

RETURN TO THE TEMPLE OF ELEMENTAL EVIL II

LIVING GREYHAWK Origins and Gen Con U.K. 2001 special event addendum

By Jason Bulmahn and Stephen Radney-MacFarland

DM'S BACKGROUND

Welcome to one of the greatest challenges a LIVING GREYHAWK character and player will ever face. If you are reading this introduction you have been chosen to judge the LIVING GREYHAWK Origins 2001 special, *Return to the Temple of Elemental Evil II*, the LIVING GREYHAWK version of the D&D super adventure written by Monte Cook, and released just two weeks or so ago. To DM this event correctly you should have a copy of that adventure (most likely a pre-release photocopy), this addendum, as well as one copy of the *Return to the Temple of Elemental Evil* treasure tracker. If you don't have these items, see your Team Leader (the person who ran the slot zero of this event) or RPGA HQ at the show that you are judging the event.

During *Return to the Temple of Elemental Evil I*, the LIVING GREYHAWK Winter Fantasy 2001 Special, PCs explored and plundered the familiar Moathouse (p. 18-30 of the adventure). While that section of the adventure is both exciting and deadly, this section steps up the challenges at least a notch. This special event takes place in an entirely new section of the Temple of Elemental Evil experience: The Temple of All-Consumption. In this adventure the PCs are asked by Burne and Rufus, the somber protectors of the village of Hommlet, to confirm rumors of a vast Temple resting beyond the Kron Hills, near the hamlet of Rastor. Once they reach the town of Rastor, the PCs quickly discover that the Temple sits inside Mount Stalagos, a dead volcano in the Lortmil Mountains just beyond the settlement. The adventure begins with the PCs at the foot of the dormant volcano pondering the best way to approach what appears to be the only entrance 300 feet above the valley floor. From there the PCs enter the Main Entrance of the Crater Ridge Mines (Map A, Area 1), and adventure ensues.

To run this adventure you should be familiar with the following sections of *Return to the Temple of Elemental Evil*: The overview of Part 2: The Temple of All-Consumption (pages 38-40), Chapter 4: The Hamlet of Rastor (page 41) and a large section of Chapter 5: The Crater Ridge Mines, specifically the areas detailed on Maps A-C (Areas 1-53B) and Maps L and K (Areas 189-232). These are the sections that the PCs can explore during the 8-hour slot this adventure runs. The main section of this document complements the adventure as presented in the main text, but giving additional encounters or slightly modifying the information presented in the published adventure. This kind of information is presented in two ways, either as an addendum or as a side trek. Addendum always change or clarify the adventure, while the side treks add to the adventure. When the adventure and this document seem at odds (usually because of addendum, but sometimes in a side trek), the information in this document overrides the information presented in the adventure. The appendix to this document also presents a strategy guide, containing extra hints and ideas to help you run the adventure at top form. The Conclusion section of this document handles the unlikely occurrence of the PCs "finishing the adventure"—that is, traveling beyond areas 1-58B, or 189-232.

This adventure costs 4 Time Units to play, and the PCs have seven days to accomplish their scouting mission of the Temple of All-Consumption.

One last word about running this adventure—remember to be challenging, but be fair. This event can be a killer. Play your monsters cleverly, and make the PCs earn every bit of treasure and experience they gain, but do it in the spirit of fun and excitement. Congratulate PCs when they beat the odds and achieve acts of heroic proportions, and empathize with them when fate turns ugly and cruel, but, when-

ever they decided to delve deeper into the Crater Ridge Mines, play the challenges to the hilt. After all, they are up against Elemental EVIL!

PLAYERS' INTRODUCTION

At the beginning of play, read the PCs the following:

Though you have traveled over 100 miles across the Kron Hills to reach this place, the challenges of that trek pale to the prospects ahead of you. You see a cave set into the side of the dead volcano 300 feet above the valley floor. Just inside that cave lies a set of double doors—the laxly guarded entrance to the complex, if those two orcs, Verg and Unaret, from the Grey Lodge tavern in Rastor can be believed.

Common sense would dictate to leave now, go back to Hommlet, tell Burne and Rufus, what you have found and be done with this errand for those lordlings. Still the duo asked for as much information as you could gather about the strange complex outside Rastor, and a peek inside would do well to gain their favor.

Don't rush the PCs. Thus far the powers that be are not aware of the PCs interest in the Temple of All-Consumption, so their options are wide open. Answer questions about the hamlet of Rastor using the information presented in the adventure, or below Side Trek B: Returning to Rastor. Also answer questions about the nature of their quest for Burne and Rufus (see sidebar). Even allow PCs to make a final trip to the LIVING GREYHAWK Activity Center to stock up on potions and such before play begins, because they will be limited to what they can buy later in the adventure (See Side Trek B). If for some reason a player, after hearing the adventure introduction, does not feel that his or her character would participate in such an excursion, allow them to either choose another character, roll up a new character (as long as all the other players at the table agree to wait while he or she does so), or even leave the event. Do not allow PCs to make outwills granting other PCs any or all of their equipment in the case of death—what is lost in this adventure due to character death is lost. As well, if a player's character is killed, and that character is not brought back to life by way of the *raise dead* scrolls available in Rastor, then the game is over for that particular player. He or she cannot bring another character into the game.

The Quest, Burne, and Rufus

Burne and Rufus, usually uncaring in the goings on around Hommlet, have heard strange rumors of a hidden temple just outside of Rastor. Having become wary of the threat of secret temples local to close to their hold, they want someone to have a look-see to find out whether they should be worried or not. They get the cheapest help possible: the PCs. Neither of the two protectors of Hommlet offers any pay for the quests, but rather play on the heroic yearnings of their young (and young-at-heart) charges. They share (half-fictional) tales of their youthly exploits, and suggest (if not outright state) that the PCs are cowards if they don't go on the mission.

When the PCs are ready to play, they have two real options: approaching the front gate, or continuing to scout the area. If they approach the front gate, continue on to Area 1 of the Crater Ridge Mines (*Return to the Temple of Elemental Evil*, page 43). If they continue to scout the area read Side Trek 1: The Guise of Elemental Evil, below.

ADDENDUM

Flipping the Adventure

One of the challenges of running this adventure is that the *Return to the Temple of Elemental Evil* product is due to hit store shelves before Origins 2001. Still, the challenges of this adventure are extreme, and even if players have foreknowledge of sections in the adventure they will have a hard time at it. Just to be safe, though, every other running of the adventure will be "flipped." Flipped groups will use the map presented on this page instead of Map A in your copy of *Return to the Temple of Elemental Evil*. You will be informed just prior to running the adventure whether you will be a flipped or a standard DM.

