

# Find Your Own Tavern



- 1 You arrive in town, eager to begin your adventure. Clearly you should start at the tavern, but where is it?  
The mayor waves you over. "Hello! You must be new here. Finding the tavern is simple: just pick a letter of the alphabet, then answer questions from townspeople about it. Each choice points to a number, and then you jump to the section with that number to see what happens next."  
You decide on a letter.  
"Okay, ready? Where is your letter located on a QWERTY keyboard?"
  - **The top row** → 6
  - **The middle row** → 9
  - **The bottom row** → 10
- 2 The farmer introduces you to an architect, who asks if your letter (when capitalized) can be built with only straight lines.
  - **It can** → 8
  - **It's got some curves** → 4
- 3 The poet points you towards the artist, who asks if your letter (when capitalized) has a line of symmetry.
  - **Y** → 16
  - **N** → 15
- 4 The architect sends you to the chemist, who asks if the element represented by your letter is a gas (at room temperature).
  - **It is** → 15
  - **It isn't** → 16
- 5 The pilot sends you to the classicist, who asks if, in Roman numerals, your letter is a perfect square.
  - **It is** → 16
  - **It isn't** → 15
- 6 The mayor points you to a farmer, who asks if your letter is a vowel.
  - **It's a vowel** → 2
  - **It's a consonant** → 11
- 7 The mathematician refers you to a fencer, who asks if your letter (when capitalized) has an enclosed area.
  - **Oooh, yes** → 16
  - **Nah** → 15
- 8 The architect tells you to talk to the linguist, who asks whether you can spell a common word by putting your letter after TO.
  - **To-tally** → 15
  - **Nope** → 16
- 9 The mayor directs you towards a mathematician, who asks you whether the position of your letter in the alphabet is odd or even.
  - **It's odd** → 7
  - **It's even** → 12
- 10 The mayor directs you to the airport, where you meet a pilot. The pilot asks you whether your letter, in the NATO alphabet, is a person's name.
  - **Roger. I mean, yes** → 5
  - **No** → 13
- 11 The farmer introduces you to a poet, who asks whether your letter rhymes with "free".
  - **Yes sirree** → 3
  - **No** → 14
- 12 The mathematician introduces you to Pythagoras (he lives in this town), who asks you whether your letter (when capitalized) looks like a capital Greek letter.
  - **YSAH** → 16
  - **No** → 15
- 13 The pilot sends you to the telegraph operator, who asks you whether your letter uses four symbols in Morse code.
  - **Yes yes yes yes** → 15
  - **No** → 16
- 14 The poet insists that you meet their wedding planner, who asks if there's a day of the week that begins with your letter.
  - **There is** → 16
  - **There is not** → 15
- 15 Whatever you just said must have offended the townspeople. They ask you to leave immediately.  
I guess you picked the wrong letter.
  - **Try again** → 1

16 The last townspeople points you down yet another road, where you find the tavern. Finally! To commemorate this event, please write your letter above the blank(s) corresponding to the section you *just* came from.

\_\_\_\_\_  
 7      14      12      8      5      12      12      4      13      3

Once you've done so, you'll know what kind of quest this is.