

# Temple of Elemental Evil

## Conversion Notes

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These notes are intended to convert the material in The Village of Hommlet / The Temple of Elemental Evil to work with the Dungeons and Dragons 5<sup>th</sup> Edition rules. I have intentionally left the actual material of Temple of Elemental Evil, this scenario cannot be played without the original module. I have used the following source material:

Cook, Monte: Return to the Temple of Elemental Evil. Renton: Wizards of the Coast, 2001  
Crawford, Jeremy (lead): D&D Dungeon Master's Guide. (5<sup>th</sup> edition). Renton: Wizards of the Coast, 2014.  
Crawford, Jeremy (lead): D&D Player's Handbook. (5<sup>th</sup> edition) Renton: Wizards of the Coast, 2014  
Gygax, Gary and Mentzer, Frank: Temple of Elemental Evil. (watermarked PDF ed.). Lake Geneva: TSR 1985  
Perkins, Christopher (lead): D&D Monster Manual. (5<sup>th</sup> edition) Renton: Wizards of the Coast, 2014  
*The Temple of Elemental Evil* (video game) Troika Games, distributed by Atari inc., 2003

I have also made some use of the Greyhawk Wiki at [http://www.canonfire.com/wiki/index.php?title=Category:Greyhawk\\_realms](http://www.canonfire.com/wiki/index.php?title=Category:Greyhawk_realms).

Dungeons and Dragons, The World of Greyhawk, The Village of Hommlet, Nulb, Verbobonc, The Principality of Ulek, The Faerie Kingdom of Celene, and The Free Lands of Dyvers, the Kingdom of Furyondy, and The Temple of Elemental Evil are all registered trademarks of Wizards of the Coast, inc., and I make no claims on the intellectual property thereof. I distribute this material freely without claim to the material, for use with the Temple of Elemental Evil role playing scenario.

In a few areas I also reference material from the D&D3.5e manuals STORMWRACK and FROSTBURN, including the alchemical substances *blue ice* and *air plants*. I do not reproduce any meaningful information from those manuals.

## Adapting the Encounters

One of my core assumptions in adapting this module is that the party is going to be four players in size, not the 5-8 assumed by the original model. This is based on the fact that throughout D&D's history, this seems to be the most consistent size of adventuring party, but because of the dynamics of the average D&D group and the way the game from 3<sup>rd</sup> edition onward has been structured.

As was advised in the original Temple of Elemental Evil, when adjusting the encounters to make the smaller groups functional, I reduced the size of the encounters somewhat. Temple of Elemental Evil's signature was massive swarms of weaker foes that the PCs could bulldoze through, with a few nastier encounters woven in. Given the different hit point economy and encounter structure, this became less feasible in 5<sup>th</sup> edition. In many places the number of monsters is vastly pared down to make the encounters manageable. In other places, I have broken the encounters into discrete waves, such as when dealing with Lareth's massive personal guard in the Moathouse.

As I developed the system I kept a running total of the experience points awarded, along with likely break points where the characters would probably need a break, seal themselves in a room, return to town or otherwise rest. I then used those to predict when characters would level up, and began building encounters for higher levels beyond those likely "break points."

Avg. Lvl.	Likely Break Point	Started Raising Challenge at...
1 <sup>st</sup>	Clearing upper floor of moathouse, possibly ogre & zombies	Beyond the portcullis trap.
2 <sup>nd</sup>	Clearing bugbears, ghouls, gnolls, and crayfish, discovering way out.	Lareth's personal guard
3 <sup>rd</sup>	Defeating Lareth and guard, receiving milestone award, doing some follow-up adventures in Hommlet + Nulb, dealing with assassin.	Ruins of Elemental evil
4 <sup>th</sup>	Clearing the 1 <sup>st</sup> level of the temple dungeon.	Dungeon level 2
5 <sup>th</sup>	Clearing roughly half of the monsters and bringing down 2 of the lesser temples,	Dungeon level 3
6 <sup>th</sup>	Clearing the high-level NPCs in 335, The Lamia in 312, or the trolls in 302-305	All other areas of Dungeon level 3
7 <sup>th</sup>	Clearing the rest of the 3 <sup>rd</sup> floor of the Dungeons outside of Zuggtmoy's lair.	Dungeon level 4
8 <sup>th</sup>	Completing the southern half of the Greater Temple, including two of the three "Leader" encounters.	Nodes of Elemental Evil in areas close to the gems.
9 <sup>th</sup>	Collecting the gems	Nodes in areas far from the gems.
10 <sup>th</sup>	Clearing all of the Nodes	Showdown with Zuggtmoy

My primary focus was **Ease of Play**, which meant simplifying the rules for the nodes. I replaced several encounters with ones included in the Monster Manual, and vastly simplified the temple rooms in the Dungeons of Elemental Evil levels 1 and 2.

I did not create new random encounter tables, as I believe that they are somewhat superfluous, but I have included a number of encounters and secondary missions that the DM can use as he sees fit in order to flesh out Hommlet, Nulb. And the region around the Temple of Elemental Evil.

In the case of the Nodes I essentially restocked the dungeon entirely with monsters available in the current Monster Manual, and used the random treasure generation in the current Dungeon Master's Guide, as I did not have reliable source material for the pre-existing encounters.

# Temple of Elemental Evil Campaign Primer for Players

The Temple of Elemental Evil is one of the most elaborate and sophisticated of the campaigns in the World of Greyhawk. Today, 30 years after its original release it remains one of the most popular D&D adventure modules of all time. Your characters will be the first of a vanguard of heroes to stand against an evil force that could throw the civilized lands of Greyhawk into chaos.

The adventure is set in a region called the **Kron Hills**. The Kron hills are sparsely populated, for many years a buffer zone between great nations settled only by a few clans of rock gnomes and some rugged frontiersmen. Your character is likely a stranger to the Kron hills and its people, having come to a tiny frontier village called **Hommet** for any number of reasons. Instead your character probably comes from one of the neighbouring nations:



To the North, the **Archclericy of Veluna**, is a beacon of civilization. Ruled over by a council or priests of the god Rao, it is a nation that favours trade over warfare. A few other religions, especially the faiths of St. Cuthbert and Hieroneous, the god of valour are allowed a place on the Synod that rules over Veluna from its capital city of Mitrik.

This is an ideal region for your character to come from if you wish to play a paladin of valour, or cleric.

Veluna is in a perpetual war with the **Dominion of Iuz** to its north, a grim nation ruled over by a mad demigod, Iuz, the Old One, who has turned Sadism into a way of life. They cannot afford trouble to the

South as well.

To the West is the **Viscounty and Town of Verbobonc**. Ruled by a Viscount and advised by a Bishopric of St. Cuthbert. Rapidly growing into a wealthy trade city, Verbobonc offers unprecedented economic freedom to its citizens and generous grants of land to its heroes. Once an elven colony, and now the heart of trade between men and elves, Verbobonc is a place where many cultures meet. Verbobonc is also the county that technically holds claim over the Kron Hills.



This is an ideal town if you want to play an elf or half-elf, as well as for Clerics of St. Cuthbert, rogues, and bards.

Recently Verbobonc has run into a great deal of trouble along its trade routes. Caravans passing through the Kron hills have gone missing, and pirate activity on the great **Nyr Dyv** river that connects it to Veluna and Furyondy has increased.



Southwest of the Kron Hills is the vast Lortmil Mountain range, rich in iron, copper, gold, and monsters alike. The nearest nation in the Lortmils is **The Principality of Ulek**, a nation ruled by clans of dwarves, but with many human citizens. It is a nation that deals with wars against giant, dwarf, and aberrations to keep itself safe and secure.

This is an ideal home for your character if you want to play a dwarf or gnome, or a particularly tough fighter.

To the South is the **Faerie Kingdom of Celene**, a mysterious and verdant land ruled by the Sylvan Elves, with many portals – and many allies – from the feywild. It is a land isolated from its neighbours, and fast drawing elves from other nations into its fold.

Celene is an ideal homeland for your character if you want to play an Elf, a Druid, Ranger or a Paladin of the Ancient Oath.

Celene's recent troubles may threaten its serene isolation. The **Gnarley Wood** that reaches upwards from Celene into the Kron Hills has been plagued with goblin activity, while in their Northern Holds raiders are coming down the Imedrys Run that winds down the Kron Hills into the heart of their nation. Several of their most beloved leaders have also disappeared in the North.



Along the Nyr Dyv to the West of the Kron Hills is the **Free Lands of Dyvers**, a democratic nation that has grown rich taking the great crafts of the shining **Kingdom of Furyondy** to its North and shipping it to Verbobonc, and from their the markets of Veluna and Ulek. Merit is the coin of the realm in this bustling metropolis.

Dyvers is an ideal land for your character if you want to play a Rogue or Battle-Master Fighter.

Dyvers is currently threatened by caravans going missing in the Kron hills and piracy on the Nyr Dyv, and is sending agents to investigate the increasing threat to trade.

Northeast of the Kron Hills is the **Kindgom of Furyondy**, considered the most civilized and powerful nation in the world, it is rich in intrigue and resources alike. A place of learning where magic is valued as strongly as might and wealth, and the lords of the land hold themselves to a code of high chivalry.

Furyondy is an ideal homeland for halfling and human characters alike, as well as for wizards, fighters, monks, and rogues.

Like Dyvers and Verbobonc, Furyondy must send goods to heavy for river barge through the Kron Hills. Right now, Furyonidan merchants have a lot to lose if they cannot move the fine horses bred in Furyondy to the eager customers inf Ulek and beyond.



Whatever your homeland, you will begin play as part of a caravan on the road between Verbobonc and Dyvers, possibly as an agent of your homeland, or possibly as someone looking to earn their fortune, for the village of Hommlet, it is said, is a golden opportunity; it will soon become the heart of a massive expansion into the Kron Hills that will enrich Verbobonc and all of her neighbours.

You will have only a few days worth of coin left in your pocket, and be a mostly inexperienced adventurer of 1<sup>st</sup> level. By the time it is done, you will be a champion well above 10<sup>th</sup> level, and if you play your cards right, a hero to many, and wealthy beyond your character's wildest dreams.

This campaign will take you to two dungeons that are heavily stocked with hidden treasures, elaborate traps, strange magical phenomena, and well-organized waves of enemies in elaborate and potentially deadly encounters – you party will need a little bit of everything, from magic lore, to mechanical skill, to hart-hitting melee combatants, to make it out in one piece.

It also balances many different playing styles. Schemers, dramatic role-players, battle-hungry combatants, and lovers of the bizarre and dramatic alike will all find things to do in the Temple of Elemental Evi; campaign. It favours many different problem-solving styles.

The crests of Verbobonc, The Principality of Ulek, The Faerie Kingdom of Celene, The Free Lands of Dyvers, and The Kindgom od Furyondy were all retrieved from the Greyhawk Wiki ([http://www.canonfire.com/wiki/index.php?title=Category:Greyhawk\\_realms](http://www.canonfire.com/wiki/index.php?title=Category:Greyhawk_realms)). The Crest of Veluna was retrieved from Savagehawk's "Heraldry from in and around the former Shieldlands" (<http://home.comcast.net/~savagehawk/Heraldry.htm>)

# Village of Hommlet Location Modifications

Wherever Possible I have kept to generic NPC statistics using the statistics from the Monster Manual, which I have based on the description of the NPC. Farmers and craftsmen who are retired soldiers have been given the Scout or Veteran statistics (depending on their class and level), while NPCs who are not part of the militia and are simple tradesmen have been set up as commoners. In the case of NPCs with a role in the town militia, I recommend used the Guard entry, although in some cases, commoners with better equipment seemed more likely, such as in the case of the Stable-boys and the teen sons and nephews at the Welcome Wench.

In some cases, such as for the woodcutter in area three, I have made some notes on sleight modifications that will adjust their statistics slightly, but should not alter their overall challenge rating. This is listed in the notes where appropriate. In some cases a rise and fall in AC has been noted. In general, because the PCs will not risk fighting these NPCs, or they remain fragile I do not believe a change in CR is appropriate.

Where NPCs are important potential combatants, or could be hired as allies to the PCs I have given them statistics based loosely on the Advanced Dungeons & Dragons statistic blocks provided, but have modified their equipment to reflect the lower availability of such in 5<sup>th</sup> Edition. In some cases, I compromised between the large number of magic items and the character's base statistics by either raising the character's level or removing magic items, or a combination of the two. In particular, I made a point of removing *rings of invisibility* which were plentiful in Hommlet but are no longer appropriate items to have sitting around for the relatively low level of play in this campaign.

I have chosen to provide statistics for Elmo, Rufus, Burne, Rannos, Gremag, Jaroo, and Calmer using the statistics provided in the original Temple of Elemental Evil as a template. In some cases I re-arranged their statistics to make more sense in the context of the 5<sup>th</sup> edition rules (Calmer wearing plate mail but only having a 9 Str didn't work, for example). In the case of Rannos, Gremag, Rufus, Burne, and Jaroo I chose to apply Ability increases as their abilities needed to scale in order for them to remain a competent and convincing challenge when adapted to 5<sup>th</sup> edition.

In Elmo's case, his excessively high statistics did not seem to be appropriate for the newer edition; they appeared to be set at improbable levels in order to ensure that he remained an appealing henchman throughout the adventures. I pared them back somewhat to something that would be close to on par with the PCs, but also still gave the impression of a strong, agile, and clever man.

For characters that are noted to follow the Old Religion, I have treated them as worshippers of Beory, as suggested in the Atari *Temple of Elemental Evil* video game adaptation.

## 1. Proseperous Cottage and Large Barn

**Farm Dogs (2):** use Mastiff: PHB p.307

**Farmer and sons(2):** use Commoner: MM p.345

*Gwynnith,*

Note: Worships Beory.

## 2. Modest Farmhouse and Barn

**Farmer:** use Veteran: MM p, 350

*Renton,* well-dressed, has fine dagger w/ druidic marks

**Servant:** use Commoner: MM p.345

**Treasure:** see the entry on Elmo

## Elmo

medium humanoid (human), Lawful Good, 5<sup>th</sup> level ranger

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**Armour Class** 18 or 13 (unarmoured)

**Hit Points** 52 (5d8 +10)

**Speed** 30ft.

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STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	15(+2)	12 (+1)	11

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**Skills** Athletics +6 Deception +3 Insight +4 Survival +4

**Senses** Passive Perception 12

**Languages** Common, Elven

**Challenge** Challenge Rating 4 (1,100 xp)

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**Favoured Enemy:** Elmo has advantage on Wisdom (Survival) checks to tracks gnolls and hobgoblins, as well as on Intelligence checks to recall information on them.

**Fighting Style:** Elmo gains a +1 bonus to AC while wearing armour.

**Natural Explorer:** When Elmo makes an intelligence or Wisdom test related in a forested region his proficiency bonus is doubled in skills he is proficient in. He gains several advantages when travelling in forested terrain listed in the PHB on p.91

**Primeval Awareness:** Elmo can use an action and expend one ranger spell slot to focus his awareness on the region around him. For one minute per level of the spell he expends, he can sense whether the following types of creatures are within one mile of him (or six miles in forests): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This awareness does not reveal their location or number.

**Spellcasting:** Elmo is a 5<sup>th</sup> level spellcaster. His spellcasting ability is Wisdom (Spell Save 12 +3 to hit with spell attacks.) Elmo knows the following ranger spells.

1<sup>st</sup> level (4 slots): *cure wounds*, *detect magic*, *hail of thorns*;

2<sup>nd</sup> level (2 slots): *animal messenger*, *barkskin*;

### ACTIONS

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**Multiattack:** Elmo makes two weapon attacks per round.

**Magic Battleaxe:** *Melee weapon attack.* +7 to hit, reach 5ft., one target. *Hit* 9 (1d8+4) slashing damage.

**Magic Dagger:** *Melee weapon attack.* +7 to hit, reach 5ft., one target. *Hit* 6 (1d4+4) slashing damage.

Elmo is a secret agent of the King of Veluna, although while in Hommllet he plays the role of town drunk. While in town he carries his *dagger*+1, but does not wear his chain or carry his shield or battleaxe.

**Possessions:** +1 *battleaxe*, +1 *dagger*, chain shirt, longbow, 20 arrows, 20 silver arrows, shield, 50gp, 100sp, pearls worth 100gp

### 3. Cottage (Woodsmen's)

**Woodcutter:** use Scout MM p.349

*Tarim*, scruffy w/ an eyepatch.

Note: Raise STR to 14; add Action: **Greataxe.** *Melee weapon attack:* +4 to hit, 5ft. reach, one target. *Hit:* 9 (1d12+2) slashing damage. Worships Beory. Member of the Militia.

#### 4. Well-Kept Farm

**Widow and Sons (2):** use Commoner MM p.345      *Mathilde*, Dark-haired, skinny.  
Note: Worships Beory

#### 5. Prosperous Farmhouse

**Farmer:** use Guard MM p.347      *Filliken*, shaven-headed, woven cap, braided beard.  
Note: replace chain shirt with studded leather, AC 15. Member of the Militia.  
**Manservant:** use Commoner MM p.345

#### 6. House with Leather Hide Tacked to the Front Door (Tanner's)

**Leatherworker:** use Guard MM p, 347      *Jakk Borton*, weather-beaten, stained fingers/  
Note: replace chain shirt with studded leather, AC 15. Member of the Militia.  
**Eldest Son:** use Commoner (MM p.345)  
Note: Add studded leather, AC 12. Member of the Militia.

#### 7. Large Building with Sign (Inn of the Welcome Wench)

**Ostler Gundigoot:** Use Veteran MM p.350  
**Stablemen (2 stableboys and groom):** use Commoner MM p.345  
Note: Add studded leather, raise AC to 12. Replace club with action: **Spear: Melee weapon attack:** +2 to hit, 5ft. reach, one target. *Hit:* 5 (1d8) piercing damage.

#### 8. Open Shed Behind House (Smithy)

**Smith ("Brother Smythe"):** use Druid MM p.346  
Note: languages: Druidic, Common, and Elven. Add proficiency in Smith's tools and tinker's tools.

#### 10. Well-Kept Dwelling with Sign (Weaver's)

**Son-in-law:** use Commoner MM p.345      *Moneir*, married to *Sunom*,  
Notes: Worships St. Cuthbert.  
**Apprentices (4):** use commoner MM p.345  
Notes: Worships St. Cuthbert.

#### 11. Cottage (Tailor's)

**Tailor:** Use Scout (MM p.350      *Jinnerith*, Skinny, long-faced.  
Notes: worships St. Cuthbert. Remove Survival & **keen senses**. Add proficiency with tailor's tools. Add **Archery:** The Tailor does +2 damage with ranged weapons. Add **Crossbow Expert:** The tailor ignores the loading quality of crossbows. Being within 5ft. of a hostile creature doesn't impose disadvantage on attack rolls with crossbows. When using the attack action and attacking with a one-handed weapon, the tailor can use a bonus action to attack with a loaded crossbow. Add these action: **Light Crossbow. Ranged Weapon attack:** +4 to hit, ranged 80/100ft., one target. *Hit:* 6 (1d8+2) piercing damage. **Throwing Knife. Ranged weapon attack:** +4 to hit ranged 20/60, finesse, thrown, one target. *Hit:* 6 (1d4+4) piercing damage.

#### 12. Average Farm Building

**Farmer and Son:** use Guard MM p.347  
Note: replace chain shirt w/ studded leather, AC to 15. Replace spear with morning star. Members of the Militia.

### 13. Wooden Building with Shuttered Windows (Trading Post)

#### Rannos Davi

medium humanoid (human), Chaotic Evil, 10<sup>th</sup> level rogue (thief)

**Armour Class** 17 (leather armour, *ring of protection* +1)

**Hit Points** 78 (10d8 + 20)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	15 (+2)	15(+2)	9 (-1)	7 (-2)

**Saves:** Dex +8 (evasion), Int +6

**Skills** Athletics +3, Deception +6, Insight +7, Intimidate +6, Stealth +13

**Senses** Passive Perception 9

**Languages** Common, Abyssal, Thieve's Cant

**Challenge** Challenge Rating 4 (1,100 xp)

**Sneak Attack (1/round):** Rannos Davi can deal an extra 5d6 damage to a creature he attacks so long as he has advantage on the attack roll or if another enemy of the target is within 5ft of it and isn't incapacitated, so long as Rannos does not have disadvantage.

**Elusive:** When an attacker hits Rannos with a weapon attack he may use his reaction to halve the damage.

**Cunning Action:** Rannos may take a bonus action each turn in combat to Dash, Disengage, or Hide.

#### ACTIONS

**Shortsword:** *Melee weapon attack.* +8 to hit, reach 5ft., one target. *Hit* 8 (1d6+4) Piercing damage.

**Dagger:** *Melee weapon attack.* +8 to hit, reach 5ft., one target. *Hit* 6 (1d4+4) piercing damage.

Rannos Davi is a spy for the Temple of Elemental Evil.

**Possessions:** *amulet of proof against detection, ring of protection +1, leather armour, dagger, shortsword*

#### Gremag

medium humanoid (human), Chaotic Evil, 7<sup>th</sup> level rogue (assassin)

**Armour Class** 18 (+1 *studded leather*)

**Hit Points** 52 (7d8 + 14)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	12 (+2)	12 (+2)	7 (-2)	7 (-2)

**Saves:** Dex +8 (evasion), Int +5

**Skills** Athletics +5, Deception +5, Insight +5, Intimidate +5, Stealth +12

**Senses** Passive Perception 9

**Languages** Common, Abyssal, Thieve's Cant

**Challenge** Challenge Rating 4 (1,100 xp)

**Assassinate:** Gremag has advantage on any attack roll against a creature that has not yet taken an action in combat. If he hits with this attack it is automatically counted as a critical hit.

**Sneak Attack (1/round):** Gremag can deal an extra 4d6 damage to a creature he attacks so long as he has advantage on the attack roll or if another enemy of the target is within 5ft of it and isn't incapacitated, so long as Gremag does not have disadvantage.

**Evasion:** When an attacker hits Gremag with a weapon attack he may use his reaction to halve the damage.

**Cunning Action:** Gremag may take a bonus action each turn in combat to Dash, Disengage, or Hide.

#### ACTIONS

**Dagger of Venom:** *Melee weapon attack.* +8 to hit, reach 5ft., one target. *Hit* 6 (1d4+4) piercing damage. Once per day Gremag may take an action to cause the dagger to coat itself with poison. Creatures struck by the poisoned dagger must make a DC 15 constitution save or take an additional 2d10 poison damage.

**Poison:** As an action gremag may apply one dose of wyvern poison to his dagger of venom. If he does so, the target must make a DC15 Constitution save or take an additional 24 (7d6) poison damage on a failed save or half again as much on a successful one.

Gremag is an assassin for the Temple of Elemental Evil

**Possessions:** *dagger of venom, dust of disappearance x3, +1 studded leather, 3 doses of wyvern poison.*

Rannos and Gremag have been created using their original statistics and levelled to match their AD&D character levels. Their Challenge ratings have been calculated using the table in the DMG. Alongside their man at arms, they constitute a hard encounter for a party of four 5<sup>th</sup> level or a medium encounter for 6<sup>th</sup> level characters.

**Man-at-arms:** use Veteran: MM p.350, 100xp



**Groom:** use Guard MM p.347

## 14. Weatherbeaten Building (Carter)

**Carter:** use Guard: MM p.347

Note: Worships St. Cuthbert. Add scale mail, AC 15. Add Action: **Halberd**. *Melee weapon attack*: +3 to hit, 10ft. reach, one target. *Hit* 8 (1d10+1) slashing damage.

**Carter's Son:** use Commoner: MM p.345

Note: Worships St. Cuthbert. Add ring mail and shield, AC 16.

**Drivers:** use Guard: MM p.347

Note: Worships St. Cuthbert.

## 15. New Building with Sign (Moneychanger)

**Nira Melubb the Moneychanger:** Use Spy: MM p.349 replace short sword with +1 *longsword*.

**War Dogs (2):** use Mastiff: PHB p.307

**Guard:** Use Veterans: MM p.350

**Trap:** Poison Needle; use Poison Needle (DMG p.123)

**Trap:** Use the trap described below.

Acid Spray

*Mechanical Trap*

If this trap is opened without using the concealed trick catch, acid sprays in a 10ft. Cone. Those in the area of the cone must make a DC 15 Dexterity check. On a failed check the targets take 22 (4d10) acid damage, or half as much on a successful save.

Deducing the presence of the trap and the catch requires a DC 20 Intelligence (Investigation) to deduce. The trap can be disarmed with a successful DC 15 Intelligence test using Thieve's tools.

## 16. Small House with Sign (Cabinet Maker)

**Cabinet Maker:** use Guard: MM p.347

Notes: Worships Beory. Add Ring Mail and Shield. AC 17. Member of the Militia.

**Apprentice:** use GuardL MM p.347

Notes: Worships Beory. Member of the Militia.

## 17. Modest Cottage (Potter's)

**Potter:** use Commoner: MM p.345

*Sumone Hann*, round-faced freckled woman.

Notes: Worships St. Cuthbert.

**Sons (2):** use Guard: MM p.347

Notes: Worships St. Cuthbert. Members of the Militia.

## 18. Typical Cottage and Imposing Building (Brewery)

**Braumeister:** Use Guard: MM p.347

Notes: Worships Beory. Add scale mail and shield. AC 17. Member of the Militia.

**Braumeister's Nephew:** use Commoner: MM p.345 *Tuperello*, pot-bellied.  
Notes: Worships Beory. Add ring mail and shield. AC 16. Member of the Militia.

**Apprentices (2):** Use Commoner: MM p.345  
Notes: Worships Beory. Add padded armour. AC 16. Member of the Militia.

**Apprentice:** Use Commoner: MM p.345 *Cavanaugh*, nervous, jumpy.  
Notes: Worships St. Cuthbert. Add padded armour. AC16. Member of the Militia.

**Dog:** use Mastiff: PHB p.307

## 19. Modest Cottage

**Black Jay the Herdsman:** use Scout: MM p.350  
Notes: remove *boots of elvenkind*.

**Dogs (3):** use Mastiff: PHB p.307

## 20. Church of St. Cuthbert

**Terjon:** use Priest: MM p.348  
Notes: Worships St. Cuthbert. Remove *ring of invisibility*, owns a *ring of animal control*.

**Calmer:** see below

Scroll Sales: At the DM's Option, spell scrolls can be purchased at the church of St.Cuthbert created by Calmert and Canoness Y'Day.

cure wounds	120 gp
detect evil and good	120 gp
augury	600 gp
enhance ability: Bull's strength	550 gp
protection from poison	550 gp
remove curse	550 gp
restoration	550 gp

## 21. Cottage and Large Barn (Dairy)

**Farmer:** use Commoner: MM p.345  
Notes: Worships St. Cuthbert. Use Leather Armour, raise AC to 12. Replace spear with action **Trident**. *Melee weapon attack:* +3 to hit, 5ft. reach, thrown 20/60, one target. *Hit:* 5 (1d6+1) or 6 (1d8+1) piercing damage. And **Hand Axe**. *Melee weapon attack:* +3 to hit, 5ft. reach, one target. *Hit* 5 (1d6+1) slashing damage.

**Eldest Son:** use Commoner: MM p.345  
Notes: Worships St. Cuthbert. Use Leather Armour, AC 12. Replace spear with action. **Morning Star**. *Melee weapon attack:* +3 to hit, 5ft. reach, one target. *Hit* 6 (1d8+1) piercing damage.

**Younger Sons:** use Commoner: MM p.345  
Notes: Worships St. Cuthbert. Use Leather Armour and shield, AC 14. Replace crossbow with action. **Sling**. *Ranged weapon attack:* +3 to hit, ammunition, range (30/120), one target. *Hit* 3 (1d4) bludgeoning damage.

## Calmer

medium humanoid (human), Lawful Neutral, 3<sup>rd</sup> level Cleric (St. Cuthbert)

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**Armour Class** 18 (plate mail, shield)

**Hit Points** 20 (3d8 + 6)

**Speed** 30ft.

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STR	DEX	CON	INT	WIS	CHA
15 (+2)	9 (-1)	15 (+2)	11	16 (+3)	11

---

**Saves:** Con +5 Wis +6

**Skills** Arcana +4, History +4, Insight +5, Intimidate +2, Religion +2

**Senses** Passive Perception 13

**Languages** Common

**Challenge** Challenge Rating 1 (100 xp)

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**Spellcasting:** Calmer is a 3<sup>rd</sup> level spellcaster. His spellcasting ability is Wisdom (Spell Save 13 +5 to hit with spell attacks.) Calmer has the following cleric spells prepared.

Cantrips: *guidance, light, sacred flame;*

1<sup>st</sup> level (4 slots): *bless, command, detect evil and good, identify, protection from evil and good;*

2<sup>nd</sup> level (2 slots): *augury, prayer of healing, suggestion, zone of truth;*

### ACTIONS

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**Mace:** *Melee weapon attack.* +5 to hit, reach 5ft., one target. *Hit* 7 (1d8+2) bludgeoning damage.

Calmer is the deacon of the Church of St. Cuthbert. He is honest but zealous about collecting donations for the church and keep.

**Possessions:** plate mail, shield, mace, holy symbol, 5 bottles of holy water

## 22. Mill and Attached Home

**Mych the Miller:** use Guard MM p.347

Notes: Worships Beory. Member of the Militia.

**Servant:** use GuardL MM p.347

Notes: Worships Beory. Member of the Militia.

*Erliter*, round-faced, sad blue eyes.

**Dog:** use Mastiff: PHB, p.307

## 23. Cottage and Small Barn

**Farmer:** use Guard: MM p.347

Notes: Atheist. Member of the Militia

*Holden*, pale, raven-haired

**Son:** use Guard: MM p.347

Notes: Atheist. Member of the Militia.

**Spinster Daughter:** use Thug: MM p.350

Notes: Atheist. Replace Crossbow with action **Sling**. *Ranged weapon attack:* +3 to hit, ammunition, range (30/120), one target. *Hit* 3 (1d4) bludgeoning damage.

*Fruella*, wild, dark haired, sharp-tongued

## Jaroo Ashstaff

medium humanoid (human), Neutral, 7<sup>th</sup> level Druid

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**Armour Class** 11 (padded)

**Hit Points** 45 (7d8 + 14)

**Speed** 30ft.

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STR	DEX	CON	INT	WIS	CHA
11	9 (-1)	15 (+2)	11	18 (+4)	15 (+2)

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**Saves:** Con +6 Wis +8

**Skills** Insight +7, Nature +3, Persuasion +5, Survival +7

**Senses** Passive Perception 14

**Languages** Common, Druidic, Elven

**Challenge** Challenge Rating 1 (100 xp)

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**Wild Shape (2/rest):** Jaroo may take the form of any beast with a CR of up to 2. He may maintain that form for up to seven hours. See PHB p.66-67. While transformed Jaroo may spend a bonus action to expend a spell slot and heal 1d8 hit points per level of the slot. His attacks while in beast form count as magic.

