

Engineer

Apprentice:

- Greeting: "You must be the scientist's new assistant."
- If Offered: Component order form
- Then Give: Component assembly plans and three part order forms

Engineer:

- Greeting: "How's your newest invention coming along?"
- If Offered: Part order form #2 and 10 rupees
- Then Give: Component part

- If Challenged: "This device makes a strange sound like a buzz"
- Then Respond: "Only the worthy can know what it does"

Witch:

- Greeting: "You reek of newts! Have you been brewing a potion?"
- No other interaction

Jester:

- Greeting: "You silly fool, do you have something besides jokes for me?"
- No other interaction

Gardener:

- Greeting: "I saw your most recent prized plant! Most impressive!"
- If Offered: Gorgonicore trap order form and 10 rupees
- Then Give: Gorgonicore trap

Hunter:

- Greeting: "What great beasts have you killed lately?"
- If Offered: Gorgonicore info sheet
- Then Give: Information: "The Gorgonicore trap often traps small marsh creatures by accident, and I've built defenses against #4 for people who live in the fields"

Traveler:

- Greeting: "Welcome back! What exotic places have you visited recently?"
- No other interaction

Have: Component plans, component part, Gorgonicore trap, Gorgonicore info

Want: Order forms only

Witch

Apprentice:

- Greeting: "You must be the scientist's new assistant."
- If Offered: Vulcan potion order form
- Then Give: Murlock root order form, Buckstone powder order form, newt eye order form, 25 rupees

- If Offered: Murlock root, Buckstone powder, newt eye
- Then Give: Vulcan potion

Engineer:

- Greeting: "How's your newest invention coming along?"
- No other interaction

Witch:

- Greeting: "You reek of newts! Have you been brewing a potion?"
- If Challenged: "That potion gives off an awful smell"
- Then Respond: "Lucky for you I know it well"

Jester:

- Greeting: "You silly fool, do you have something besides jokes for me?"
- No other interaction

Gardener:

- Greeting: "I saw your most recent prized plant! Most impressive!"
- If Offered: Fertilis potion order form
- Then Give: Fertilis potion after performing spell (see attached)

Hunter:

- Greeting: "What great beasts have you killed lately?"
- If Offered: Gorgonicore info sheet
- Then Give: Information: "One of #1 and #6 lives in the mountains, and one in the desert, but I can't remember which is which"

Traveler:

- Greeting: "Welcome back! What exotic places have you visited recently?"
- No other interaction

Have: Vulcan potion, Fertilis potion, Gorgonicore info

Want: Murlock root, Buckstone powder, newt eye, order forms

Jester

Apprentice:

- Greeting: “You must be the scientist’s new assistant.”
- If Offered: Mondriball order form
- Then Give: Jester’s challenge start token

- If Offered: Jester’s challenge win token
- Then Give: Mondriball

Engineer:

- Greeting: “How’s your newest invention coming along?”
- No other interaction

Witch:

- Greeting: “You reek of newts! Have you been brewing a potion?”
- No other interaction

Jester:

- Greeting: “You silly fool, do you have something besides jokes for me?”
- If Offered: Jester’s challenge start token
- Then Give: Jester’s challenge win token after challenge complete (see attached)

Gardener:

- Greeting: “I saw your most recent prized plant! Most impressive!”
- No other interaction

Hunter:

- Greeting: “What great beasts have you killed lately?”
- No other interaction

Traveler:

- Greeting: “Welcome back! What exotic places have you visited recently?”
- No other interaction

Have: Jester’s challenge start token, Jester’s challenge win token, Mondriball

Want: Order form, Jester’s challenge start token, Jester’s challenge win token

Gardener

Apprentice:

- Greeting: "You must be the scientist's new assistant."
- If Offered: Deacan stalk order form
- Then Give: Fertilis potion order form, Buckstone powder order form, 15 rupees

- If Offered: Fertilis potion, Buckstone powder
- Then Give: Deacan stalk

Engineer:

- Greeting: "How's your newest invention coming along?"
- No other interaction

Witch:

- Greeting: "You reek of newts! Have you been brewing a potion?"
- If Offered: Murlock root order form and 10 rupees
- Then Give: Murlock root

Jester:

- Greeting: "You silly fool, do you have something besides jokes for me?"
- No other interaction

Gardener:

- Greeting: "I saw your most recent prized plant! Most impressive!"
- If Challenged: "I wish to grow a plant ten stories tall"
- Then Respond: "Use lots of water for the best results of all"

Hunter:

- Greeting: "What great beasts have you killed lately?"
- No other interaction

Traveler:

- Greeting: "Welcome back! What exotic places have you visited recently?"
- If Offered: Cona seed order form and 10 rupees
- Then Give: Cona seed

Have: Deacan stalk, Murlock root, Cona seed

Want: Fertilis potion, Buckstone powder, order forms

Hunter

Apprentice:

- Greeting: “You must be the scientist’s new assistant.”
- If Offered: Hunter’s knife order form
- Then Give: Gorgoncore info sheet

- If Offered: Identity (#2) and home (marshes) of Gorgoncore
- Then Give: Hunter’s knife

Engineer:

- Greeting: “How’s your newest invention coming along?”
- If Offered: Part order form #1 and 10 rupees
- Then Give: Component part

Witch:

- Greeting: “You reek of newts! Have you been brewing a potion?”
- If Offered: Eye of newt order form and 10 rupees
- Then Give: Eye of newt

Jester:

- Greeting: “You silly fool, do you have something besides jokes for me?”
- No other interaction

Gardener:

- Greeting: “I saw your most recent prized plant! Most impressive!”
- No other interaction

Hunter:

- Greeting: “What great beasts have you killed lately?”
- If Challenged: “What if a great beast I wish to kill”
- Then Respond: “It requires a great deal of skill”

Traveler:

- Greeting: “Welcome back! What exotic places have you visited recently?”
- If Offered: Newt blood order form
- Then Give: Gorgoncore trap order form
- If Offered: Gorgoncore trap
- Then Give: Newt blood and 20 rupees

Have: Hunter’s knife, component part, newt eye, newt blood

Want: Gorgoncore info, Gorgoncore trap, order forms

Traveler

Apprentice:

- Greeting: "You must be the scientist's new assistant."
- If Offered: Yakasobe device order form
- Then Give: Newt blood order form, Cona seed order form, 20 rupees
- If Offered: Newt blood, Cona seed
- Then Give: Yakasobe device

Engineer:

- Greeting: "How's your newest invention coming along?"
- If Offered: Part order form #3 and 10 rupees
- Then Give: Component part

Witch:

- Greeting: "You reek of newts! Have you been brewing a potion?"
- No other interaction

Jester:

- Greeting: "You silly fool, do you have something besides jokes for me?"
- No other interaction

Gardener:

- Greeting: "I saw your most recent prized plant! Most impressive!"
- If Offered: 2 Buckstone powder order forms and 10 rupees
- Then Give: Buckstone powder

Hunter:

- Greeting: "What great beasts have you killed lately?"
- If Offered: Gorgonicore info sheet
- Then Give: Information: "#3 lives in the caverns, and I've never encountered either #5 or #6 in any desert in my travels"

Traveler:

- Greeting: "Welcome back! What exotic places have you visited recently?"
- If Challenged: "Most think my coat is quite bizarre"
- Then Respond: "Only because it is from afar"

Have: Yakasobe device, component part, Buckstone powder, Gorgonicore info

Want: Newt blood, Cona seed, order forms

General notes

- If a player approaches you with no mask on, ignore them completely.
 - Your default response for “No interaction” should be “I’m busy” (or something similar)
 - If any character other than the indicated asks you about an item you have, tell them you have it, but that they’d have no use for it. Do not hide what you have.
 - If any character other than the indicated tries to give you an item you need, tell them that you don’t trust them to have the real thing. Do not pretend you don’t want it.
 - If any character other than “yourself” approaches you with your challenge, act surprised and ask them how they know “the secrets of your trade” (or something similar). You are hinting to them that they need to use the same profession as you are to get the response.
 - If any character starts down a fruitless path (offering you something you don’t need, etc.), stop them quickly.
 - If any character asks for information about any item (not whether you have or want it), you may give them the first piece of information from the Item Guide (see attached). Do not tell them where to get it; only give them the background information.
 - If any character asks who or what you are, tell them.
 - When a character first approaches you, greet them in a way that hints at their profession (suggestions are provided, but feel free to improvise). Don’t be too coy, but don’t just give it away either.
 - Only the challenges and responses must be word-for-word what is in the script. Anything else can be improvised as you like, though relative consistency is important for keeping the puzzle fair.
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- Do not allow players to change masks right in front of you and begin a new interaction. Force them to walk away, change masks, and then return.
 - If multiple players approach you at once (from the same or different teams), act like you are afraid of large groups, and make them go away and return one at a time.
 - If for any reason, you need to be out of character, please take off your mask to avoid any confusion with teams thinking what you’re saying or doing is part of the puzzle. There’s a lot going on, and I’d like to keep what is and isn’t puzzle as clear as possible.

