

PAIZOCON 2018 PUZZLE HUNT

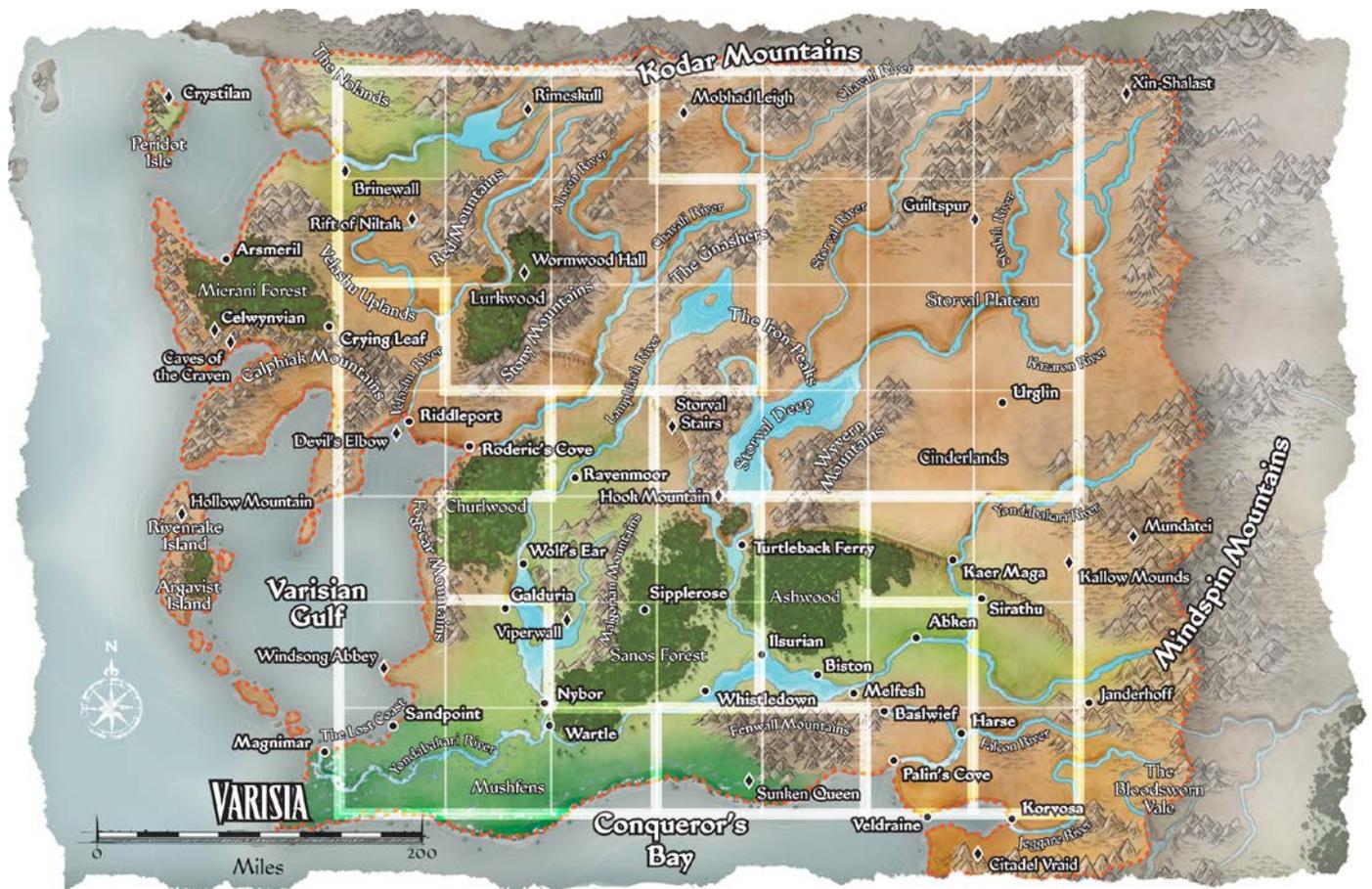
The portents are clear. The evil runelords of Ancient Thassilon are not dead and gone. In fact, they are coming back. However, there is a possible way to stop them. You have been told of an ancient poem that speaks of an artifact known as the *virtuous sihedron*, whose seven pieces (each representing a virtue of rule) were long ago scattered across the Inner Sea region. These shards must be buried in specific places across Varisia, and once in place will reveal one of the deadliest things in the world. By uncovering this information, you might be able to delay the return of the runelords... for at least a little while.