**Spellcasting:** Jaroo is a 6<sup>th</sup> level spellcaster. His spellcasting ability is Wisdom (Spell Save 15 +7 to hit with spell attacks.) Jaroo has the following druid spells prepared.

Cantrips: *druidcraft, guidance, produce flame;*

1<sup>st</sup> level (4 slots): *create or destroy water, faerie fire, fog cloud, purify food and drink, cure wounds, speak with animals;*

2<sup>nd</sup> level (3 slots): *heat metal, pass without trace;*

3<sup>rd</sup> level (3 slots): *plant growth, wind walk;*

4<sup>th</sup> level (1 slot): *conjure minor elementals;*

### ACTIONS

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**Magic Scimitar:** *Melee weapon attack.* +3 to hit, reach 5ft., one target. *Hit* 6 (1d8+1) slashing damage.

Jaroo is the leader of the followers of the Old Faith (worship of the Earth and Fertility through Beory).

**Possessions:** *cloak of protection, scimitar +2, staff of the python, padded armour*

## 24. The Grove

**Black Bear:** use Black Bear: MM p.318

**Treasure:** replace scroll of summon weather with *spell scroll of druidcraft*.

## 25. Large Barn and Connected Farm

**Herdsmen:** use Commoner: MM p.345

*Laszlo, wears holly and fine cap.*

Notes: Worships Beory. Add padded armour, AC 11.

**Son:** use Commoner: MM p.345

Notes: Worships Beory. Add leather armour, AC 12.

**Cousin:** use Commoner: MM p.345

Notes: Worships Beory. Add shield, AC 12.

**Dog:** use Mastiff: MM p.309

## 26. Barn-Like House with a Wheel Nailed to a Post (Wainwright)

**Wainwright:** use Guard: MM p.347

*Valden Goldwing*, shaven-headed.

Notes: Worships St. Cuthbert. Member of the Militia. Add leather armour and shield, raise AC 14.

**Nephews (2):** Use Guard: MM p.347

Notes: Worships St. Cuthbert. Member of the Militia. Add padded armour, AC 12.

## 27. Walled Manor House

**Elder:** use Noble: MM p.348

**Sons (4):** use Guard: MM p.357

Notes: Add scale mail and shield, raise AC to 17.

**Hired Hand:** Use Commoner: MM p.345

Notes: add padded armour, raise AC to 11.

## 28. Large New Building

**Carpenter:** use Guard: MM p.347

Notes: Worships St. Cuthbert. Member of the Militia. Add studded leather and shield. AC 15.

**Brother:** use Commoner: MM p.345

*Marek*, hums to himself.

Notes: Worships St. Cuthbert. Member of the Militia. Add padded armour. AC11.

## 29. Stonemason

**Stonemason:** use Guard: MM p.347

*Gister Nochim*, craggy face, scarred hands

Notes: Worships St. Cuthbert. Member of the Militia. Replace spear with **Military Pick**. *Melee weapon attack:* +3 to hit, 5ft. reach, one target. *Hit:* 6 (1d8+1) piercing damage.

**Apprentices (3):** use Guard: MM p.347

Notes: Worships St. Cuthbert. Members of the Militia. Change to padded armour. AC 12. Replace spear with **Warhammer**. *Melee weapon attack:* +3 to hit, 5ft. reach, one target. *Hit:* 6 (1d8+1) bludgeoning damage.

## 31. Two Storied Tower

### Burne

medium humanoid (human), Lawful Good, 8<sup>th</sup> level Wizard

**Armour Class** 13 (*ring of protection* +2)

**Hit Points** 28 (8d6)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	10	20 (+5)	15 (+2)	11

**Saves:** Int +8 Wis +5

**Skills** Arcana +8, Investigation +8, Insight +5, Persuasion +5

**Senses** Passive Perception 12

**Languages** Common, Draconic, Gnomish

**Challenge** Challenge Rating 5 (1,800 xp)

**Potent Cantrip:** When a creature saves against one of Burne's cantrips the creature takes half the cantrip's damage, but suffers no additional effects.

**Sculpt Spells:** When Burne casts an evocation spell that affects other creatures that he can see, he can choose a number equal to 1+ the spell's level. The chosen creatures automatically succeed their saving throws, and take no damage if they would have taken half damage.

**Spellcasting:** Burne is an 8<sup>th</sup> level spellcaster. His spellcasting ability is Intelligence (Spell Save 16 +8 to hit with spell attacks.) Burne has the following wizard spells prepared.

Cantrips: *fire bolt, light, prestidigitation, shocking grasp*;  
 1<sup>st</sup> level (4 slots): *detect magic, feather fall, jump, magic missile*;  
 2<sup>nd</sup> level (3 slots): *levitate, mirror image, see invisible*;  
 3<sup>rd</sup> level (3 slots): *dispel magic, fireball, tongues*;  
 4<sup>th</sup> level (2 slots): *dimension door, fabricate, wall of fire*;

### ACTIONS

**Fire Bolt:** *Ranged spell attack.* +8 to hit, range 120ft., one target. *Hit* 11 (2d10) fire damage.

Burne is a retired adventurer who has been made liege and protector of Hommlet. He holds the title of 'His most worshipful mage of Hommlet.' He watches for and protects his village from evil.

**Possessions:** *ring of protection* +2, *chime of opening*, *wand of magic missile*, spellbook, crystal (arcane focus),

### Rufus

medium humanoid (human), Lawful Good, 6<sup>th</sup> level Fighter

**Armour Class** 20 (+1 chain shirt, +1 shield, defence)

**Hit Points** 51 (6d10 + 18)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	17 (+3)	10	11	14 (+2)

**Saves:** Str+6 Con +6

**Skills** Athletics +6, Intimidation +5,

**Senses** Passive Perception 10

**Languages** Common, Dwarven

**Challenge** Challenge Rating 3 (700 xp)

**Action Surge (1/day):** On Rufus' turn he may take one additional action and possibly one additional bonus action at the top of his turn.

**Second Wind (1/short rest):** Rufus may use a bonus action to regain 1d10+6 hit points.

**Improved Critical:** Rufus's weapon attacks score a critical on a roll of 19 or 20.

### ACTIONS

**Multiattack:** Rufus attacks twice per combat turn.

**Magic Battleaxe:** *Melee weapon attack.* +7 to hit, reach 5ft., one target. *Hit* 9 (1d8+4) slashing damage.

Rufus is an adventuring companion of Burne and leader of Burne's Badgers, a force of veteran warriors and is the commander of the local Militia.

**Possessions:** +1 battleaxe, +1 chain shirt, +1 shield, *periapt of proof against poison*, 3 doses of *dust of disappearance*, carnelian (100gp)

Burne and Rufus would provide a party of four 5<sup>th</sup> level characters with a hard encounter or a medium for a party of 6<sup>th</sup> level characters

## 32. Tents and Wattle Huts

**Agent:** use Spy: MM p.349, 700xp

*Jayfie*, loud, takes up space, gold earring.

## Detailed Areas of Hommlet

Rather than go area by area, here I will provide highly abbreviated notes where appropriate on various characters and treasures. In the case of some of the NPCs like Zert who are potential enemies, a change in gear and AC really will necessitate a change in CR, and I have noted such where appropriate.

### Inn of the Welcome Wench

The prices on the Menu at the Inn of the Welcome Wench are vastly different than the prices listed in the PHB, accordingly, I suggest the following modifications to the Inn's price list.

#### Meals

breakfast, plain	1 sp
breakfast, elaborate	2 sp
dinner, plain	2 sp
dinner, elaborate	3 sp
dinner, 7-course	7 sp
supper, plain	2 sp
supper, elaborate	3 sp

#### Common Drink (per pint)

ale	4 cp
ale, special	9 cp
beer, small	3 cp
beer, heavy	5 cp
mead	1sp
mead, special brew	15 cp

#### Wines (per pint)

Local table	1 sp
Keoish Golden	2 sp
Sundish Lilac	15 cp
Urnst White	4 gp
Celene Ruby	5 gp
Furyondian Emerald	8 gp
Velunian Fireamber	10 gp

#### Brandies (per gill)

Local	4 sp
Keoish	1 gp
Urnst special aged	5 gp

#### Liqueur

Ulek Elixir, 1/2 gill	7 gp
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I created by dividing the price of meals over the course of a day listed on p. 158 of the PHB across three meals. Eating plain meals all day totals up to 5 sp, a comfortable day's worth of meals. Eating elaborate meals totals up to 8sp, a wealthy lifestyle. The 7-course dinner adds on another 4sp, putting the PCs part way between wealthy and aristocratic. I presumed the price of a pint was roughly a mug. For wines, I assumed a pitcher would be roughly two pints, or a half-bottle, when we get to finer wines.

### I 6. Private Room

**Zert:** use Thug (MM p.350)

**Notes:** Agent of the Temple. Add Scale mail and shield. AC 17. Raise Challenge rating to 3 (700xp)

### I 10. Private Room

**Spugnois:** see below

## Spugnois

medium humanoid (human), Neutral Good, 2<sup>nd</sup> level Wizard

**Armour Class** 12

**Hit Points** 11 (2d6 +4)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
11	15 (+2)	14 (+2)	16 (+3)	15 (+2)	7 (-2)

**Saves:** Int +5 Wis +4

**Skills** Arcana +5, Investigation +5

**Senses** Passive Perception 12

**Languages** Common, Draconic, Elven

**Challenge** Challenge Rating 1/4 (50 xp)

**Spellcasting:** Spugnois is an 2<sup>nd</sup> level spellcaster. His spellcasting ability is Intelligence (Spell Save 13 +5 to hit with spell attacks.) Spugnois has the following wizard spells prepared.

Cantrips: *light, prestidigitation, shocking grasp*;

1<sup>st</sup> level (4 slots): *detect magic, sleep, comprehend languages, protection from good and evil, unseen servant*;

**Other spells in spellbook:** *feather fall*;

### ACTIONS

**Shocking grasp:** *Melee spell attack.* +5 to hit, 5ft. reach, one target. *Hit* 5 (1d8) lightning damage. Target cannot take reactions until its next turn. Spugnois has advantage to attack targets in metal armour.

Spugnois is an apprentice mage who can be hired to aid the PCs on their investigations. He is interested in the moathouse and will shadow the PCs as they investigate there.

**Possessions:** spellbook, spell component pouch, 7sp, 9gp, 11pp, 3 zircons (50 gp), sage's pack,

## Furnok of Ferd

medium humanoid (human), Chaotic Neutral, 2<sup>nd</sup> level Rogue

**Armour Class** 15 (leather armour)

**Hit Points** 13 (2d8 + 4)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	15 (+2)	14 (+2)	10	13 (+1)

**Saves:** Dex+6 Int +4

**Skills** Acrobatics +6, Athletics +1, Deception +5, Sleight of Hand+6, Stealth +8

**Senses** Passive Perception 10

**Languages** Common

**Challenge** Challenge Rating 1/4 (50 xp)

**Sneak Attack (1/round):** Furnok can deal an extra 1d6 damage to a creature he attacks so long as he has advantage on the attack roll, or if another enemy of the target is within 5ft of it and isn't incapacitated, so long as Furnok doesn't have disadvantage.

### ACTIONS

**Dagger:** *Melee weapon attack.* +6 to hit, reach 5ft., one target. *Hit* 7 (1d4+4) piercing damage.

Furnok is a con artist, cheat, and small-time jewel thief who is lying low in Hommlet. He is gifted at using loaded dice, marked cards, regular playing cards, and regular dice, as well as being talented with thief's tools. He can be hired by the PCs for a share for treasure.

**Possessions:** *scroll of protection from good and evil*, leather armour, dagger, marked cards, loaded dice, thief's tools, dagger, dungeoneer's pack, 37 gems (50gp ea)

## I 13. Private Room

**Furnok:** *see above.*

**Note:** Furnok should have advantage when competing with characters who do not know how to use marked or loaded gaming sets. Removed magic dagger and *ring of invisibility*.



## I 14. Private Room

**Turuko**  
medium humanoid (human), Neutral Evil, 3<sup>rd</sup> level Monk

**Armour Class** 16 (unarmoured defense)  
**Hit Points** 19 (3d8 +6)  
**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
11	16 (+3)	15 (+2)	9 (-1)	16 (+3)	5 (-3)

**Saves:** Strength +2, Dexterity +5  
**Skills** Athletics +2, Perception +5  
**Senses** Passive Perception 15  
**Languages** Common, Draconic  
**Challenge** Challenge Rating 1 (200 xp)

**Martial Arts:** Turuko may apply his Dex bonus to damage with an unarmed attack, and may make an unarmed strike as a bonus action.

**Ki:** Turuko has a pool of 3 Ki Points.

**Flurry of Blows:** By spending 1 Ki point immediately after making an attack action, Turuko may make two unarmed strikes as a bonus action.

**Patient Defense:** Turuko may spend 1 Ki point to take a Dodge action as a bonus action on his turn.

**Step of the Wind:** Turuko may spend 1 Ki point make a Dodge or Disengage action as a bonus action during his turn.

### ACTIONS

**Unarmed Strike:** *Melee attack.* +5 to hit, 5ft. reach, one target. *Hit* 6 (1d4 +3) bludgeoning damage.

Turuko is an evil monk who is watching the moathouse for a chance to rob and murder successful adventurers.

**Possessions:** Dagger, quarterstaff, 40cp, 5sp, 12gp

**Kobort**  
medium humanoid (human), Neutral Evil, 2<sup>nd</sup> level Fighter

**Armour Class** 20 (splint mail, shield, defense)  
**Hit Points** 17 (2d10 + 6)  
**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	16 (+3)	6 (-2)	8 (-1)	11

**Saves:** Str+5 Con +5  
**Skills** Athletics +5, Intimidate +2  
**Senses** Passive Perception 9  
**Languages** Common  
**Challenge** Challenge Rating 1 (200 xp)

**Action Surge (1/day):** On Kobort's turn he may take one additional action and possibly one additional bonus action at the top of his turn.

**Second Wind (1/short rest):** Kobort may use a bonus action to regain 1d10+6 hit points.

### ACTIONS

**Dagger:** *Melee weapon attack.* +5 to hit, reach 5ft., one target. *Hit* 6 (1d4+3) piercing damage.

**Battleaxe.** *Melee weapon attack:* +5 to hit, reach 5ft., one target. *Hit:* 8 (1d8+3) slashing damage.

An evil, but dull-witted adventurer, Kobort is convinced that doing Turuko's bidding will make him rich and famous.

**Possessions:** splint mail, shield, heavy warhorse, lance, battleaxe, longsword, flail, dagger,

Note: Kobort and Turuko will aim to attack the party when they are worn down and wounded on their way back from the moathouse. They would normally make a Medium challenge for a 1<sup>st</sup> level party of four, and an easy one for a 2<sup>nd</sup> or 3<sup>rd</sup> level party the same size, but at the end of a long adventuring day, they may be a far tougher challenge.

## Church of St. Cuthbert

### C 11. Church Library

**Treasure:** Finding the hidden scrolls inside *Legal Affairs in Veluna, 213 to 312 CY*, should require a DC 18 Intelligence (Investigation) test or a casting of *detect magic*. The spell scrolls are fewer in order to keep very rare magic items from being readily available in the village, and do not exceed 5<sup>th</sup> level. I recommend: *thaumaturgy*, *cure wounds*, *lesser restoration*, *remove curse*, *freedom of movement*, and *raise dead*. Replace the "amulet of life protection" with a *periapt of wound closure*.

## C 14. Chief Priest's Chamber

**Treasure:** Replace the scroll of protection from demons with a divine *spell scroll of magic circle*.

### Guard Tower

#### GT 1. Main Hall

Because of the way *teleportation circle* works in D&D5e, allowing the PCs to return to town from the dungeons means that there must be at least one teleportation circle in Hommlet, if you wish to place one, this would be the ideal place.

**Guard:** use Thug (MM p.350)

Note: Add Scale Mail and Shield. AC 17. Raise CR to 3 (700xp)

#### GT 1. Hall and Ladderway

**Guard:** use Thug (MM p.350)

Note: Add Scale Mail and Shield. AC 17. Raise CR to 3 (700xp)

#### GT 5. Rufus' Chamber

**Treasure:** Replace the *silver-tipped arrows +2*, with *arrows +1*.

#### GT 6. Burne's Chamber

**Treasure:** on the spell scroll, replace *pyrotechnics* with *thunderwave*, and *transmute rock to mud* with *stone shape*.

#### GT 10. Parapet

**Guard:** use Thug (MM p.350)

Note: Add Scale Mail and Shield. AC 17. Raise CR to 3 (700xp)

#### GT 12. Turret Roof

**Guard:** use Thug (MM p.350)

Note: Add Scale Mail and Shield. AC 17. Raise CR to 3 (700xp)

### Burne's Badgers

For the captain use Knight (MM p.347)

for the Lieutenant use Veteran (MM p.350)

## Bringing Hommlet to Life

These are not mechanical notes, and can be soundly ignored by any DM, but may be of value to one who wants to run the campaign for a group that has a strong interest in character role-play. It also will allow the DM to give the PCs a small boost to their experience points.

As is, if the PCs clear the moathouse (and are given the recommended xp reward), defeat Turuko and Kobort, and defend themselves from the Assassin, they should be only 95xp shy of reaching fourth level. The moathouse is quite dangerous and densely populated, and going there directly at 1<sup>st</sup> level puts the PCs at great risk of being attacked and possibly killed early on, giving them the opportunity to gain a level or so helping out around Hommlet before or in between visits to the Moathouse will give them better survivability when exploring the upper floor. They will also allow the PCs to be 4<sup>th</sup> level by the time they reach Nulb.

Some of these hooks are borrowed from the Troika and Atari *Temple of Elemental Evil* video game. Others are obvious options from the text of the adventure.

### Clearing out the Darkwood Grove

In the Troika / Atari video game adaptation of Temple of Elemental Evil, Tarim the woodcutter asks the PCs for help clearing out a grove of Deklo trees of giant spiders. This side-quest is one that can offer the PCs some bonus experience. As a modification that is less reliant on video game cliches, the following may be a good option. When the PCs have adventured to the moathouse and slain a few monsters, Tarith approaches the PCs at the Welcome Wench and offers them a proposition: He knows where a few rare darkwood trees can be found, but the copse is currently infested by monsters. If the PCs will clear the grove, he will repay them with darkwood shields or bucklers a few days afterwards.

Instead of spiders, to add interest perhaps the PCs can see signs of the Temple's influence, a group of blights have cropped up around a blood-stained pile of stones on which a few melted candles and a holy symbol bearing the elder elemental eye symbol have been left. Tatters of ochre cloth suggest that the Temple of Earth is at play here.

**Twig Blights (4):** (MM p.32, 100xp)

**Treasure:** 25sp and a silver holy symbol of Tharizdun.

**Reward:** darkwood shields

#### Darkwood Shield

*armour (shield), uncommon*

This shield is made of a surprisingly light, coffee-coloured wood. It weighs only three pounds, but is incredibly durable: attempts to break or damage it are at disadvantage, and saving throws made to prevent damage to it are at advantage.

### Helping the Tailor

Jinnerith the tailor (Area 11) has been trying for months to be allowed on the local militia. He has become a truly great marksman, and can be seen practicing his archery every evening in the yard behind his house, which is visible from many parts of the Inn of the Welcome Wench. At some point, after they have developed a good reputation have the PCs witness Jinnerith practising his crossbowmanship. If they strike up a conversation with him, he will tell them about how he has not been allowed to join the Militia, and ask the PCs if they would put in a good word with Elmo's father, Renton (Area 2.) If they can get him into the Militia, give them experience equivalent to Jinnerith's XP bonus. Jinnerith will also reward them with outfits of traveller's clothes a few days later.

**Tailor:** see above (Area 11, 700xp)

## Cultists on the Road

Part of the background of the Temple of Elemental Evil is the idea that the cultists, humanoids, and bandits operating out of the temple are beginning to cause danger on the road to Hommlet. This might make a good introductory encounter for the PCs.

While on the road between Hommlet and Verbobonc the PCs hear shouts from around the bend. They happen upon a pair of Ochre-robed priests and a hobgoblin. An older wounded man lies at 0 hit points but stable on the side of the road, while a younger one tries to fight them off with a club. Two women are being grappled by the hair by one of the cultists, screaming for help. The young man will help the PCs fight, and may well get himself killed in the process. Give the PCs experience for the women if they are rescued, the older man if he is healed, and the younger man if he survives.

The cultists will make a run for it once wounded or once the hobgoblin is killed. The victims, a family looking for work in Hommlet. The wounded man Ebor, is a labourer, the older woman, Shana is his wife. The younger woman, Lona is Ebor and Shana's daughter, while the young man, Derrig is Shana's husband. They have little to offer the PCs but gratitude, but will happily tell their tale to everyone in Hommlet. Thereafter they can be encountered in the worker's camp (Area 32) or the site of the keep's construction (Area 30).

**Commoners (4):** use Commoner MM p.354, 40xp

**Cultists (2):** use Cultist MM p, 345, 50xp

**Hobgoblin:** MM p.186, 100xp

## Catching Zert in the Act

While staying in the Inn of the Welcome Wench, the PCs may find the heavy-drinking Zert to be more than a little suspicious. If they didn't hire him and wind up stabbed in the back for their trouble early on, he will happily interview them over mugs of ale about all of their adventures with rapt detail, asking them to chalk maps onto the table, etc. At night they may be woken DC 11 Wisdom (Perception) test at disadvantage by the sound of a rock rapping on his window (if they rented room 8) or again with a DC 12 Wisdom (Perception) test if they are in rooms 7, 8, or 15 by the sound of him attempting to sneak out.

If they follow Zert, they will witness him meeting with a cultist in a black cloak with the Elder Elemental Eye symbol on it. The Cultist will tell Zert that he has a message from the new master. If they discover that they are being watched, Zert and the Cultist will attempt to murder the PCs. Otherwise, Zert will read the note, cast it into the fire, and head back upstairs, while the Cultist will sneak back to the Moathouse and slip in the main entrance. The PCs will have a few rounds to fetch the note from the fire (if they don't just quietly waylay Zert)

The note will say "The new adventurers are becoming a problem, inform G.R. to be ready to eliminate them on the usual sign. Look into recruiting the foreigner and his warrior friend further. -L."

**Zert:** see Area I 6., 100xp

**Cult Messenger:** use Cultist" MM p.345, 25xp

## Giant Tick Attack

While exploring near the building site for the keep, the tower, or the workmen's huts (areas 30-32) the PCs hear a young boy calling for help from the area near the overgrown track. Running to investigate the PCs will find one of Gwineth's sons from Area 1 and a farm dog being attacked by a Giant Tick. The Mastiff is at 0 hit points and being drained of life when the PCs arrive, while the farmer's son attempts to repel the Tick with a club. The PCs should get the xp for killing the tick. If they save the dog by killing it in one or two rounds, and using healing magic or a DC 12 Wisdom (Medicine) check, give them experience for the Son as well.

The boy will explain that giant ticks grow in the marsh around the Moathouse and that they have been seen closer and closer to town lately, and have even killed some livestock.

**Giant Tick:** see below, 50xp

**Farmer's Son:** use Commoner (Area 1), 10xp

## Finding the Saboteur

If the PCs have made introductions to Rufus and Burne and developed a generally good reputation around Hommlet, Burne will contact them at the Welcome Wench and inform them that he may have a job for them. He recently went to examine the blueprints for the keep, and found them missing – his architect has no idea where they went. When he checked again later they had returned, but there was traces of charcoal dust on them – he suspects that someone has copied his blueprints. He has since moved the case for them into a more private part of the tower, but he suspects a saboteur, and wants the PCs to investigate.

Finding the Saboteur is up to the PCs. They could spy on the work camp, try using a spell like *detect thoughts* or *detect evil and good* or interview workers. They might also be watching the trading post, or have friends in the camp (see the “Cultists on the Road” encounter). If they find the agent, capturing him and bringing him to Burne could swiftly lead to the encounter below “Running Rannos and Gremag out of Town.”

**Agent:** (see area 32), 200xp

## Catching Furnok in the Act

Perhaps one of the more interesting but least well-designed encounters in the Atari version of *Temple of Elemental Evil*, Ostler Gundigoot hires the PCs to confirm his suspicions that Furnok is hustling people while he plays cards in the common room of the Welcome Wench. This one would translate well if the PCs went to Ostler asking for leads on work, offer them the price of a night's stay and meal to expose Furnok. Grant the PCs experience for Furnok if they can catch him cheating at cards. Of course, Furnok might bribe them to not tell Ostler. Once he has been exposed, have Ostler run him out of town, and remove him from the possibility of hiring as a party member.

**Furnok:** (see above), 50xp

## The Goblin Spies

Black Jay the herdsman (Area 19) has been having sheep disappear. One night early in the PCs stay in hommlet he is wounded while trying to guard them; shot by a barrage of arrows, he was discovered barely conscious by Calmer and healed. Calmer approaches the PCs and asks them to see if they can find the culprits. It turns out to be a small band of goblins lurking in the woods nearby. The PCs may either ambush them when they come to steal another sheep, or make a DC 12 Wisdom (Survival) test to track them back to their camp.

Black Jay will reward the PCs with his *cloak of elvenkind*, if they saved his sheep and chased the goblins off for good or killed them all.

**Goblins (3):** MM p.166, 150xp

**Goblin Boss:** MM p. 166, 200xp

## The Frightened Gnomes

After the first night that the characters spend in the moathouse a small group of forest gnomes check into the Welcome Wench, taking up five beds in the common room. They are quiet and keep to themselves, and are clearly nervous. They stay for three nights, saying little, and not trusting the locals. It takes a DC15 Charisma (Persuasion) test to get them to talk to the PCs, but if they have the ring marking them as gnome-friends success is automatic.

The Gnomes live in the woods to the East beyond the Imedrys, and until recently, have lived in relative peace. In recent weeks, strange cultists have been seen coming and going near their hidden village. A few days ago several ogres and an ettin stomped through their village, followed by a pack of gnolls the next day; They intend to go to Verbobonc and keep their heads down until this is over.

**Gnome Commoners (5):** MM p.345, 50xp

## Forbidden Romance

With all of the strange things happening around Hommlet it is no surprise when the PCs are approached by one of the Braumeister's apprentices, who has heard of some of their heroics, to tell them that several nights in a row he has seen a couple of cloaked people lurking behind the brewery at night around midnight. He urges the PCs to look in on it.

What they discover are secret trysts between the Carpenter's younger brother Marek (Area 28) and Althea, one of Filliken's teenaged daughters (Area 5), who are in love, but have to sneak around because they are from different religions, and Filliken would not approve of her interest in one of the local outcast newcomers.

This is a great opportunity to get a laugh out of the players as they sneak up on and accidentally terrorize a pair of teenagers making out in the moonlight. If the PCs have a particularly good reputation, they might ask the PCs to help either secure a blessing for Marek to convert or Filliken to let Althea follow her heart. Grant the PCs experience for both if they either help them become betrothed or convince them to take their affair where it will not raise the city alarm.

**Carpenter's Brother:** See area 28; MM p345, 10xp

**Teen girl:** use Commoner MM p345, 10xp

## Helping Spugnois find the Cache

After watching the PCs for a time, whether he has joined them or not Spugnois will approach the PCs with a request; the sage who taught him recently got a lead on the location of a lost wizard's laboratory near Emridy Meadows. He offers to split treasures with the NPCs so long as he gets first crack at any arcane scrolls of spellbooks that they find. The simple 4-room dungeon has become a minor outpost for the Temple of Air and includes three simple encounters.

Room 1: This large room includes permanent markings in the floor for a summoning circle and a mural containing the formulae for *magic circle* on it. A dust mephit and a smoke mephit stand guard here.

**Dust Mephit:** MM p.215, 100xp

**Smoke Mephit:** MM p.215, 100xp

Room 2: This laboratory includes an alchemy lab and a book of magical formulae describing how to make potions of flight and potions of gaseous form. A shelf of mouldering books contain a range of matters Arcane. A forge in one corner holds a recently completed magic dagger. Two cultists lurk here.

**Cultists (2):** MM p.345, 50xp

**Treasure:** 2 *potions of gaseous form*, *potion of healing*, *potion of flight*, *dagger +1*, the cultists carry 38cp.

Room 3: This room contains a filthy, cracked fountain which leaked onto the floor ages ago, leaving a greenish stains across the floor. The Fountain has recently been *mended* and pumps water again. A cauldron and fire pit, along with a set of rotting cupboards full of mouldy foods.

Room 4: A battered bedroom with gnome-scale furniture, including a bed, dresser, chest of drawers, coal bin, and pot-bellied stove sit here; they are mildewy and damaged from neglect. The cultists have put down their bedrolls here. In a locked cabinet that the cultists have clearly been trying to break open is a lost spellbook. A Cult Fanatic hides in this room. If he hears the PCs fighting the cultists he will rush to join in the fray.

**Cult Fanatic:** MM p.345, 450xp

**Treasure:** 16ep on cultist; *spell scroll of fog cloud*, *spell scroll of silent image*, *spell scroll of gust of wind*, *spell scroll of misty step*; Spellbook containing the following spells: **1** – *feather fall*, *fog cloud*, *mage armour*, *magic missile*, *protection from good and evil*, *sleep*, *silent image*, *Tenser's floating disc*, *unseen servant*; **2**- *gust of wind*, *levitate*, *misty step*, *rope trick*; **3** – *fly*, *gaseous form*, *magic circle*, *sleet storm*;

## The Caravan

As goods and prisoners are occasionally shipped up to the Temple from the Moathouse, it is possible that the PCs might come upon a delivery. After Lareth is defeated, if the PCs leave by way of the main entrance, or decide to make one final scouting trip they might find a group of cultists exploring the temple with gnoll allies. This encounter is ideal for characters around 3<sup>rd</sup> level as a hard encounter.

**Cultists (2):** MM p.345, 50xp

**Caravan Master:** use Cult Fanatic: MM p.350, 450xp

**Gnolls (2):** MM p.163: 400

## Running out Rannos and Gremag

At some point Rannos and Gremag will be discovered for who and what they are. Lareth's diary, Zert, something the prisoners in the Moathouse heard, or a simple divination will reveal that the two traders are spies for the Temple of Elemental Evil. Ideally, the PCs will either round up a posse of powerful NPCs or attack them when they are fresh and well-rested. The traders and their man-at-arms are a formidable encounter: for a party of four 5<sup>th</sup> level adventurers they are potentially deadly, and a hard encounter for 6<sup>th</sup> level characters. If the characters drive Rannos and Gremag out of town or kill them, award them an additional 1,100 xp as a milestone.

