight on how I create puzzles.

START WITH THE SOLUTION: Let's begin with the end. I like to envision what I want the solution of the puzzle to look like and then work backwards to see how it can be accomplished. What is the primary solution to the encounter I want to build for my players?

Take a few of the puzzles in this book, for example. Most of them began as an answer and I needed to build the question around it. For instance:

I wanted a puzzle where the players needed to mix colors in order to open doors (The Prismatic Owl)

I wanted the puzzle to be solved by putting phases of the moon in order (Magician's Sword Box)

I want the solution to be a fork, knife and spoon. (Fork, Knife, and Spoon puzzle)

I want one of the characters to open a door by having their hand turned to stone (Door of the Stone Hand)

I want to trick the players into offering a blood sacrifice, when a plant sacrifice is the correct answer (Vegetarian Altar)

I want the players to lick or taste something in order to solve the puzzle (Magic Mouth)

CREATE THE MECHANICS: Now that we know the solution, how does the puzzle work? What items or information are needed to solve the puzzle? How do the characters interact with the puzzle? How do they input the answer? This could be a number of different ways. Dials, Levers, Rotating Statues, orbs, paintings or mirrors. Or perhaps, they simply need to give an answer to a golem, spirit or being? For example:

Inserting the eyes into the Eyes of the Obelisk or Prismatic Owl puzzles.

Inserting the taste cubes into the square holes underneath the murals in the Magic Mouth

Answer the riddle of the golems in The Riser Golems.

CLUES: How will the players know what to do? Where do they get the answers? How will they identify items that could possibly be used to solve the puzzle?

The most common clue is a key. A gold door locked by a 79th level wizard can only be opened by a gold key. Puzzle solved. Here are some examples of clues:

In Riser Golems, the spinning hands in clockwise or counterclockwise directions are clues in which way to travel.

In Door of the Lucky, the four-leaf clover, horseshoe and rabbit's foot are all clues.

In Eyes of the Obelisk, the players cannot solve the puzzle without the statues and the missing parrot and spool of thread that go with the statue.

The term "Shadow Maker" on the light cannon in the Door of Shadows puzzle provides a clue on what to do.

CREATE THE ENVIRONMENT: Now its time to build the puzzle. Where does this puzzle take place? What does the puzzle look like? If additional information is found elsewhere, what do those areas look like? Examples:

Create a two level atrium with crows swarming about. A device is here to insert a puzzle solution that may open a translucent, floating door. The Scare Crows Puzzle.

The base of a stone tower is being maintained by clockwork gnomes in the Whatever Floats yer Boat puzzle

Creating an entity in a mirror that interacts with the party in the Opposite Mirror.

REWARD for SOLVING: Now that we have our puzzle, what happens when an acceptable answer is given to us by the players?

Does a door that was previously sealed by a 60th level wizard unlock so that they can continue to the next part of the dungeon? Does a portal open to teleport them elsewhere? Perhaps a secret compartment in an altar is discovered and they find an item they were looking for?

The reward for a solved puzzle could also reveal information that the adventurers were seeking or free someone from a prison or curse. What will happen when the puzzle is solved?

