

On the following pages are the riddles and puzzles extracted from Shadowman's Twisted Treasury for use when running these rooms as part of your role-playing game.

The puzzles aren't numbered, but they are in order so just page down until you get to the text and graphics you need.

PAZZLI

FOND RID STAMP END

BARN BELL THIN PAT

STOCK ON HULI

End

|   |   |   |   |   |   |
|---|---|---|---|---|---|
| 1 | Y | 3 | K | 3 | Y |
| N | A | E | P | 2 | 1 |
| S | W | U | O | R | S |
| I | O | P | N | L | A |
| H | T | T | F | S | Y |
| 3 | 4 | O | E | A | N |
| 2 |   | N | D | E | S |
| 1 | 2 | 3 | C | B | A |
| ↑ | ↑ | ↑ | ↑ | ↑ | ↑ |

Start

CROSSING IS AS EASY AS 1 - 2 - 3

**THE WISE MAN GETS THE LAST WORD IN,  
THE FOOL SPEAKS FIRST.**

Mouth #1: (top left) "Would seek puzzle then while fool."

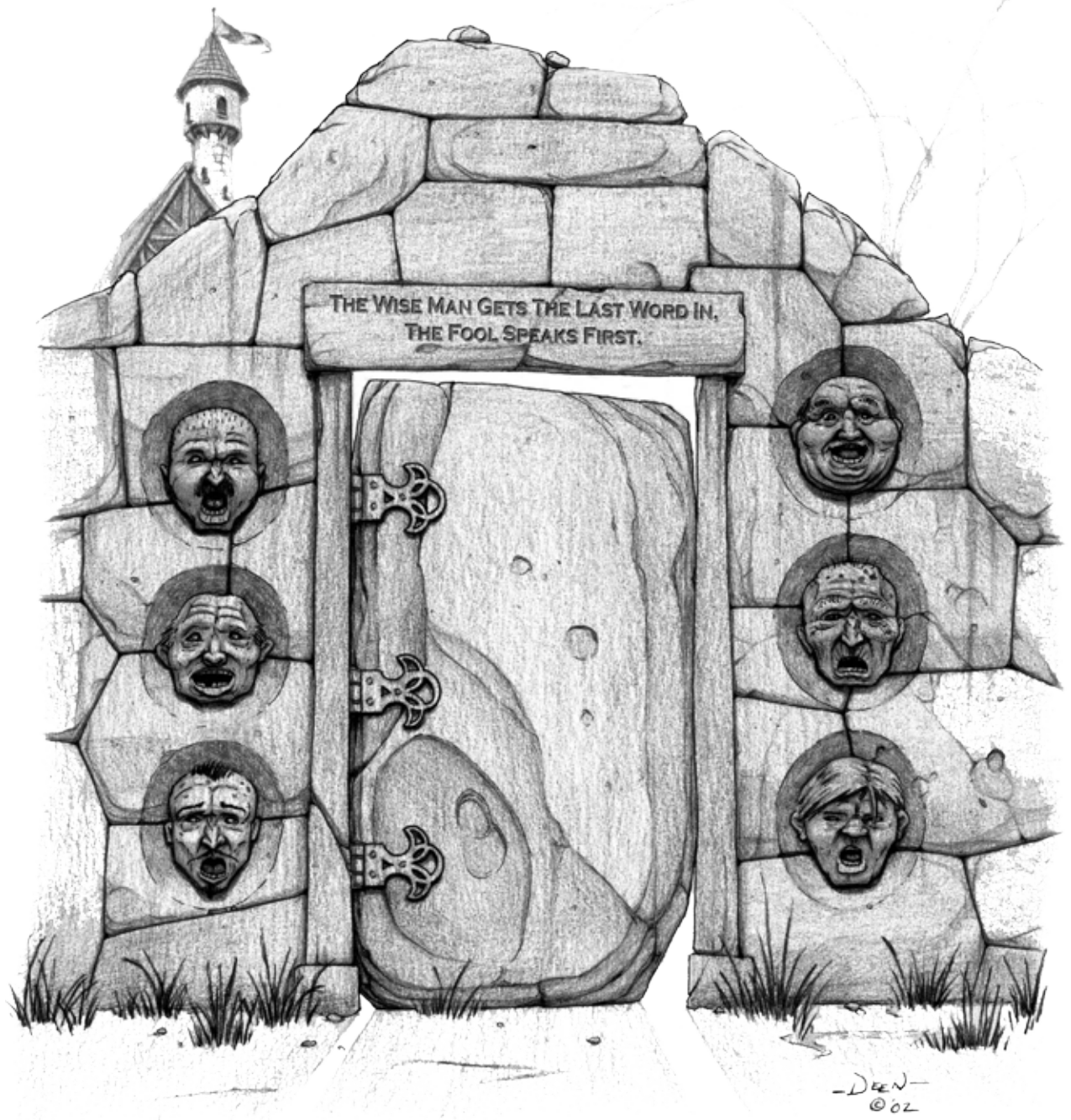
Mouth #2: (middle left) "You first the eyes received the."

