

# Six-headed Dragon

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First of all, we can use the adjectives describing each head to match up an answer with each head. The key observation in this metapuzzle is that the answers in this round contain the three-letter abbreviations for the six Dungeons & Dragons abilities:

- SEE**INT**HEDARK
- KILL**STRIKE**
- MAKE**AWISH**
- SETAB**ADEX**AMPLE
- STARING**CONTEST**
- PLEASANT**CHAT**

Each three-letter abbreviation corresponds to the “three weak spots” of one of the heads, as clued by the flavortext. To line up your shot and figure out how far down each neck you need to aim, line up the name with the corresponding answer and take the letters which line up with the D&D ability:

- Murderous = KILLSTRIKE  
KILL**STRIKE**  
XHANT**IEL**XVII
- Observant = SEEINTHEDARK  
SEE**INT**HEDARK  
SPL**IT**SCALEFIEND
- Enchanted = MAKEAWISH  
MAKE**AWISH**  
FATE**CHEATER**
- Unethical = SETABADEXAMPLE  
SETABA**ADEX**AMPLE  
GARRHOD**SIL**VERTONGUE
- Bloodshot = STARINGCONTEST  
STARING**CONTEST**  
UNDEAD**SNAKE**SKIN
- Convincing = PLEASANTCHAT  
PLEASANT**CHAT**  
SIRTYRRAN**OTH**IUS, SON OF BLAH BLAH BLAH WHATEVER

This reveals that in order to defeat the dragon, you must **TIE ITS HEADS IN A KNOT**.