

# THE LOST TEMPLE OF TONUTAH

## WHAT HAPPENED:

The temple became the 'center' of a mysterious & generally evil cult which now controls Mulwabee & has its power in other towns up & down the peninsula, incl. Saffron.

The temple is now an old, hidden ruin, still surrounded by generally impenetrable jungles & swamps.

The 4 gods are no longer mechanical but rather magical, living beings known as the 'silent ones' who are respected by the cult & worshipped as minor deities but not as Gods per se.

The trail(s) to the temple is a hazardous one, esp. for non-members of the cult.

The cult worships 'The Shining One' who appears to accept human sacrifices in the great ante-room of the temple.

It is known that the temple goes far deeper & greater than that & that there are ways into the most interior, but the ~~ex~~ exacts are not known for obvious reasons.

The cult guards the temple & on every full-moon there ~~are~~ are human sacrifices given & the Shining one appears.

The 'silent ones' wander the surrounding countryside & now has it that they also frequent the interior of the temple by unknown methods - no facts are sure.

Lizard-men (having killed off the man-lizards) abound & are occasionally members of the cult. - Their shamans are said to draw their power from the 'silent ones' - no one is really sure of what goes on in the interior of this swamp & temple - certainly, the full moon is never a good time to be in the area.

In Mulwabee & the other towns (Mul. has an evil rep. among sailors & travellers for there have been many disappearances there) on full moons, cult members



- 8-12<sup>th</sup> level recr -

who don't go to the temple generally hold services on their own & sacrifice strangers to idols of the "Shining one".

Hotel or Inn in Mulwalee is set up to grab strangers - trap doors, secret passages etc.

Valley - 2 ways in - the tunnel (guarded) or over the mts. (unguarded). Temple in ruins & overgrown.

Guards here & there - the ante-room - huge room w/ toppled & worn-away statues on outside, massive pillars. "Shining One" appears here every full moon - 2 wks. to accept human sac. - loses 1 hp. per day due to energy draining, goes back up to full w/ sacrifices.

"Shining One" lives deep in a huge well somewhere inside temple.

Secret doors from Ante-room enter temple, Underground water ways to it - unknown to most, but known to Lizard-Men who occupy part of temple - HUGE inside - use big sheet -

Also other entrances known to 'Silent Ones' - magic gate ways to interior.

PCs know about this:

- 1) An old sailor - a survivor of an attempt to loot the temple has maps to a way in + general info.
- 2) They find something of the above in a dungeon or book.
- 3) A mentor or friend who has seen the temple tells them about it.
- 4) Quest to kill the 'Shining One' & thus destroy the cult.

Inside temple:

<sup>perverted</sup> Lizardmen (colony), 'Shining One', 'Silent Ones', various monsters & treasures, bits of undead & one low-level Liche. - A Naga somewhere.

Put a major magic item here probably