## Location Puzzle

The flavortext hints at using Morse code ("dotty" and "dash" are underlined). With this in mind, we can read the interaction. We can notice that the unidentified man uses a lot of synonyms of "long" and "short" (or sometimes those exact words), which can be read as Morse code.

Unknown Man: I'm sorry it's taken me so long to get to you, and I'm afraid my time is short. I have a lot to get through, and I must speak quickly. - - - -
Archivist: Um... no, it's no trouble. Please, sit, Mister...?
Unknown Man: No names; I must spend as little time here as possible. This cannot be a lengthy dialogue; I need to be brief. \& - . Archivist: Ok, sure. Just let me mark the tape for the archives. (Into the recorder) Statement of an unknown man, regarding...
Unknown Man: NO! I told you, my time is very little!
Archivist: Ok, ok! Sorry!
Unknown Man: Thank you. I apologize for my short temper.


Archivist: Well, go on then.
Unknown Man: To put it succinctly... I know the truth about our world. The horrors that live far out of reach from our minds. The beasts with long claws and teeth, which we have only a slim chance of surviving against.


Archivist: I'm sorry... what are you talking about?
Unknown Man: (Laughing) You may think me mad, or find my speech to be drawn-out. But shortly, you will realize I spoke the truth. It won't be long now, no. It. Won't. Be. Long,
Archivist: Wait, what? What does that mean? Hey! Come back here! (Into the recorder) Statement ends.

The final answer is CREEPY

## "Forsaken" - Puzzle 1

We can start by solving both Star Battle puzzles. Let's walk through the intended solve path:

## Star Battle 1 (6x6)

- The 3-tile cage in the third row is only in the third row, meaning it must contain the third row's star. We can cross off all other tiles in the third row. Additionally, we can cross off B2 and B4, as a star being in either spot would block off every tile in the three-tile cage.
- The bottom three rows are made up of only 3 cages (the 6 -tile cage, the 11-tile cage, and the 7-tile cage), so these cages must contain the stars for the bottom three rows. This means we can safely ignore every tile in the 7-tile cage that isn't in the third row, allowing us to place a star in the remaining tile. We can eliminate every tile in the same row and
 column as that star, as well as the 8 tiles surrounding it (since stars may not touch).
- We can now place a star in F6, since it's the only tile remaining in the F column. Doing so eliminates everything else in the 6th row, as well as all the remaining tiles in the 11-tile cage.
- Both the 4-tile cage and the 6-tile cage are contained entirely in the first
 two columns; therefore, their stars must be, in some combination, the stars for the first and second columns. This allows us to eliminate A3 and B3, and place a star in C3 (it is the only remaining tile in the 3-tile cage). We can also eliminate any tile adjacent to, or in the same column as, C3.
- There is only one more tile in the 2 nd row, so we can fill it with a star. The eliminated tiles from this star allow us to place a star in B5 and D1, completing the puzzle.



## Star Battle 2 (8x8)

- Once again, we can begin by identifying a 3-tile cage that is only contained in one row (the 8th one). We can cross out all other tiles in this row. Additionally, we can eliminate G7 (a star here would eliminate every tile in the 3-tile cage) and G6 (a star here would eliminate every tile in the 4-tile cage).
- The 3-tile, 4-tile, and 5-tile cages are all contained entirely within the
 last 3 columns. Since every cage and column needs a star, and each can only have one, these 3 cages must contain the stars for the last 3

columns; we can cross out everything else in the last 3 columns. This leaves us with only one tile remaining in the 9-tile cage, so we can place a star there and eliminate as usual.
- The 11-tile cage now only has spaces remaining in the 4th column; therefore, the 4th column's star must be within this cage. We can cross out everything else in the 4th column, which leaves the 12-tile cage
 with only one tile remaining. We can place a star here and eliminate as usual.
- We cannot place a star in G5, as doing so would eliminate the two remaining spaces in the 4-tile cage. Thus, we eliminate it and, since there is now only one tile remaining, place a star in F6. The eliminations from this leave the 4-tile cage with only one remaining space, so we place a star in H5. This, in turn, eliminates H8, meaning there is only one more spot in the 3-tile cage - G8. We can place a star here.
- The eliminations from the star in H 5 have left the 7-tile cage with only one tile remaining. We can place a star here. Doing so eliminates every tile in the 13-tile cage except for 1 (A1). We can place a star here. The
 eliminations from this leave only one free tile left on the board; we place a star in D2 and solve the puzzle.

