

The Temple of Issoth



A Tunnels and Trolls™ Solo Adventure
Written by Dan Hembree

The Temple of Isoth



A Solitaire Adventure for use with Tunnels and Trolls™

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Rules of Play

General Instructions: *The Temple of Issoth* is meant for a single warrior with 20-30 total combat adds (personal adds plus weapon adds). Although this solo was written for Human characters, other Human-sized or smaller characters (Dwarves, Elves, Hobbits, Orcs, Goblins, Ogres, small Trolls) may also be used. The trials to be faced in *The Temple of Issoth* will tax all of your characters abilities. Consequently, well-rounded characters stand a better chance than those who simply rely on brute strength, cat-like dexterity, or blind luck. Three



ready-to-run characters are provided at the end of this book if you don't have a character that fits the requirements of this adventure. You may bring any weapons, armor, or equipment you wish. To keep things fair, you should keep track of how many weight units you are carrying (1 coin = 1 weight unit; 10 weight units = 1 pound). *The Temple of Issoth* was designed using the 7.5 edition *Tunnels and Trolls*™ rules but can be easily played with any edition. Some notes on converting this solo to earlier editions are provided below. You should also have a pencil, paper, and a healthy supply of 6-sided dices to play.

Abbreviations: 1D6: the result of rolling one six-sided die; SR: Saving Roll; MR: Monster Rating; STR: Strength; INT: Intelligence; CON: Constitution; WIZ: Wizardry; DEX: Dexterity; LK: Luck; SPD: Speed; CHR: Charisma; FORM: Formidability; CBT: combat total; AP: Adventure Points; w.u.: Weight Units; gp: gold piece; sp: silver piece; cp: copper piece.

Combat and Monsters: This solo assumes that when your opponents MR decreases, the number of dice rolled stays the same while the number of adds decreases. Many of the opponents you encounter will be wielding weapons and wearing body armor. However, do not double the armor value of any foes you encounter even if they are warriors. When you defeat an armed and armored opponent, you may be given the opportunity to take their equipment. If the option is not provided, then assume the equipment was ruined in combat or is of very poor quality and worthless.

Ranged Attack: If you have a ranged weapon ready (bow, dagger, spear, axe, etc.), you may use it before starting hand-to-hand combat. Ranged attacks are allowed unless your attacker has the element of surprise or is already in range of hand weapons when combat begins. Resolve all ranged attacks with a L2-SR on DEX (easy range).

Special Damage: You will face many instances where your character takes damage from accidents or other mishaps in which armor offers either no protection or protection only to certain parts of the body (head, hands, arms, etc.). These situations are noted in the adventure text. An additional form of special damage you may sustain or inflict is Spite Damage as described in the 7.5 edition T&T rules. Whenever a '6' is rolled in combat, take 1 point of damage directly off of CON regardless of armor protection. This special damage applies to you as well as the monsters you are fighting. Other types of special damage may occur when multiple '6s' are rolled by a monster in a single combat turn. Examples of special damage include poison, paralysis, and blindness.

Recovery: Lost CON cannot be restored over the course of the adventure unless noted in the text or if your character has brought along some method of healing.

Random encounters: Certain paragraphs will ask you to check for random encounters by rolling 1D6. When you do have a random encounter, you will be directed to another paragraph. Be sure to make note of your current paragraph so that you can return after the encounter.

Saving Rolls: You will make saving rolls on a number of your attributes depending on your decisions. If you are using Talents, feel free to substitute one of your Talents for an attribute if it fits the situation.

Adventure Points: When you award yourself APs for fighting monsters, take the MR value in APs unless otherwise specified. When fighting multiple individuals of the same creature, take APs equal to the MR x the number of individuals. You should also keep track of all APs earned through saving rolls. Additional APs may be awarded for surviving the adventure and completing the quest.

Using With Other Editions: This solo was written with the 7.5 edition rules but can be easily played with any edition. If you are using any other edition, one of the primary impacts will be on weapon dice and adds as well as armor values. There are also a number of different weapons and armor types new to the 7.5 rules. Details for all weapons and armor are given in the text, so you will not need the rulebook to use them. The Monster Ratings were determined with the assumption that the number of dice does not decrease as the MR is reduced, only the number of adds. Using the straight 5th edition rules, therefore, the battles may be a bit easier. There are two additional standard Attributes in the 7.5 rules: Speed (SPD) and Wizardry (WIZ). If you do not use these Attributes you may substitute Dexterity (DEX) and Luck (LK), respectively, for any Saving Rolls on these scores. Talents are included as well, but only at the player's discretion; all Saving Rolls in the adventure are attribute-based. In the end, however, this is Tunnels and Trolls™, so if you don't like it, change it; I won't tell.

Introduction

"You must help me. The priests of Issoth have carried my son away. He is to be sacrificed to their dark god this very night."

The man pleading with you has the look of a farmer. He wears simple wool clothes that are stained red by the soil of the region and his hands are cracked and calloused. His face is tanned and weather beaten but is now lined with worry and sorrow.

"I know you are a great warrior. The innkeeper has told me the stories that you shared with him of your adventures. I will pay you 100 gold talents if you go the Temple of Issoth and rescue him."



The Temple of Issoth? You have heard only rumors of that dark and forbidding place. Horrible stories of demons and the undead. The priests of Issoth are said to be fanatics that serve the great beast Issoth and sate his fiendish appetites. No one who has entered the temple has been seen again. This man asks you to risk a great deal and offers little in return.

If you accept the reward the man has offered, **go to 45**. If you demand more money to undertake this dangerous mission, **go to 12**. If you refuse any reward and agree to assist the man, **go to 23**.

1. Make a SR on LK. If you make a L2-SR, **go to 56**. If you make a L1-SR, **go to 69**. If you fail the SR, **go to 62**.

2. The guards are startled by your sudden appearance. If you are wearing green and crimson robes, make a L2-SR on LK. If you make the SR, **go to 21**. If you fail the SR or you are not wearing robes, the guards immediately draw their sabers and attack. Each guard has a MR of 20 (3+10) and wears armor that takes 6 hits. If you are able to defeat the guards, **go to 32**. If you are killed, then this is **the end**.

