

PaizoCon 2020 Puzzle Hunt

Welcome to the fourth annual PaizoCon Puzzle Hunt! This year, we (Jason Keeley, Joe Pasini, and Ron Lundeen) are returning to the hunt's Starfinder roots with a Near Space-themed puzzle. While we're sad not to get to talk puzzles with you in person, we hope this will give you something fun to do while staying home and staying safe!

What Is a Puzzle Hunt?

A puzzle hunt is a set of puzzles, each of which has an answer that's a word or phrase. You'll need to think cleverly and logically to solve each puzzle. These answers are then combined in some way in a final puzzle that leads to an ultimate solution! Also, because we can't help ourselves, there is a **secret bonus puzzle**, just for kicks!

If you want some help, hop onto the Paizo.com forums, where we're happy to give you a nudge in the right direction. Special thanks to **Sonja Morris** for her incredible art design!

The Hunt Is On

Long have rumors circulated of reptoid infiltration in Near Space, a patchwork of space defined by the relatively short time it takes to travel there using the Drift. Now, finally, there is hard evidence of a key Near Space figure having been replaced by the subversive shapechangers. But this data has been split up for safekeeping among six agents on six different worlds across Near Space. Only by traveling to these worlds, tracking down these operatives, and providing them with the right code word, can you hope to at last uncover which prominent Near Space figure has been compromised by the devious reptoids.



Landahl

Peaceful World
Resisting Conquest

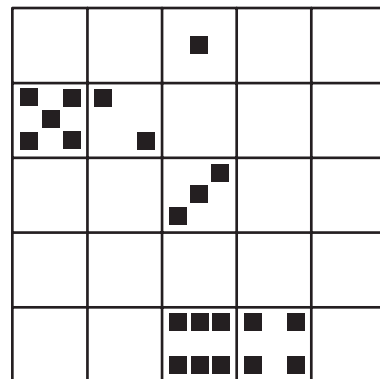
Diameter: $\times 2$

Gravity: $\times 3$

Mass: $\times 1$

Atmosphere: Normal

Day: 24 hours; **Year:** 755 days



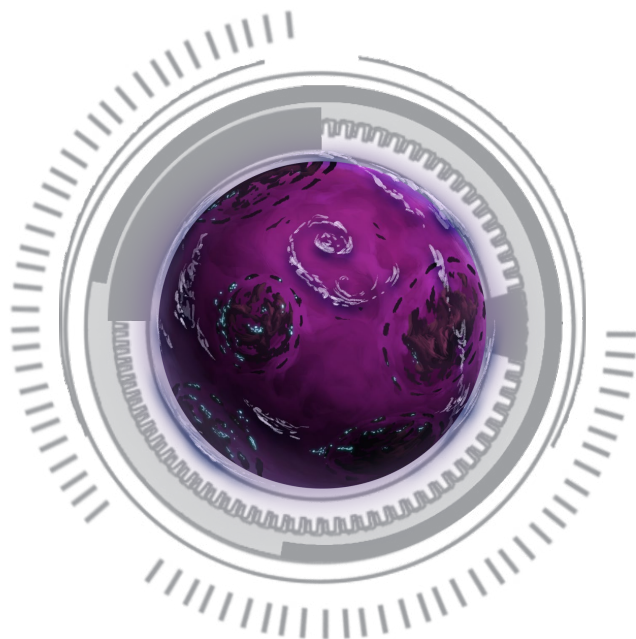
The people of Landahl are actively resisting Veskarium occupation, often at great personal cost.

A group of rebels has come upon a small cache of munitions left behind at a Veskarium outpost. The rebels include a smuggler, a spy, a guerrilla, an agitator, and a demolitionist. They each take one type of ammunition: flares, shells, arrows, drones, or rounds. Each type of ammunition deals a different type of damage: flame, laser, sonic, force, or shock. There aren't any duplicates of ammunition types or damage types; everyone's damage and ammunition are different. A few other facts:

- The demolitionist preferred to take rounds, but didn't get them.
- The agitator finds sonic damage the least noticeable, and chose ammunition of that type.
- The guerrilla has a bow, and so took the arrows. The guerrilla was hoping they were shock arrows, to disrupt electronic targets, but they weren't.
- The rounds don't deal sonic damage.
- A very big launcher is needed to fire the laser drones; the spy doesn't use weapons that large, and so took the flame shells instead.

