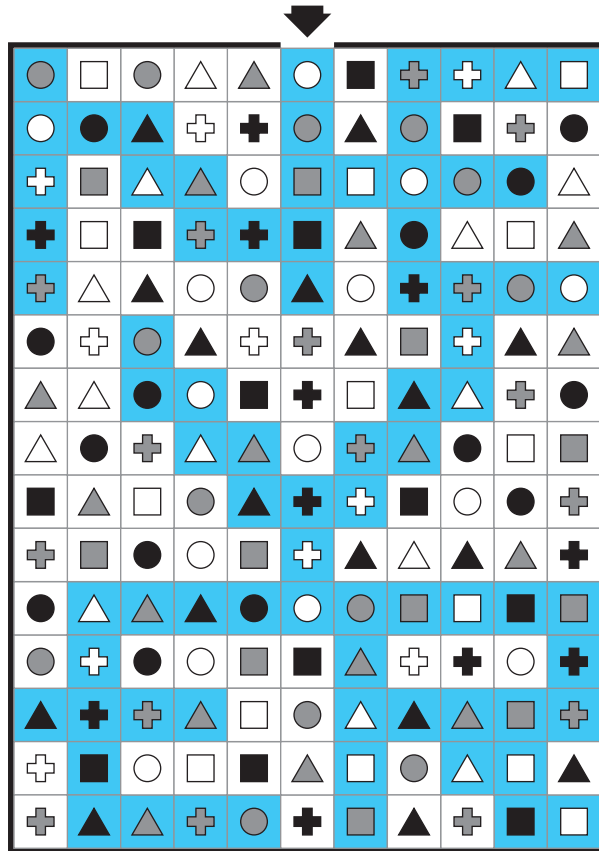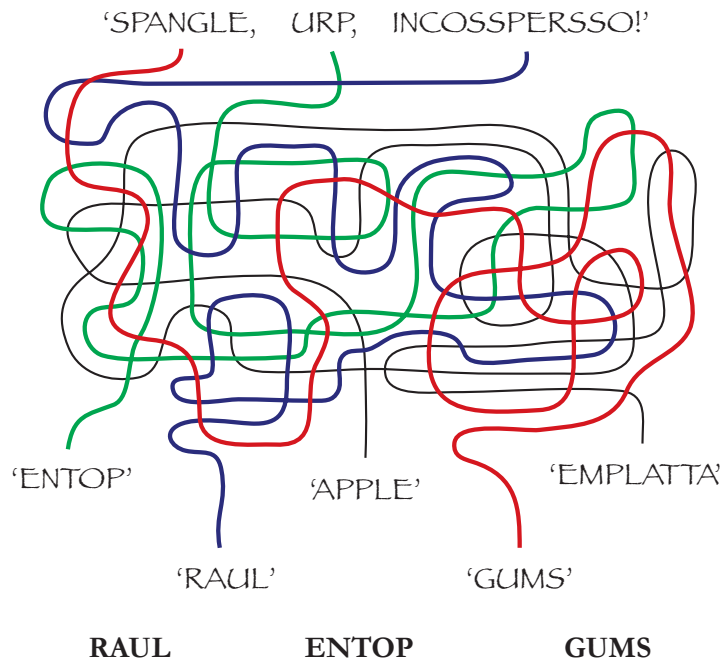Following the instructions for case 01 should yield the image below, which shows the answer **NEVER**

Following the instructions for cases 02 & 08 should yield the image below, which shows that 'SPANGLE' matches with 'GUMS', 'URP' matches with 'ENTOP', and 'INCOSSPERSSO' matches with 'RAUL'. As suggested, we put these counter spells in reverse order to get the solution **'RAUL ENTOP GUMS'**

'SPANGLE,   URP,   INCOSSPERSSO!'

