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SO WHAT'S THE RIDDLE LIKE, ANYWAY? II

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Liz Smith

Your PCs are deep in the dungeon and have just encountered a terrifying monster which they have no chance of defeating. Luckily, the monster is bored and challenges the party to a riddling contest instead of simply just killing them. Alternatively, the party have encountered a sentient statue that will not let them past until they have answered three riddles correctly. At this point, a GM may panic and just hand wave the ensuing riddles or allow the PCs to answer them correctly by making skill checks.

So What's The Riddle Like, Anyway? II picks up where *So What's The Riddle Like, Anyway?* left off and presents scores more riddles ready to insert into almost any GM's campaign. Now a GM (or aspiring bard) has loads of riddles in his arsenal ready to strike fear into the hearts of those hearing them!



CREDITS

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Thank you for purchasing *So What's The Riddle Like, Anyway? II*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

We like to think *So What's The Riddle Like, Anyway? II* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Liz Smith was born in the UK and has lived there ever since. Introduced to RPGs at the age of 14 she has been involved with them one way or another ever since, most notably in the long-running Joe Wood Commoner Campaign. Quiet, observant and an avid reader, she mostly finds herself pushed into the GM seat for games, leading to a long list of characters that find their way out in her writing, since they never have a chance to be played. She somehow manages to fit a lot of things into a 24-hour day, becoming a full-time writer in 2002. Repeatedly hit over the head by ideas and books, she is now a published poet, non-fiction writer and novelist, and is proud to be able to add RPG work to the list.

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FOREWORD

Last year, *So What's The Riddle Like, Anyway?* was a great success for the "So What" line. In it, not only did Liz present loads of baffling riddles, but she also presented lots of handy tips and tricks to help a GM (or bard) create their own riddles. The supplement was so successful (and so much fun to develop) that I asked Liz to pen yet more riddles for your reading pleasure.

So What's The Riddle Like, Anyway? II is the result of her labours. To aid the reader, we've divided the riddles into a number of broad categories. In this way, it should be much easier for a reader to find the kind of riddle desired.

With the riddles herein, you can now place riddles in your campaign quickly and easily. Has a riddle been carved above a doorway or does an animated statue demand the answer to a riddle before it allows explorers to proceed? Perhaps a PC bard meets his rival and they engage in a savage, riddle-battle in which the "combatants" must rely on their wit and intelligence to emerge victorious! Whatever the situation, *So What's The Riddle Like, Anyway? II* provides the tools for a memorable game.

Sadly, Liz created so many riddles that I couldn't fit them all into *So What's The Riddle Like, Anyway? II*! Fear not, though, as instead of those riddles languishing on my hard drive never to see the light of day we've created a rather handy (and completely free) web enhancement for *So What's The Riddle Like, Anyway? II*. If you fancy snagging a copy – and why wouldn't you – head over to ragingswan.com/riddle2 and download a copy.

I hope you have fun with the riddles herein. It would be great to hear how you've used it in your game – drop me a line at creighton@ragingswan.com.



RIDDLES: CREATURES

A man goes out drinking every night.
No matter how much he drinks, he never gets a hangover.
This drink is very well known, but is rarely consumed,
Served warm and taken straight from its source.
The man is a sucker for a free drink,
Especially since he can't live without it.
What is his favourite drink?

A: Blood – the man is a vampire

If a man carried my burden
He would break his back.
I am not rich,
But leave silver in my track.
What am I?

A: A snail

Rough and gray as rock,
I'm plain as plain can be.
But hidden deep inside there's great beauty in me.
What am I?

A: An oyster

I am gutless, but not spineless
Brainless but not 'armless.
What am I?

A: A skeleton

Which of the following words is the odd-one-out?
Ibis, Ibex, Oryx, Sika, Zebu
A: Ibis is a bird, the other four are mammals.