Which damage type and ammunition did the smuggler end up taking? Unscramble the indicated letters to find what the rebels were surprised that they didn't find in the Veskarium outpost; it's the rebels' code word.

— 4 — 6 — 5 — 2 — 1 — 3



Embroi

The Iron Thrall of Hell

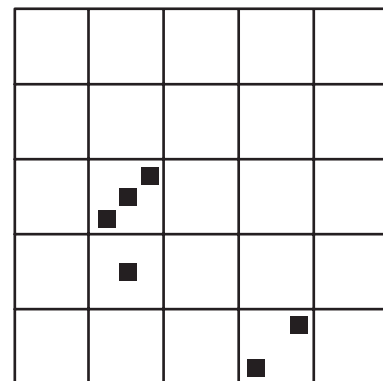
Diameter: ×3

Mass: ×3

Gravity: ×6

Atmosphere: Normal

Day: 18 hours; **Year:** 1 year



Embroi is home to a masked species of aliens that has learned to hide their emotions—and some also hide deep connections with Hell.

An embri contact refuses to speak, instead leading you to a massive monument with a cautionary phrase etched into it in glowing letters. The embroi hands you piece of parchment with a set of arcane instructions on them and then silently awaits the code word.

CAUTION: THE HATED DEVIL TURNS THE IMPURE GEAR

- I. Remove all words that are neither greater than nor equal to four letters.
- II. For each word, rearrange its letters to create a different word.
- III. Remove all punctuation and spaces.
- IV. Remove the first five three-letter words that appear in the string of letters, ignoring contractions.
- V. Remove the second instance of each duplicate letter.
- VI. Remove all the even-numbered letters except 1.
- VII. Swap the second and fifth letters with the third and sixth letters, respectively.
- VIII. Add 10 in the middle.
- IX. Remove 666 letters.
- X. Move the second letter to the third position and then move the second letter to the first position.

INTEL: Blesnaya Sobok, high despot of Vesk-2, has stopped taking meetings with her daughter, Brigadier Alonya Sobok.



