

THE EYE OF THE SERPENT



A MINI SOLO ADVENTURE FOR
TUNNELS & TROLLS™

A.R. HOLMES



THE EYE OF THE SERPENT

A TUNNELS AND TROLLS™
SOLITAIRE ADVENTURE

WRITTEN BY
Andy R. Holmes

EDITED BY
Sid Orpin
& Simon Lee Tranter

COVER ILLUSTRATION AND DESIGN
Simon Lee Tranter



TAVERNMASTER
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INTRODUCTION

This mini solo adventure was written exclusively for Andy James' Gristlegrim T&T website in 2007. While the website is sadly long gone, the adventure was thankfully archived and Tavernmaster Games is delighted to now be able to make it available for players to enjoy once again.

Eye of the Serpent is a short, exciting adventure designed for 5th Edition Tunnels & Trolls, but will easily adapt to other Editions, including Deluxe T&T, and is suited to First Level characters. Characters trying this adventure risk death within the Temple of the Timeless Serpent in the hope that they will escape alive with a fortune in treasure, stolen from the temple's sinister tower.

You have been observing the Temple of the Timeless Serpent for many days. People speak in hushed tones of the treasure contained therein, but also of monstrous snakes that are kept hidden beneath the temple, grown to huge sizes by being fed living sacrifices and the corpses of those who are caught trying to steal from the priests. The Eye of the Serpent is said to be a huge gem, guarded by a giant snake, which could swallow a man whole in one gulp. However, great wealth could be yours if you are careful. The temple is composed of a high tower and situated in a dubious section of the outer city known as The Shades. Today you will sit in the Tavern of the Black Skull, from where you can watch the temple and observe the habits of the guard patrol, which seem to have been lax of late. Tonight, armed with your best weapons, wearing your most suitable armour and carrying a few sacks for loot, you will enter the temple and try and make yourself a fortune. Adrenalin pumps quickly through your veins as you await nightfall, and your adventure within the temple of the Timeless Serpent...

Go to **1**.

1

It is night in Trondheim. Many of the streets are gaily illuminated with coloured lanterns and brightly burning torches set into ornate wall sconces. Sentries wearing green scaly leather armour guard the Temple of the Timeless Serpent; their helms fashioned into the likeness of hideous snakes. Torches burn high on the top of the tower, within which you know the gem is to be found. If you attempt to ambush one of the guards, go to **11**. If you would rather try to climb up to the nearest window, go to **20**.

2

The Temple of the Timeless Serpent is riddled with traps. Commiserations, you have found one of the more deadly types put in place to protect the temple from intruders or to catch unwary thieves. There is a flash of light and a small explosion, which kills you instantly. Your corpse will be fed to the horrible creatures that dwell beneath the temple. Better luck next time...

3

You are slain swiftly. Thieves and assassins will not be tolerated at the Temple of the Timeless Serpent. Your corpse will be fed to nameless creatures within the temple, and your belongings added to the treasure chambers within. Goodbye.

4

You are in a dank, cold chamber and suspect that you are beneath the ground. Moss is growing on the rough walls and between the stone slabs on the floor. There is a circular opening in the wall, rimmed by carved serpents, skulls and runes. From this a foul stench emanates. To return up the shaft, make a L1SR on LK. If you fail, go to **21**. If you make it, go to **31**. To crawl through the opening in the wall, go to **15**. To search the chamber, go to **13**.

5

Coiled within a pile of dirty straw, out of sight as you entered, is a Giant Snake. It prepares to devour you. If you flee the temple, make a L1SR on SPD. If you make it, go to **19**. If you fail, you make it only into the adjoining chamber; go to **21**. If you fight the great serpent, go to **22**.