Now that that's done, we can move on to the victims. Each of these clues can be solved to a fairly well known name. Additionally, in accordance with the instructions, we make sure to put the full names of any victims marked with a star.

## GROUP ONE:

- A young girl sent to Wonderland: ALICE
- The subject of the 1946 musical "Annie Get Your Gun" : ANNIE OAKLEY
- The Greek god of archery, light, and prophecy: APOLLO
- The Roman god of the sea: NEPTUNE
- Harry Potter's best friend: RON
- The Norse god of thunder: THOR


## GROUP TWO:

- The King of Rock and Roll: ELVIS
- "To Kill a Mockingbird" actor Peck: GREGORY
- English king known for his 6 wives. HENRY VIII
- A swordsman known for saying "You killed my father. Prepare to die":INIGO MONTOYA
- George Gershwin's older brother: IRA
- Russian leader known as "the Terrible": IVAN
- The son of God, according to Christian faith: JESUS CHRIST
- US child actor and politician - or a drink with grenadine and ginger ale*\#:SHIRLEY TEMPLE

Taking a look at these names, we might notice that their lengths perfectly match the sizes of the cages in the star battles. The flavortext asks us to give the victims back their names, and gives the odd instruction to do so from left to right and top to bottom. This all suggests that we should write the names of the victims out in the cages, with one letter in each tile.

Since the Star Battle indicates a certain tile in each row, the natural step is to take the letters in those tiles. Said letters have been highlighted in the images below.

Reading the letters from top to bottom gives the final answer - you would call someone who escaped The Lonely's domain a LONELY SURVIVOR.


## "The People's Church" - Puzzle 3

The flavortext tells us we'll need to combine several couples/pairs in order to form teams. We might start to suspect that the groups of 2 letters are the "pairs", and must be combined to form the answers to the crossword clues. Thankfully, we don't have to suspect for very long - one question, \#6, is a freebee (the answer, MAGNUS, is on your answer sheet!). We can confirm our suspicion by noting that all the letters of MAGNUS appear in the grid.

With this in mind, we can solve the rest of the clues, confirming our answers if we can find the correct bigrams in the grid.

| BLACKSMITH | Someone who might forge clue 5 |
| :--- | :--- |
| BROADWAY | New York City street where people are likely to burst into song |
| COMMON | Far from rare |
| GRANDSON | Your boy's boy |
| KATANA | Japanese sword |
| MAGNUS | Podcast this set is based on: The ___ Archives |
| MATRIARCHS | Women who lead their families |
| MURDER | Group of crows (or a violent crime) |
| PLAYGROUND | Where you might have a game of tag |
| SKIING | Winter vacation activity |
| SWIMMING | Playing mermaids, perhaps? |
| VIRGINIA | US state availible in two varities: regular and West |

Now, we can take a look at the grid. The flavortext tells us that, if we have to leave anyone behind, we should hear what they have to say, so we can take a look at the unused pairs (in green below).

| KS | NG | BR | VO | ND | WE | LL | II | DS | IN |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| ES | RD | US | IA | RG | DW | ON | AY | SP | BL |
| KA | AY | IA | AI | TH | CO | RS | MU | IM | AC |
| GR | AR | SK | TA | TR | EB | MA | MM | PL | OA |
| MI | NG | RA | MI | SW | GR | RC | IL | ER | GN |
| AN | LE | ON | DO | HS | VI | TS | NA | OU | MA |

Put together, these pairs spell VOWELLESS PAIRS ARE BRAILLE DOTS. We might have noticed that the grid is arranged into $2 \times 3$ cages, much like braille is. By interpreting the bigrams that don't include a vowel as dots and the bigrams with vowels as blanks, we can extract an answer.