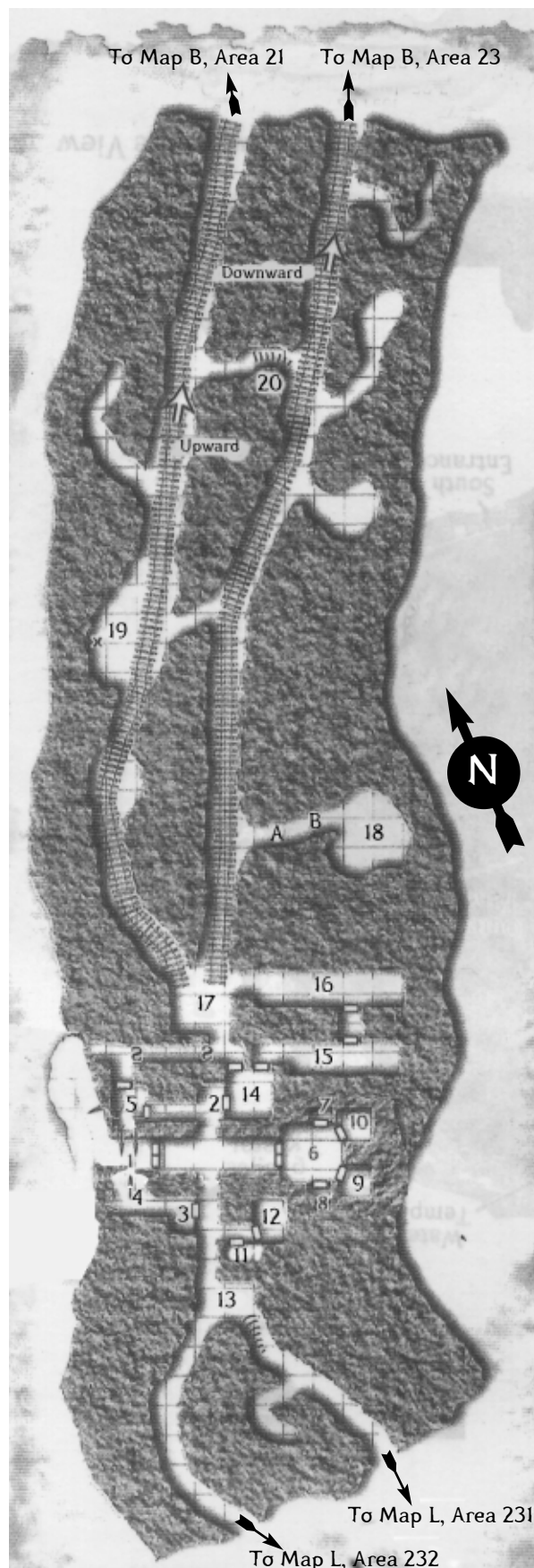
Wandering Monsters

By either extreme luck or foreknowledge of the adventure, a group of PCs may skip some of the challenging encounters. The Temple of All-Consumption, and the Crater Rift Mines are dynamic areas, and both monster and temple groups moving from site to site. Whenever the PCs have picked up a healthy bit of treasure but have not faced a combat challenge, feel free to use an appropriate challenge from the list below. As well, if the PCs decide to camp someplace within the Temple mines, throw an encounter at them. Use the EL as your guide in determining an appropriate challenge. You do this by determining the average character level (ACL) for the group. Determining the ACL for a group of 4-5 characters is easy; it is just the straight character level average. To determine the ACL for groups with 6 or seven characters, calculate the average and then add one. If your group is lower than ACL 3, only use the first 5 encounters below. If you need more than one wandering monster, choose a challenge with the same EL as their ACL, for the first two encounters, and then choose an encounter of their ACL+1, for the third. If, in the unlikely occurrence, the PCs exhaust all of the encounters of their ACL+1, then move up the list to their ACL+2. This list should be used in place of the random encounter charts found on page 43.

Encounter	Reference	EL
3 Gnoll guards*	<i>Monster Manual</i> , page 105	3
Gelatinous cube	<i>Monster Manual</i> , page 145	3
Grick	<i>Monster Manual</i> , page 112	3
4 human guards		
(War1)*	<i>RTOEE</i> , page 170	3
3 Darkmantles	<i>Monster Manual</i> , page 39	3
Carrion crawler	<i>Monster Manual</i> , page 29	4
4 Large monstrous centipedes	<i>Monster Manual</i> , page 208	4
7 Orcs*	<i>Monster Manual</i> , page 146	4
5 Gnoll guards*	<i>Monster Manual</i> , page 105	4
Patch of gray ooze	<i>Monster Manual</i> , page 145	4
Bilk the Mad*	see below	5
2 Rust monsters	<i>Monster Manual</i> , page 157	5
Amrous and 4 guards (War 1)*	see below	5
5 Troglodytes	<i>Monster Manual</i> , page 179	5
Average salamander*	<i>Monster Manual</i> , page 159	5
Average Xorn	<i>Monster Manual</i> , page 187	6
4 Wights	<i>Monster Manual</i> , page 183	6
2 Vampire Spawn	<i>Monster Manual</i> , page 182	6
Tendriculos	<i>Monster Manual</i> , page 175	6
2 Gargoyles	<i>Monster Manual</i> , page 94	6
2 Wraiths	<i>Monster Manual</i> , page 185	7
Kirf ibn Tharuz	below	7
3 Trolls	<i>Monster Manual</i> , page 180	8

☛ **Bilk the Mad**, male gnome Sor5; CR 5; Small humanoid (gnome); HD 5d4+18; hp 33; Init +6; Spd 20; AC 13 (Touch 12, Flat-footed 11); Atk +5 ranged (1d8/19-20, light crossbow) or +1 melee (1d2-2

MAP A, FLIPPED



One Large Square Equals 20 Feet

subdual, fist); SA Gnome spells; SQ Low-light vision, gnome qualities; AL CN; SV Fort +4, Ref +3, Will +5; Str 6, Dex 14, Con 17, Int 10, Wis 12, Cha 16.

Skills and Feats: Alchemy +6; Concentration +11, Listen (cc) +5; Toughness, Improved Initiative.

Special Attacks: **Gnome spell:** once per day—*dancing lights, ghost shroud, prestidigitation*.

Spells Known (6/7/5; Spell DC = 13 + spell level): 0—*daze, detect poison, flare, open/close, ray of frost, resistance*; 1st—*expeditious retreat, mage armor, magic missile, shield*; 2nd—*Melf's acid arrow, web*.

Familiar: **Frick the Toad:** diminutive magical beast; HD 1; hp 16; Init +1; Spd 5 ft.; AC 16; Atk—; Face/Reach 1 ft., by 1 ft./0 ft.; SQ Grants +2 Constitution, grants Alertness, improved evasion, share spells, empathic link, touch, speak with master; AL CN; SV Fort +2, Ref +3, Will +4; Str 1, Dex 12, Con 11, Int 6, Wis 14, Cha 4.

Skills: Hide +21, Listen +5, Spot +5

Possessions: light crossbow, 20 bolts, spell component pouch, *potion of cat's grace*.

Bilk once served as pet sorcerer to Zert, the Fire Temple's master of the guard (see area 116). The things he has seen since lured into the Temple of All-Consumption have driven him mad, and now he roams its twisting caverns, looking for a way out. Unfortunately, he experiences constant hallucinations, and is paranoid in the extreme. He believes that any daylight-lit exit to the outside is a furnace, waiting to burn him in evil elemental flame for all eternity, and any exit into nigh is a portal to the gaping entrance into Tharizdun's maw. This haggard gnome mistakes anyone who is obviously a warrior with Zert, whom he now believes is trying to kill him (actually the truth, but Zert is not really trying too hard). He ambushes and attack any group (casting *expeditious retreat* first), catching as many in a *web* as possible, then concentrates his offensive magic spells on the warrior he believes to be Zert. He will be very pleased with himself if he kills the supposed "Zert," then skipping off in momentary delight.

☛ **Amrous, male human, Clr4 (Elder Elemental Eye):** CR 4; Medium-size humanoid (human); HD 4d8+14; hp 34; Spd 20 ft.; Init -1; AC 17 (Touch 9, Flat-footed 18); Atk +5 melee (1d8+1, heavy mace); SA Rebuke undead; SQ Insanity; AL NE; SV Fort +6, Ref +0; Will +6; Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +9, Knowledge (Religion) +5, Spellcraft +5, Spot (cc) +6; Alertness, Toughness (x2)

Special Qualities—Insanity (Ex): Insanity score 2. Wis 18 for bonus spells and DCs; Wis 14 for all other Wis-based checks.

Spells Prepared (5/4+1/3+1; Spell DC = 14 + spell level): 0—*detect magic, detect poison, guidance* (x2), *virtue*; 1st—*bane, burning hands**, *cure light wounds, random action, shield of faith*; 2nd—*death knell, hold person, produce flames**, *summon monster II* (typically a lemur).

*Domain Spells (Domains—Evil: Casts evil spells at +1 caster level; Fire—Turn or destroy water creatures, as a good cleric turns undead. Rebuke or command fire creatures as and evil cleric rebukes undead. Amrous can use these powers 4 times per day.)

Possessions: Banded mail, large wooden shield, heavy mace, curve dagger (as normal dagger), silver holy symbol (Elder Elemental Eye), ochre robes.

☛ **Amrous's guard, male human War1 (4):** see *Return to the Temple of Elemental Evil*, page 170.

Amrous and his men patrol sections of the Temple looking for foes of the Fire Temple. He defines a foe of the Fire Temple as any humanoid group who gets in his way.

☛ **Kirf ibn Tharuz, male human, Ftr 1/Ex-Pal5/Blk1:** CR 7; Medium-size humanoid (human); HD 7d10+7; hp 56; Spd 20 ft.; Init +0; AC 17 (Touch 10; Flat Footed 19); Atk +12/+7 (2d4+5+poi-

son/18-20, +1 *falcion*); SA Smite good, sneak attack +1d6; SQ Detect good, poison use; AL LE; SV Fort +9, Ref +1, Will +2; Str 16, Dex 10, Con 12, Int 10, Wis 13, Cha 16.

Skills and Feats: Hide (cc) +6; Knowledge (religion) +2, Ride +13, Swim +9; Cleave, Leadership, Power Attack, Sunder, Weapon Focus (falcion).

Special Attacks—Smite good (Su): once a day Kirf can attack a good creature with one melee attack and gain a +3 to hit and +1 damage against that creature.

Poison: Kirf's blade is coated with large scorpion venom: Injury DC 18; Initial Damage 1d6 Str, Secondary Damage 1d6 Str.