Mouth #3: (bottom left) "The wise press all fades nothing."

Mouth #4: (upper right) "If you solve his teeth let."

Mouth #5: (middle right) "Way to both four away more."

Mouth #6: (bottom right) "Open the you turn youth see."



The image displays a musical score for two systems, each consisting of a treble and bass staff. The music is written in common time (C) and the key signature has one sharp (F#). The first system features a treble staff with a melodic line and a bass staff with a whole rest. The second system features a treble staff with a melodic line and a bass staff with a rhythmic accompaniment of eighth notes.



WHEN  
IT MUST

THE  
HAVE

WHEN YOU  
YOU

WHEN  
IN YOUR

WRITE  
USED THIS

OF LIGHT  
THIS

THINKING  
TO

TO CROSS  
HOLD THIS

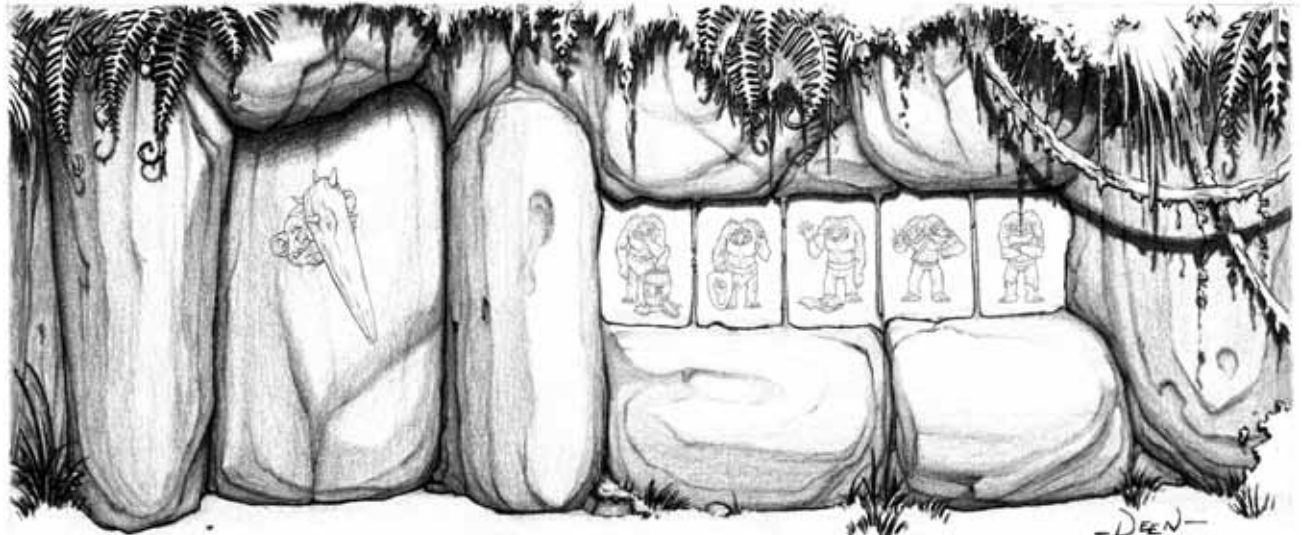
WANT TO  
ONCE

WHEN  
COMPARE

EAGLE FLIES  
THIS

YOU WISH  
HAND





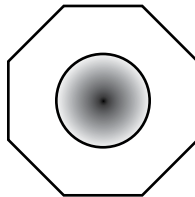
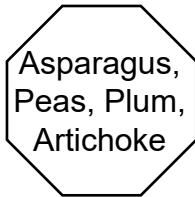
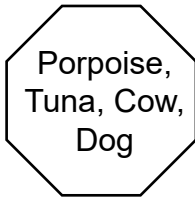
-DEN-  
©02



A Clever Dwarf found gold here. I just kept mining. Nearby, ogre pick-axes quickly removed some tin veins. Watch yourself!  
Zincoln.

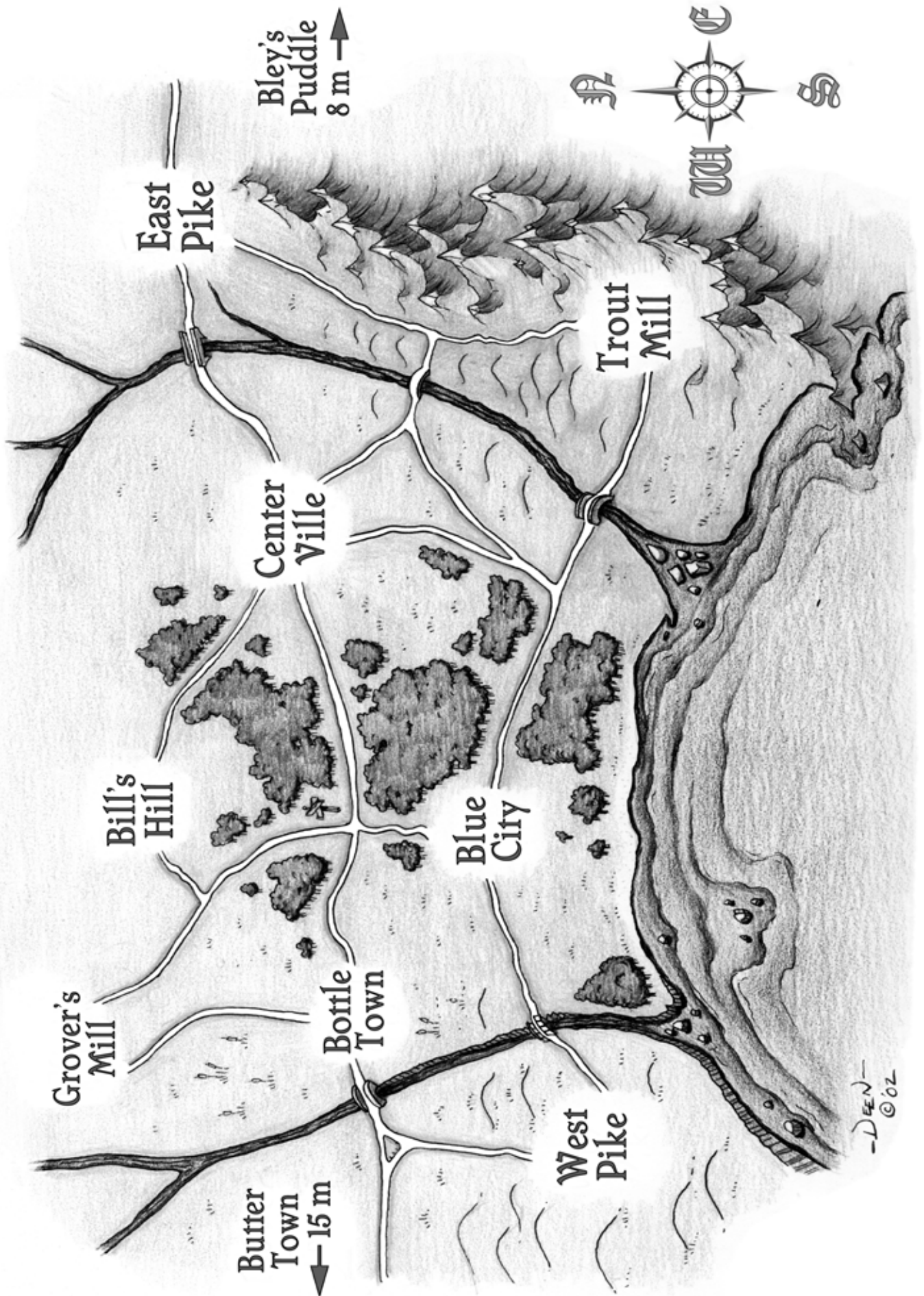
Yrê bî yrê yî tjoesz bê - tjuz wel or dî wê sâ tû yê - uvoed y rit witj bê y est -  
y nory rô tû levz yê desesd - for holz yar bê yat stil reman - yrê uv yem wl  
breng eû pan - frum y west kep handz uwâ - y top wunz tû uvoed tudâ - y  
wun yatz left stik yin arm in - nory, souy, est yen pusj tû win - -