6

You throw yourself through the arched window just as two heavily armed and armoured guards appear, but you are quickly out of sight. However, as you crouch down beneath the window, you think that you hear them speaking, and hear one of them running away. You had better be quick; if they spotted you as you climbed through the window they are bound to search the tower quickly, and if you are found you will surely die. By the light of the moon you can see that you are in a small chamber, containing nothing more than a small writing desk and a low wooden chest. An arched door stands ajar, leading into a dimly lit corridor. To go through the door, go to **14**. To inspect the chest, go to **27**. To search the desk, make a L1SR on LK. If you fail, go to **2**. If you make it, go to **37**.

7

You crawl through a slimy, stinking tunnel for a short while then come to a 2-way intersection. Down one tunnel you can clearly see torchlight, and feel cool air – the outside! The other direction leads into darkness and smells like the very pits of Hell. If you flee the temple by going towards the fresh-air, go to **19**. If you go down towards the stink, go to **34**.

8

You have found a magic tome bound in snakeskin and scribed in blood. It is useless to you, but will sell for 300 gold coins at the Wizard's Guild of Trondheim. In addition, you find a pouch containing 2D6 gems worth 20 gold coins each, and a magical Poniard (2D6) that will score double damage if used against undead creatures. Return to **33** and make another choice.

9

Inside the chest you find a cloak of green silk, value 35 gold coins, a pouch containing 16 silver coins and a Misericorde dagger (2D6 + 1). Also, there is a pair of magical bracers to be worn on the arms, in addition to any other armour. They will absorb 2 points of damage each. Take what you want.

Now, leave the room through the door by going to paragraph **14**.

10

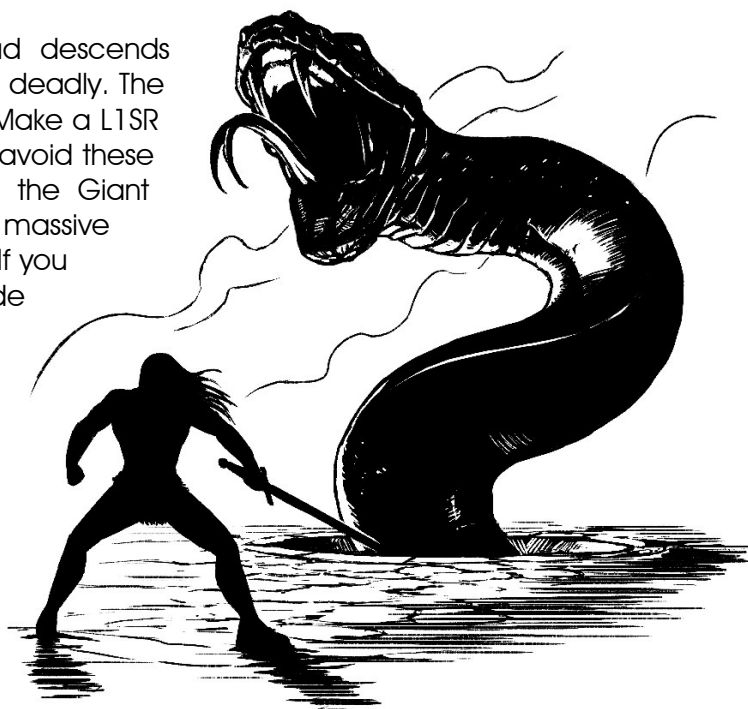
You unlock the large black door, which opens silently. As you step inside, the stones beneath your feet seem to shift a little under your weight. Make a L1SR on LK. If you fail, go to **2**. If you make it, go to **33**.

11

You lie in wait as the sentry makes his way around to where you are concealed in the deepest shadows. As the leather-clad serpent guard passes by, you leap silently from the darkness and attempt to slay him quickly and silently so as to avoid detection by the other sentinels that you know will not be far away. Make a L1SR on the average of SPD & DEX. If you fail, go to **29**. If you make it, go to **25**.

