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SO WHAT'S THE RIDDLE LIKE ANYWAY? III



THE SUNKEN PYRAMID

A Pathfinder Roleplaying Game Compatible Adventure for 7th-level characters by Creighton Broadhurst and Marc Radle

Only a few miles from a small seaside village, the mysterious underwater edifice known as the Sunken Pyramid lies hidden beneath the waves. The handful of sages and scholars with any knowledge of this massive stone structure debate whether it is a completely natural rock formation, a natural site that has been intentionally modified or something built long ago by human, or inhuman, hands.

Locals and ship's crews alike report signs of increased sahuagin activity in the waters around the Sunken Pyramid. Is the recent rash of disappearances and abductions which have plagued the area connected in any way? Can these abductions be stopped before even more people are taken? Can those already abducted be found and rescued? And what of the strange and often conflicting rumours which whisper of something far more terrible lurking far beneath the Sunken Pyramid?

"All in all, we get one awesome, first class underwater module...you'll never find an underwater module as easy to run as this one while still remaining engaging, concise and just smart - even beginner's DMs should have a nice time running this..."

—Endzeitgeist (five stars and seal of approval)

"I recommend this product as highly as I can...written by clearly experienced Gms who have gone to great lengths to make your play experience as enjoyable as possible. This has my highest recommendation."

—Strangeport (five stars)

"...this adventure has everything you need to run it successfully. Very well done."

—DM Jeff (five stars)

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SO WHAT'S THE RIDDLE LIKE, ANYWAY III

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? III picks up where So What's The Riddle Like, Anyway? II left off and presents sets of riddles grouped together dealing with a certain topic - for example the four elements - for a GM to use in a themed dungeon or other adventure.

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DRAGON RIDDLES

Dragons are classic opponents in many adventures. A GM wishing to provide the party with clues as to the nature, colour or type of dragon the party will be facing can use one of the riddles below. Alternatively, the riddles could be used as carvings or decorations in a temple dedicated to the worship of Tiamat.

DRAGON RIDDLES (METALLIC)

These five acrostic riddles cover each of the five types of metallic dragons: brass, bronze, copper, gold and silver.

Born of the desert
Raised with fire
Any money bears my name
Sleep I bring to those who don't deserve my fire
Seek me at the heart of the sandstorms

A: Brass

Born of the sea
Raised on the shore
On the crest of waves I ride
Neither stone nor iron, I am my own age
Ziggurat of living flesh
Even my breath repulses.

A: Bronze

Come, hear my banter
Open your ears to my riddles
Prepare to take your time, for I will slow you down, yet
Persevere and count your smallest coins
Each will grant you my name
Revealed in whimsical glory.

A: Copper

Gem-finder
Opulent-shapeshifter
Luck-granter
Doubloon-collector

A: Gold

Scion of the mountains
I tread clouds like solid ground
Locked in place by my breath
Villains await their death
Ere my namesake changes hands
Reflected in mirrored spell-light

A: Silver

DRAGON RIDDLES (CHROMATIC)

These five acrostic riddles cover the five types of chromatic dragons: black, blue, green, red and white, and a sixth riddle that covers dragons as a whole.

Born of the marshes
Living in water
Acid-tongued
Cousin of the lizards
Keen-eyed coin collector

A: Black

Born of the desert
Living skin of lightning
Under schemes and dreams
Even senses are untrusted

A: Blue

Gleaming in forests, horn
Rearing from the nose
Entangled undergrowth
Easily parts for me
Now binds you at my word

A: Green

Raging ruin born of fire
Eyes that see through smoke
Desiring golden crowns, king of my kind.

A: Red

Whisper in the snows
High in the mountains
Icewalker without care
Taking gems, bright yet cold
Even my very breath

A: White

Swifter than swallows, darting through blue air,
Winged I am, mightily, but no bird am I.
Armour I wear, many-scaled, shining,
But no fish spawned me in green depths under foam.
Flame is my breathing, fear is my shadow,
Long have I waited and garnered my wealth.

A: Dragon

ELEMENT RIDDLES

Many adventures deal with the supposed power the four elements can unleash if harnessed by a powerful enough spellcaster or legendary item.