What do the following words have in common?
Work, Hobby, War, Sea, Race
A: Each can be followed by 'horse' to make a new word

Replace the missing vowels to find five animals.
Grll, Gzll, Chth, Lnd, Mpl
A: Gorilla, Gazelle, Cheetah, Eland, Impala

I was wrapped in white and buried long ago.
Now I wait in the dark with treasure all around
Outside, the sand piles high above my tomb
What am I?

A: A mummy

Most of the time I look just like you,
But once a month I howl at the moon.
If I bite you, you will see
That soon you'll howl along with me!
What am I?

A: A werewolf

My first is in giggle and also in laugh
My second in third and also in half
My third is in horror and also in bone
My fourth is in sun, but never in moon
My fifth is in castle and also in knight
My whole walks through walls to give people a fright.
What am I?

A: A ghost

I only come out at first black
And by sunrise I'm usually back
Blood's what I eat
No brains or meat
When I swing my cape I'm gone in a smack

A: A vampire

If a papa bull eats three bales of hay
And a baby bull eats one bale,
How much hay will a mama bull eat?
A: None, there's no such thing as a mama bull

When they are caught, they are thrown away.
When they escape, you itch all day.
What are they?
A: Fleas

What has a head like a cat, feet like a cat,
A tail like a cat, but isn't a cat?
A: A kitten

How far can a dog walk into a forest?
A: Halfway, after that it is walking out of the forest

Which side of a cat has more hair?
A: The outside

I have no eyes, no legs or ears, and I help move the earth.
What am I?
A: A worm

RIDDLES: PEOPLE & JOBS

The faster you work, the longer it is before you're done,
The slower you work, the sooner you're finished?
What are you doing?

A: Roasting meat on a spit

Two girls have the same parents.
They were born at the same hour
Of the same day of the same month,
But they are not twins.
How can this be possible?

A: They were born in different years

What man can shave 25 times a day
And still have a beard?

A: A barber

There was an old woman who lived in a giant's castoff shoe,
And the only food she had for her ten children was six
potatoes.

How did she make sure that each child had an equal share?

A: She mashed the potatoes and spooned them out

Seven men arrive at a meeting.

Each of them shakes hands once with each of the others.

How many handshakes does that make?

A: 21

Someone at a banquet introduces you

To your mother's only sister's husband's sister in law.

He has no brothers.

What do you call this lady?

A: Mother

A carpenter was in a terrible hurry.

He had to work as quickly as possible

To cut a very heavy ten-foot plank into ten equal sections.

If it takes one minute per cut, how long will it take him to get
the ten equal pieces?

A: 9 minutes. It only takes 9 cuts to get 10 pieces.

Johnny's mother had three children.

The first child was named April.

The second child was named May.

What was the third child's name?

A: Johnny. He's the third child

What is the difference between a fisherman and a lazy student?

A: One baits his hook, the other hates his book

What kind of music scale makes a good military leader?

A: A sharp major

What did the moneylender say to the abacus?

A: I'm counting on you

For what person do all men take off their hats?

A: A barber

At this moment everyone in the world is doing the same thing.
What is it?

A: Getting older

What is the difference between a composer and a courier?

A: One writes notes, and the other delivers them

Why is a book like a king?

A: Because they both have pages

How can you avoid hitting your fingers,
When driving in a nail with a hammer?

A: Hold the hammer in both hands

What is the difference between a farmer and a seamstress?

A: One gathers what he sows, the other sews what she gathers

If a hobgoblin army marches south at ten miles a day to attack
The elves' city

And the elven army rides north at 15 miles a day to stop them,

Which army is closest to the city when they meet and fight?

A: They are the same distance from the city when they meet

What teaches without talking?

A: A book

What kind of nails do carpenter's avoid?

A: Fingernails and Thumbnails

A farmer had 18 sheep. Unfortunately all but 2 died.

How many sheep did the farmer have left?

A: 2 sheep, all the others died

Two boys play checkers. They play five games.

They win the same amount.

How?

A: They don't play each other

RIDDLES: LOGIC & NUMBERS

There are four girls, and four apples in a basket.

