

The Temple of Fools Hatred

Archaeologists have rediscovered an ancient temple built to prepare and test acolytes for priestly duties by a splinter sect of the long-dead god of knowledge.

Now they need your help to solve its mysteries.

ROOM 1

The unearthed entrance tunnel, wide enough for six people abreast and clad on walls and floor in irregularly-shaped but smooth flag stones, leads to a circular hall with a stone pillar, 15' across, leading up to the 40' high ceiling. Around the base is a shallow cylinder bearing coloured crystals. Five doorways lead out from the hall. Each doorway has a word laid into the stone floor in gold lettering; each word is "glory", in five different languages.

ROOM 3 floor word: alcar (elven)

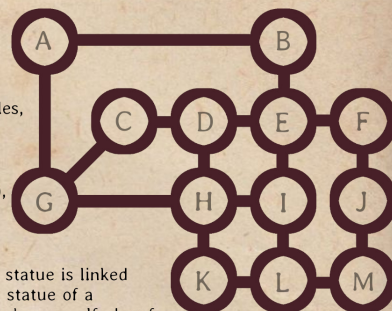
This room has a smoked glass sphere hanging from the 40' ceiling by an 8' string. Inscribed inside the sphere, in writing small enough that one must be touching or close to the sphere to read it, is a poem line: "Numb'ring five with glory prefaced", with "five" picked out in gold. The sphere is shattered by falling onto a hard surface or if struck, and shattering makes it difficult to read the writing without magical mending of the sphere. The writing can be read in place for anyone who can climb or fly, but the string will not support the weight of any person hanging on it.

ROOM 2 floor word: aglar (gnomish)

The edges of the room are lined with realistic-looking statues, each approximately human-sized, of different animals; anyone entering is likely to think for a few seconds that they are real. Inscribed into the floor is a complicated pattern of linked circles, each 5' across, matching the size of the circular bases of the statues. The statues are of plain animals: **goat (A)**, **lion (H)**, **dragon (C)**, **bird (L)**, and **horse (J)**, and of crossbred animals: **manticore (human + lion + dragon, D)**, **griffon (bird + lion, K)**, **sphinx (lion + bird + human, I)**, **pegasus (bird + horse, M)**, **centaur (horse + human, F)**, **faun (human + goat, B)**, and **chimera (goat + lion + dragon, G)**.

To solve the room, drag the statues to the circles so that each statue is linked to the animals that make it up or that it is part of. There is no statue of a human; to complete the puzzle, a character (who can be human, elf, dwarf,

etc) must stand in the "human" circle, **E**. Two people together can drag a statue easily. One alone requires a test of strength. Placing all statues correctly and then standing in circle E magically reveals a poem line inscribed on the floor near the diagram: "Ev'ry door for His allegiance", with "for" picked out in gold.



ROOM 4 floor word: alagh (dwarfish)

Immediately on entering this room, a metal door clangs shut from above, sealing the exit. Inscribed on the door in gold is the symbol of a keyhole.

Standing in the middle of the room is a stone statue of a minotaur, holding a warhammer in one hand and a rolled scroll in the other. Painted on the statue's chest, around where the creature's heart would be, is a golden key. On the wall behind the minotaur is a shadow, as if it were cast by an invisible light in the very centre of the room, and the key is visible within the shadow, and this shadow key is also gold in colour.

Touching the wall shadow or the stone statue will cause the minotaur to come to life with full hit points and attack. Its attacks are ferocious, but actually do only a small amount of damage (present this as though it were unlucky dice rolls), since the task is not intended to kill the acolytes attempting it.

After one complete round of combat, the minotaur freezes back into a stone statue again in its current position, and the position of the shadow will also change to be on the wall as if cast by a light in the centre of the room.

To solve the room, manoeuvre the minotaur so that when it freezes, the minotaur's shadow key is cast on the door over the shadow lock. Doing so will cause the door to open, and the stone minotaur to release the scroll, on which is written a poem line, "Gath'ring knowledge won the magi", with "won" in gold lettering. Destroying the minotaur in one single round of combat will also open the door and release the scroll, but the minotaur heals whenever turned to stone so it must be done in one round.