Preluria

Orbital Rings
of Infinite Worlds

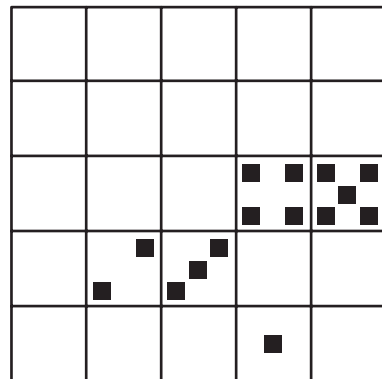
Diameter: ×6

Gravity: ×2

Mass: ×2

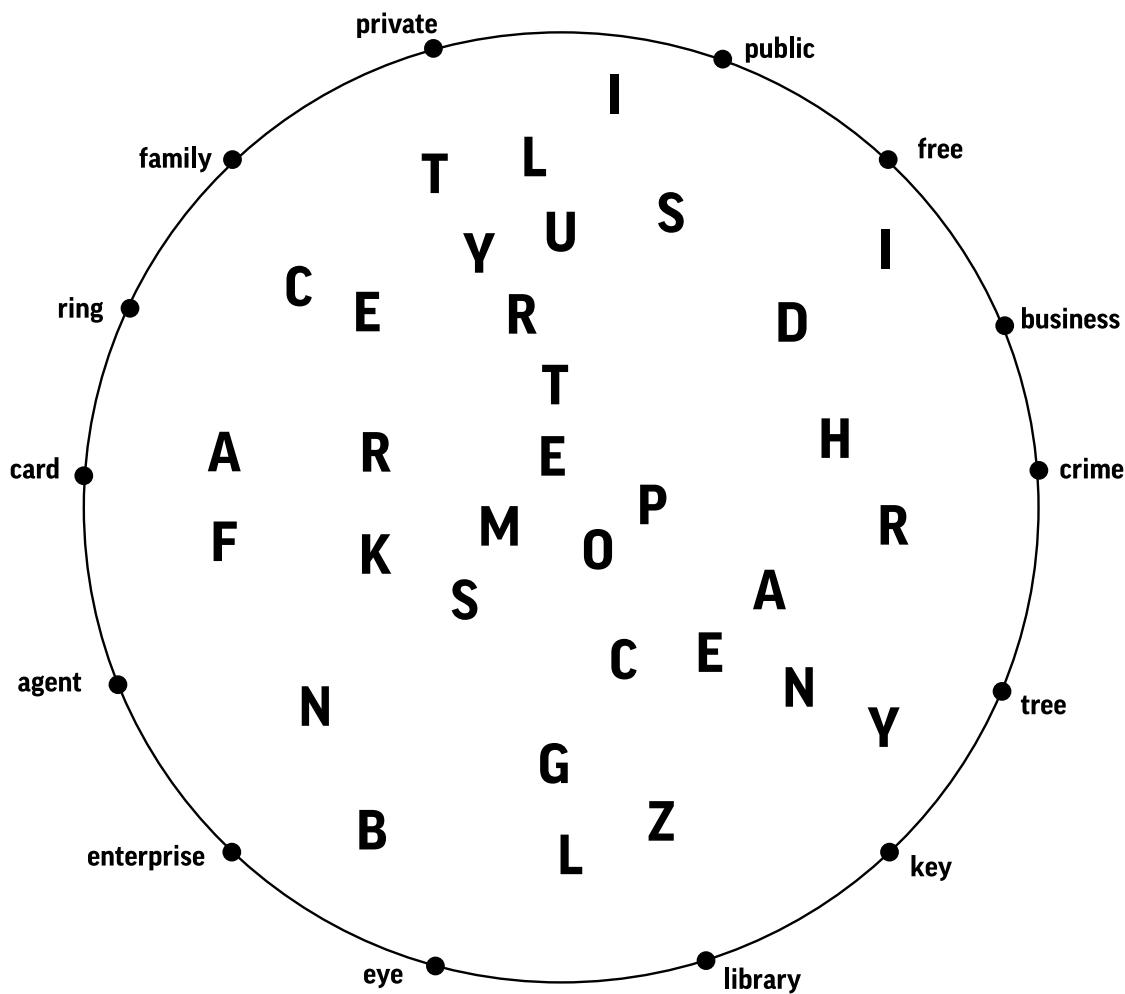
Atmosphere: Normal

Day: 12 hours; **Year:** 25 years

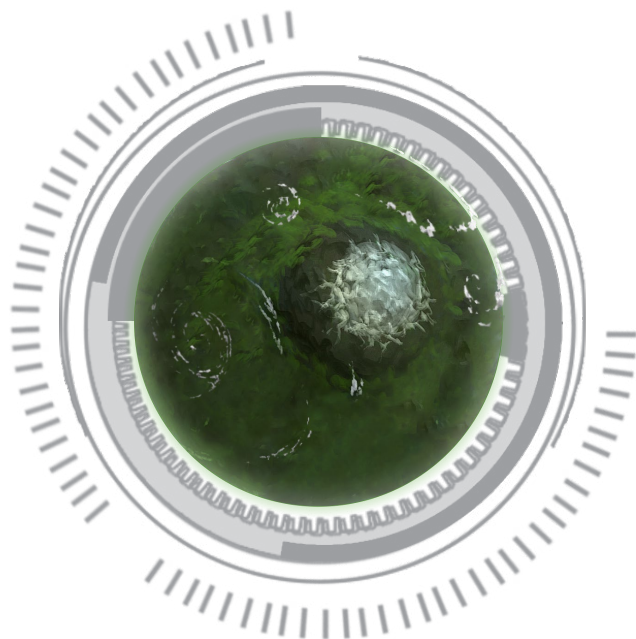


While Preluria is a gas giant relatively inhospitable to life, its rings are teeming with vibrant worlds full of outcasts and outliers.

