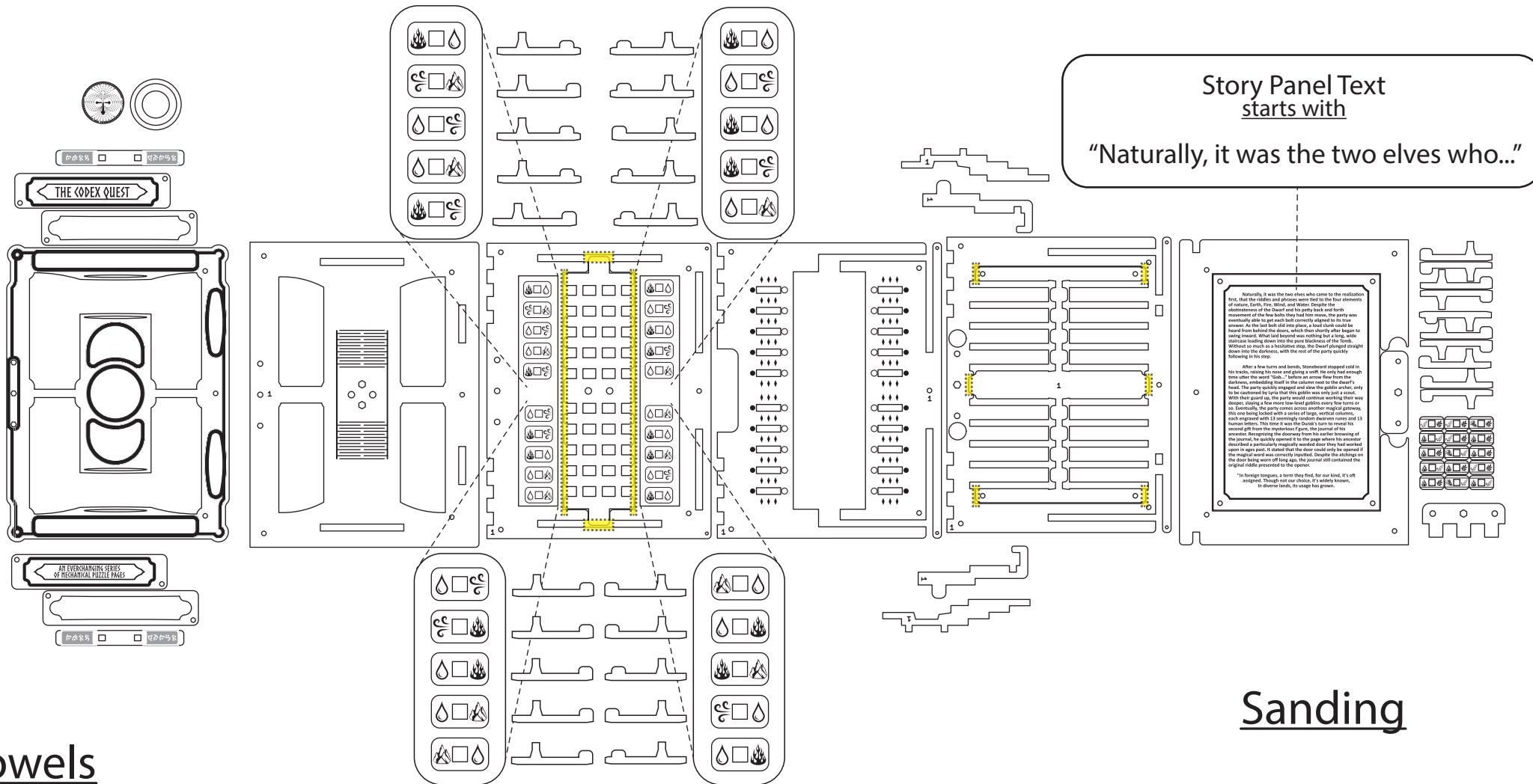


# Page 1 - Toggles of Truth



## Dowels

Q2 = 2

## Magnets

E2 = 4

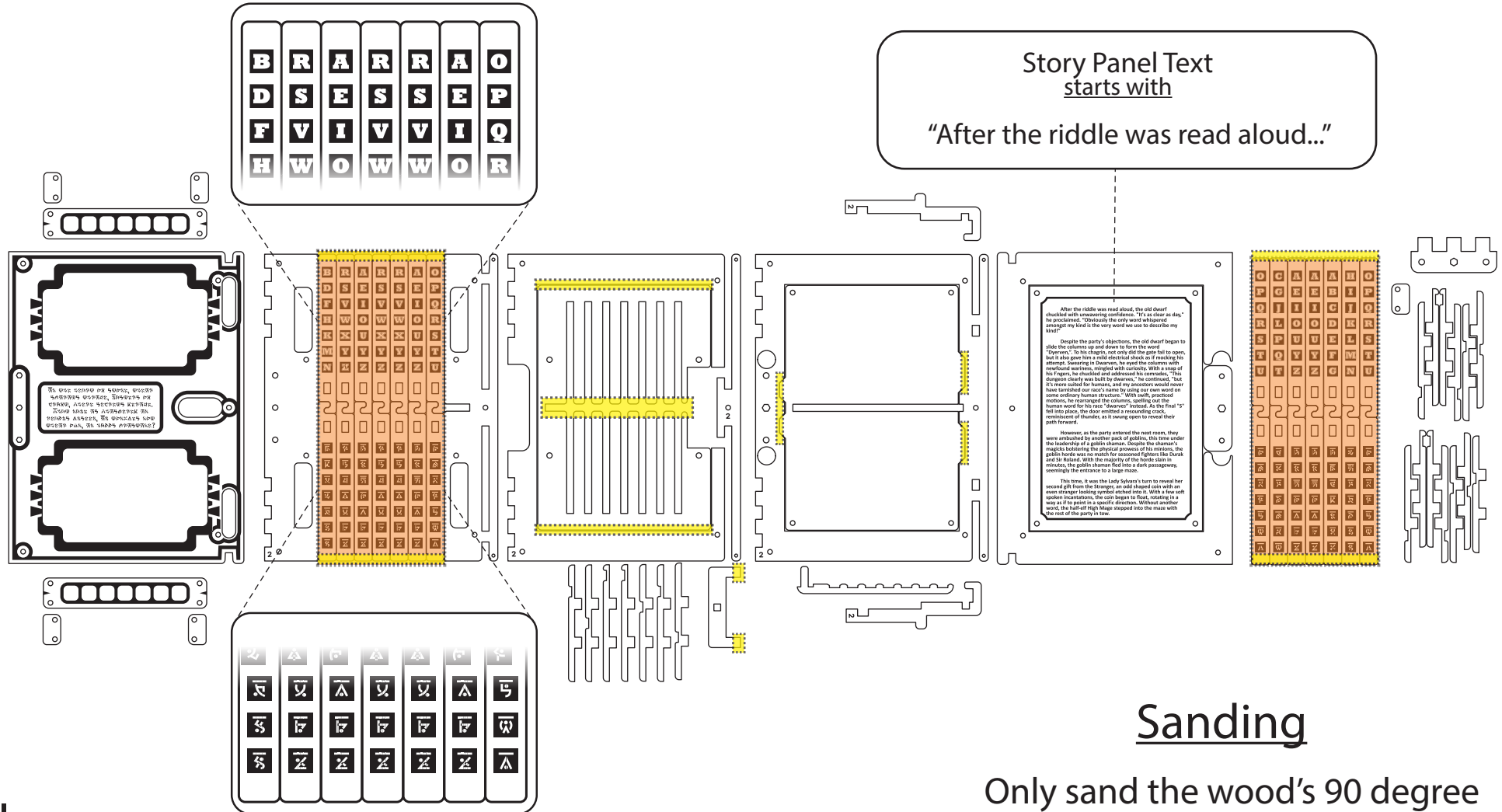
1/4" = 5

E6 = 7

1" = 1

Only sand the wood's 90 degree edges on both sides of the areas marked by the Yellow Dotted Areas.

# Page 2 - Sliders of Power



Story Panel Text starts with  
"After the riddle was read aloud..."

