



22 You've heard that Sir Pintington IX keeps one of the Orbs at his estate, the so-called "Enigmansion". Maybe he'll be willing to let you have it for a good cause.

As your team approaches the mansion, you're abruptly seized by guards and hauled before him.

"You're here to steal my Orb, aren't you?" Pintington sneers, and turns to his guards. "Throw them in the dungeon!" The guards knock you unconscious.

Some time later, you awake to find yourselves in a sparsely furnished room. There's a desk, a couch, and a door. One wall has something written on it, and there's also a ghost floating here doing nothing.

You feel around in your pockets, and pull out a note that reads:

Please record passwords here.

Door: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Ghost: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Chest: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Huh. Maybe a guard gave it to you?

- **Look at the desk** → 34
- **Look under the couch** → 39
- **Look at the door** → 24
- **Look at the wall** → 33
- **Talk to the ghost** → 28

You can also jump back to this section at any time to explore more of the room.

23 "Don't get me wrong—many have come through here over the years. They almost never make it out, though. People rarely notice that in order to escape, not only do you have to find the three passwords, but you also have to figure out how to read the map of the room."

- **Keep listening** → 30
- **Tell the ghost the password** → 38

24 Eight symbols are etched on the face of the door:



The door itself has no handle, but there's a keypad where you can type an eight-letter password.

- **Enter the password** → 32

25 Hey, the drawer contains a coin! (3)

26 "I can't tell you the password directly," says the genie, "but I can answer one yes-or-no question about it."

- **Does it start with a vowel?** → 37
- **Is it two syllables long?** → 29
- **Does it contain a B?** → 37
- **Does it end in a Y?** → 29
- **Is it the name of a month?** → 37

27 In front of the door is a small doormat, which looks sort of lumpy. The door is locked, and a sign reads: "After you've located all nine coins, shout the answer to this puzzle to be released from the room."

- **Shout it** → 44
- **Look under the doormat** → 41

28 "Locked away, eh?" The ghost smiles. "At least I finally have someone to talk to now. It sure gets lonely hanging out here all the time, waiting for visitors to be trapped with me! Anyway, if you can figure out my password, I'll give you something special."

- **Keep listening** → 23
- **Tell the ghost the password** → 38

29 "No." He disappears in a puff of smoke, leaving behind a coin. (6)

30 "Thanks for listening to me ramble. Here, you can have this as a token of my appreciation: (4)

"Also, I hope you're keeping track of where you're finding these coins."

- **Tell the ghost the password** → 38

31 The chest glows softly, then opens to reveal a coin! (1)

32 The password was correct! The door slides open to reveal... another room. Of course.

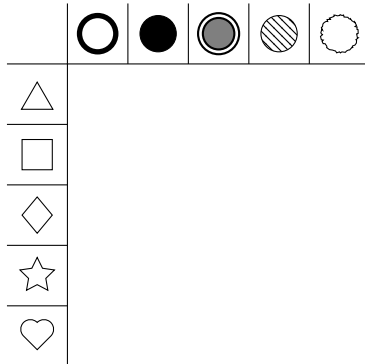
You enter the room and find a coin lying on the floor. You add it to your collection. (7)

Looking around this room, you see a chest, a lamp, and yet another door.

- **Look at the chest** → 35
- **Rub the lamp** → 42
- **Look at the door** → 27



33 The wall is engraved with this diagram.



Also, next to the diagram you see a switch.

o **Toggle the switch** → 40

34 There's a neatly wrapped scroll sitting on the desk. The desk also has a drawer, which seems to be unlocked.

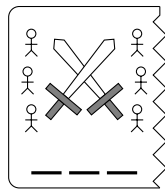
o **Unroll the scroll** → 43

o **Open the drawer** → 25

35 Tiny writing on the chest explains that it's sealed shut with a magical spell, and will only open when you've determined the correct eight-letter incantation.

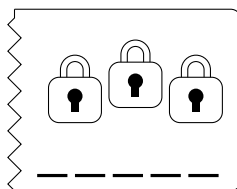
o **Speak the incantation** → 31

36 "To open the chest, you'll need a tablet engraved with magic runes. Here's one half of it." The genie gives you a fragment of the tablet, then disappears in a puff of smoke.



37 "Yes." He disappears in a puff of smoke, leaving behind a coin. (9)

38 "Yes, that's correct! Here, take this as a reward." The ghost hands you a slab engraved with some strange runes.



39 You find a coin under it! (8)

40 You flip the switch, and the room plunges into darkness! As your eyes adjust, you notice a grid of letters on the wall, drawn in glow-in-the-dark paint:

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J W H I Z
O L Y N X
C D E F T
K B U R G
S V A M P
    
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o **Turn the lights back on** → 33

41 You look underneath the doormat and find a coin! (5)

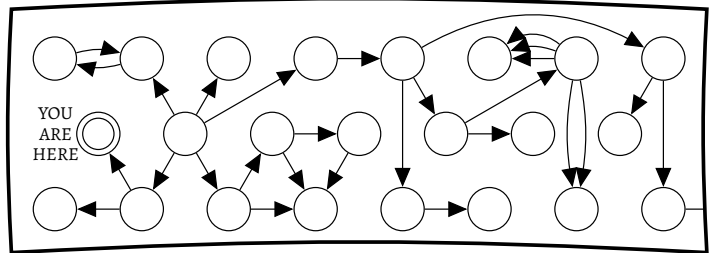
42 You rub the lamp, and a genie emerges.

"As a reward for freeing me from this lamp, I will grant you one wish. The only rules are that you can't wish for more wishes, or for the answer to the puzzle."

o **Help me open the chest** → 36

o **Help me deal with the ghost** → 26

43 You unfurl the scroll. It appears to be some sort of map.



Hm, this map looks strangely familiar.

You hear a clinking sound, and find a coin on the floor. It must have been wrapped up in the map: (2)

44 The door swings open to reveal Sir Pintington IX standing on the other side, grinning widely.

"Wow, you're incredible! That's got to be the fastest escape time yet. Way to collaborate!" He gives you some silly props to hold and takes your team's photo. "This will be on our website later. If you had fun, please tell your friends. And here, take this—you earned it!"

You found the Aristocrat's Orb!

o **Return to the tavern** → 1