Special Qualities—Detect good (Sp): At will, Kirf can *detect good* as a spell-like ability. This ability duplicates the effects of the spell *detect good*.

Poison Use (Ex)—Kirf is skilled in the use of poison and never risks accidentally poisoning himself when applying poison to his blade.

Spells Prepared (1; Spell DC = 11 + spell level): 1st—*cause fear*.

Possessions: Half-plate, +1 *falcion*.

☛ **Hazurm, Cohort of Kirf ibn Tharuz, male human Rog6:** CR 6; Medium-size humanoid (human); HD 6d6+6; hp 27; Spd 30 ft.; Init +3; AC 15 (Touch 13, Flat-footed 12); Atk +5 melee (1d6+1+poison/19-20, short sword) or +7 ranged (1d8/19-20, light crossbow); SA Sneak attack +3d6; SQ Evasion, Uncanny dodge (Dex bonus to AC); AL NE; SV Fort +3, Ref +8, Will +2; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +12, Climb +10, Escape Artist +12, Gather Information +5, Hide +12, Innuendo +6, Jump +9, Listen +9, Search +10, Spot +9, Tumble +12; Dodge, Mobility, Spring Attack.

Special Attack—Poison: Hazrum's blade is coated with large scorpion venom: Injury DC 18; Initial Damage 1d6 Str, Secondary Damage 1d6 Str.

Possessions: Leather armor, short sword, light crossbow, 20 bolts.

☛ **Kirf ibn Tharuz's guard, male humans War1 (4):** CR 1/2; Medium-size humanoid (human); HD 1d8+2; hp 7, 5, 6, 6; Init +1; Spd 20 ft.; AC 18 (Touch 11, Flat-footed 17); Atk +4 melee (1d8/18-20, scimitar) or +2 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +4, Ref +1, Will +1; Str 15; Dex 13; Con 14; Int 11, Wis 12, Cha 8.

Skills and Feats: Climb +0, Intimidate +3, Jump +0; Power Attack, Weapon Focus (scimitar).

Possessions: Banded mail, small wooden shield, scimitar, light crossbow, 20 bolts.

Kirf, from the exotic land of Zeif, was once a paladin to Al'Akbar. Tempted to evil by a dark-skinned female devil, he now serves Tharizdun, and has been following his dark master's call to this spot, so that he and his men can destroy his god's enemies. He attacks any group with good characters outright, and will avoid those without.

SIDE TREKS

A. The Guise of Elemental Evil

Many groups will want to wait and watch the entrance to the Temple, either in an attempt to glean as much as they can about its inhabitants or to find a way to sneak in. Patience pays off—if they wait a full day they will have the chance to see observe two groups of Temple denizens outside of the mountain fastness. Make sure to ask the PCs where they are watching the entrance from, to better describe what they may see.

A brief hour or so after the PCs begin to watch the opening, allow everyone to make a Listen check (DC 15) if they succeed they hear what sounds like growls, hoots and hollers echoing down the valley. It

is practically impossible to tell where these strange muffled sounds are coming from, or if they began as intelligible sounds that have been twisted by their echoing path to the PCs' ears, or if they were always gibberish, but it will not take long for the PCs to gain the knowledge they need to deduce the sounds' origins. From up upon the entrance cave the PCs will hear a large boom, as the door opens and a group of temple guards rush out onto the landing at the top of the path leading to the Crater Rift Mine's entrance.

You can really hear the boots and bollers now as a large group of humans and gnolls stream out of the cave entrance. Their attention is drawn toward the center of their gathering—a large human, and an even larger gnoll locked into weaponless combat. The others cheer the pair's ruthless melee.

What the PCs are witnessing is a minor argument between two of the temple guards turned into a savage brawl. The sergeant of the temple entrance forces, the ogre Wormspike (see Area 7, page 45) brooks no fighting among his men inside the complex, so these kinds of fights take place on the landings. As long as they follow his orders when it comes to such fights, Wormspike does not care about the outcome of such fights. All of the human and gnoll guards are from areas 2, 3, 4 and 5 are either participating in the fight (the human is from area 5, the gnoll is from area 2), or "protecting" their wagers. PCs who succeed at a Spot check (DC 12) will be able to determine that there are 8 of each race on the landing. If the PCs are on the path up to the temple entrance allow the guards a Spot check at a -2 circumstance penalty when they attempt to spot the PCs since they are distracted. If none of the guards notice the PCs, allow the PCs a surprise round, if they choose to attack. If the PCs are still on the valley floor, and decide to charge the Temple guards, those guards will easily spot the PCs and retreat into the mines, and the mine will become alert for the day, and wary for the rest of the adventure (see *Return to the Temple of Elemental Evil*, page 43, under Main Gate General Notes). If the PCs continue to watch they will witness the following:

Though he fought well, the fight eventually goes against the human combatant. With a great two-handed slam, the gnoll sends the man flying over the edge of the landing, and tumbling down onto the valley floor below. The excitement over, the guards' wagers exchange hands, and they shamble back into the cave.

The guards do not attempt to retrieve the body, so the PCs can investigate its tattered remains. The looser still wears his guard garb (masterwork banded mail—now battered and broken—and a temple guard outfit), but it has been tattered by the fall. Five casting of the *mending* spell, or a successful Profession (Tailor) check or similar skill (DC 12) and a full day of work will repair the equipment enough so a PC can use it for a disguise, but neither will restore the masterwork quality of the armor.

If the PCs continue to wait, they see the following in the early daylight hours of the next morning:

A group of four people, garbed in ochre robes emblazoned with the symbol of the Elder Elemental Eye, are approaching the path to the volcano. The person in the lead seems nervous, constantly and frantically looking around as the group winds down the valley path. Another of the group may be wounded, two of the robed people support each arm of him or her, apparently helping that person walk.

This group of cultists is lead by the half-orc Torsce, the self-styled Champion of Utter Corruption. He is the nervous one, and he has good reason to be nervous—he just kidnapped a young woman named Taya from the outskirts of Rastor. He and his orc assistants have pulled off this abduction at the bequest of the half-elf Mereclar (Area 8, page 45), for the ranger's own wicked end. Currently Taya is dressed in

Temple robes, drugged, and is being lead to the Crater Rift Mines by Harthk and Iklo. If the PCs can successfully Hide and Move Silently they may be able to gain a surprise round. Torsce gains a +2 circumstance bonus to his Spot (but not his Listen) checks, due to the fact that he is on guard and paranoid that he is being followed. PCs who advance within 50 feet or so from the group are allowed a Spot check (DC 20) to notice that the "cultist" being helped is a comely young woman who is making feeble attempts to escape from her orc captors. Torsce and his orcs will eagerly engage any foe.

Cultists of the Temple (EL 3)

☛ **Torsce, Champion of Utter Corruption, male half-orc, Clr2 (Elder Elemental Eye):** CR 2; Medium-size humanoid (Orc); HD 2d8+4; hp 14; Init -1, Spd 30 ft.; AC 12 (Touch 9, Flat-footed 13); Atk +4 melee (1d8+3, heavy mace, two-handed); SQ Darkvision 60 ft., Half-orc qualities, Insanity; SA Rebuke Undead; AL NE; SV Fort +5, Ref -1, Will +4; Str 15, Dex 8, Con 14, Int 10, Wis 13, Cha 10.

Skills and Feats: Concentration +7, Heal +4, Speak Language (Gnoll); Spell Craft +2; Weapon Focus (heavy mace).

Special Qualities—Insanity (Ex): Insanity score 1; Wisdom 14 for bonus spells and DC; Wis 12 for other Wis-based checks.

Spells Prepared (4/3+1; Spell DC = 12 + spell level): 0—*virtue* (x4); 1st—*bane, cause fear, magic weapon, random action*.*

* Domain Spells (Domains: Madness—Once per day Torsce can use his insanity score as a bonus on a single roll involving Wisdom; Evil—Torsce casts evil spells at +1 caster level)

Possessions: Studded leather armor, robes of Elder Elemental Eye, heavy mace, divine scroll of *cure moderate wounds* (3rd-level caster).

☛ **Hartk and Iklo, male orcs, Adp 1:** CR 1; Medium-size humanoids (Orc); HD 1d6+2 hp 6; Init +0; Spd 30 ft., AC 10; Atk +2 melee (1d6+2, club); SQ Darkvision 60 ft., light sensitivity; AL NE; SV Fort +2, Ref +0, Will +2; Str 14, Dex 10, Con 14, Int 10, Wis 13, Cha 8.

Skills and Feats: Concentration +6, Spellcraft +2, Wilderness Lore +2; Alertness.