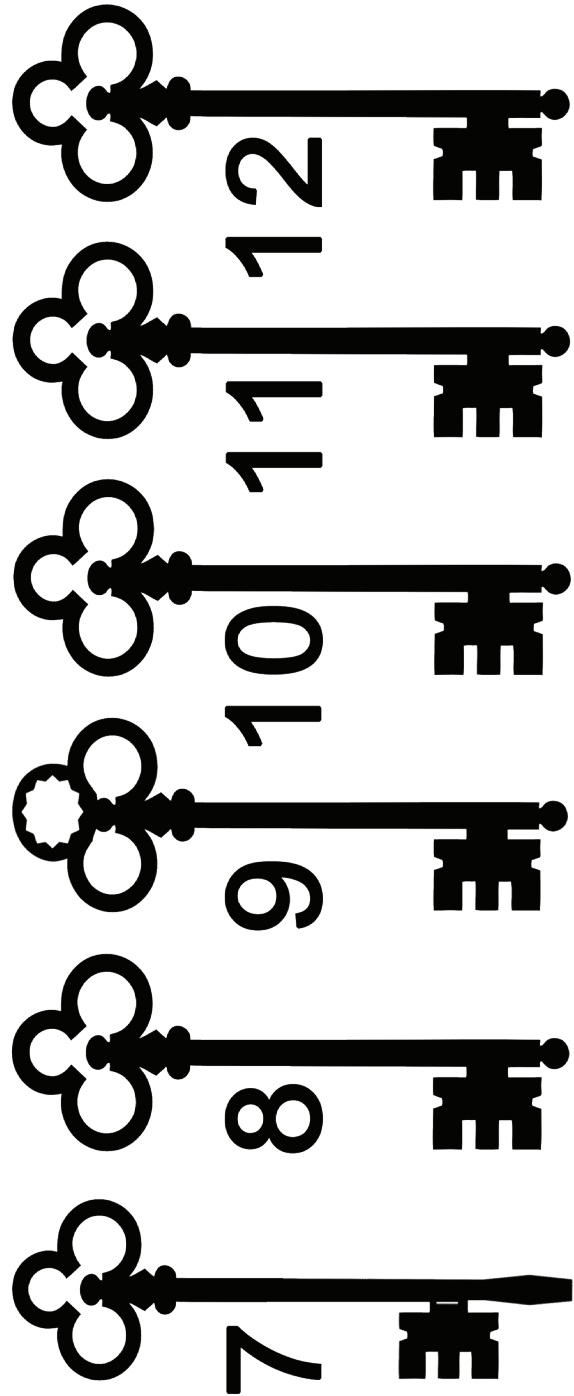
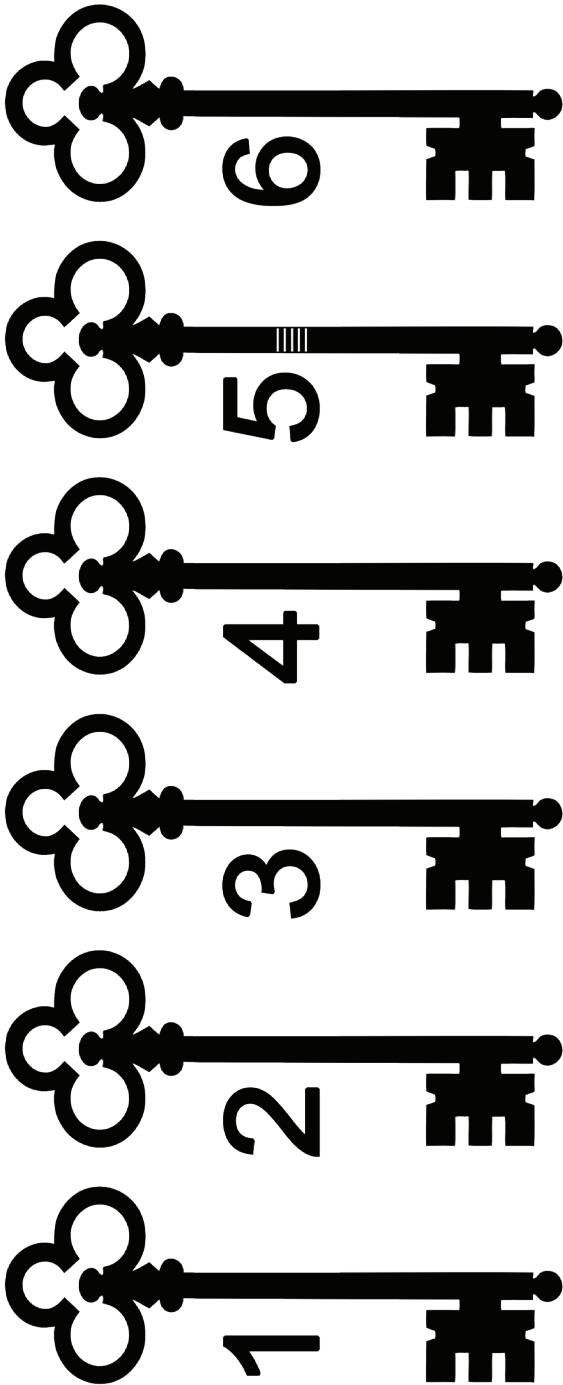
FAILURE: What are some things that could happen if they get the answer wrong? Do the characters take damage? Are they cursed? What is the price to pay for failure? Some puzzles may allow for an additional attempt, in this case, how would the puzzle reset itself?

HINTS: Be prepared to give your players hints on solving the puzzle. What may be obvious to you might be imperceptible to your players.

Allowing your players an ability check with intelligence, wisdom or one of their skills is a great way to divulge hints. Successful rolls should give them additional insight they did not have before: statues can be rotated, paintings with things in common, or realizing that more information is needed.

ALWAYS REMEMBER: Puzzles need to be fun! Puzzles should be designed to give your players a chance to work together to find a solution. We want to challenge our players but we also want them to succeed. Solving a puzzle should provide your friends with a sense of accomplishment and could become a memorable story they will tell for years to come.

APPENDIX E - KEYS



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