# PAIZOCON 2022 PUZZLE HUNT

Welcome to the sixth annual PaizoCon Puzzle Hunt! The Drift Crisis has caused chaos across the galaxy, as travelers have vanished from the Drift, intersystem communications have slowed, and corporations begin to sell untested engine designs. By finding fragments of a message from the god Triune on the following pages, you might be able to piece together a solution to this problem! Once again, many thanks to Sonja Morris for making our fever dreams reality with her fantastic art design! And thanks to our playtesters Brian Bauman, Scott Keim, Mark Seifter, and Linda Zayas-Palmer!

What Is a Puzzle Hunt?

A puzzle hunt is a set of puzzles, each of which has an answer that is a common word. These answers are then combined in some way in a final puzzle that leads to an ultimate solution! If you want some help, hop into the convention Discord channel dedicated to the puzzle hunt, where we're happy to give you a nudge in the right direction. Thanks for playing!

—Jason Keeley, Joe Pasini, Ron Lundeen
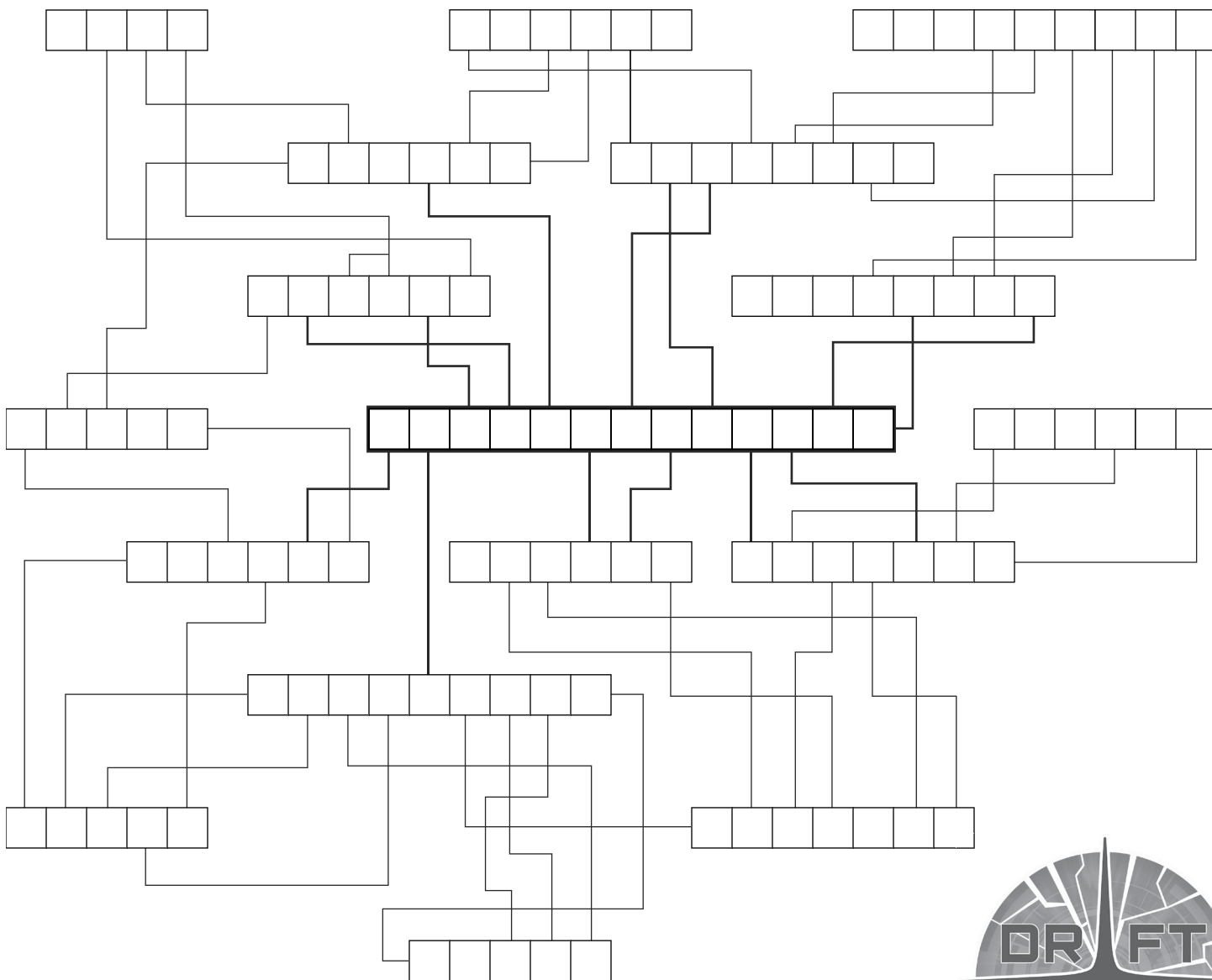
MIXED MESSAGES