ELEMENT RIDDLES (TRADITIONAL)

These riddles link the four traditional elements of earth, air, fire and water. A final riddle links the four elements together.

I am always hungry, I must always be fed.
The finger I lick will soon turn red.

A: Fire

Three lives have I.
Gentle enough to soothe the skin,
Light enough to caress the sky
Hard enough to crack rocks.
What am I?

A: Water

I pass before the sun,
But make no shadow.
What am I?

A: Air

I am mother of all and all I feed.
My back is warm and my belly cold,
Green and brown and dirty black
What am I?

A: Earth

There are four brothers in this world that were all born together:
The first he runs and never wearies,
The second eats and is never full.
The third he drinks and is ever thirsty,
And the fourth sings a
song that is never good.
Who are we?

**Answer: Water, Fire, Earth and
Wind.**



ELEMENT RIDDLES (EXTENDED)

In addition to the traditional elements, this set of riddles covers the other elements that have elementals.

I am, in truth, a yellow fork
From tables in the sky
By inadvertent fingers dropped
The awful cutlery.
Of mansions never quite disclosed
And never quite concealed
The apparatus of the dark
To ignorance revealed.

A: Lightning

A precious stone, as clear as diamond.
That shuns the sun's bright fire.
Though you can walk on water with its power,
Try to keep it, and it'll vanish ere an hour.

A: Ice

I thrive under pressure,
Go hard when it's hot.
I flow like sullen water,
Dance under children's feet,
Yet am never chosen to drink

A: Mud

I flow from earth to sky
Boiling upwards in smoke and fire
Then change my name as I emerge,
Tumbling, flowing, burning all in my path.

A: Magma

GAME MECHANIC RIDDLES

Some GMs like to reward player knowledge by basing their riddles on game mechanics – things of which strictly the PCs would have no real knowledge. These two pages present several sets of such riddles.

ABILITY RIDDLES

These six riddles cover the six basic abilities, Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma

Muscle bound, yet not dependent
I am a friend of conviction and of argument
I will bear your load.
Who am I?

A: Strength

Nimble-footed, nimble fingered,
Dodging blows by reflex, doling extra attacks
Faster than blades,
I speed arrows on their way.

A: Dexterity

Canny body-builder, body-guarder,
Fortitude my friend.
I am with you night and day
Only death can bring my end.

A: Constitution

The brains of the outfit, I.
Gifted to wizards and witches alike.
Smart at failure, think ahead,
Plans on plans I raise on high.

A: Intelligence

Born of sorrow,
Grows with age,
You need a lot to be a sage.

A: Wisdom

Silver-tongued and charming,
I befriend with but a word.
I am the song on the bard's lips,
The cry of the paladin leading the charge.

A: Charisma

ALIGNMENT RIDDLES

These five riddles cover the five types of alignment: law, chaos, good, evil and neutrality. These can even be combined to spell out specific alignments, if necessary.

I am the indifferent centre
The fence sitter
Touching all
Embracing none
Spin me upside-down,
I yet remain the same.

A: Neutral (N)

I am the rigid right angle
Sitting on the left
Quick to judge
Quick to command
Others seek my loopholes
For I do not bend or break

A: Law (L)

I am the crazy curve
Nestled on the right
Ever changing
Never bound
Flip me like a coin
See my face remain the same

A: Chaos (C)

I am the written coil
Set above the others
All I serve
And to me all turn
I hold all virtues
At the heart of my coil

A: Good (G)

I am the three pronged base
Supporting all above
I do not question
Save for what serves me
Those who join me
Rarely return

A: Evil (E)

ENERGY TYPE RIDDLES

These five riddles cover the five main types of spell energy: acid, cold, electricity, fire and sonic

Alchemy's friend
Concealed in a flask
I burn without fire
Destroy without weapons

A: Acid

I am the heart of ice and snow and wind
All things freeze at my touch
Yet I am caught by many
Come, shiver, yet chill.

A: Cold

I drift forever with the current down these long canals they've made.

Tame, yet wild, I run elusive, multitasking to your aid.
Before I came, the world was darker. Colder, sometimes, rougher, true.

But though I might make living easy, I'm good at killing people too.

