

WHAT'S THE LOGIC?

PART 1: Your party has taken the chest! Inside there are five items: dried meat, a coin, a large heavy dagger, a thin paper map, and a magical amulet on an old delicate chain. You celebrate your victory, make camp, and have a good night's sleep. In the morning, however, you discover that the items are missing!

Can you figure out who took which item? Use the clues below and what you have learned about the three monsters to solve the mystery. Mark a ✓ next to each character's name in the correct column to show what they took from the chest. Put an X in the column if you can eliminate an object for a character.

CLUES

- Only someone with a neck can wear and control the amulet.
- The wizard took something out of the chest that is made of metal.
- The owlbear's sharp claws cannot hold anything fragile.
- The most intelligent monster is the only member of the party who can read the map.
- Only humans can spend the coin.
- The item taken by the gelatinous cube is not digestible.
- The ranger is distrustful of magic.

What each member of the party took out of the chest.

Party member/ Object	Dried meat	Coin	Large heavy dagger	Thin paper map	Magical amulet on old delicate chain
Wizard					
Ranger (human)					
Mind flayer					
Owlbear					
Gelatinous cube					

PART 2: With your group, create a logic puzzle to share with your classmates. Select a problem to solve. Create a grid. Select 4 or 5 characters and 4 or 5 objects or locations. Develop your clues. Think about hints that tie the character to the object or location, as well as clues that can help you eliminate the connection between a character and object/location. Test the puzzle. Once done, share it with your classmates to solve.