HOW TO PLAY

This puzzle hunt is a set of seven puzzles, and each puzzle's answer is an English word or phrase. You can find the puzzles just outside the store, near the ticket swap. Once you have these answers, enter each one (from left to right and from top to bottom) in a different region marked by the thick lines on the grid below. Then, determine where the seven shards should be buried; each will be located in a single square of the grid, with only one in each of the seven marked regions. No shard can be due north or due east of another shard, and no two shards can be adjacent to one another (even diagonally). The *shard of abundance* will be buried somewhere to the east of the *shard of wealth*. From there, you can obtain the final answer!

Once you have filled in the grid and found the correct final answer (or if you need some help), hop on the paizo.com forums and/or poke Jason Keeley or Joe Pasini (digitally, please). Eagle-eyed solvers will notice an extra, hidden puzzle lurking among these pages—that one is particularly challenging, so don't be shy about talking it out with us! Also, special thanks to Sonja Morris for helping us with the art!

GOOD LUCK!



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Her gray armor shining bright
Can be seen across the land,
A curse of the lady's light
Righteous anger in her hand.

Korvosa is home to the fighting force known as the Gray Maidens, and while many of them are very dangerous individuals, you have heard that a few are sympathetic to your cause and will help you retrieve a shard of the *virtuous sihedron* from beneath the city.

They have adjusted their appearance to be slightly different than the rest of their comrades—but you must look carefully to discover which are willing to aid you.



A wintry tempest rising fast,
 Failed **abundance** far from warm.
 Baba Yaga's spell at last
 satiates the hungry storm.

Deep within Irrisen, the Queen of Witches has frozen one of the shards of the *virtuous sihedron* in an icy prison, but has left a clue as to its location: a list of frigid words. However, all but their first letters have been blown away by a brisk wind.

Thaw the block of ice below by finding these frigid words. The remaining letters will tell you how to find the answer to this puzzle, ultimately leading you to a shard of the *virtuous sihedron*.

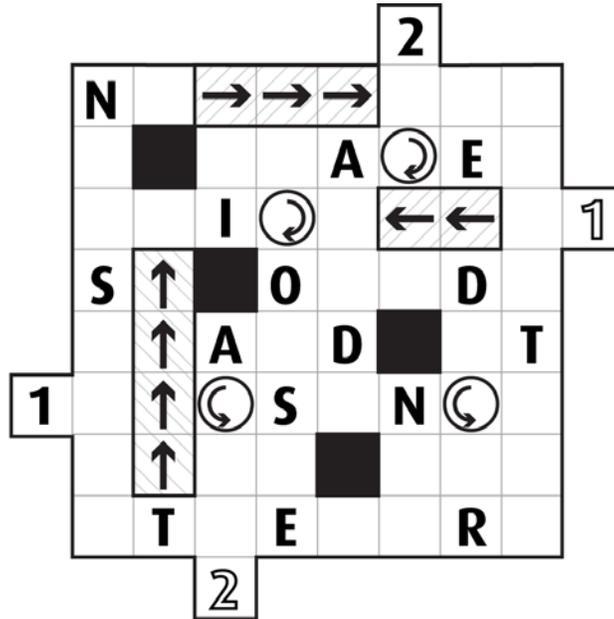


A _____	F _____	R _____
B _____	G _____	S _____
C _____	H _____	S _____
C _____	I _____	S _____
F _____	I _____	T _____
F _____	I _____	W _____

**Eager striving hands outreach,
A metal star brought low.
One last thing it has to teach
The armageddon echo.**

On the fields of Numeria, you find an odd, broken mechanism from another world. It is attached to an obstacle course for robots filled with conveyor belts, turntables, and pits. A handful of metal cards tell the robots what to do. Each robot accepts exactly 9 cards (2 of which have been filled in for you) before it can begin moving. The robots (the black 1 and 2) begin facing toward the board and must reach their associated white number without falling into a pit. A conveyor belt (marked with straight arrows) moves a robot automatically to the square just past the belt without changing its facing. A turntable (marked with a curved arrow) turns a robot 90 degrees in the indicated direction. If a robot moves onto a conveyor belt or turntable in the middle of a programmed movement, the movement from the conveyor belt or turntable occurs and the robot then finishes its programmed movement.

The letters the robots pass over will help you determine what is missing from the contraption, which will help you unlock and gain the shard of the *virtuous sihedron*.