After the riddle was read aloud, the old dwarf chuckled with unwavering confidence. "It's as clear as day," he proclaimed. "Obviously the only word that shared amongst my kind is the very word we use to describe my kind!"  
Despite the party's objections, the old dwarf began to slide the columns up and down to form the word "Dwarves". To his chagrin, not only did the gate fail to open, but it also gave him a mild electrical shock as it reached its attempt. Swearing to himself, he sent the columns with renewed wariness, mingled with curiosity. With a snap of his fingers, he checked and addressed to himself. "This dungeon clearly was built by dwarves," he continued. "But it's more suited for humans, and my ancestors would never have tarnished our race's name by using our own word on some ordinary human structure." With swift, practiced motions, he rearranged the columns, adding the final human word for this race - "cleaver" instead. As the final "s" hit into place, the door emitted a menacing crack, reminiscent of thunder, as it swung open to reveal their path forward.  
However, as the party entered the next room, they were ambushed by another pack of goblins. This time under the leadership of a goblin Shaman. Despite the character's meager build, he proved to be a force to be reckoned with. The goblin hords was no match for seasoned fighters like Durak and Sir Roland. With the majority of the horde slain in minutes, the goblin shaman fled into a dark passageway, seemingly the entrance to a large maze.

## Dowels

E2 = 12  
E5 = 7

## Magnets

1/4" = 3

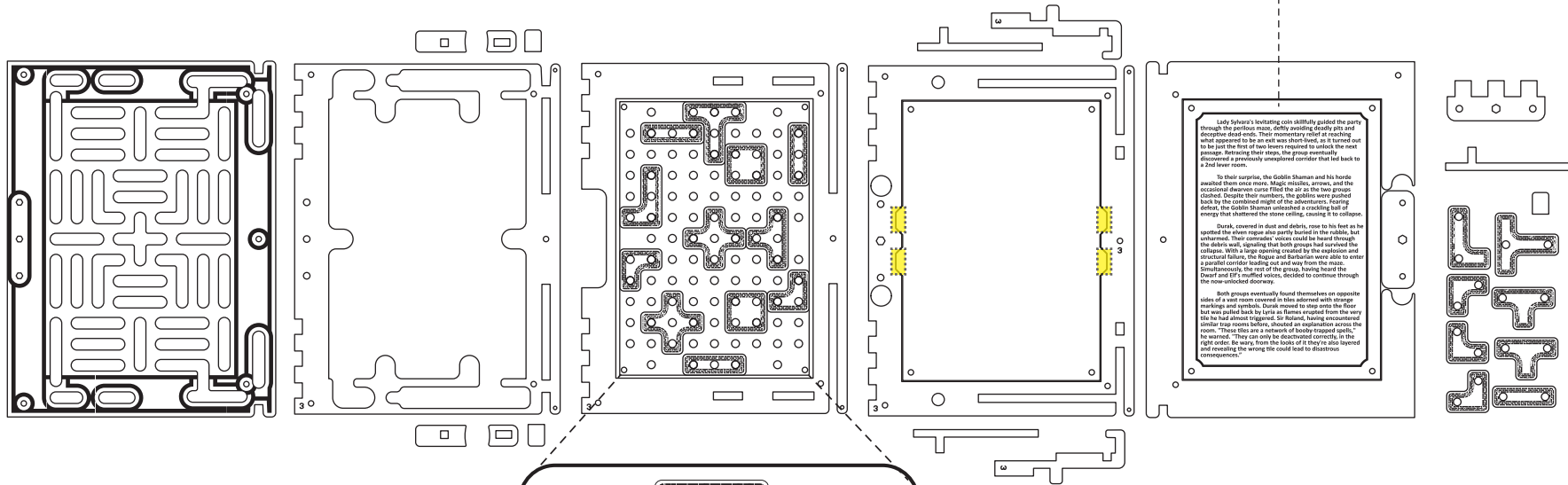
## Sanding

Only sand the wood's 90 degree edges on both sides of the areas marked by the Yellow Dotted Areas.  
Sand entire back face of pieces marked by Orange Dotted Areas.



# Page 3 - Maze of Levitation

Story Panel Text starts with  
 "Lady Sylvara's levitating coin skillfully..."