Spells Prepared (3/2; Spell DC = 11 + Spell level): 0—*ghost sound, guidance, purify food and water*; 1st—*burning hands, sleep*.

Possessions: Robes of Elder Elemental Eye, clubs.

☛ **Taya, female human, Com1:** hp 2; AC 10; AL NG; non-combatant.

When captured Torsce can give the PCs the following information about the Crater Rift Mines, if successfully intimidated (DC 12), or in return for letting him go.

- He only really knows information about the entrance of the complex. He is the Mereclar's spy in the orc camp. He is doing this as a favor to Mereclar in the hopes the half-elf will allow Torsce to live within the Mines.
- Torsce's particular insanity is that he believes that he is the Champion of Utter Corruption, and that one day, when his power come to fruition, he will lead the temple to its true glory. This simply is not true, but he will tell any and all who will listen of his delusions.
- If asked about those who live in the temple he tells them about Mereclar ("boss"), Wormspike ("boss's bully") and Terrenygit ("the horrid trog who vexes boss"). He will also exaggerate the number of guards in areas 2-10 (Bluff 0), telling the PC there are over 30 human and gnoll guards who live near the main entrance of the complex. There is actually only a little more than half that number.
- He can draw a crude (and not overly precise) map of the inner chambers (see appendix B, use the first map if you the cavern directions in the book do not change, use the second map if you are in a group that is flipping the directions).
- He tells the PCs that there is a great treasury in Area 8

(Bluff +0). Torsce is very afraid of the howler, and thinks that fearsome thing will be able to kill the PCs, no matter how powerful the PCs seem to be.

- He will fail to mention the warning bells in Areas 2 and 3.

Neither Hartk nor Iklo have ever been inside the complex, and only know it as the place that Torsce one day will rule.

Taya will only babble incoherently, and try to escape from anyone she does not recognize. In her current state, only a *neutralize poison* spell, or time (another 4 hours) will alter affects of the Tanbrosh.

If the PCs decide to take Torsce into the Crater Rift Mines, he will do anything in his power to alert his allies of the PCs presence, even if it means his certain death.

If the PCs bring Taya back to Rastor, the townspeople will be thankful, but aloof. Many folks turn a blind eye to the Temple, and will worry that the PCs will “stir up the hornets” if they cause too much trouble. Still, when they return Taya, Rerrid offers his spell casting services (but not his scrolls) for free (no Diplomacy check needed), but Tal Chammish is alerted to the PCs’ interest in the Temple and set up an ambush for the very next time they exit the complex

B. Returning to Rastor

The Hamlet of Rastor has very little to sell. PC can buy any standard equipment item that costs less than 100 gp (standard Player’s Handbook price) there. Both a cleric (Rerrid Hammersong) and a wizard (Tymerian) live in town. During the event PCs can buy potions and scrolls valued at 50 gp or less, but no more than 12 total, the entire week, when they visit the town. The town leader, Rerrid (male dwarf, Clr5/Ftr3), the cleric of Moradin, uses half of his compliment of curing spells each day (2 *cure minor wounds*, 2 *cure light wounds*, 1 *cure moderate wounds*) on the PCs for no charge if the PCs can convince him of the trouble in the nearby Crater Ridge Mines (Diplomacy DC 15—he can be hard-headed sometimes). If they can’t convince him, he will sell his services for the following prices: *cure minor wounds* - 25gp, *cure light wounds* - 50 gp, *cure moderate wounds* - 100 gp. Rerrid also has two scrolls of *raise dead*, which he would be either willing to sell outright (1,625 gp) or attempt to cast from the scrolls himself for an equivalent amount of magic and gems (he will give no change). If the PCs pay Rerrid to cast from the scroll he has to make a caster level check (DC 10), but so will any PC attempting to cast from the scroll, unless they are a 9th-level cleric. If anyone fails a caster level check when attempting on of these raise dead spells, there is a chance of mishap, as per the rules on page 203 of the *DUNGEON MASTER’s Guide*.

Unfortunately any help gained from the Rerrid alerts the Temple’s influence in town—the dwarf has a hard time keeping his mouth shut. Tal Chammish, Tanbrosh pusher and Temple of All-Consumption spy will organize an ambush the next time the PCs attempt to reenter Rastor:

ACL 1-3 (EL 3)

☛Flen, Rygolt, Marv and Herh, Tanbrosh addicts, male humans Com1: CR 1/2; Medium-size humanoids (humans); HD 1d4+5, hp 8 each; Init +1; Spd 30 ft.; AC 11 (touch 11, Flat-footed 10); Atk +3 Melee (1d6+2, club); AL N; Sv Fort +2; Ref +1, Will -1; Str 13 (15*), Dex 12, Con 13 (15*), Int 12, Wis 10 (8*), Cha 8.

Skills and Feats: Climb +5, Jump +5, Ride +4; Swim +5; Toughness, Weapon Focus (club).

Equipment: Club.

* The drug Tanbrosh modifies these stats. All adjustments are added in—see *Return to the Temple of Elemental Evil*, page 41, for information about Tanbrosh.

ACL 4-5 (EL 4)

☛Heyrs, Kyor, Vevra, Lenns, Tanbrosh addicts, male humans War1: CR 1/2; Medium-size humanoids (humans); HD 1d8+5, hp 10 each; Init +1; Spd 30 ft.; AC 14 (touch 11, Flat-footed 13); Atk +5

Melee (1d8+3/19-20, longsword), or +2 ranged (1d8/19-20, light crossbow); AL N; Sv Fort +4; Ref +1, Will -1; Str 15 (17*), Dex 12, Con 13 (15*), Int 12, Wis 10 (8*), Cha 8.

Skills and Feats: Climb +5, Jump +5, Ride +4; Swim +5; Toughness, Weapon Focus (longsword).

Equipment: Leather armor, small wooden shield, longsword, light crossbow, 20 bolts.

* The drug Tanbrosh modifies these stats. All adjustments are added in—see *Return to the Temple of Elemental Evil*, page 41, for information about Tanbrosh.

☛Orc addicts (4): CR 1/2; Medium-size humanoids (human); HD 1d8+1; hp 6 each; Init +0; Speed 20 ft.; AC 14 (Touch 10, Flat-footed 14); Atk +4 Melee (1d12+4/x3, greataxe), or +1 range (1d6+3, javelin); SQ Darkvision 20 ft., Light sensitivity; AL CN; SV Fort +3, Ref +0, Will -2; Str 15 (17*), Dex 10, Con 11 (13*), Int 9, Wis 8 (6*), Cha 8.

Skills and Feats: Listen +1, Spot +1; Alertness.

Possessions: Scale mail, greataxe, 3 javelins.

* The drug Tanbrosh modifies these stats. All adjustments are added in—see *Return to the Temple of Elemental Evil*, page 41, for information about Tanbrosh.

ACL 6 and above (EL 6)

☛Thandian Deeperdark, female dwarf, Ftr5: CR 5; Medium-size humanoid (dwarf); HD 5d10+25; hp 55; Init +1; Spd 15 ft.; AC 18 (Touch 11, Flat-footed 17); Atk +10 (1d10+5/x3, masterwork dwarven waraxe), or +6 ranged (1d8/19-20, light crossbow); AL N; Sv Fort +8, Ref +2, Will -1; Str 14 (16*), Dex 13, Con 18 (20*); Int 8, Wis 10 (8*), Chr 10.

Skills and Feats: Climb +2, Craft (weaponsmith) +3; Jump +2; Cleave, Exotic Weapon Proficiency (dwarven waraxe), Power Attack, Weapon Focus (dwarven war axe), Weapon Specialty (dwarven war axe).

Possessions: Breastplate, large wooden shield, masterwork waraxe, light crossbow, 20 bolts, potion of *cure light wounds*.

* The drug Tanbrosh modifies these stats. All adjustments are added in—see *Return to the Temple of Elemental Evil*, page 41, for information about Tanbrosh.

☛Heyrs, Kyor, Vevra, Lenns, Tanbrosh addicts, male humans War1: see above.

☛Orc addicts (4): see above.

If the PCs kill these desperate folks, and the town people find out about it, the PCs are formally exiled from the town. Rastor is not a very rational place and outsiders killing “good honest folk” is a calamity that can’t be reasoned with. No matter what the tone of their relationship before, if the PCs kill the folk above Rerrid will neither heal nor attempt to use his *raise dead* scrolls on any PC, no matter the offered price. Tal Chammish will also request help from the temple, and within 1d4 days the town will also host one of the following forces, bent on stopping the PCs’ raids once and for all:

ACL 1-3 (EL 4)

☛Temple guards, male human War1 (8): see *Return to the Temple of Elemental Evil*, page 170.