**Since you do not belong here  
Find that which is like you.  
Fail and feel my sting  
Before your life is through.**






*Some should sense shifting sounds.  
Certainly shall supply shelter.  
Some shovel sifting shifted sand seeking sorts.  
Shacks seaside shall sell several.*

I met the feller, what's his name, in that town yonder, yep. Never have been too good with names and such, you know. He said he was going to the next town east. I weren't, instead I was going towards the place where that big spinning thing is. Partway there I remembered that I needed to pick up a pair of shoes from the cobbler so I went left. When I was half-way to the sad place I remembered them shoes were the ones I lost in the stream so I went next right and moseyed on down by the where they keep the liquor on account of my being sad and all. Then beat it all don't it, I remembered I was supposed to find you so I turned back and came straight here. Ayup. I did.





| <i>Lucky Letters</i>   |                      |   |
|--|----------------------|---|
|   | A <small>5:1</small> |  |
| W <small>10:1</small>  | E <small>5:1</small> | Q <small>10:1</small>   |
| P <small>10:1</small>  | I <small>5:1</small> | J <small>10:1</small>   |
| K <small>10:1</small>  | O <small>5:1</small> | R <small>10:1</small>   |
|  | U <small>5:1</small> |   |
| <i>Lucky Letters</i>   |                      |   |





Here are the five glimpses of the scrolling sign that I saw reflected:

EN MODE PRESS NIN  
OR IS LOCKED IN GR  
HEN TWO AND FINALL  
ODE PRESS NINE THE  
LLALY FIVE TO OPEN

And here are the keypads that could be used for entry.

| Green Keypad |   |       |
|--------------|---|-------|
| Clear        | 0 | Enter |
| 1            | 2 | 3     |
| 4            | 5 | 6     |
| 7            | 8 | 9     |

| Red Keypad |   |       |
|------------|---|-------|
| Clear      | 0 | Enter |
| 1          | 2 | 3     |
| 4          | 5 | 6     |
| 7          | 8 | 9     |

| Blue Keypad |   |       |
|-------------|---|-------|
| Clear       | 0 | Enter |
| 1           | 2 | 3     |
| 4           | 5 | 6     |
| 7           | 8 | 9     |

De ancient romens were not blind  
De miksed deir water end deir wine  
De took de water, de took de vine  
De boilt dem fr a bynch of time.  
De romens learnt to make dis brew  
Use jar I says end yez lern too.  
1000, 9, 100, 4, 49, 51, 500

|   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|
| U | F | U | W | H | A | T |
| O | S | N | D | M | E | R |
| Y | A | R | T | A | I | N |
| L | I | A | E | O | Y | S |
| L | L | O | H | U | T | I |
| O | L | W | T | N | A | S |
| F | T | D | E | E | H | W |



