



The Medieval Zone

In the Medieval Zone you choose a 'Mental' game. You are led to a dungeon, wherein a famous riddler is held.

"It's very boring in here," they say, "when I'm not being tortured, that is."

"So I have a little game," they continue, "I use the dungeon items to create riddles. If you **scramble** to solve the riddles you'll know my name."

The plague-carrying creature whose bites I fear (3)
Has this and becomes an archaic deer (4)
RAT->HART (H)

Its many eyes watch from the corner of the room (6)
With this it feels my misery, my gloom (7)
SPIDER->DESPAIR (A)

The device that pulls till my sinews fail (4)
With this leaves a footprint on a dusty trail (5)
RACK ->TRACK (T)

They bind me tightly, though they're frayed (5)
With this on a wall they'll be displayed (6)
ROPES-> POSTER (T)

The branding tools in the coals a'smoulder (5)
Need this to make them grey and older (6)
IRONS -> SENIOR (E)

A restrictive home for beast or bird (4)
With this a mealtime prayer is heard (5)
CAGE -> GRACE (R)

H A T T E R