

🎲So says me!🎲

What can challenge all players and all character classes no matter what level they are, no matter how many magical items they may possess? Riddles!!! Ah yes the good old riddle game, a test of wits and knowledge. Riddle's, questions, and puzzles have always been an intricate part of any RPG, but often times they become lost in the flurry of combat and the lengthy or not so lengthy role playing schemes set in an adventure.

Many adventures have plenty of places in which you could insert a riddle or a puzzle. For instance you may have a door magically locked and has had a *magic mouth* cast onto it so that when someone approaches it asks a question or a riddle, with a proper answer it opens. Another more devious scenario, for you extra cruel DM's, would be to have an enchanted golem made of steel that is immune to all damage, mundane and magical. The only means of defeating the golem is to answer its riddle or question. Of course hints to this answer of the riddle or question must be dropped here and there earlier in the adventure to make it fair, but monsters like this break the monotony of hack and slash play, as it is brains, not brawn that must take the monster down.

As with the door or monster scenario's, puzzles can easily take the place of riddles or questions. Perhaps a sequence of gems must be placed in certain sockets to open a magical locked vault, or door. As with the golem, may chance a control stone with runes upon it, or a scepter or gem must be destroyed in order to destroy it. Puzzles can also be used to release items from mechanical holds or perhaps open up secret rooms. There are no limits to what kind of puzzles a DM can use, and the more clever ones often turn out to be part of your more exciting adventures that players and DM's alike never forget.

A good challenge, no matter if it is physical or mental, always improves game play. Don't be afraid to place your players in extreme danger, or in a difficult riddle or puzzle, if they don't feel challenged by the adventures they are involved with than their games will be less exciting and their interest lax. Mix it up a little don't continually throw harder and harder monsters at them in order to compensate for their advance in power. Rather add in some good mental challenges and all those levels and +3 magic items are meaningless. It then comes down to their true sense of character, and allows them to see if their mighty mage, who has smarts running out of their ears, is actually as smart as they seem. Challenge them I say. Challenge them, so says me!

For all you DM's out there who want to get your hands on some great riddles, e-mail me at pit999@iland.net and I will direct you to a fountain of mind racking riddles. Also look for the November edition of the Netbook of Magical Treasures, were many new magical locks will be presented for your gaming pleasure.