Location Puzzle: Find Your Own Tavern

We're instructed to pick a letter, after which the instructions route us to various questions about that letter.

Correctly answering those questions will result in one of two possibilities: the townsperson will shun us, or we'll reach the final "success" section, which invites us to write the letter in the blank corresponding to the section number that led us there.

Eighteen letters lead to the fail state, while eight letters (A, C, H, I, N, T, U, and W) lead to success. For example, choosing the letter A leads to the passages 1, 9, 7, 16, so the letter A should be written in the space numbered 7. Doing this for the remaining letters yields the answer:

A WHICH HUNT

Ancient Ruins

This is a logic puzzle: we must figure out how to navigate the ruins so that we use every door once, and have the correct number of gems in each room we visit. We also must figure out exactly what the five chambers are telling us about the numbers of gems, and how many gems we should start with.

The five chambers, in order, give us five conditions on the number:
- In chamber 3, the number must be a perfect square.
- In chamber 4, the name of the number must start with an "f" sound.
- In chamber 5, we must have the same number of gems each time we visit.
- In chamber 6, the number must be a multiple of 3.
- In chamber 7, the number must be odd.

We also know that the starting number of gems is less than 26, so there aren't too many possibilities to try. There are a few different ways to break in:
- We can figure out what the repeated number in chamber 5 is. We know that it's 14 more than a number that starts with "f", 4 more than another number that starts with "f", two times a multiple of three, and two more than a square. The only small-ish number matching these properties is 18.
- The passageway from chamber 4 to chamber 3 tells us that we want to add 5 to a number that starts with "f" and get a perfect square. This can only be 4 + 5 = 9.

Once we've broken in, we can work backwards or forwards to get the rest of the path (pictured to the right). The rooms are visited in the order 3, 5, 6, 7, 4, 5, 4, 3, 7, 6, and the starting number of gems is 16. The numbers of gems along the path are 16, 18, 9, 13, 15, 18, 4, 9, 1, 12.

These numbers are all between 1 and 26, so we can read them as letters to spell the answer:
PRIMORDIAL
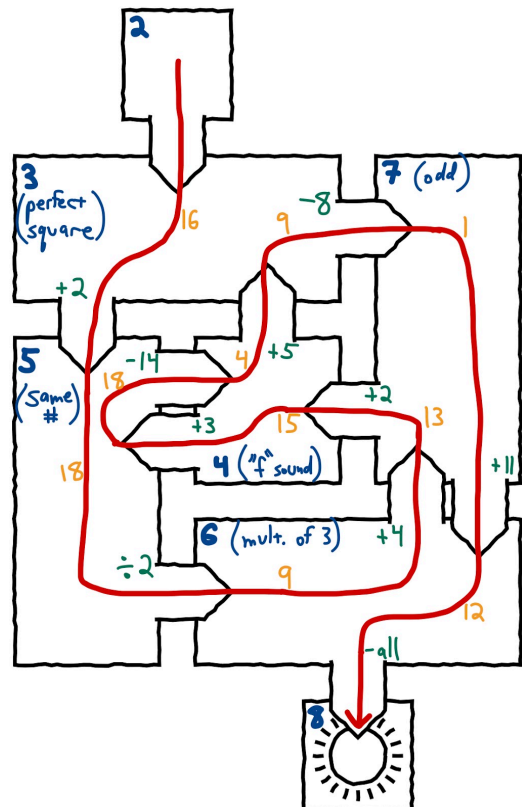
Alchemy Lab

The goal of this puzzle is to identify the components in the alchemist's lab. The alchemist tells us that there are twenty-six possible components in total (but only eleven in this puzzle), so we might suspect that the components are related to letters somehow.

Exploring the components, we can learn that many of them are connected in various ways through "potion effects". Some noteworthy details:
- The apothecary calls this place the "National Alchemical Transmogrification Office."
- They give you a code sheet.
- Two of the components are described as "lovers" of each other, though one is misspelled.
- Two of them are halves of the name of a car brand, and the 5-letter lover is the second half of that name.
- The first half of the car brand sounds like a letter of some alphabet, and another component is a letter in that alphabet.
- One component is a province, and another is a country.
- Two components are members of the same "art form".
- The alchemist says "Bravo!" when we solve the puzzle.