3. The tentacles continue to squeeze and squeeze. Soon you cannot pull in even a shallow breath of air. Your eyes remain fixed on the image of Issoth. The teeth and hooks that line the enormous mouth of the demon draw closer and closer. You can almost smell the fetid, hot breath of the creature. But your mind is soon spared the

horror of the image. Without any air, you slip quickly slip into unconsciousness and oblivion. **The end.**

4. You enter a large brightly lit chamber. The walls are covered with painted murals depicting men in green and crimson robes bringing sacrifice to horrible beasts. At the southern end of the room, a broad staircase leads upward. Several burning torches sit in elaborately carved marble sconces along each side of the stairs. Each sconce resembles a writhing mass of tentacles that grips the torch and holds it aloft. Two armored warriors stand at the base of the stairs. Each is wearing red crimson armor and wears a helmet with a faceplate shaped into the image of a scowling demon. Both warriors hold broadswords at the ready. If you fought anyone in the room you just came from, the guards are waiting for you and attack immediately, **go to 20**. If you didn't fight anyone and are wearing green and crimson robes, make a L2-SR on LK. If you make the SR, **go to 40**. If you fail the SR or you are not wearing any robes, **go to 50**.

5. You pick up the broad axe from the weapon rack. It is rather ordinary looking, but it looks like an effective weapon. You may take the broad axe (4 + 0, requires 17 ST 8 DX, 150 w.u., 100 gp) if you wish and **go to 60**.

6. You climb the stairs and enter a smoke-filled circular chamber. The air is saturated with incense which causes you to choke and gag. Six green and crimson robed priests stand before a raised dais with a large hole in the center. Five of the priests have their arms raised toward the ceiling and are chanting in a strange and unintelligible language. The sixth priest holds a small boy across his outstretched arms and is carrying him toward the hole in the dais. As soon as you step through the archway and into the room, however, the chanting immediately stops. All six priests turn and look at you. "Infidel intruder!" one shouts angrily. "You dare to befoul the shrine of the Great and Terrible Isoth? You will now be witness to his true power!" The priest turns to the dais, pulls a handful of sparking objects from his robes and throws them through the opening in the floor. "Rise and destroy our enemies, oh Mighty Isoth!" If you collected any diamonds in the temple, **go to 63**. If not, **go to 22**.

7. You grab the rubbery tentacle and you are able to twist out of its grip before it takes a firm hold on your body. You roll to the left, draw your weapons and look up to see a horrific sight. **Go to 53**.

8. Your vision begins to dim as the tentacles squeeze your throat. With one last burst of will, you force your eyes shut and block out the image of Isoth. Almost instantly the pressure of your throat disappears and you are able to breathe again. You desperately gasp for air and are forced to kneel in exhaustion. When you finally open your eyes again you find yourself directly in front of one of the tapestries. You decide to refrain from looking at the images anymore and turn your attention to the rest of the room. If

you have not done so already, you may pour yourself a drink from the jug and **go to 44**. If you want to leave by the archway leading west, **go to 36**. If you would rather leave through the archway to the east, **go to 73**. If you decide to abandon your search for the farmer's son and flee this evil place, **go to 76**.

9. You are in a dark, dank chamber that stinks of mildew and rot. Filling the chamber is row upon row of coffins. You are standing in front of an open doorway at the southern end of the chamber. The air coming through the doorway is also moist but is filled with the unmistakable odor of fish. An illuminated stairway leading up is at the northern end of the chamber, but you must pass through the rows of coffins to get there. If you quietly cross the room to the stairway to the north, **go to 48**. If you go through the open doorway to the south, **go to 29**.

10. You pull the suit of armor out of the wardrobe. It consists of a leather cuirass, greaves, and bracers. As you strap on the last bracer you start to notice a slight tingling sensation all over your body. The tingling starts to intensify and soon you are wracked with pain as the armor starts to burn and fuse to your skin. You take 1D6 hits directly to your CON as a result of the ordeal. After a few minutes, the pain subsides and you find yourself lying on the floor. You pick yourself up and try to remove one of the bracers but it won't come off. You may not remove this armor; it has become a part of your body. The leather armor takes 8 hits and weighs 100 weight units. You can now try on the helmet if you have not already done so and **go to 78**, investigate the cloth sacks and **go to 72**, open the door to the north leading east and **go to 24**, or leave by the open archway to the south leading east and **go to 14**.

11. You enter a dim chamber lit only by a single lantern hanging from the center of the room. The smell of incense is heavy in the air and you see several smoldering pots lying about the floor. The walls and ceiling are covered in crimson and green tapestries. Roll 1D6. If you roll a 1-3, make a note of this paragraph number and **go to 59**. At the far end of the chamber is an iron bath tub filled with water. Next to it is a dressing table covered in a number of items including combs, brushes, files, mirrors, and towels. There is also a pot of steaming tea sitting on a small round table next to the dressing table with a single cup. The only exits from the room are a closed door to the south and stairs leading down to the west. If you take a drink of the tea, **go to 31**. If you search the dressing table, **go to 51**. If you go down the stairs, **go to 43**. If you open the door to the south, **go to 4**.

12. The man's face falls. "More money? But I am only a simple farmer." The farmer looks at you pleadingly but you continue to give him a hard look. Finally, he sighs and kicks the dirt. "Very well, I can offer you 150 gold talents, but that is all the money that I have. We will be hungry this winter, but I am willing to risk it if it will get my son back. I'm sure that you can find more gold in the temple. The priests of Issoth are said to have

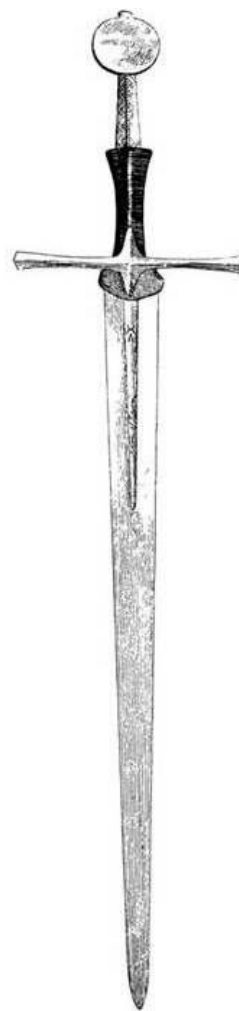
great riches. Now please go, before it is too late. They will surely sacrifice him before sunrise.” **Go to 34.**