'ENTOP'   'APPLE'   'EMPLATTA'

'RAUL'   'GUMS'

RAUL   ENTOP   GUMS

For cases 03, 05, and 15, solve the crossword clues to get letters for each of the symbols. Use this to fill in the symbols below. Following the instructions, shift R.O.N.S. to yield **SPOT**

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

R E F R A I N

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

O F F S H O O T

Clue #3: Country-wide, or a citizen

N A T I O N A L

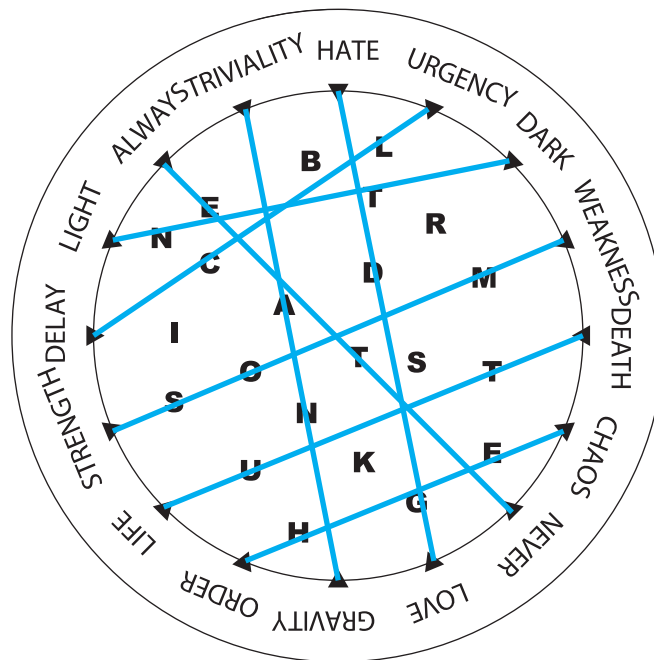Clue #4: Protective barrier, or Marvel's Avengers org.

S H I E L D

T H E   F I R S T

L E T T E R S   I N

O R D E R   S H I F T E D

A H E A D   O N E

For case 04, connect concepts that are opposites. Looking at letters that are remaining yields **BRISK**

For Case 06, begin by doing simple subtraction and finding the differences.

$$110.646$$
$$108.645$$
$$\overline{2.001}$$

$$126.287$$
$$122.275$$
$$\overline{4.012}$$

$$231.195$$
$$227.993$$
$$\overline{3.202}$$

$$280.964$$
$$279.942$$
$$\overline{1.022}$$

As hinted by the flavor text, we can use the values after the decimal and treat them as ternary. The value before the decimal indicates what position that value will take in the word. Thus, the first letter is 022 which becomes H. Repeating this for the other letters yields a final answer of **HATE**

For cases 07 & 12, find the words in the word search. Highlighting these words will reveal the answer
ALCOHOL

