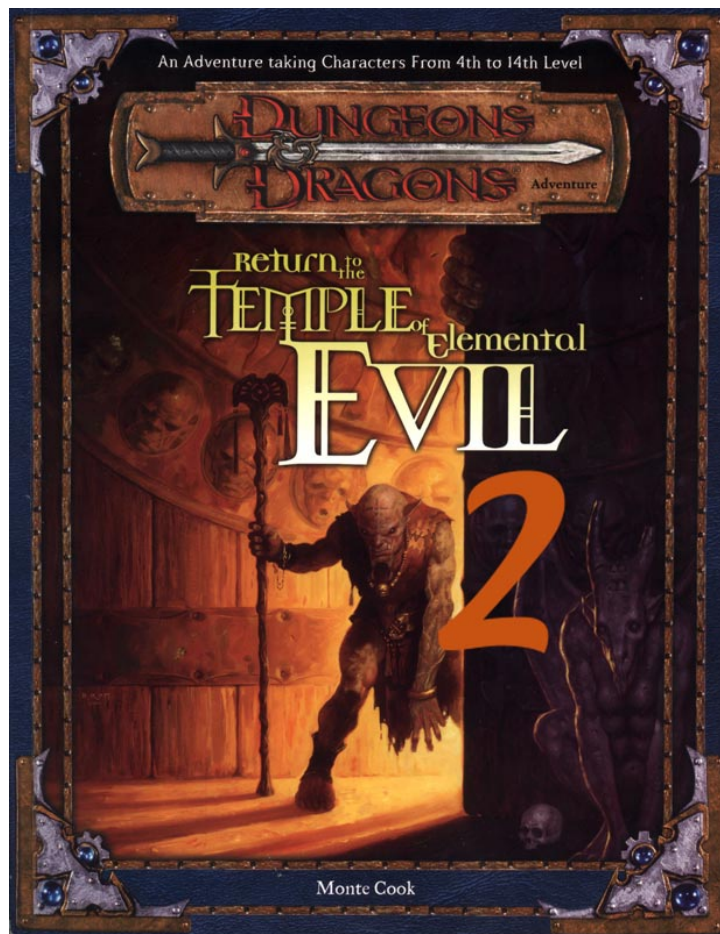


UK Playtest and Design Team

**Revisions to the Return to the Temple
of Elemental Evil 2 module**

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I would first like to thank our playtesters, Jim Brown, Andrew Smith, Ian Matthews, S Hoskins, Adrian Ducker, Jon Gabbittas, Adam Lack, Kevin Hall & Terence Thambipillai for an extremely thorough playtest of the R2TOEE2 module.

I suggest the following global changes to maintain play balance.

- a.) Only play any wandering monster encounters in the Temple of All Consumption if the players are finding it easy going. Play outside wandering monster encounters normally.
- b.) Although monsters and guards in the Temple can chase the players, allow the players to rest if they have killed or incapacitated everybody in a given section, although don't advertise this to the players.
- c.) Make sure they don't go South past Vranthis the dragon unless the players are feeling particularly suicidal.

This should reduce the required starting player level to have fun to about a party of 2nd to 3rd level.

Revised Introduction to The Return to the Temple of Elemental Evil 2.

'After the recapture of Sornhill by the Free Onnwal army of rebellion, expeditions were sent to all parts of Greyhawk to secure supplies and reinforcements to carry on the fight to clear Onnwal of the evil Scarlet Brotherhood.'

'Some weeks ago, the Relaster family, attempting to regain stocks of spell components and other magics used in the battle for Sornhill sent Garamon Relaster, the last remaining son of the ruling Relaster family, together with his retinue on an ambassadorial mission to the Free City of Greyhawk.' 'You were also sent as an additional escort.'

'A few days after you arrive in the Free City, Garamon and his retinue left the city without warning.' 'After making furious enquiries, it appeared from your contacts that Garamon had come to Rastor to meet Tymerian, a female human wizard.'

'You set off in pursuit, proceeding through Verboconc and eventually to Rastor.' 'On arrival, you found that Garamon and his retinue had been kidnapped from The Gray Lodge, the only inn in Rastor.'

'As you digest this news, an elderly lady asks you whether you know anything about a visiting mage called Garamon.'