13. The guards are waiting for you with aimed and ready crossbows. As soon as you open the door they pull the triggers. Make two L2-SRs on LK or DEX (whichever is higher) to avoid the incoming bolts; for each missed SR you take 5D6 hits reduced by any armor or shields you may have in your possession. After firing, the guards throw their crossbows to the floor, draw their sabers and attack. Each guard has a MR of 20 (3+10) and wears armor that takes 6 hits. If you are able to defeat the guards, **go to 32.** If you are killed, then this is **the end.**

14. You enter a well-lit chamber. Roll 1D6. If you roll a 1, make a note of this paragraph number and **go to 59.** The room is illuminated by torches set in each of the four walls. The walls themselves are covered in elaborate tapestries bearing images of the dread demon Issoth destroying cities, slaughtering armies, and laying waste to farms, forests, and meadows. A broad table sits along the northern wall. On the table is a large porcelain jug and several copper cups. Inside the jug is a sweet smelling red liquid. Open archways lead from the room to the west and east. The large double doors leading out of the temple are to the south. If you want to pour yourself a drink from the jug, **go to 44.** If you would like to inspect the images on the tapestries, **go to 35.** If you want to leave by the archway leading west, **go to 36.** If you would rather leave through the archway to the east, **go to 73.** If you decide to abandon your search for the farmer’s son and flee this evil place, **go to 76.**

15. The last guard falls to the floor and stops moving. You take a few quick, deep breaths and bind your wounds. The broadswords (3 + 4, requires 15 ST 10 DX, 120 w.u., 140 gp) are yours if you want them. Neither of the guards have anything else of value on them. If you go up the stairs, **go to 6.** If you leave through the door to the south, **go to 11.**

16. You place your own weapon in the weapon rack and keep the sword. A voice in the back of your head tells you that such a poorly made weapon must be magical. You must use this broadsword in your next battle, unless you lack the strength or dexterity. The broadsword (3 - 6, requires 6 ST 6 DX, 120 w.u., 0 gp) is a poor weapon. If you get a negative total in combat, then you may have injured yourself while wielding the clumsy sword. You may make another L1-SR on INT to get rid of the sword after each battle. Continued failure means that you must keep using the sword. **Go to 60.**



17. Your head is pounding and you start to sweat profusely. The air starts to become thick and heavy making you struggle to breathe. You suddenly realize that you are getting closer and closer to the tapestries even though you feel like you are standing still. The tentacles of Issoth seem to reach out toward you then wrap around your throat and start to squeeze the life from you. You choke and sputter as you struggle to take each breath. Take 1D6 hits directly to your CON. You claw at the tentacles around your throat, but you cannot seem to get a hold on them. You are now face to face with the tapestry. The horrible, shifting image of Issoth fills your vision. You struggle to close your eyes and break away from the horror. Make another set of L1-SRs on LK and INT. If you make both SRs, **go to 8**. If you fail either SR, **go to 3**.

18. The tentacle tightens around your midsection and begins to squeeze. You gasp as the air is forced from your body and your ribs start to crack. You take 1D6 hits directly to your CON. If you survive, you are able to strike the tentacle with your weapon and it releases you from its grip. You stagger back, struggling for air and look up to see a horrific sight. **Go to 53**.

19. As soon as you open the door to the wardrobe, a giant carnivorous worm lunges out from the darkness inside. The giant worm is six feet long and has a mouth full of sharp teeth. Its body is gray and covered in needle sharp spines. The giant worm has a MR of 30 (4+15). If the worm rolls three or more sixes in a single combat turn it has managed to wrap itself around you and will automatically inflict 1 point of spite damage each combat turn as it works it's spines into your body. The number of points of spite damage inflicted each turn will increase by 1 each time four or more sixes are rolled. If you are able to defeat the worm, **go to 28**. If the worm defeats you, it drags you into the wardrobe and slowly starts to swallow you whole. **The end**.

20. The guards were already on the move before you even entered the chamber, obviously alerted by the sounds of combat in the outer room. You scramble to prepare yourself as they crash into you with swords swinging. Make a L2-SR on DEX. If you make the SR, you are able to maneuver yourself out of their way and adequately prepare for the fight to come. If you fail the SR, you fumble your weapons as you frantically try to ward off the incoming blows and you drop whatever weapon you had in your hand when you entered the room (if you had two weapons you only lose one of them). You may not use the weapon you dropped in this fight, but you may draw another if you have one. Each guard has a MR of 25 (3 + 13) and wears armor that takes 6 hits. If you are able to defeat the two guards, **go to 15**. If the guards kill you, then this is **the end**.

21. The guards look at you for a moment, then bow and return to their positions by the stairs without saying a word. If you go up the spiral staircase to the second floor, **go to 11**. If you go down the dark spiral staircase to the basement, take a torch from one of

the wall sconces and **go to 54**. If you open the door to the east, **go to 73**. If you open the door to the west, **go to 36**.

22. A geyser of salty water erupts from the opening in the dais partially flooding the chamber. The pots of burning incense on the floor pop and hiss as the water reaches them. As the water continues to rise in the room, a tentacle emerges from the opening in the dais and feels around the floor. This tentacle is soon followed by another and then another. Then the body of a horrific beast rises from below. It has a total of eight writhing tentacles and a giant bulbous head with two large, black eyes. The eyes seem to be focused on you alone. The priests scramble away from the dais as the monster pulls itself through the hole. Suddenly the beast raises two of its tentacles and reaches for you. You slash and stab furiously at the tentacles and attempt to back through the archway behind you, but the beast keeps you on the defensive and prevents you from retreating. It soon becomes very clear that you must stand and fight. The tentacle monster has a MR of 60 (7+30). If it rolls four or more sixes in a single combat turn one of the tentacles has wrapped around your body causing 1D6 hits of damage directly to your CON. If you manage to defeat the beast, **go to 42**. If you are defeated, the monster grabs your lifeless body with one of its tentacles and drags you toward its gaping jaws. **The end.**



23. The farmer's face brightens as you offer to help him without the need of his money. "You are too kind. But I must give you something. Here, take these herbs." The man hands you a small pouch. "If you are injured, chew on these herbs and you will be healed." Chewing on the herbs will restore 1D6 points of CON. There are enough herbs for two uses. "Now please go, before it is too late. They will surely sacrifice him before sunrise." **Go to 34.**

24. You open the door and enter a brightly lit room. If you have been here before, **go to 43**. Two sets of spiral stairs lead up to a well-lit second floor and down into a dark cellar. There are doors in the western and eastern walls. There are also two guards stationed here standing by each of the staircases. Each guard is wearing a helmet with

a face mask bearing the image of a scowling demon. If you fought anyone in the room you just came from, **go to 13**. Otherwise, **go to 2**.