SCRIBBLINGS

ahi	ice	lotus	pea	rye
beets	jam	mace	poi	salad
ebi	kale	natto	pop	steak
flan	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 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 Y
```

For Case 09, we must scroll each column until we fill in the crossword style clues correctly. The last row then gives us our answer **AMPONEA**

"Unrolled" dials:

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

R	M	R	E	T	L	E
A	O	S	O	E	N	A
S	B	I	F	A	E	K
H	G	L	O	N	C	T
M	R	P	R	O	D	N
I	A	N	S	W	E	R

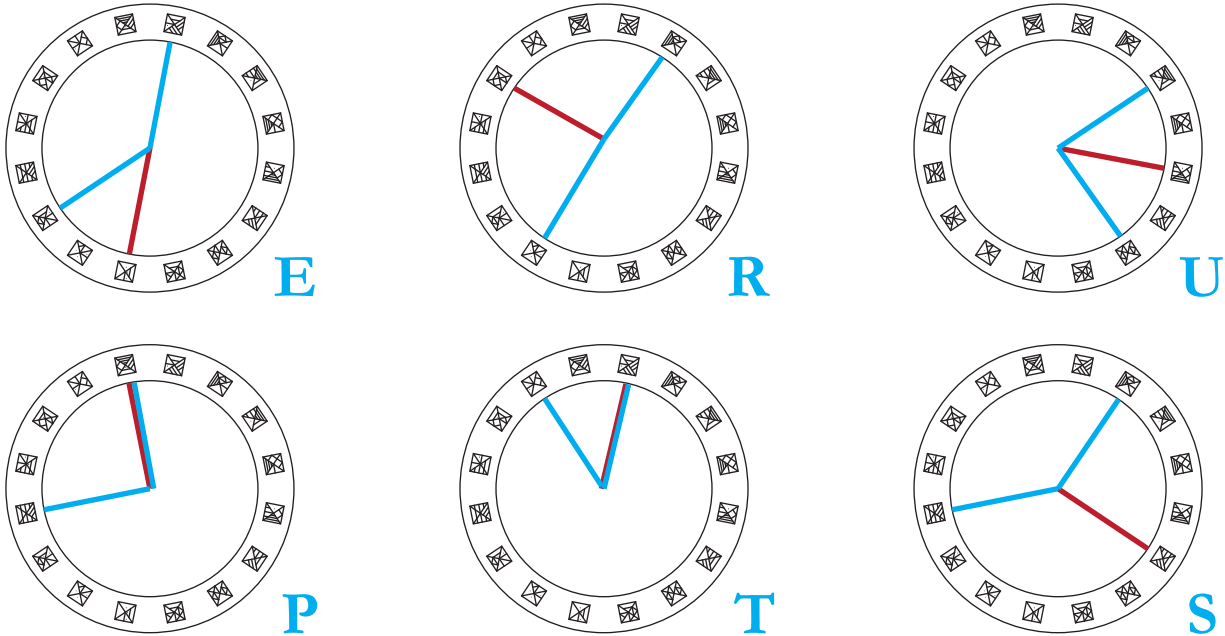|						
Music genre:	S	O	N	F	O	L	K
Color:	H	B	R	O	W	N	T
Number:	M	G	S	R	T	E	N
Flower:	I	R	I	S	E	C	R
Metal:	R	A	L	E	A	D	E
UNSEALING SPELL	A	M	P	O	N	E	A

For Case 10, use ClueKeeper or Auroracle and check which words are goblin spells using the 'GTE'. Fill in goblin spells with 1 and everything else with 0. Then use binary to translate to letters. This gives the answer **SALT**

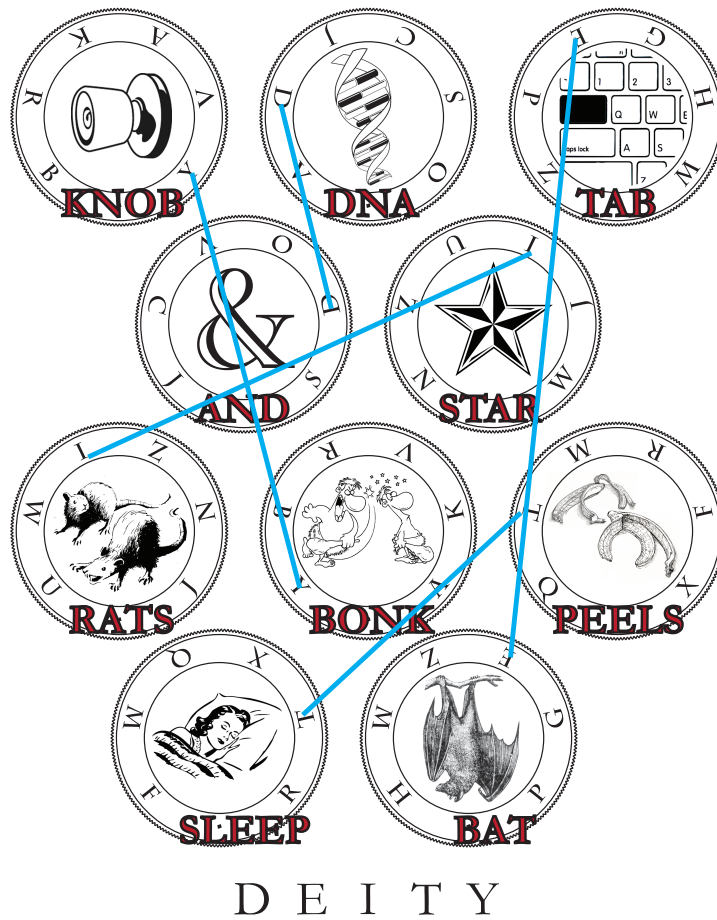1 —'ESSAY'— 0 —'COCK'— 0 —'VISITED'— 1 —'FUME'— 1 —'COFFEE'—   **S**

0 —'STATUS'— 0 —'STAT'— 0 —'BLINGS'— 0 —'COCK'— 1 —'RIVEN'—   **A**

0 —'BLINGS'— 1 —'COFFEE'— 1 —'ESSAY'— 0 —'STAT'— 0 —'ARROW'—   **L**

1 —'RIVEN'— 0 —'ARROW'— 1 —'FUME'— 0 —'VISITED'— 0 —'STATUS'—   **T**

For case 11, the word 'flag' hints that we should use semaphores. For each set of three symbols, the first indicates which symbol should be at the top. The other two indicate which directions to consider.

E

R

U

P

T

S

Taking the sempahores yields the answer: **ERUPTS**

For case 13, the flavor text indicates to match mirror images on the coin faces. That is, the two pictures should represent reverse spellings of one another. Also mirroring the arrangement of letters on one coin face in each pair puts one letter in the same position on both faces. Alphabetizing these letters yields **DEITY.**

KNOB

DNA

TAB

AND

STAR

RATS

BONK

PEELS

SLEEP

BAT

<u>D</u> <u>E</u> <u>I</u> <u>T</u> <u>Y</u>

For case 14, the flavor text hints to find the place that remains unchanged; that is, find the letter that remains unchanged in each pair of words.

A**P**RONS   LIQUO**R**

S**P**IDER   COPPE**R**

SA**T**URN   **U**MPIRE

PO**T**ATO   **U**RCHIN

JIGS**A**W   PIG**E**ON

WEBC**A**M   CHE**E**SE

Taking the letters matching in the first position first, and then the second, and so forth, yields **UPTEAR**