The People's Church takes away their victims in a DARK HEARSE.

## "The Unknowing" - Puzzle 4

To start with, we can begin solving these crossword clues. Some are a bit vague, but others are certain enough that we can solve them or at least get a good guess in.

| Assist | HELP? AID? |
| :--- | :--- |
| K, in NATO code | KILO |
| Stitch's partner |  |
| Car you might take to prom | HELL |
| Place of the damned | KILL? CROW? |
| Murder |  |
| Drink garnish, maybe | MIME |
| Man trapped in an invisible box |  |
| Sloped ground |  |
| Financial punishment | FOOD? |
| Not yours |  |
| Dinner or a snack | FORE |
| Reason to call 911 | FORD |
| "Watch out!", in golf | FOOL |
| US President Gerald - or a car maker |  |
| A clown, or a tarot card |  |

We'll notice we're getting a lot of four letter answers - enough to suggest that maybe every answer is four letters. Additionally, the flavortext draws attention to the phrase "changing piece by piece". Looking at some words (especially KILO and LILO, or FORE and FORD), we may notice that they are just one letter apart. With both of these in mind, we can fill in the rest of the answers.

| Assist | HELP |
| :--- | :--- |
| K, in NATO code | KILO |
| Stitch's partner | LILO |
| Car you might take to prom | LIMO |
| Place of the damned | HELL |
| Murder | KILL |
| Drink garnish, maybe | MIME |
| Man trapped in an invisible box | HILL |
| Sloped ground | FINE |
| Financial punishment | MINE |
| Not yours | FOOD |
| Dinner or a snack | FIRE |
| Reason to call 911 | FORE |
| "Watch out!", in golf | FORD |
| US President Gerald - or a car maker | FOOL |
| A clown, or a tarot card |  |



The flavortext also draws attention to the words "follow the trail", suggesting we should connect these answers somehow. We've already established that these words are one-letter off, so the natural idea is to form a word chain.

The letters the line crosses through, in order, spell out our final answer: look into the mirror after The Stranger's powers affect you, and you'll see that IT'S A BLAND NEW YOU.


## "Ceaseless Watcher" - Puzzle 2

We can begin with the crossword clues to the right. Though we may not be able to get all of them easily, we can certainly get a few.

- The Science Guy: BILL NYE
- A driver's license or passport: IDENTIFICATION
- Like Mario or Tony Soprano: ITALIAN
- Place one might use the Dewey Decimal System: LIBRARY
- Roald Dahl book about a psychic girl: MATILDA
- School Headmaster: PRINCIPAL

The group of letters to the left seems to be a word search, though it's one where words can change direction mid-word. We can begin to try to find our words, though we'll quickly notice we can never seem to find a full word.

However, the flavortext notes that the eyes "insert themselves" into things. We may notice that what our words seem to be missing is the letter eye, and that it's possible to complete a word by using an eye as the letter $I$.

There are 18 eyes and 18 clues, so it's natural to assume that each eye is used once in a clue. By going back and forth between the clues and the word search, we can locate every word and solve every clue. Here are the full answers for both.