25. A procession of 1D3 chanting temple priests enters the chamber. They are dressed in crimson and green robes. If you are wearing green and crimson robes, make a L3-SR on LK. If you succeed, the priests ignore you and proceed through the room. If you fail the roll or you are not wearing any robes, the lead priest stops the procession, raises his hand, and mutters a few arcane words. A blast of water erupts from his palm and strikes you in the chest. Make a L2-SR on LK. If you make the SR, you simply get wet. If you fail the SR, you take 1D6 hits directly to your CON. Each priest then draws two daggers from their robes and attack. Each priest has a MR of 15 (2 + 8) and wears no armor. If you defeat the priests, you may take their two poniards (2 + 0, requires 1 ST 3 DX, 10 w.u., 10 gp). Each priest also carried 2D6 gold coins in a belt pouch. Return to your **previous paragraph**. If you are defeated, then this is **the end**.



26. Your head is pounding and you start to sweat profusely. The air starts to become thick and heavy making you struggle to breathe. You suddenly realize that you are getting closer and closer to the tapestries even though you feel like you are standing still. The tentacles of Issoth seem to reach out toward you but you steel yourself and manage to close your eyes. Almost instantly your breathing returns to normal and your head stops hurting. When you open your eyes again, you are standing directly in front of one of the tapestries. You decide to refrain from looking at the images anymore and turn your attention to the rest of the room. If you have not done so already, you may pour yourself a drink from the jug and **go to 44**. If you want to leave by the archway leading west, **go to 36**. If you would rather leave through the archway to the east, **go to 73**. If you decide to abandon your search for the farmer's son and flee this evil place, **go to 76**.

27. Despite the strange voice in the back of your head telling you that the sword is special, you put the broadsword back in the weapon rack. **Go to 60**.

28. You slash, stab, and beat the giant worm to death. In the end, you are covered in a sticky, purple slime that pours from the hacked remains of the worm, but you are alive.

Kicking a piece of the worm aside, you look in the wardrobe to see if there is anything else to be found. Hanging from a steel bar is a gold chain with a jade pendant carved in the likeness of the demon Issoth. If you can ever find someone crazy enough to buy it (L3-SR on LK), you will receive 2D6 x 100 gold coins for the pendant. You can now investigate the cloth sacks if you have not done so and **go to 72**, open the northern door leading east and **go to 24**, or exit through the southern archway leading east and **go to 14**.

29. You enter a massive chamber with a domed roof. High above you see light emanating from a circular opening in the ceiling. The floor is paved with slate flagstones and as you walk across the floor your footsteps start to echo throughout the chamber. The walls are covered in highly polished marble. The room is bare with the exception of a large pool of water in the center. The smell of fish seems to be coming from the pool. If you continue into the chamber and investigate the pool, **go to 41**. If you want to go back the way you came, **go to 9**.

30. You sheath your weapon and keep your torch ready. You slowly raise the lid and peer into the coffin. Inside, as you might have expected, is a corpse. The body is unclothed revealing its light-blue tinted skin. Bringing your torch in closer for a better look, the body has the appearance of a person that has drowned. Suddenly, the eye lids of the dead man open. It stares at you with white eyes and then snarls revealing yellow, broken teeth. The corpse's hand reaches up swiftly and swipes at your face. Make a L1-SR on DEX. If you fail the SR, you take 1D6 hits directly to your CON as the ghoul's claws rakes across your face. You stagger back, dropping the coffin lid and drawing you weapon. The ghoul leaps out of the coffin and attacks. The ghoul has a MR of 30 (4 + 15). If the ghoul rolls 3 or more sixes in a combat turn, it has grabbed a piece of your armor and ripped it from your body; you must deduct 1 from the protection level of your body armor. If you are not wearing body armor, then you take 1 extra point of spite damage. If you manage to defeat the ghoul, **go to 39**. If the ghoul defeats you, then this is **the end**.

31. You pour the steaming tea into one of the cups and take a long drink. The tea is strong and bitter but very refreshing. You set down the cup and start to look around the room again. Everything seems to spin and



you stumble back a few paces. You shake your head and realize that the tea must have been drugged. You must reduce your DEX by half (round up) for the rest of the adventure. The effects of the drug should wear off after a night's rest. **Return to 11.**

32. Both of the guards lie dead at your feet. You may take their sabers (3 + 4, requires 9 ST 10 DX, 60 w.u., 110 gp) and crossbows (5 + 0, requires 15 ST 10 DX, 180 w.u., 250 gp). Each guard has a quiver containing 10 quarrels as well as 3D6 gold coins. You try to remove the helmets and armor of the guards, but it will not move no matter how hard you pull. If you go up the spiral staircase to the second floor, **go to 11.** If you go down the dark spiral staircase to the basement, take a torch from one of the wall sconces and **go to 54.** If you open the door to the east, **go to 73.** If you open the door to the west, **go to 36.**

33. The monster lunges toward you one last time and you stab it in one of its massive eyes. The beast squeals in pain and thrashes about the pool throwing water and blood all around the chamber. Slowly the beast withdraws into the pool and vanishes from sight. Bubbles and blood continue to come up from the depths but the beast does not reemerge. You wipe the blood and saltwater from your face and turn your attention back to the diamonds scattered around the pool. You are able to collect a total of 3D6 small diamonds (25 gp each) before you notice a tentacle rise from the water again. You quickly pocket your treasure and return to the north. **Go to 9.**



34. You quickly secure your weapons, armor, and equipment from the inn and make your way toward the Temple of Issoth. The temple lies on the outskirts of town. No one is quite sure when the priests of Issoth came to this area. One day this was just another fertile tract of farmland, then the next it was a desolate wasteland. The temple sits in the center of the waste. You trudge for two hours through the dusty, broken land until you finally catch sight of the building. The temple is a simple square structure. One would hardly guess that it served as a temple to the dark and terrible demon Issoth. You have no idea what waits for you inside, but you steady yourself for the worst. As you draw closer you notice that there are no walls protecting the temple and you see no sign of guards. You get within 20 feet of the temple before you stop and crouch down behind a boulder. A large set of double doors stands in the front of the building. There are no windows or any other obvious ways to enter from this side. If you walk up to the front of the temple and open one of the doors, **go to 52**. If you want to circle the temple and search for another way in, **go to 1**.