A: Electricity

I can be touched
But I hurt those who touch me
I move swiftly through a dry forest
But die in a mountain stream
Where I pass I leave a black shroud.

A: Fire

I shatter glass and crystal
Yet form a bat's night sight.
Sound and fury signifying
Nothing visible at all.

A: Sonic

WEAPON DAMAGE RIDDLES

These three riddles cover the three main types of damage: bludgeoning, piercing, and slashing

Not sharp, but dull-edged,
I beat others into submission.
Breaking heads. Breaking bones.
As simple as a stick or stone,
As true as the smith's hammer
Pounding iron.

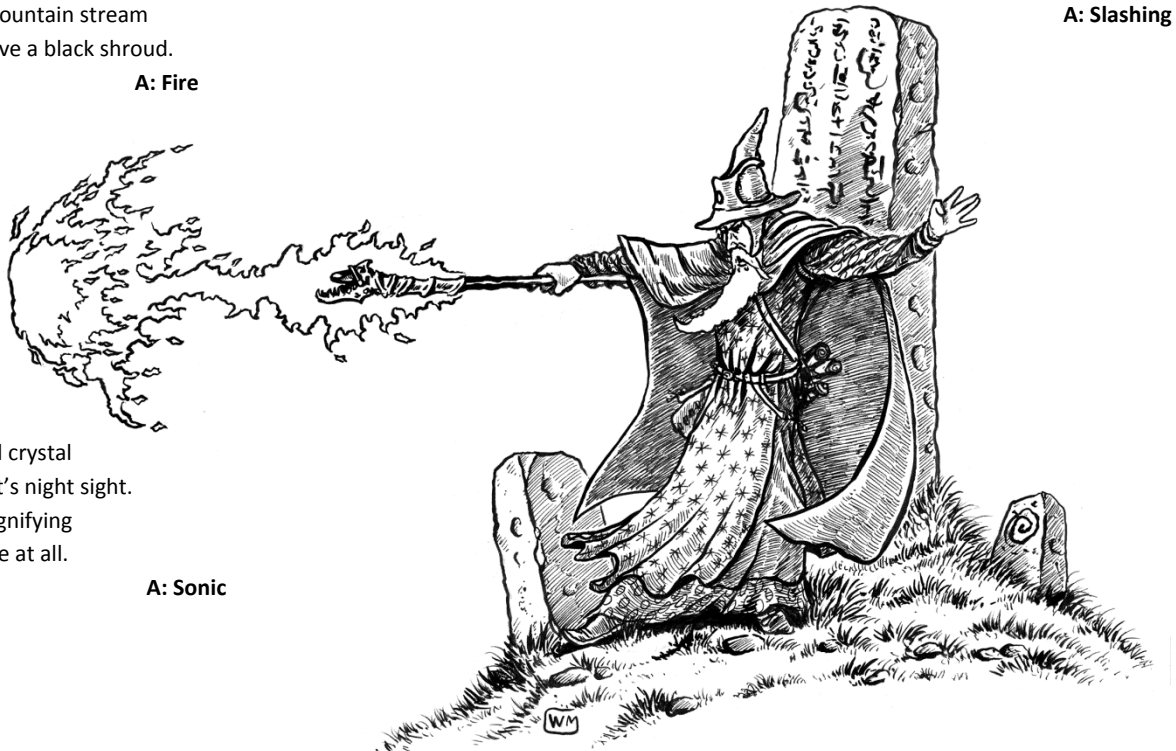
A: Bludgeoning

Spiked and pointed
I puncture, not cut.
A straightforward thrust
Driving me deep into my foe.
I leap from a bow,
Glower from the ranks
of a phalanx.

A: Piercing

Swift slicing, I
Cut to the bone.
Sword-blade catching the sun
Once, twice and again.
Red to the hilt,
Reaping lives
As a scythe reaps wheat.

A: Slashing



MISCELLANEOUS RIDDLES

This section presents groups of riddles focused on a wide range of miscellaneous subjects.

ECHO RIDDLES

These three riddles all have the same answer: echo.

Lives without a body,
Hears without ears,
Speaks without a mouth,
To which the air alone gives birth.