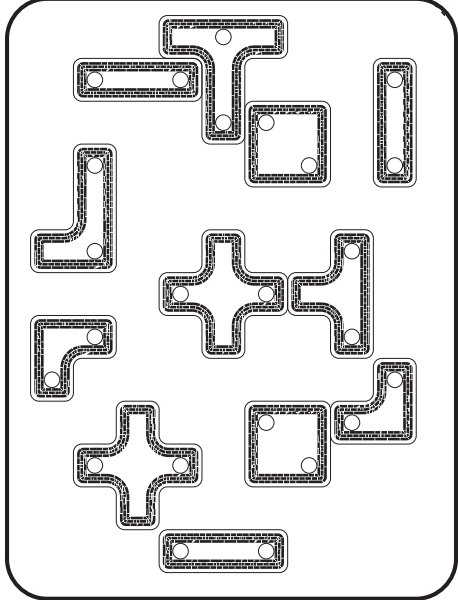
Lady Sylvara's levitating coin skillfully guided the party through the perilous maze, deftly avoiding deadly pits and explosive dead ends. Their momentary reprieve at reaching what appeared to be the exit was short-lived, as it turned out to be just the first of two layers required to unlock the next passage. Following their steps, the group eventually discovered a previously unexplored corridor that led back to a 2nd floor room.

To their surprise, the Goliath Shaman and his horde swarmed them once more. Magic missiles, arrows, and the occasional dwarven curse filled the air as the two groups clashed. Unable their wounding, the goblins were pushed back by the combined might of the adventurers, hearing defeat, the Goliath Shaman unleashed a crackling ball of energy that shattered the stone ceiling, causing it to collapse.

Shards rained in dark and deadly, none to be seen as he spotted the silver ring also partly buried in the rubble, but unharmed. Their earlier voices could be heard through the debris wall, signaling that both groups had survived the collapse. With a steep covering created by the explosion and structural failure, the Rogue and Barbarian were able to enter a parallel corridor leading not area way from the maze.

Simultaneously, one half of the group, having heard the Dwarf and Elf speak, decided to continue through the now-entranced doorway.

Both groups eventually found themselves on opposite sides of a vast room covered in tiles adorned with strange markings and symbols. Careful moved to step onto the floor but was pulled back by lava as flames erupted from the very tile he had almost stepped on. Instead, having encountered a similar trap nearby, he tried an alternative across the room. "These tiles are a network of hobbit trapped spells," he warned. "They can only be deactivated correctly in the right order. Be wary, from the looks of it they're also layered and nesting the wrong the could lead to disastrous consequences."



## Dowels

Q2 = 22  
 (+16)

