Lasciate ogni speranza, voi ch'entrate

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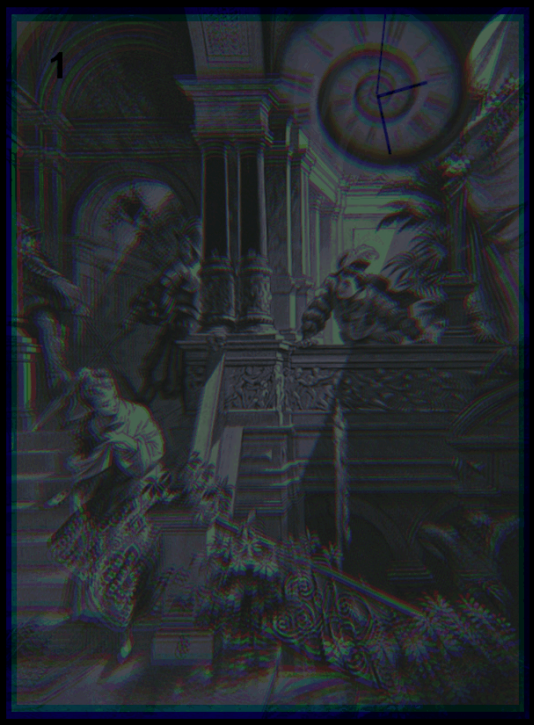
Level 1

Time is an illusion.

Url: https://sophistic4ted.github.io/weeklies/intro/intro.html



Source comment: *come back when the spell is broken, it's a grim story*

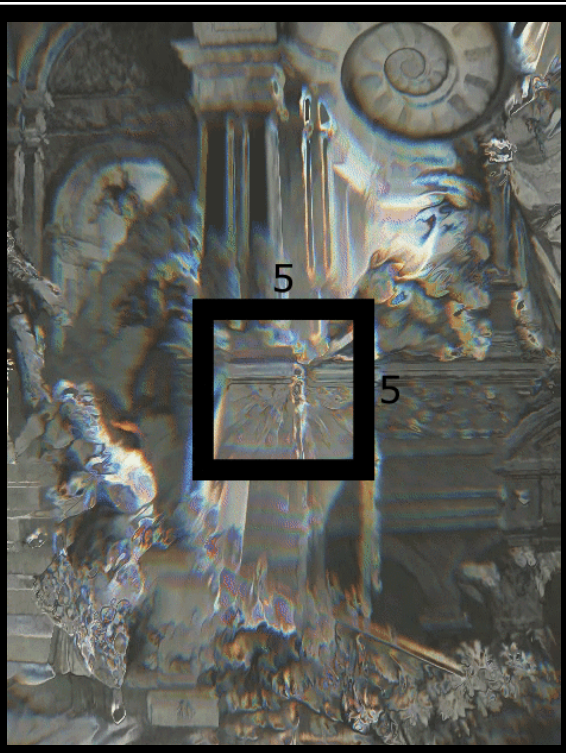
The image displayed in the level depicts a scene from Cinderella. The story has a version written by the Grimm Brothers, hence the "grim" in the source.

In most versions of the story, a spell, curse, or major event occurs at exactly 00:00.

Since the level tells you to "*come back when the spell is broken*", we can assume the page will change once midnight arrives. You can either wait or change your computer's local time to midnight. This will automatically redirect you to Level 2.

Level 2 It's hacking time.

Url: https://sophistic4ted.github.io/weeklies/midnight/inject.html



Hidden text: IQYFITIQQFAQPDTMZMS1DMRH2

Highlighting the dark area beneath the image reveals a 25-character string. Seeing that 25 is equal to 5^2, we arrange the string in a 5x5 grid, and add the letters row-wise. This method is known as the Caesar's Box Cipher.

I	Q	Y	F	I
T	I	Q	Q	F
A	Q	P	D	T
M	Z	M	S	1
D	M	R	H	2

When reading column-wise, we'll see the text "shift12", telling us to apply a caesar shift of magnitude 12 to the remaining ciphertext. Doing so will result in the string "WHOAREWENAMEDAFTER". "We" refers to the two ciphers used in the level, both of which are named after Julius Caesar. Entering his surname in the url will lead you to Level 3.

Level 3 — Et tu, Brute?

Url: https://sophistic4ted.github.io/weeklies/betrayal/caesar.html

Source comments: *It was a different time, a less christian, more civilized EPOCH, back when people still used Julius' creations*

0_ _ _ _ _

Moving your mouse around the page will eventually reveal the following:

The roman numerals provide us with the timestamp July 8th 1973, 08:11:45 UTC+0. The source comment hints at the Julian Calendar, as well as the Unix time system, also known as Epoch time. Converting our timestamp from the Gregorian Calendar to that of Julius, and displaying it as a Unix timestamp gives the number 112090305. Formatting the number as shown in the source:

01	12	09	03	05
A	L	I	C	E

splits the numbers such that they become the A1Z26 values of the word alice, the final answer.

Level 4 — A stroll through a museum

Url: https://sophistic4ted.github.io/weeklies/museum/alice.html

Source comments: *do not decode me; nothing is hidden away, you have the key, the word, and the way.*

The person in the image is Blaise de Vigenère, famously known for (not) inventing the Vigenere cipher. The answers to the source comments are:

do not decode me	Therefore encode.
nothing is hidden away	You can see everything you need.
you have the key	The only word visible: Batch.
the word	The only word visible: Batch.
and the way	Vigenere cipher.

