

P U Z Z L E N I N E



REGARDING THE CUP

Congratulations on your Triwizard Tournament victory! Minister Shacklebolt himself has proclaimed you shining examples of cunning and valor. Customarily, you would now be awarded the Triwizard Cup. However, it seems a minor problem has arisen: During the tournament, the Triwizard Cup was somehow transfigured into a sort of Muggle artifact the goblins call a ‘snerf’ — a large rubber duck. Our experts assure us that rubber ducks are rarely considered dangerous.

As the cup is goblin-made, we have enlisted their help. We’re afraid we must ask yours as well. While we seek an incantation to reverse the transfiguration, you must discover who is responsible for it.

The Goblin Forensics Guild has loaned us an English-language Revelation Matrix (shown below). Though powerful, its epiphanies must be earned. We have assigned you to assist with a number of joint Auror Department-GFG investigations involving human and goblin magic. Whenever you solve a case, apply the result to the Revelation Matrix. Every success should yield some *trace* of the identity of those responsible for transfiguring the Cup.



A note about ClueKeeper: As its name implies, ClueKeeper was originally developed by a joint wizard-goblin task force as a personal organizer for law enforcement agents. Its adaptation for the Triwizard Tournament was simply a matter of convenience. You’ll learn about some of its abilities.

Case No(s) .: DASH7-03, DASH7-05, DASH7-15

Investigating a wanted wizard, a GFG agent found four clues, as well as how to use the clues to obtain the outlaw's alias. Unfortunately, the agent's dictation quill malfunctioned, writing his English-language notes using Gobbledegook (goblin language) runes, then obliterating his memory. If you can decipher these notes, you might discover the outlaw's alias.

Clue #1: To stop oneself,
or a song's chorus



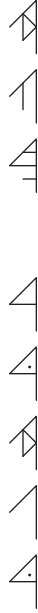
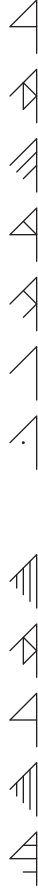
Clue #2: Something
developed from something
else, as with a tree branch



Clue #3: Country-wide, or
a citizen



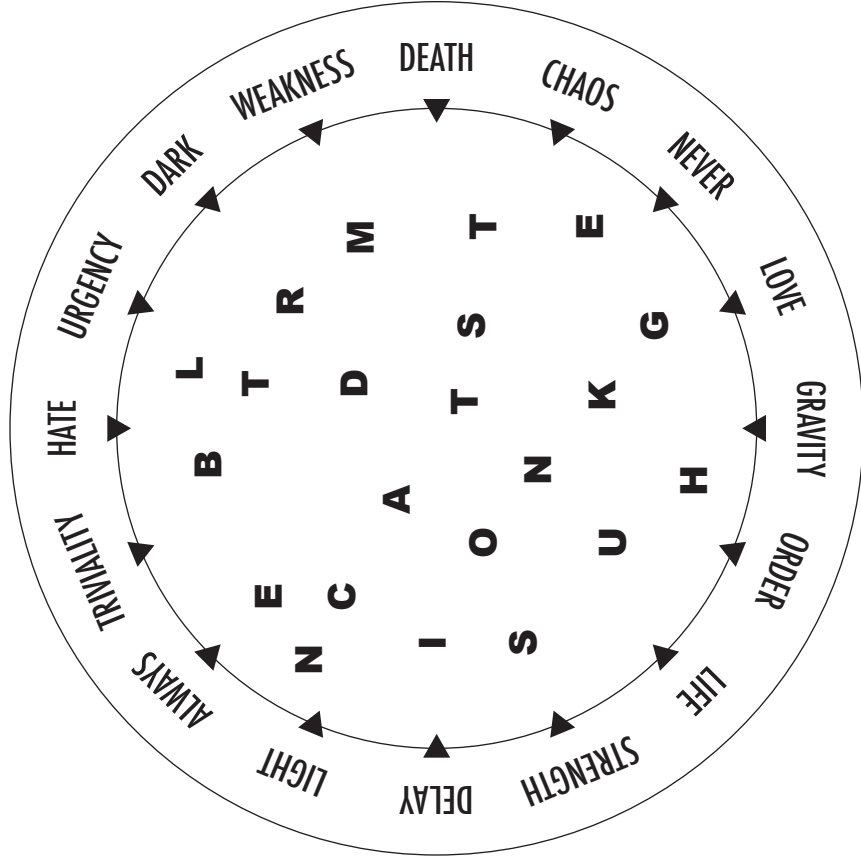
Clue #4: Protective barrier,
or Marvel's Avengers org.