**Rannos:** see above, 1,100xp)

**Gremag:** see above, 1,100xp

**Man-at-arms:** use Veteran: MM p.350, 700xp

## The Haunting at Emridy Meadows

Emridy meadows is a rocky, uneven plain near Hommlet that was the site of the decisive battle between the allied humanoid forces over the cultists of the Temple of Elemental Evil fifteen years earlier. It remains a dangerous place full of restless spirits. Canon Terjon will offer the PCs a reward of healing potions or divine scrolls (from the ones hidden in the library) if they will deal with the source of mysterious lights that have been seen in the area. The cause is will-o-wisps haunting the battlefield, they will attempt to lure the PCs to a clump of rocks where a mad spectre of a fallen cultist still lurks.

**Will-o-Wisp:** MM p.301, 450xp

**Spectre:** MM p.279 200xp

**Treasure:** 12gp, ornate dagger (25gp)

## The Widower's Tale (area 5 or 14)

One Encounter I appreciated in the Troika/Atari video game was the rescue of Paida. In that version of Temple of Elemental Evil, the Teamster's wife (Area 14) disappeared with the lost caravan. Later on, the PCs discover that Hedrack has a pair of concubines, one willing, the other a mind-controlled slave. After Hedrack dies or the PCs sense the charm magic and break it on the mind-controlled slave, they discover that she is in fact the Teamster's lost wife, Paida. This could easily be ported into the campaign, although it may make more sense to have Paida be Filliken's lost wife, missing for over a year and presumed dead. She could be found as a mind-controlled slave to Lareth the Beautiful, Hedrack, or Falrinth (area 337).

While her husband has been forced to presume her dead, his gratitude to the PCs will be boundless when she is rescued, he will offer them a place to stay, what coin he can spare, etc. The players should be awarded an experience bonus worth half of whomever kept her slave.

**Paida:** use Spy MM p.349, 200xp

# Ruins of the Moathouse

In updating the Moathouse I made the general assumption that the PCs would be thoroughly exploring the courtyard, tower, and upper floor before descending into the basement.

## 1. Pool

Updating the giant frogs requires reducing the number. 3 giant frogs are worth 150xp, but due to numbers are an equivalent of a Hard encounter for a party of four 1<sup>st</sup> level characters.

**Giant Frogs (3):** MM p.325; 150xp

## 2. Rotting Drawbridge

**Trap:** Rotten drawbridge. If a large creature crosses the bridge it must make a DC 20 Dexterity (Acrobatics) with a penalty equal to the creature's Con bonus check or fall through the rot, taking 2d10 bludgeoning damage and having their movement rates cut in half until they receive magical healing or are aided with a DC 15 Wisdom (Medicine) roll.

## 3. Bridge Gates

Characters may make a DC 10 Dexterity (Stealth) test with advantage or be seen by the bandits in area 7.

## 4. Tower

**Giant Spider:** MM p.328, 100xp

**Treasure:** 71cp, 38sp, ivory box (50gp)

## 7. Brigands

If the party is still four characters of 1<sup>st</sup> level, 4 bandits and the leader will make a potentially deadly encounter (virtual XP total: 400xp) at second level adding a 5<sup>th</sup> and 6<sup>th</sup> bandit will make for a hard encounter (a virtual 625xp). If the party is already at 3<sup>rd</sup> level by the time of this encounter add an aide to the leader as a second thug (virtual 875xp). Standardize the brigand's gear here.

**Leader:** use Thug: MM p.350, 100xp

**Brigands (X):** use Bandit: MM p.343, 25xp ea.

**Treasure:** 44sp, 37ep, 17pp, 2 citrines (50gp); if the PCs find the buried chest DC 13 Intelligence (Investigation): 2,000cp, 2 bolts fine cloth (25gp), crystal flagon (50gp), inlaid wooden box (50gp)

## 9. Littered Room

**Treasure:** Bastard sword

## 10. Empty Bedchamber

## 11. Salon

**Trap:** Fluttering debris. When the door to this chamber is opened scraps of ancient mouldy cloth and cobwebs fly about causing open flame light sources to erupt in fire, forcing the bearer to make a DC 13 Dexterity save or drop it, causing the debris to catch up, dealing 2d10 fire damage to the bearer. Any other characters within 5ft. of the bearer must also make a DC 13 Dexterity save. On a failed save they also take 2d10 damage or half again on a successful save.

## 12. Corner Room

**Giant Snake:** use Giant Poisonous Snake: MM p.327, 50xp

**Treasure:** Jewelled dagger (250gp)



### 13. Storeroom and Stairway

The numerous giant rats of the previous module would make for a potentially deadly encounter for

**Giant Rats:** use 2 swarms of rats: MM p.339, 200xp

**Notes:** Add: **Diseased:** Any character damaged by the swarm of rats must succeed on a DC 10 Constitution Save or contract a disease. Until the disease is cured, the target cannot regain hit points except by magical means and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's maximum hit points drop to zero this way, the target dies of the disease.

Raise the Swarm of Rats' CR to 1/2 (100xp)

**Treasure:** 10 flasks oil; Allow a Wisdom (Perception) 19 check to find the gold ring (40gp).

Giant Tick					
small beast, unaligned					
<hr/>					
<b>Armour Class</b> 15 (natural armour)					
<b>Hit Points</b> 32 (5d6 + 15)					
<b>Speed</b> 20ft., Climb 20ft.					
<hr/>					
STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	16 (+3)	1 (-5)	8 (-1)	1 (-5)
<hr/>					
<b>Skills</b> Stealth +3					
<b>Senses</b> Darkvision 60ft., Passive Perception 9					
<b>Challenge</b> Challenge Rating 1/4 (50 xp)					
ACTIONS					
<hr/>					
<b>Blood Drain:</b> <i>Melee weapon attack.</i> +3 to hit, reach 5ft., one target. <i>Hit</i> 4 (1d4 +1) piercing damage, and the Giant tick attaches to the target. While attached, the giant tick doesn't attack. Instead, at the beginning of each of the tick's turns, the target loses 4 (1d4+1) hitpoints due to blood loss.					
The tick can detach from the target by spending 5ft. of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can spend its action to detach the tick.					
Giant ticks are dog-sized ambush predators that drop from above or rush their prey from debris piles.					

### 15. Domicile

**Treasure:** silver baton (25gp)

### 16. Kitchen

**Giant Ticks (2):** see above (50xp)

### 17. Barracks

I removed the magical shield in favour of some extra treasure here to keep the number of magic items available in this dungeon down to something more consistent with 5e.

**Giant Lizard:** MM p.326, 50xp

**Treasure:** Decorative Shield (250gp), 33cp, scale mail, light crossbow, 24 bolts

## 18. Stairway Arch

Green slimes are no longer monsters in D&D 5e. Instead, a pair of grey oozes will serve the same function.

**Grey Oozes** (2) MM p.243, 200 xp

## 19. Door

**Treasure:** 30 shields, 12 suits leather armour, 2 kegs fine brandy (50gp ea.)

## 20. Door

**Treasure:** 50 spears, 10 glaives, 70 black cloaks, 120 short bow arrows, 200 crossbow bolts

## 21. Corridor and Cells

Assuming a party of four 2<sup>nd</sup> level characters, a dozen zombies is now far beyond a lethal encounter. Six zombies is an effectively hard encounter for a 4<sup>th</sup> level party and a medium encounter for four 3<sup>rd</sup> level characters.

**Zombies (6):** MM p.316, 300xp

**Treasure:** Allow a DC 15 Wisdom (Perception) to find Peridot (500gp)

## 22. Torture Chamber

Allow a DC 18 Wisdom (Perception) check for characters to notice the secret door. If they actively search the room allow them to make a DC 15 Intelligence (Investigation) test.

## 23. Littered Storeroom

Stealth in this room has disadvantage.

## 24. Large Room

**Ogre:** MM p.237, 450

**Treasure:** 823cp, 46sp, 3gp, *cloak of elvenkind*

## 25. Oak Door

Once the PCs have rescued the merchants encourage them to find a place to rest, by having the prisoners ask them for an escort back to Hommlet.

**Human Merchants:** use Commoner: MM p.345, 50xp

**Gnome Prisoner:** use Commoner: MM p.345, 25xp

**Treasure:** Have the gnome's ring offer advantage on Charisma (Persuasion) checks with Gnomes.

## 26. Undetected Trap

**Trap:** This heavy iron grate is easily spotted with a DC 10 Wisdom (Perception) test. If the grate is triggered it seals off areas 25 and beyond from the rest of the dungeon. Lifting it requires a DC 25 Strength (athletics) test. It can be opened using a lever in area 26a. Discovering area 26a requires either a DC 18 Wisdom (Perception) or a DC 13 Intelligence (Investigation) test. The Investigation test will also inform the PCs that the trap trigger is somewhere else in the moathouse dungeon. This trap is triggered by opening the false door at location 28.

If the characters are below the grate when it falls they must make a DC 13 Dexterity save. On a failed save they take 210 piercing damage and are restrained until the grate is lifted.

## 27. Recruits

The encounter with Bugbears is a fine example of how the new edition's different hit point economy makes monsters significantly tougher. This remains a hard encounter for four PCs of 2<sup>nd</sup> level and a normal one of those PCs are 5<sup>th</sup> level. Halving the number of Bugbears but not adjusting their treasure allows the PCs to get a sense that the treasure in this region is significant.

**Bugbears (3):** MM p.33, 600xp

**Treasure:** 36gp, 5 chrysoberyls (50gp.), silver necklace (450gp),

## 28. False Door

PCs examining this door before opening it may make a DC 15 Intelligence (Investigation) test to spot the trap trigger connected to the doorframe: a small catch holding a spring-loaded gear in place. If they investigated area 26 successfully they will also be able to deduce that this is the trigger to that trap. The trap can be disarmed here by rolling a DC 15 Intelligence test using Thieves' Tools.

## 29. Odd Side Rom

The Gnolls here are willing to negotiate with the PCs, although they have access only to Gnoll, Giant, and Goblin as languages. Players should be allowed a DC 13 Wisdom (Insight) test to read the gnolls' intentions even if they do not speak their language. Negotiating without a common language should be difficult, requiring a DC 15 Charisma (Persuasion) test. On a failure of less than 5, add 1d6 to the DC to represent the Gnolls' increasing frustration. On a failure of 5 or more, the Gnolls attack. Success is automatic if the PCs can understand one of those languages. The Bribe should be a minimum of 66gp they will depart.

The number of creatures in this encounter had to be dropped radically assuming a 2<sup>nd</sup> level party of four, four gnolls could provide a deadly encounter if it turns to combat. Give the PCs full experience for talking their way out of the situation.

**Gnolls (4):** MM p.163, 800xp

**Treasure:** 55sp

## 30. Pool

Given that this pool is revealed to be the entrance to a lost temple of Tharizdun in Return to the Temple of Elemental Evil it may be worthwhile to describe the eerie cold of this place, and even treat PCs who spend an extended amount of time here as if being exposed to cold. The pool should also register as being desecrated using a paladin's divine sense or a *detect evil and good* spell.

The Giant Crab in the Monster Manual did not seem like a sufficiently challenging foe for the PCs, and so I chose to stat out a more powerful CR1 monster to throw against them. With a virtual 600xp encounter, this should be a hard encounter for four PCs at second level and a medium one for 3<sup>rd</sup> level PCs.

**Giant Crayfish:** see below, 400xp

**Treasure:** Gathering the treasures in the silt at the edge of the pool requires a DC 10 Dexterity (Sleight of Hand) test for each item or they will slide into the water and require the PCs to go in after it or use magic to rescue the item, 17cp, 30sp, 19gp, longsword, platinum and ruby pin (500gp), scroll case with *spell scroll of fly*, *spell scroll of stinking cloud*, *spell scroll of gust of wind*;

## 31. Burial Crypts

Assuming a four member party, even two ghouls present a potentially deadly encounter for 2<sup>nd</sup> level characters and a hard encounter for a 3<sup>rd</sup> level characters. Accordingly, I have broken the four ghouls up into two encounters with two ghouls each. Have the first encounter spread the ghouls widely apart in the crypt to give the PCs a chance to eliminate one before the other becomes a major danger. Move the others two to area 31a, and have them show up once the PCs have had a few moments to get a breather. If they are not doing well, reduce the second encounter to just one ghoul.

**Ghouls (2):** MM p.148, 900xp

## Giant Crayfish

large beast, unaligned

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**Armour Class** 15 (natural armour)

**Hit Points** 38 (5d10 + 10)

**Speed** 20ft., Swim 20ft.

---

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	1 (-5)	8 (-1)	1 (-5)

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**Skills** Stealth +4

**Damage Resistances:** cold, poison

**Senses** Darkvision 60ft., Passive Perception 9

**Challenge** Challenge Rating 1 (200 xp)

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**Amphibious:** Giant Crayfish can breathe underwater.

### ACTIONS

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**Multiattack:** Giant Crayfish get two claw attacks per turn.

**Claw:** *Melee weapon attack.* +4 to hit, reach 5ft., one target. *Hit* 4 (1d6 +1) bludgeoning damage

Giant Crayfish are freshwater crayfish that have grown to immense size, either due to incredible age, or the presence of corrupting magics. At this size they become deadly ambush predators, rather than mere scavengers.

## 31 a. Ghoul Nest

**Ghouls (2):** (MM p.148, 900xp)

**Treasure:** 800sp, 7 vials holy water, *spell scroll of sanctuary*, *spell scroll of control undead*

## 32. Passage

By this point the PCs should be in desperate need of a second or third long rest, make sure to describe the scent of fresh air and a cool breeze blowing onto their faces from the passage onward. Encourage them to consider coming back once they've recovered.

Assuming the PCs have had time to rest, explored the rest of the ruin, etc., and not hired too many extra PCs, they should each have 1407xp, give or take any they might have gained in Hommler or fighting Turuko and Kobort. This puts them well above what they need for 3<sup>rd</sup> level and a good portion of their way to 4<sup>th</sup>.

## 33. Room and Corridor

Given the nature of the villains involved, using either cultists or bandits led by a thug for a sergeant would be an ideal replacement for the generic guard. This will create an encounter that stands to be hard for a group of 4<sup>th</sup> level characters.

This is a Multi-part encounter. Once half the cultists are dead, count down five rounds for the second wave to arrive. Do so for a third wave. Each wave is identical to the first encounter. If the PCs manage to eliminate the third wave rather than assaulting area 34, have Lareth and the Lieutenant arrive as a fourth wave.

### Wave 1

**Guardsmen (6):** use Bandit :MM p.343 or Cultist: MM p.345; 150xp

**Sergeant:** use Thug MM p. 350, 100xp

**Treasure:** 35sp, 29sp, 16pp, gold chain (50gp)

### 34. Barracks Chamber

This chamber holds additional waves that the PCs may end up fighting if they don't manage to silence the guards they are battling in area 33. For the Lieutenant, use either a Cult Fanatic or Berserker.

### Wave 2

**Guardsmen (6):** use Bandit: MM p.343, or Cultist :MM p.345, 150xp

**Sergeant:** use Thug (MM p. 350) (100xp)

### Wave 3

**Guardsmen (6):** use Bandit MM p.343, or Cultist: MM p.345, 150xp

Sergeant: use Thug (MM p. 350) (100xp)

### Wave 4

**Leutenant:** use Berserker MM p.344 or Cult Fanatic: MM p.345, 450xp

**Lareth the Beautiful:** see area 35.

**Treasure:** 67sp, 52gp, 31pp, 2 gold chains (50gp ea.), 3 amethysts (100gp), 4 fire coral (100gp), 5 garnets (100gp), 6 pearls (50gp), 3 tourmalines (100gp), platinum chain (250gp)

### 35. Chamber of the New Master

Updating Lareth, I decided to cut down his charisma and strength slightly. Because I am trying to keep too many rare and very rare magic items out of the hands of lower-level player characters, I have removed his staff of striking, although I have given him a *ring of free action* to replace his old "Amulet of Action". I allowed him to keep his armour, and gave him a magical mace to make up for the lost staff.

**Lareth:** see below, 1,100xp

**Treasure:** silver service (2,000gp), while the fire opal necklace with diamond chips (3,500gp), alchemy kit, unguents (800gp),

### **Aftermath**

Have the Assassin sent to kill the PCs arrive in 4 days. Use statistics identical to Gremag.

As in the Atari/Troika video game, the DM may want to give the PCs access to a diary of Lareth's with more details on the Temple of Elemental Evil, and implicating Rannos and Gremag, or at least Zert. It may also be valuable to offer a 1,100xp milestone award for defeating Lareth.

**Assassin:** use Gremag (1,100)

## Lareth the Beautiful

medium humanoid (human), Chaotic Evil, 5<sup>th</sup> level (Tharizdun)

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**Armour Class** 19 (plate mail +1)

**Hit Points** 38 (5d8 + 15)

**Speed** 30ft.

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STR	DEX	CON	INT	WIS	CHA
15	10	16	12	20	17

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**Saves:** Con +6 Wis +8

**Skills** Insight +8, Intimidate +6, Persuasion +6, Religion +6

**Senses** Passive Perception 15

**Status Immunities:** grappled, incapacitated, paralysed

**Languages** Common, Abyssal, Goblin, Giant

**Challenge** Challenge Rating 4 (1,100 xp)

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**Blessing of the Tickster:** Lareth may touch another living creature other than himself and grant it advantage on Dexterity (Stealth) tests. This effect lasts 1 hour or until he uses this ability again.

**Spellcasting:** Lareth is a 5<sup>th</sup> level spellcaster. His spellcasting ability is Wisdom (Spell Save 16 +8 to hit with spell attacks.) Lareth has the following cleric spells prepared.

Cantrips (At Will): *guidance, sacred flame, thaumaturgy*;

1<sup>st</sup> level (4 slots): *bane, charm person, command, disguise self, inflict wounds, shield of faith*;

2<sup>nd</sup> level (3 slots): *augury, calm emotions, hold person, mirror image, pass without trace, silence*;

3<sup>rd</sup> level (2 slots): *bestow curse, blink, dispel magic, magic circle*;

### ACTIONS

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**Mace of smiting:** *Melee weapon attack.* +6 to hit, reach 5ft., one target. *Hit* 8 (1d8+3) bludgeoning damage. On a critical hit Lareth deals an additional 7 bludgeoning damage.

**Dagger:** *Melee weapon attack.* +5 to hit, reach 5ft, one target. *Hit* 5 (1d4+2) bludgeoning damage.

**Invoke Duplicity:** Lareth can use his divine channelling to make a perfect illusion of himself in an unoccupied space within 30 ft. As a bonus action, Lareth may move the illusion up to 30ft. He may cast spells as though he were in the illusion's space but he must use his own senses. When both Lareth and the duplicate are within 5ft. of an enemy he gains advantage on melee attacks against that enemy.

Lareth the Beautiful is the paragon of all that the Temple of Elemental Evil aspires to, deceptive, cunning, cruel, and calculating. He commands the Moathouse, the Temple's major outpost.

**Possessions:** *mace of smiting, plate mail +1, ring of freedom of action, 9pp, black opal, holy symbol,*

# Village of Nulb Locations

## 1. The Waterside Hotel

**Wench:** use Spy: MM p.349

Notes: has a *philter of love*.

**Wench:** use Spy, MM p.349

**Barkeep:** use Spy, MM p.349

Notes: Worships luz. Serves the Fire Temple. Carries *dagger of venom* and *elven boots*; Add the following action: **Dagger of Venom:** *Melee weapon attack*. +5 to hit, reach 5ft., one target. *Hit* 6 (1d4+3) piercing damage. Once per day Wat may take an action to cause the dagger to coat itself with poison. Creatures struck by the poisoned dagger must make a DC 15 constitution save or take an additional 2d10 poison damage.

*Dala*, Attractive, but smarmy and arrogant.

*Pearl*, Plain, suspicious, paranoid.

*Wat*, Wiry, dark.

**Treasure:** longsword; In chest protected by poison needle trap (DMG p.123) 673cp, 325sp, 17ep, 108gp, 46pp; in Wat's room: gold fire opal ring (1,000gp); Dala's roomL 87gp, jewelled earrings (250gp)

### Dick Rentsch

medium humanoid (human), Neutral Evil, 5<sup>th</sup> level Fighter

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**Armour Class** 19 (studded leather, +1 shield, defence)

**Hit Points** 43 (5d10 + 15)

**Speed** 30ft.

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STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	8 (-1)	13 (+1)	7 (-2)

---

**Saves:** Str+5 Con +6

**Skills** Athletics +5, Acrobatics +7, Deception +2, Intimidation +2,

**Senses** Passive Perception 11

**Languages** Common, Terran, Abyssal

**Challenge** Challenge Rating 3 (700 xp)

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**Action Surge (1/day):** On Rentsch's turn he may take one additional action and possibly one additional bonus action at the top of his turn.

**Second Wind (1/short rest):** Rentsch may use a bonus action to regain 1d10+5 hit points.

**Improved Critical:** Rentsch's attacks score a critical on a roll of 19 or 20.

**Dueling:** When Rentsch wields a melee weapon in one hand and nothing in the other, he gains a +2 bonus to damage with that weapon.

### ACTIONS

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**Multiattack:** Rentsch attacks twice per combat turn.

**Magic Dagger:** *Melee weapon attack*. +8 to hit, reach 5ft., one target. *Hit* 9 (1d4+6) piercing damage.

Rentsch is the Hostler of the Waterside Hotel, and spy for the Temple of Earth.

**Possessions:** studded leather, +1 *dagger*, +1 *shield*,

## 2. Smithy

**Chon, Smith's Boy:** use Commoner, MM p.345

*Chon*, dull, burn scars.

Notes: Int 6, Wis 8;

**Sammy, Apprentice Smith:** use Commoner MM p.345

*Sammy*, rat-faced.

### Otis

medium humanoid (human), Neutral Good, 10<sup>th</sup> level Ranger

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**Armour Class** 16 (+1 chain shirt)

**Hit Points** 95 (10d10 + 40)

**Speed** 30ft.

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STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	13 (+1)	15 (+2)	13 (+1)

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**Saves:** Str+8 Dex +6

**Skills** Athletics +5, Deception +5, Investigation +5, Stealth +8, Survival +6

**Senses** Passive Perception 12

**Languages** Common, Elvish, Gnomish, Giantish, Sylvan

**Challenge** Challenge Rating 6 (2,300 xp)

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**Favoured Enemy:** Otis has advantage on Wisdom (Survival) checks to track giants, gnolls and hobgoblins, as well as on Intelligence checks to recall information on them.

**Fighting Style:** Otis adds ability modifiers to damage on his off-hand weapon while Two-Weapon fighting.

**Natural Explorer:** When Otis makes an intelligence or Wisdom test related in a forested, plains, or swampy region his proficiency bonus is doubled in skills he is proficient in. He gains several advantages when travelling in forested, plains, or swampy terrain listed in the PHB on p.91

**Spellcasting:** Otis is a 10<sup>th</sup> level spellcaster. His spellcasting ability is Wisdom (Spell Save 12 +3 to hit with spell attacks.) Elmo knows the following ranger spells.

1<sup>st</sup> level (4 slots): *animal friendship*, *detect magic* *speak with animals*;

2<sup>nd</sup> level (3 slots): *animal messenger*, *protection from poison*;

3<sup>rd</sup> level (2 slots): *wind wall*;

### ACTIONS

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**Multiattack:** Otis attacks twice per combat turn.

**Magic Longsword:** *Melee weapon attack*: +10 to hit, reach 5ft., one target. *Hit*: 11 (1d8+6) slashing damage.

**Dagger:** *Melee weapon attack*. +9 to hit, 5ft. reach, one target. *Hit*: 8 (1d4+5) piercing damage.

Otis is an agent of the King of Veluna who observes the activities of the Temple of Elemental Evil while posing as a blacksmith.

**Possessions:** +2 longsword, +1 chain shirt

**Treasure:** 25 gems (50gp ea.) hidden under anvil DC 18, Intelligence (Investigation) to find them.

**Owls (2):** MM p.333

**Sprites (4):** MM p.283



### 3. Mother Screng's Herb Shop

#### Canonness Y'dey

med. humanoid (human), LG, 6<sup>th</sup> level Cleric (St. Cuthbert)

**Armour Class** 11 (no armour) or 18 (half plate +1)

**Hit Points** 33 (6d8 +6)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	12 (+1)	20 (+5)	13 (+1)

**Saves:** Con +4 Wis +8

**Skills** Arcana +8, History +7, Insight +8, Investigation +5, Medicine +8

**Damage Resistance** fire

**Senses** Passive Perception 15

**Languages** Common, Elven, Celestial, Goblin, Dwarven

**Challenge** Challenge Rating 3 (700 xp)

**Knowledge of the Ages:** As an action Y'dey may use her channel divinity to gain proficiency in one skill or tool for 10 minutes.

**Read Thoughts:** As an action, Y'dey can use her action to spend her channel divinity that you can see within 60ft. That creature makes a Wisdom saving throw. If the creature fails the save she can read its surface thoughts for 1 minute. During this time she may use an action to end this effect and cast the *suggestion* spell on the creature without spending a spell slot. The target automatically fails its saving throw against its spell.

**Spellcasting:** Y'dey is a 6<sup>th</sup> level spellcaster. Her spellcasting ability is Wisdom (Spell Save 16 +8 to hit with spell attacks.) Y'dey has the following Cleric spells prepared.

Cantrips: *guidance, light, sacred flame, thaumaturgy;*

1<sup>st</sup> level (4 slots): *bless, cure wounds, detect evil and good, command, identify, protection from evil and good, purify food and drink;*

2<sup>nd</sup> level (3 slots): *augury, hold person, lesser restoration, suggestion, zone of truth;*

3<sup>rd</sup> level (3 slots): *beacon of hope, dispel magic, nondetection, remove curse, speak with dead;*

#### ACTIONS

**Magical Mace:** *Melee weapon attack:* +5 to hit, 5ft. reach, one target. *Hit:* 7 (1d8+2) bludgeoning damage.

**Sacred Flame:** Y'dey may target any creature withing 60ft. The target must make a DC 16 Dexterity save. On a failed save the target takes 2d8 radiant damage. The target gains no benefit from cover on this save.

Canonness Y'dey is the high priestess of the Church of St. Cuthbert in Homklet. She currently operates under cover in Nulb as the herbalist and crone Mother Screng.

**Possessions:** herbalism kit, *half plate +1, mace +1, ring of fire resistance, shield, potion of flying, spell scroll of silence, spell scroll of raise dead, spell scroll of protection from poison, 4 potions of healing, explorer's pack*

#### Murfles

medium humanoid (half-elf), Chaotic Good, 4<sup>th</sup> level Bard

**Armour Class** 13 (leather armour)

**Hit Points** 26 (4d8 + 8)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	9 (-1)	11	18 (+4)

**Saves:** Dex +4 Cha +6

**Skills** Acrobatics +4, Athletics +4, Arcana +3, Deception +6, Insight +4, Stealth +4, Persuasion +6

**Senses** Darkvision 60ft., Passive Perception 10

**Languages** Common, Elven, Gnomish, Gnoll, Giant

**Challenge** Challenge Rating 1/4 (50 xp)

**Bardic Inspiration (4/day):** As a bonus action on her turn Murfles may choose one creature other than herself within 60ft. That creature gains a bardic inspiration die, a d6. Once within the next 10 minutes the creature can roll the die and add the number to an ability check, attack roll or saving throw, it may wait until after the d20 is rolled to use this ability, but before the DM declares the results. It may also roll that die to add to weapon damage. Alternatively, when a creature with inspiration from murfles is attacked, it may spend its reaction to roll the die and add that to its AC against that attack; it must do so after the attack die is rolled, but before the DM declares whether it is a hit or miss. A creature may have only one inspiration die at a time.

**Jack of all Trades:** Murfles adds +1 to any ability check she makes that she doesn't already add her proficiency bonus to.

**Song of Rest:** Murfles may choose to perform during a short rest, each creature that can hear who who regains hit points at the end of the short rest regains an extra 1d6 hit points.

**Spellcasting:** Murfles is a 4<sup>th</sup> level spellcaster. Her spellcasting ability is Charisma (Spell Save 14 +6 to hit with spell attacks.) Murfles knows the following Bard spells.

Cantrips: *message, true strike, vicious mockery;*

1<sup>st</sup> level (4 slots): *cure wounds, detect magic, disguise self, faerie fire, heroism;*

2<sup>nd</sup> level (3 slots): *detect thoughts, invisibility;*

#### ACTIONS

**Long sword:** *Melee weapon attack.* +4 to hit, reach 5ft., one target. *Hit* 7 (1d8+2) piercing damage.

**Longbow:** *Ranged weapon attack:* +4 to hit, range 150/600, one target; *Hit:* 5 (1d8) piercing damage.

Murfles is an adventurer and friend of Otis, as well as an agent of the King of Veluna. In Nulb she poses as Hrudra, the daughter of Mother Screng, Canonness Y'dey's alter ego.

**Possessions:** Leather armour, longsword, shortsword, longbow, dagger 12 arrows, dagger, thief's tools, dungeoneer's pack

Given Y'dey's position and influence, it seemed reasonable to let her keep a large number of her magic items, although I removed the magic shield. I kept her original statistics as base abilities and then upgraded her wisdom as if she might have gained a boost at 4<sup>th</sup> level. With a higher dexterity in this edition it made sense to downgrade her armour to half-plate and take advantage of her dexterity bonus.

With multiclassing working radically differently, it made more sense to make Murfles a Bard of the College of Valor than a Fighter/Thief. I changed her to half-elf to make it seem more likely that she could pose as a human's daughter. Between the bard class, a few bonus skills to represent her background, and being a bard, she has more than enough skills to play the role of a rogue. I also rearranged her attributes somewhat to feel at least slightly more probable.

**Mother Screng:** see Canonness Y'dey above.

**Hruda:** see Murfles above

**Treasure:** 3 *Keogthom's ointments*, 50 gems (50p ea.), 10 silver ingots (10gp ea.), 290gp

#### 4. Boatmen's Tavern and Nulb Market

**Proprietor:** use Veteran: MM p.350

*Skole*, fat, muscular.

Notes: replace splint mail with chain mail and shield, AC 18. replace longsword with *spear+1*, Replace Longsword action with **Magic Spear:** *Melee weapon attack:* +6 to hit, 5ft. reach, one target. *Hit:* 8 (1d8 +3) piercing damage.