Every girl takes an apple,

Yet one apple remains in the basket.

How is this possible?

A: The last girl took the basket with her apple still in it

Two sailors stand on opposite sides of a ship.

One looks east and the other west,

Yet they have each other in view at all times.

How is this possible?

**A: One stands on the east side, looking west,
the other on the west side looking east across the ship**

What letter completes this sequence?

O, T, T, F, F, S, S

A: The letter E (they are the initials of the numbers 1-8)

A man is asked what his daughters look like.

He answers, "They are all blondes, but two,

All brunettes, but two, and all redheads, but two."

How many daughters did he have?

A: Three daughters – 1 blonde, 1 brunette and 1 redhead

Every day a man leads a loaded packhorse out of the town gates

Every day the town guards search the horse's packs,

But find nothing.

Yet they know the man is smuggling something out of town

What is the man smuggling?

A: He is smuggling the horses – the packs are the disguise

Can you find a four-digit number in which

The first digit is one-third the second digit,

The third is the sum of the first and second and

The last is three times the second?

A: 1,349

Six glasses are in a row.

The first three are filled with milk,

And the last three are empty.

By moving only one glass,

Can you arrange them so that the full and the empty glasses alternate?

**A: Yes, pick up the 2nd glass, pour the milk into the 5th glass,
then return the 2nd glass to its place**

How can you cut a cake into eight equal pieces,

With only three cuts?

**A: Make two vertical cuts, one front to back, one side to side,
then one horizontal cut halfway down the cake**

What number gives the same result when it is added to 1.5

As when it is multiplied by 1.5?

A: 3

Which of these numbers is the odd-one-out?

43, 26, 50, 37, 17, 82

A: 43, all the others are 1 greater than a square number

The number 8,549,176,320 has a rather special characteristic.

What makes it unique?

A: It has all the digits from 0 to 9 in alphabetical order

What should the tenth number in this series be?

3, 3, 5, 4, 4, 3, 5, 5, 4

A: 3 (they are the number of letters in the numbers 1, 2, 3 etc)

A hand of cards consists of one Queen, two Diamonds,

Three Aces, and four Spades.

What is the minimum number of cards the hand could contain?

A: 7

What is the next number in this series?

2, 4, 8, 10, 20

A: 22 (it alternates +2 and x2)

Water lilies double in area every 24 hours.

In spring, there is one water lily on a lake.

In sixty days the lake is completely covered with lilies.

How many days did it take to cover half of the lake?

A: 59 days

My first is a number, my second another,

And each, I assure you, will rhyme with the other.

My first you will find is one-fifth of my second,

And truly my whole a long period reckoned.

Yet my first and my second (nay, think not I cozen),

When added together will make but two dozen.

How many am I?

A: Four-score

I am a three digit number.

My tens digit is five more than my ones digit.

My hundreds digit is eight less than my tens digit.

What number am I?

A: 194

RIDDLES: TANGIBLE OBJECTS

You hear it speak, for it has a hard tongue.
But it cannot breathe, for it has no lung.
What is it?

A: A bell

Anyone can spin, wheel and twist,
But I can turn without moving.
What am I?

A: Milk

Walk on the living, they don't even mumble.
Walk on the dead, they mutter and grumble.
What are they?

A: Leaves

What is more useful when it is broken?

A: An egg

I have two hands and a round face
I run and run but stay in place.
What am I?

A: A clock

Dies half its life
Lives the rest
Dances without music
Breathes without breath
What am I?

A: A deciduous tree

We travel much, yet prisoners are,
And close confined to boot.
With the swiftest horse we keep pace,
Yet always go on foot.

A: A pair of spurs

Nothing inside, nothing outside, at least that you can see.
I'm as light as a feather, yet ten men can't lift me!
What am I?

A: A bubble

What has eyes, but no nose
A tongue, but no teeth
And is a foot long?

A: A laced boot or shoe

What comb has no teeth?