35. You approach the strangely fascinating tapestries. They have been embroidered with incredible skill and the images are flawless. While the landscapes and depictions of men and animals are clear, the form of Issoth is difficult to take in. You simply see a misshapen mass of tentacles, eyes, hooks, and teeth. The image itself seems to shift and change on the tapestries as you stare at them. Your head starts to throb as you continue to struggle with the pictures of the demon. Make a L1-SR on LK and INT. If you make both SRs, **go to 26**. If you fail either SR, **go to 17**.

36. You enter a dimly lit, rectangular chamber. Roll 1D6. If you roll a 1 or 2, make a note of this paragraph number and **go to 59**. If you survive, **return here**. There are twenty simple cots set up along the western wall of the chamber. Each cot has a small table beside it with a washbasin sitting on top. Clearly this is a dormitory of some sort. At the foot of one of the cots in the center of the room is a pile of three lumpy, cloth sacks. On the southern wall is a large wardrobe. The doors of the wardrobe are covered in strange carvings of beasts, demons, and men. They are mixed together in a writhing mass all caught in the clutches of eight massive tentacles. At the northern end of the room, there is a door set in the eastern wall. At the southern end of the room, there is an open archway also leading to the east. If you want to open the wardrobe, **go to 68**. If you want to check one of the cloth sacks, **go to 72**. If you want to open the northern door leading east, **go to 24**. If you want to exit through the southern archway leading east, **go to 14**.

37. A roving band of 1D3 temple guards enters the chamber. They are dressed in crimson leather armor and wield spears. The faceplates on their steel helmets bear images of different scowling demons. If you are wearing green and crimson robes, make a L2-SR on LK. If you succeed, the guards ignore you and proceed through the room without a word. If you fail the roll or you are not wearing any robes, the guards immediately attack. Each guard has a MR of 20 (3+10) and has armor that will take 4

hits in combat. If you defeat the guards, you can take their spears (3 + 1, requires 8 ST 8 DX, 30 w.u., 15 gp). Each guard also carries 1D6 gold coins in a belt pouch. If you try to remove their helmets or armor, you find that it will not come off no matter how hard you pull. Return to your **previous paragraph**. If you are defeated, then this is **the end**.

38. You pull the broadsword from the rack and inspect the blade. You are shocked by the poor craftsmanship of the sword. The sword is poorly balanced, the hilt is cracked, and the blade is practically dull. Despite these obvious defects, you are strangely compelled to throw away your own weapon and use this sword instead. Make a L1-SR on INT. If you make the SR, **go to 27**. If you fail the SR, **go to 16**.

39. The ghoul crumples to the floor under the weight of your devastating blows. You check the coffin again to see if there was anything of value entombed with the creature, but find only pools of vile water. **Return to 54**.

40. The guards look at you for a moment, then bow deeply and return to their positions by the stairs without saying a word. If you go up the stairs, **go to 6**. If you leave through the door to the south, **go to 11**. If you walk up to the guards and then launch a surprise attack, **go to 70**.

41. You slowly approach the pool. As you draw closer you see small flashes of light coming from all around the pool. Soon you see that the sources of the flashing lights are several diamonds that are scattered about the edge of the pool like small drops of water. The water in the pool is dark and murky. It smells strongly of the sea and you see a thick crust of salt encrusting the sides of the pool. If you start picking up diamonds, **go to 61**. If you'd rather leave the diamonds alone and go back the way you came, **go to 9**.





42. The monster lunges toward you one last time and you stab it in one of its massive eyes. The beast squeals in pain and thrashes around throwing water and blood all around the chamber. Slowly the beast withdraws into the hole in the floor and vanishes from sight. Bubbles and blood continue to come up from the depths but the beast does not reemerge. Soon the water begins to drain back out of the room as well. You wipe the blood and saltwater from your face and steady yourself against the wall. The six priests, huddled against the far wall stare at you in disbelief. Three of them break and run for the open archway. The three others draw daggers from their robes and charge directly at you screaming obscenities. Each priest has a MR of 15 (2 + 8) and wears no armor. If you are able to defeat priests, **go to 78**. If the priests kill you, they pick up your body and toss it into the hole. **The end.**

43. You enter a brightly lit room with stairs leading up to the north and stairs leading down into darkness to the south. There are doors in the eastern and western walls. Roll 1D6. If you roll a 1, make a note of this paragraph number and **go to 59**. If you go up the staircase, **go to 11**. If you go down the dark staircase, take a torch from one of the wall sconces and **go to 54**. If you open the door to the east, **go to 73**. If you open the door to the west, **go to 36**.

44. You pour the red liquid into one of cups. It looks relatively harmless. You dip one finger into the cup and taste the mysterious fluid. You are surprised to find it sweet and

quite refreshing. You pick up the cup and greedily gulp down its contents. That is good. You pour yourself another and take another drink. Delicious. This is quite possible the best wine you have ever tasted. You feel quite invigorated. Add 1D6 point to your base CON for the remainder of this adventure. The effects of the wine will wear off after a night of sleep. The wine will only have this effect once per day. If you have not done so already, you may inspect the images on the tapestries and **go to 35**. If you want to leave by the archway leading west, **go to 36**. If you would rather leave through the archway to the east, **go to 73**. If you decide to abandon your search for the farmer's son and flee this evil place, **go to 76**.

45. "Thank you, brave sir." The farmer takes your hand and shakes it vigorously. "Free my son and bring him to me and you will have your reward. Now please go, before it is too late. They will surely sacrifice him before sunrise." **Go to 34**.

46. The sack contains 100 gold coins. You quickly sift through the coins and see that they are marked with the seals of many different kingdoms. If you want to check another sack, **return to 72**. You can also open the wardrobe if you have not already done so and **go to 68**, open the northern door leading east and **go to 24**, or exit the room through the open archway to the south leading east and **go to 14**.



47. Inside the wardrobe are several sets of crimson and green robes hanging from a steel bar. If you take one of the sets of robes and try it on, **go to 58**. If you decide to leave them alone, you can investigate the cloth sacks if you have not done so and **go to 72**, open the northern door leading east and **go to 24**, or exit through the southern archway leading east and **go to 14**.