**Assistants (3):** use Commoner: MM p.345

Notes: replace club with short sword. Replace Club action with **Short Sword:** *Melee weapon attack:* +2 to hit, reach 5ft., one target. 4 (1d6) piercing damage.

**Barmaid:** use Commoner: MM p.345

*Lodriess*, wry sense of humour, finely coiffed.

Notes: raise Dex to 12, raise Cha to 13. AC 11. Add poison dagger and action: **Poisoned Dagger:** *Melee weapon attack* +3 to hit, 5ft. reach, one target. 4 (1d4+1) piercing damage. The first time Lodriess hits with the poisoned dagger, the target must make a DC 15 constitution save, taking 24 (7d6) poison damage on a failed save or half as much on a successful save.

**Wenches (3):** use Commoner (MM p.345)

**Treasure:** 10 gems (250gp ea.), platinum necklace with emeralds (3,000gp)

#### Pirate Crews

I was tempted to take away all of Tolub and Grud's magical gear, as magical weapons and armour are far too common for this edition, but as leaders of large crews it would make sense that Tolub at least should have some magical gear to give him an edge. I vastly reduced the power of his ring of protection. It seemed unnecessary to create a range of pirates with different gear.

**Pirate Captain:** use Bandit Captain: MM p.344

*Tolub*, shaggy, boisterous, likes to brawl.

Notes: Raise Cha to 17. Replace studded leather with *studded leather +1* and *ring of protection +1*, AC 17, add *greataxe +1* replace scimitar action with **Magic Greataxe:** *Melee weapon attack:* +6 to hit, reach 5ft, one target. *Hit:* 11 (1d12 +4) slashing damage. Raise CR to 3.

**Treasure:** opal ring (2,000 gp), *ring of protection +1*, *studded leather armour +1*

**Pirate Lieutenant:** use Berserker: MM p.344

*Grud Squinteye*, squints constantly, sharp wit.

Notes: Replace greataxe with flail. Add Action: **Flail:** *Melee weapon attack:* +5 to hit, 5ft. reach, one target; 7 (1d8+2) bludgeoning damage.

**Treasure:** jewelled belt (2,500gp)

**Pirates:** use Bandits: MM p.343

# Bringing Nulb to Life

Nulb has far less detail to work with than Hommlet did, but by adding in a few new NPCs and making the ones who are already there work well can make it a far more engaging environment for the PCs.

## The Hags of Imedrys Run (for party level 4)

This encounter is inspired by, but not a direct lift from the Troika/Atari adaptation. Seeking information about the Temple of Elemental Evil, the PCs are encouraged to seek out a group of hags that live in some marshy shallows of Imedrys run. Possibly running up against more giant toads or crayfish along the way. The Hags, a pair of sea hags know little of the Temple of Elemental Evil, and have no interest in it, but also consider the PCs appetizing. This is a great encounter to create a moody swampy atmosphere for a short D&D Pulp-style side adventure.

**Sea Hags (2):** MM p.179, 900xp

**Treasure:** 988sp, 50gp, *alchemy bottle*, *potion of mind reading*, 4 bone carvings (25gp ea.), cauldron, dagger, 3 doses of basic poison, herbalist's kit, poisoner's kit.

## Offending Dala

If the PCs seek rooms at The Waterside Hotel, Dala will attempt a sleight of hand check to pick the pockets of the least Charismatic of the PCs. If caught she will try to turn the situation around by shouting that the PC in question has put hands on her, and causing a scene, including insinuating that Rentsch has allies that will make them pay. Reward the PCs full experience for Dala if they diffuse the situation without turning the encounter into a full-out brawl.

**Dala:** See Nulb area 1, 200xp

## Rescuing Sprites (for party level 5)

This one may be a good option after the PCs have returned from their early raids on the temple. If the PCs have made a good impression on Elmo, Otis will have probably heard of it, and will feel that he can approach them for help. His sprite allies have been detected and caught by a group of cultists of the Temple of Air. They are encamped at the outskirts of Nulb among several ruined stilted houses. He fears for the sprites and the possibility that his cover may be blown. He offers the PCs intelligence on the Temple of Elemental Evil if they free the sprites.

**Air Temple Priest:** Use Cult Fanatic MM p345, 450xp

**Air Temple Bugbears (2):** use Bugbears MM p.33, 400xp

**Sprites (2):** MM p.283 100xp

**Reward:** Information of the Hidden Tunnel to Level 2 in the Broken Tower, and a Window that will let them climb into the Main Temple's East Vestry. Basic information of the existence of four warring temples within the upper floors.

## The Elf at Knifepoint (for Characters level 3)

While visiting Nulb, the PCs will encounter an elven scout being held up by a group of Tolub's pirates on a wharf near some abandoned buildings. Intervening can get the PCs into danger with Tolub, especially if they kill his men, but rescuing the elf non-lethally or stealthily may pay off for them.

The elf is an agent of Celene looking for the missing Countess Tilahi (area 228a). Some witnesses in the Southern Kron hills saw a group of Green-Robed men on a barge carrying off a handful of elven and human prisoners, including someone who matched the description of Tilahi's consort, Sir Juffer. The Elf has heard rumours of cultists in this region who may be to blame, but has only a few leads.

He will let the PCs know that Tilahi's estate will reward handsomely anyone who returns Tilahi safely to her home or returns evidence of her demise.

**Pirates (4):** use Bandits; MM p.343, 100xp

**Elven Agent:** use Scout, MM p.349, 700xp

### Rentsch Makes an Offer (for party Level 4)

If Rannos and Gremag were killed during the attempt to run them off, then the PCs are not known to the entire Temple Network yet. If they've given the impression of being toughs, he will make an offer on behalf of Romag (Area 137). If the PCs will ambush a pack of gnolls on their way to join the forces of the Fire Temple, he will meet them outside the temple and assess their worthiness to join the Temple of Earth. Romag will arrive with a handful of Bugbear bodyguards to meet them in the cellar of the Waterside Hotel. This will give the PCs an opportunity to bluff their way into the Temple, with Romag walking them in through one of the side doors of C1.

#### Part 1

**Gnolls (4):** MM p.163, 800xp

#### Part 2

**Romag:** see area 137, 450xp

**Bugbears (3):** MM p.33, 600xp

### The Drunken Sailor (for party level 3)

On a night when the PCs are in town at the same time as Tolub's crews staggers out of The Boatmen's Tavern and pub, then falls over the rails and into the marsh. Rescuing him will give them a chance to ask him about the Pirates and the Temple. He will be able to confirm that the Pirates are not in league with the Temple of Elemental Evil, but that men in black cloaks bearing the sign of the Elder Elemental Eye have been pressuring Captain Tolub about something when he visits, and they make the captain angry every time

If the PCs rescued and aided the Pirate, it may encourage Otis to approach them cautiously if he had not gained any endorsement from Elmo as to their character.

**Sailor:** use Bandit, 50xp

### Mother Screng and the Cultists (for Party level 6)

Spies for the Temple of Elemental Evil have spread fairly far, but recently managed to put an agent into the office of the Spymaster of Veluna, and learned the true identity of Mother Screng and Hruda, then passed that information on to the Greater Temple. On a night when the PCs are in town a commotion comes from Mother Screng's herb shop as a Troll and his two human handlers assault the shop. If the PCs come to Mother Screng's aid, she will clue them in on who she is and who she works for, offering them healing and other magical aid in the future.

**Troll:** MM p.291, 1,800xp

**Cult Handlers:** use Cultist, MM p.345, 400xp

**Cannoness Y'day:** see above, 700xp

**Murfles:** see above, 50xp

### An Argument Overheard (for party level 5)

During a day when there are no pirates, and the PCs have managed to breach the temple, but have not yet encountered Romag, the PCs may see Wat, the barman from The Waterside Hostel having a heated discussion with Skole, the barman at the Boatman's Tavern in hushed voices at the latter location. Skole will tell PCs who insist on bothering him to "get it themselves", but the conversation will end abruptly if they are spotted snooping.

Wat is trying to pressure Skole into working as a spy for the Water Temple, but Skole is afraid of what might happen if Lodriss found out. Skole figures (correctly) that if Lodriss discovered him using her bar as an outpost of the Temple, she would have Tolub keelhaul him. This is an ideal challenge for the party bard, rogue, warlock, or wizard to practice their espionage, but the intelligence of Wat's Allegiance, and Lodriss' neutrality are the only reward for this encounter.

### Tolub's Journal (for party level 3 or 4)

Otis has been asked to verify Tolub's allegiances by his spymaster in Veluna, but so far his usual methods are not paying off. Tolub is cagey and doesn't trust the blacksmith. There are always enough pirates on board the ship that he worries about sending his sprite spies, besides which heavy doors and Tolub's sealed cabin are difficult for them to infiltrate. He will offer the PCs 500gp in gems (taken from the stash under his anvil) to acquire Tolub's diary, which involves sneaking past his bosun and the ship's docking crew. He will discourage them from killing the pirates.

**Pirates (8):** use Bandits: MM p.343, 200xp

### A Roof Overhead (for party level 4)

Rather than have the PCs simply purchase a house in Nulb for 800gp offer them an opportunity to earn it by moving into a derelict house. Gathering rumours in Nulb they may learn of a squat stone building that was used by a man who had been rumoured to serve the Temple in the days before the Battle of Empidy meadows, but who had recently died. During his time hiding out in Nulb, people were afraid of him. After his death a few locals tried robbing his house but never returned. It has swallowed several other locals since; now the locals avoid it.

The old man was a cultist of the Temple of Earth and disciple of Zuggtmoy. He has bound an elemental in the basement to assist with his rituals. The basement also contains a shrine to Zuggtmoy and several tomes on the philosophy of the Temple.

### Dick Pays the Price (for party level 5)

After the PCs have eliminated Romag this encounter can happen if they visit the Waterside Hotel. Rentsch is sitting with Dala on his lap in a good mood; he believes he may be invited to become the new master of the Earth Temple. When he orders a drink from Wat, Wat will slip a dose of a powerful poison into his drink, the PCs may roll Wisdom (Perception) against his Dexterity (Sleight of Hand) test, but he has advantage. The poison requires DC 18 Constitution Save, dealing 11 (4d10) poison damage on a failed save, the target must repeat the save on the beginning of every turn or take an additional 11 (4d10) damage. Rentsch will automatically fail these saves if the PCs do not intervene, causing him to die messily in a way that terrifies Dala. Wat will only comment about choosing one's employers poorly.

Give the PCs experience points if they choose to save Rentsch or attack and defeat Wat.

This encounter is a reference to Return to the Temple of Elemental Evil which describes Wat as having murdered Rentsch and driven Dala to madness shortly before Nulb fell into ruin.

**Wat:** see Nulb area 1 above, 700xp

### Falrinth Gets a Drink (for party level 7)

The player characters are not the only people who choose to use taverns for a place to gather information. Falrinth (Area 337) is relatively independent, neither an agent of one of the temples, nor an initiate and member of the Greater Temple, he is mostly an ally of Smigmal Redhand and member of her bandit crew – although even there his loyalties are thin. He is also not particularly loyal to the temple, he has kept his possession of the *Orb of Yellow Death* a secret. If there is one named and levelled NPC who is likely to leave the temple and go for a drink it is Falrinth.

If the PCs are struggling at the beginning of level 3 of the Dungeons of Elemental evil, it might be possible for them to run into Falrinth by coincidence at the Boatmen's Tavern along with a couple of toughs from his gang. The locals are afraid of him, and know that he passed through several months earlier before the troubles started on the roads.

In this situation, Falrinth is eavesdropping on conversations, getting information from some of the Pirates on the river, and investigating the carnage on the upper floors of the dungeon – particularly who slaughtered the men in the Tower, if the PCs attacked the broken tower. He will not engage here unless the PCs appear to be weakened.

Noticing him asking one of Skole's assistants about the PCs or that he is sizing them might happen with a DC 17 Wisdom (Insight) test.

**Falrinth:** See area 337, 2,300xp

**Falrinth's Goons:** Use Thugs: MM p.350, 200xp

# Ruins of Elemental Evil

For purposes of adventure design I assumed that the DM would use encounters in Nulb and Hommlet or enough Random Encounters to raise the PCs to 4<sup>th</sup> level. Assuming a party of four, this would have required that they earn only an additional 400xp outside of dealing with the Moathouse, Assassin, and Tukuru and Kobort.

## A. Tower Exterior

I've modelled these giant ravens more on the Giant Ravens featured in supplements like D&D 3.5e's FROSTBURN, while still keeping them relatively low CR so that they can be used in swarms to harrow the PCs. By keeping their challenge rating down to 1/8 they can nattack the PCs in the kind of overwhelming numbers that as the signature of a lot of Temple of Elemental Evil's encounters without being much more than a hard encounter for four 4<sup>th</sup> level PCs.

I highly recommend keeping track of Morale for the large swarming encounters set at these levels

**Giant Ravens (16):** see below, 550xp

<b>Giant Raven</b> medium beast, true neutral (sometimes neutral good or evil)					
<hr/>					
<b>Armour Class</b> 12 <b>Hit Points</b> 19 (3d8 + 6) <b>Speed</b> 20ft., Fly 60ft.					
<hr/>					
STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	9 (-1)	12 (+1)	9 (-1)
<hr/>					
<b>Skills</b> Perception +3, Sleight of Hand +5, Stealth +4 <b>Senses</b> Darkvision 60ft., Passive Perception 13 <b>Languages:</b> one language <b>Challenge</b> Challenge Rating 1/8 (25 xp)					
<hr/>					
<i><b>Keen Sight and Smell:</b></i> The raven has advantage on Wisdom (Perception) tests that rely on sight and smell.					
<i><b>Pack Tactics:</b></i> The raven has advantage on attack rolls against a creature if at least one of the raven's allies is within 5ft. of the creature and the ally isn't incapacitated.					
<b>ACTIONS</b>					
<hr/>					
<b>Talons:</b> <i>Melee weapon attack.</i> +4 to hit, reach 5ft., one target. <i>Hit</i> 4 (1d4 +2) slashing damage					
These unusually intelligent giant birds often serve as spies guards, or even mounts for other (small) creatures. Unlike many birds they can develop basic reasoning skills and possibly even a sense of right and wrong, although their scruples tend to line up with the creatures around them. They are notorious pranksters, although their idea of practical jokes is crude, such as hiding items or stealing helmets.					

The giant ravens should make a racket and harry the PCs until a few are killed, but then break off the attack, their main function is to alert the bandits and soften the PCs up; they are still essentially animals and not likely to fight at significant risk to themselves.

## 1. Main Room

26 bandits, even with abysmally low abilities would prove entirely lethal to 4<sup>th</sup> level PCs in this edition of Dungeons and Dragons. To that end I have greatly reduced the number of Bandits in this encounter. Even now this encounter is at deadly level to 4<sup>th</sup> level characters and the enemies have significant tactical advantages. This is one encounter where the PCs will have to play it very smart. If you are worried about the potential danger to the PCs here, consider having Burne give the party two scrolls of *fireball* in gratitude for their service to Hommlet ahead of time. One well-placed fireball from outside should kill everyone but the leader and a couple of archers.

**Leader:** use Thug: MM p.35, 100xp

Note: remove multiattack; replace leather armour with chain shirt and shield. AC 15; replace mace with longsword (does slashing instead of bludgeoning damage)

**Sergeants (2):** use Bandits: MM p.343, 100xp

note: upgrade armour to half plate AC 16, replace scimitar with morningstar and light crossbow with heavy crossbow. Replace action scimitar with **Morning Star Melee weapon attack:** +3 to hit, 5ft. reach, one target. *Hit:* 5 (1d8+1) piercing damage. Replace action light crossbow with **Heavy Crossbow Ranged weapon attack:** +3 to hit range 100/400, ammunition, one target; 6 (1d10+1) piercing damage. Raise CR to 1/4.

**Footmen (8):** use Bandits: MM p.343, 200xp

**Archers (4):** use Bandits: MM p.343, 100xp

note: replace light crossbow with shortbow. Replace light crossbow action with **Shortbow Ranged weapon attack** +3 to hit, range 80/320, one target; damage 4 (1d6+1) piercing damage.

### Defensive Tactics:

The positions noted only apply if the brigands are aware of the PCs approach and they did not gain entry by way of stealth. All but two torches are extinguished, placing enemies in the back of the room in darkness, making them heavily obscured and the enemies in the fore of the room in dim light making them lightly obscured (see PHB p.183). This leaves only the area around the entryway fully visible.

The footmen form a wall of spears starting 10ft. northeast of the entryway. The archers form up behind the footmen with one sergeant taking up the flank in case the PCs get around the footmen. The leader and another sergeant hold back to move as needed.

Once the PCs enter the doorway the defenders attack with arrows and spears using the poor illumination to give the archers advantage on attacks and the PCs disadvantage when attacking the footmen. These advantages fail the moment the PCs find a means of illuminating the room.

If the PCs flee, the archers head upstairs to the arrow slits while the front line attempts to pursue the fleeing PCs.

If the PCs use flaming oil, tactically devastating spells, or exceptionally devastating tactics, the Bandit leader moves to trigger the deadfall trap.

#### Deadfall

##### *Mechanical Trap*

This trap is triggered by pulling a lever in the Southwest corner of the room. All creatures within 5ft of the entry way must make a Dexterity save. On a failed save they take 11 (2d10) bludgeoning damage, or half that on a successful save.

Detecting this trap requires a DC 15 Wisdom (Perception) test, which will likely be at disadvantage in poor light. The trap is a simple pulley system and net that can be disarmed by slowly lowering the stones by hand once they are detached from the lever.

**Treasure:** 167 days rations

## 2. North Room

**Treasure:** *potion of healing*, 300ep, jewelled dagger (250gp), 4 bolts silk (averages 35gp ea.)

## 3. Northeast Room

I have re-written the treasures in this room to tone them down a bit to be more consistent with the smaller treasure hordes of D&D5e

**Treasure:** bottle of good brandy (25gp), fine short sword with topaz pommel (250gp), brown velvet fur-lined cloak (100gp), 384cp, 243sp, 106ep, 277gp, 46pp,

Finding the hidden treasure room requires a DC 20 Wisdom (Perception) test made passively or an active DC 15 Intelligence (Investigation) test.

**Treasure:** silver box (125gp), jewelled necklace (1000gp), *cloak of elvenkind*, 25 pearls (10gp ea.), *longbow*, 9 arrows+1, *potion of water breathing*, *greater potion of healing*, 2 *potions of speed*.

## 4. Escape Tunnel

For quick reference here, the passage leads either out of a dry well in the forests Northeast of the temple, or to Area 335. The PCs ought to be encouraged to explore the North tunnel first by suggesting that they smell fresh air or hear birdsong.

## B. Building Ruins

Like before, I find waves of giant rats unnecessarily complex, and so have replaced them again with a pair of rat swarms. Characters of medium size will be forced to a crouch in this area giving them disadvantage on attacks and attacks against them advantage. I have not added this encounter to the running experience total, as it is a difficult to reach and unnecessary encounter many parties will avoid.

**Giant Rats:** 2 swarms of rats: MM p.339, 200xp

**Notes:** Add: ***Diseased:*** Any character damaged by the swarm of rats must succeed on a DC 10 Constitution Save or contract a disease. Until the disease is cured, the target cannot regain hit points except by magical means and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's maximum hit points drop to zero this way, the target dies of the disease.

Raise the Swarm of Rats' CR to 1/2 100xp

**Treasure:** 68 containers of fine wine (3gp ea.), fine brandy (200gp)

## C. The Temple

### 1. Grand Entrance

Make this antipathy effect a DC 19 Charisma save to approach within 10ft. of the doors. A PC that fails must wait another 24 hours before trying again. Breaking down the doors requires a DC 30 Strength check.

### 3. Central Altar

For reference, this stairwell leads to areas 131 and 210.

### 4. East Altar

For reference, the stairs here lead to area 109a

### 5. West Altar

For reference, the stairs here lead to area 109a

### 6. Small Door

**Treasure:** If cleaned up with something like a *prestidigitation* spell, this robe can grant advantage when



disguising oneself as a member of the Temple of Air.

### 7. Grand Staircase

Make this antipathy effect a DC 19 Charisma save to approach within 10ft. of the doors. A PC that fails must wait another 24 hours before trying again. Breaking down the doors requires a DC 30 Strength check. These stairs lead to area 145.

### 9. East Door

**Treasure:** If cleaned up with something like a *prestidigitation* spell, these two robes can grant advantage when disguising oneself as a member of the Temple of Fire.

### 10. Dias and Throne

The throne and dias are immune to magical effects. The means to open them is instantly known by anyone possessing the *Orb of Golden Death*. Otherwise only a *contact other plane*, *communion*, *legend lore*, or *wish* spell can reveal the means of opening it.

## Dungeons of Elemental Evil: Level One

### 102. Armoury

**Treasure:** 17 shortbow arrows

### 103. Pillared Hall

Ghouls are somewhat more powerful in 5<sup>th</sup> edition than in previous editions. Accordingly I have reduced the numbers of ghouls where they appear into smaller groups or waves that I have spread out. If the PCs somehow do not trigger the trap, the Ghouls will arrive in rounds 6 and 12, and may be surprised.

This encounter might best be treated as a multi-part encounter. The two harpies combined with the trap represents an easy, or perhaps medium encounter (virtual 500xp) while the ghouls coming in waves as a groups of three (virtual 1,200xp) represent a pair of hard encounters. If the PCs were not given an opportunity to deal with the harpies for several rounds and the ghouls not staggered, it would amount up to a supremely deadly virtual 3,600xp. I recommend the sequence as follows:

- **Round 1:** The PC at the head of the marching order makes a DC 18 Wisdom (Perception) test to notice the trap, and a DC 11 Wisdom (Perception) test, to be aware that there are monsters in the room, thus not be surprised by the harpies. If the trap is triggered, the Harpies cannot be surprised. Roll initiative for characters not surprised. On their round the harpies begin to use their luring song ability. They remain under partial cover on top of the pillar.
- **Round 2:** The Harpies descend on the PCs using claws and club attacks, when possible completing their move by swooping out of the PCs' reach. They use bonus actions to keep the song going.
- **Round 3:** The Harpies take a second round to attack the PCs focusing on ones who defend themselves.
- **Round 4:** If any of the PCs continue to fight, the first wave of ghouls enter and attack at the PCs at the top of the round.
- **Round 5-6:** The first wave of ghouls and harpies continue to attack the PCs.
- **Round 7:** the second wave of the ghouls enter at the top of the round.

#### Wave 1

**Harpies (2):** MM p.181, 400xp

#### Wave 2

**Ghouls (3):** MM p.148, 600xp (come in from room 104)

#### Wave 3

**Ghouls (3):** MM p.148, 600xp (come in from room 104)

#### Portcullis Trap

##### *Mechanical Trap*

This trap is triggered when characters step on one of the areas marked on the map, and is triggered by 100lbs of pressure or more. Seeing it before triggering it requires a DC 18 Wisdom (Perception) test. Once activated, the trap has a delay of one round before a concealed portcullis drops sealing the characters off from the hallway at the Western edge of the door.

### 104. Room 30' x 20'

If the ghouls do not attack the PCs when they arrive in room 103, they will lurk here.

**Treasure:** 187cp, 81sp, 5ep, 61gp, *elven chain* (full suit).

## 105. Room

More ghouls! Four ghouls together is a medium encounter for the party.

**Ghouls (4):** MM p.148, 800xp

**Treasure:** 108cp, 92sp, 37gp, 7pp;

## 106. Room 10' x 20'

**Treasure:** 4 tarnished silver candlesticks (25gp ea.)

## 107. Room 20' x 20'

The Secret door can be detected with a DC 15 Wisdom (Perception) or a DC 13 Intelligence (Investigation) test.

**Ghasts (2):** MM p.148, 900xp

**Treasure:** found on a DC 15 Intelligence (Investigation) test: Gold Cup (250gp), 112gp, 3 Onyxes (50gp)

## 108. Garbage Room

**Giant Rats:** 3 swarms of rats (MM p.339, 300xp)

Notes: Add: **Diseased:** Any character damaged by the swarm of rats must succeed on a DC 10 Constitution Save or contract a disease. Until the disease is cured, the target cannot regain hit points except by magical means and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's maximum hit points drop to zero this way, the target dies of the disease.

Raise the Swarm of Rats' CR to 1/2 (100xp)

## 111. Storage Chamber

Characters drinking the spoiled wine in this chamber must make a DC 13 Constitution save or gain the poisoned condition for 10 minutes.

## 112. Armoury

**Treasure:** With a DC 8 Intelligence (Investigation) test the PCs can find a mace.

## 113. Armoury

**Treasure:** With a DC 18 Intelligence (Investigation) test or *detect magic*, the PCs can find a +3 *crossbow bolt*.

## 114. Secured Door

This door requires a DC 20 Intelligence check with thief's tools to pick the lock, a DC 25 Strength check to break it, or to chop it down requires attacking an AC 19 object with 30hp. Give the PCs appropriate xp for each character they rescue.

**Merchant and Wife:** use Noble: MM p.348, 40xp

**Female Servant:** use Commoner: MM p.345, 10xp

**Male Servants (2):** use Commoner: MM p.345, 20xp

**Men-at-Arms (4):** use Guard: MM p.347, 100xp

## 115. Room

Entering this room essentially triggers another Multi-part encounter in three waves as ghouls fetch more waves of their kind. This encounter slowly escalates from medium to deadly if the PCs are not careful in how they manage the combat. I have reduced the number of ghouls involved in the encounter to manage their increased toughness in this edition.

Wave 1 One ghoul will disengage after the first round of Combat and take a round to move to room 116.

**Ghouls (4):** MM p.148, 800xp

Wave 2 On the fourth round the ghoul that left the previous encounter returns with wave 2 in tow.

**Ghouls (4):** MM p.148, 800xp

Wave 3 if more than three ghouls remain by the sixth round of combat the ghouls from room 117 arrive.

**Ghasts (2):** MM p.148, 900xp

**Treasure:** 263cp, ivory statuette (85gp), cloak

#### 116. Room 30' x 20'

This is the home of wave 2 of the ghouls listed in area 115.

**Treasure:** 192sp, 47ep, 2 fine outfits, 4 travelling outfits, 5 common outfits

#### 117. Room 20' x 20'

This is the home of the Ghasts mentioned in area 115. If the PCs approach rooms 115-117 from the North, use the same battle, but have the waves occur in reverse order.

**Treasure:** DC 18 Intelligence check with Thieve's Tools to pick the lock: moonstone Cameo w/ crest of Knights of the Hart (500gp), silver scroll case (35gp), *spell scroll of sanctuary*;

#### 118. Hall 10' x 30'

This is another place where I vastly reduced the gp value of the art objects to keep the PCs from becoming overwhelmingly wealthy for their level. I left the magic shield in here, as I have removed many magic shields from the game already, and the PCs are likely feeling the need for some better protection.

**Ghast:** MM p.148, 450xp

**Oversized Ghast:** MM p.148, 700xp

Notes: raise hp to 50 and AC to 15

**Treasure:** gold chain with rubies (3,500gp), gold ruby ring (2,000gp), *shield +1*

#### 119. Banquet Hall

**Treasure:** 2 shortswords, battleaxe, spear

#### 120. Kitchen

**Giant Poisonous Snake:** MM p.326, 450

Notes: Upgraded snake: size large, HP 38 (5d8 +10) ;AC 15 (natural armour), Str 14, perception +3; **Bite:** Melee Weapon Attack: +8, 10ft. Reach, one target. *Hit:* 6 (1d8+4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 13 (4d6) poison damage on a failed save, or half that on a successful save; CR 2 (450xp)

**Treasure:** short sword

#### 121. Room 20' x 20'

There is a spy hole in the Southern Door, if a visible PC attempts to open this door, turn this into a multi-part encounter. Three wait to ambush the PCs at the door while the fourth rushes to collect the gnolls from room 122. Trying to peek through the spyhole from the hallway side allows a PC with Darkvision to make a DC 11 Wisdom (Perception) test with disadvantage to see the gnolls, otherwise the PCs will be surprised upon opening the door.

Wave 1

**Gnolls (4):** MM p.163, 400xp

Wave 2: Gnolls from room 122

## 122. Chamber 20' x 20'

If the gnolls in this room are approached from the corridor to the Northwest, their Sentry will have a fair chance at spotting PCs approaching. Seeing them coming should be automatic if they are not sneaking. If they are sneaking, give the Gnoll a Wisdom (Perception) test (+0) with advantage to see the PCs coming. If the PCs are spotted the gnoll moves to the rack of javelins and prepares the net trap. Give PCs with Darkvision a DC 11 Wisdom (Perception) test with disadvantage to see the sentry and not be surprised.

### Net Trap

#### *Mechanical Trap*

This trap is triggered by cutting a rope in the Northwest corner of the room. Everything within 5ft. of the room's northwester threshold is targeted with a net with a +5 attack bonus. Each character hit is restrained.

Characters at the front of the party approaching the trap must make a DC 18 Wisdom (Perception) test to notice the trap ahead of time. If their light source is a torch or weaker source of light, give characters without Darkvision disadvantage to that roll due to poor lighting.

The fight will continue as follows: The PCs are likely to be surprised on round 1: the sentry triggers the trap, and the other three gnolls attack with spears. **Thrown Spear:** *Ranged weapon attack:* +3 to hit, range 20/60, one target. *Hit:* 6 (1d8+2) piercing damage.

Round 2: The gnoll sentry pucks up the fire box of punk, opens it, and sets it down. The other three gnolls use it to light and throw flasks of oil at the PCs. **Flaming Oil:** *Ranged weapon attack:* +1 to hit, range 20/60. *Hit* 5 fire damage.

Round 3: Give the creatures in rooms 121 and 123 a DC 13 Wisdom (Perception) test with disadvantage to see if they hear the battle. The sentry attacks with flaming oil. The other gnolls here close with the PCs to make spear attacks.

Round 4: if the Gnolls in room 121 heard the commotion, have three of them enter room 122 as a second wave.

Round 5: Any gnolls arriving from room 121 will be able to attack this round. They will likely support with thrown spears.

Round 6: if the creatures in room 123 heard the battle two hobgoblins and a gnoll from that room will open the door and attack the PCs as a third wave.

Round 9: Any remaining creatures that heard the commotion (the last gnoll in 122 or the remaining gnolls in 123) will enter as a fourth wave.

**Gnolls (4):** MM p.123, 400xp

## 123. Room with Alcove

The Monsters in this room are relaxing and not particularly attentive, if the PCs fought the gnolls by way of entering room 121 first, there is no chance that they will have heard the battle and remain relaxed, the same is true if the PCs are coming from room 124. If they did not hear the battle in room 122 and participate they will also be relaxed. The relaxed monsters will be surprised, and be seated (prone) with their weapons not readied, give them disadvantage on initiative rolls at the end of the surprise round while they scramble to get organized.