E3 = 4

E5 = 7

## Magnets

1/4" = 3

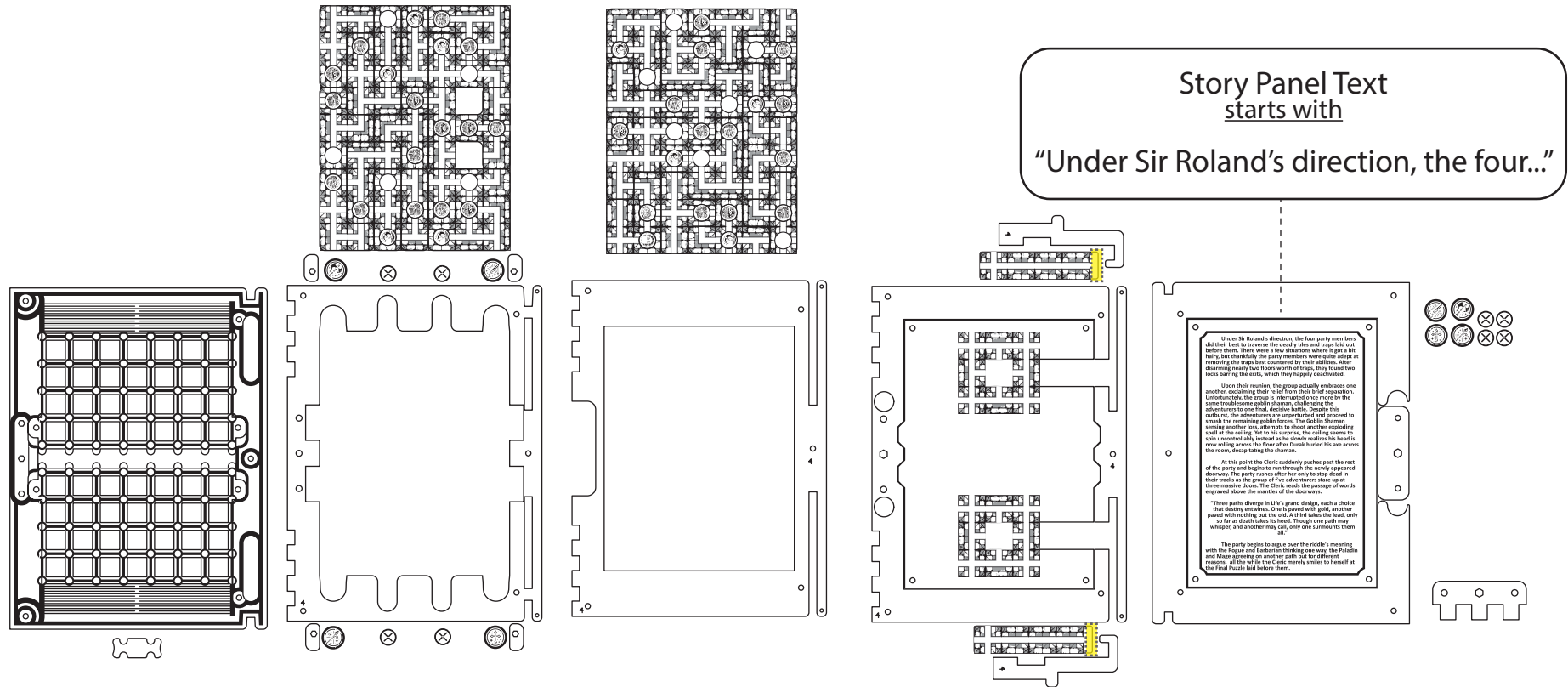
3/8" = 2

5/8" = 1

## Sanding

Only sand the wood's 90 degree edges on both sides of the areas marked by the Yellow Dotted Areas.