Case No(s) .: DASH7-04

The diagram below is based on the 'Kelnothspär', a traditional arrangement of sixteen core concepts of goblin magic.

Encoded in the diagram is a message from a master burglar to an apprentice. The apprentice asked the master to describe an ideal getaway. Look for a way to pair the concepts; what remains is the master's reply.



Case No(s) .: DASH7-06

Some goblin spells are based on a core set of magical glyphs. Each glyph traditionally represents a concept such as "life" or "strength". While a spell's effect may not always express its concept, spells representing opposing concepts are known to be mutual counter-spells.

One such spell, 'Gerx', was used to commit fraud at an auction of charmed relics. Before we investigate further, find the discrepancies in the figures below and learn what concept the spell represents. *After a point*, it should be as easy as one, two, three.

110.646 126.287
108.645 122.275

231.195 280.964
227.993 279.942

Case No(s) .: DASH7-07, DASH7-12

The interaction of ClueKeeper's human magic and goblin magic components is not always smooth. Recently, an Auror filed a grocery shopping list into his ClueKeeper under the heading "scribblings", only to find that 'scribblings' is a goblin phrase meaning "target my wife". ClueKeeper interpreted everything he entered after that as a goblin incantation, ultimately launching all the listed groceries at said wife. Please discover what else our hapless agent bought once he realized his predicament.

SCRIBBLINGS

ahi **ice** **lotus** **pea** **rye**
beets **jam** **mace** **poi** **salad**
ebi **kale** **natto** **pop** **steak**
fian **lemon** **okra** **roe** **yam**

G H S L A L M C O G U I S T
M R U A D R I A T U S R S H
A U T T L R V L T T R H K I A
X L O K R A C Y A E H A R Z
W C L A O H D R N A L F N U
D T L E Z D F I H Q I H Y G
A L J U E C E N M J S T P L
A A W Q H Y G C C G T K O E
M O D A R N W F I X E C A M
S A V G H O M B G E E I R O
N B Y P T D E N R P B R F N
J F C N U D N O R V T D T E
D N K O I I A C S H G A B Y
L M M O W H S C T E I E M B
D G P B U X A I E M E Z F S
V Q E O J E I I A S S D K H
E D F S P B S L K A L E U

Case No(s) .: DASH7-09

A suspect hid evidence inside a lockbox sealed with both a combination lock and a goblin sealing spell. Fortunately, the lock's combination reveals the counter-spell. Below are the lock's dials "unrolled" to show the letters on each one. (Each dial forms a continuous, six-letter loop.) If you set the dials so that all clues are answered simultaneously, you'll find the unsealing spell.

E	A	K	T	N	R	<div style="border: 1px solid black; width: 100%; height: 100%;"></div>
L	N	E	C	D	E	
T	E	A	N	O	W	
E	O	F	O	R	S	
R	S	I	L	P	N	
M	O	B	G	R	A	
R	A	S	H	M	I	

"Unrolled" dials:

(Note: When you rotate a dial, its letters must remain in the same loop order.)

Music genre:

Color:

Number:

Flower:

Metal:

UNSEALING SPELL

Case No(s) .: DASH7-10

Among ClueKeeper's features is a limited Gobbledeegook-to-English dictionary. To use it, simply precede any goblin word with "GTE". For example, entering "GTE bladvak" will tell you it's Gobbledeegook for "pickaxe".