48. You start to make your way through the rows of coffins. Most of the coffins are set closely together, forcing you to weave your way through the rows at irregular intervals. Make a L2-SR on LK. If you make the SR, **go to 57**. If you fail the SR, **go to 66**.

49. You pull the spear from the rack of weapons and inspect it carefully. It is indeed a finely made weapon. You are amazed by the sharpness of the spear head. As you look closer you see that the blade is finely serrated. This spear (3 + 2, requires 8 ST 8 DX, 30 w.u., 50 gp) would be devastating against any flesh and blood opponent. Every time you inflict damage on an opponent, you create a heavily bleeding wound. Your opponent will lose 1 point of MR or CON each turn until it has a chance to bandage the wound. This effect is cumulative, so that if you wound an opponent twice, it will lose 2 points of MR or CON each turn from blood loss. **Return to 60**.

50. The two guards pause for only a moment after seeing you enter the room. You think that you hear one of them snarl and then they both raise their swords and rush toward you. There is barely enough time for you to ready your own weapons before you have to fight for your life. Each guard has a MR of 25 (3 + 13) and wears armor that takes 6 hits. If you are able to defeat the two guards, **go to 15**. If the guards kill you, then this is **the end**.

51. You search through the items on the dressing table. Among the various worthless items you find an ornate gold comb (20 gp), a small silver box (30 gp), and a jeweled hand mirror (50 gp). Your search took some time, however, and you start to wonder if you will be discovered. Roll 1D6. If you roll a 1-3, make a note of this paragraph number and **go to 59**. **Return to 11**.

52. You carefully open one of the front doors. It creaks only slightly as you open it, but even the slight sound in the silence of the temple interior sets your nerves on edge. You squeeze through the doorway and enter a well-lit chamber. Unfortunately the temple is not without guards. Make a note of this paragraph number and **go to 37**. If you survive, **return here**. The room is illuminated by torches set in each of the four walls. The walls themselves are covered in elaborate tapestries bearing images of the dread demon Issoth rising from the sea destroying cities, slaughtering armies, and laying waste to farms, forests, and meadows. A broad table sits along the northern wall. On the table is a large porcelain jug and several copper cups. Inside the jug is a sweet smelling red liquid. Open archways lead from the room to the west and east. The large double doors leading out of the temple are to the south. If you want to pour yourself a drink from the jug, **go to 44**. If you would like to inspect the images on the tapestries, **go to 35**. If you want to leave by the archway leading west, **go to 36**. If you would rather leave through the archway to the east, **go to 73**. If you decide to abandon your search for the farmer's son and flee this evil place, **go to 76**.





53. A great beast has risen from the water. It has eight tentacles and a giant bulbous head with two massive, black eyes. The eyes seem to be focused on you. Suddenly the beast raises two of its tentacles and reaches for you again. You slash and stab furiously at the tentacles and attempt to back away from the pool, but the beast keeps you on the defensive and prevents you from retreating. It soon becomes very clear that you must stand and fight. The tentacle monster has a MR of 50 (6+25). If it rolls four or more sixes in a single combat turn one of the tentacles has wrapped around your body causing 1D6 hits of damage directly to your CON. If you are able to defeat the monster, **go to 33**. If the monster kills you, it drags your lifeless body into the pool and feasts. **The end.**

54. You are at the northern end of a dank chamber that stinks of mildew and rot. Filling the chamber is row upon row of coffins. An open doorway lies at the southern end of the chamber, but you must pass through the rows of coffins to get there. If you investigate one of the coffins nearest you, **go to 65**. If you quietly cross the room to the doorway to the south, **go to 48**. If you go up the stairs, **go to 43**.

55. You pull open the sack and are greeted by the sight of a dozen large, black spiders. The spiders rush out of the sack and scurry up your arms. Make a L2-SR on LK. If you make the SR, you manage to sweep the spiders off of you arms before they bite. If you fail the SR, you are bitten by as many spiders as you failed the SR up to a

maximum of twelve. For each bite you take 1 hit directly to your CON. If this is enough to kill you, then this is the end. Otherwise, if you want to check another sack, **return to 72**. You can also open the wardrobe if you have not already done so and **go to 68**. If you want to open the northern door leading east, **go to 24**. If you want to exit through the southern archway leading east, **go to 14**.

56. You make your way around the temple, scanning the bare walls for any sign of a hidden entrance. Luck is on your side for once. Along the eastern side of the temple you spot a small crack in the wall. There is another crack three feet to the left of the one you first found and a third overhead that connects the two. *It must be a door*, you think. If you want to try to open the secret door, **go to 67**. If you would rather return to the front of the temple and enter through the front door, **go to 52**.

57. You carefully make your way through the maze of coffins. More than once you step in a pool of fetid water that raises a horrid stench causing you to gag and retch. After several minutes, you finally make it through the last row of coffins. If you are going toward the open doorway, **go to 9**. If you are headed for the staircase leading up, **go to 54**.

58. You take a set of robes from a hanger and pull it over your head. The robe fits remarkably well; it completely conceals your armor, weapons, and even your face. If you continue to wear them they will make an effective disguise. You can now investigate the cloth sacks if you have not done so and **go to 72**, open the door to the north and **go to 24**, or leave by the open archway to the south and **go to 14**.

59. You have been discovered. Roll 1D6, on a 1-2 **go to 25**, on a 3-6 **go to 37**.

60. The rack contains a spear, a broadsword, and a broad axe. There is only one of each weapon in the rack. If you take the spear, **go to 49**. If you take the broadsword, **go to 38**. If you take the broad axe, **go to 5**. If you decide to leave the weapons alone, you can open the door to the north and **go to 24**, or leave the room through the open archway to the south and **go to 14**.

61. You pick up one diamond, then another, and then another until you have several in your hand. Each diamond is about the size of the fingernail on your little finger, but they are nearly flawless. They will certainly fetch a hefty sum from the local jeweler. You stoop down to pick up yet another one when the water in the pool erupts in a column of white foam drenching you in the salty brine. A giant tentacle reaches out of the water and starts to wrap around your waist. Make a L2-SR on STR. If you make the SR, **go to 7**. If you fail the SR, **go to 18**.