Of course the lady is Tymerian, the wizard. Her description and background can be found on page 40 of the RTOEE module. Feel free to roleplay this encounter as you wish, giving the players the details in the sidebar on page 40 as needed. She can make a very

informed guess as to where Garumon has been taken. She will be able to tell the players some details about the Temple of All Consumption and how to get there.

If the players choose to further explore Rastor, they will soon come to the attention of Tal Chammish (page 41). He will immediately send a message to the Temple of All Consumption, who will send 6 gnolls, an ogre and a 4th level cleric to assist Tal 48 hours later. Tal will not directly challenge the players until the reinforcements have arrived. Treat this as an EL6 encounter for experience if it occurs.

If confronted or approached, Tal has 30 doses of Tanbrosh available, (page 41). Play the effects of Tanbrosh on any players taking the drug as described.

Let the players take their time in Rastor if they so choose. After all, it might be the only chance they get to do any roleplaying in the entire module.

Depending on time and party composition, it is completely up to you whether you choose to play an Outdoor Encounter, (page 40), or meet up with the Temple reinforcements as detailed above.

Other information on 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.

A cleric (Rerrid Hammersong lives in town. During the event PCs can buy potions and scrolls valued at 50 gp or less, but no more than 12 total, taking an 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 – 25 gp, 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 (DC10), 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 one of these raise dead spells, there is a chance of mishap, as per the rules on page 203 of the DM's Guide.

Altered Map A to include Rockfall in area 17



Room by Room Descriptions of the Temple of All Consumption

Room 2 – Guard Post

Gnolls(4): hp 7,9,12,9; 11gp

Room 3 – Guard Post

Human War1 (4): Dex 11, AC 17

Room 4 – Archers

Gnolls(4): hp 7,9,8,10; 14gp

Room 5 – Archers

Human War1 (4): Dex 11, AC 17

Room 9 – Bunkhouse

Human War1 (8): Dex 11, AC 17, hp 6,5,10,9,5,11,4,7

Two are ready to act in the first round if attacked without warning.

Three can act in the next round.

Remaining three can act three rounds later (four rounds from start of combat).

Room 10 – Bunkhouse

Gnolls(8): hp 12,10,9,11,10,12,8,7; 12gp

Two are ready to act in the first round if attacked without warning.

Three can act in the next round.

Remaining three can act three rounds later (four rounds from start of combat).

Room 11 – Priests Quarters

Terrenygit: AC 23 (touch 9, flat-footed 23); Atk +8 melee

No large steel shield, Dex 9 instead of 10.

Room 17 – Mine Entrance

Replace the original text with the following description :

'This is a large chamber. The first thing you all notice are the remains of three four wheeled iron carts, looking as though something had ripped them to pieces'. 'To the south, a large rockfall has blocked two passages.' 'A pair of iron rails runs through the rubble, each going apparently down the middle of each passage.'

'Caught in one rockfall is a large, obviously dead creature, with two heads protruding through the rubble.' 'The heads both have a deep gash in the forehead, as though some enormous claw had gouged it's eyes out.'

'There is also a pungent smell of acid, causing a burning sensation in the nose and throat.'

DM Only Notes:-

The large creature is an Ettin, that was running away from the green dragon Vranthis. As the Ettin reached the mine-entrance, the dragon caught up with it and killed it with a series of claw, bite and wing attacks.

As Vranthis turned to go back to its lair, its wing buffet ruined the structural integrity of the tunnels, causing a rockslide blocking both tunnels.

It is possible for the PC's to tunnel through the rockfall. Make them take their time because in our opinion if the PC's face Vranthis they are likely to be killed VERY quickly!

But if the players ignore the rockfall, the dead Ettin and the damaged mine carts, it's their problem. If the players do go further, don't hesitate to use all available force against the players, they deserve it.

Room 230 – Swordmaster

Swordmaster : AC 21, Dex 9 instead of 10, Splint mail armour instead of half plate armour.

Room 226 – Cleric and Elemental

Miikolak : AC 22, Chitin Banded mail armour instead of chitin full plate armour.

Room 220 – The Earth Temple

Snearak: AC 22, half plate armour instead of full plate armour, no large steel shield, Dex 10 instead of 9.