I am sometimes strong
And sometimes weak,
But I am nobody's fool.
For there is no language that I can't speak,
Though I never went to school.

You heard me before,
Yet you hear me again,
Then I die,
Until you call me again.

EXORCISM RIDDLES

These three riddles cover the traditional ingredients for exorcism: bell, book and candle.

I am hollow, yet I holler when I'm hit
In school and in temple
On cow and on cat
On ships I cut time
Yet I'm rounded, not flat.

A: Bell

Inside me the adventurous find
Quests and treasures of every kind.
Trolls, goblins, orcs, and more, await
Within my closed walls for
All those that wish to visit me.
Your hands are the key
To secrets untold,
And your mind will unlock the door.
What am I?

A: Book

Always wax, yet always wane:
I melt, succumbing to the flame.
Lighting darkness, with fate unblest,
I soon devolve to shapeless mess.

A: Candle

FOUR HORSEMEN RIDDLES

These riddles link the four traditional horsemen of the apocalypse: War, Famine, Pestilence, and Death. A final riddle deals with the horsemen as a whole.

A harvest sown and reaped on the same day
In an unplowed field,
Which increases without growing,
Consuming all, yet unconsumed.
Is useless and yet the staple of nations.
What am I?

A: War

I am the failure of the fields
Seven years upon the land
Starvation lies beneath my hand
What am I?

A: Famine

I will plague you night and day
Doctors come and go away
Boil and rash and fever heat
Are my tools, which you will meet.
What am I?

A: Pestilence

A nightmare for some.
For others, as a saviour I come.
My hands, cold and bleak,
It's the warm hearts they seek.

A: Death.

One thin, one bold,
one sick, one cold.
The earth we span,
to prey upon man.
What are we?

A: The Four Horsemen of Apocalypse

HEART RIDDLES

These four riddles all have the same answer: heart.

A red drum which sounds
Without being touched,
And grows silent,
When it is touched.

You feel it, but never see it and never will.
What am I?

If you break me
I do not stop working,
If you touch me
I may be snared,
If you lose me
Nothing will matter.

I'm the source of all emotion,
But I'm caged in a white prison
Where air flows freely in and out.
What am I?

INSTRUMENT RIDDLES

These three riddles cover three common kinds of instrument.

I'm silver and narrow and held in your hands.
Just blow across me for you woodwind fans.
A piccolo's my cousin, but I'm just a bit longer.
I bet you know now, or do you still have to wonder?

A: Flute (or wind instruments)

I have four short strings, but you can't tie a knot.
I do have a bow so you can play me a lot!

A: Violin (or stringed instruments)

You can beat me and I won't get red in the face.
I come in all sizes from snare down to bass.
All bands like to use me to keep a good beat.
As you march me along on your two little feet.

A: Drum (or percussion instruments)

LOVE RIDDLES

These three riddles all have the same answer: love.

What can touch someone once and last them a lifetime?

You can feel me, but you can't hold me.
You can be pierced by me, but you don't bleed from my wounds.
Many seek to keep me, but I cannot be caged.
What am I?

I am something you can't see but still desire,
Can't wrap your hands around but still hold tight.
Something that can make you cry,
Laugh, weak, and strong all at the same time.

MIRROR RIDDLES

These three riddles all lead to the answer of Mirror.

Look into my face and I'm everybody;
Scratch my back and I'm nobody.

If you drop me I'm sure to crack
But give me a smile and I'll always smile back

In me is all reversed
In me you see what you never see elsewhere
But none can reach within.

MOON RIDDLES

These four riddles all have the same answer: moon.

Rises only in darkness,
But rises only in light.
It is always the same,
But is yet always different.

Scythe of darkness,
Shadow's light.
Guiding eye
Of thirteenth sight.

I am the hole in the night,
The ever watchful eye.
I return in a cycle,
To enlighten the sky.

My face is always changing,
But is always the same.

OAK RIDDLES

These three riddles all have the same answer: oak.

Its fruit is in a cup, but you can't eat its apple

My first is in owl, and also in rook

My second in bat but not in book

My last is in knot, but not in tie

Tell me quickly, what am I?