Even long-distance communication that takes advantage of the Drift has broken down. You've received several transmission from deep space, but they're garbled beyond recognition. Your coms software can provide only limited information to help you sort things out.

• In each of the five grids below, you must enter three additional words (from the given list), the last of which is an answer word.

• For each word entered in a grid, a light gray square indicates a letter that is in the answer word but in the wrong position, while a dark gray square indicates a letter that is in the answer word and in the right position. A white square indicates a letter that is not in the answer word.

• Once a letter is identified as correct (with either a light gray or dark gray square), that letter is used in subsequent words in that grid.

B	A	R	O	N

L	A	T	E	R

U	N	T	I	L

R	A	I	D	S

A	B	O	U	T

ALBUM	DROVE	READY
ARMED	HURTS	SHORT
BLURS	MONTH	THORN
CLEAR	OLDER	TRICK
CLUBS	OTHER	WORLD

Much like so many others during this Crisis, you encounter a problem with your **faster-than-light** (5) engine! It seems that a saboteur uploaded a **malicious computer program** (5) into your engine that has affected the rest of your systems. Now, your **vessel** (4) is out of control, and if you don't do something soon, you'll hit that nearby moon with a terrible **impact** (5)! Can you remove all unnecessary information from the jumble that is your computer's operating system below and eliminate all remaining redundancies to find out what this is going to do to your trip?