TROT PUMJ HONK CALF  
WNOD STAR REST IDEA  
BULB CORK RAGE REEH

FORK KEEP OLOK DARE  
PUSH TDON PULL HELP  
MIST SHIN AELP HUGE

YSAT DRUG GROW HULK  
WOLF YAAW STEW SAGS  
ELKS EEHR BUST ROAR



1. The sum of the open drawer numbers at any time must be a multiple of two, three or seven.
2. No more than three drawers may be open at any time.
3. Drawers #4, #5 and #6 can only be opened if the drawer above them (#1, #2, #3) is open.
4. Drawers #7 and #9 can only be opened if the sum of the two other open drawers is seven and nine respectively.
5. Drawer #8 can only be opened if the sum of the other two open drawers is 16.



1. To open a drawer on the 2nd row (#5 - #8) requires 2 other drawers to be open whose sum is equal to the number of the 2nd row drawer you want to open.
2. To open a drawer on the 3rd row (#9 - #12) requires 3 other drawers to be open whose sum is equal to the number of the 3rd row drawer.
3. To open a drawer on the 4th row (#13 - #16) requires 4 other drawers to be open whose sum is equal to the number of the 4th row drawer.
4. No row may have more than 2 drawers open at once.
5. To open a drawer in either inner column (#2, #3, #6, #7, #10, #11, #14, #15) requires the edge drawer next to it to be open. For example, opening #6 requires #5 to be open and opening #11 requires #12.
6. To open a drawer on the bottom row requires that no drawers in the column above it be open.

On the workroom bench there were six beakers.

Using these beakers I mixed two different 3-cup potions that were one part sea urchin brains, one part squid liver, and one part water bug secretions. I also mixed one 2-cup potion that was half sea urchin brain and half squid liver, and one 4-cup potion that was half squid liver and half water bug secretions.

The proportions were very precise so I couldn't estimate amounts. I had to always either completely empty the beaker I was pouring from or completely fill the beaker I was pouring into. As soon as any two liquids were placed in the same beaker they mixed completely.

| <b>Size</b> | <b>Contents</b>             | <b>Status</b> |
|-------------|-----------------------------|---------------|
| 1 Cup       | Liquefied sea urchin brains | <i>Full</i>   |
| 2 Cups      | Liquefied sea urchin brains | <i>Full</i>   |
| 2 Cups      | Pureed squid liver          | <i>Full</i>   |
| 3 Cups      | Pureed squid liver          | <i>Full</i>   |
| 4 Cups      | Water bug secretions        | <i>Full</i>   |
| 4 Cups      |                             | <i>Empty</i>  |