# Page 4 - The Precipitous Tiles



## Dowels      Magnets

E2 = 8

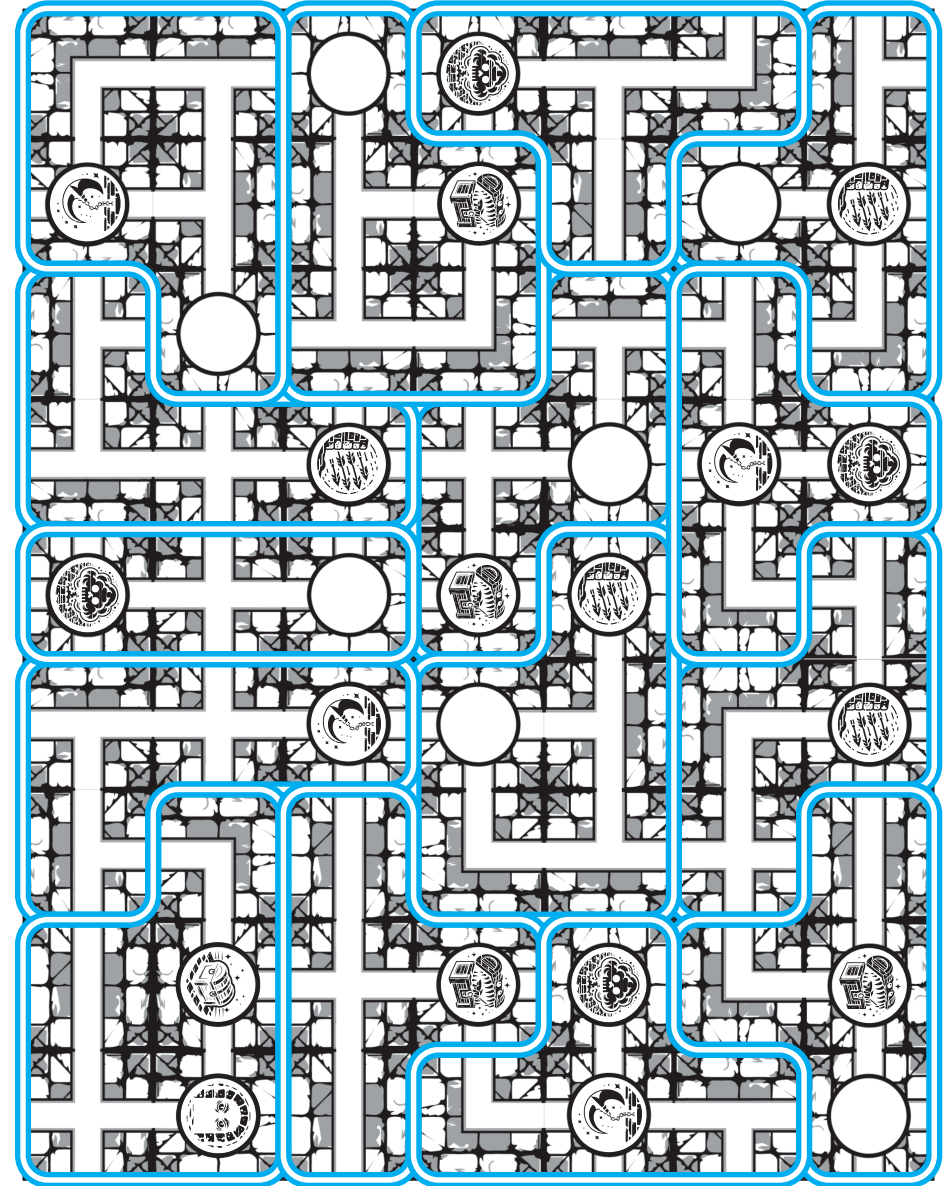
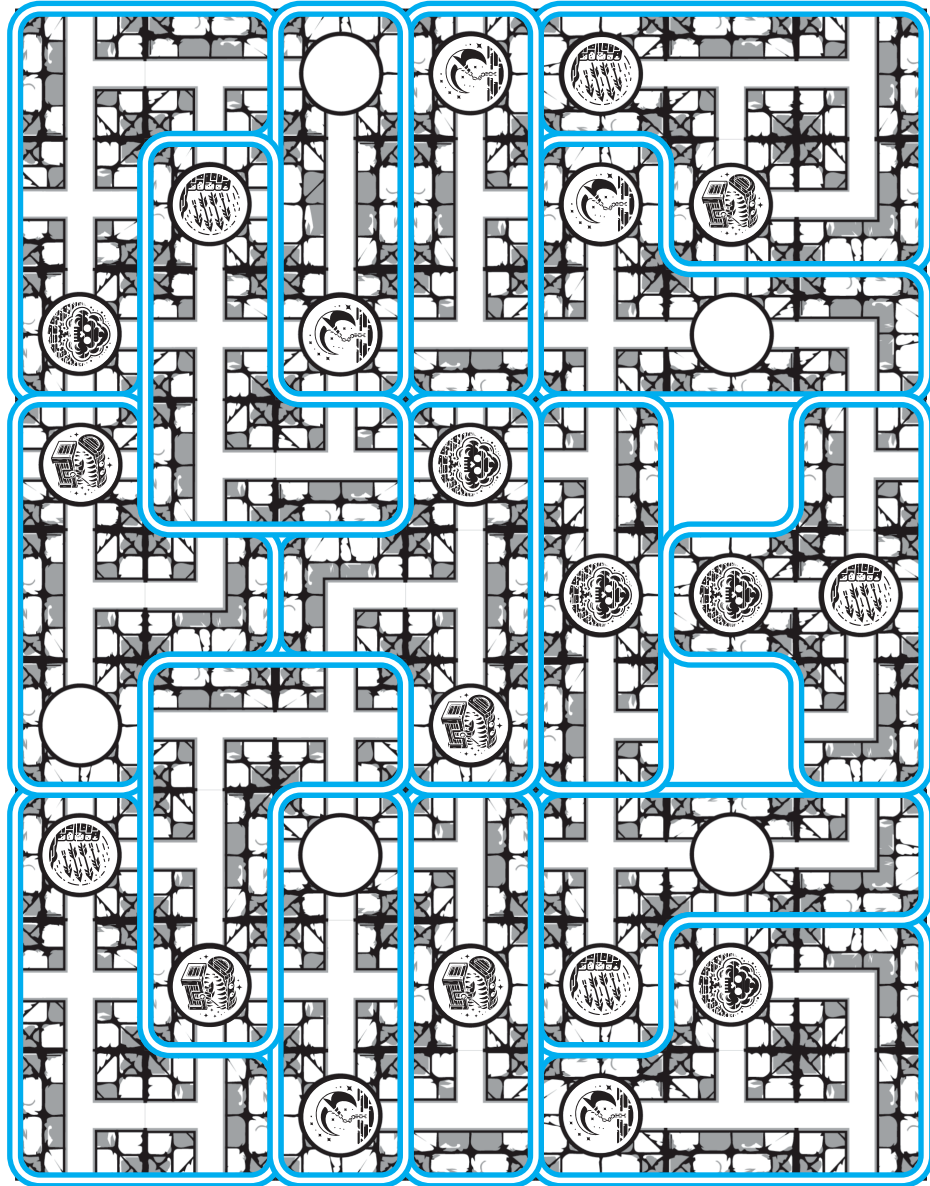
1/4" = 3