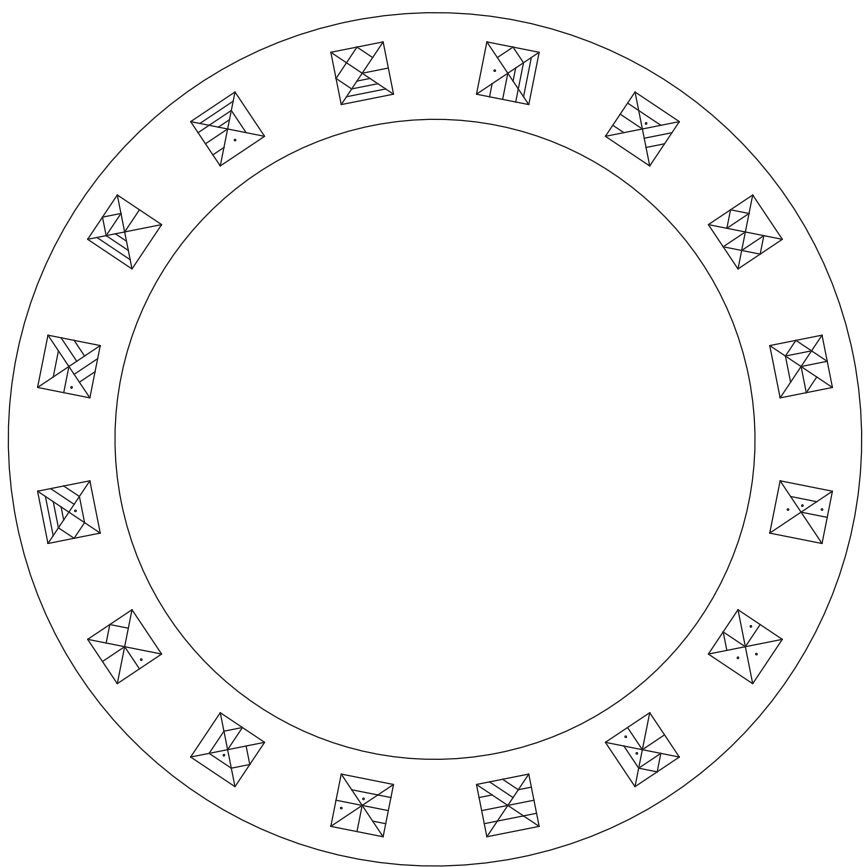
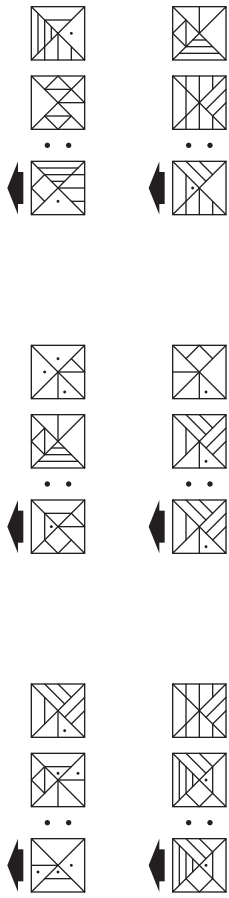
A goblin magic text the Auror potions master requires has been poorly translated. Each word below is a "false friend" -- a Gobbledeegook word with a meaning unrelated to its meaning in English. Determine which ones are goblin spells, but also zero in on other kinds of goblin words. Hopefully, you won't have a bit of trouble finding what our forensic potion needs.

○	○	○	○	○	○	<input type="checkbox"/>
'ESSAY'	'COCK'	'VISITED'	'FUME'	'COFFEE'		
○	○	○	○	○	○	<input type="checkbox"/>
'STATUS'	'STAT'	'BLINGS'	'COCK'	'RIVEN'		
○	○	○	○	○	○	<input type="checkbox"/>
'BLINGS'	'COFFEE'	'ESSAY'	'STAT'	'ARROW'		
○	○	○	○	○	○	<input type="checkbox"/>
'RIVEN'	'ARROW'	'FUME'	'VISITED'	'STATUS'		

Case No(s) : DASH7-11

Below is a 'Jorvikspar', a traditional arrangement of sixteen glyphs at the core of goblin magic.