Case 16 is a logic puzzle. Use the clues given to eliminate certain squares and choose other ones. Below, a blue highlight indicates correct while red indicates eliminated.

	Emerald	Onyx	Ruby	Sapphire	Avocado	Cantaloupe	Grapefruit	Lime
'Basho'	R	S	U	H	A	G	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.
(Eliminates Cantaloupe and Avocado as options for Ruby)
2. 'Hugo' neither targeted the sapphire nor produced a green fruit.
(Eliminates Sapphire, Avocado, Lime as options for Hugo)
3. Only two spells alphabetically precede the stone that became the lime; neither spell transfigured it.
(Indicates Emerald became Lime, but not with Basho or Donne. This implies Whitman was Lime and thus Emerald. Also, Ruby is Grapefuit by process of elimination.)
4. At least one spell has no letters in common with the stone it targeted.
(Indicates Donne is Ruby because everything else left has a match.This will also imply that Basho was Sapphire and Hugo was Onyx. Also, Donne must be Grapefruit. This should give enough information to fill out the rest of the grid.)

Looking only at the blue letters yields 'HAWAIIAN CIAO' which clues **ALOHA**

For case 17, an example is given in the first row. We should first take the two letters from the word 'DOWNTIME' indicated by the indices and translate them to morse code. Leave a space between letters.

DOWNTIME

Indices	Col1	Col2	Col3	Col4	Col5
7M 8E	▬	▬		•	
7M 6I	▬	▬		•	•
5T 4N	▬		▬	•	
5T 2O	▬		▬	▬	▬
7M 8E	▬	▬		•	
2O 8E	▬	▬	▬		•
5T 5T	▬		▬		
7M 7M	▬	▬		▬	▬
2O 8E	▬	▬	▬		•
5T 4N	▬		▬	•	
7M 8E	▬	▬		•	
5T 2O	▬		▬	▬	▬
2O 8E	▬	▬	▬		•
5T 1D	▬		▬	•	•
7M 8E	▬	▬		•	

Then, as the flavor text hints at with the word 'feels', look at the dots on the right two columns and use Braille. The lines separate each letter. Doing this will yield the answer: **REST**

For case 18, the flavor text hints that we need to use Nato alphabet with references to 'Uniform', 'Bravo', and 'Victor'. In each sentence, there is one word that is one letter off from a Nato alphabet letter.

0900: Mango-Tango

1100: Ocho-Echo

1300: Lime-Lima

1500: Pupa-Papa

1700: Hovel-Hotel

1900: Alda-Alfa

Taking the letters represented by the NATO alphabet yields the answer: **TELPHA**

Having completed all the cases, we can now apply our answers to the Revelation Matrix. Tracing our answer words in the Revelation Matrix forms letters. Case 01 with answer NEVER is shown below:

Doing this for the rest of our cases in order yields the final answer to the first part of our meta:

TRIWIZARD CHAMPIONS

This means that the Triwizard Champions (i.e., the players) are the perpetrators. The players are somehow unintentionally responsible for transfiguring the cup into a rubber duck.

THIS IS THE END OF PUZZLE 9. THE SOLUTION TO PUZZLE 10 FOLLOWS.

Part 2 of the meta largely consists of gathering important pieces of information scattered throughout the case files. Here are some important pieces of information to note:

1) Case 01: Spells representing opposing concepts are mutual counter-spells.
2) Case 02: Counter-incantations are simply the appropriate sequence of counter-spells in reverse order. Also, mutual counter-spells reverse each other's effects.
3) Case 10: While not explicitly stated until various hints are seen, one may note that every word that was supposed to be translated using "GTE" is in single quotes. In general, any words that are in single quotes throughout the entire set of case sheets may be translated. Furthermore, 'COFFEE' is in case 10, and elsewhere, one may see 'APPLE' (case 2), 'WHITMAN' (case 16), 'MINOTAUR' (case 17). These are all answers to previous puzzles in the hunt.
4) Case 7: 'Scribblings' was given as an example of targeting an object, and everything after that was cast upon the object.
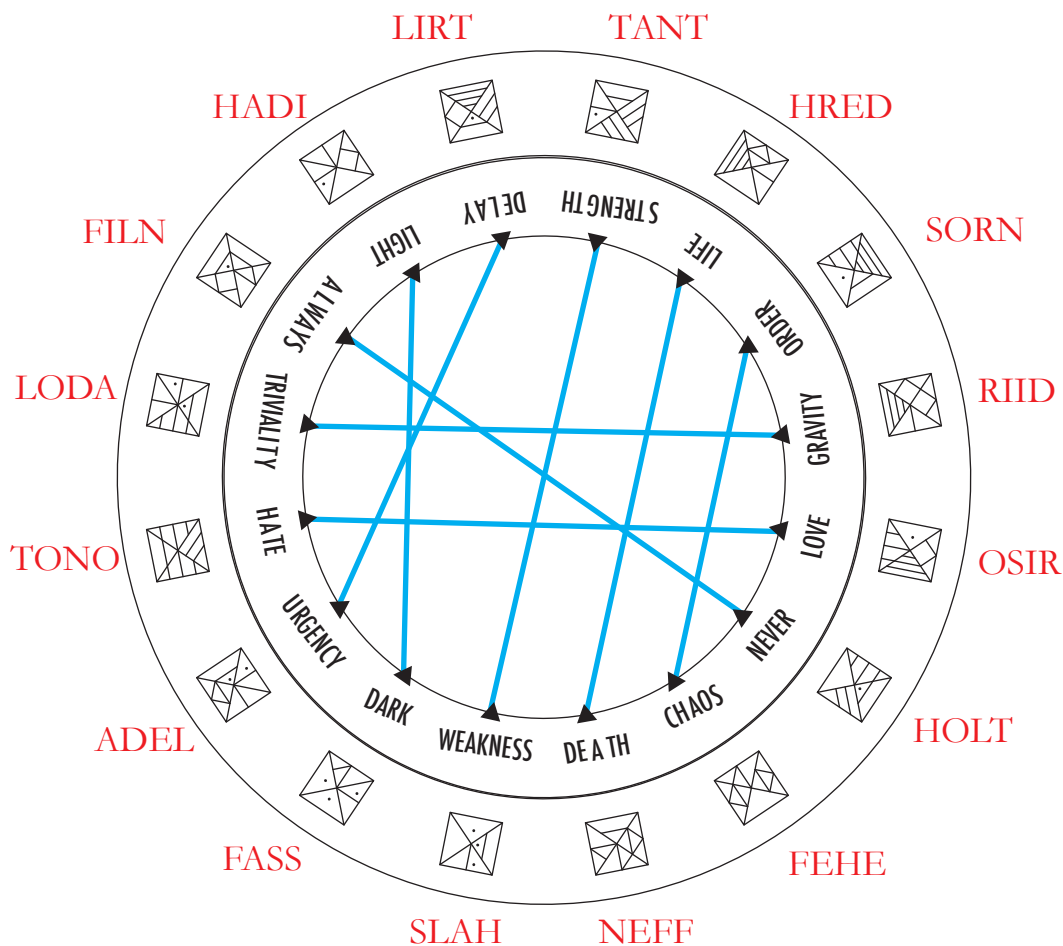
Observations 3 and 4 are useful for discovering what happened, and observations 1 and 2 are necessary to figure out how to rectify the situation. To see what happened, notice that 'Scribblings' starts the same way as 'SCRIBOHANCOCKUS', our first answer. Indeed, if you type GTE SCRIBO HANCOCKUS, it says "Target the Triwizard Cup." The list of answers for puzzles 2-8 then form an incantation of spells that were cast on the Triwizard Cup. Typing them in order (**SCRIBO HANCOCKUS APPLE SPELLS SEEM STRONG SWEEPSTAKES WHITMAN COFFEE HORSESHOES MINOTAUR)** yields a partial and confirms your understanding of what happened. Note that your answer might be different depending on the order of puzzles in your city.