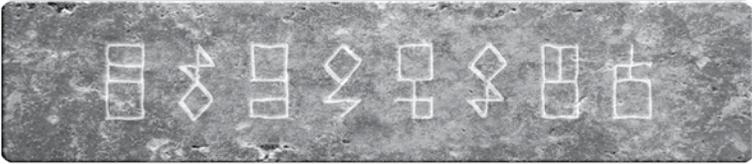
In sandy tombs of queens and kings,
 Eternal **rest** is not secured.
 When death's chimes do loudly ring,
 A dance of the damned assured.

The pyramids of Osirion hold wonders of a bygone age, but it takes a keen mind to unlock their secrets.

Each symbol on these seven stone tablets represents a single letter, and a single word is written on each tablet. Use the partial translations of each tablet to help decipher this strange alphabet. Once you fully understand, you will be able to translate the final tablet and determine where the location of this shard of the *virtuous sihedron* is listed.



Something handed down



Physician-in-training



Carol, for example



Not open



Narrow passage of water



Time not long past



Misty lands astride dark sins,
No tale of honest pride.
The whisper out of time that hints
At horrors left to hide

Within a walled-off cell in Ustalav's Briarstone Asylum, you discover the remains of a long-dead patient. It seems that in his final moments, he scrawled his ravings on the walls. You realize after some examination that each phrase has three parts that point to a hidden truth. One part is an anagram of a hidden word, one part is a clue that tells you which letters to rearrange, and one part is a definition of the hidden word. You decipher one phrase, "keeps breaking down in tears," when you realize that "breaking down" is the clue, which tells you to rearrange "in tears" to spell "retains"—the hidden word—which is also defined by the word "keeps." Decipher the remaining phrases to determine how to describe this situation, which will lead you to a shard of the virtuous sihedron.



Confused, I trample an English governing body. _ _ _ _ _ _ _ _ _

Gigantic moon sure is unbalanced. _ _ _ _ _ _ _ _

Ten by ten by ten hats undo madness. _ _ _ _ _ _ _ _

Location to weirdly shout, "Beware!" _ _ _ _ _ _ _ _ _ _

Division gets men delirious. _ _ _ _ _ _ _ _

Quirky Mac hems in apparatus. _ _ _ _ _ _ _ _ _

A trio opens messily for surgical procedures. _ _ _ _ _ _ _ _ _ _

Shh... our pops is eccentric for volatile element. _ _ _ _ _ _ _ _ _ _

Human, dwarf, and elf resistance is questionable. _ _ _ _ _ _ _ _ _ _

Cardle jumbled catalogue. _ _ _ _ _ _ _ _

*From lands stolen by force of might
Fertility will fly the flag
That frees the prisoners of the blight:
Songbird, scion, saboteur, stag.*

The people of the Stolen Lands of the River Kingdoms have a new ruler, and his overwhelming charisma has entranced his new subjects to the point that they have trouble paying attention to his commands. Fortunately, you are immune to his influence and can help his bedazzled populace recall his instructions. If you help these befuddled folk, you'll learn their ruler's two-word nickname... which you can use to break his spell over the people and gain one of the shards of the *virtuous sihedron*.

Use the bolded clues below to find words that contain exactly three consecutive letters from the word MONARCH. For example, "MONey" or "pARCeL," but not "MONAstery."



Milnack the Miner: "I'm supposed to mine...**a kind of gemstone**—and I need **something to help me see in the dark!**"

__□____ / ____□_

Boots the Birdtender: "I was supposed to get a **small yellow bird** for his aviary...and a **place for it to hang out.**"

__□____ / □_____

Pinta the Playwright: "He said my play about his great deeds is missing **a series of fragmented scenes that condense time**, and **someone who tells the story to the audience**... What the heck are those?"

□_____ / ____□_____

Salvati the Sapper: "I'm supposed to sabotage our neighboring realm's...**storage building for millet**... And I need one of those whatsits... the **thing that sets off explosives?**"

□_____ / _____□

Uzzo the Undertaker: "It's morbid, but he wants me to sketch a proposal for his...**royal coffin?** In some kind of... **dry art medium...**"

____□_____ / _□_____

Farlnar the Fisher: "I know he told me to fish up **two creatures whose names start with 'sea'**—what did they end with? I know it's not 'monkey'..."

sea __□_____ / **sea** _____□_

Barryl the Bard: "I know I'm supposed to write him some kind of **musical composition for a single instrument**, and play it at his, you know, **crown-getting party.**"

__□____ / _____□_