Item Guide

- Buckstone powder
 - A rare foreign spice. Obtained from the Traveler by the Gardener. Needed by the Witch (for the Vulcan potion) and the Gardener (to grow a Decan stalk) (half a vial each).
- Cona seed
 - A seed with unique medicinal properties when combined with newt blood. Obtained from the Gardener by the Traveler. Needed by the Traveler (for medicine).
- **Deacan stalk**
 - A very sturdy and durable plant. Obtained from the Gardener by the Apprentice. Needed by the Scientist.
- **Engineer's component**
 - A component designed by the local Engineer. It has six parts (obtained in three pairs), and must be assembled by the teams. Plans obtained from the Engineer by the Apprentice. Parts obtained from the Engineer, Hunter, and Traveler by the Engineer. Needed by the Scientist.
- Fertilis potion
 - A potion that helps rare plants grow outside their normal environments. Obtained from the Witch by the Gardener. Needed by the Gardener (to grow a Deacan stalk).
- Gorgonicore trap
 - Traps a Gorgonicore, an elusive and prized beast. Obtained from the Engineer by the Gardener. Needed by the Hunter (to hunt a Gorgonicore).
- **Hunter's knife**
 - A special knife capable of cutting Deacan stalk wood. Obtained from the Hunter by the Apprentice. Needed by the Scientist.
- **Mondriball**
 - A key component of the time machine that is also a popular toy. Obtained from the Jester by the Apprentice. Needed by the Scientist.
- Murlock root
 - The root of a magical tree, often used in potions. Obtained from the Gardener by the Witch. Needed by the Witch (an ingredient of the Vulcan potion).
- Newt blood
 - The blood of a newt, used with Cona seed to make useful medicines. Obtained from the Hunter by the Traveler. Needed by the Traveler (for medicine).
- Newt eye
 - The eye of a newt, a classic potion ingredient. Obtained from the Hunter by the Witch. Needed by the Witch (an ingredient of the Vulcan potion).
- **Vulcan potion**
 - A special potion that allows certain devices to function in unusual ways. Obtained from the Witch by the Apprentice. Needed by the Scientist.
- **Yakasobe device**
 - A foreign component, hard to come by in these parts. Obtained from the Traveler by the Apprentice. Needed by the Scientist.

Highlighted items are the main objectives, requested by the Scientist at the start. Getting all of these completes the puzzle.

Jester's Challenge

- Challenge: "I wish to grow a plant ten stories tall"
 - Response: "Use lots of water for the best results of all"
- Challenge: "What if a great beast I wish to kill"
 - Response: "It requires a great deal of skill"
- Challenge: "This device makes a strange sound like a buzz"
 - Response: "Only the worthy can know what it does"
- Challenge: "That potion gives off an awful smell"
 - Response: "Lucky for you I know it well"
- Challenge: "Most think my coat is quite bizarre"
 - Response: "Only because it is from afar"

- Always give the challenges in this order.
- Inform them of the following rules before beginning:
 - If they give an incorrect response, end the game, and force them to leave.
 - If they say "Pass" or "Skip" (or anything like that), move on to the next challenge without ending the game, but do not come back at the end.
- They must get all five correct *in one game* to win.
- When they win, give them the win token and the responses on paper.
- After they win, explain the origins of the game:
 - You were wandering around the Witch's house one day, and you found these pages torn out of her spellbook. Since you only had the end of the spells, you decided to make up your own beginnings, and spread them around as "secret phrases" of the various professions.

Witch's Spell

- Challenge: "Together we will complete this spell"
 - Response: "Lucky for you I know it well"
 - Challenge: "Now invoke the magic from the world that was"
 - Response: "Only the worthy can know what it does"
 - Challenge "With the potion, now, a small vial fill"
 - Response: "It requires a great deal of skill"
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- Always give the challenges in this order.
 - They must get all three correct *in one game* to complete the spell.
 - If they give an incorrect response, the spell fails; force them to leave.
 - Unlike in the Jester's game, do not allow them to skip. There is nothing new to learn here, so there's no reason for them to hear all the challenges ahead of time.
 - When they win, give them the potion.
 - If they seem confused, tell them you're certain they've heard the ends of these spells before. They just need to remember where.
 - If they're still confused, clue them to rhyming.
 - If they're *still* confused, tell them you had to memorize these, because you lost these pages of the spellbook, and you think the Jester stole them.