12

Suddenly, a huge serpent head descends upon you, jaws gaping wide and deadly. The stench of death fills your nostrils. Make a L1SR on the average of SPD & DEX to avoid these jaws of death. If you fail, well, the Giant Snake devours you in one massive swallow, and your life ends here. If you make the roll, you dive to one side and avoid the serpent's fatal bite. Quickly leaping to your feet again and preparing your weapon, you face the monstrous snake. The beast's massive bulk blocks the exit, and you must fight it. Go to **22**.



13

The floor of the chamber is covered in stinking straw and dirt. Beneath this are old stone slabs. Make a L1SR on LK. If you make it, you may claim the amount you made the roll by in gold coins, which you find beneath the filthy straw. If you fail the roll, you find nothing. Also, whether you make the roll or not, you find beneath the straw an old stone trapdoor, which opens by means of an iron ring. To go down through the trapdoor go to **38**. You may not search in here again. Return to **4** if you do not wish to take the trapdoor route.

14

You are in a dimly lit corridor. Go to **35** immediately. The walls are rough stone and the floor is made of polished marble with flecks of green and red. To your left, the corridor continues towards a spiral stair heading down. To your right, the corridor ends with a large black door. Opposite you is another door with a strange symbol upon it. To take the stairs down, go to **26**. To go through the black door, you will need a brass key. If you have one of these from this adventure, go to **10**. To open the door bearing the symbol, go to **36**.

15

The runes surrounding the opening glow as you pass through them, and the air crackles around you. Make a L1SR on LK. If you fail, go to **2**. If you make it, go to **30**.

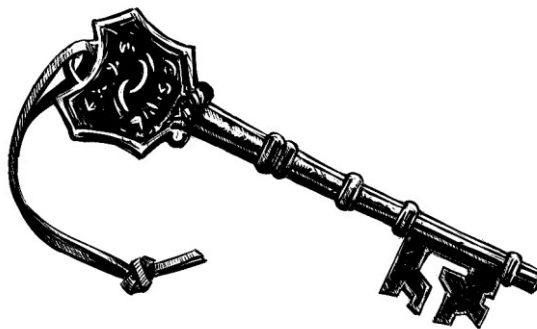
16

Inside the chest are many golden trinkets, all designed and made with a serpent motif. Most are very ugly. Although the chest is full of such treasures, you may only steal 1D3 items from here. They are bulky and you can only get a small number of them into your pack, and you don't want to over-burden yourself. Each one is worth 1D6x10 GP when you get out (*if you get out!*).

Now decide what to do next. If you take the book, go to **18**. If you step into the glowing circle, go to **30**. If you do nothing, return to the corridor, go to **14**.

17

You quickly move the slaughtered guard into the shadows. You do not have time to remove his armour, but a quick search reveals a large brass key and 11 gold coins, which you hastily steal. Looking quickly around, you realise that the only entrance is an arched window about 20' up on the tower wall. Go to **20**.



18

The large tome is *The Life of Kigolath the Hideous* by Jerendavudd.

The book is average in size, with covers made of human skin. The flax pages are unbound, but wrapped with a hemp cord. A cord twisted around a wooden button closes the book. It is very ancient and you expect that it will sell for around 600 gold coins if you manage to get out of the temple alive, but it is far too bulky and awkward to carry. You may leave it and return to **36** and make another choice, or decide to leave the temple now with the stolen book. If you try and escape now, you quickly leave the chamber and cross the corridor back into the chamber where you first entered through the window. Make a L1SR on LK. If you fail, go to **21**. If you make it, go to **19**.

19

You have been lucky this night. You quickly vanish into the shadows of Trondheim, leaving the dangerous temple behind you. You have earned 150 AP. You may sell any treasure you got for the values mentioned within. You may now leave the adventure or try again another night by going to **1** and playing once more.

20

Make a L1SR on DEX to climb to the window. The tower wall has a rough surface and handholds are plenty. If you make it go to **6**. If you fail go to **23**.

21

You were indeed spotted as you slipped through the arched window, and they are waiting for you here. 4 huge guards, that you suspect are not human, stand rigid with scimitars poised, but it is the green-robed priest-mage that kills you, blasting you with a ball of eldritch fire. The End.