What remains is to find the proper counter-incantation using the concepts found in observations 1 & 2 above. Using GTE to translate all words in 'single quotes', and intuiting that you should do the same for all previous puzzle answers also, you can find the glyph each goblin spell is based on. (There are other goblin words you can translate, but in general, the most important ones are the spells.) These are:

AMPONEA (unknown) (From case 09)
APPLE (unknown) (From case 02/puzzle answer)
BASHO (RIID) (From case 16)
COFFEE (LIRT) (From case 10/puzzle answer)
DONNE (FILN) (From case 16)
EMPLATTA (unknown) (From case 02)
ENTOP (HRED) (From case 02)
ESSAY (OSIR) (From case 10)
FERBIAX (unknown) (From case 18)
FUME (ADEL) (From case 10)
GERX (TONO) (From case 06)
GUMS (FASS) (From case 02)
HORSESHOES (FEHE) (Puzzle answer)
HUGO (unknown) (From case 16)

INCOSSPERSSO (unknown) (From case 02)
MINOTAUR (unknown) (From case 17/puzzle answer)
PANKOP (HOLT) (From case 01)
RAUL (unknown) (From case 02)
RIVEN (SORN) (From case 10)
SPANGLE (HADI) (From case 02)
SPELLSSEEMSTRONG (LODA) (Puzzle answer)
SWEEPSTAKES (SLAH) (Puzzle answer)
UPTEAR (TANT) (From case 14)
URP (NEFF) (From case 02)
WHITMAN (unknown) (From case 16/puzzle answer)

In case you don't find all of these, you eventually learn you may simply type LIST ALL SPELLS into cluekeeper.

In case 13, Jorvik and Kelnoth are described as opposite sides of the same coin. This is a hint to match up the Jorvikspar and the Kelnothspar from cases 04 and 11 as opposite sides of the same coin. We'll need to figure out how to orient the two in order to match them up. Before doing that, we can translate the glyphs on the Jorvikspar using the runes we learned in case 03. Each glyph on the Jorvikspar is made up of four of the runes:

Looking at case 01, note that Pankop is based on HOLT, which represents NEVER. Thus, we can now line up HOLT with NEVER on the Kelnothspar. (Shown in mirror image above.) Confirm with the spell 'Gerx' from case 06, which is based on TONO, which represents HATE. Also: the counterspell pairs from case 02.

Doing this shows that COFFEE, which is based on LIRT, which is DELAY, opposes URGENCY, which is ADEL, which is the basis for the spell FUME. So FUME is the counterspell for COFFEE. Doing the same process also yields that SWEEPSTAKES is the counterspell of UPTEAR. SPELLS - SEEMSTRONG is the counterspell of BASHO. HORSESHOES is the counterspell of RIVEN.