If they did hear the battle in room 122, any creatures remaining in this room will have readied themselves in ambush; one will fire a longbow from the Northwest, while the others attack from the west of the entrance.

Finding the secret door here requires a DC 18 Wisdom (Perception) test to notice it casually, or a DC 13 Intelligence (Investigation) test to find it by actively searching.

**Gnolls (5):** MM p.123, 500xp  
**Hobgoblins (2):** MM p.186, 200xp

**Treasure:** 3-dragon ante set, 21sp, 19gp, 20pp; on a DC 15 Intelligence (Investigation) test they will find the 27pp hidden in the brazier.

### 124. Room 20' x 20'

**Ogres (2):** MM p.237, 900xp 22,070  
Notes: these ogres wear bronze-plated leather jack, treat as ring mail, AC13

**Treasure:** 32sp, 26gp, 2 maces, 5 hand axes, 1 battle axe, 6 morning stars, 1 shortsword, 1 bastard sword, 1 shortbow, 60 arrows, 7 spears; if the PC make a DC 13 Wisdom (Perception) test they can notice the loose flagstone, and make a DC 18 Strength (Athletics) check to lift it, they also get: 870gp, silver bracelet set with azurite (270gp)

### 125. Corridor of Bones

This is another encounter where the sheer numbers of monsters would be overwhelming in 5e. See also 131

**Skeletons (6):** MM p.272, 300xp  
**Gnolls Skeletons (4):** see below, 400xp

<h4>Gnoll Skeletons</h4> <p><i>medium undead, neutral evil</i></p> <hr/> <p><b>Armour Class</b> 14 (armour scraps) <b>Hit Points</b> 19 (3d8 +6) <b>Speed</b> 30ft.</p> <hr/> <table><tr><td>STR</td><td>DEX</td><td>CON</td><td>INT</td><td>WIS</td><td>CHA</td></tr><tr><td>13 (+1)</td><td>15 (+2)</td><td>15 (+2)</td><td>6 (-2)</td><td>8 (-1)</td><td>4 (-3)</td></tr></table> <hr/> <p><b>Damage Vulnerabilities</b> bludgeoning <b>Damage Immunities</b> poison <b>Condition Immunities</b> exhaustion, poisoned <b>Senses</b> Darkvision 60ft., Passive Perception 9 <b>Languages</b> Understands Gnoll and Abyssal <b>Challenge</b> Challenge Rating 1/2 (100 xp)</p> <hr/> <p><b>Undead Nature:</b> Gnoll skeletons do not need to eat, sleep or breathe.</p> <p><b>ACTIONS</b></p> <hr/> <p><b>Morningstar:</b> <i>Melee weapon attack:</i> +3 to hit, 5ft. reach, one target. <i>Hit:</i> 5 (1d8+1) bludgeoning damage.</p> <p>Gnoll Skeletons are the animate remains of gnolls slain in the service of their demonic masters. When not under the control of their masters they feel compelled to pantomime or carry out the grisly rituals they used in their dark worship while living.</p>	STR	DEX	CON	INT	WIS	CHA	13 (+1)	15 (+2)	15 (+2)	6 (-2)	8 (-1)	4 (-3)	<h4>Ogre Chieftain</h4> <p><i>Large Giant, Chaotic Evil</i></p> <hr/> <p><b>Armour Class</b> 13 (Ring Mail) <b>Hit Points</b> 75 (9d10 + 27) <b>Speed</b> 40ft.</p> <hr/> <table><tr><td>STR</td><td>DEX</td><td>CON</td><td>INT</td><td>WIS</td><td>CHA</td></tr><tr><td>20 (+5)</td><td>8 (-1)</td><td>16 (+3)</td><td>5 (-3)</td><td>7 (-2)</td><td>7 (-2))</td></tr></table> <hr/> <p><b>Senses</b> Darkvision 60ft., Passive Perception 8 <b>Languages</b> Common, Giant <b>Challenge</b> Challenge Rating 3 (700 xp)</p> <p><b>ACTIONS</b></p> <hr/> <p><b>Greataxe:</b> <i>Melee weapon attack:</i> +8 to hit, reach 5ft., one target. <i>Hit</i> 16 (2d10+5) slashing damage.</p> <p><b>Throwing Spear:</b> <i>Ranged weapon attack:</i> +8 to hit, range20/60, one target; <i>Hit:</i> 12 (2d6 +5) piercing damage.</p> <p>Ogre Chieftains are the biggest, strongest, and most brutally cunning among ogrekind. They often lead ogre gangs through fear and intimidation, claiming the lion's share of plunder for themselves.</p>	STR	DEX	CON	INT	WIS	CHA	20 (+5)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2))
STR	DEX	CON	INT	WIS	CHA																				
13 (+1)	15 (+2)	15 (+2)	6 (-2)	8 (-1)	4 (-3)																				
STR	DEX	CON	INT	WIS	CHA																				
20 (+5)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2))																				

**Treasure:** 15 arrows, 4 silver-tipped arrows, 5 morning stars, 3 longswords, 2 short swords, 3 shields, 1 ring mail, 1 chainmail, 1 chain shirt

## 126. Room 20' x20'

If the PCs engage with the Ogre chieftain, give the ogres in room 124 a DC 12 Wisdom (Perception) check (-1) to hear the battle. If they do, have them arrive in four rounds. Also roll for the gnolls in area 127 (+0), who will arrive in two rounds. I intentionally made it less likely that the Ogre Chieftain would be less likely to receive aid; at this point, the PCs have been fighting tactically sophisticated, multi-part encounters for awhile, and may be running low on energy.

**Ogre Chieftain:** see above, 700xp

**Treasure:** copper belt (25gp), 11sp, 19ep, 38gp; inside locked chest: 311gp, 2 huge agates (50gp)

## 127. L-Shaped Room

**Gnolls (3):** MM p.163

**Treasure:** 5sp, 3ep, 7gp

## 128. Room 20' x 30'

I trimmed this encounter size as well. Once the Sentry at 128a alerts the rest of his allies roll a DC 12 Wisdom (Perception) check for the gnolls in area 127. If they hear the battle, they will come in as a second wave in two rounds.

**Gnolls (4):** MM p.163, 400xp

**Gnoll Sentry:** use Gnoll: MM p.163, 200xp

Note: Gnoll possesses a heavy quadruple crossbow, it allows him to make 4 melee attacks in a single round, but he must spend two rounds reloading it. Add action **Quadruple Crossbow Ranged Weapon Attack:** +2 to hit, range (80/320), ammunition (2 round reload), one target. *Hit:* 6 (1d10+1) piercing damage. Raise CR to 1.

**Bugbear:** MM p.33, 200xp

**Treasure:** 12cp, 9sp, 11ep, 13gp

## 129. Guardroom

Allow these guards a DC 14 Wisdom (Perception) test to detect the PCs if they engage in battle in either area 128 or 130. If they do, they move to the one opposite the PCs to reinforce the other force for an ambush.

**Guards (5):** MM p.347, 125xp

Notes: replace spear with longsword, add heavy crossbow. Add these actions: **Longsword Melee weapon attack** +3 to hit, 5ft. reach, one target. *On Hit:* 5 (1d8+1) slashing damage. **Heavy Crossbow Ranged weapon attack** +3 to hit, range 100/400, one target. *On Hit:* 6 (1d10+1) piercing damage.

**Treasure:** 17cp, 14sp, 25ep, 19gp, 14pp, dominoes (5gp)

## 130. Room with Trapezoidal Annex

I've reduced the number and power of a number of the foes here, as this could easily be a deadly encounter, as the PCs may be likely depleted from numerous medium-to-hard encounters with nearby humanoids.

**Fighter:** use Thug MM p.350, 450xp

Note: Add full plate, AC 18. Raise CR to 1. replace Heavy Crossbow with javelins. Replace heavy crossbow action with **Javelin Ranged weapon attack** +4 to hit, range 20/60, one target. *Hit:* 5 (1d6+2) piercing damage. Add **Javelin of Lightning:** *Ranged melee attack* +4 to hit, range 120, one target. *Hit:* 5 (1d6+2) piercing and 14 (4d6) lightning damage. All creatures in a 5ft x 120ft. line between the wielder and his target must make a DC 13 Dexterity saving throw taking 14 (4d6) lightning damage on a failed save or half that on a successful save. The Javelin may only be used this way once per day, in the meantime it can still be used as a magic weapon. Raise CR to 2

**Fighters (3):** use Guards, MM p.347, 150xp

Note: add half plate, AC 18. Raise CR to 1/4. Add **Javelin Ranged weapon attack** +3 to hit, range 20/60, one target. *Hit:* 4 (1d6+1) piercing damage.

**Guards (3):** MM p.347, 50xp

**Treasure:** 21cp, 16sp, 52ep, 71gp, 26pp, 4 bronze rings set with jet (50gp ea.), lantern, 3 flasks of oil,

ceremonial harness & dagger (15gp)

### 131 Secret Door

This secret door opens into a shaft that goes up to Temple Area 3 or downward to Area 210. Discovering it through casual observation requires a DC 18 Wisdom (Perception) test, while actively searching for it will allow to be discovered with a DC 13 Intelligence (Investigation) test.

### 132 Hexagonal Room

The majority of encounters on this floor have been either easy or hard. To create some more balance, I decided to cut down on the number of stirges to make a medium encounter. This is one of the few places on the early level of the temple where I have left a very rare item in place. Given the sheer number of battles with large numbers of foes, giving a PC this ring will help even the odds a bit.

When the PCs first enter the room, give the Stirges a Dexterity (Stealth) test (+4) with Advantage against the passive perception of the most alert PC. This will give the PCs warning before the stirges attack.

Finding the secret door in this room should require a DC 15 Wisdom (Perception) or DC 15 Intelligence (Investigation) test.

**Stirges (14):** MM p.284, 350xp 25695

**Treasure:** If the debris is searched with a DC 12 Intelligence (Investigation) roll: 40cp, *ring of shooting stars*

### 133. Anteroom

This is effectively a multi-part encounter. When the PCs engage the guards in 133, the guards in rooms 134 and 135 will ready themselves for combat. After giving the Guards in 134 a round to prepare, the guards here will fall back to lure the PCs into a trap. If a PC can enter this room stealthily (probably thanks to *invisibility* they can spot the alarm and make a DC 13 Intelligence test with Thieve's Tools to disable it, in which case the Guards in 134 must make a DC 15 Wisdom (Perception) test to prepare themselves if a loud battle occurs in this room.

#### wave 1

**Guards (4)** MM p.347, 100xp

Notes: replace spear with longsword, and add 2 javelins, add action **Longsword Melee weapon attack** +3 to hit, 5ft. reach, one target. *On Hit:* 5 (1d8+1) slashing damage. Add **Javelin Ranged weapon attack** +3 to hit, range 20/60, one target. *Hit:* 4 (1d6+1) piercing damage.

**Treasure:** 17sp, 12gp

### 134. Inner Chamber

If the Guards in this chamber are alerted to NPCs approaching from 133, they will arm and position themselves for the ambush. The crossbowmen all have half cover, allowing them to keep their ACs up to 16 while fighting with both hands. Wave 3 will be ready for combat on round 7. of this running battle. Roll a DC 13 Wisdom (Perception) test at disadvantage for the Leader in room 136 to hear battle sounds. If he does, Wave 4 will begin preparing and arrive on round 8.

#### Wave 2

**Crossbowmen (3):** use Guard MM p. 347, 75xp

Notes: replace spear with longsword, add a light crossbow, add action **Longsword Melee weapon attack** +3 to hit, 5ft. reach, one target. *On Hit:* 5 (1d8+1) slashing damage. **Light Crossbow: Ranged weapon attack** +3 to hit, range 80/320, one target 5 (1d8+1) piercing damage.

**Half-Orc Crossbowman:** use Thug p. 350 100xp

Note: add chain shirt; AC 16

**Swordsmen (2):** use Guard MM p. 347, 200xp

Notes: replace spear with longsword; add action **Longsword Melee weapon attack** +3 to hit, 5ft. reach, one target. *On Hit:* 5 (1d8+1) slashing damage.

**Armsmen (2):** use Guard MM p. 347, 200xp

Notes: AC 14, replace spear with Glaive, add action: **Glaive Melee weapon attack** +3 to hit, 10ft. reach, one target. *On Hit:* 6 (1d10+1) slashing damage.



**Treasure:** 39ep, 20gp

### 135. Lounge

If the PCs enter this area before round 7, the guards will be unprepared with unfastened armour that gives them disadvantage on attack rolls and Dexterity checks. They will desperately defend themselves with flaming oil. If the Leader did not hear fighting in room 134, roll again when fighting begins in room 135, this time without disadvantage. If he hears the battle, he will arrive in 2 rounds.

#### Wave 3

**Guards (8)** MM p.347, 200xp

Notes: replace spear with longsword, add 2 javelins, add action **Longsword Melee weapon attack** +3 to hit, 5ft. reach, one target. *On Hit:* 5 (1d8+1) slashing damage. Add **Javelin Ranged weapon attack** +3 to hit, range 20/60, one target. *Hit:* 4 (1d6+1) piercing damage. **Or** before round 7 use **Flaming Oil Ranged weapon attack:** +1 to hit, range 20/40, one target. *Hit:* 5 fire damage.

### 136. Inner Chamber

#### Wave 4

**Leader:** use Veteran: MM p.350, 700xp

Notes: add shield, AC19 replace longsword with battleaxe. Replace Longsword action with **Battleaxe: Melee weapon attack:** +5 to hit, 5ft. reach, one target. *Hit:* 7 (1d8+3) slashing damage or 9 (1d10) slashing damage when wielding the weapon with two hands.

**Lieutenant:** use Thug: MM p350, 200xp

Notes: add splint mail, AC 17. Raise CR to 1

**Treasure:** 2 bronze rings set with Jet (50gp ea.), gold chain (100gp), 83gp, 54pp, Inside Chest (lock DC 18): quart of fine brandy (25gp), 50ft. rope, *potion of healing*.

### 137. Sleeping Apartments

If fighting occurs in room 135 or 136 roll a Wisdom (Perception) test for Romag. If he is successful, he will order Hartsch to bar the door. Once the guard Leader (Area 136) dies, he will cast *darkness* on his room, collect the treasure in the chest and then he and Hartsch will run away. Breaking in the door when it is unbarred requires a DC 20 Strength (Athletics) check or DC 15 Intelligence check with Thieve's Tools. Once barred it requires a DC 25 Strength (Athletics) test of to be destroyed: it has an AC of 15 and 75hp once barred.

**Romag:** use Cult Fanatic, MM p.345, 450xp

Notes: replace *spiritual weapon* with *Darkness*. Add +1 *chain shirt*, AC16, add mace and action **Mace: Melee weapon attack:** +2 melee, 5ft. reach, one target. *Hit:* 4 (1d8) bludgeoning damage

**Hartsch:** use Acolyte MM p.342, 50xp

**Treasure 1:** only available if Romag and Hartsch don't get away: +1 *chain shirt*, 3ep, 22gp, 26pp, jasper (50gp), gold ring (25gp), gold brooch with triangular jet (150gp), Romag's vestments (750gp); Iron Chest with poison needle trap (DMG 123): bullseye lantern, tinderbox, 2 leather bags, gold box with ivory inlay (350gp), 183 ep, 240, *divine spell scroll of animate dead*, *divine spell scroll of beacon of hope*

**Treasure 2:** ink, quill, 10 sheets parchment, tome of dark earth magic\* (50gp), 9 candles, 2 bottles white wine (10gp ea), brass stand (10gp), 2 walking staves, quarterstaff, bronzewood rod (5 gp)

\*This book is only valuable to an evil spellcaster. The book details a ritual that if performed (an evil act), that requires human sacrifices made before a friendly Earth Elemental, grants a charm that gives the character the ability to cast *spike growth* three times.

**Milestone:** Award the PCs 1,800xp for bringing down the Temple of Earth by removing Romag (Area 137), the Ogre Chieftan (Area 126), the Guard Leader (Area 136), and the highest level fighter (Area 130).

## 138. Library

**Treasure:** books of evil lore worth 250gp to the right buyer.

## 139. Storeroom

Rolling to search for and collect treasure (and possibly break it) is tedious work. Instead, have the PCs roll a DC 10 Intelligence (Investigation) test. On a 10 give them treasure 1, on a roll of 13 treasures 1 & 2; on a roll of 15 treasures 1, 2, & 3; On a roll of 18 treasures 1, 2, 3, & 4; and on a 20 all the treasures. Assume any treasures they did not roll have been stepped on and destroyed or remained lost.

**Treasure 1:** bottle of phosphorous (25gp), flask of lion's blood (10gp)

**Treasure 2:** bottle of pure sulphur (50gp), box of saffron (5gp)

**Treasure 3:** bag with 3 amber rods (25gp ea.)

**Treasure 4:** tube of quicksilver (100gp), bottle of ground tourmaline (250gp)

**Treasure 5:** vial of powdered ruby (500gp)

## 141. Crypts

The *glyph of warding* here is a set of explosive runes that go off if the door is touched by someone not wearing a bronze ring with a triangular jet setting. If triggered everyone must make a DC 15 saving throw, taking 22 (5d8) cold damage on a failed save or half as much damage on a successful save.

Unlocking the door requires a key possessed by Romag, or picking the lock a DC 18 Intelligence test using Thieve's Tools. Smashing the door down requires a DC 20 Strength (Athletics) test, and the door has an AC of 15 and 30hp.

Instead of a random chance of contracting a no save disease, have each character who loots the crypts make a DC 10 Constitution save or contract cackle fever, with a 1 day onset. Anyone investigating the tomb with the *cloak of protection* must make a DC 15 check instead. Gnomes are immune to cackle fever.

## 143. Augury Chamber

Finding the secret door should require a DC 15 Wisdom (Perception) or Intelligence (Investigation) test.

*Optional:* Whenever the PCs roll in the Augury chamber have them roll a DC 25 Intelligence (Arcana) test. The first time that they succeed, actually give them a pertinent answer as if they cast *divination* rather random nonsense. If the PCs actually follow nonsensical instructions consider awarding them with a *charm* allowing them to cast *protection from good and evil* once.

## 145. The Earth Temple

Even a single Elemental is a potentially disastrous encounter for characters of fourth level. Use the roman numerals as points for strange sigils to be carved into the packed dirt, and instead have the awakened elemental simply rise from one of the circles and slowly move from circle to circle.

If the PCs leave and come back, or desecrate the pyramid, or perform a ritual described in Romag's book of evil lore, have another one rise up. Keep track of how many elementals have risen until four have been defeated. I will count experience only for one towards the running total.

Characters that cast *detect magic* should be able to discern that something is buried under the circles at the IV mark.

I greatly reduced the value and number of rare magic items in these treasure hoards.

**Earth Elemental:** MM 124; 1,800xp

Note: change the Elemental's alignment to Neutral Evil

**Treasure:** ceremonial dagger(25gp), maul (25gp), bowl (25gp), ewer (25gp)

**Treasure (IV A):** 400gp, flask, *potion of diminution*

**Treasure (IV B):** 100pp, *ring mail +1*

**Treasure (IV C):** 14 brown spinels (50gp), 3 *spell scrolls of magic weapon*

**Treasure (IV D):** *ring of protection +1*, 3 jars *keogthom's ointment*,

## 145 f. West Room

**Treasure:** 8 padlocks and keys, ivory bracelet (25gp), carnelian (500gp), bone scroll case (25gp), spell *scroll of magic circle*.

## 145 g. East Room

**Treasure:** fuel oil

## 146. Pit Chamber

**Trap:** When two small or one medium creature steps onto the walkway above the pit it collapses. Those standing on it must make a DC 13 Dexterity save or take 2d6 damage. Characters land prone. The moment they fall, a pair of swarms of rats spill into the pit. Every round another couple of swarms are added until all 10 are surging into the pit. The slimy walls make it impossible for the rats to climb, although a character at the edge of the pit might be able to make a DC 13 Strength check to lift a small ally out or a DC 15 check to haul a medium ally out of the pit.

**Swarms of Rats (10):** MM p339; 500xp

## 147. Room 20' x 20'

**Bugbears (3):** MM p.33 (600xp)

**Treasure:** 27sp, 22ep, 36gp

## 149. Guardroom

The PCs are in for a fight here. I cut it down to two out of the three possible patrols, making it a potentially deadly encounter. Keep track of Morale here, a fight to the death i pretty risky.

**Traps:** The pit traps are 10ft. Deep, when the edge closest the door is stepped on it opens causing everyone standing on the trap to fall; they may make a DC 13 Dexterity save or take 1d6 bludgeoning damage. Characters must make a DC 15 Strength (Athletics) to escape with Disadvantage. PCs whose armour also give them Disadvantage cannot climb out unless they remove their armour.

**Leaders (2):** use Thugs: MM p340, 400xp

Note: Add chain shirt and shield; AC 14, raise CR to 1

**Guards (12):** MM p. 347; 300xp

**Treasure:** 2 necklaces with bronze medallions (25gp ea.), 22sp, 67ep, 21gp, 7pp

## 150. Cells

The zombies here are treated as three separate encounters. Once the PCs figure out that they are all zombies, choose whether to give them xp for just leaving them locked up, or destroying them out of respect for the people they once were, depending on the party alignment.

**Zombies (3):** MM p.316, 150xp

**Zombies (3):** MM p.316, 150xp

**Zombies (3):** MM p.316, 150xp

**Wonnilon:** see below,

## Wonnilon

small humanoid (rock gnome), True Neutral, Fighter 4<sup>th</sup>, Rogue 4<sup>th</sup>

---

**Armour Class** 15

**Hit Points** 56 (4d10+ 4d8 + 16)

**Speed** 25ft.

---

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	15 (+2)	14 (+2)	8	10

---

**Saves:** Str +5, Con +5

**Skills** Athletics +8, Sleight of Hand+8, Survival +5, Stealth+8

**Senses** Darkvision 60ft., Passive Perception 9

**Languages** Common, Gnomish, Thieve's Cant, Halfling

**Challenge** Challenge Rating 1 (200 xp)

---

**Gnome Cunning:** Wonnilon has advantage it Int, Wis, and Cha saves against magic.

**Artificer's Lore:** Wonnilon adds twice his proficiency bonus to Intelligence (History) tests related to magic items, alchemical goods, and mechanical devices.

**Tinker:** see PHB p.37

**Action Surge (1/day):** On Wonnilon's turn he may take one additional action and possibly one additional bonus action at the top of his turn.

**Second Wind (1/short rest):** Wonnilon may use a bonus action to regain 1d10+5 hit points.

**Dueling:** When Wonnilon wields a melee weapon in one hand and nothing in the other, he gains a +2 bonus to damage with that weapon.

**Improved Critical:** Wonnilon's weapon attacks score a critical hit on a natural roll of 19 or 20.

**Sneak Attack (1/round):** Wonnilon can deal an extra 2d6 damage to a creature he attacks so long as he has advantage on the attack roll or if another enemy of the target is within 5ft of it and isn't incapacitated, so long as Wonnilon does not have disadvantage.

**Second-Story Work:** Climbing does not cost Wonnilon extra action. When making a running jump Wonnilon jumps an additional 5ft.

**Cunning Action:** Wonnilon may take a bonus action each turn in combat to Dash, Disengage, Hide, Use Action. He may also use it for a Dexterity (Sleight of Hand), use Thieve's Tools to disarm a trap or open a lock.

### ACTIONS

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**Unarmed Attack** *Melee weapon attack* +5 to hit, reach 5ft., one target; *Hit* 3 bludgeoning damage.

Wonnilon is a gnomish thief and wanderer who found himself imprisoned in the Temple of Elemental Evil.

**Possessions:**

## 151. Secret Corridor

**Treasure:** Wonnilon's possessions: burglar's pack, *dagger* +1, leather armour; Turnkey's Chest: 411cp, 151sp, 90ep, 27pp, 2 *potions of healing*.

## 152. Torture Chamber

The average NPC is not a particularly threatening to a party, in order to make the character's battle with the Turnkey more interesting, I have upgraded the bugbear to a bugbear chief. The PCs will not be in danger of being noticed until they step into the room, and will have advantage on Dexterity (Stealth) tests.

**Turnkey:** use Thug: MM p.350, 200xp

Note: wears a chain shirt, AC 14, raise CR to 1

**Bugbear Chief:** MM p.33, 700xp

**Torture Victim:** use Commoner, MM p.345, 10xp

**Female Prisoners:** use Commoner MM p.345, 10xp

**Orc Prisoners (2):** use Orc MM p.246, 50xp

Note: no equipment; AC 11, remove Greataxe action add **Unarmed Attack:** *Melee weapon attack:* +5 to hit, 5ft. reach, one target. *Hit:* 4 bludgeoning damage. Reduce CR to 1/8

**Treasure:** Bronze ring set with triangular jet (50gp), 4 tourmaline (100gp), 4sp, 3ep, 23gp, 4pp, rock crystal (100gp)

## 153. Spiral Staircase

This leads to area 248.

## Dungeons of Elemental Evil: Level Two

### 202. Domed Chamber

The Hydra sits between a hard and deadly encounter for 5<sup>th</sup> level PCs. Adding a Troll to the mix would almost guarantee killing off some PCs. Ignore the original text about the troll in area 203 joining the battle. Instead, have the troll spy when he hears the hydra hiss; if they wear the robes or medallions of the fire temple he will prevent the hydra from attacking. Otherwise, have him return to 203 and wait to ambush the PCs.

**Hydra:** MM p.190, 3,900xp

### 203. Old Storeroom

**Troll:** MM p.291, 1,800xp

Note: While the troll is wearing a ring of fire resistance, fire does not negatively effect his regeneration ability. When the players use fire on the troll allow a DC 15 Wisdom (Perception) test for them to notice that the troll's ring shimmers.

**Treasure:** *ring of fire resistance*, 2 barrels of fuel oil (32gp), 20 torches.

### 204. Room 30' x20'

**Bugbears (5):** MM p.33, 1000xp

**Treasure:** 5 crimson capes, 31ep, 28sp, 35gp;

### 205. Luxurious Chamber Complex

I chose to make the half-orc an Oathbreaker paladin mostly for the build challenge.

**Curate:** use Cult Fanatic: MM p. 347, 700xp

Note: Wears chain mail and shield, AC 18, Raise CR to 3

**Half-Orc:** see Temple Guardian Below, 700xp

**Prefect:** see Allrem below, 700xp

**Treasure (205a):** bottle of Wyvern Poison, fire temple robes, 19ep, 37gp

**Treasure (205b):** On Curate: mace with concealed compartment, ruby in mace (1,000gp), fine silk robe with gold embroidery (250gp), gold necklace and medallion (250gp), 14ep, 9gp, 21pp, Tapestry with thread-of-gold and silver (1,000gp),

**Treasure (205c):** chain mail, mace, 100gp, copper box with sardonyx inlay (150gp), rare herbs (200gp), fine red silk and satin robe with thread-of-gold embroidery and fur lining (500gp)

**Treasure (205d)** silver box (75gp), 20pp, jewelled ring (500gp), bone scrollcase (25gp), *spell scroll of magic circle*, Book of Lore of the Fire Plane (500gp\*)

\*Includes details on the Hargina, magical pacts to be made with energies of the fire plane, locations of ancient portals to the fire plane, and details of an evil ritual involving the sacrifice of a living being. If the PCs perform the ritual grant them a charm that allows them to cast *produce flame* 3 times.

## Temple Guardian

med. humanoid (half-orc), Chaotic Evil, 6<sup>th</sup> level Paladin (Oathbreaker)

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**Armour Class** 21 (plate mail, shield, defense)

**Hit Points** 45 (6d8 +18)

**Speed** 30ft.

---

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11	16 (+3)	9 (-1)	13 (+1)	16 (+3)

---

**Saves:** Wis +4 Cha +6

**Skills** Insight +4, Intimidation +6, Medicine +4, Religion +2

**Senses** Passive Perception 11

**Languages** Common, Orcish, Ignan, Abyssal

**Challenge** Challenge Rating 3 (700 xp)

---

**Aura of Protection:** Whenever a friendly creature within 10ft. of the Guardian must make a saving throw it gains +3 on that saving throw.

**Control Undead:** As an action The Guardian may expend a use of his channel divinity ability to target one undead creature he may see within 30ft. The target must make a DC 13 Wisdom save or obey his commands for the next 24 hours.

**Dreadful Aspect:** As an action The Guardian may expend on use of his channel divinity ability to cause a burst of magical menace. All creatures within 30ft. of him taht can see him must make a DC 13 Wisdom save, on a failed save it becomes frightened for 1 minute. If an affected creature ends its turn more than 30ft. away from The Guardian it may make an additional Wisdom saving throw to end the effect.

**Divine Smite:** When the guardian hits a creature with a melee attack, he may expend a spell slot to deal radiant damage to the target. The extra damage is 2d8 for a first level slot, and it does an extra d8 per level of the slot above first.

**Lay on Hands:** As an action, the guardian can touch a creature and draw on a pool to restore up to the maximum amount of hit points in that pool (30). He may also expend 5 points of that pool to cure one disease or neutralize one poison affecting that creature.

**Spellcasting:** The Guardian is a 6<sup>th</sup> level spellcaster. His spellcasting ability is Charisma (Spell Save 13, +5 to hit with spell attacks.) He has the following Paladin spells prepared.

1<sup>st</sup> level (4 slots): *cure wounds, command, hellish rebuke, inflict wounds, protection from evil and good, wrathful smite;*

2<sup>nd</sup> level (2 slots): *branding smite, crown of madness, darkness, magic weapon;*

### ACTIONS

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**Multiattack:** The Guardian attacks twice when he takes an attack action.

**Warhammer:** *Melee weapon attack:* +5 to hit, 5ft. reach, one target. *Hit:* 6 (1d8+2) bludgeoning damage.

This Half-Orc oathbreaker paladin is the personal guard of the masters of the Temple of Fire

**Possessions:** Warhammer, Plate Mail, Shield, Golden Necklace and Medallion (250gp), gold ring with violet garnet (750gp), 11ep, 17gp, 7pp

## Allrem

medium humanoid (human), Chaotic Evil, 5<sup>th</sup> level Cleric (Loth)

---

**Armour Class** 15 (*chain shirt +1, shield*)

**Hit Points** 36 (5d8 + 10)

**Speed** 30ft.

---

STR	DEX	CON	INT	WIS	CHA
15 (+2)	9 (-1)	14 (+2)	11	18 (+4)	13 (+1)

---

**Saves:** Con +5 Wis +8

**Skills** Intimidation +4, Religion +3

**Senses** Passive Perception 14

**Languages** Common, Ignan, Abyssal, Giant

**Challenge** Challenge Rating 3 (700 xp)

---

**Blessing of the Tickster:** Allrem may touch another living creature other than himself and grant it advantage on Dexterity (Stealth) tests. This effect lasts 1 hour or until he uses this ability again.