I was born in a wood and a wood is within

Tanners strip me, shipwrights carve me,

Pigs consume my children and kings call me royal.

What am I?

SHADOW RIDDLES

These three riddles all have the same answer: shadow.

They are dark, and always on the run.

Without the sun, there would be none.

I'm as small as an ant, as big as a whale.

I'll approach like a breeze, but can come like a gale.

By some I get hit, but all have shown fear.

I'll dance to the music, though I can't hear.

Of names I have many, of names I have one.

I'm as slow as a snail, but from me you can't run.

What am I?

I am closer than any friend you have.

I know your thoughts and your fears.

You see every day and night.

When you see me, either you don't care or you play with me.

Even when you are alone, I'm there by your side.

I see every good and bad things you do.

TIME RIDDLES

These four riddles all have the same answer: time.

This thing devours all things:

Birds, beasts, trees, flowers;

Gnaws iron, bites steel;

Grinds hard stones to meal;

Slays king, ruins town,

And beats high mountains down. What am I?

Never ahead, ever behind, yet flying swiftly past;

For a child, I last forever;

For an adult, I'm gone too fast.

What am I?

I can run swiftly and silently when you want me to stay still,

I can move slowly and cautiously and am yours to fill.

You look at me often and yet you always forget me,

I am the most feared killer, yet you can't live without me.

Sometimes you have me for all to share,

Yet when you need me, I am not there.

You can waste me, or cherish me, you choose the track,

But once you're done you can never get me back.

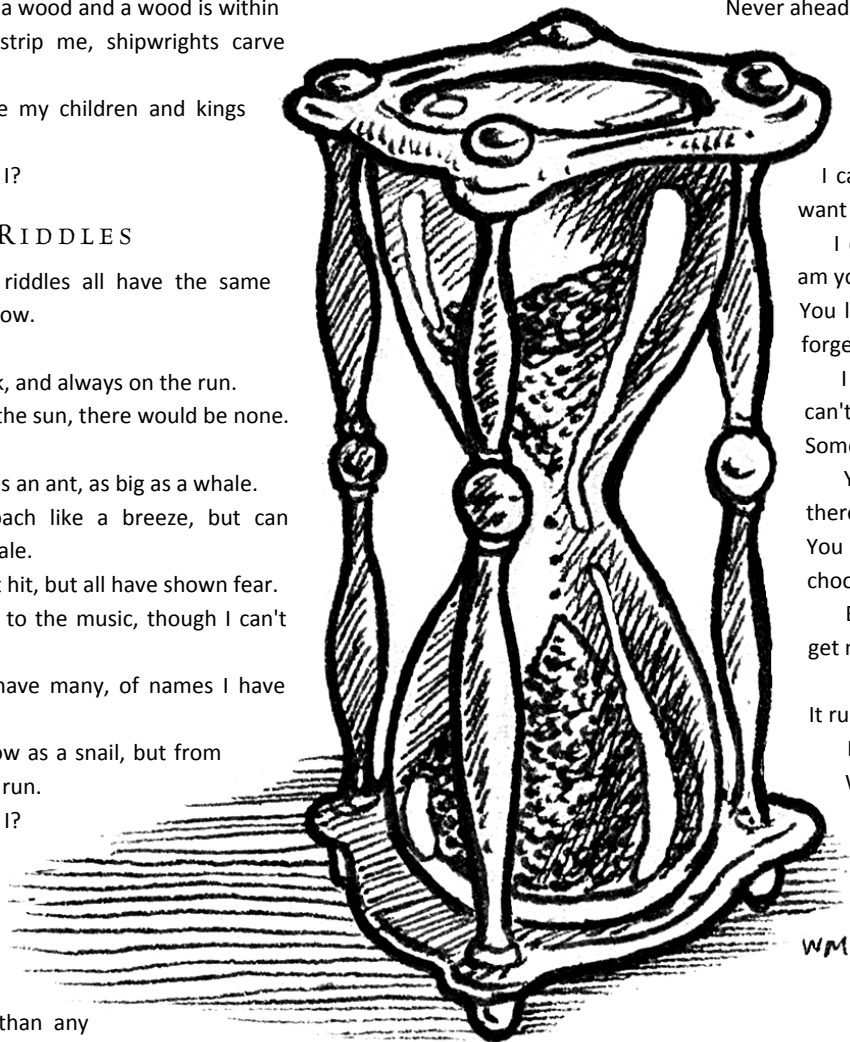
It runs and runs but can never flee.