The Science Guy: BILL NYE
A rood or cross: CRUCIFIX
Star Trek Series: DISCOVERY
What you might attain upon reaching Nirvana: ENLIGHTENMENT
You might get it after killing an enemy in a video game: EXPERIENCE
A driver's license or passport: IDENTIFICATION
Like Mario or Tony Soprano: ITALIAN
Place one might use the Dewey Decimal System: LIBRARY
Copy or replica, perhaps: LIKENESS
Cobbled together or stopgap: MAKESHIFT
Roald Dahl book about a telekinetic girl: MATILDA
Gave human qualities, in literature: PERSONIFIED
School Headmaster: PRINCIPAL
Content or pleased: SATISFIED
$\qquad$ Method: SCIENTIFIC
Not showing your emotions: STOTIC

They might steal your wallet: THEIVES
Singing like a kettle: WHISTLING

The flavortext draws attention to the words "left over", which suggests we should read the leftover letters in the word search. This reveals a substep: "WOAH NICE SOLVE NOW LOOK ABOVE THE EYES"

As the instructions say, we can look above the eyes. The letters above each eye have been circled in the image below.

The letters above each eye spell out the final answer - the best time to do something private when The Eye is around is IN THE BLINK OF THE EYE.


## "The Ritual" - Meta Puzzle

To begin with, this is a meta puzzle. We will need the four answers we've gathered so far LONELY SURVIVOR, IN THE BLINK OF THE EYE, DARK HEARSE, and IT'S A BLAND NEW YOU.

In order to get our final answer, we'll need to transform these answers based on the instructions we've been given. Let's go through every step, in order.

- Gather four slightly-altered idioms.
- Check! Our answers are slightly-changed versions of common idioms ("Lone survivor", "In the blink of an eye", "Dark horse", and "It's a brand new you").
- From one idiom, remove all but the biblical boat.
- Hidden in DARK HEARSE is ARK, as in Noah's Ark.
- From another, remove all but the hidden number.
- From LONELY SURVIVOR, we can take out ONE from inside L(ONE)LY..
- From a third, remove all but a body part.
- We can take EYE from IN THE BLINK OF THE EYE.
- From the last, remove all but the word meaning boring.
- Last but not least, we can take BLAND from A BLAND NEW YOU.
- Add two letters to the start of a word to get a unit of measurement (or, a mineral).
- We can take ONE to get STONE.
- Replace a word with the letter it sounds like.
- Only one candidate here - EYE sounds like the letter I.
- Replace the boat with it's owner.
- NOAH owned the ARK.
- Replace two adjacent letters in a word with the letter O.
- This one seems vague until we remember each transformation has to be a valid word or acronym (I is a word!). With this in mind, the only possible change is BLAND becoming BLOOD.
- Replace a liquid with the color of that liquid.
- BLOOD, the only liquid we have here, is RED.
- Add two letters after a word to get an acronym meaning "I'll pay you back!"
- We can add O and U to I to get IOU.
- Remove the first and last letters of the unit of measurement to get a different unit of measurement.
- STONE becomes TON
- Replace an acronym with what its second letter means.
- In IOU, the middle letter, O, means OWE.
- Remove the last two letters of a word.
- NOAH becomes NO
- Add an R to a word to get a new word meaning "ripped".
- TON becomes TORN
- Add an A inside of a word.
- RED becomes READ
- Replace an O with a U.
- TORN becomes TURN
- Reverse a word to get a new word.
- NO becomes ON
- Add a P and R to the start and end of a word, respectively.
- OWE becomes POWER
- Add a D to the start of a word.
- READ becomes DREAD
- Replace a word with its opposite.
- ON becomes OFF
- Read out your final answer!

By writing these transformations in the blanks on the second page, we can read our final answer from the bottom line. In order to save our world from the Dread Powers, we need to TURN OFF DREAD POWER.

From the Desk of Jonathan Sims, Head Archivist of the Magnus Institute


It's time! Thanks to all of your help, I think l've figured out how we can defeat these dread powers. I've uncovered this ritual - follow it to the letter, and we might stand a chance. You can write each step on the lines below. Remember, after every change, your materials will remain real words or acronyms.