A: A honeycomb

What runs around a cemetery but doesn't move?

A: A fence, a wall etc.

When you take away two letters from this five-letter word,
You get one.
What word is it?

A: Stone

What is nothing but holes tied to holes, yet is as strong as iron?

A: A chain or chainmail

What is the difference between an oak tree and a tight shoe?

A: One makes acorns, the other makes corns ache

I can be long, or I can be short.
I can be grown, and I can be bought.
I can be painted, or left bare.
I can be round, or I can be square.
What am I?

A: Fingernails

I have many feathers to help me fly.
I have a body and head, but I'm not alive.
It is your strength which determines how far I go.
You can hold me in your hand, but I'm never thrown.
What am I?

A: An arrow

My first is in run, but not in won;
My second in apple and also in talk;
My third is in miss but not in score;
My last in win but not in more.

A: Rain

When liquid splashes me, none seeps through.
When I am moved a lot, liquid I spew.
When I am hit, colour I change.
And colour, I come in quite a range.
What I cover is very complex, and I am very easy to flex.
What am I?

A: Your skin

What runs around town all day and
Under the bed at night it lies with its tongue hanging out?

A: Your shoes

What food is absolutely no good until it's cracked?

A: A coconut or an egg

RIDDLES: INTANGIBLE OBJECTS

For some I go fast
For others I'm slow.
To most people, I'm an obsession
Relying on me is a well practiced lesson.

A: Time

If you take away my whole
You still have some left.
What am I?

A: Wholesome

What can be heard and caught but never seen?

A: A remark

What goes through the door without pinching itself?
What sits on the stove without burning itself?
What sits on the table and is not ashamed?

A: Sunlight or the sun

At the sound of me, men may dream,
Or stamp their feet.
At the sound of me, women may laugh,
Or sometimes weep.

A: Music

I am all that I am and all that you see,
Yet I'm nothing at all and from you I flee.
Formed of distortion, perceptions awry,
I play the horizon where always I lie.
What am I?

A: A mirage

I am purple, yellow, red, and green
The king cannot reach me and neither can the queen.
I show my colours after the rain
And only when the sun comes out again

A: A rainbow

What do the following words have in common?
Mellow, Slack, Clue, Grown, Bold

A: Changing the first letter makes the word into a colour

I never was, am always to be,
No one ever saw me, nor ever will,
And yet I am the confidence of all,
To live and breathe on this terrestrial ball
What am I?

A: Tomorrow

My head and tail both equal are,
My middle slender as a bee.
Whether I stand on head or heel
Is quite the same to you or me.
But if my head should be cut off,
The matter's true, though passing strange
Directly I to nothing change.
What am I?

A: The number eight

What always ends everything?

A: The letter G

What is it that we often return but never borrow?

A: Thanks

What herb cures all ills?

A: Thyme

When do bad days usually fall apart?

A: At daybreak

Only one colour, but not one size,
Stuck at the bottom, yet easily flies,
Present in sun, but not in rain,
Doing no harm, and feeling no pain.

A: A shadow

I cannot be smelt,
I cannot be dealt,
I cannot be touched,
I cannot be felt.
What am I?

A: Darkness

I cannot be felt, seen or touched,
Yet I can be found in everybody,
My existence is always in debate,
Yet I have my own style of music.

A: A soul

With no wings, I fly. With no eyes, I see. With no arms, I climb.
More frightening than any beast, stronger than any foe.
I am cunning, ruthless and tall; in the end, I rule all.
What am I?

A: Imagination

RIDDLES: PLACES & LOCATIONS

Where is the ocean deepest?

A: At the bottom

When is a house not on land

And not on water?

A: When it's on fire

What's in the shrine, but not in the steeple;

The priest has it, but not the people?

A: The letter R

There was a one-storey house, and everything was blue.

The grass was blue. The brick was blue.

The people were blue. Their beds were blue.

Their clothes were blue, and their food was blue.

What colour were the stairs?