62. You make your way around the temple, scanning the wall for any sign of a hidden entrance. As you round the corner to the back of the temple, you run into two temple guards. They are wearing heavy leather jerkins and carry spears. Their helmets have face mask bearing the images of scowling demons. They pause for only a moment, apparently surprised at seeing someone dare to approach the temple. This is short-lived, however, and the guards growl and hiss as they lower their spears and charge. Each guard has a MR of 20 (3 + 10) and has armor that will take 4 hits. If the guards manage to kill you, they drag your corpse into the temple and you and the farmer's son are never seen again. If you defeat the guards, you manage to find 2D6 gold coins in their belt pouches in addition to their common spears (3 + 1, requires 8 ST 8 DX, 30 w.u., 15 gp). You try to take off one of their helmets, but you cannot seem to move it no matter how hard you pull. With no sign of another way into the temple, you return to the main doors. **Go to 52.**

63. The sparkling objects fall through the hole and vanish into darkness. From a distance you think that you hear a splash but nothing else happens. The priests look at each other in surprise and shock. "We have been forsaken!" one shouts and he runs from the room. He is followed by two others who scurry past you and down the steps. The three remaining priests look at you in anger. "No. We are simply being tested," one says angrily. "We must deal with this infidel ourselves." With that, each priest draws two daggers from beneath their robes and charge at you screaming obscenities. Each priest has a MR of 15 (2 + 8) and wears no armor. If you are able to defeat priests, **go to 78.** If the priests kill you, they pick up your body and toss it into the hole. **The end.**

64. You open the sack and find a dozen loaves of bread. They look and smell quite fresh; take as many as you like. Each loaf weighs 20 weight units and will serve as a day's worth of provisions. If you want to check another sack, **return to 72.** You can also open the wardrobe if you have not already done so and **go to 68.** If you want to open the northern door leading east, **go to 24.** If you want to exit through the southern archway leading east, **go to 14.**

65. The wood of the coffin is wet to the touch. As you look closer, you determine that the odor that fills the room seems to be coming from inside the coffins. The coffin is simple and plain with no inscriptions of any kind. It is unremarkable in every way except that the lid do not appear to be secured. If you want to try to open the coffin, **go to 30.** If you'd rather leave the coffin alone, **return to 54.**

66. As you slowly make your way through the maze of coffins, the lid of the coffin to your right suddenly bursts open. A low moan comes from inside. Then, by the light of your flickering torch, you see a clawed hand reach out and grab hold of the side of the coffin. A hideous-looking head soon follows. The creature's skin is pale blue and its eyes are a dull white. With its wet, matted hair, the creature looks like a drowned man

you once saw washed up along the coast. The blue-tinted corpse rises up from inside the coffin, looks at you and snarls. Suddenly a second coffin opens to you left and another corpse rises to feast on your warm flesh. Both ghouls lunge at you, slashing and grabbing with their clawed hands. Each ghoul has a MR of 30 (4 + 15). If one of the ghouls rolls 3 or more sixes in a combat turn, it has grabbed a piece of your armor and ripped it from your body; you must deduct 1 from the protection level of your body armor. If you are not wearing body armor, then you take 1 extra point of spite damage. If you manage to defeat the ghouls, **go to 74**. If the ghouls defeat you, then this is **the end**.



67. Make a L1-SR on INT. If you make the SR, **go to 75**. If you fail the SR, you are unable to figure out how to open the door. You shake your head at your own incompetence and return to the front door. **Go to 52**.

68. You step up to the wardrobe and try to ignore the ghastly carved images. You take hold of one of the handles, half expecting one of the carvings to leap out at you at any moment, and open the door. Roll 1D6. If you roll a 1-2, **go to 47**; 3-4, **go to 71**; 5-6, **go to 19**.

69. You make your way slowly around the temple, scanning the bare walls for any sign of a hidden entrance. Despite your best efforts, you find nothing. You will have to enter through the front doors. **Go to 52**.

70. You walk with purpose toward the staircase until you are just past the two guards. Then you quickly draw your weapon and strike one of them from behind. Make a L1-SR on DEX. If you make the SR, you catch the guard completely by surprise and you inflict an amount of damage equal to your combat total reduced by 6 for the guard's armor. If you fail the SR, the guard is able to dodge just before your strike lands so that you only inflict half of your combat total in damage reduced by 6. The guards quickly recover from your surprise attack and advance on you. Each guard has a MR of 25 (3 + 13) and wears armor that takes 6 hits. If you are able to defeat the two guards, **go to 15**. If the guards kill you, then this is **the end**.

71. Inside the wardrobe is a single suit of crimson leather armor and a full steel helmet. Both the armor and helmet look as if they were made by master craftsmen. The leather armor is decorated by a strange ropy pattern that seems to wrap around each piece of the armor. The faceplate of the helmet is skillfully crafted into the visage of a horned

skull. If you want to put on the armor, **go to 10**. If you want to put on the helmet, **go to 77**. If you decide to leave them alone, you can investigate the cloth sacks if you have not done so and **go to 72**, open the northern door leading east and **go to 24**, or exit through the southern archway leading east and **go to 14**.

72. You walk over to the pile of cloth sacks. They all look identical, so you select one at random. Roll 1D6. If you roll a 1-2, **go to 46**; 3-4, **go to 55**; 5-6, **go to 64**. There are a total of three sacks, so you may only roll a total of three times. Two or more sacks may contain the same thing.

73. You enter a rectangular chamber lit by several burning torches. Roll 1D6. If you roll a 1-3, make a note of this paragraph number and **go to 59**. If you survive, **return here**. In the center of the room is a table with a simple chair facing three rows of long benches. There is a rack containing three weapons mounted to the northern wall of the room. At the northern end of the room, there is a door set in the western wall. At the southern end of the room, there is an open archway also leading to the west. If you want to examine the rack of weapons, **go to 60**. If you want to open the northern door leading west, **go to 24**. If you want to leave the room through the southern archway leading west, **go to 14**.



74. The ghouls crumple to the floor under the weight of your devastating blows. You check the two coffins that they emerged from to see if there was anything of value entombed with the creatures, but you find only pools of vile water. You kick the corpses to make sure they are truly dead then continue moving through the rows of coffins. If you are going toward the open doorway, **go to 9**. If you are headed for the staircase leading up, **go to 43**.