O

O

E

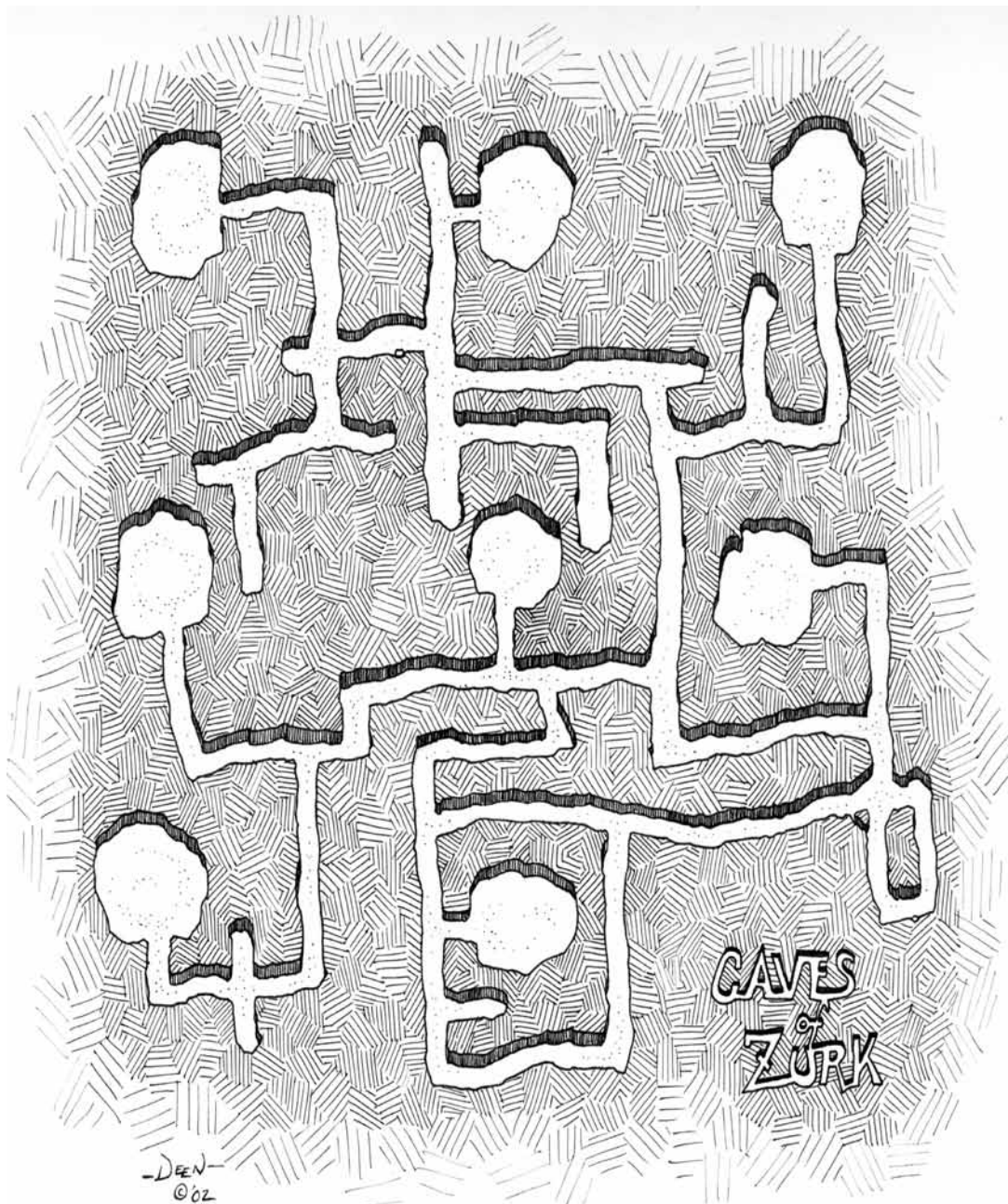


**A skeleton that's made of wood,  
No bones of the same size.  
Hammers lacking nails to pound  
Tunes from it arise.**



After finding myself in the cave, I turned (I couldn't tell which way, my head was that messed up), went straight, turned the same way again, turned the other way, went straight, kept going straight, turned that same other way again, then turned three times in the original direction. I finally found myself entering another cavern.

This cavern clearly had some significance, as it had a lot of stuff in it. I'm not sure what the stuff was, since it was pitch black. However in fumbling around at some point I hit a lever that triggered some kind of cave in. I couldn't tell the full extent, but I did find out **THE ENTRANCE TO THE CAVERN WAS COMPLETELY BLOCKED**. After my ears cleared I heard a low gurgling sound — perhaps the magical fountain was in this very cavern. I went in the direction of the sound until I stepped on something. The next thing I knew I was back on the surface, on the road near a small town. I decided that I must have set off some kind of teleport trap and I was back in town.