Your contact, a blue-skinned, four-armed worlanisi, excitedly lays out a rough sketch of the many worlds orbiting Preluria. "Help me plan this heist by making the right set of connections, and I'll give you your code word." She leans back, crossing both pairs of arms smugly. Draw straight lines to pair each word with exactly one appropriate partner.



INTEL: Dantromal Kominar, high despot of Conqueror's Forge, made personal copies of the station's top-secret blueprints.



Ghorus Prime

The Inheritance

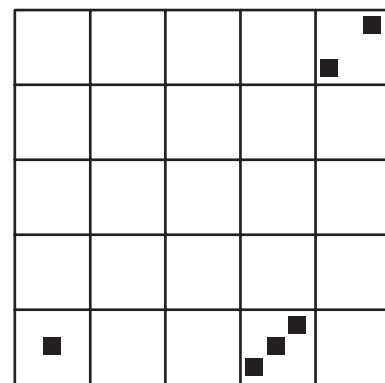
Gravity: ×6

Diameter: ×5

Gravity: ×1

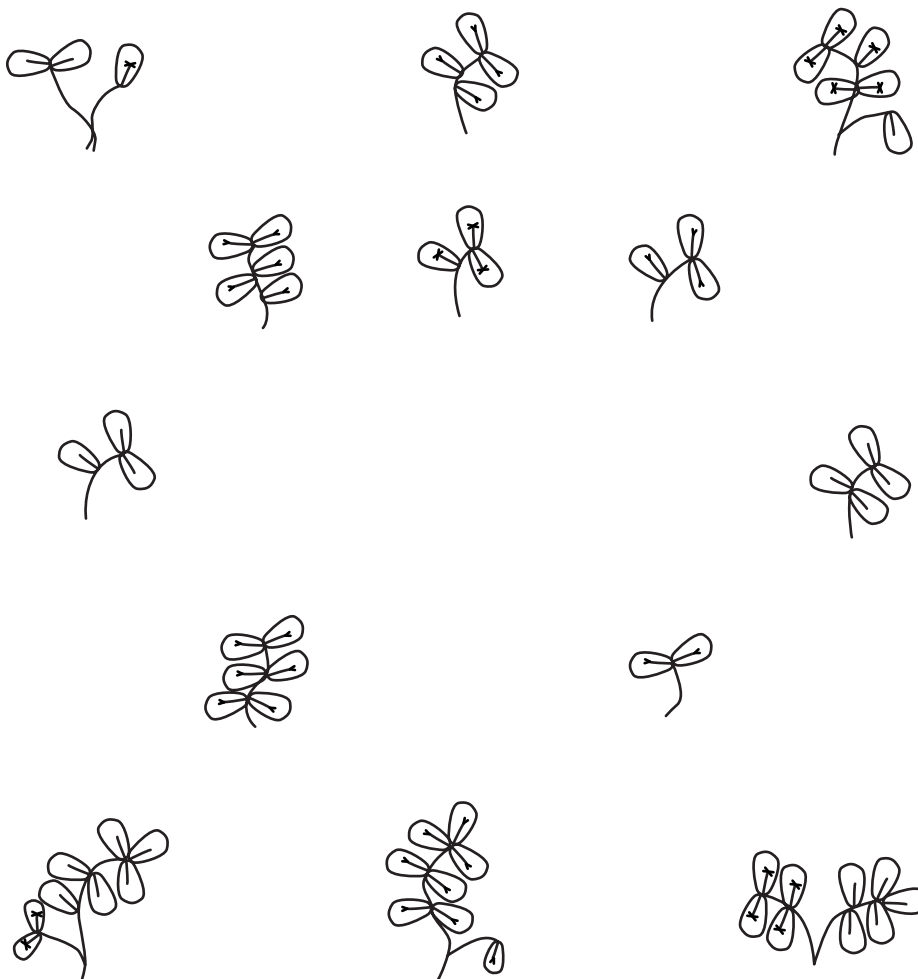
Atmosphere: Normal

Day: 1 day; **Year:** 1 year

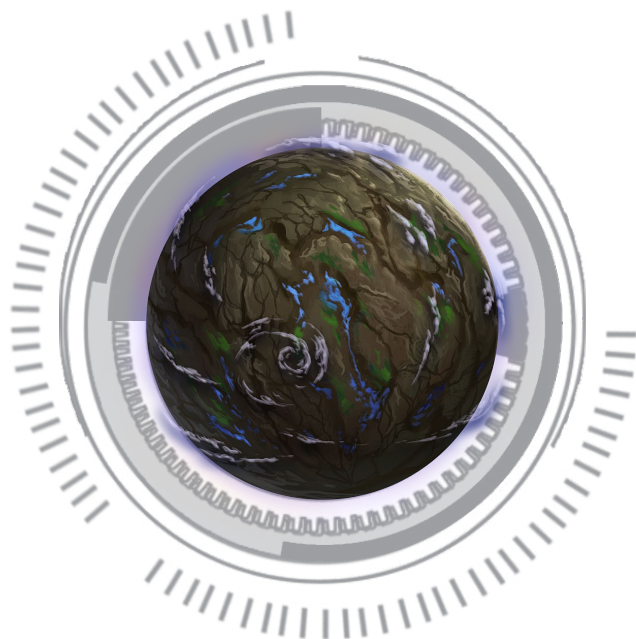


Ghorus Prime is the adopted home world of ghorans, plant creatures who gain sustenance from sunlight.

A ghoran operative basking blissfully in sunlight speaks to you in cryptic rhyme. "Know that all plants grow in a pattern. Slow is the flow of life, but so inevitable. From plateau to meadow, from potato to mistletoe, the procession is always one leaf, then two, then three, and so on, and they know few rows. Oh, how to encourage the fallow to grow?"



INTEL: Primex **Senara-46**, leader of Riven Shroud's Central Quarry, has been sending secret communiques to an offworld entity.



Daimalko

Ruins and Rampaging
Colossi

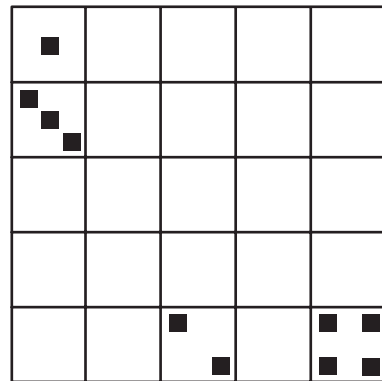