Room 219 – Prison

The humans are Hakan Leron (Ftr 5) and Veleron Stainsright (Ftr 5) of the Free Onnwal Army of Rebellion. They will of course accompany the party if required.

Hakan and Veleron: Male Human Ftr 5; CR 5; Medium size humanoid (human); HD 5d10+10; hp44; Init +3; Spd 30ft; AC 13 (touch 13, flat footed 10); Atk +9 melee (1d6+4, 19-20, shortsword) or +8 ranged (1d6/x3, shortbow); AL LN; SV Fort +6, Ref +4. Will +0; Str 18, Dex 16, Con 14, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +8, Jump +8, Handle Animal +1, Ride +5, Swim +5; Ambidexterity, Cleave, Dodge, Improved Bull Rush, Mobility, Power Attack.

Possessions: None.

Room 216 – Athach Guardian

The players have a chance of talking to Athach and convince him to leave them alone or possibly to assist them. One possibility is to show him a lot of shiny gems or pebbles so that he can add them to his collection. He is also not very intelligent.

Feel free to assist the players in a 'limited' way with Athach. He won't understand or carry out complex orders, but might stay close to a PC and fight as long as he isn't fighting Oamarthis or anybody else in Room 211. He will distract the Chimera, if properly handled.

His loyalty to the players will only last as long as their supply of gems holds out. Money or other items won't hold his interest, he will simply walk away.

Room 207 – Bridge

Replace the location description with the following :-

'A small 10 foot deep, 10 foot wide area extends to the east off the wide passage, which smells of dung and musk.' *'Straight south, the hall leads to a stonework bridge that crosses over the surface of the grey and stagnant waters of the crater.'*

'The exit on the other side of the bridge is blocked by an enormous black door, bound in a silvery metal.' *'A single storey building lays just off the bridge on the far side.'* *'It*

appears to be of solid construction, with bars on each of it's windows.' 'A young man can be seen through one of the windows.'

Garamon Relaster is held in the prison block on the far side of the bridge. Garamon is the only prisoner. The prison cell locks are DC25 to open, the cell doors have hardness 5 and 30hp. He is currently unconscious, and unable to assist the players in releasing him.

Garamon has been poisoned with 'Oil of taggit' (DMG p80), which leaves it's victims permanently unconscious until a 'Neutralise Poison' spell is cast. No LG character is currently of high enough level to cast NP, and there are no potions of NP available in the R2TOEE2 or at the desk.

Garamon Relaster: Male Human Wiz 6; CR 5; Medium size humanoid (human); HD 6d4+12; hp31; Init +6; Spd 30ft; AC 12 (touch 12, flat footed 10); Atk +4 melee (1d4+1, 19-20, dagger) or +4 melee (1d6 + 1, quarterstaff); AL CN; SV Fort +4, Ref +4. Will +7; Str 13, Dex 15, Con 15, Int 16, Wis 14, Cha 11.

Skills and Feats: Alchemy +6, Appraise +4, Bluff +4, Concentration +5, Disguise +2, Gather Information +2, Knowledge Arcana +8, Knowledge Nobility +7, Knowledge Religion +7, Knowledge Nature +5, Scry +7, Speak Language (Dwarven) +1, Spellcraft +10, Swim +0; Combat Casting, Craft Wand, Dodge, Improved Initiative, Scribe Scroll, Spell Penetration.

Spells Prepared (5/5/5/4; base DC = 13 + spell level): 0 – Dancing Lights, Daze, Detect Magic, Flare, Light; 1st – Alarm, Charm Person, Comprehend Languages, Detect Undead, Mage Armor; 2nd – Detect Thoughts, Locate Object, See Invisibility, Tasha's Hideous Laughter, Web; 3rd – Blink, Hold Person, Nondetection, Suggestion.

Possessions: None.

The black door is impenetrable, they require the greater key of air found in the air temple, (area 73) to open it. For further details, read the description of area 36, 'Air Door' in Chapter 6, The Inner and Outer Fanes.

Additional Notes

Room 6

In playtest, we thought the best encounter option was to attack the players immediately with the Sergeant and the Howler as having all the guards in at once restricted their tactics. Only if the Sergeant / Howler are getting the worst of it should you deploy any guards against the players.

<End of Alterations>