22

The Giant Snake has an MR of 30 (4D6+15). Each combat round, make a L1SR on the average of your SP, LK and DEX. If you fail, the serpent has drawn blood and you die within seconds from a massive and powerful dose of toxin, which courses through your veins stopping your heart. If you slay the snake, take 100 AP and go to **32**. If the snake kills you, it swallows you whole.

23

You fail to climb up to the window before another two guards spot you as they make their patrol of the temple. One of them carries a heavy crossbow and the other guard a double-headed axe. Fighting them would be suicide. Make a L1SR on SPD to run away into the night. If you make it, go to **19**. If you fail, however, go to **3**.

24

The chamber is empty. A large, circular hole in the wall is sealed with an iron door. If you quickly steal the huge gem, make a L1SR on LK. If you fail, go to **2**. If you make it, go to **28**. If you flee the chamber and the temple, make a L1SR on LK. If you fail, go to **21**. If you make it, go to **19**. If you try and force open the iron door, make a L1SR on STR. If you make it go to **7**. If you fail go to **2**. If you climb the rough walls of the stinking dungeon chamber, make a L1SR on the average of STR & DEX. If you make it, go to **33**. If you fail, you fall, and take damage to CON equal to the amount you missed the SR by. Try as many times as you like. If you tire of climbing, make another choice above.

25

You have one combat round to slay the guard, but you have the advantage of surprise, so he does not get to attack in this first combat round. His CON is 10 and he wears armour worth 6 points of protection. You must deal enough damage to reduce his CON to 1 or 0 to be successful in the ambush. If you kill him, take 20 AP and go to **17**. If you do not kill him in the first combat round, go to **29**.

26

You are in a small chamber. Roll 1D6. On a roll of 1 or 6, there is a human guard in the room, MR 22 (3D6+11), wearing armour worth 6 points of protection. If you die here, go to **3**. If you do not encounter a guard or kill him (22 AP + 4 gold coins treasure), you may take the steps up and out of the room to **14** or go down the circular pit in the centre of the room using the ladder that is bolted to the inside, at **4**. There is another exit from the room but you can hear a commotion from the other side of the heavy oak door, and decide to leave it well alone!

27

Make a L1SR on LK. If you fail, go to **2**. If you make it, go to **9**.

28

Hastily, you snatch the huge emerald, worth 1000 GP, and make to leave the temple out into the darkness of Trondhelm, where great wealth is now yours. However, make a L1SR on LK. If you fail, go to **21**. If you make it, congratulations! You have escaped with the Eye of the Serpent! The End.

29

You fumbled the attack, and the guard easily defends against your clumsy attempts to slay him. As he prepares to fight, he calls out to the others who patrol nearby. If you flee into the night make a L1SR on the average of SPD & LK. If you fail, go to **3**. If you make it, go to **19**.

30

You are in the Chamber of the Serpent's Eye. If this surprises you, then you have been teleported! It is circular, with a roughly hewed wall and stinking straw on the floor, covering old stone slabs. Skeletons hang from iron rings set into the wall. A circular opening in the wall provides an exit. Above you can see a dim green glow. In the centre of the room is an ornate framework of silver lattice, which is bolted to the floor. Upon this is a huge emerald – the Eye of the Serpent, a gem worth 1000 gold coins. As you step into the chamber, the stone shifts beneath your foot. Make a L1SR on LK. If you fail, go to **3**. If you make it, roll 1D6. If you roll a 1 or 2, go to **5**. If you roll a 3 or a 4, go to **12**. If you roll a 5 or 6, go to **24**.

31

As you are about to enter the chamber, you sense that something is not right. Suspicious that guards await you, you turn back. Go to **4**. (AP 30)

32

You have slain one of the giant serpents of the temple. You quickly snatch the huge emerald, worth 1000 GP, and make to leave the temple out into the darkness of Trondheim, where great wealth is now yours. However, make a L1SR on LK. If you fail, go to **21**. If you make it, congratulations! You have escaped with the Eye of the Serpent! The End.

