

# Mystery Shack

Stumbling across a small, unobtrusive shack at the edge of a swamp, you step inside to find it abandoned. The only indication that anyone has used the building is a tattered notebook on a wooden table. This seems to be the journal of an unlucky thief who was planning a journey into the swamp to find “something priceless.” The final pages contain four lists; glancing at the phrase written above each list, you surmise the thief was speculating on what the treasure could be, what they might need to procure it, and what threats they might encounter along the way. Each list is encoded with a different cipher where one letter is substituted for a different letter; this substitution is consistent for all words in one list (for instance, if OLQPIDQ decoded to “burglar,” you would know that Q should be decoded to R for all words in that list). If you can decode everything, you might solve the mystery of what happened to the thief!

## 1. Precious Jewels

GOIPCKDP

IOILGJQ

LVZK

QWGOYFQ

DGNNCWLI

YNGJ

NIGLJ

GTGPI

PCWLQ

TGLFIP

## 3. Melee Weapons

GIJLI

SJXLFS

UJCCFS

HFOZYU

HOLBLRJS

RSLUFYR

BJOF

HTZSRHEZSU

GJIOTLZY

HXFJS

## 2. Adventuring Equipment

LTHW

FBPRHBPR

ABOIWLO

LBIKTOY

XTLC

ITLPG

FWCLTAA

XBIWLYRKO

PTJHBYY

ELBHHAKOE GTTR

## 4. Monsters

BTMRDP

UTMTRS

HUORONTP

LTIMDO

RDHN

TTLO

SEVBTP

IDPTNVAE

TBEO

BKTAR