75. You manage to open the secret door and slip inside the temple. As the door closes behind you, however, you can no longer see the opening mechanism. The secret door seems to be one way. **Go to 73**.

76. You've had enough of this foul temple. You turn your back on your quest to save the farmer's son and flee through the double doors out into the cold night. You can't help but feel a little guilty, but at least you'll live to see the sun rise in the morning. Still, deduct 2 points from your Charisma for abandoning the boy to the priests of Issoth. This character may not attempt this adventure again. **The end**.

77. You lift the helmet out of the wardrobe and place it over your head. The first thing you notice when the helmet is in place is that you cannot see a thing. Strange. Perhaps the helmet was not as well made as you thought. You try to take the helmet off, but it does not budge. You tug at the cold steel over and over as panic begins to set in. The skin on your face gradually becomes hotter and hotter and your mind starts to race. Strange and horrible images appear in your mind and you begin to scream. Eventually the eye slits on the helmet open allowing you to see. But you are no longer in control. You are now a servant of Issoth. **The end.**



78. You stand victorious over the priests of Issoth. A quick search of their bodies produces a small pouch containing 3D6 small diamonds (25 gp each) on each priest in addition to their two poniards (2 + 0, requires 1 ST 3 DX, 10 w.u., 10 gp). You hear gentle moaning from the far corner of the room. The small boy is stirring. You rush over and pick him up. Wasting no time, you throw him over your shoulder and run from the room, down the stairs, and back toward the exit. As you run through the rooms, you hear shouting and screaming but see no one. You finally make your way back to the entry chamber and see that the doors are there once again. In a matter of seconds you are out the door and back into the night air. You decide not to test your luck any further and continue to run until you are back in town. The boy's father stands outside the inn waiting. Once he sees you, he rushes forward and grabs his son from your arms. "Thank you. I cannot tell you how grateful I am. Please take this small token of my gratitude." The farmer hands you the pouch of gold talents you agreed upon, shakes your hand and carries his son away. Congratulations. You have performed a great deed. Take an extra 200 AP for completing this adventure. You have saved the young boy, but the priests of Issoth are not ones to forgive or forget. You should watch your back from now on. **The end.**



Pregenerated Characters

Name: Aughmos Fyc

Kindred: Human

Type: Warrior

Level: 2

ST 13	IQ 10	DEX 13	LK 28
CON 9	SPD 10	WIZ 5	ADDS +18

Talents: Gambling LK+2

Weapons: Saber (3+4, ST 9, DX 10, 60 wu, 110 gp)
Bank (2+3, ST 1, DX 1/NA, 20 wu, 18 gp)

Armor: Scale mail (8 hits, ST 10, 300 wu, 210 gp)

Equipment: Backpack, flint and steel, 3 torches, small sack, second-aid kit (5 uses, heals 5 hits each) (97 wu total)

Weight Carried/Weight Allowed: 477/1300

Background: Aughmos was born lucky, or so he's always thought. Even though he was trained as a warrior, Aughmos' natural luck led him to a career in gambling as well as adventuring. Aughmos has tested his luck at the gambling tables of the finest casinos as well as in the darkest tunnels and demon-haunted ruins. Aughmos prefers to fight with sword and dagger, trusting his luck to help him land a quick killing blow and avoid a prolonged fight. He is not opposed to fighting dirty and will do whatever it takes to win a fight.

Name: Serold Alder

Kindred: Human

Type: Warrior

Level: 2

ST 27	IQ 13	DEX 10	LK 15
CON 18	SPD 15	WIZ 13	ADDS +21

Talents: Wrestling ST+1

Weapons: Flanged mace (6+4, ST 18, DX 4, 230 wu, 150 gp)
Gladius (3+2, ST 10, DX 7, 70 wu, 50 gp)
Bank (2+3, ST 1, DX 1/NA, 20 wu, 18 gp)

Armor: Lamellar (9 hits, ST 13, 320 wu, 200 gp)

Equipment: Backpack, flint and steel, 3 torches, small sack, second-aid kit (5 uses, heals 5 hits each) (97 wu total)

Weight Carried/Weight Allowed: 737/2600

Background: Serold was trained as a wrestler, destined to take part in the Great Games and win gold and glory. After the disgrace and fall of his family, however, this dream was never to be. Serold took to the road as a mercenary and found his skills to be in high demand. With raw brute strength, Serold prefers to smash his way out of problems, but despite his bulk he is capable of brief moments of finesse.

Name: Essan Stirak

Kindred: Human

Type: Warrior

Level: 2

ST 15	IQ 15	DEX 23	LK 16
CON 15	SPD 15	WIZ 12	ADDS +21

Talents: Thievery DEX+4

Weapons: Medium self bow (4+0, ST 15, DX 15, 50 wu, 80 gp)
Short saber (3+1, ST 7, DX 5, 30 wu, 40 gp)
Short saber (3+1, ST 7, DX 5, 30 wu, 40 gp)

Armor: Soft leather (5 hits, ST 7, 75 wu, 50 gp)

Equipment: Backpack, flint and steel, 3 torches, small sack, second-aid kit (5 uses, heals 5 hits each), Sheaf of arrows (24) (107 wu total)

Weight Carried/Weight Allowed: 292/1500

Background: Essan has always lived by her wits and dexterity. Her natural grace led to her training as an archer. But Essan was never cut out for military life. Her sticky fingers proved her undoing and had to flee before winding up in a dungeon over a simple misunderstanding. Essan prefers to fight from a distance but has no qualms about engaging foes with two blades if necessary.

“You must help me. The priests of Issoth have carried my son away. He is to be sacrificed to their dark god this very night. I will pay you 100 gold talents if you go to the Temple of Issoth and rescue him.”

Your blood chills at the mention of Issoth's temple. You have heard only rumors of that dark and forbidding place. Horrible stories of demons and the undead. The priests of Issoth are said to be fanatics that sate the great beast Issoth's every fiendish appetite. This man asks you to risk a great deal and offers very little in return. Do you dare enter...

The Temple of Issoth

This solitaire adventure is suitable for a single warrior with 20-30 combat adds. You may bring any weapons, armor, or equipment you wish. Missile weapons are also allowed. Three pregenerated characters are provided if you do not have one that fits the requirements.

The Temple of Issoth is designed to be played using the *Tunnels and Trolls*™ game system. You will need the T&T™ rules to play this game.