**Spellcasting:** Allrem is a 5<sup>th</sup> level spellcaster. His spellcasting ability is Wisdom (Spell Save 15 +7 to hit with spell attacks.) Allrem has the following cleric spells prepared.

Cantrips (At Will): *guidance, sacred flame, thaumaturgy;*

1<sup>st</sup> level (4 slots): *charm person, command, cure wounds, detect evil and good, disguise self, sanctuary;*

2<sup>nd</sup> level (3 slots): *augury, blindness/deafness, hold person, mirror image, pass without trace, silence, spiritual weapon;*

3<sup>rd</sup> level (2 slots): *bestow curse, blink, dispel magic;*

### ACTIONS

---

**Warhammer:** *Melee weapon attack:* +5 to hit, 5ft. reach, one target. *Hit:* 6 (1d8+2) bludgeoning damage.

**Sacred Flame:** Allrem may target any creature within 60ft. The target must make a DC 15 Dexterity save. On a failed save the target takes 2d8 radiant damage, The target gains no benefit from cover on this save.

**Invoke Duplicity:** Allrem can use his divine channelling to make a perfect illusion of himself in an unoccupied space within 30 ft. As a bonus action, Allrem may move the illusion up to 30ft. He may cast spells as though he were in the illusion's space but he must use his own senses. When both Allrem and the duplicate are within 5ft. of an enemy he gains advantage on melee attacks against that enemy.

Allrem is the Prefect of the Temple of Fire.

**Possessions:** +1 *chain shirt*, shield, red silken robe with fur lining and gold embroidery (500gp), golden necklace and medallion with ruby set in it (1,250gp), *spell scroll of flame strike, spell scroll of dispel magic, spell scroll of tongues*, 5gp, 33pp, warhammer

## 206. Audience Chamber

This encounter involves two rare magic items, and while there is a temptation to remove them, I have already vastly reduced the number of magic items in the previous encounter. Adding both magic items keeps this as a hard encounter.

**Temple War Leader:** use Veteran: MM p.350, 1,100xp

**Notes:** replace long sword with *flame tongue*, add rope of entanglement; replace Longsword with action **Flame Tongue Melee weapon attack:** +5 to hit, 5ft. reach, one target. *Hit:* 7 (1d8 +3) slashing damage and 7 (2d6) fire damage. Add **Rope of Entanglement** *Magical effect.* 20ft. reach, one target. *Hit:* The target of this attack must make a DC 15 dexterity saving throw or be restrained. The Temple War Leader may release them by spending a bonus action to speak a command word. The creature may attempt to escape on their round as an action by making a DC 15 strength check. Raise CR to 4

**Bugbears (2):** MM p.33, 400xp

**Treasure:** Golden necklace with medallion and garnet inset (750gp), 6ep, 20gp, 6pp, 5 Tiger Eyes (10gp ea.), 6 Turquoises (10gp ea.)

**Milestone:** Award the PCs 1800xp, for defeating Allrem and the Curate in area 205, the Temple War Leader in 206

## 207. Pearlescent Room

This room has been falsely enchanted to register as if it were under a *consecrate* spell. The crystal “mirror” projects an angelic version of whomever sits on the other side so long as there is a source of light within room 208. The werewolves in room 208 will attempt the PCs that they can add a “blessing of holiness” temporarily to their weapons, and awaken those magic items left in the room “As if kissed by the rays of dawn.” They are excellent liars, although the PCs should be able to oppose their Charisma (Deception) checks with Wisdom (Insight) checks. You may wish to give the werewolves advantage, as they have pulled this scam off several times before.

## 208. Secret Room

The Werewolves' scam obviously *should* have let them rack up at least a few magical weapons if it had worked in the past, and so I have left a few minor items here, but vastly reduced their power. This secret door should be hard to spot casually (DC 20 Wisdom (Perception) check) but easy to find if you are deliberately looking (DC 13 Intelligence (Investigation) check.)

**Werewolves (2):** MM p.211, 1400

**Notes:** Raise their Intelligence to 12 and their Charisma to 14. Add Deception+4 to skills.

**Treasure:** Silver service (450gp), 18 sprigs wolfsbane, *dagger +1*, *short sword +1*, 5 silvered daggers; under a flagstone found with a DC 15 Intelligence (Investigation) check: 1,629sp, 22 arrows, 19 silver-tipped arrows, 1 longbow, 1 shortbow, 4 light crossbows, 82 crossbow bolts, 3 daggers, 1 holy symbol of St. Cuthbert, 2 holy symbols of Rao, mace, hand mirror, 2 spears, longsword.

## 209. a Secret Door

This secret door can be detected with a DC 20 Wisdom (Perception) check or a DC 13 Intelligence (Investigation) check.

## 210. Octagonal Chamber

The *glyph of warding* at the altar is triggered if anyone attempts to touch the objects on the altar without first speaking a password (Wah-dah) and wearing a silver lamen. If the glyph is triggered it deploys a wind wall spell that curves twists through the area, passing through the space of everyone present. Creatures must make a DC 15 Strength saving throw, on a failed save they take 13 bludgeoning damage, or half that on a successful save. This also triggers an *alarm*, which alarms the guardian in 210a.

If the braziers are disturbed have them produce clouds of smoke that heavily obscures vision and begins the process of suffocating anyone exposed. The cloud fills the chamber, for 14 (4d6) rounds. Creatures in the pit at the centre of area 210 after 10 rounds of exposure to the smoke must make a DC 18 Charisma save or be



teleported to area A 1.

Pouring holy water on the braziers will summon a Bargura (MM p.56, 1,800xp) to attack everything in the room. This encounter has not been added to the running experience total.

Make the antipathy effect on the Northern door a DC 19 Charisma save to approach within 10ft. of the doors. A PC that fails must wait another 24 hours before trying again. Breaking down the doors requires a DC 30 Strength check.

The secret doors in this area should require a DC 18 Wisdom (Perception) test to simply notice, or a DC 15 Intelligence (Investigation) test to discover when deliberately investigating the room. The stairwell behind the secret door to the West includes a stairwell down to area 301.

**Drelb:** use Wraith: MM p.302, 1800xp; 47,440/56,000

**Treasure:** 2 golden braziers (2,500gp ea.), 2 crystal knives (250gp ea.), crystal bowl (1,250gp)

**Treasure (210b):** found only by searching area 210b and making a DC 15 Intelligence (Investigation) check, *censer of controlling air elementals*.

## 211. Corridor of the Elements

Characters ending their turn in the east corridor must make a DC 15 Constitution save. On a failed save they take 11 (2d10) fire damage, or half that on a successful save.

Characters ending their turn in the west corridor must make a DC 15 Strength save. On a failed save they begin to suffocate.

Characters that approach the door to the north are struck with a frigid and blustering wind. They must make a DC 15 Strength save. On a failed save they are pushed back 30ft. and take 11 (2d10) cold damage, or half that on a successful save.

## 212. Temple of Fire

This room is complex and in places nonsensical and in need of clarification and simplification. I recommend the following modifications to the temple:

- The black charcoal registers as magic with an illusion aura. When burned it causes a chiming sound. The characters in area 205 will investigate if still alive.
- Characters and objects that fall into the fire pit suffer 2d10 fire damage per round.
- The oil registers as magical with a conjuration aura, and also registers as *desecrated* with divine sense or *detect evil and good...* although so will the whole temple. It is also luminous (ignore the *continual light* idea)
- Anything other than copper and the altar exposed to the oil takes 4d10 necrotic damage.
- Meddling with the altar before pouring the oil from a copper vessel onto the altar triggers the *magic mouth*.
- Once the altar is treated with the oil, tossing a living being into the fire pit or a treasure worth at least 500gp results in the characters gaining fire resistance for 24 hours as a charm.
- The salamanders appear whether the PCs complete the sacrifice or not; they will initially believe they are present to witness a ritual; if the PCs are dressed as priests of the Temple of Fire they may be able to bluff their way out of combat.
- The salamander encounter as is would be guaranteed to be lethal against a party, I have reduced the number of creatures to one full-grown salamander and two fire snakes, which would be a hard encounter for a party of four 5<sup>th</sup> level characters.
- Do not use the *mirror image* effect immediately, but have the salamanders materialize slowly – give the players 2 rounds to prepare.

**Salamander (1):** MM p.266, 1800xp

**Fire Snakes (2):** MM p.265, 400xp

**Treasure:** Gold filigree: (500gp)

## 213. Hall of Verdigris

This room is extremely bizarre and difficult to run. I recommend discarding the concept of zombies in *gargoyle cloaks* altogether and replacing them with plain old gargoyles. The Juggernaut is an extremely strange concept and hard to track as written. Instead, I recommend setting up the Encounter thusly:

- When the PCs enter the room the gargoyles watch intently to ensure that the greeting and offering ritual is observed. Many creatures in the region know the ritual and can perform it.
- If the PCs attempt to perform the ritual and do so incorrectly, or they attempt to proceed past the curtain, the gargoyles will attack. If the gargoyles attack they represent wave 1 of a multi-part encounter. The underpriests arrive in round 6.
- If the ritual is performed correctly, the gargoyles let out hooting noises, which call the underpriests from room 214. The underpriests will arrive five rounds later.
- The Juggernaut will only attack if Belsornig or the Gargoyles are killed, effectively becoming wave 3 of the encounter.
- Add the Bugbears in room 220 only if the PCs are in good shape after defeating the Juggernaut.

#### Wave 1

**Gargoyles (4):** MM p.140; 1,800xp

#### Wave 2

Underpriests: see area 214

#### Wave 3

**Juggernaut:** see below, 2 900xp

**Treasure:** 42 cp, 37 sp, 60 ep, 51 gp, 23 pp, 17 agates (10 gp ea.), 3 bloodstones (50gp ea.), 6 zircons (50 gp ea.), 4 amethysts (100gp ea.) 3 red garnets (100gp ea.), 6 tourmalines (100 gp ea)

### 214. Lounge

**Underpriests (2):** use Priests: MM p.348, 900xp

**Treasure:** on priests: 2 gold rings shaped like sea creatures w/ peridot (500gp ea.); in room: malachite service (2,000gp), 3 drugged fruits\*; In a secret compartment in the desk found with a DC 13 Intelligence (Investigation) check: *spell scroll of resist poison*, *spell scroll of true seeing*, *spell scroll of resist energy (fire)*; in bedroom: 4 texts on the elemental evil of water (250gp ea.), 87gp, 21pp, ceremonial bronze mace (15gp), gold ring with green pearl (250gp), 2 *potions of water breathing*.

\* A character eating one of the drugged fruits must make a DC 15 Constitution save or be stunned for 10 minutes. During that time the PC has strange visions and bizarre drug-induced dreams, that the DM may use to give hints about the temple. Another option may be to give the PCs a charm, like the ability to *detect evil and good* once.

### 215. Salon

**Canon Belsornig:** see below, 1,100xp

**Treasure:** in room: ivory tray (50gp), 6 bowls with serpentine inlay (2gp ea.), 6 crystal decanters (2gp ea.), 6 stemmed cups with serpentine inlay (2gp ea.), 3 lanterns with *continual flame* effects (110gp ea.), brass brazier (30gp), plate mail, shield, mace, green silk robe with thread of gold set with peridot (2,000gp), bronze censer covered in verdigris (10gp), 10 blocks of fine incense (10gp ea.), in Southern room: book of rites of the Temple of Water\*, 6 books of lore, trident; in chest: coral box (50gp), 100 tiny seed pearls (10gp ea.), *cloak of the manta ray*, *spell scroll of flame strike*, *spell scroll of control water*, *spell scroll of control weather*, *spell scroll of purify food and drink*

\*Like the texts found in room 205 and 137, you may want to include a rite the PCs can perform involving living sacrifice and committing an evil act, but which gives them a charm, possibly to use *sleet storm* twice.

## Canon Belsornig

med. humanoid (human), Chaotic Evil, 8<sup>th</sup> level Cleric (Tharizdun)

**Armour Class** 18 (*half plate +1*)

**Hit Points** 44 (8d8 +8)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10	20 (+5)	14 (+2)

**Saves:** Wis +8 Cha +5

**Skills** Arcana +4, Insight +9, Intimidation +6, Religion +4

**Senses** Passive Perception 15

**Languages** Common, Aquan, Abyssal, Goblin

**Challenge** Challenge Rating 4 (1,100 xp)

**Blessing of the Tickster:** Belsornig may touch another living creature other than himself and grant it advantage on Dexterity (Stealth) tests. This effect lasts 1 hour or until he uses this ability again.

**Cloak of Shadows:** As an action Belsornig may use one use of his Channel divinity ability to become *invisible* until the attacks, casts a spell, or the end of his next turn.

**Spellcasting:** Belsornig is an 8<sup>th</sup> level spellcaster. His spellcasting ability is Wisdom (Spell Save 17, +9 to hit with spell attacks.) Belsornig has the following cleric spells prepared.

Cantrips (At Will): *guidance, sacred flame, thaumaturgy;*

1<sup>st</sup> level (4 slots): *charm person, create or destroy water, cure wounds, disguise self, sanctuary;*

2<sup>nd</sup> level (3 slots): *calm emotions, hold person, protection from poison, mirror image, pass without trace, silence;*

3<sup>rd</sup> level (3 slots): *beacon of hope, bestow curse, blink, dispel magic, protection from energy, spirit guardians, water walk;*

4<sup>th</sup> level (2 slots): *control water, dimension door, divination, polymorph*

## ACTIONS

**Multiattack:** Belsornig attacks twice per round with his mace of smiting.

**Mace of Smiting:** *Melee weapon attack:* +6 to hit, 5ft. reach, one target. *Hit:* 6 (1d8+2) and 4 (1d8) poison damage bludgeoning damage.

**Sacred Flame:** Belsornig may target any creature within 60ft. The target must make a DC 15 Dexterity save. On a failed save the target takes 2d8 radiant damage. The target gains no benefit from cover on this save.

**Invoke Duplicity:** Belsornig can use his divine channelling to make a perfect illusion of himself in an unoccupied space within 30 ft. As a bonus action, Belsornig may move the illusion up to 30ft. He may cast spells as though he were in the illusion's space but he must use his own senses. When both Belsornig and the duplicate are within 5ft. of an enemy he gains advantage on melee attacks against that enemy.

The Master of the Temple of Water, Belsornig is as manipulative and cunning opponent.

**Possessions:** *ring of free action, mace of smiting, half plate +1, gold belt set with lapis and malachite (500gp), 21gp, 14pp, key to chest in 215, gold ring w/ peridot bezel (500gp)*

## Juggernaut

Large Construct, unaligned

**Armour Class** 16 (natural armour)

**Hit Points** 80 (7d12 + 35)

**Speed** 10ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	4 (-3)	20 (+5)	6 (-2)	10	3 (-4)

**Damage Resistances:** bludgeoning, piercing and slashing damage from nonmagical weapons;

**Damage Immunities:** poison, psychic

**Condition Immunities:** charmed, exhaustion, frightened, paralysed, petrified, poisoned

**Senses** Darkvision 60ft., Passive Perception 10

**Languages** understands one language of creator's choice

**Challenge** Challenge Rating 7 (2,900 xp)

**Acceleration:** The Juggernaut is capable of building incredible speed as it moves. For every round that it moves in a straight line it adds 10ft. To its base speed to a maximum of 120ft. A juggernaut must spend an action reducing its speed to 10ft. Per round in order to turn or stop moving.

**False Appearance:** While a juggernaut remains motionless it is indistinguishable from an ordinary object.

## ACTIONS

**Multiattack:** A juggernaut may attempt four slams and an overrun action each turn.

**Slam Melee weapon attack:** +8 to hit, reach 10ft., one target; *Hit* 9 (1d8 +5) bludgeoning damage.

**Overrun:** The juggernaut moves up to its speed, while doing so it can enter large or smaller creature's spaces. Whenever a juggernaut enters a creature's space the creature must make a DC 16 Dexterity saving throw.

On a successful save the creature can choose to be pushed 5ft to the side of the Juggernaut. If the creature chooses not to be pushed it suffers the consequences of a failed save.

On a failed save, the Juggernaut enters the creature's space and the creature takes 16 (2d10 +5) bludgeoning damage and is knocked prone and restrained.

If a creature begins its turn prone and in the same space as the juggernaut it takes an additional 11 (2d10) bludgeoning damage and may spend an action to attempt a DC 16 Dexterity check to spend 20ft. Of its movement to become prone 5ft. to the side of the juggernaut.

A Juggernaut is a bizarre construct made of the flesh of mimics fused with war machinery and a stone carapace. They often appear to be idols, fortifications, or statues until commanded to attack, at which point they become unstoppable war machines, rolling towards enemies while lashing stone-tipped pseudopodia at anything it passes.

**Built for War:** The Juggernaut is designed for one purpose to overrun armies, crushing dozens of men under its wheels or treads at a time while bludgeoning those who try to get out of its way while it passes.

**Construct:** Although partially made from the flesh of mimics and oozes, the Juggernaut is a construct; it does not need to eat, sleep, or breathe.

## 216. Pool chamber

The elemental Intelligence in this room was a strange and unnecessarily complex encounter. I have reconceptualized the Intelligence as an intelligent ooze with some nasty abilities.

**Elemental Intelligence:** see below, 1,800xp

**Treasure:** 32 Lapis lazuli fragments (100gp ea.), coral scroll case (50gp)

**Milestone:** Award the PCs with an additional 2,800xp for defeating Belsornig and his Underpriests.

## 217. Triangular Room

The owlbear begins the round restrained, if it notices the PCs and makes noise the Troll in area 218 will arrive in three rounds and attack the PCs after setting it free. This makes it effectively a multi-part encounter. The Owlbear on its own is an easy encounter, and combined with the troll would be a hard encounter, although with the Owlbears limited range of motion and the delay in the troll's arrival, it is at best a medium encounter. Trolls get no advantages for wielding weapons in this edition other than reach, so I decided to leave out the fauchard-fork.

### Wave 1

**Owlbear:** MM p.249, 700xp

### Wave 2

**Troll:** MM p.291, 1,800xp

**Treasure:** 30cp, 30sp, 30ep, 30gp

## 218. Abandoned Storeroom

This is where the PCs will encounter the troll if they did not fight him along with the owlbear in room 217.

**Treasure:** cask of wine, 109ep, 84gp, 44pp

## 219. The Room of Bones

**Troll Chief:** see Oohlgirst below, 2,300xp

**Note:** While the Oohlgrist is wearing a ring of fire resistance, fire does not negatively effect his regeneration ability. When the players use fire on the troll allow a DC 15 Wisdom (Perception) test for them to notice that the troll's ring shimmers.

**Treasure:** *potion of greater healing*

## 220. Side Room

Room 213 is already a punishing series of encounters with gargoyles, juggernauts, underpriests, and possibly Canon Belsornig. The Bugbears could turn an already potentially deadly encounter into a TPK. On that basis I suggest having them anticipate watching the PCs fight the juggernaut with glee if they approach from the South. If the PCs flee the Juggernaut, have the bugbears stalk and attack them afterwards. If they defeat the Juggernaut, have the Bugbears keep their heads down unless they hear Belsornig call for help. If the PCs instead start fighting in room 222, have them rush to their Allies' aid.

**Bugbears (4):** MM p.33, 800xp

**Treasure:** Battleaxe

## 221. Inner Chamber

**Ogre:** MM p237, 450xp

**Treasure:** on Ogre: 3 silver hairpins (10gp), brass candlestick (5sp), 419 cp, 282 sp, 23 ep, 133 gp, 4pp

## Elemental Intelligence

Huge Ooze, Chaotic Evil

### Armour Class 6

**Hit Points** 75 (10d12 +10)

**Speed** 0ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	13 (+1)	14 (+2)	16 (+3)	18 (+5)

**Damage Immunities:** piercing, slashing, bludgeoning, poison, fire, thunder

**Damage Vulnerability:** cold

**Condition Immunities:** blinded, deafened, exhaustion, grappled, prone, restrained

**Skills** Arcana +6, Deception +9, Insight +7, Persuasion +9

**Senses** Blindsight 40ft. (blind beyond this radius), Passive Perception 13

**Languages** Telepathy

**Challenge** Challenge Rating 5 (1,800 xp)

**False Appearance:** While motionless, the elemental intelligence is indistinguishable from a pool of ordinary water.

**Freezing:** when the elemental intelligence takes cold damage it is stunned for 1d4+1 rounds.

**Liquid Body:** Any large or smaller creature may enter the intelligence's space. Once within it, the elemental intelligence may choose to grip it with pressure. Any creature beginning its turn within the elemental intelligence's space must DC 15 strength saving throw.

On a successful saving throw the character may move normally as though swimming, and may choose to make a DC 15 Strength (Athletics) test as an action to become prone 5ft to the side of the intelligence's space.

On a failed save, the creature is restrained and takes 13 (4d6) points of acid damage. If the target is wearing nonmagical metal armour, its armour is partly corroded and takes a permanent cumulative -1 penalty to the AC it offers. The armour is destroyed if the penalty reduces its AC to 10. Creatures restrained in this way begin to suffocate.

**Corrosive Form:** A creature that touches the elemental intelligence or hits it with a melee attack within 5ft. of it takes 4 (1d8) points of acid damage. Any nonmagical weapon made of metal that hits the elemental intelligence corrodes. After dealing damage takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the elemental intelligence is destroyed after dealing damage.

**Innate Spellcasting:** The Intelligence's innate spellcasting ability is Charisma (spell save DC 15) it can innately cast the following spells:

At Will: *detect magic*; *minor illusion*;

3/day: *detect thoughts*, *major image*, *phantasmal force*, *suggestion*;

1/day: *contact other plane*, *slow*;

### ACTIONS

**Consume Magic:** The elemental intelligence may target one magic item carried by a creature in its space. The owner must make a DC 15 Intelligence saving throw. On a failed save, the object becomes nonmagical. The Intelligence regains 5 (1d10) hit points for a common or uncommon object, 11 (2d10) hit points for a rare or very rare object. It cannot effect legendary objects.

### REACTIONS

**Consume:** The elemental intelligence may spend its reaction to attempt to use its Consume Magic ability on a magical weapon that strikes it.

## Oohlgirst

Large Giant, Chaotic Evil, Fighter 4<sup>th</sup> level

**Armour Class** 17 (bone armour, protection)

**Hit Points** 116 (12d10 + 50)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

**Saves** Strength +8, Constitution +8

**Damage Resistances** Fire

**Skills** Perception+1

**Senses** Darkvision 60ft., Passive Perception 11

**Languages** Giant

**Challenge** Challenge Rating 6 (2,300 xp)

**Keen Smell:** Oohlgirst has advantage on Wisdom (Perception) tests related to smell.

**Regeneration:** Oohlgirst regains 10 hit points at the start of his turn. If he takes acid or fire damage, this trait doesn't function at the start of his next turn. Oohlgirst only dies if he starts his turn with 0 hit points and doesn't regenerate. While Oohlgirst wears his *ring of fire resistance* fire does not prevent him from regenerating.

**Action Surge (1/day):** On Oohlgirst's turn he may take one additional action and possibly one additional bonus action at the top of his turn.

**Second Wind (1/short rest):** Oohlgirst may use a bonus action to regain 1d10+4 hit points.

**Improved Critical:** Oohlgirst's weapon attacks score a critical hit on a roll of 19 or 20.

### ACTIONS

**Multiattack:** Oohlgirst makes three attacks: one with his bite and two with his claws.

**Bite. Melee weapon attack:** +8 to hit, reach 5ft., one target; *Hit* 8 (1d6 +5) piercing damage.

**Claw. Melee weapon attack:** +8 to hit, reach 5ft., one target; *Hit* 12 (2d6 +5) slashing damage.

Oohlgirst is a troll chieftain who is currently visiting the Temple of Elemental Evil, both the Fire Temple and Water Temple are courting him in the hopes that he will bring in his clan to serve their temple.

**Possessions:** *ring of fire resistance*, *necklace of adaptation*, bone armour (15 + up to 2 points of dex modifier, disadvantage on stealth), gold necklace with four small rubies (2,250gp), jewelled belt with silver and jade inlay (2,500gp),

## 222. Room 20' x20'

This room can possibly trigger off a multipart encounter where the bugbears from room 220 join the fight after two rounds, and then they call the ogre from 221 when they are down to only a few survivors. Even with all of these creatures involved this should still be a manageable battle for a party of 5<sup>th</sup> level characters.

### Wave 1

**Bugbear Guards (4):** use Bugbears: MM p.33, 800xp

**Bugbear Chief:** MM p.33, 700xp

### Wave 2

**Bugbears (4)** from area 220

### Wave 3

**Ogre:** from area 221

**Treasure:** On chief: 6 ep, 16 gp, 10 pp, 4 hematites (10 gp ea.); On bugbears 44cp, 37ep, 51gp

## 222a. Stariwell

For reference, this stairwell goes to area 312

## 223. Jumbled Room

If attacked from the west, they will call the bugbears from room 224, who will arrive in 2 rounds.

### Wave 1

**Bugbears (6):** MM p.33, 1,200xp

### Wave 2

**Bugbears (4):** see area 224.

**Gnolls (2):** see area 224.

**Treasure:** 31gp, 17pp

## 224. Room 20' x 20'

**Bugbears (4):** MM p.33, 800xp

**Gnolls (2):** MM p.163, 400xp

**Treasure:** 51sp, 47ep, 48gp

## 225. Grim Room

**Kelno:** see below

**Treasure:** Cassock of silver cloth with jet and crystal beads (1,000gp), 11 suits of armour designed for bugbears, 4 battleaxes, 6 glaives, 7 maces, 8 morning stars, 100 arrows, 16 spears, bastard sword; In locked chest with poison needle trap (DMG p.123): 176sp, 28ep, 11gp

**Milestone:** Grant the PCs a bonus of 1,800xp for slaying or running off Kelno, and thus removing the Temple of Air.

## 226. Kitchen

If the player characters corner and attack Kelno, have him escape by way of the secret door (Otherwise a DC 18 Wisdom (Perception) check to spot, or a DC 18 Intelligence (Investigation) check if the room or bend in the hallway is searched.

**Bugbears (4):** MM p.33, 800xp

**Goblins (4):** MM p.166, 200xp

## Prefect Kelno

med. humanoid (human), Chaotic Evil, 8<sup>th</sup> level Cleric (Iuz)

**Armour Class** 16 (studded leather, cloak of protection)

**Hit Points** 39 (7d8 +7)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	13 (+1)	10	19 (+4)	15 (+2)

**Saves:** Wis +7, Cha +5

**Skills** Insight +7, Intimidation +5, Persuasion +5, Religion +3

**Senses** Passive Perception 15

**Languages** Common, Auran, Abyssal, Goblin

**Challenge** Challenge Rating 4 (1,100 xp)

**Blessing of the Tickster:** Kelno may touch another living creature other than himself and grant it advantage on Dexterity (Stealth) tests. This effect lasts 1 hour or until he uses this ability again.

**Cloak of Shadows:** As an action Kelno may use one use of his Channel divinity ability to become *invisible* until the attacks, casts a spell, or the end of his next turn.

**Spellcasting:** Kelno is a 7<sup>th</sup> level spellcaster. His spellcasting ability is Wisdom (Spell Save 15, +7 to hit with spell attacks.) Kelno has the following cleric spells prepared.

Cantrips (At Will): *guidance, sacred flame, thaumaturgy;*

1<sup>st</sup> level (4 slots): *charm person, cure wounds, command, disguise self, sanctuary;*

2<sup>nd</sup> level (3 slots): *calm emotions, hold person, protection from poison, mirror image, pass without trace, silence;*

3<sup>rd</sup> level (3 slots): *beacon of hope, bestow curse, blink, dispel magic, protection from energy, spirit guardians;*

4<sup>th</sup> level (2 slots): *dimension door, divination, polymorph*

## ACTIONS

**Multiattack:** Kelno attacks twice per round with his dagger of venom.

**Dagger of Venom.** *Melee weapon attack.* +6 to hit, reach 5ft., one target. *Hit* 5 (1d4+3) piercing damage. Once per day Kelno may take an action to cause the dagger to coat itself with poison. Creatures struck by the poisoned dagger must make a DC 15 constitution save or take an additional 2d10 poison damage.

**Sacred Flame:** Kelno may target any creature within 60ft. The target must make a DC 15 Dexterity save. On a failed save the target takes 2d8 radiant damage. The target gains no benefit from cover on this save.

**Invoke Duplicity:** Belsornig can use his divine channelling to make a perfect illusion of himself in an unoccupied space within 30 ft. As a bonus action, Belsornig may move the illusion up to 30ft. He may cast spells as though he were in the illusion's space but he must use his own senses. When both Belsornif and the duplicate are within 5ft. of an enemy he gains advantage on melee attacks against that enemy.

The Master of the Temple of Air, Kelno is desperate, and prefers parlay to battle.

**Possessions:** *dagger of venom, cloak of protection, studded leather armour,*

## Countess Tilahi of Celene

medium humanoid (High elf), Chaotic Good, 8<sup>th</sup> level Fighter

**Armour Class** 15

**Hit Points** 52 (8d8 + 16)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
9(-1)	20 (+5)	14 (+2)	17 (+3)	11	12 (+1)

**Saves:** Str, +2, Con +4

**Skills** History +6, Insight +3, Perception +3 (adv.), Persuasion+4

**Senses** Passive Perception 10

**Languages** Common, Elven, Sylvan, Ancient Suloise

**Challenge** Challenge Rating 3 (700 xp)

**Action Surge (1/day):** On Tilahi's turn she may take one additional action and possibly one additional bonus action at the top of his turn.

**Second Wind (1/short rest):** Tilahi may use a bonus action to regain 1d10+8 hit points.

**Cursed:** Celene is currently under a curse effect that forces her to make a DC 17 Intelligence check each time she tries to cast a spell. This effect can be removed with a *remove curse*.

**Spellcasting:** Tilahi is an 8<sup>th</sup> level spellcaster. Her spellcasting ability is Intelligence (Spell Save 14 +6 to hit with spell attacks.) Tilahi knows the following wizard spells.

Cantrips (At Will): *shocking grasp, true strike;*

1<sup>st</sup> level (4 slots): *burning hands, mage armour, protection from good and evil;*

2<sup>nd</sup> level (w slots): *mirror image, scorching ray;*

## ACTIONS

**Extra Attack:** Tilahi makes two weapon attacks per round. On a round where she uses her action to cast a cantrip, she may make one weapon attack as a bonus action.