Putting all this together, we can guess that the words are all from the NATO alphabet. The 7-letter lover is JULIETT, the 5-letter one is ROMEO, the first half of the car brand is ALFA, which sounds like it comes from the same alphabet as DELTA. We can use the other connections to identify the remaining ones. In page order they are:

JULIETT
FOXTROT
PAPA
QUEBEC
ECHO
DELTA
TANGO
ROMEO
ALFA
INDIA
HOTEL

One letter in each word is circled, and these circled letters spell the answer:
EXPECTORANT

The Enigmansion

This is an escape room, and the ghost tells us that we need to do a few different things:
- Find the three passwords.
- Figure out how to read the map.
- Keep track of where the coins are found.

The Door Password

The door is etched with eight symbols. These symbols come in five different shapes and styles. On the wall of the room is a grid whose rows correspond to the shapes, and whose columns correspond to the styles. When we turn off the lights we see glow-in-the-dark letters that form the grid, so we can correspond each symbol to a letter. This spells the password SUNLIGHT.

The Ghost Password

The genie allows us to ask one question about the ghost's password, but we can "cheat" and just read all the answers anyway: it starts with a vowel, it's not two syllables long, it contains a B, it doesn't end in Y, and it's the name of a month. It must be OCTOBER.

The Chest Password

The genie and the ghost each give us half of a tablet. The images on these tablets form a rebus: the pictures depict WAR and LOCKS, so the password is WARLOCKS.

Reading the Map

The map has 23 nodes, and this puzzle has 23 sections of text. It's a map of the puzzle itself! We can confirm this by noticing some irregularities that match up with the puzzle:
- The node with no incoming arrows has 5 outgoing arrows, just like the first section.
- The "you are here" node where we find the map comes just after a two-way split.
- The part where we ask the genie a question has 3 arrows to one node and 2 to another.
- The part where we can turn off & on the lights is where two nodes point at each other.
- The skippable ghost dialogue can be spotted in the bottom middle.
- There's an arrow pointing off the edge of the map where we return to the tavern.

So we can identify each section of text with a node on the map.

Extraction

The ghost tells us to keep track of where the coins are found, so we can mark them on the map. This gives us nine spaces, in order. Finally, we can notice that the map has the same layout as the paper where we recorded our passwords: three rows of 8, 7, 8.
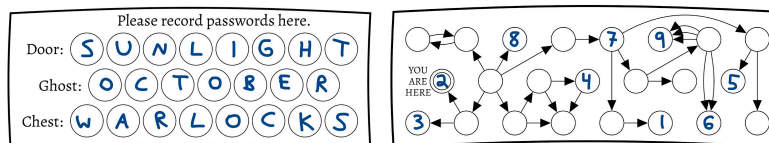
So for each of the 9 coin spaces, we can read the corresponding space on the password sheet. In order from 1 to 9, these spell the puzzle answer: **COWORKING**

Hedge Maze

The four adventurers outside the maze give different instructions for how to navigate the maze, and what to write in the blanks. We can start by following those instructions. The first three instructions visit all eleven sections, but then result in "failure," leading back outside the maze.

The Wizard says to select the choices that contain 11-letter words, and write the nth letter of that word in the nth section. Doing so visits the sections 57, 61, 55, 54, 53, 59, 62, 58, 63, 56, 60 using the words ENVIRONMENT, THREATENING, UNDERGROUND, CHALLENGERS, SMITHEREENS, INGREDIENTS, FORGIVENESS, COORDINATES, UNDESTROYED, GRANDMOTHER, ARCHIPELAGO, and writing the letters E, H, D, L, H, D, E, A, Y, E, O.

The Ranger says to select the choice containing a compass direction, and then read that direction and the previous direction as a semaphore letter. This visits sections 57, 58, 63, 54, 59, 62, 61, 53, 55, 56, 60, following the directions Southwest (into the maze), West, East, Northeast, South, Northeast, Northwest, North, Northwest, West, Southwest, East, and writing the letters H, R, W, E, E, U, T, T, O, H, M.

The Warrior says to choose the most aggressive choice, and write the initials of the given "Warrior's Creed". Doing so yields a path through the sections 57, 58, 60, 62, 61, 55, 56, 63, 54, 53, 59, writing the letters A, P, S, S, T, W, A, A, F, B, A.