ACL 4-5 (EL 5)

☛Hevrond, male human, Clr4 (Elder Elemental Eye): CR 4; Medium-size humanoid (human); HD 4d8+14; hp 34; Spd 20 ft.; Init -1; AC 17 (Touch 9, Flat-footed 18); Atk +5 melee (1d8+1, heavy mace); SA Rebuke undead; SQ Insanity; AL NE; SV Fort+6, Ref +0; Will +6; Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +9, Knowledge (Religion) +5, Spellcraft +5, Spot (cc) +6; Alertness, Toughness (x2)

Special Qualities—Insanity (Ex): Insanity score 2. Wis 18 for bonus spells and DCs; Wis 14 for all other Wis-based checks.

Spells Prepared (5/4+1/3+1; Spell DC = 14 + spell level): 0—*detect magic*, *detect poison*, *guidance* (x2), *virtue*; 1st—*bane*, *burning hands**, *cure light wounds*, *random action*, *shield of faith*; 2nd—*death knell*, *bold person*, *produce flames**, *summon monster II* (typically a lemur).

*Domain Spells (Domains—Evil: Casts evil spells at +1 caster level; Fire—Turn or destroy water creatures, as a good cleric turns undead. Rebuke or command fire creatures as and evil cleric rebukes undead. Amrous can use these powers 4 times per day.)

Possessions: Banded mail, large wooden shield, heavy mace, curve dagger (as normal dagger), silver holy symbol (Elder Elemental Eye), ochre robes.

🗡️ **Temple guard, male human War1 (8):** see *Return to the Temple of Elemental Evil*, page 170.

ACL 6 and above (EL 7)

🗡️ **Hevround, male human, Clr4 (Elder Elemental Eye):** see above

🗡️ **Troglogyte Warriors (6):** see *Return to the Temple of Elemental Evil*, page 170.

CONCLUSIONS

“Finishing the Adventure”

There are a few ways in which the players can finish the adventure. PCs can explore in the designated areas of the temple until the run out of time, retreat back to Hommlet, or their characters are dead and were not raised by using on of Rerrid’s scrolls. Any PCs who at least entered the temple and returned to Hommlet alive, receives an Influence point with Rufus and Burne for their troubles...oh, and can keep any treasure they accumulated.

PCs who make it to one of the two bridges leading to the Outer Fane (areas 46 and 207), may gain an extra reward. If, and only if they defeat the guardian on one or both the bridges and return Hommlet to tell about it, they will be granted the Promissory Note of Rufus and Burne: a note promising any good-aligned priest that the two protectors of Hommlet will reimburse that priest double the fee for the casting of a *resurrection* spell cast upon the designated PC, which equates to a free *resurrection* for those PCs.

Rules for Character Death

Characters will die in *Return to the Temple of Elemental Evil II*, and those who do not benefit from Rerrid’s scrolls of *raise dead*, still may be rescued from permanent death. At any time a living PC can drop out of Temple play and return to Hommlet, carrying with him or her, a dead companion. In Hommlet, the Canoness Y’dey will be able to cast *raise dead* for a simple donation (1000 gp [500 gp for the spell casting, 500 gp for the material component]—go to the LIVING GREYHAWK Activity Center to redeem). PCs may also have Y’dey cast this spell after the adventure is over, but only during the opening hours of the LIVING GREYHAWK Activity Center.

To bring characters back to life that have died, but little or nothing remains left of the body, the process becomes harder and more expensive. Verbobonc is the closest city from Rastor and Hommlet where PCs can find a priest of high enough level to cast *resurrection*.

Traveling there and spending the time to gain audience with such a priest expends one Time Unit, and then the PCs must spend 1,420gp (910 for the spell, and 500 gp for the spell component) for the spell. *True resurrection* is even steeper, as the PCs will want to travel to Dyvers, Greyhawk or Mitrik, and then gaining audience with a priest of high enough level is even more trying—three Time Units and 6,530 gp (1,530gp for the spell and 5,000gp for the spell components). Characters who died within the Temple of All-Consumption, and whose body was either partially or not recovered, and who can’t afford either *resurrection* (if some part of the body was taken out of the temple), or *true resurrection* by the end of Origins 2001 are permanently dead.

Experience and Treasure

There is a 3,000 experience point cap on this adventure. Experience points are determined based on the number of ELs the PCs were able to best. For every 1 EL of enemies beat, each PC gains 35 experience points. For example, if the PCs defeated areas 1-13 (maybe tripping the alarm, and having to fight all these guards) their experience point summary would look like the following:

Room	EL	XP awarded
1	none	none
2	4	140
3	2	70
4	4	140
5	2	70
6	5	175
7	3	105
8	5	175
9	4	140
10	5	175
11	6	205
12	5	175
13	2	70
Total	47	1645

Which is just over halfway to maximum experience point award for the adventure. Thus to get full experience for the adventure the PCs must defeat a little over 85 ELs worth of opponents, which is possible, just not likely. Still, PCs can adventure on (for as long as time allows) and fight to gain more treasure for their risks when the reach maximum experience points.

In appendix C you will find a treasure table for this adventure. For each table you run, you will fill out this spread sheet, give it to the players, and they will come to the RPGA HQ booth where there magic items certs will be printed and given to them.

Quick Raise Dead and Resurrection chart

What remains	Spell needed	gp cost	TU cost
All or most of the body	<i>raise dead</i>	1000 gp or 1,625 gp*	0 TU
Some part of the body	<i>resurrection</i>	1,420 gp	1 TU
None of the body	<i>true resurrection</i>	6,530 gp	3 TU

*The 1,000 gp price is if the PCs return to Hommlet and have Y’dey cast the spell, while the 1,625 cost is if they buy one of the Rerrid’s scrolls.

APPENDIX A: DEVIOUS BUT NOT CRUEL—A STRATEGY GUIDE

Welcome to the wonderful world of ultimate evil and cruel torture. This document is presented to help you, the judge, understand the full devious nature and evil tactics of the minions within the temple of elemental evil.

Use of this guideline is by no means mandatory but should rather be used as a source of advice. The goal is to make sure that all of the judges of this grand event present a unified and consistent game for all to enjoy. As judges we have a responsibility to give the players a fun and challenging event despite the throngs of death and destruction that they must face. Villains of this magnitude are clever, devious and cruel beyond measure. Our job is to present them that way. Never again will any player brag that his judge was pushover in the temple.

It should be noted that this guideline is not a manual for killing PCs but rather a path for delivering a challenging and intelligent group of enemies. The goal is to be devious, not cruel.

So, you think your players are cheating?

With the release of this product being nearly two weeks before the origins event, it is a very real possibility that some players may decide to read the event beforehand so as to gain the upper hand. Cheaters never win, or so the old adage goes. It is our job to make sure that this module is no cakewalk, even for the well informed.

Although changing the elements in the module is not really an option, there are a few simple tips you can use to change things up a bit. My first suggestion is to flip flop the map of the temple. To do this, leave rooms 1-17 intact but flip all the rest. This takes a little hard thinking on your part but is well worth it if the players seem to know too much.

Another tactic is to swap the contents of a few rooms. This should be enough to shake the foundations of everything the players have learned. A few simple suggestions are to swap the dragon's lair (room 26) and the ettin's lair (room 23A). Having certain monsters wander about a bit is also a great tactic for the PC that knows too much. The Swordmaster is a great one to have wandering about or joined up with another encounter.

In the end, the players will still have to fight the hoards of evil to earn their reward, just be sure that there are a few surprises along the way.

A note on Format

This guide is presented in a manner very similar to most modules. It proceeds from room to room presenting bullet points describing various tactics and advice on the particular encounter. Many rooms are skipped entirely because of lack of encounter or the simplicity of the encounter. The rooms are also grouped by location as dictated by the maps (i.e. Map A, B, C, L, or K).

In addition to this, a few areas of the dungeon are grouped together. These areas share many things in common and often unite in defense. These zones, as I will call them, are described within the text of this document directly before the rooms that they encompass. Specific room tactics are included after this text in a normal fashion. Maps are provided at the end of this document to allow a better understanding of various zones.

MAP A

“Getting in the Door was never this hard”

Zone 1: The front door (rooms 1-13)

This zone encompasses rooms 1 through 13. It represents the main

entry that the PCs must use to enter the Crater Ridge mine complex. It is also amazingly deadly if the players simply charge right in.

If the alarm is raised, nearly all of the enemies within this zone will respond immediately. Note the rules for raising the alarm carefully.