**THEM ENLISTED HER EGO TURNS FOURTH  
END RIPPED THE MONKEY RING**

|                                |                    |                  |                   |
|--------------------------------|--------------------|------------------|-------------------|
| <i>Natty the Nose</i>          | The Evil<br>Wisket | <b>X</b>         | <i>Nasty Jack</i> |
| <i>Wilhem<br/>the<br/>Bold</i> | <i>Grey Mouser</i> | <b>Spendau J</b> |                   |

| B  | I  | N           | G  | O  |
|----|----|-------------|----|----|
| 14 | 26 | 43          | 59 | 65 |
| 7  | 29 | 35          | 50 | 73 |
| 12 | 21 | <b>FREE</b> | 50 | 72 |
| 1  | 25 | 35          | 53 | 63 |
| 6  | 26 | 32          | 59 | 64 |

INESCAPABLE CHAMBER OF DOOM.

**I do not belong here  
You should also leave  
Take what's left and make it right  
And squeeze through an odd sieve.  
Walk the way from back to front  
So you won't have to grieve.**

**DYOUETIRIANLYOUEFITSOIUHP**

## Captain's Log:

**“Wind blowin’ from the starboard all day. Saw plenty of tuna running to the northeast. Need to remember to tell Elbert about that when we’s be in port. The pris’ner says the magic nets be the only way to capture the Three Wish Fish. Need to purchase eight casks of rum. Lumbago acting up agin, need to talk to the sawbones at the inn.”**

## Ship's Manifest:

Bottles o' Rum: 2, 1, 6, 1, 4, 10, 11, 9, 19, 8, 3, 7, 1, 15, 17, 20, 1, 19, 18; 17, 9, 8, 11, 0, 11, 1, 19, 13, 1, 11, 16, 1, 14, 7, 12, 1, 19, 8, 4, 8, 11, 12.



## ***Eagle Eyed Lycanthrope***

The Eagle Eyed Lycanthrope can be found in the dark forests of the north. Their acute vision allows them to see prey very far away, even in very poor lighting conditions. They are completely carnivorous and will eat mammal, fish or fowl. As they are Lycanthropes, the species does not propagate through normal reproduction, but instead through biting unfortunate victims. The lycanthropic saliva forms an alchemical reaction with the blood of the victim, afflicting the victim with lycanthropy. Eagle Eyed Lycanthropes can only convert victims with exceptional vision.



## ***Rare Aquatic Tiger***

This large hunting cat can be found in tropical jungles, swamps and near large lakes. A vicious hunter on land, this cat has an advantage over other predators during lean times. The Rare Aquatic Tiger has a membrane in its nasal passage that can absorb oxygen from fresh water. When under water, the Tiger takes water in through its nose and then pushes it out through its mouth. Because of this the Rare Aquatic Tiger can gather food both from land and water.



## ***Balerian Articulated Tarantula***

This fierce arachnid is found exclusively in the sands of the deep desert. Its legs have numerous extra joints allowing the creature to easily burrow through sand and to change direction at any angle. The creature typically spends its days under the sand, listening for the passage of creatures above. When something passes by overhead, the Balerian Articulated Tarantula can forcefully eject itself from the sand, landing on the hapless prey, and devouring it. The Tarantula can eat animals as large as a camel whole.



## ***Giant Nocturnal Unthbeast***

The Giant Nocturnal Unthbeast can be found in ruins near seacoasts. The Unthbeast prefers cool, moist places to keep its body slimy and supple. During the day an Unthbeast can blend in with a pile of boulders. At night it hunts, using its eyestalks to see in all directions at once. The Giant Nocturnal Unthbeast cannot move quickly, but typically seizes its prey using surprise.