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S  P  R  D  P  I  H  S  C  S  H
U  T  V  I  R  U  S  S  R  S  D
R  F  U  V  P  I  H  S  A  R  C
I  I  S  H  I  P  F  R  S  P  C
V  R  S  S  P  R  C  T  H  R  C
I  D  I  U  T  I  U  P  A  T  R
U  T  F  I  R  D  H  S  T  F  A
C  R  A  S  H  I  H  S  F  I  S
S  U  R  I  V  I  V  R  I  R  H
S  H  I  P  P  T  F  I  R  D  I
T  S  H  I  P  I  H  S  D  D  P
```

_ _ _ _ _ _ _

OUT OF BALANCE

You arrive at a solarian cosmonestary, where the residents believe the Drift Crisis has caused a major imbalance between photon and graviton energy. To right this wrong, walk a closed loop through the monastery. Your path must pass through the centers of squares, never cross itself, branch off, or go through the same square twice. A shape, bordered by bold lines, is called a "room." Your path can go through each room only one time and must go through all rooms. Once your path leaves a room, you can't return to that room. In each room, your path goes through all of the graviton symbols or all of the photon symbols. Your path can't pass through both graviton and photon symbols in one room. After you pass through the graviton symbols in one room, you must go through all the photon symbolss in the next room you enter, and vice versa.

TEST FLIGHT

We need your help finding testing the drives made by these manufacturers to see if they can provide an alternative to Drift travel. Follow the instructions given to eliminate some manufacturers; note that even if a name is crossed off it might apply in relation to names that have yet to be crossed off.

1. Cross out all manufacturer names with a color in them.

2. Cross out a manufacturer if its logo is different from all others of the same name.

3. Cross out all three-word manufacturers directly above one-word manufacturers.

4. Cross out all manufacturers whose second word is "Industries" only if it is in the same column as another manufacturer whose second word is "Industries."

5. Cross out all instances of names with the word "Works" only if it is in the same row or column as ATech.

6. Cross out all manufacturers that begin with a vowel and are immediately to the right or immediately to the left of a manufacturer whose second word begins with a vowel.

7. Cross out all manufacturers with exactly two uncrossed-out instances left in the grid.

8. From the names that are left, take the letter in the position of their corresponding columns and arrange those letters from top row to bottom row to discover how to continue.

HIVONYX INDUSTRIES	ATECH	REDSHIFT REVOLUTION	STARHIVE	IDARI CRUCIBLE WORKS
SANJAVAL SPACEFLIGHT SYSTEMS	KEVOLARI COLLECTIVE	ATECH	IDARI CRUCIBLE WORKS	HIVONYX INDUSTRIES
TERMINATOR	REDSHIFT REVOLUTION	VANGUARD CRAFTWORKS	RINGWORKS INDUSTRIES	THAUMTECH UNLIMITED
RINGWORKS INDUSTRIES	BLOOD MOUNTAIN CLANS	DEATH'S HEAD	BLACKWIND ENGINEERING	UNITED INTERFAITH ENGINEERING
KEVOLARI COLLECTIVE	VINDICAS	TERMINATOR	HIVONYX INDUSTRIES	SANJAVAL SPACEFLIGHT SYSTEMS
NORIKAMA SYNDICATE	IDARI CRUCIBLE WORKS	BLACKWIND ENGINEERING	ATECH	TERMINATOR

COMING TOGETHER

Each phrase is two words related to subjects of the Drift Crash looking to resettle within Absalom Station's Ghost Levels. The last letter of the first word is shared with the first letter of the second word. Clues in bold help you identify the words, but they might be reversed (instead of "prepared physician" being "ready doctor," the answer is "doctoready")!

~~ADY~~	ALA	ALLI	AR	AUR	AZ	BU
