

The Lost Temple of Tyrandraxu

BACKGROUND

This underground temple was the local area's cult of Tyrandraxu place of worship 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 growing 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. Every week the horn would provide enough food for the humans. Tyrandraxu then slew the lich king and was worshipped as a local deity for hundreds of years afterward.

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.

Today, Tyrandraxu is viewed as a demon, but during his time, he was viewed as beneficial to the humans though he was often despotic and vengeful himself.

RANDOM ENCOUNTERS

1d6	# App	Encounter
1	3d6	Pit vipers
2	4d6	Diseased rats
3	2d6	Brigands
4	1	Brown bear and cubs
5		
6		

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 over the past few months escaping the elements. It has a 20' high vaulted ceiling and frescoes detailing the story of Tyrandraxu line the walls. Much 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 a ram's head missing one horn and folded falcon wings. It has an outstretched arm pointing down the northern passageway.

A family of *pit vipers* nests behind the statue that 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.

2a. Gauntlet of Fire: Once the pressure plate 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.

3. Priest's Chamber: The former priest of the temple remains here as a *haunt*. 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*. He will offer his remaining *clerical scrolls* if the party offers to clear the temple and help reestablish the cult.

4. Acolytes' Chamber: A *gibbering moulder* has been trapped in this room by

the *night hag*.

5. Sanctuary: The *night hag* that has been terrorizing the nearby village uses this chamber as her lair.

5a. Reliquary: Locked in an iron box underneath the altar is a *horn of plenty*.