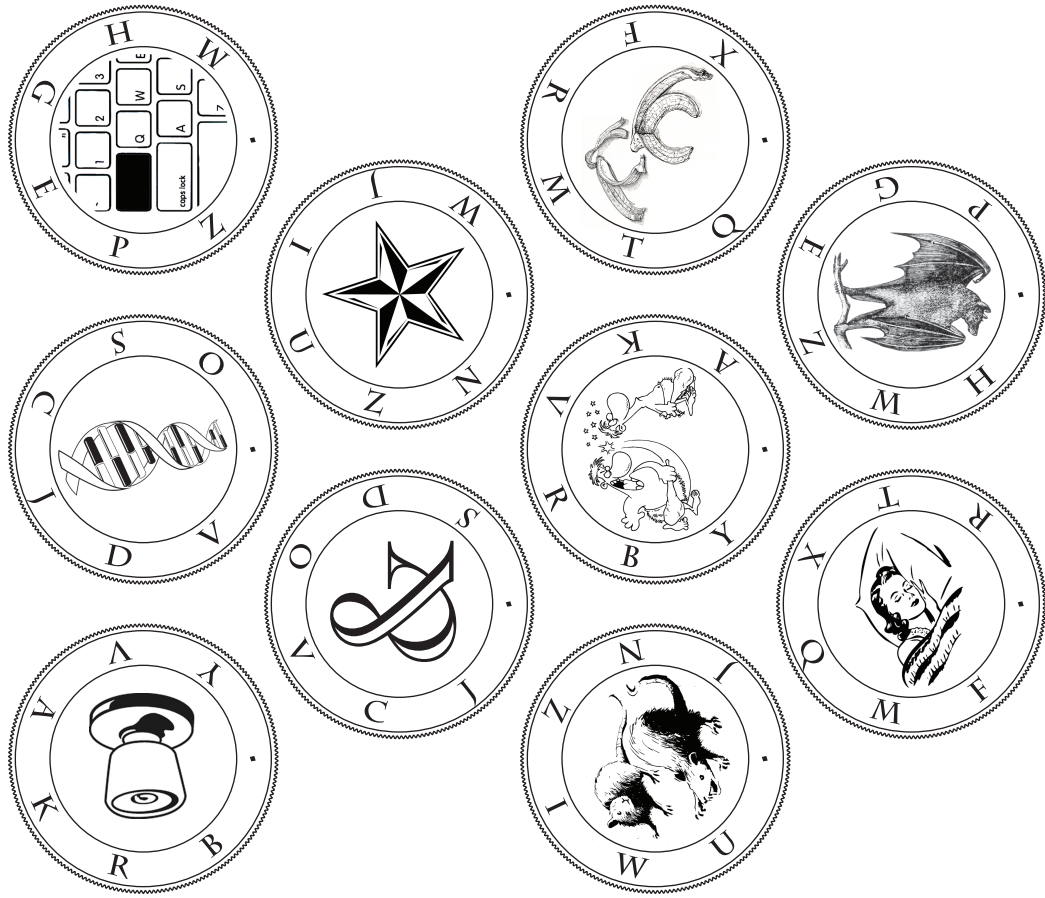
A wizard outlaw used the glyphs of the Jorvikspar to encode the password to his hideout on a remote volcanic island. Now that you're oriented, decipher the password so that we can flag this criminal down.



Case No(s) : DASH7-13

In goblin mythos, the brothers 'Jorvik' and 'Kelnoth' represent mirror images, opposite sides of the same coin.

We believe a wizard outlaw has literalized this concept to encode a password in the coin faces below. Please decipher it. Our goblin liaison mumbled something about paying attention whenever Jorvik and Kelnoth agree.



(Note: The letters of this answer are in alphabetical order.)

Case No(s) .: DASH7-14

Effects of goblin magic can be hard to predict. The effect of a goblin incantation is unrelated to the effects of the individual spells comprising it, and the same spell can have wildly different effects when cast upon different kinds of targets. No matter its effect, though, a particular spell's counter-spell is always the same.

The same goblin spell is responsible for all of these incomplete transfigurations. Luckily, a piece of its counter-spell is found in what remains unchanged. There's no *mix-up*; you're *already in the correct position* to discover this counter-spell.

Transfigured APRONS
into a SPIDER

Transfigured LIQUOR
into COPPER

Transfigured SATURN
into a POTATO

Transfigured an UMPIRE
into an URCHIN

Transfigured a JIGSAW
into a WEBCAM

Transfigured a PIGEON
into CHEESE

Case No(s) .: DASH7-16

For reasons that remain unclear, the names of many Muggle poets also seem to be goblin transfiguration spells able to turn precious stones into subtropical fruit. A goblin prankster recently used these spells in four acts of vandalism. If you can match each spell with the stone it transfigured and the fruit it produced, you'll find a clue to a message the prankster left for the GFG as she skipped town.

'Basho'	R	S	U	H	A	G	L	E	T
'Donne'	E	P	W	B	Y	O	A	R	
'Hugo'	N	I	T	O	V	I	L	U	
'Whitman'	A	Q	S	E	S	U	M	N	
Avocado	S	A	D	C					
Cantaloupe	K	I	H	E					
Grapefruit	T	E	A	U					
Lime	O	S	R	N					

1. The ruby became a citrus fruit.

2. 'Hugo' neither targeted the sapphire nor produced a green fruit.

3. Only two spells alphabetically precede the stone that became the lime; neither spell transfigured it.

4. At least one spell has no letters in common with the stone it targeted.