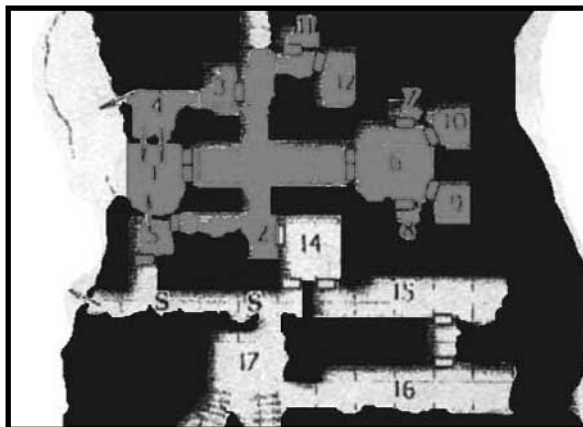
- If the alarm is raised while the characters are in room 1, the following enemies will be able to respond in short order.
 - 4 Gnolls in room 2 – 1st round
 - 4 Human War1 in room 3 – 1st round
 - 4 Gnolls in room 4 – 2nd round
 - 4 Human War1 in room 5 – 2nd round
 - Huge Howler (see below)
 - Wormspike in room 7 – 2nd round
 - Mereclar (see below)
 - 10 Human War1 in room 9 – 1d6 rounds
 - 8 Gnolls in room 10 – 1d6 rounds
 - Terrenygit in room 11 (+10 zombies) in 1d6+4 rounds (see below for details)
- If the PCs raise the alarm but then give the enemies time to group up, the totals are as follows
 - 16 Gnolls
 - 18 Human War1
 - Wormspike
 - Terrenygit
 - 10 Zombies

In addition to this, if the players give the enemies ample warning while the PCs are still outside, I suggest forming a firing line two deep in the main hall (room 1) with the 4 crossbowmen (room 5) kneeling and 4 gnolls (room 4) behind them. All should hold action until an unfortunate PC sticks his or her head through the door.

Don't forget to swap troops. The PCs will more than likely bottleneck the enemy forces if a mass melee ensues. If this is the case, have the front row of combatants fight and then take a five-foot step back into their own ally's squares. These allies then take their five-foot step forward and attack. Double the bang for your buck. Note that the PCs can do this too and probably will.

If the PCs do manage to sneak in, which is not that hard, don't forget that Mereclar and Terrenygit will not be as easily fooled or bullied by the PCs. They should ask questions of the PCs such as “What temple are you from?” or “Who is your superior?” These questions should be sufficient to get the PCs in trouble and possibly into a fight. Note that if they simply sneak past the area and into the caves beyond they might miss both of these two NPCs entirely.

PCs who surrender or are captured for some reason should be taken to the earth temple by Terrenygit to be sacrificed the next day. See the earth temple zone for more details.



Room 5 - Archers

These archers will talk to the PCs through the arrow slits if the PCs are so foolish as to knock. Knowing that new recruits show up all the time, they should perhaps give the PCs a small chance to bluff their way in but any screw up should set off the alarm. If let in by some small chance as recruits, Mereclar should ask the PCs who recruited them. As this questions is not really plausible to answer, combat will more than likely ensue.

Room 7 - Sergeant

As with all NPCs with power attack, make sure to utilize it only on PCs that appear to have little armor. Heavily armored foes should rarely get this feat used against them.

Room 8 - Commander

Mereclar and his huge howler should stay out of initial combats unless things start really turning against the gate guards. It would probably be best to keep Mereclar in the room 6 during most of any large battle, perhaps using his bow when the opportunity presents itself.

Since Mereclar and the howler are a fighting team it is important to note the full deadly potential of the howler. With a +15 to attack and 80 hit points, this beast may prove more than a match for the unfortunate PCs. This is why

it is best to hold him back until the fight begins to turn against the bad guys. Once engaged however, make sure to pull no punches and use the full abilities of this formidable foe.

Don't forget the *resist elements* spell that Mereclar casts every morning. Also do not forget the *potion of cure light wounds* he carries in case of emergency.

Room 11 - Priest's Quarters

Terrenygit should spend a few rounds preparing himself before entering combat so long as he has the warning. He should cast *shield of faith*, which will raise his AC to 28. He should also cast *bull's*

strength and *endurance*. I also suggest bolstering his zombie escorts as well to resist any turning.

- The *rage* spell is very useful but should not be used until Terrenygit has exhausted his useful spells or is engaged in melee. Note that this works just like barbarian rage without the AC penalty and fatigue afterwards.
- Remember that Terrenygit can swap out his spells for *inflict wounds* spells of an equal level.

Room 23 - Ettin Ambush

This combat can prove very detrimental to the PCs if handled correctly. Do not forget to begin the combat with the thunderstone that Marlgan carries.

The rust monster is quite hungry most the time and will hence go so far as to draw attacks of opportunity to get at heavily armored PCs. Once a pile of large rust is made, the monster would more than likely leave the PCs alone so long as it can feed in peace once the ettin is dead.

Zone 2: Vranthis (rooms 21, 22 and 25-27)

This zone is the primary hunting ground for Vranthis the green dragon noted under room 26.

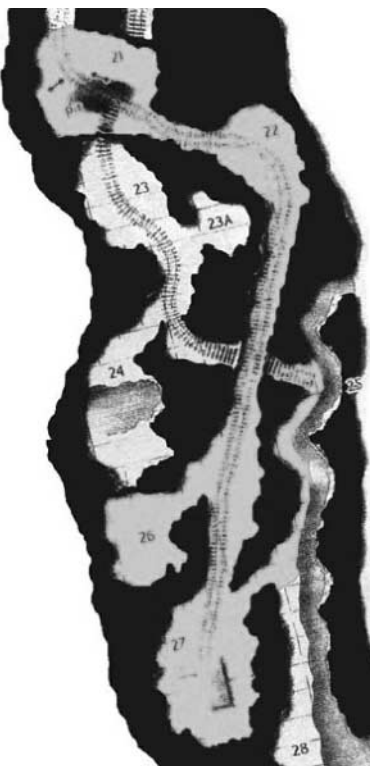
- The dragon's blindsight extends a full 120 feet. This will see through *invisibility* and similar spells.
- Make sure to determine when Vranthis hears the PCs coming. Assuming that the PCs make no noise precautions, Vranthis should make a Listen skill check (DC 10). Note that Vranthis is +16 to this check. For every point that the skill check is succeeded by, Vranthis receives 10 feet of warning, i.e. if the roll is a 12, making the result a 28, Vranthis knows the PCs are coming when they are still 140 feet away. If the PCs are attempting to be silent, the lowest Move Silent skill check replaces the above DC. Especially loud PCs (like those that use a *sound burst* on the ettin) reduces this DC to 5.
- Because of Vranthis' size, he can easily fly down most corners but is generally prohibited from taking a full move action because of turns in the corridors. With a fly move of 150, Vranthis should still be able to outpace any PC unless they have an *expeditious retreat* in affect at the time.

Room 26 - Vranthis the Dragon

Assuming that Vranthis has ample warning time, his first actions should be to cast *mage armor* (raising his AC to 26) and *spider climb*.

- The best tactic for this wily monster is to hide on the ceiling above the entrance to the room and breath and soon as all the PCs come into view. Note that most of the ceilings are so high as to make darkvision worthless. Also remember that Vranthis' breath weapon is a cone and when fired from above will hit a 40-foot diameter area (so long as he is 40 feet away).
- If pressed, do not forget to release the fiendish Girallon for reinforcements. I suggest throwing the pyramid into the midst of the PCs so as to summon the beast in their midst.
- Also note that the Girallon can rend the same PC twice in one round so long as it hits will all four claw attacks... ouch.
- PCs that flee the dragon (more than likely) can take one of two basic routes. They can either take the high path or the low path heading back toward the entrance. Assuming that Vranthis gives pursuit, an ambush in room 21 is the best option. Either to breath from above or surprise from below.
- Don't forget about the fact that the water in room 25 is no escape from this horrible predator who can move, breathe, and use his breath weapon underwater.

Map B



MAP C

**“I can’t believe you made it this far.
It’s time to pay!”**

Room 33 – Young UMBER Hulk

One of the best tactics to use with this monster is to use its burrowing ability to best effect, preferably surfacing behind the last party member. This will not only garner surprise but also a shot at the vulnerable characters that hide in the rear of the party.

Rooms 36 thru 53

Should the characters actually make it to this portion of the crater ridge mines during the eight-hour time slot be sure to make it an amazingly difficult challenge.

Make sure to note the abilities, spells, and items in the possession of Heunar, Tippesh, and D’Gran. If the alarm is raised in this area, these three will be behind most of the planning, throwing everything they have at the unfortunate heroes.

Many of the tactics found in zone 1 apply here as well. Much of the individual tactics are well described under their room descriptions.