**Shocking Grasp.** *Melee spell attack:* +6 to hit, 5ft. reach, one target. *Hit:* 9 (2d8) lightning damage.

**Bound Blade:** *Melee weapon attack:* +7 to hit, 5ft. reach, one target, *Hit:* 9 (1d8+6) melee damage. As an action tilahi can summon her bound blade, a *rapier +1* to her hand if she is not bound.

Countess Tilahi is a peer of the faerie kingdom of Celene.

**Possessions:** bound blade

## 227. The Hall of Triumphal Evil

The stairwell here is also bound with repelling runes. The *antipathy* effect on the stairwell requires a DC 19 Charisma save to approach within 10ft. of the stairwell. A PC that fails must wait another 24 hours before trying again. Breaking down the doors requires a DC 30 Strength check. Evil creatures automatically fail this save.

### 227a. Stairway

For reference, this stairway leads to area 328a.

## 228. Prison Room

This encounter would be far too easy for the PCs as written, I have upgraded the jailer here from a mere bugbear to a bugbear chief, although he no longer carries a magic sword.

**Bugbear:** use Bugbear Chief: MM p.33, 700xp

**Ogre:** MM p.327, 450xp

**Treasure:** on Bugbear: 18sp, 4gp, 3pp;

### 228a. Cells of the Water Temple

With Tilahi's unusual combination of classes, I thought it might be appropriate to make her an Eldritch knight, and give her the ability to summon a rapier once unbound; this will make her a potentially powerful ally if the PCs choose to escort her to safety. To sue many of her other spells would require that she bind a new arcane focus. Give the PCs appropriate xp for liberating Countess Tilahi, Sir Juffer, and the other elves. Have the reward arrive for them in Hommlet 28 days after her rescue.

**Countess Tilahi of Celene:** see above, 700xp

**Sir Juffer:** use Otis, 1,100xp

Note: remove all gear, AC 11, add quality **cursed:** Sir Juffer cannot cast spells without making a DC 17 intelligence test. This effect can be ended with a *remove curse*. add action: **Unarmed strike** *Melee weapon attack:* +5 to hit, 5ft. reach, one target; 4 bludgeoning damage. Reduce CR to 4. 1,00

**Elves (2):** use Guards, 50xp

**Reward:** *elven chain full suit*, unicorn horn ring (1,000gp) with *sympathy* effect for Unicorns, 100pp per party member

### 228 b. Cells of the Fire Temple

As the Brigand is a hireable NPC, make sure he has a background and name. I use the name Japhy for this character.

**Brigand:** use Bandit Captain, MM p.346 200xp

Note: remove studded leather AC 13, remove scimitar, replace scimitar action with **Unarmed strike** *Melee weapon attack:* +5 to hit, reach 5ft., one target. *Hit:* 4 bludgeoning damage. Reduce CR to 1.

**Merchants:** use Commoner: MM p.347, 20xp

## 230. Garbage Room

For the Ocs to find the items listed as "buried in trash" have them roll a DC 13 Constitution save or be too ill to keep looking. Those that succeed their save will find the coins and must make an Intelligence (Investigation) test, on a roll of 13 they find the platter, on a 15 they find the platter and bracelet. However they must also make an additional DC 11 Constitution save or contract Sewer Plague. Clever uses of *prestidigitation*, *locate object*, or *unseen servant* might allow them to find things quickly enough to avoid this nastiness.

**Otyugh:** MM.248, 1,800xp

**Treasure:** *spell scroll of friends*, *spell scroll of magic missile*, *spell scroll of knock*, *spell scroll of mirror image*, *spell scroll of web*, *spell scroll of slow*. Buried in Trash: gold platter (300 gp), 22 cp, 34sp, 19ep, 25gp, 23pp, platinum bracelet set w/ four opals (5,000gp)



### 231. Room of Four Elements

If the PCs approach the room from the South give the bugbears advantage on a Wisdom (Perception) test to detect them coming using the lowest Stealth check result of an approaching character or a DC of 10, whichever is higher.

**Bugbears (4):** MM p.33, 800xp

**Treasure:** 28sp, 23ep, 34gp

### 232. Salon

If the Bugbears in 231 detect the PCs coming they will alert the bugbears here, turning this into a massive multi-part combat ambush. Have the bugbears in Room 232 roll a DC 15 Wisdom (Perception) test to hear fighting in room 231 ahead of time. In either case, this becomes an ambush.

Have the females test morale when four or more of the males are dropped to 0 hit points or if they are caught in the area effect of hostile spells (DMG p273). If they succeed, they will join the fight, if not they will surrender and move as far from the fighting as possible. The third wave should arrive after seven or more bugbears have died.

This is a punishing series of hard-to-deadly encounters. Be mindful of enemy morale once the Bugbear chief and Lieutenant are out. When one of them falls, roll morale for the survivors, and consider having them retreat to 233 and bar the door, giving the PCs a reprieve.

#### Wave 1

**Bugbear Males (7):** use Bugbear MM p.33, 1,400xp

#### Wave 2

**Bugbear Females (6):** use Bugbear, MM p.33, 1,200xp

#### Wave 3

**Bugbear Chief:** see area 233

**Bugbear Lieutenant:** see area 233

**Comely Bugbear Females (3):** see area 233

**Treasure:** on males: 25sp, 18ep, 27gp; on females: 18sp, 14ep, 22gp

### 233. Side Room

**Bugbear Chief:** MM p.33, 700xp

Notes: Increase Str to 18 (+1 to hit and damage w/ morning star)

**Bugbear Lieutenant:** use Bugbear Chief: MM p.33, 700xp

Notes: Remove **Heart of Hruggek**

**Comely Bugbear Females (3):** Use Bugbears MM p.33, 600

Notes: Increase Cha to 13, replace morning star with battleaxe (does slashing damage instead of piercing)

**Treasure:** on chief: Gold chain with skull medallion (175gp), 23gp, 15pp, 6 turquoises (10gp ea); on Lieutenant: 19sp, 5ep, 13gp, 3pp; on females: 11cp, 9sp, 7ep, 10gp, silver earring with jasper (100gp), fine tapestry (250gp), 3 bottles of wine, clothes.

### 234. Storage Room

The Su-Monster is essentially a psionic ape always under the effects of *haste* with some psionic attacks. Without it or the Girallon to replace it, the next best option would be a Barlgura Demon; it is easy, given the background given on the Su-Monster to see the possibility of a bound demon getting loose from its guard duties and feasting on orcs and goblins in the region. Given the space it has to work with, the larger size of the Barlgura still makes perfect sense.

**Barlgura:** MM p.56, 1,800xp

### 236. Cistern Room

Require a DC 13 Dexterity (Acrobatics) not to slip and slide into the deep part of the cistern if they attempt to wade into the water. Once they have fallen in they must make a DC 11 Strength (Athletics) test to stay afloat until they are rescued. If they fail, they are submerged and holding their breath, force another check every round (with disadvantage from disorientation and the sliminess of the water) until they drown or surface.

I decided to offer the PCs a sentinel shield rather than simply downgrading the *shield +2* to a *shield +1* here to keep this floor from having too many rare magic items.

**Treasure:** *sentinel shield*

### 238. Padlocked Room

Picking the lock requires a DC 15 Intelligence check with Thieve's Tools, otherwise, require a DC 20 Strength test to break it down or 40hp worth of damage to the door (DC 15), with enough of a ratchet made by that to give the guards in room 241 a chance to hear the PCs.

One thing this campaign does not offer is extra-dimensional carrying space, and yet much of the treasure here includes tapestries, barrels of fine spirits, etc., so I decided to place an extra *bag of holding* here.

**Treasure:** 1 chain mail for small character, ornate plate mail armor for dwarf (2,000gp), 8 backpacks, 14 vials holy water, 2 bullseye lanterns, 3 hooded lanterns, theive's tools, 2 mallets, 2 map cases, map of Celene, 5 mirrors, 17 parchment sheets, 11 belt pouches, 3 hempen ropes (50ft. ea), 50ft. silk rope, 6 sacks, 52 iron spikes, 6 tinderboxes, *bag of holding*

### 240. Junk Room

**Treasure:** If the PCs are willing to take the time to sort through everything and collect the finery they can assemble 30 fine outfits.

### 241. Side Room

If approached from the North, This is a pretty simple multi-part encounter. The guards at area 241 make a few ranged attacks at the PCs then disengage to lead them into room 2. Keep making morale checks as appropriate. Once they fail their morale check, the leader will flee to area 243 to get help from the bandits. The Bandits will show up a couple of rounds later. If the bandits lose morale, or the serjeants die, they will withdraw to 243 and summon Feldrin and Brunk. Brunk will hold back somewhat, letting Feldrin do most of the fighting. If he fails a morale test, takes significant damage, or Feldrin falls, he will call his minions from room 244 to help him finish the battle.

#### Wave 1

**Guards (3):** MM p.347, 75xp,

#### Wave 2

**Guards (4):** from area 242

Leader: from area 242

#### Wave 3

**Brigands (8):** from area 243

**Serjeants (2):** from area 243

#### Wave 4

**Feldrin:** from area 243a

**Brunk:** from area 243b

#### Wave 5

**Human Bandits (2):** see area 244

**Half-Orc Bandits (2):** see area 244

**Half-Orc Swordsman:** see area 244

**Treasure:** 48 crossbow bolts, wine, mugs, hooded lantern, 4 pints of oil, 9gp, 3-dragon ante set

## 242. Crooked Corridor

**Trap:** The spiked beam trap is obvious from within area 242. No spot check is required to see it. It is triggered when the secret door to area 345 is opened without using a hidden catch on the lever disguised as a torch. Figuring out how to activate the lever without triggering the trap requires a DC 18 Intelligence (Investigation) check. Disarming the trap is simple, but risky, requiring a DC 13 Intelligence check with thieves' tools, if the check fails, however, the trap is automatically sprung.

When activated the trap attacks one target, immediately East of the door, passing through the door, or immediately West of the door, in that order of preference. The target is subject to a melee weapon attack with a +5 bonus. On a hit it does 2d10 piercing damage and knocks the target prone.

**Guards (4):** MM p.347, 100xp

**Leader:** use Veteran, 700xp

**Treasure:** on guards 22gp; on leader: gold chain with jet (250gp)

## 243. Room 20' x 30'

**Brigands (4):** use Bandit: MM p.343, 100xp

**Brigand Door Guards:** use Bandit: MM p.343, 50xp

**Note:** add halberd and action: **Halberd. Melee weapon attack:** +3 to hit, 10ft. reach, one target. Hit: 5 (1d10) slashing damage.

**Brigand Crossbowmen (2):** use Bandit: MM p.343, 50xp

**Serjeants(2):** use Bandit Captain p.344, 900xp

**Note:** add shield, AC17

**Treasure:** on bandits 19gp; on serjeants: 47gp

### 243a. Commander's Quarters

**Trap:** This dual trap is insidious, characters making an Intelligence (Investigation) will discover the poison needle trap on a roll of 13 (use the trap described on p.123 of the DMG), but must roll an 18 or better to find the poison gas trap as well. It is disarmed by first using the hidden catch that disarms the needle trap, but then once the box is partially opened, a chain must be detached from the lid of the box that will otherwise uncork the poisonous fumes. Allow the PCs a DC 20 Wisdom (Perception) to notice the chain at the last second, but if anyone other than the character opening the box notices, they must spend their reaction and succeed on a DC 15 Dexterity test to stop their ally from opening the box. Barbarians with the Feral Instinct trait get advantage on this roll.

Once the trap is triggered the room fills with toxic vapours, anyone inside is exposed to Burnt Othur fumes (DMG p.258), causing them to make a DC 15 Constitution save or take 10 (3d6) poison damage, and each round afterwards they must make an additional DC 15 Constitution save or take an additional 3 (1d6) poison damage. They are cured of the poison when they make three successful saves in a row.

**Feldrin:** use Spy MM p.349, 450xp

**Notes:** add studded leather armour, and *cloak of protection*, AC15, add rapier and action **Rapier. Melee weapon attack:** +4 to hit, 5ft. reach, one target. Hit: 6 (1d8+2) slashing damage. Raise CR to 2.

**Treasure:** on Feldrin, *cloak of protection*, silver neck chain with horned red skull medallion (30gp), *bag of holding*, 12cp, 9sp, 11ep, 10gp, 7pp; in room: silver lamp (120gp), fine rug (125gp), gold cup (200gp), golden ewer (250gp), box with gold inlay (150gp); In trapped chest: 74gp, 112pp, silver bracelet set with jade (1,750gp), 6 zircons (50gp ea.), *potion of healing*, *potion of invisibility*, *spell scroll of nondetection*.

### 243b. Lieutenant's Quarters

Brunk's Dart-launching shield is his own unique invention, and he is the only character proficient in it. Anyone else wishing to gain proficiency in this weapon must spend 250 days of down time practising with it. It works as follows:

Weapon	Cost	Damage	Weight	Properties
Dart-Launching Shield	350gp	1d4 piercing	12 lb.	Ammunition (range 20/40), heavy, loading (3 shots), shield weapon

**Shield weapon:** This weapon doubles as a shield and thus adds +2 to the bearer's AC

**Brunk:** use Bandit Captain: MM p.344, 1,100xp

**Notes** Half-orc. Add dart-launching shield, AC 17. Change multiattack to the following: **Multiattack:** Brunk makes two melee attacks with his scimitar. Or Brunk may make three attacks with his dart-launching shield. Add the following action: **Dart-Launching Shield.** *Ranged weapon attack:* +5 to hit, range 20/40, ammunition, loading after 3 shots, one target. *Hit:* 4 (1d4+2) piercing damage and target must make a DC 13 Constitution save: on a failed save the target takes 11 (3d6) poison damage and is poisoned for one minute. On a successful save they take half that poison damage and do not gain the poisoned condition. Raise CR to 4

**Treasure:** On Brunk: Dart-Launching shield, 6 poisoned darts, gold earring with ruby chip (500gp), 8ep, 16gp

## 244. Lounge

If the PCs approach from the south, begin the battle described in area 241, only reverse the waves, down to wave 2. The guards in wave 1 (area 241) remain at their post.

**Human Bandits (2):** MM p.343, 50xp

**Half-Orc Bandits (2):** use Guards: MM p.345, 50xp

**Half-Orc Swordsman:** use Veteran: Mmp.350, 700xp

**Treasure:** on human bandits: 5gp, on half-orc bandits 6cp, 6ep, 6gp, 2pp, on half-orc swordsman: 3cp, 3sp, 3ep, 3gp, 1pp, fine dagger with tourmaline set in pommel (175gp)

## 245. Reception Hall

The Minotaur here is faking being a statue, and at a distance greater than 15ft. it takes a DC 18 Wisdom (Perception) test to notice the subtle movements indicating life. Once PC's close within 20ft. It will attack, likely gaining surprise.

**Minotaur:** MM p.223, 700xp

**Treasure:** 13 agates (10gp ea.), *scroll of magic circle*

## 246. Circular Stairway

For Reference, this Stairway leads to area 156.

## Dungeons of Elemental Evil: Level Three

If the PCs complete every challenge in Dungeon Floor 2, they should be on the cusp of 6<sup>th</sup> level (with a total of 87,735xp) I therefore judged the difficulty of encounters for the PCs as if they were 6<sup>th</sup> level in areas 301 - 305, 309 - 312, and 335 - 338. Once they were likely to have accrued the last few experience points they needed to earn 7<sup>th</sup> level, I began judging the difficulty of encounters assuming four 7<sup>th</sup> level characters.

### 301. Domed Hexagonal Chamber

Two trolls at a time is nearly a deadly encounter for a 6<sup>th</sup> level party, let alone four of them. I recommend on that basis being very cautious. Have two of the trolls resting and inattentive, requiring them to roll a Wisdom (Perception) check, with a DC of 10 or the lowest PC Dexterity (Stealth) check with disadvantage, while one sleeps and does not join the battle.

The alert troll will come out within one round of the PCs being heard, and the doors make enough of a racket opening that the PCs should not be surprised. Once the fighting begins, have the other trolls roll Wisdom (Perception) again, the drowsing ones keeping their disadvantage. If they hear, they arrive on round 4. After round 6 have the last troll wake but have disadvantage on his Wisdom (Perception) checks until round 7.

### 302. Room 20' x 30'

The secret door in this room should require a DC 18 Wisdom (Perception) test to spot, or a DC 15 Intelligence (Investigation) check to find if searching the room actively.

**Troll:** MM p.291, 1800xp

**Treasure:** 13cp, 9sp, 15ep, 17gp, 18pp, key to 306a

### 303. Room 20' x 30'

**Troll:** MM p.291, 1800xp

**Treasure:** 20cp, 2sp, 14ep, 14gp, 11pp, key to 306b

### 304. Room 20' x 30'

**Troll:** MM p.291, 1800xp

**Treasure:** 7cp, 15sp, 17ep, 8gp, 10pp, key to 306c

### 305. Room 20' x 30'

**Troll:** MM p.291, 1800xp

**Treasure:** 11cp, 13sp, 19ep, 10gp, 5pp, key to 306d

### 306 Square Chamber

**Ettin:** MM p.132, 1,800xp

**Notes:** 105 hit points. Replace morning star with oil-soaked greatclub. On the first round of combat it only attacks with the battleaxe, but in later rounds add this action: **Flaming Greatclub.** *Melee weapon attack* +7 to hit, reach 5ft., one target. *Hit:* 14 (2d8 +5) bludgeoning damage and 11 (3d6) fire damage. Raise Cr to 5.

**Treasure:** giant weasel pelt (500gp),

### 307. Grotto

To provide a medium encounter for characters who are likely 7<sup>th</sup> level or a harder one for 6<sup>th</sup> level characters the Leucrottas work best as CR4 opponents. I constructed them with that in mind.

**Leucrotta (2):** see below, 2,200xp

**Treasure:** *chain mail* +1, battle axe, 5 crossbow bolts +2, 3 amethysts (100gp), *belt of many pockets*

## Leucrotta

*Large Monstrosity, chaotic evil*

**Armour Class** 16 (natural armour)

**Hit Points** 45 (6d10 +12)

**Speed** 50ft.

STR	DEX	CON	INT	WIS	CHA
14 (+3)	14 (+8)	15 (+2)	7 (-2)	12 (+1)	13 (+1)

**Damage Resistance** Bludgeoning, Piercing, and Slashing from non-magical weapons

**Skills** Deception +3, Survival +3

**Senses** Darkvision 60ft., Keen Smell, Passive Perception 13

**Languages** Common, Abyssal

**Challenge** Challenge Rating 4 (1,100 xp)

**Keen Smell:** Leucrottas have advantage on Wisdom (Perception) test involving smell.

**Mimicry:** The Leucrotta can mimic any sounds it has heard. A creature that hears a Leucrotta can tell they are imitations by making a DC 16 Wisdom (Insight) check. This also gives Leucrotta advantage on Charisma (Deception) checks to pose as a being of another race.

**Relentless Trackers:** Leucrottas have an innate ability to track their prey. They have advantage on all Survival checks to track creatures and can do so while moving at full speed.

### ACTIONS

**Multiattack:** Leucrottas make three attacks in a round, two hoof attacks and a bite.

**Hoof.** *Melee weapon attack:* +6 to hit, 5ft. reach, one target. *Hit:* 8 (1d8+4) bludgeoning damage.

**Bite.** *Melee weapon attack:* +6 to hit, 5ft. reach, one target. *Hit:* 11 (2d6+4) slashing damage.

Leucrottas are horse-sized creatures that resemble a strange mix of badger and deer. Instead of teeth they have razor-sharp plates of bone. They often lurk in remote places feeding off the local wildlife, but relish the flush of humanoids.

**Relentless Predators:** Once a Leucrotta has gotten the scent of a mortal it attempts to lure it into an ambush before attacking. They love running down frightened prey. Once they have chosen their prey they will not rest until they have it, and have been known to stalk a victim for days.

**Hunting hounds of the Abyss:** Many demons claim Leucrottas as pets, guard dogs, and hunting animals. They are often seen in the service of Type II and III demons as minions.

## 309a. South Cubicle

**Umber Hulk:** MM p.292, 1,800xp

**Treasure:** Discovered with a DC 18 Wisdom (Perception) or DC 15 Intelligence (Investigation) test: *elven boots*.

## Belt of Many Pockets

*Wondrous Item, rare (requires attunement)*

This broad brass and red silk belt has a number of pockets with ornate clasps on the inside. There are eight groups of three pockets.

Each pocket is a tiny extra-dimensional space. It can carry one object weighing up to 3lb. and being no larger than a small book, bottle, or light weapon. The object weighs nothing and cannot be discovered or retrieved by anyone except the person to whom the belt is attuned. Anything larger or heavier than that simply will not fit inside the pocket.

Placing or removing an object from the belt follows the normal rules for interacting with objects. Placing the belt of many pockets inside a *bag of holding*, *Heward's handy haversack*, or *portable hole* or similar item (or vice-versa) instantly destroys both items and opens a gate to the Astral Plane. The gate originates where one item was placed inside another, any creatures within 10ft. of the gate are sucked through and deposited in a random location on the Astral plane. The gate then closes. The gate is one way and cannot be reopened.

## Backbiter

*Weapon (spear), Cursed, rare*

This cursed spear is made from black oak with a black barbed head that is decorated with two faces, one sneering, and one wailing in misery.

Attempts to identify it make it appear to be a simple +1 spear, and it will act as such. However on a roll of 1 or 2 on an attack roll, the spear will suddenly bend and warp, gouging the wielder for 8 (1d8+4) points of piercing damage. The wielder must then make a DC 16 Charisma save or be cursed:

Once the wielder has been cursed by the spear once, the *backbiter* will teleport itself into the wielder's hands whenever they reach for a weapon. It will continue to attack the wielder whenever an attack roll results in a 1 or 2.

If the *backbiter* is thrown, it will turn back on the wielder: apply the attack action against the Wielder's AC and have the wielder roll damage normally against himself if it is a hit.

The only way to rid oneself of the backbiter is to have a remove curse cast on it and then to discard it, or to trick another into wielding it instead.

### 309b. North Cubicle

This is another one of the big treasure hoards of the Temple of Elemental Evil that I pared down in gold value, as the PCs require much less gold to begin with in this edition, but also because some of the item prices, like the perfume, are nearly inconceivably expensive.

**Treasure:** *wand of lightning bolts*, 2 jet earrings (700gp ea.), platinum ring with toapz chips (1,000gp), belt with woven semi-precious stone beads (300gp), alabaster flask (25gp), rare perfume (500gp), 170cp, 95sp, 56ep, 23gp, 17pp; on a further DC 15 Intelligence (Investigation) test 9 Sardonyxes (50gp ea.)

### 310. Sunlit Room

The number of monsters in this encounter was excessive, making it difficult for a DM to track. I have removed two of the gargoyles and all but enough Jackals to push this up to a hard encounter for a part of 7<sup>th</sup> level characters. I replaced the *potion of plant control*, which no longer exists in this edition, with a *potion of animal friendship*, which I hope adds a twist of dark irony after a battle with a pack of hungry jackals. For similar reasons I replaced the scroll of Extension I with a scroll of *web*.

**Jackalweres (2):** MM p.193, 200xp

**Gargoyles (2):** MM p.140, 900xp

**Jackals (7):** MM p.331, 60xp

**Treasure:** 104cp, 171sp, 233ep, 410gp, 67pp, silver circlet (250gp), ornate silver bracers (500gp), *potion of animal friendship*, *spell scroll of spider climb*, *spell scroll of darkvision*, *spell scroll of levitate*, *spell scroll of web*,

### 311. Chamber of Statues

The magical chest in this room is not particularly helpful. I have replaced it with a chest that could be used as the focus for a PC casting *Leomund's Secret Chest* and including the formula. With no equivalent to *protection from magic* in this edition, I decided to give the PCs a *spell scroll of globe of invulnerability*. Many of the old cursed items like the *ring of delusion* are no longer in the DMG. I have developed a description of the *Backbiter*, above, but chosen not to also re-create the *ring of delusion*.

**Will-o-wisps:** MM p.301, 1,800xp

**Trap:** The brass tube in front of the beholder is protected by a *glyph of warding* that has an explosive runes effect dealing fire damage on it. The save DC is 16.

**Trap:** The votive in front of the Wight statue contains a torn pouch of the *dust of sneezing and choking*, when opened have that item disperse to affect all creatures within a 40ft. radius. (DMG p.166)

**Treasure:** 4 sapphires (1,000gp ea.), Inside a brass tube in front of the Beholder: *spell scroll of globe of invulnerability*; in front of the Dragon: chest of rare ebony wood with platinum bindings with ivory inlay (5,000gp), miniature replica chest (50gp), 100 quartz chips (5gp ea.), pages torn out of spellbook with formula for *Leomund's secret chest*; in front of Fire Giant: *backbiter*; In front of the Rakshasa, gold ring (100gp); in front of the Wight: a votive chest of rare woods and ivory (1,000gp), *dust of sneezing and choking* (see above)

### 312. Earth-Floored Area

This encounter is fairly easy for PCs of 6<sup>th</sup> or 7<sup>th</sup> level. To make it more challenging, I have added a handful of violet fungus, have these grow scattered about in the Northeastern part of the room. The Lamia has created an aroma from other fungus that prevents the violet fungus from attacking her, but to PCs attacking her illusions or mirror images, they provide an additional danger. Consider the fungus here so tall and with such a miasma of spores that creatures within 15ft. of the edges of the room have partial cover. I gave the Lamia a better weapon (but not a magical one), so that along with the *bracers of defense* she would be a CR 5 opponent

For reference, the stairs in this area lead up to 222a.

**Lamia:** MM p.201, 1,800xp

**Note:** wearing bracers of defense, AC 15. Add attack **Greatsword**. *Melee weapon attack:* +5 to hit. 5ft. reach, one target. *Hit:* 12 (2d8+3) slashing damage; on the first hit also add 11 (2d10) poison damage. Raise CR to 5

**Violet Fungus (4):** MM p.138, 200xp

**Treasure:** On Lamia: gold necklace set with star rubies (3,500gp), *bracers of defense*, greatsword scaled for a large monster, violet fungus repellent (oil, common item, lasts 24hours); in room: book on fungi\*, recipe for violet fungus repellent, alchemist's kit, poisoner's kit, 3 bottles of basic poison.

\*While I included this item just to justify the violet fungus repellent (as a means of justifying the encounter) it may also be a great way to introduce some lore on Zuggtmoy to the PCs.

### 312a. Stairwell

For reference, these stairs lead to area 401.

### 313 Trap Door

The secret door in this area leads to area 335. It can be spotted casually with a DC 15 Wisdom (Perception) test or a DC 13 Intelligence (Investigation) test.

### 314. Chamber of Eyes

### 315. Hexagonal Room

**Bugbears (6):** MM p33, 1,200xp

**Treasure:** 52sp 47gp, 18pp

### 316. Hexagonal Room

**Bugbear Leaders:** use Bugbear Chief: MM p.33, 1400xp;

**Treasure:** on bugbears: 2 gold rings set with bloodstone (50gp), electrum armlet (30gp), silver belt buckle (15gp), gold earring (20gp); in room: 8 silver plates (25gp ea.)

### 317. Pleasure Room

**Ogres (3):** MM p.237, 1350xp

**Ogre Shaman:** MM p.237, 700xp

**Notes:** hp 79; raise Wis to 14; Ogre Shaman has the following feature: **Spellcasting:** The Ogre shaman is a 2<sup>nd</sup> level spellcaster, his spellcasting ability is Wisdom (Save DC 12, +5 to hit with spells). He has the following druid spells prepared: *Cantrips (At will): druidcraft, guidance, shillelagh*; 1<sup>st</sup> level: *create or destroy water, cure wounds, detect magic, thunderwave*; Raise CR to 3

**Treasure:** 30 gallons of ale

### 318. Pleasure Chamber

I have traded the potion of red dragon control for an elixir of health at this point.

Scropp is easily as powerful or dangerous as one of the temple masters upstairs in terms of influence. If he were to leave, the Leucrotta, Ettins, Bugbears, and Ogres in this region would leave with him, and in all likelihood many other giants allied with the Temple. Accordingly eliminating him, or talking him into abandoning the temple should be considered a major milestone.

**Scropp:** see below, 2,900xp

**Splott:** use Worg, 100xp

**Treasure:** 622ep, 2,783gp, 9 agates (10gp ea.), 4 tiger's eyes (10gp ea.), 4 turquoises (10gp ea.), *elixir of health*

**Milestone:** defeat Scropp and his subjects or persuade him to leave. 2,900xp.



## Scropp

Huge Giant (Hill Giant), Chaotic Evil, 4<sup>th</sup> level Fighter

**Armour Class** 13 (natural Armour)

**Hit Points** 147 (14d12 +56)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	9 (-1)	9 (-1)	8 (-1)

**Saves:** Str +8, Con +7

**Skills** Intimidation +5

**Senses** Passive Perception 9

**Languages** Common, Giant, Goblin

**Challenge** Challenge Rating 7 (2,900 xp)

**Action Surge (1/day):** On Scropp's turn he may take one additional action and possibly one additional bonus action at the top of his turn.

**Second Wind (1/short rest):** Scropp may use a bonus action to regain 1d10+4 hit points.

**Great Weapon Fighting:** when scropp rolls damage using his greatclub he re-rolls any 1s and keeps the result. [I have reflected this by increasing the damage of his greatclub.]

### ACTIONS

**Multiattack:** Scropp makes two greatclub attacks.

**Greatclub.** *Melee weapon attack.* +8 to hit, reach 10ft., one target. *Hit* 20 (3d8+5) bludgeoning damage.

Scropp is an unusually intelligent hill giant who has taken over one of the pleasure rooms in the Temple of Elemental Evil, where he now presides as "King" over the creatures in areas 314-317.

**Possessions:** Black bear hide cloak with silver skull clasp (50gp)

## Groaning Spirit

Medium Undead, Chaotic Evil

**Armour Class** 15

**Hit Points** 107 (18d8 +36)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	14 (+2)	12 (+1)	11	19 (+4)

**Saves** Wis +3, Charisma +8

**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing and slashing from non-magical weapons.

**Damage Immunities:** cold, necrotic, poison

**Condition Immunities:** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** Darkvision 60ft., Passive Perception 10

**Languages** Common, Elvish

**Challenge** Challenge Rating 7 (2,900 xp)

**Detect Life:** The groaning spirit can magically sense the presence of living creatures up to 5 miles away. She knows their general direction, but not their specific locations.

