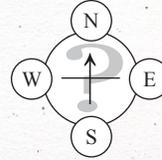


Fates Enigma

A Statue depicting a female with a plaque reads as follows.

Whom ever bears witness to thy own fate will walk a path of glory.

Pouring any liquid into the hands of the statue will open a passage with stair case below ground.



1. The Main Hall of Fates Enigma is empty except for strange symbols carved into the walls and floor. Elf, Dragon or read magic can decipher the script.

"Your Path will challenge your mind, the strength and will. To carry on, touch the N.E. Wall. The worthy shall pass."

A secret door will open but it is an exploding trapped area. It will only trigger on neutral or evil characters

4. The stair way to the room is littered with bones of those who have fallen to the trap. The hall is scorched and only decaying bits and piece remain of who ever traveled this path in the past. The room itself is empty save for script writing on the walls The walls are wall-papered in magic scrolls. Translated it is a series of spells that will trigger when read aloud.

4b. One part of the wall has a Riddle. Solve it and the wall vanishes to another room with stairs. "What breaks when you say it"?

2. The Hall of Perpetual Peace. The passage is hidden and only detection devices, magical or extra sensory means methods will reveal the false wall for what it is. An Enigma Pool of healing is found in the middle of the room. It also reduced the characters age by 2 years if characters chose to take a bath in the pool. Drinking the water will heal wounds and scars. This Enigma pool will always stay pure and clean unless anti-magi is used and then the waters contaminated in some way.

3. Treasure Room. Rare relics have been hidden here. Breaking the walls and mining will allow one to discover these rare treasures.

7. This is a storage chamber with all manner of supplies. Upon the stacks and heaps of common weapons and wears, is a crate in the N.E. Corner that contains a Heavy Cross bow with 60 bolts. The room though cluttered is clean and holds a sense of order to it.

5. The Room of Stone Statues. Each statue is a Stone Statues that has a few words of a question. As soon as one begins to read the Stone Statues spring to life and attack until the answer to the question is spoken aloud.

"Poor people have it. Rich people need it. If you eat it you die. What is it"?

6. The ANSWER ROOM. This is a clean room full of light and a tiled floor. Each tile is inscribed with a letter on it. The first tile you see as you approach the room has a question.

"What has one eye but can not see"?

Stepping on the wrong tile causes a spear to drop from the ceiling and the floor to explode.

8. ANNEX ASHRAM A single room with a large rug at the center. Upon it 7 large sitting pillows set in a triangular shape facing north. It is clearly built for prayer, meditation and study. The walls are polished black, reflective obsidian.

9. Sphinx Room

This room is tiled with gold bricks, walls and ceiling. The center piece is an ancient stone statue depicting a sphinx.

When the room is entered a voice speaks allowed from the statue, though its lips do not move. "3 Questions, 3 answers, will lead to fortune or doom."

1- "What starts with a "t", ends with a "t" and has a "t" in it?"
2- "What is as large as a Mountain but weighs nothing?"
3- "What can you hold without touching it"?

10. Treasure Room
40,000 gold coins.
24,000 in gems various values for each from 1 to 100 gp.
250,000 platinum coins
An enchanted blade that can be attached to a sword or spear hilt. The blade is called a "Spirit Blade". It ignores all armor and does damage directly to a targets health upon a successful hit.

9-3. Answer: A Conversation

9-2. Answer: Mountains Shadow

9-1. Answer: Tea Pot

6. Answer: Needle

5. Answer: Nothing

4b. Answer: Silence