E5 = 7

## Sanding

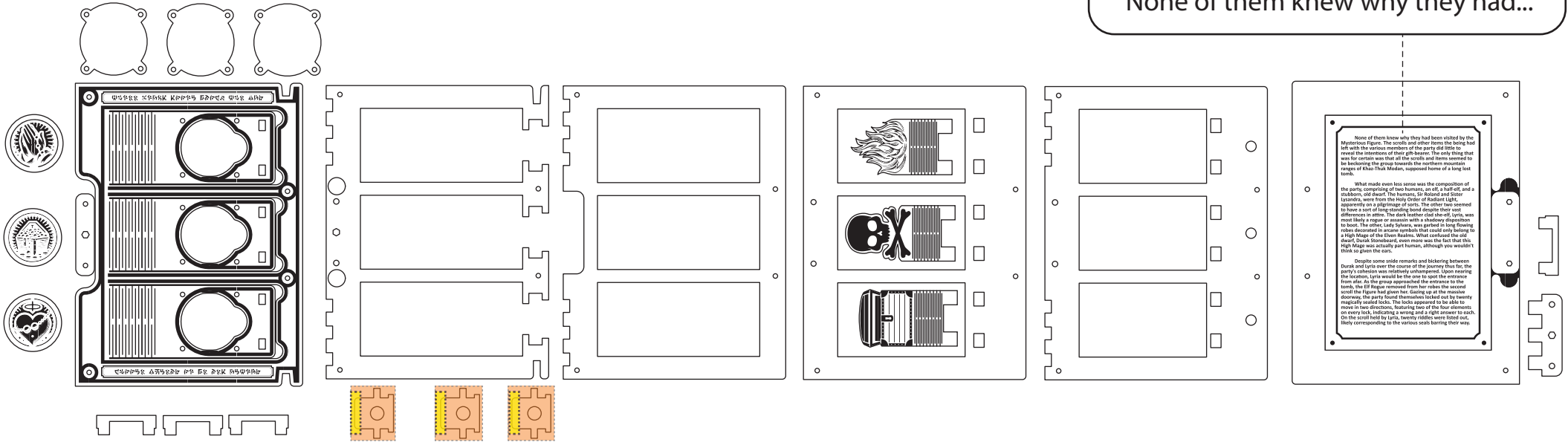
Only sand the wood's 90 degree edges on both sides of the areas marked by the Yellow Dotted Areas.

# Page 4 - The Precipitous Tiles



# Page 5 - The Three Doors Riddle

Story Panel Text starts with  
 "None of them knew why they had..."



## Sanding

### Dowels

E2 = 12

E6 = 7

### Magnets

1/4" = 3

1/2" = 3

3/8" = 3

Only sand the wood's 90 degree edges on both sides of the areas marked by the Yellow Dotted Areas.

Sand entire back face of pieces marked by Orange Dotted Areas.