MAP K

“I thought the Earth Temple was bad”

Rooms 189 thru 216

Should the characters actually make it to this portion of the crater ridge mines during the eight-hour time slot be sure to make it an amazingly difficult challenge.

Make sure to note the abilities, spells, and items in the possession of Oamarthis, Rui Lotaas, and the Athach. If the alarm is raised in this area, these three will be behind most of the planning, throwing everything they have at the unfortunate heroes.

Many of the tactics found in zone 1 apply here as well. Much of the individual tactics are well described under their room descriptions.

MAP L

“What’s that smell?”

Zone 3 – Earth Temple (rooms 217-223)

This zone represents the primary area of the Earth temple. Heroes that make it this far are in for quite the challenge, as noted below.

- A threat to the temple should bring nearly all of the surrounding forces to its defense. This should include all of the remaining mephits from 221 and any troglodyte that has not been defeated.
- Many of the forces in this area can easily cut off the escape routes of any invaders. This is especially true if the PCs blundered into the area without cleaning out the previous ones.
- Some of the troglodytes from rooms 224 to 234 may come to the aid of the temple if it is under serious assault. These troglodytes, including Miikolak and the Swordmaster should not arrive for at least 2d4 rounds however, plus any time spent on preparation.
- Please note the rules for Troglodyte stench. Each PC must

succeed at a Fortitude save (DC 13) every round for each troglodyte within 30 feet. Failure on any of these saves results in 1d6 points of strength loss for 10 rounds. If at the end of the ten rounds, the PC is still within 30 feet of a live troglodyte, the PC must resume making Fortitude saves. For example, six troglodytes surround Tordek. Tordek must succeed at six Fortitude saves or lose 1d6 points of strength for 10 rounds. If he succeeds at all of them this round, he must make them again next round. Once a failure is rolled, he does not have to roll again for 10 rounds.

Room 220 – The Earth Temple

This room is potentially the most evil encounter the heroes can have within the scope of this adventure. First of all, please note the number of troglodytes in the room and refer to the stench rules as listed above.

Also note that all good PCs must succeed at a Will save every round (DC 19) or be affected as if under a *cause fear*.

The xorn is a very deadly combatant in this room. Once combat begins, its first action should be to sink into the floor to gain surprise on one unfortunate PC next round. Also make sure to note that the xorn only takes half damage from slashing weapons.

Snearak can be a very challenging opponent in this combat. If given any preparation time, be sure to cast *shield of faith* (raising Snearak’s AC to 27) and *bless* (affecting all of the troglodytes in the room as well as the xorn). Once combat begins, do not be afraid to use the *wand of monster summoning* III as much as possible, summoning small earth elementals or perhaps a thooqua or two.

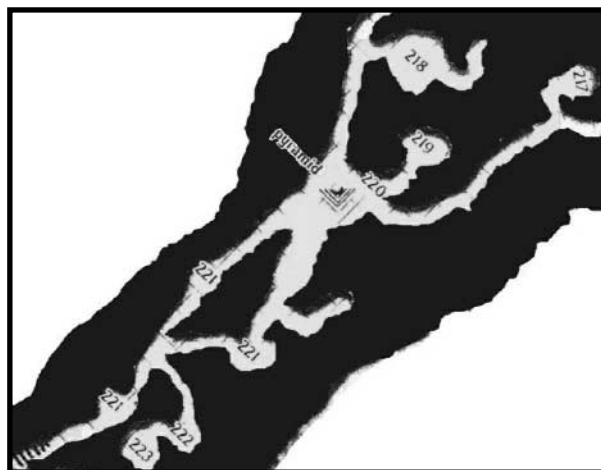
Do not forget that Snearak can swap out any spell for a *inflict wounds* spell of equal level.

If given ample warning of the PCs approach, I suggest having all of the troglodytes in the room hide along the walls near the entry to gain surprise on the unfortunate PCs. In this environment, the trogs has a hide bonus of +14.

Many reinforcements will come to the aid of the temple if under full attack. This includes all of the mephits from room 221, the troglodytes in room 218, the manticores in room 224, and Uskathoth in room 223.

Room 221 – Earth Mephit Guards

The earth mephits most powerful ability against the PCs is that of *soften earth and stone*. For purpose of this ability, treat the ground as dry earth. This means that in the area of effect (60-foot square) no one can run and movement is reduced to half of normal. This will affect the troglodytes but not the xorn.



Room 223 – Uskathoth’s Chamber

Given enough time, Uskathoth can precast a very large number of spells. Be sure to check his spell list and decide which spells to cast before entering melee. I strongly suggest *bull’s strength*, *endurance*, *divine favor*, *magic weapon*, *aid*, *shield of faith*, and *magic vestment*. Any other spell can always be swapped for an equal level *inflict wounds* spell if needed.

Bestow curse can be one of the most dangerous spells in Uskathoth’s repertoire. I suggest using the –4 penalty to attack rolls etc. on the most dangerous looking fighter as early as possible.

Room 226 – Cleric and Elemental

The swordmaster and Miikolak often work together and should do so if they have any warning to the PCs approach

Given time, Miikolak should definitely cast *shield of faith*, *endurance*, *bull’s strength*, and *divine favor* in that order if time permits.

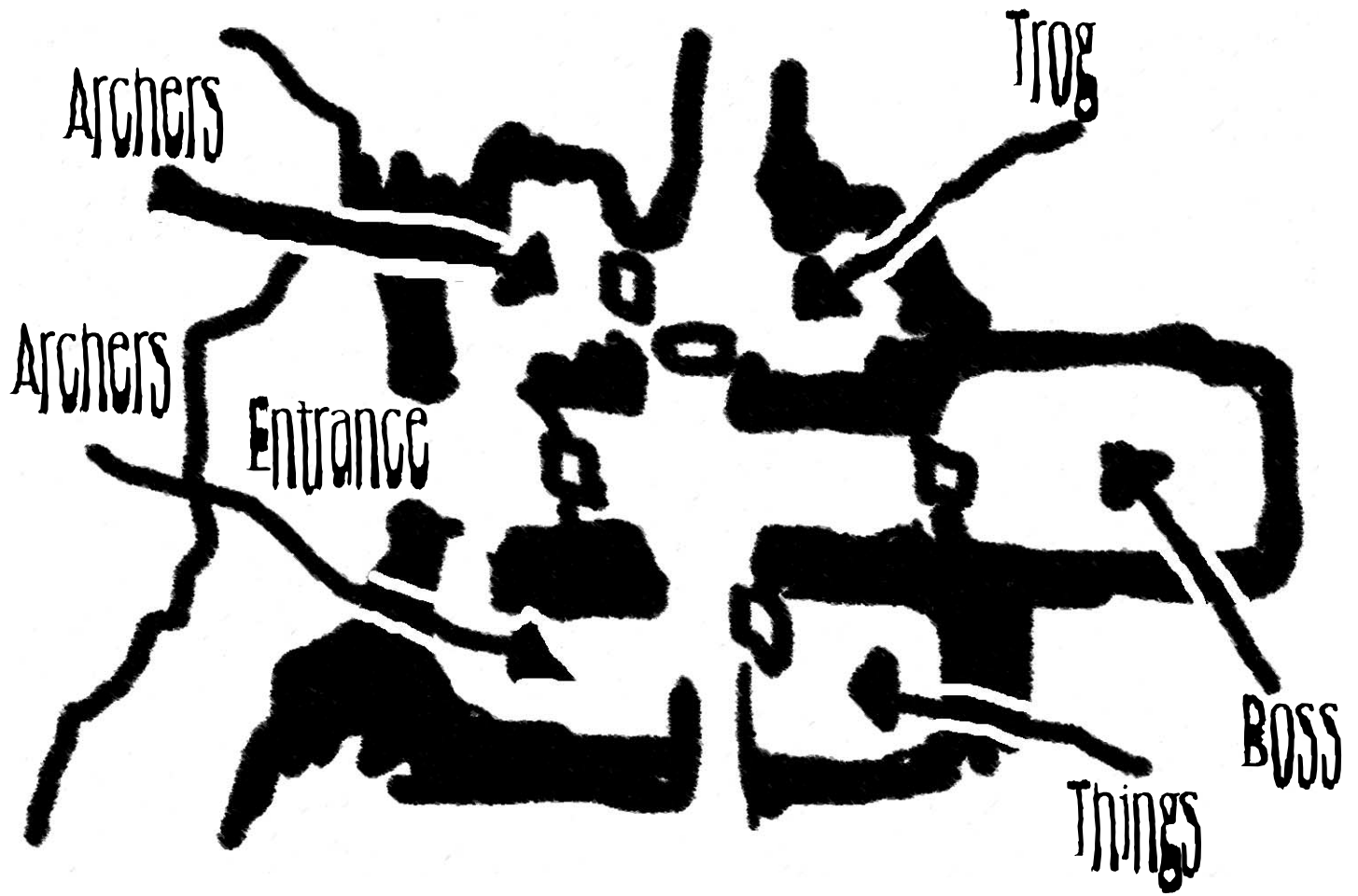
With the *ring of climbing*, Miikolak could definitely be hiding up near the caves ceiling when the PCs enter, using her Hide skill (+16)

to keep he well concealed while the PCs fight the elemental. This would be the perfect time to summon another elemental as well as cast *spiritual weapon*, *soften earth and stone*, as well as any other spell noted above.

