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SO WHAT'S THE RIDDLE  
LIKE ANYWAY? III



# THE SUNKEN PYRAMID

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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

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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 use in a themed dungeon or other adventure.

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## DRAGON RIDDLES

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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

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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

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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

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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.

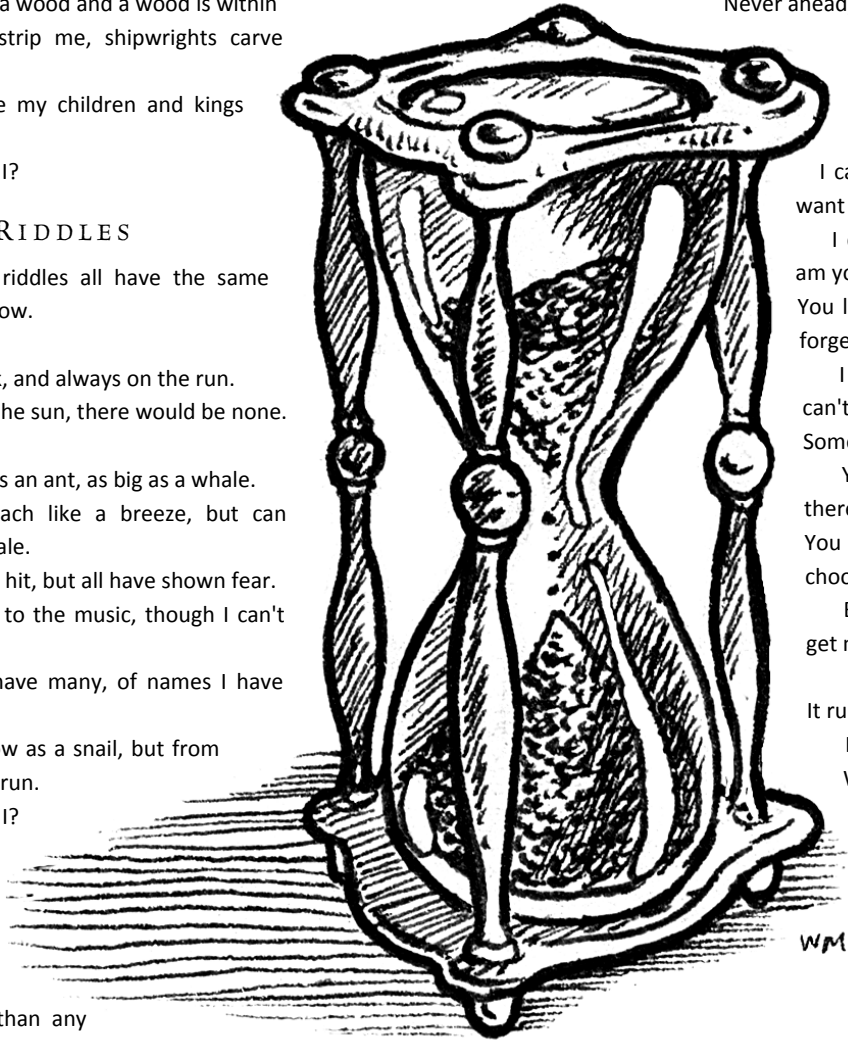
It runs and runs but can never flee.

It is often watched, yet never sees.

When long it brings boredom,

When short it brings fear.

What is it?



## SEVEN SINS RIDDLES

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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.

## 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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