

# 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

## 2. Adventuring Equipment

LTHW  
FBPRHBPR  
ABOIWLO  
LBIKTOY  
XTLC  
ITLPG  
FWCLTAA  
XBIWLYRKO  
PTJHBYY  
ELBHHAKOE GTTR

## 3. Melee Weapons

GIJLI  
SJXLFS  
UJCCFS  
HFOZYU  
HOLBLRJS  
RSLUFYR  
BJOF  
HTZSRHEZSU  
GJIOTLZY  
HXFJS

## 4. Monsters

BTMRDP  
UTMTRS  
HUORONT  
LTIMDO  
RDHN  
TTLO  
SEVBTP  
IDPTNVAE  
TBEO  
BKTAR