Encoding the word “batch” with itself as a key using the Vigenere cipher gives us “cameo“, the solution to this level.

Level 5 — The unrolled scroll of prophecy

Url: https://sophistic4ted.github.io/weeklies/unexpected/cameo.html

tabor
summa

Source comment: *it wasn't just a cameo!*

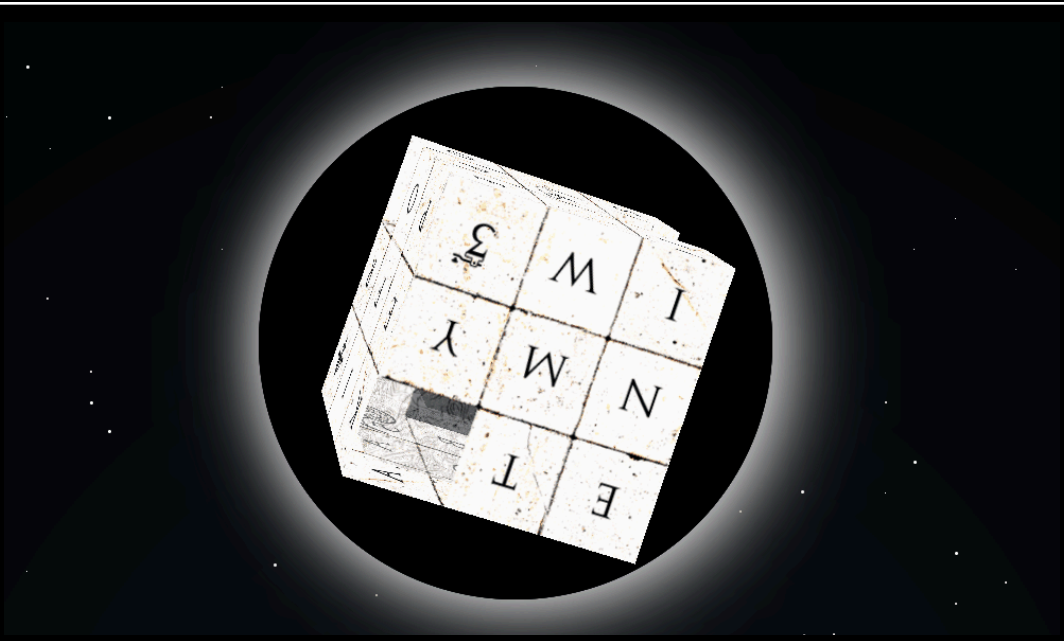
Scrolling through the page will cause different pairs of words to appear. The source comment tells us that "cameo" was not the only word with unusual Vigenere properties. Therefore we can assume that all the words shown here have similar features. Using the encoding variant of the Vigenere cipher once again gives us:

Text	Ciphertext	Key	Result
tabor / summa	tabor	summa	lunar
? / paean	lunar	paean	aurae
? / mucho	aurae	mucho	moths
? / oxlip	moths	oxlip	aleph
? / scald	aleph	scald	sneak
?	sneak		

Reading the first letters of each result gives us the answer to this level. lamas.

Level 6 The origin

Url: https://sophistic4ted.github.io/weeklies/puzzle/cube.html



Hint: One side, two letters

Each face has a monogram composed of a number and a symbol, as well as a single empty translucent cell. For the first letter, complete the pattern by filling in the empty space. For the second letter, look at the opposing face by looking through the translucent cell.

Face	Method	Letter #1	Letter #2
1	Spell the top row and take the nth letter according to the second row.	Fo[u]r / T[e]n / [S]even	O
2	Reading column-wise, add the top two values to yield the bottom value	K + E = P / I + F = O / 2 + R = T	U
3	Reading row-wise, merge the first two letters when represented in morse.	. + - = .- = A / -. + -- = -.-- = Y / .. + .-- = 3	T
4	Reading column-wise, appling a shift of 22 to the top yields the bottom.	S + 22 = O / T + 22 = P / I + 22 = E	W
5	The fibonacci sequence represented as letters using A1Z26	1 1 2 3 5 8 13 21 = A A B C E H M U	I
6	Treat the face as a multiplication table.	T * L = 240 / T * H = 160 / L * E = 60 / E * H = 40	T

Now to fill in the password forms:

noun - Read the First Letters in order to get the word “statue“

verb - Read the Second Letters in order to get the word “outwit“

Pressing “OK“ will cause the cube to open. Clicking the core will redirect you to the final level.

Level 7 A new world

Url: https://sophistic4ted.github.io/weeklies/double/matches.html

Source comments: *Match the separate row, then solve the rest. Mind the game's rules.*

The Card tells us that we're dealing with the game known as Dobble. The game is essentially about finding pairs of cards which share a common symbol.

Reading the cards at the bottom row from left to right, will reveal that cards [1, 2], [2, 3], [3, 4], [4, 5], [5, 6], [6, 7] all share a single symbol in common.

Now back to the top section of cards. Highlighting all cards containing each of the symbols one by one will give you the following braille for "combat".

The final page is found at :
https://sophistic4ted.github.io/weeklies/double/terminal/final.html

Final password:
misericordiadiaboli