1. Gather four slightly-altered idioms.
2. From one idiom, remove all but the biblical boat.
3. From another, remove all but the hidden number.
4. From a third, remove all but one body part.
5. From the last, remove all but the word meaning boring.
6. Add two letters to the start of a word to get a unit of measurement (or, a mineral).
7. Replace a word with the letter it sounds like.
8. Replace the boat with its owner.
9. Replace two adjacent letters in a word with a pair of O's.
10. Replace a liquid with the color of that liquid.
11. Add two letters after a word to get an acronym meaning "I'll pay you back!"
12. Remove the first and last letters of the unit of measurement to get a different unit of measurement.
13. Replace an acronym with what its second letter means.
14. Remove the last two letters of a word.
15. Add an $R$ to a word to get a new word meaning "ripped."
16. Add an A inside of a word.
17. Replace an 0 with a $U$.
18. Reverse a word to get a new word.
19. Add a $P$ and $R$ to the start and end of a word, respectively.
20. Add a D to the start of a word.
21. Replace a word with its opposite.
22. Read out your final answer!


| LONELY SURVIOR |
| :--- |
| ONE |
| STONE |

TON

TORN
TURN

## DARK HEARSE

| ARK |
| :--- |

NOAH

| NO |
| :--- |
| ON |

## OFF

IDIOM THREE (THE UNKNOWING)

## IN THE BLINK

OF AN EYE

| EYE |
| :--- |
| I |
| IOU |
| OWE |
| POWER |

IDIOM FOUR (CEASELESS WATCHER)

IT'S A BLAND NEW YOU

BLAND

## BLOOD

| RED |
| :--- |
| READ |

DREAD

This is it. How do we save our world?
"The Corruption" - Bonus Puzzle
Let's start by solving both sets of clues, as well as figuring out which bugs the first paragraph is talking about. Google may be helpful for a few of these, but most should be doable.

- A tooth ending in two points (8). BICUSPID
- Brass instrument (6 4) FRENCH HORN
- Molten rock (5). MAGMA
- Move for a job, perhaps (8) RELOCATE
- "That's hilarious", for txters (4) ROFL
- Omen or advertisement (4) SIGN
- What you might be asked to do at the end of a YouTube video (9) SUBSCRIBE
- What you might be told after not showering (3 5) YOU STINK
- Blacksmith's working surface (5) ANVIL
- Military trumpet (5) BUGLE
- Airborne (6) FLYING
- Columns or community supporters (7) PILLARS
- Makeshift boat (4) RAFT
- Dangerous storm in the title of a Shakespeare play (7) TEMPEST
- Circus attraction, possibly (7) TRAPEZE
- The ___ Duckling (4) UGLY

Next, the bugs.

| STINKBUG | An insect that produces a foul smell when crushed |
| :--- | :--- |
| FLEA | An insect that you might find on your dog |
| HORNET | A stinging insect that shares its name with a basketball team |
| CATERPILLAR | An insect known for being Very Hungry |
| SPIDER | A web-spinners that's not technically an insect |
| GNAT | An small insect sharing something in common with the gnu |
| BEDBUG | An insect that kids are told not to let bite |
| MAYFLY | An insect which lives for only about two days |
| The flavortext draws our attention to the phrase "between things". Additionally, we have 8 bugs, <br> and 2 sets of 8 clues. This suggests we can combine these words to make the names of these <br> bugs. However, the flavortext also underlines "missing a piece", which suggests that each bug is |  |

missing a letter. With this in mind, we can combine our words. As we do, and eliminate words, we can clear up any confusion we may have had about which bugs are needed.

| STINKBUG | YOU STINK (B) UGLY |
| :--- | :--- |
| FLEA | ROFL (E) ANVIL |
| HORNET | FRENCH HORN (E) TRAPEZE |
| CATERPILLAR | RELOCATE (R ) PILLARS |
| SPIDER | BICUSPID (E) RAFT |
| GNAT | SIGN (A) TEMPEST |
| BEDBUG | SUBSCRIBE (D) BUGLE |
| MAYFLY | MAGMA (Y) FLYING |

Reading the missing letters in the order the bugs are given in the first paragraph reveals the final answer - in case the Dread Powers return, we need to BEE READY.

