

The Lost Temple of Tyrandraxu

Background

This underground temple was the place of worship for the local area's cult of Tyrandraxu hundreds of years ago.

Several thousand years ago this area was under the rule of a despotic lich king who had been defiling the lands with his expanding magic. The human inhabitants had called upon an extra-planar creature named Tyrandraxu to help and protect them. Because they were starving, Tyrandraxu tore one of his horns from his head and it provided enough food for the people until their farms began to produce again. Tyrandraxu then slew the lich king and was worshipped as a local deity for hundreds of years afterward. Over time, the warrior caste grew in power and eventually usurped his throne.

Even though the cult has waned in power, there are still several active sects who continue to worship in secret. Though this temple was abandoned, knowledge of its existence would prove valuable to historians and active members of the cult.

The temple is now home to a *night hag* who has been terrorizing a neighboring village. The adventurers may have found this area by either following the hag or just seeking shelter from the elements.

General Notes

Lighting: There is no lighting except what either the party or a random encounter brings,

Construction: The walls are plastered with frescoes appropriate to the temple's religious significance.

Ceilings: Unless otherwise noted, the ceilings throughout are 8' high with support arches every ten feet or so.

Doors: The doors in this complex appear to be constructed from obsidian but are enchanted to withstand both physical and magical attacks. All open into their rooms and are not locked.

Random Encounters

1d6	# App	Encounter
1	3d6	Stirges (N)
2	2d6	Barbarian hunting party (N)
3	3d6	Brigands (C)
4	1	Brown bear and cubs (N)
5	1	Gryphon (N)
6	1	Haunt of old high priest (see room 3)

Wandering monsters will only be found in rooms 1 & 2 on a roll of 1 on a 1d6. If the weather had been difficult over the past several days, then a roll of 1-2 on a 1d6 will indicate an encounter.

Room Contents

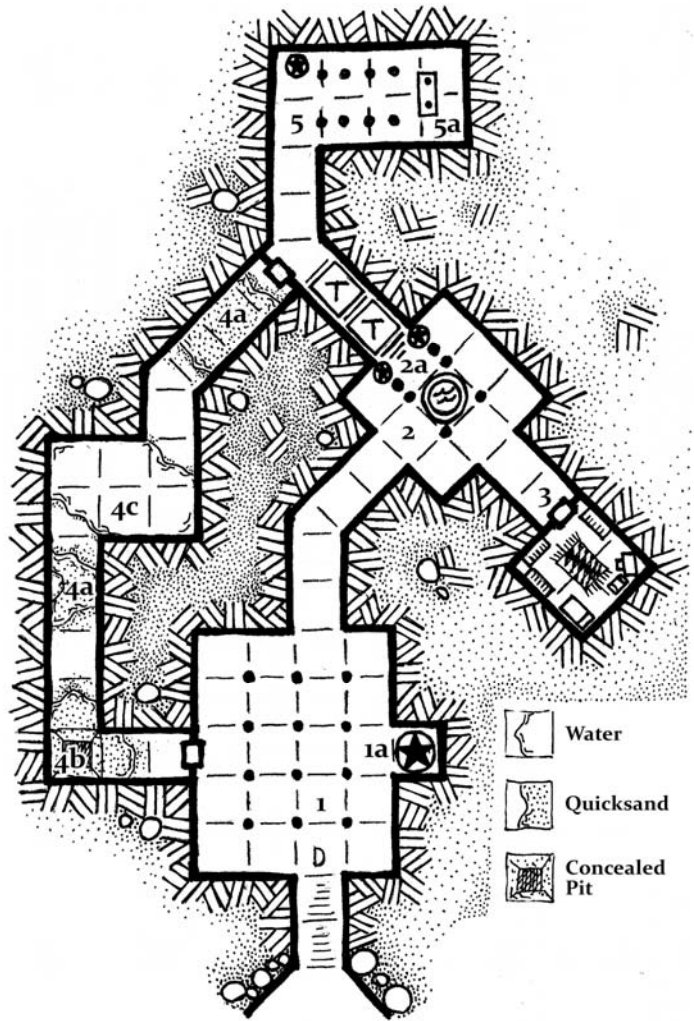
1. Entry Chamber: This room is filled with the debris of many different creatures and travelling humans who sought refuge here against the elements. It has a 20' high vaulted ceiling and frescoes detailing the story of Tyrandraxu line the walls. Many of the carvings and artwork have been destroyed or vandalized over the years.

1a. Statue of Tyrandraxu: This statue is a 10' tall humanoid figure with folded falcon wings and a ram's head missing one horn. It has an outstretched arm pointing down the northern passageway.

A family of *pit vipers* nests behind the statue and will only attack if the statue is actively inspected.

2. Cleansing Room: A 10' diameter pool of shimmering blue water is in the center of the room. The water appears to be lit from below and is magically pure. The pool will magically replenish itself every 24 hours.

2a. Gauntlet of Fire: Once either of the pressure plates is activated, jets of flame will fill the corridor for six turns (1 hour). Anyone who has bathed in the pool will be protected from the flames. A



lever behind the north door in room 4 deactivates the trap for 1 hour before resetting.

3. Priest's Chamber: The former priest of the temple remains here as a *haunt* with a *Lawful* alignment. He is slightly insane but can give the party information on the cult of Tyrandraxu, the history of the temple, the *night hag*, and the *gibbering moulder*. The furnishings have faded over time but some interesting historical books may be found on the shelf. He will offer his remaining *clerical scrolls* if the party offers to cleanse the temple and help reestablish the cult.

4. Acolytes' Chamber: A *gibbering moulder* has been trapped in this room by the *night hag*. It has liquefied the stone floor in many areas for sustenance. The doors are impervious to the *gibbering moulder's* abilities. None of the original furnishings or possessions of the acolytes have survived the ages.

4a. Quicksand: The top two feet or so of these areas have been turned into quicksand. While not dangerous in and of itself, it will slow any PCs that attempt to walk through.

4b. Hidden Pit: This 10' open pit is hidden beneath quicksand similar to areas 4a.

4c. Central Room: This room is filled with muddy water that in most areas is around 10' deep.

5. Sanctuary: The *night hag* who has been terrorizing the nearby village uses this chamber as her lair. The 7' statue of Tyrandraxu in the northwest corner has been defaced and desecrated by the *night hag*.

5a. Reliquary: Locked in a iron box underneath the altar is a *horn of plenty*. The box is protected by an electrical trap that can be deactivated by chanting "praise be Tyrandraxu"