Room 230 – The Swordmaster

This foe potentially has the best magic item that the PCs can easily acquire. It is best to make them work for it as well as surprise those who may have read the module.

It is best to have the Swordmaster wander about the temple area as opposed to being a stationary target. I suggest putting him in any one of the following rooms: 234, 226, or 224. My personal preference is to put him in room either room 224 with the mantichore or room 226 with Miikolak.



Treasure Tracker

No.	Treasure	From Area	EL	# of total Items	Items PCs received
1	Masterwork Banded Mail	3	2	4	
2	Masterwork Bastard Sword	3	2	4	
3	Potion of Cure Light Wounds	3	2	4	
4	Masterwork Banded Mail	5	2	4	
5	Masterwork Bastard Sword	5	2	4	
6	Potion of Cure Light Wounds	5	2	4	
7	+1 Huge Greatclub	7	3	1	
8	Masterwork Longsword	8	5	1	
9	Masterwork Short sword	8	5	1	
10	Masterwork Mighty Composite Longbow (+2)	8	5	1	
11	20 Masterwork Arrows	8	5	20	
12	+1 Studded Leather Armor	8	5	1	
12	Cloak of Resistance +1	8	5	1	
14	Eyes of the Eagle	8	5	1	
15	Potion of Cure Light Wounds	8	5	1	
16	Flask of Alchemist Fire	8	5	2	
17	Masterwork Banded Mail	9	5	10	
18	Masterwork Bastard Sword	9	5	10	
19	Potion of Cure Light Wounds	9	5	10	
20	+1 Morningstar	11	6	1	
21	Potion of Cat's Grace	11	6	1	
22	Divine Scroll	11	6	1	
23	Divine Scroll	11	6	1	
24	Divine Scroll	11	6	1	
25	Gnoll Cohort	18	5	1	
26	+1 Breastplate	24	n/a	1	
27	+1 Battleaxe	24	n/a	1	
28	Masterwork Small Steel Shield	24	n/a	1	
29	Masterwork Large Steel Shield	26	6	1	
30	Arcane Scroll	26	6	1	
31	+1 Halbspear	28	6	1	
32	+1 Leather Armor	28	6	1	
33	Masterwork Breastplate	32	3	1	
34	Masterwork Scimitar	33	7	1	
35	Ring of Climbing	34	7	1	
36	Masterwork half-plate armor	37	7	1	
37	Potion of Bull's Strength	37	7	1	
38	Potion of Heroism	37	7	1	
39	Potion of Protection From Elements (fire)	37	7	1	
40	Mighty Composite Longbow (+5) [?]	37	7	1	
41	Masterwork Arrows	37	7	1	
42	Masterwork Chainmail	38	2	1	
43	Wand of Shatter	40	7	1	
44	Potion of Levitate	40	7	1	
45	Arcane Scroll	40	7	1	
46	Heunar's Spellbook	40	7	1	
47	Slippers of spider climbing	40	7	1	
48	Arcane Scroll	40	7	1	
49	Potion of Cure Light Wounds	40	7	1	
50	Potion of Cat's Grace	40	7	1	
51	Potion of Endurance	40	7	1	
52	Potion of Intelligence	40	7	1	
53	Tippesh's Spellbook	40	7	1	
54	Potion of Spiderclimb	40	7	1	
55	Gauntlets of Ogre Power	43	10	1	
56	Small Bag of Holding	43	10	1	
57	Potion of Cure Moderate Wounds	43	10	1	
58	Arcane Scroll	43	10	1	
59	Huge Masterwork Greatsword	44	7	1	
60	Large +1 chainmail	44	7	1	
61	Dust of Tracelessness	44	7	1	
62	Masterwork Banded Mail	8	45	4	
63	Masterwork Bastard Sword	8	45	4	
64	Potion of Cure Light Wounds	8	45	4	
65	Masterwork Banded Mail	8	47	4	
66	Masterwork Bastard Sword	8	47	4	
67	Potion of Cure Light Wounds	8	47	4	
68	Masterwork Large Steel Shield	8	49	1	
69	Masterwork Banded Mail	9	189	4	
70	Masterwork Bastard Sword	9	189	4	
71	Potion of Cure Light Wounds	9	189	4	
72	Potion of Blur	7	190	1	
73	Bracers of Ogre Power	7	190	1	
74	+2 Large Steel Shield	8	192	1	

75	Potion of Cat's Grace	8	192	1	
76	Divine Scroll	8	192	1	
77	Oil of Timelessness	8	192	1	
78	Immovable rod	8	192	1	
79	Tanglefoot Bag	8	192	1	
80	Masterwork Full Plate	7	193	1	
81	+1 Battleaxe	7	193	1	
82	11 +1 crossbow bolts	7	193	1	
83	Bracers of Armor +2	8	196	1	
84	Brooch of Shielding	8	196	1	
85	Potion of Cure Moderate Wounds	8	197	6	
86	Potion of Cat's Grace	8	197	6	
87	Potion of Bull's Strength	8	197	6	
88	Sword of Water	7	203	1	
89	Masterwork Banded Mail	3	205	3	
90	Masterwork Bastard Sword	3	205	3	
91	Potion of Cure Light Wounds	3	205	3	
92	Masterwork Longsword	3	205	3	
93	Mighty Composite Shortbow (+2)	3	205	3	
94	Potion of Cure Light Wounds	3	205	3	
95	Potion of Cure Light Wounds	3	205	3	
96	Masterwork Banded Mail	3	205	3	
97	Masterwork Bastard Sword	3	205	3	
98	Potion of Cure Light Wounds	3	205	3	
99	Masterwork Longsword	3	205	3	
100	Mighty Composite Shortbow (+2)	3	205	3	
101	Potion of Cure Light Wounds	3	205	3	
102	Potion of Cure Light Wounds	3	205	3	
103	+1 Dwarven Waraxe	10	211	1	
104	+1 Full Plate	10	211	1	
105	Bracers of Health	10	211	1	
106	Tanglefoot Bag	3	213	1	
107	Masterwork Large Steel Shield	3	213	1	
108	Potion of Neutralize Poison	3	213	1	
109	Wand of Summon Monster III	9	220	1	
110	Potion of Cure Light Wounds	9	220	1	
111	Divine Scroll	9	220	1	
112	Masterwork Morningstar	9	220	1	
113	Gloves of Dexterity +2	7	223	1	
114	Potion of Cure Moderate Wounds	7	223	1	
115	Divine Scroll	7	223	1	
116	Masterwork Morningstar	7	223	1	
117	Amulet of Inescapable Location	7	223	1	
118	Ring of Sustenance	5	224	1	
119	Incense of Meditation	n/a	225	1	
120	Ring of Climbing	7	226	1	
121	Cloak of Resistance +1	7	226	1	
122	Potion of Cure Light Wounds	7	226	1	
123	Divine Scroll	7	226	1	
124	Chitin full plate armor	7	226	1	
125	Potion of Cure Light Wounds	n/a	228	3	
126	Sword of Earth	5	230	1	
127	Potion of Invisibility	4	233	3	
128	Boots of Elvenkind	4	233	1	
129	Chitin Breastplate	4	233	1	
Wandering					
130	Potion of Cat's Grace		5 Bilk	1	
131	Masterwork Banded Mail	5	A G	4	
132	Masterwork Bastard Sword	5	A G	4	
133	Potion of Cure Light Wounds	5	A G	4	
134	+1 falchion		7 Kirf	1	
Side Treks					
135	Divine Scroll		3 A	1	
136	Masterwork Dwarven Waraxe		6 B	1	
137	potion of cure lights wound		6 B	1	
138	Divine Scroll	n/a	B	2	
139	Masterwork Banded Mail	5	A G	8	
140	Masterwork Bastard Sword	5	A G	8	
141	Potion of Cure Light Wounds	5	A G	8	
Conclusion					
142	Influence Point	n/a	Con	each PC	
143	Promissary Note	n/a	Con	each PC	