A: No colour, there are no stairs in a one-storey house

What type of ship can be found anywhere

Even in the desert?

A: Friendship

I'm sometimes full, but I never overflow.

What am I?

A: The moon

What is a ship for good writers?

A: Penmanship

There is a six-letter word of which "la" is the middle,

Is the beginning, and the ending.

What is the word?

A: Island

What is the difference between here and there?

A: The letter T

I have four wings, but cannot fly, I never laugh and never cry.

On the same spot I'm always found,

Toiling away with little sound.

What am I?

A: A windmill

Man walks over, man walks under,

In times of war he burns asunder. What is it?

A: A bridge

I am a path situated between high natural masses.

Remove my first letter & you have a path situated between man-made masses.

What am I?

A: A valley (alley)

I am larger than you can imagine, possibly without bounds.

My last five letters name something found in poetry.

What am I?

A: A universe

My thunder rolls beneath me, my lightning flares above.

I dust the crust, and when I bust, all I touch will I shove.

What am I?

A: A volcano

I look flat, but I am deep,

Hidden realms I shelter.

Lives I take, but food I offer. At times I am beautiful.

I can be calm, angry and turbulent.

I have no heart, but offer pleasure as well as death.

No man can own me,

Yet I encompass what all men must have.

What am I?

A: An ocean

Round like an apple, deep like a cup.

Yet all the king's horses can't pull it up. What is it?

A: A well

A house of wood in a hidden place built without nails or glue

High above the earthen ground,

It holds pale gems of white or blue.

What am I?

A: A bird's nest

I run through hills; I veer around mountains.

I leap over rivers and crawl through the forests.

Step out your door to find me.

What am I?

A: A road

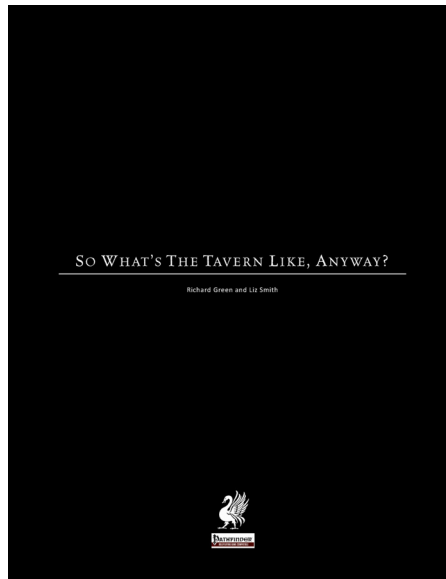
Why is an island like the letter "T"?

A: Because it is in the middle of water

SO WHAT'S THE TAVERN LIKE ANYWAY?

Once again, your PCs have emerged from the dungeon ready to celebrate their victory or raise tankards to their fallen comrades. Returning to town they ask "So what's the tavern like, anyway?" At that point, likely or not, the GM glosses over the tavern or wildly improvises!

Unsurprisingly, PCs spend a lot of their time between adventures relaxing in taverns and inns, but often such locales end up being drab, one-dimensional affairs with no real characteristics or flavour of their own. *So What's The Tavern Like, Anyway?* banishes this problem by presenting dozens of tables covering the tavern's offering, customers and staff along with extensive notes on games of chance, drinking songs and more!



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Your PCs are deep in the dungeon and have just encountered a terrifying monster which they have no chance of defeating. Luckily, the monster is bored and challenges the party to a riddling contest instead of simply just killing them. Alternatively, the party have encountered a sentient statue that will not let them past until they have answered three riddles correctly. At this point, a GM may panic and just hand wave the ensuing riddles or allow the PCs to answer them correctly by making skill checks.

So What's The Riddle Like, Anyway? II picks up where *So What's The Riddle Like, Anyway?* left off and presents scores more riddles ready to insert into almost any GM's campaign. Now a GM (or aspiring bard) has loads of riddles in his arsenal ready to strike fear into the hearts of those hearing them!

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