The Bard says to follow the path that hasn't been used, and write its initial. This takes us along the path 57, 55, 63, 61, 60, 58, 53, 62, 59, 56, 54. Filling in the letters D, N, S, A, E, I, O, D, R, C, C. The words along this path give an instruction: HEAD DOWN WAYS THAT SOME PAIR BOTH USED READ EACH CLEF.

This instruction gives us the final step: we go through the maze one last time, but now we always follow the path that was used by two adventurers, and read the "clef," i.e. the letter written by the Bard. This takes us through 57, 58, 63, 54, 53, 59, 62, 61, 55, 56, 60, and the letters spell the final answer: **DISCORDANCE**

Meta: The Decision Tree

In the meta, we battle the Decision Tree, but every attempt ends in failure.

There are four places in the battle with the tree where we can choose one of two options. The first choice takes us only to sections with lower numbers, while the second only takes us to sections with higher numbers. The structure exactly mirrors the diagram of the tree at the bottom of the page, so we can associate the different choices with different branches of the tree.

Each of the puzzle answers can be reparsed as "[word one] OR [word two]":

PRIM OR DIAL
EXPECT OR ANT
COW OR KING
DISC OR DANCE

The underlined clues in the four decision nodes each correspond to these words.

COW	four-legged animal	authority figure	KING
PRIM	careful manners and respect	Call	DIAL
DANCE	special moves	circle	DISC
ANT	member of an army	anticipate	EXPECT

So we can associate these options with the corresponding branches in the tree graphic, and then index the numbers into these words:
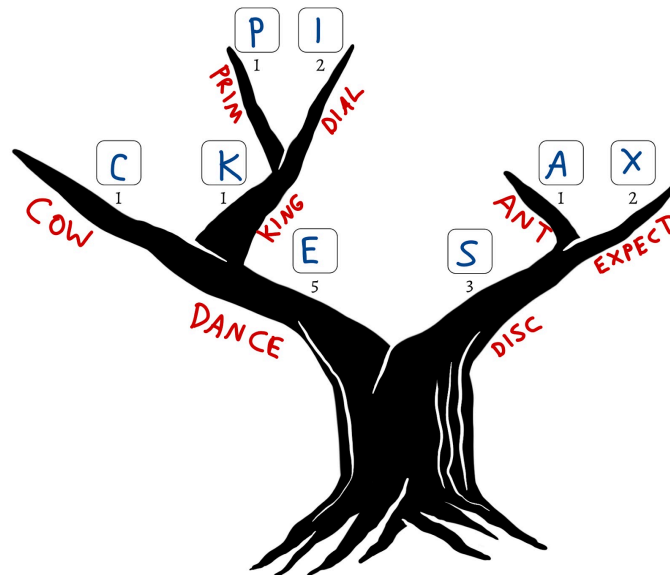
From top to bottom, this spells the final answer, the weapon we can use to defeat the Decision Tree: **PICK AXES**

Bonus: Spell Check

We are told that we are creating six "incantations", which consist of some sequence of words that we "cast". Examining the possibilities, we might notice that we can spell coherent phrases. For example, "Cast GRAND" leads to a section where we can "Cast CANYON".

We can create six sensible phrases that follow the directions and use each word exactly once:

- SOUNDS HEARD IN GRAND CANYON
- WOMAN WHO'S MARRIED
- BOASTED LIKE A BLACK BIRD
- HOT SWEET WINTER BEVERAGE
- COMMAND FOR GENIE
- MEMBER OF DISNEY SEPTET

Each of these phrases can be interpreted as a crossword clue. The answers to these clues can fit in the blanks, one letter per section (so one more letter than the number of words in the clue):

- SOUNDS HEARD IN GRAND CANYON = ECHOES
- WOMAN WHO'S MARRIED = WIFE
- BOASTED LIKE A BLACK BIRD = CROWED
- HOT SWEET WINTER BEVERAGE = COCOA
- COMMAND FOR GENIE = WISH
- MEMBER OF DISNEY SEPTET = DWARF

Writing those letters in the blanks, we spell out the final answer: **A FEW CHOICE WORDS**