It is often watched, yet never sees.

When long it brings boredom,

When short it brings fear.

What is it?



SEVEN SINS RIDDLES

The seven deadly sins are a classic feature of many adventures and one very notable adventure path. A GM building an adventure or campaign around the seven sins can use these riddles at opportune moments to provide the party with vital guidance.

THE SEVEN SINS

The answer to this very long riddle is the Seven Sins, in the order of Pride, Wrath, Envy, Sloth, Gluttony, Greed and Lust.

We are but the children of darkness and evil,
We make people do the most regrettable deeds.
Let us introduce ourselves to you,
So you'll know who is who.

Our eldest is a not so bad guy,
But thinks of himself so high.
Our next is not cool, and rarely is cheery
But hot-headed, bad-tempered and rather more fiery.

Another of us wants this and that,
Whatever others do and have.
A brother of ours seems to be too tired and weary,
To do this and that, but he's just lazy.

We have the twins who are not brave,
Also not yet cowards, but they always crave.
One desires food and all it can consume.
The other for the wealth and power that leads to doom.

Last but not the least,
Is our sister who desires like a beast.
Sexual and sensual desires,
Are those that feed her fire.

Now answer us, don't be a poop,
Who are we, as individuals and as a group?

INDIVIDUAL SINS

These seven riddles each depict one of the traditional seven deadly sins: Pride, Sloth, Envy, Greed, Gluttony, Lust and Wrath.

I ride high, looking down at those below
Who wait for me to fall.
Lions bear my name,
For they, like me, are the first of their kind.

A: Pride

Slow, slower, slowest
Dreaming away the days.
No matter the need
There is no hurry.
Let others rush to act.

A: Sloth

I covet what you have
Green eyes glinting
Alighting always on something beyond my grasp.

A: Envy

For wealth I hunger
Gold-fingered touch my desire
Yet as much as I acquire
I am not satisfied.
I desire more than I have.

A: Greed

Gourmet, my desire
Food and wine of the best
Yet, quantity has a quality all its own.
Feed me, I hunger.

A: Gluttony

Desire, that universal thing,
My province.
Rousing the quietest sleeper
Until he stands erect at my service,
While I lie unquenchable
In the rut between sheets.

A: Lust

I see red at all times
Fury of old,
Vengeance I take
Crushing others like grapes for my wine

A: Wrath

USING THIS SUPPLEMENT

So What's The Riddle Like, Anyway? III presents two different types of riddles on a variety of subjects designed to both help and inspire a GM.

- **Set One:** This set provides several different riddles that all have the same answer. For example, if the GM wants to hint to the party they should use a mirror to avoid the gaze attack of a medusa lurking in the dungeon, she could plant the riddles from the mirror set along the way.
- **Set Two:** The second set of riddles provides multiple riddles on a tight theme. For example, if the GM wants to run an element-themed tower or dungeon, each element riddle could be used to warn of the hazards on a particular floor or level.

Using the riddles herein, a GM can easily add flavour and depth to a thematically tightly focused dungeon, riddling NPC or riddle contest.

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ADDITIONAL RIDDLES

This is the third part in a series of riddle-focused supplements.

- **So What's The Riddle Like, Anyway?:** This supplement presents scores of riddles on a wide range of subjects suitable for any fantasy campaign. The riddles herein are broken down into two categories: Wordplay Riddles and Descriptive Riddles. *So What's The Riddle Like, Anyway?* also presents detailed advice on designing riddles.
- **So What's The Riddle Like, Anyway? II:** The second supplement in the series presents loads of riddles broken down into the following categories: Creatures, People & Jobs, Logic & Numbers, Tangible Objects, Intangible Objects and Places & Locations.

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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? III picks up where *So What's The Riddle Like, Anyway? II* left off and presents sets of riddles grouped together dealing with a certain topic - for example the four elements - for a GM to used in a themed dungeon or other adventure.

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