|    | A | B | C | D | E | F | G | H | I | J | K | L | M | N | O | P | Q | R | S | T | U | V |
|----|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1  | K | J | N | G | F | E | I | O | P | K | L | M | V | D | S | A | Z | Q | P | H | M | K |
| 2  | L | A | M | L | O | K | J | Y | T | R | O | E | K | H | N | D | S | C | E | W | H | Z |
| 3  | P | A | B | J | I | K | M | Y | O | T | J | F | Y | U | J | L | R | S | S | C | N | M |
| 4  | C | C | D | W | Q | U | I | C | K | L | P | O | H | A | R | F | V | C | D | E | W | S |
| 5  | M | B | N | M | J | Y | T | R | E | S | X | Z | A | D | L | K | P | O | L | U | Y | H |
| 6  | I | K | J | H | Y | T | R | D | C | V | B | G | D | X | A | A | E | E | D | C | X | C |
| 7  | L | K | J | G | F | C | V | B | X | M | K | L | P | O | I | X | Z | S | Q | E | D | E |
| 8  | J | T | L | H | M | O | O | O | P | R | T | S | D | E | S | K | L | J | I | Y | T | G |
| 9  | M | K | J | H | G | D | S | X | E | A | E | T | L | P | K | J | T | Y | T | V | C | X |
| 10 | I | O | J | H | O | Y | T | H | C | H | I | J | K | E | W | Q | A | L | P | M | A | I |
| 11 | A | E | R | T | S | H | I | N | B | V | C | D | X | O | I | H | M | K | U | K | U | L |
| 12 | M | N | H | T | R | G | C | E | F | D | S | W | Z | C | L | K | M | J | L | P | O | I |
| 13 | H | H | I | G | H | D | E | R | F | C | O | U | H | L | K | O | J | K | I | U | K | O |
| 14 | L | P | K | N | B | V | C | X | S | E | D | F | A | W | E | D | E | F | R | F | G | S |
| 15 | K | L | P | O | H | G | F | E | S | W | X | C | E | C | A | C | D | S | W | Q | A | D |
| 16 | A | C | E | S | T | A | R | O | U | S | L | Y | U | T | L | O | K | J | I | K | N | K |
| 17 | W | Q | U | W | I | N | J | G | V | B | C | X | M | L | K | S | E | W | A | Z | U | H |
| 18 | O | A | T | S | A | R | E | I | K | J | O | U | T | G | V | C | X | Y | S | Z | F | D |
| 19 | L | O | C | K | I | U | G | V | T | E | S | W | F | Z | S | F | C | F | R | E | D | A |
| 20 | M | I | K | X | O | L | N | J | D | E | X | S | E | C | I | D | K | J | I | K | L | L |
| 21 | C | I | V | I | L | J | K | O | U | K | L | J | , | R | E | S | Z | Q | A | W | D | C |
| 22 | P | O | A | I | N | J | H | Y | T | R | V | G | D | W | X | D | E | C | G | A | O | L |

A6 B8 E11 G20 H21 I19 L9 M13 N4 N16 O14 O15 R3 R18 T1 T22 U2 U10

**A score and more on field of war, no women ever are.  
The single man is sent away to go sit at the bar.  
Yet two of them will never lose nor need fight anyway,  
A place where two and two makes eight and winners run away.**



BRIDGE UUT. AINT POSSIBLE OO GUT  
ACROST RIFER. THR BOST THING TT  
RO JEST LEEVE.

*Owner made wash*

### *Knock Thirteen Times*

**A**

**Knock  
three  
times  
less  
than you  
knock  
on door  
'B'**

**B**

**Knock  
one time  
less  
than you  
knock  
on door  
'D'**

**C**

**Knock  
twice as  
many  
times  
as you  
knock  
on door  
'B'**

**D**

**Knock  
two  
times  
less  
than you  
knock  
on door  
'C'**

A sword that's lacking hilt and guard,  
In scabbard soft will be.  
Not used to kill instead to join  
For warmth and modesty.  
In it goes then out it comes  
A strand behind, left in its lee.

**XDMBPLF SP NVQ NNOZTSFQZ,  
SPH CZE NVQ UQFZTGS'D'G FPMF.  
VF AVQJDE HU ABBL AZ SID  
CQJCHD, ZNV CQCO'S XZMJ VOPM.**

*Please save - Red Flag calculations!*

$$2 + 2 = 5$$

$$4 + 2 = 6$$

$$5 + 4 = 2$$

$$4 + 1 = 5$$

$$4 + 2 = 7$$

$$7 - 3 = 4$$

$$4 + 4 = 8$$

$$8 - 2 = 6$$

$$3 + 6 = 9$$

$$1 + 1 = 0$$