ROOM 5 floor word: ioth (draconic)

A mannequin stands in the centre of the room, of a warrior, looking quite wounded. Fixed to the rear wall is a mirror in an ornate golden frame, reflecting an image of the mannequin. The reflection is holding a rolled-up scroll, although the real mannequin is not. Attacking the mannequin will cause more wounds to appear on it, as would be expected from the attacks.

However, as the mannequin is more wounded, the reflection will heal; they both start out approximately "half" wounded, and then as the mannequin takes damage, the reflection heals. The mannequin does not fight back and is completely inanimate. Healing the mannequin will cause wounds to the reflection. To solve the room, the mannequin must be healed to full strength; doing so will cause the reflection to slump to the ground of its wounds and release the scroll, which will unroll to reveal a (reflected) poem line, "Ev'ry soul is free of torpor", with "free" picked out in gold.

ROOM 6

floor word: glory (common)

In the centre of the room is a pedestal, on which is an obvious button to be pressed. Written on the wall in silver lettering is the legend "SEVER HEATHEN OPINIONS", and below the lettering are ten red gems, spaced evenly in a horizontal line. Pressing the button causes all ten gems to light up with a humming sound; from there, once per minute, one gem will darken again, and the humming sound will increase in pitch, like a countdown. Pressing the button again after the countdown has begun will restart the process, re-lighting all ten gems. Once the countdown reaches zero and all gems are dark, the letters on the wall rearrange themselves into a poem line: "Risen to His open heaven", with "to" picked out in gold.

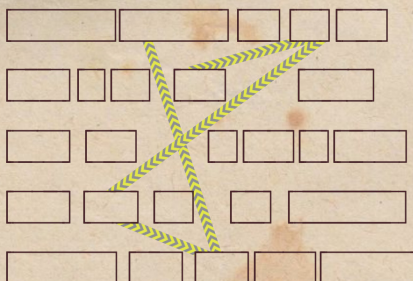
ROOM 7

The lower step of the central pillar contains 12 coloured recesses of glowing glass in red, green, and blue. In each recess is a long thin crystal, of the same colour as the recess. Engraved on the side of the tall pillar is the legend "ORDERED|FIRST THEN LAST" and a diagram (right). This indicates to put the poem lines in order; each line has a word that sounds like a number ("won" for 1, "to" for 2, etc). After doing this, the poem is revealed:

Gath'ring knowledge won the magi
Risen to His open heaven
Ev'ry soul is free of torpor
Ev'ry door for His allegiance
Numb'ring five with glory prefaced

Reading the first letter of each line and then the last letter reveals the message "GREEN IN RED"; this indicates to move the three green crystals into the red holes.

Doing this causes a deep grinding sound as the central pillar descends into the ground. It descends, taking the lower step and crystal recesses with it, until the very top of the pillar is at approximately waist height, revealing the diagram atop the pillar and the final puzzle.



ORDERED|FIRST THEN LAST

<input type="checkbox"/>	1	<input type="checkbox"/>
<input type="checkbox"/>	2	<input type="checkbox"/>
<input type="checkbox"/>	3	<input type="checkbox"/>
<input type="checkbox"/>	4	<input type="checkbox"/>
<input type="checkbox"/>	5	<input type="checkbox"/>

ROOM 8

Atop the pillar's flat stone surface is engraved a diagram of boxes with an arrowed line joining some of them (seen to the left). The boxes are carved into the stone, and the arrowed line is laid into the stone in gold and silver. The boxes in the diagram each correspond to a word in the poem. If the poem were written into the boxes, then tracing the arrowed line reveals the final message which the priestly acolytes were to decipher: "Open the door with knowledge".

Firmly stating aloud the word "knowledge", or pressing the box corresponding to that word in the poem (if the speaker is aware of the solution) causes another grinding noise as the pillar descends even further into the earth, to reveal a steep descending spiral staircase cut into the rock. This leads downwards to the priestly areas of the ancient temple. At this point the archaeologists may arrive and thank the adventurers for revealing the secret of the temple, or the party may descend to find appropriate treasure or secrets.