CAM	CEL	~~CT~~	CY	DER	~~DO~~	DO
EL	EOP	ENT	ENT	ER	EST	GA
GEN	ING	LENT	LENT	LIO	MIN	NGU
NN	~~ORE~~	ORI	PAP	PAR	RE	REB
ST	TAS	TER	TEX	TI	UD	UL
UST	VEN	ZIN				

1. A **prepared physician** seeks aid.   (4) D O C T O R E A D Y

2. The displaced chef's **food is delicious**.   (4) _ _ _ _ _ _ _ _ _ _ _ _

3. The troubled Eoxian is **somewhat purple**.   (5) _ _ _ _ _ _ _ _ _ _ _ _ _ _

4. The artist is **fascinating at folding paper**.   (6) _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _

5. This veteran is a **hesitant artillerist**.   (5) _ _ _ _ _ _ _ _ _ _ _ _

6. A **lazy stalker** follows the group.   (6) _ _ _ _ _ _ _ _ _ _ _ _ _ _ _

7. He wears such a **fancy piece of jewelry**.   (4) _ _ _ _ _ _ _ _ _ _ _

8. A **government division's speed** could help.   (5) _ _ _ _ _ _ _ _ _ _ _ _

9. The **trainee seeks to overthrow authority**.   (6) _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _

What is the nature of the people helping them to resettle?   _ _ _ _ _ _ _ _ _

MAKING CONNECTIONS

After being ejected from the Drift during the Drift Crash, a Starfinder Society ship has returned from parts unknown with four strange stone tablets. The Starfinders believe there are connections between these words, but can't determine how they are connected. Each of the four grids below contains four groups of four connected words each. The possible categories for connections are listed below the grids, though some words could belong to multiple categories! Can you sort out which words belong in which groups?

CHERRY	CRUCIBLE	BUSHEL	PECAN
PROTOCOL	MINCE	MAROON	TRAMPOLINE
PUMPKIN	RUBY	COURTESY	COW
CRADLE	PLANET	SCARLET	CARMINE

SPHINX	SHERLOCK	THETA	ATLANTA
DENVER	CHIMERA	LUCIFER	SIGMA
PHOENIX	PI	BOSTON	KAPPA
LOST	GAMMA	BASILISK	SEATTLE

PAROLED	UNCLE	SKULK	SCHOOL
MESSAGE	SLINK	BALM	SISTER
COUSIN	DRAWING	PROWL	AUNT
SNEAK	CIRCUIT	MOTHER	CREEP

ABOVE	GORDON	PAL	OWN
WALLOW	BUDDY	THROUGH	INA
JULIA	HEW	MATE	AMONG
SON	PAST	GUY	UP

A. GREEK LETTERS

B. SHADES OF RED

C. FAMILY MEMBERS

D. SYNONYMS OF "EAT" WITH THE FIRST LETTER REMOVED

E. ONE-WORD TV SHOWS

F. WORDS THAT PRECEDE "BOARD"

G. WORDS THAT START WITH FORMS OF TRANSPORTATION

H. FIRST NAMES OF FAMOUS CHEFS

I. MYTHOLOGICAL CREATURES

J. WAYS TO MOVE STEALTHILY

K. CASUAL FORMS OF ADDRESS

L. WORDS IN STARFINDER ADVENTURE PATH TITLES

M U.S. CITIES

N. ANAGRAMS OF ANIMALS

O. DIRECTIONAL PREPOSITIONS

P. TYPES OF PIE

Oh no, after a particularly fierce Drift storm, you are lost somewhere on that transitive plane and your astronavigation computer is acting up! Feed all the astronavigation coordinates into the grid below to reinitalize your computer. Once that is completed, you'll have enough information to use the starfield map to reveal a final destination.
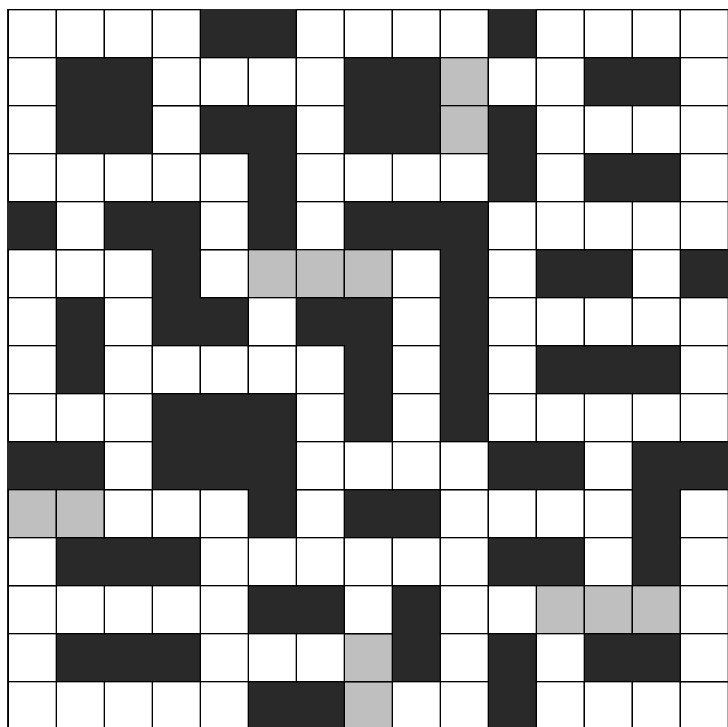
3 Digits	5519	41197
122	5842	47802
163	6330	48803
215	6482	53866
234	6572	64290
246	7456	81609
338	8928	85031
414	9164	87094
422	9796	88532
770		97858
852	**5 Digits**	
	10235	**6 Digits**
4 Digits	10618	202166
1854	15619	218281
2931	18547	785510
3618	19875	841234
4370	25138	868531
4879	30104	
5292	37141	

STARFIELD

10-E   54-D   216-U   85-M   709-C

48-S

853-P   88-I   57-L

123-H   92-R   561-T   37-O

DRAWING CONCLUSIONS

Planar material once absorbed by the Drift has now been ejected into the Material Plane—but it's torn to pieces! Your ship's scanners have identified 21 fragments, but it's up to you to reassemble the pieces by drawing them in the correct locations. Note that 3 fragments are blank.