Diameter: ×2

Mass: ×3

Gravity: ×6

Atmosphere: Normal

Day: 48 hours; **Year:** 3 years



Once host to two thriving civilizations, Daimalko underwent a planetary apocalypse that unleashed massive monsters on its surface and drove its people underground.

Your information leads to someone the locals call "The Oracle." Stepping into a darkened room, you spot a damai dressed in flowing robes sitting on a small mat. She repeats several cryptic phrases over and over again, but does not otherwise respond to you. You believe if you can find a different way to predict the future from each unusual phrase she speaks, you will find the code word your contact wants to hear.

An animal on the run, escaping from a fire

— — 15 9 —

A cold ice cube not melting in the sun

— 10 — 19

A healthy plant, a rotting fruit

7 — 3 — —

A patient rails against treatment

— — 4 — — 14 — —

A flawed opal mirrored

1 — — 18

A septic and lesioned patch of skin

— — 6 13 23 —

A stranger come to take your place

— — — 12 —

A tomb, one section broken

— 2 20 — —

A double-entendre amusing no one

— — 5 — 22

A terrific, loud sound

— 11 17 — — —

Witches who steal eavesdropping children

16 — 21 — — — 8 — —

1 2 3 4 5 6 7

8 9 10 11 12 13 14 15

16 17 18 19 20 21 22 23

INTEL: Teret Cahan, high despot of Vesk-3, recently pardoned a captive squad of reptoid infiltrators without giving a reason.