

The Temple of The Nameless Goddess

The Plot: Deep in the forest of Sarkash, there is a forgotten temple of the Nameless Goddess, even the elders don't remember who she was and how she fell. Under the temple, in a ruined crypt, lies The Book of Ancient Whispers that unfolds eldritch secrets to the one who dares reach them.

The Goal: get the artifact placed in the Main Crypt Chamber before the enemies get you. Good luck!

Requirements: A pen, a piece of paper, and two six-sided dice (2d6).

Suggested background music: *GNOLL – Black Terra*

Setup & Rules

1. **Starting Equipment.** Roll 2d6 twice to determine your equipment from the Equipment Table. You may only carry two unique items. If you roll a duplicate, reroll.
2. **Health.** Roll 2d6 and sum the result. This is your starting HP.
3. **Exploration.** You are all set for the adventure! Roll 2d6 to determine the type of the first room using the table below and follow instructions from the "Action" section. Repeat until ~~you die~~ the Book is obtained!
4. **Combat**
If you encounter an enemy:
 - Roll 1d6 for initiative (you and enemy). Higher starts.
 - On your turn, choose one:
 - **Attack:** Roll 2d6 to determine hit result (Attack Roll table).
 - **Heal:** Use a healing item (if any), no attack this round.
5. **Damage**
 - If you hit, roll damage based on your weapon.
 - If unarmed: unarmed strike deals flat **1** damage (or **0.5** on glancing).
 - Armor and shields reduce incoming damage.
 - 0 HP = death.

Attack Outcomes (Roll 2d6)

- 2–6: Miss
- 7–9: Glancing blow (deal half damage)
- 10–11: Hit (full damage)
- 12: Critical hit (double damage)

Chamber Types (Roll 2d6)

- 2 or 12: **Main Crypt Chamber.** You see a big room, moss on the walls, heavy air, and an ancient altar at the center. It is dark, but you can guess the book lays on the altar, among dust, scattered chalices and candles that extinguished long ago. Come get your book, you lucky bastard! And get out of here.
- 3–4: **Reliquary Chambers.** You enter a small cluttered room that still retains a strong scent of incense. Holy relics once revered are now forgotten. Roll 2d6 on the "Treasure" table.
- 5–6: **Sacristy.** You see a tiny room with not proportionally big oval wash basin and a tiny window. The cabinets are full of vestments and bottles of unused oil. Roll 2d6 on the "Random event" table.

- 7–8: **Columbarium**. A long, narrow, dark hall, each wall has a shelf with urns, dusty and scattered. There are also remains of broken urns under you feet. Roll 2d6 on the "Random encounter" table. Let the fun begin!
- 9–11: **Tombs and Sarcophagi**. You see rows of sealed stone coffins. Something moves in the shadows — not alive, but not quite at peace either. Roll 2d6 on the "Random encounter" table.

Random Encounter (Roll 2d6)

- 2 or 12: **No enemy** – just a shadow. You may breathe out for now.
- 3–5: **Big hungry rat**. Damage: $1d6 \div 2$, HP: 1
- 6–8: **Shaky skeleton**. Damage: $1d6 \div 2$, HP: 2
- 9–11: **Rotten zombie**. Damage: $1d6 \div 2 + 1$. HP: 3

Random Event (Roll 2d6)

- 2: **Spike Pit**. You expect another chamber, but instead there is a dark shaft full of venom spikes. Distract -5 HP. Ouch!
- 3–5: **Sacred Icon**. You see a beautiful icon of a Goddess in a heavy frame. You decide to pray, and your request has been heard: heal +1 HP if your HP pool is not max.
- 6–8: **Nothing happens**. Nothing to do here.
- 9–11: **Dart Trap**. As you enter the chamber, you feel a sticky web on your face. Distracted by it, you don't see a small dart flying towards you. Distract -1HP. Someone doesn't like guests, but it could be worse!
- 12: **Magical Healing**. You sense a strong magical presence in this chamber. Heal +5HP if your HP pool is not max.

Treasure (Roll 2d6)

- 2: You see a dead man in the center of this chamber. When you step in, a pack of rats runs away from the corpse. You come closer and you can't stop your reflex, you vomit. The odor is disgusting, the rats eat half of the man's face (and maybe something else, better not to know). However, the matter of your survival is more important than your principles, so you decide to loot the body. Looks like it was a brave adventure seeker, just like you. His armor is rusty and his shield is damaged, but you find a waterskin and a **big mace** ($2d6+4$ damage).
- 3–4: A small table with scraps of food. Heal 1 HP.
- 5–6: This chamber is quite messy and disturbing: skulls, bones, some blood-stained clothes lie among wax seals and empty reliquaries. But, something catches your eye. A beautiful **bone rosary with a crucifix** lays on the floor. Adds +1 to your attack roll.
- 7–8: For a moment, you think you see an outline of a chest in the corner. You run to it, but it is just a play of lights and shadows from the window. What a pity!
- 9–11: Looks like this chamber has been abandoned a long ago, or maybe looted by someone else. The only valuable thing you could find here is an old and a little bit stinky robe. Reduces 1 point of damage while you wear it.
- 12: In the corner, you see a cluttered desk. You come closer, and find a bunch of old pergamins and a pile of books. Your hands are shaking: maybe The Book of Whispers is here! But no, not this time. Discouraged, you open all the drawers with no hopes. The mostly contain some useless stuff, but you find a big **healing potion** ($1d6+4$ HP) in a bottle covered with dust in the last one.

Victory:

If you reach the Main Crypt Chamber alive and claim the Book of Ancient Whispers — you win.

Death:

If you drop to 0 HP, your journey ends in the depths of the crypt. May the Nameless Goddess remember you.