It remains to find the counterspells for the remaining puzzle answer words. For APPLE, notice that in case 02, APPLE connects to EMPLATTA, indicating that they're counterspells. For WHITMAN, notice that in case 16, the spell WHITMAN changes an emerald into a lime. In case 18, FERBIAX is used to change a lime into an emerald, so they're counterspells. Finally, for MINOTAUR, notice that in case 17, it was used to seal a lockbox. In case 09, AMPONEA is used to unseal a lockbox. Thus, MINOTAUR and AMPONEA are counterspells.

To recap, the counterspells of our puzzle answers are:

APPLE: EMPLATTA
SPELLSSEEMSTRONG: BASHO
SWEEPSTAKES: UPTEAR
WHITMAN: FERBIAX
COFFEE: FUME
HORESHOES: RIVEN
MINOTAUR: AMPONEA

The counter-incantation is just the counter-spells in the reverse order in which they were cast, i.e., the reverse of the order in which the previous puzzles of the hunt were solved. Thus, the proper counter-incantation is

AMPONEA RIVEN FUME FERBIAX UPTEAR BASHO EMPLATTA

(This assumes standard puzzle order; cities that gave the puzzles in a different order would have a correspondingly different counter-incantaion.) We must cast this via the example in case 7. First, we must target the cup in its current form, a rubber duck. Per the intro sheet, the goblins call it a 'snerf'.

To construct the targeting command, comparing 'scribblings' ("target my wife") and 'scribohancockus' ("target the Triwizard Cup") may be sufficient. Looking deeper, we can also find the Gobbledegook words 'blings' ("wife", Case 10), 'ohan' ("ceremonial cup", Case 01), and 'cock' ("wizard", Case 10). Comparing the Gobbledegook words 'stat' and 'status' ("king" and "three kings", respectively, Case 10) implies the suffix '-us' means "three", and this can be confirmed via the GTE dictionary. Thus, 'cockus' means "three wizards", and 'ohan cockus' means "ceremonial cup, three wizards" or "Triwizard Cup". Using the translations of 'blings' and 'ohan cockus' then isolates the 'scrib' from 'scribblings' and 'scribohancockus' as "target". (Of course, the meaning of 'scrib' is also directly confirmable via the GTE dictionary.)

Thus, the targeting command is SCRIB SNERF. Our final answer, the casting of the counter-incantation that will restore the cup, is:

SCRIB SNERF AMPONEA RIVEN FUME FERBIAX UPTEAR BASHO EMPLATTA

(Of course, if you had shown this answer to GC instead of simply typing it into ClueKeeper, GC would have given you a shorter alternative: QUACKED THIS CASE.)