Having it a great deal of thought, you eventually figure out the code, locking and unlocking the mechanism at ease.

Victor approaches you, flushed with wine. “I’m terribly glad to know how this works, but that still leaves the question of how it got locked in the first place quite open! I did notice something on my way back from the Library earlier this evening - follow me!”

He leads you over to the Hall. You stand looking at the Northern entrance, and notice that Victor is pointing rather excitedly at a loose panel directly to the right of the doors.

“I always wanted to know where he hid them, and now I’ve found it!”

“Hid what, Victor?”

“Oh, Mr. Bodwell was a rather proud man. He didn’t like to leave puzzles he hadn’t finished lying around - in case someone such as myself would swoop in and solve it!”

The smile falls from his face, as if he only just recalled the fate Mr. Bodwell had suffered.

“Well, um, I found his hiding place. In here is the crossword he was working on yesterday - wouldn’t let me see! You seem to have an eye for it, Detective - perhaps you can figure out what he found so fascinating about it!”

It’s a rather unusual crossword, and with it are several pieces of paper - perhaps they will help you discover its secrets...
Fed on (3)
What person (3)
Travel; sightsee (4)
A spike of frozen water (6)
Join together (as a group) (5)
Not bright (3)
Require (4)
Den; hideout (4)
Striped insect (3)
Warnings; upsets (6)
More cushioned and absorbent (8)
Bird of the Ardeidae family (5)
Irrational number; voiceless sound (4)
Responds; changes chemically (6)
Covered in tiny grains of rock; like a beach (5)
Give money or gifts (to a fund) (6)
Chopping tool; drop (from a team) (3)
1/cosine (6)
Extending far below; profound (4)
Be taught; discover (5)
The point of a pen (3)
Competently; adroitly (4)
Act III
Scene 3
Clockwise
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