33

You are in a large chamber lit by green lanterns. In the centre is a wide shaft, at the bottom of which is only darkness. In here is a Serpent-Priest. He has an MR of 24 (3D6+12). Fight him. If you die, go to **3**. If you kill the evil cleric, you may search the treasure chest in the room by making a L1SR on LK. If you fail, go to **2**. If you make it, go to **8**. If you do not wish to search the chest, you may climb down the shaft to the stinking chamber below at **30** or leave the room via a black door in the wall, at **14**.

34

You are in the Pit of the Serpent. In here, a monstrous snake dwells, fed by torture victims, sacrifices and slain intruders to the temple. The snake has an MR of 1000. You must get out fast! But... You see in the gloom that the floor, although filth-ridden, is riddled with coins. You may return to the outer tunnel now and leave this adventure at **19**. Or, if you are brave, you may steal treasure first. For every turn you gather treasure, make a L1SR on LK. If you succeed, you steal as many gold coins as you made the SR by multiplied by 100. The first time you fail the saving roll, you are devoured by the mighty snake, which swallows you in one silent gulp before you even see or hear it in the stinking darkness of the pit. You may stay for as many turns as you like, but for each turn that you do, your CON drops by 1 until you escape the adventure, because of the vile pestilential conditions down here. When you have had enough, leave the pit at **19**, or, if you return to the last chamber you were in, go to **21**.

Do not let greed be your downfall!

35

Roll 1D6. If you roll evens, the corridor is empty. Return to **14** and choose what to do next. If you roll odd, the corridor is occupied. Roll 1D6 again.

On a roll of 1 or 2, you encounter one of the human temple guards. He has an MR of 22 (3D6+11) and wears armour worth 4 points of protection. He fights with a short sword (3D6), which you may take if you kill him.

If you roll 3 or 4, you encounter a Serpentman wearing a green hooded robe and carrying a staff. It attacks you with an MR of 26 (3D6+13) and his tough skin takes 4 points of damage as armour. The staff is ornamental and may not be used as a weapon, but if you slay the beast you may take it anyway and sell it for 5 gold coins.

If you roll a 5 or 6, you encounter a Serpent-Priest. He has an MR of 24 (3D6+12). If you slay him, you may steal 2D6 gold coins from him.

If you die as a result of any of these encounters, go to **3**. If you survive, return to **14** and continue your adventure.

36

You enter a small room where the walls have been painted dark green. A large serpent mosaic has been worked into the floor, and a large hearth holds a burning fire opposite the door. The room is unoccupied and contains an ornate treasure chest near to the fireplace, a large tome that lies open on a lectern, and a glowing circle of green light on the floor. To open the chest, make a L1SR on LK. If you fail, go to **2**. If you make it, go to **16**. If you take the book, go to **18**. If you step into the glowing circle, go to **30**. If you do nothing and return to the corridor, go to **14**.

37

The desk contains a small pouch of jewels worth 1D6x10 gold coins for the lot (they are poor quality and quite small) and a magic ring. Wearing it will allow you to score double your personal combat adds in the first round of any combat. You also find a crystal serpent statuette, which has been placed within a circle of runes etched into the desk. It smells of smoke. If you take this, go to **2**. When you have finished here, return to **6** and continue your adventure.

38

You drop down into a cold, dank tunnel, from which three other tunnels lead away into the black, stinking gloom. If you don't like this one bit, you may return to the room above at **13**. If you wish to take one of the tunnels, you may take the left hand one, which winds around and smells putrid, at **30**, the centre one, which seems to lead into a chamber, at **21** or the right hand one, which is really nothing more than a crawl way, at **7**.

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Jason Mills

www.tavernmaster-games.co.uk

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www.darrghsden.co.uk

Simon Lee Tranter

www.simonleetranter.co.uk

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