**Incorporeal Movement:** The groaning spirit can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

### ACTIONS

**Multiattack:** The groaningspirit makes two corrupting touch attacks.

**Corrupting Touch.** *Melee weapon attack.* +8 to hit, , reach 5ft., one target. *Hit:* 15 (3d6+5) necrotic damage.

**Horrifying visage:** Each non-undead creature within 60ft. of the groaning spirit must succeed a DC 15 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat its saving throw at the end of each of its turns, with disadvantage if the groaning spirit is within line of sight, ending the effect on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the groaning spirit's horrifying visage for the next 24 hours.

**Wail (1/day):** The groaning spirit releases a mournful wail, provided that she is not in sunlight. The wail has no effect on constructs and undead. All other creatures must make a DC 15 Constitution saving throw. On a failure, the creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.

## 319. Room 20' x 20'

Give the players experience for rescuing or slaying the prisoners. At the DM's option the monsters may all have one or two levels of exhaustion.

**Humans (2):** use Commoner: MM p.345; 30xp

Note: No gear, AC 10, replace club action with Unarmed Strike. *Melee weapon attack:* +5 to hit, 5ft. reach, one target. *Hit* 1 bludgeoning damage.

**Orc:** MM p. 246, 25xp

Note: No gear, AC 11, replace greataxe action with **Unarmed Strike.** *Melee weapon attack:* +5 to hit, 5ft. reach, one target. *Hit* 4 bludgeoning damage. Reduce CR to 1/4

**Hobgoblin:** MM p.186, 100xp

Note: No gear, AC 11, replace longsword action with Unarmed Strike. *Melee weapon attack:* +5 to hit, 5ft. reach, one target. *Hit* 2 bludgeoning damage. Reduce CR to 1/4

**Goblins (3):** MM p.166; 30xp

Note: No gear, AC 13. Cannot effectively attack until armed. Reduce Cr to 1/8

### 320. Room 20' x 30'

Give the players experience for rescuing or slaying the prisoners. The monsters may all have one or four levels of exhaustion.

**Gnoll:** MM p.163, 10xp

Note: No gear, four levels of exhaustion. Cannot fight. Reduce CR to 1/8

**Bugbear:** MM p.33, 10xp

Note: No gear, four levels of exhaustion. Cannot fight. Reduce CR to 1/8

**Ogres (2):** MM p.237, 50xp

Note: No gear, four levels of exhaustion. Cannot fight. Reduce CR to 1/4

### 321. Black Hall of Feasting

**Treasure:** 2 golden flagons (250gp ea.), 2 ornate gold platters (300gp ea.), 2 golden plates (175gp), golden salt cellars (50gp)

### 322. Hall of Armoured Skeletons

If the characters make any loud noises in this room the shadows in area 323 will investigate. Handling any of the shields or armoured bodies requires a DC 15 Dexterity (Sleight of Hand) check.

**Treasure:** 5 shields, *shield* +1, 4 candelabras (5gp ea.)

### 323. Scarlet Room

Eight shadows is an easy encounter for a party of 7<sup>th</sup> level characters.

**Shadows (8):** MM p.269; 800xp

**Treasure:** Cinnabar setting (450gp), 2 rose gold candelabras (2,000gp ea.)

### 324. Black Room

I vastly reduced the value of the black pearls here to fit in better with the new D&D5e economy.

**Shadows (8):** MM p.269; 800xp

**Treasure:** 4 ornate black metal sconces (50gp ea.), 32 small black pearls (250gp ea.), *potion of hill giant strength*, *spell scroll of protection from evil and good*, costume jewellery.

### 325. Kitchen

The PCs will find the hidden door by making a DC 13 Intelligence (Investigation) test.

**Treasure:** Cask of fine brandy (300gp 40lb.), crystal decanter (200gp), 26 crystal goblets (50gp ea.)

### 326. Opulent Bedchamber

The Banshee in the Monster Manual is simply not a challenge to a party of 7<sup>th</sup> level characters. In order to make her more effective, I upgraded her to a CR 7 version by adding a few hit dice, raising her dexterity, constitution, and charisma, and giving her a multiattack ability.

I kept the three elven treasures, but removed the *periapt of proof against poison*, as it seemed one item too many for a single treasure trove. A scroll of *limited wish* seemed excessive for 7<sup>th</sup> level characters as well. I substituted *water breathing* for *airy water*.

**Groaning Spirit:** see above, 2,900xp

**Treasure:** *cloak of elvenkind*, *longbow+1*, *elven chain shirt*, earrings (750gp ea.), necklace (1,250gp), silver ring set with opal (1,000gp), amethyst pin (500gp), *spell scroll of gust of wind*, *spell scroll of polymorph*, *spell scroll of water breathing*, *spell scroll of tongues*, 13 carvings (200gp ea.)

### 328a. Stairway

For reference, this stairway leads up to area 227a.

### 329. Alchemy Workroom

**Treasure:** 1/2lb. Platinum (125gp), 1/2lb. gold (25gp), 1/2lb. Electrum (135sp), 1/2lb. Silver (25sp), 1/2lb (25cp). copper, 2lb. bottle of quicksilver (800gp), alchemy kit, 4 flasks acid, 5 flasks alchemists fire, 6 sunrods

### 330. Laboratory

Unlike in several previous editions, the roper is now an easy encounter for a party of this level.

**Roper:** MM p.261, 1,800xp

**Treasure:** in laboratory: ink for spellbooks (700gp), 9 sheets of papyrus, 11 sheets of parchment, 5 sheets of vellum; In Roper's gut: 5 bloodstones (50gp), 2 jaspers (50gp), 6 zircons (50gp), 11pp;

**Treasure:** Storage area: bellows, 10 bottles, 5 cannisters, crucible, diamond file, 24 flasks, funnel, furnace, ladle, 3 retorts, 2 sets of tweezers, scale, 3 bowls, knife, mirror, mortar, 2 pans, pestle, 7 phials, sandglass, tongs, 24 vials, weights, basins, 8 beakers, caddy, dishes, 11 jars, jug, kettle, pipette, 4 prisms, spatula, spirit lamp, tubes, 3 alembics, cauldron, 2 cruetts, decanter, 9 lenses, mixing rods, needles, paddle, scalpel, 12 spoons, tubing, 6lb. magnesium, 6lb. aluminum, 6lb. tungsten, 6lb. iron, alchemical unguents (1,500gp),

### 330a. Northern Alcove

**Treasure:** 24 candles, alchemy kit, poisoner's kit, herbalist's kit

### 330b. Southern Alcove

As babaus are not available in the Monster Manual, but Chasmes, a demon with a similar challenge rating makes a fair substitute. Have the PCs read from the book by accident if they browse the books and ask what they are about.

**Treasure:** Medical kit, books on anatomy, necromancy, and construct-making, demonic tome\*, *spell scroll of magic mouth*, *spell scroll of charm monster*, *spell scroll of fly*, *spell scroll of polymorph*, *spell scroll of animate dead*, *spell scroll of restoration*, *spell scroll of raise dead*

\*This tome will summon a Chasme if read (**Chasme:** MM p.57, 2,300xp), this has not been added to the running experience point total.

### 332. Museum Room

The Lurker Above is another creature not updated for D&D 5e. It is one of the classic AD&D 1e trap predators. Another one that makes an excellent substitute is the cloaker.

**Cloaker:** MM p.41, 3,900xp

**Treasures:** 5 plain crowns (1gp ea), platinum ring with diamond (6,000gp), 10 rings (750gp ea.), silver ceremonial mace set with gems (4,500gp), 20 amethysts (100gp), 20 garnets (100gp), 20 tourmalines (100gp)

### 333. Chapel

**Treasure:** silver lamp (100gp), silver cross (400gp, 6lb.), Idol of pholtus (450gp)

### 334. Inky Chamber

Finding the invisible sarcophagus without magic requires a DC 18 Intelligence (Investigation) test.

**Prince Thrommel:** see below, 3,900xp

**Treasure:** Answerer, other items on Prince Thrommel

**Reward (5 weeks later):** Being Knighted or made Elder of the Land, 1 silver star badge of Veluna each, 1 golden crown badge of Furyondy each, 1 *potion of greater healing* each, 1,000gp ea; Thrommel's medallion to the most helpful character, a choice of book of spells, *necklace of prayer beads*, or *shield +1* to most helpful character; Thrommel's ring and Warhorse to the second most helpful character, to the character that returned The Answerer to Thrommel: Scather (*sword of answering*).

**Milestone:** Grant the party the 2,900 xp for freeing Prince Thrommel and sending him on his way to Veluna.

### 335. Secret Passage

Characters should be able to detect strong evil if using *detect evil* or a Paladin's Divine sense in this area radiating from the direction of area 338.

**Trap:** This trap is triggered when the PCs arrive in the middle of area 35: a *programmed illusion* of a basilisk startles the characters with a faux gaze, while setting off one of a number of *glyphs of warding* that are spell glyphs which persuade the pcs that they are turning into stone with *phantasmal force*. The save DC for these effects is 17. The Glyphs are triggered one at a time targeting the nearest moving character to the Basilisk once the programmed illusion begins to act, and there are a total of six glyphs to be triggered.

While the PCs are standing immobilized a barrel of oil is overturned and flows downhill, spreading across the floor. On the next round the oil is lit, dealing 5 damage per round to the PCs for up to 10 rounds unless they can reach one of the passages out of the room, the alcove with the basilisk, or one of the rooms.

Any time a PC shouts or makes an attack during this round, give a Wisdom (Perception) check to Smigmal Redhand and Falrinth, to see if they become alerted to the party's presence. Base the DC on their actions. Any character set on fire should make a DC 18 constitution check not to scream.

Whispering, firing bows	18
Talking softly, using thrown weapons	15
casting spell, moving 20+ ft. In armour	13
shouting, screaming, attacking the illusion w. Melee	10

### 336. North Room

Smigmal's magic weapons and *ring of invisibility* are excessive, and she needs little modification to work as a particularly lethal combatant using only the stock assassin from the Monster Manual. I have reduced the spells in the *ring of spell storing* to be consistent with the current version of the item, and given Smigmal a *hat of disguise* as a means of making her appear as an elf. I replaced the now defunct *potion of polymorph* with a *potion of gaseous form*. Smigmal's weapon collection contains many exotic weapons no longer statted in D&D.

For the chest, require an Intelligence (Investigation) test to discover the hidden compartment. On a 15 have the character discover the compartment. On an 18 have them also discover the poisoned needle trap (DMG p.123) connected to the compartment.

If Smigmal hears the PCs she will wait 4 rounds to see if Falrinth deals with them; if not she will attack on round 5. If Falrinth attacks she will hold back until he appears to be in trouble. If he seems overwhelmed she will disguise herself.

**Smigmal Redhand:** use Assassin; MM p.343, 3,900xp

**Notes:** Half-Orc, uses *hat of disguise* to appear as an elf, uses *ring of spell storing* to cast *invisibility* twice, and may also cast *charm person* from it once.

**Treasure:** On Smigmal: *hat of disguise*, *ring of spell storing*, platinum and crystal earrings (400gp), jewelled belt (1,600gp), 12ep, 7gp; in room: mancatcher, 3 punch daggers, 4 kris daggers, 7 throwing knives, spiked buckler, 2 factions, 5 javelins, 4 ornate maces, double crossbow, garotte, vial of acid, *potion of gaseous form*, 1 dose Assassin's Blood poison, 1 dose Pale Tincture poison, 1 dose Torpor poison, 1 dose Truth Serum poison, 1 dose Wyvern poison, 1 dose Purple Worm poison, 8 vials basic poison, poisoner's kit; in secret compartment of chest: 26 bloodstones (50gp ea.), 4 zircons (50gp), belt with hidden pockets, 50pp.

## Prince Thrommel

med. humanoid (human), Lawful Good, 12<sup>th</sup> level Paladin (Ancient Oath)

**Armour Class** 21 (plate mail, shield, defense)

**Hit Points** 102 (12d10 +36)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11	16 (+3)	11	12 (+1)	20 (+5)

**Saves:** Wis +4 Cha +6

**Skills** History +4, Insight +4, Medicine +5, Religion +4, Persuasion +9

**Senses** Passive Perception 11

**Languages** Common, Elven, Sylvan, Dwarven

**Challenge** Challenge Rating 8 (3,900 xp)

**Aura of Protection:** Whenever a friendly creature within 10ft. of Thrommel must make a saving throw it gains +5 on that saving throw. The creature also has resistance to damage from spells. They cannot be frightened.

**Nature's Wrath:** As an action Thrommel may expend a use of his channel divinity ability to target one creature he may see within 10ft. The target must succeed a DC 17 Strength or Dexterity saving throw (it's choice) or be restrained by phantom vines. The creature repeats its saving throw at the end of each of its turns, On a success it frees itself and the effect ends.

**Turn the Faithless:** As an action Thrommel may expend on use of his channel divinity ability to speak words or give a sign that is painful for fey and fiends to hear. All fey or fiends within 30ft. of him that can hear him must make a DC 17 Wisdom save, on a failed save it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far from Thrommel as possible. It cannot willingly move to a space within 30ft. of Thrommel. It can take only dash actions or try to escape from something that is preventing it from moving. If there's nowhere for it to run it may instead make dodge actions.

**Divine Smite:** When Thrommel hits a creature with a melee attack, he may expend a spell slot to deal radiant damage to the target. The extra damage is 3d8 for a first level slot, and it does an extra d8 per level of the slot above first.

**Lay on Hands:** As an action, the Thrommel can touch a creature and draw on a pool to restore up to the maximum amount of hit points in that pool (60). He may also expend 5 points of that pool to cure one disease or neutralize one poison affecting that creature.

**Spellcasting:** Thrommel is a 12<sup>th</sup> level spellcaster. His spellcasting ability is Charisma (Spell Save 17, +8 to hit with spell attacks.) He has the following Paladin spells prepared.

1<sup>st</sup> level (4 slots): *bles*, *command*, *cure wounds*, *entangling strike*, *speak with animals*, *heroism*, *protection from evil and good*;

2<sup>nd</sup> level (3 slots): *lesser restoration*, *magic weapon*, *moonbeam*, *misty step*, *zone of truth*;

3<sup>rd</sup> level (3 slots): *aura of vitality*, *daylight*, *plant growth*, *magic circle*, *protection from energy*;

### ACTIONS

**Multiattack:** Thrommel attacks twice with the Answerer.

**The Answerer:** *Melee weapon attack:* +9 to hit, 5ft. reach, one target. *Hit:* 9 (1d8+5) slashing damage plus 4 (1d8) radiant damage.

Thrommel, Prince of Mitrak, is the lost Grand Marshall of Furyody, Provost of Veluna, and has been a prisoner of the Greater Temple for sixteen years.

**Possessions:** The Answerer, Gold Belt (500gp), neckchain and amulet (2,000gp), ring (250gp), plate mail, shield, surcoat,

## Falrinth

medium humanoid (High elf), Chaotic Good, 9<sup>th</sup> level Wizard

**Armour Class** 15 (bracers of defense)

**Hit Points** 40 (9d6 + 9)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	13 (+1)	20 (+5)	11	12 (+1)

**Saves:** Int, +8, Wis +3

**Skills** Arcana +8, Deception +4, History +8, Investigator +8

**Senses** Passive Perception 10

**Languages** Common, Elven, Draconic, Abyssal

**Challenge** Challenge Rating 6 (2,300 xp)

**Arcane Recovery (1/day):** During a short rest, Falrinth can regain 4 levels worth of spell slots.

**Malleable Illusions:** When Falrinth casts an illusion with a duration of 1 minute or longer he can use an action to change the nature of that illusion, within the parameters of the spell, provided that he can see the illusion.

**Spellcasting:** Falrinth is an 9<sup>th</sup> level spellcaster. His spellcasting ability is Intelligence (Spell Save 16, +8 to hit with spell attacks.) Falrinth has prepared the following wizard spells.

Cantrips (At Will): *shocking grasp*, *light*, *dancing lights*, *minor illusion*, *prestidigitation*;

1<sup>st</sup> level (4 slots): *burning hands*, *charm person*, *jump*;

2<sup>nd</sup> level (3 slots): *arcane lock*, *darkness*, *hold person*, *invisibility*, *mirror image*, *Tasha's hideous laughter*;

3<sup>rd</sup> level (3 slots): *lightning bolt*, *magic circle*;

4<sup>th</sup> level (3 slots): *dimension door*, *phantasmal killer*;

5<sup>th</sup> level (1 slot): *Wall of force*;

### ACTIONS

**Shocking Grasp.** *Melee spell attack:* +8 to hit, 5ft. reach, one target. *Hit:* 9 (2d8) lightning damage.

Falrinth is an illusionist allied with the bandits operating out of the Broken tower for the Great Temple. He is duplicitous even among them, and keeps the *Orb of Golden Death* hidden from them.

**Possessions:** 150gp powdered gold, orb (arcane focus), spell component pouch, *potion of heroism*, *bracers of defence*, 2 moss agates (50gp ea.), 3 white pearls (50gp ea.), 3 hematites (50gp ea.), sapphire (1,000gp), tourmaline (100gp)

### 337. South Room:

Falrinth's antechamber is small and well-furnished. Finding the secret door to 338 may be tricky if the PCs do not chase Falrinth in while he attempts to make his escape. Allow them to find it on a DC15 Wisdom (Perception) or Intelligence (Investigation) test. If the PCs look like they may miss room 338, it may be a good place to keep Paida, the kidnapped woman described in "Bringing Hamlet to Life" and have her call to the PCs for help, with Falrinth's spell broken.

If Falrinth has trouble defeating the PCs he will flee to room 338 and attempt to cast *arcane lock* on it, or in a worst-case scenario block the room with a *wall of force*. He will reach and activate the lever on round 1, get into the door, retrieve his gold dust and shut it on round 2, then *arcane lock* the door on round 3. Once there he will take several rounds to collect things: round 4 & 5 his spellbooks, round 6 a *potion of speed*, round 7 the *wand of wonder*, round 8 the star ruby and fore opal, round 9 & 10 the scroll tubes and scrolls. If the PCs reach him he will *dimension door* to the escape tunnel or area 313. Give PCs in area 335 a chance to hear him.

**Trap:** The scroll sitting in the Southwest corner contains a *glyph of warding* with the explosive runes option: if someone reads it they will trigger the explosive runes, the Characters within the room must make a DC 16 Dexterity save, taking 30 (7d8) cold damage on a failed save, or half that on a successful one.

**Falrinth:** see Above,

**Kriitch:** use Quasit: MM p.63, 200xp

**Treasure:** map of 3<sup>rd</sup> floor, ancient electrum candle-holder (1,500gp)

### 337a. East Room

Because of the way *teleportation circle* works in D&D5e, allowing the PCs to return to the dungeon means that there must be at least one teleportation circle in the Temple, if you wish to place one, here would be ideal.

**Trap:** This is insidious, characters making a DC 28 Intelligence (Investigation) will discover poison gas trap. Once the box is partially opened, a chain must be detached from the lid of the box that will otherwise uncork a flask of acid and poisonous fumes. Allow the PCs a DC 20 Wisdom (Perception) to notice the chain at the last second, but if anyone other than the character opening the box notices, they must spend their reaction and succeed on a DC 15 Dexterity test to stop their ally from opening the box. Barbarians with the Feral Instinct trait get advantage on this roll.

Once the trap is triggered the room fills with toxic vapours, anyone inside is exposed to Burnt Othur fumes (DMG p.258), causing them to make a DC 15 Constitution save or take 10 (3d6) poison damage, and each round afterwards they must make an additional DC 15 Constitution save or take an additional 3 (1d6) poison damage. They are cured of the poison when they make three successful saves in a row.

The trap is extremely difficult to disarm requiring a DC 20 Intelligence test with Thieve's tools. The contents of the chest are not actually worth anything.

**Treasure:** 2 spell component pouches and common components, 3 staves and 6 wands (all potential arcane foci but none are magical); old books and scrolls.

### 338. Hidden Room

**Treasure:** 3 ivory scroll tubes (50gp ea.): *spell scroll of wall of force*, *spell scroll of dimension door*, *spell scroll of conjure minor elementals*, *spell scroll of magic circle*, *spell scroll of tongues*, *spell scroll of dispel magic*, *spell scroll of hold person*, *spell scroll of rope trick*, *spell scroll of invisibility*, *spell scroll of mirror image*, *spell scroll of detect thoughts*, *spell scroll of detect magic*, *spell scroll of charm person*, *spell scroll of burning hands*, *spell scroll of find familiar*, *spell scroll of unseen servant*; *Tome of Leadership and Influence*, *Vacuous Grimoire*, ink for teleportation circles (100gp), powdered amber (300gp), gold dust (200gp), powdered silver (100gp), jade dust (400gp), spellbook ink (500gp), jade cup (100gp), fire opal (1,000gp)\*, star ruby (2,000gp)\* tiger's eye (10gp), moss agate (10gp), jasper (50gp), white pearl (100gp), pink pearl (250gp), topaz (500gp), zircon (50gp), *potion of speed*\*, *elixir of health*, *potion of mind reading*, *wand of wonder*\*, *Orb of Golden Death*, 3 iron coffers, 228ep, 310gp, 107pp, ceramic frog statue, portable shrine of Lolth (6,000gp), Falrinth's Spellbooks\*

**Milestone:** The PCs should receive a 3,900xp reward for retrieving the *Orb of Golden Death*.

**Falrith's Spellbooks:** Level 1: *burning hands, charm person, comprehend languages, detect magic, find familiar, jump, message, unseen servant*; Level 2: *arcane lock, continual light, darkness, detect thoughts, levitate, hold person, invisibility, mirror image, rope trick, Tasha's hideous laughter, Nystul's magic aura*; Level 3: *clairvoyance, fireball, glyph of warding, lightning bolt, magic circle, tongues, water breathing*; Level 4: *arcane eye, conjure minor elementals, dimension door, phantasmal killer*; Level 5: *contact other plane, teleportation circle, wall of force,*

## Orb of Golden Death

*Wondrous Item, artifact (requires attunement)*

Created by the cult of Tharizdun, the mad banished God of Elemental Evil, the *Orb of Golden Death* was created with power stolen from Luz, Lolth, and Zuggtmoy to serve as a beacon to return its master to the world.

Any who hold the Orb of the Golden Death are taught the secrets to lowering the throne in the Temple of Elemental Evil and what is necessary to unbind *Zuggtmoy* who is still bound within the Temple. They also learn of the Elemental Nodes and their function to bring Tharizdun back into the world.

The Orb is a life three-inch wide solid-gold skull, sans jaw. It wears a crown that has sockets for four gems. These gems vastly increase the powers of the *Orb of Golden Death*.

**The Orb's Effects:** If you are attuned to the orb you gain the following benefits:

- You gain advantage on all Charisma checks when dealing with evil creatures.
- Luz and Zuggtmoy know the identity and exact location of the bearer.
- While attuned to the orb you have resistance to poison damage.
- While attuned to the Orb, you are immune to disease and the poisoned condition.
- Your Charisma is treated as if it were 19 while you are attuned to the orb.
- Good-aligned clerics and paladins cannot touch the orb, they are repelled from it.
- Good-aligned characters gain a level of exhaustion so long as they are in contact with orb but not attuned to it.
- A good aligned creature that attunes itself to the orb becomes neutral.

**Aura of Awe:** Once per day you may create an aura of Awe as a bonus action: any evil creature within 30ft. of you must succeed a DC 18 Wisdom saving throw or be charmed by you. While charmed in this manner it is at disadvantage to all saving throws against you. This effect lasts for 10 minutes.

Creatures in awe of you in this way obey your commands for the duration of the spell, although they gain an additional saving throw if ordered to do something self-destructive.

When you use this power your Charisma is permanently reduced by 1. This cannot be restored to you except by a *wish* or *miracle*.

**Aura of Terror:** Once per day you may create an aura of Terror: any evil creature within 30ft. of you must succeed a DC 18 Wisdom saving throw or be frightened by you. A frightened target can repeat its saving throw at the end of each of its turns, with disadvantage if the you are within line of sight, ending the effect on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the aura of terror for the next 24 hours.

A frightened creature must spend its turns trying to move as far from you as possible. It cannot willingly move to a space within 30ft. of you. It can take only dash actions or try to escape from something that is preventing it from moving. If there's nowhere for it to run it may instead make dodge actions. This effect lasts for 10 minutes.

When you use this power your Charisma is permanently reduced by 1. This cannot be restored to you except by a *wish* or *miracle*.

**Spells** The orb has seven charges and can and regains 1d4+3 expended charges daily at dawn. If you control the orb, you can expend one or more charges to cast one of the following spells (Save DC 18) from it: *blight* (2 charges), *detect thoughts*, *zone of truth*. When the elemental gems are added to the skull its powers increase significantly.

You can also use an action to cast a *detect evil and good* spell without expending a charge from the orb.

**Warding Against the Betrayed.** The bearer of the skull is immune to any attacks or spells from Luz, Zuggtmoy, Lolth, or their clerics. If you give the orb to an agent of one of these three deities, you become a permanent thrall of that deity, unable to resist commands given to you by their agents. Your alignment changes to Chaotic Evil.

**Destroying the Orb of Golden Death:** Once all of the gems of elemental power are inset in the *Orb of Golden Death*, it may be destroyed by a ritual in which it must be subjected to a gale force wind (at least 50mph), struck by a maul with a head of granite, heated to white hot in an intense flame, then immersed in freezing waters. This will cause the orb to shatter, dealing 120hp damage instantly to Zuggtmoy, and causing the dungeons beneath the Temple of Elemental Evil to collapse. Zuggtmoy will then be banished to the 222<sup>nd</sup> layer of the Abyss unable to be summoned from it for 40 years, while Luz will lose the service of any evil elemental being that once served him.

## Note on Zuggtmoy's Prison

It is not necessary for the PCs to enter this area until they have completed the elemental nodes. I have therefore kept a separate tally of the experience points to be gained here, and estimated encounters based on a party of four 9<sup>th</sup> level characters.

## 339. The Hall of Elemental Magic

Standing on the seals here will instantly *plane shifts* the person standing on them to the appropriate node:

Seal of Air  
Seal of Earth  
Seal of Fire  
Seal of Water

Zuggtmoy cannot enter this hall until all four of the seals in the nodes are broken.

## 340. Hall of the Dead

Zuggtmoy cannot enter this chamber unless three of the sealed doors (areas C1., 145, and 210) have been opened. The secret door in the Southwestern corner of the room is not hard to notice (a DC 15 Wisdom (Perception) or DC 13 Intelligence (Investigation) check should suffice. It is *arcane locked*.

## 341. Place of Earth and Golden Chains

I've upgraded the Violet Fungus here to keep them a challenge for PCs between 7<sup>th</sup> and 10<sup>th</sup> level. At first I was hesitant to stat out the hooting fungus, as they add little to this encounter, but in the end, I couldn't resist the challenge. As there is no *wand of illumination* in 5e, and there are so many hidden items in the Temple of Elemental Evil, this seemed like a golden opportunity to arm the PCs with something that will let them find those missing secret doors and treasures.

**Giant Violet Fungus (6):** use Violet Fungus MM p.138, 2,700xp

Notes: Increase size to large. Improve hit dice to 8d10 +15, 51hp. Raise Con to 14 and Str to 6. Change Multiattack to read **Multiattack:** Violet fungus make 4 rotting touch attacks per round.; change rotting touch to read **Rotting Touch.** *Melee weapon attack:* +4 to hit, reach 15ft., one creature. *Hit* 13 (3d8) necrotic damage. Raise CR to 2

**Hooting Fungus (4):** see below, 40xp

**Hooting Fungus:** small plant, unaligned; Armour Class 5; 1 hp (1d6-2 HD); Speed 0ft.; Str 1 Dex 1 Con 6 Int 1 Wis 10 Cha 1; Damage Vulnerabilities: fire, radiant; Damage Immunities: poison, thunder; Condition Immunities: blinded, charmed, deafened, exhausted, frightened, poisoned; Senses: Blindsight 60ft. (can't see beyond that), passive perception 10; Languages: none; CR 0 (10xp); **Light Vulnerability:** Hooting fungus exposed to bright light must make a DC 10 Constitution save or take 1d6 radiant damage each round. **ACTIONS Spit Spores.** *Ranged weapon attack:* -3 to hit, range 30/60ft., one target. *Hit* target must make a DC 10 constitution save or be blinded for 1 round. **REACTIONS Swift Spit.** A hooting fungus may spend its reaction to make a spit spores attack on a creature that moves within 20ft. of it.

**Treasure:** Under dirt pile, roll DC 15 Wisdom (Perception) or DC 13 Intelligence (Investigation) to find it: ornate ivory case (150gp), *wand of secrets*.

## 345. Hall of Glory

The four suits of animated armour would serve as an easy challenge for an 8<sup>th</sup> level party, but to threaten a higher level party, you will need to add a few more suits. 3 more suits of armour will make a medium encounter for an 8<sup>th</sup> level party or an easy one for a 9<sup>th</sup> level party.

**Animated Armour (4 or 7):** MM p.19; 800xp (or 1,400xp)

**Treasure:** gold inlay (50gp per suit), 4 topazes per suit (500gp)



### 347. Lavish Chamber

**Treasure:** Golden bowl (350gp), 21pp depicting Zuggtmoy

### 348. Purple Hall

**Treasure:** Map with list of agents (worth 5,000gp to the archclerisy of Veluna)

### 349. Pleasure Chamber

Given the strange nature of this chamber, I suggest simply composing an encounter on the fly for your PCs that will challenge them using a combination of oozes.

**Treasure:** Throne (25,000gp intact, or 5,000 for gold and jewels pried from it)

### 350. Hall of Sculpture

**Shriekers (13):** MM 138, 130xp

**Treasure:** 4 fine sculptures (250gp)

### 353. Great Hall

I chose to make Zuggtmoy a CR13 monster for this version of the campaign, as it puts her very close in statistical power to the Zuggtmoy detailed in the Temple of Elemental Evil statistically. I made some reference as well to Fiendish Codex I: Book of the Abyss for a more recent iteration of Zuggtmoy, but found that the CR 21 version of her placed there simply did not fit the campaign. I designed Zuggtmoy to be deadly but not impossible for a party of four 9<sup>th</sup> or 10<sup>th</sup> level adventurers to defeat.

If only one gate is opened, Zuggtmoy cannot use her innate spellcasting ability or teleport action. If two gates are opened she can use her At Will spells. If three gates are open she may use her 3/day abilities. If all four sealed doors are open, Zuggtmoy may use all of her abilities.

I decided to create clear mechanics for Zuggtmoy's gemstones. These gems represent enough gold to buy a castle or ransom a king. However they are also evil and destructive, and register as such. Cleansing them renders them far less valuable, while willingly selling them is an evil act.

**Trap:** The Scything blade trap is activated by moving the first stone in the niche out of sequence. A character who triggers the trap is targeted by a +8 melee weapon attack that inflicts 33(6d10) slashing damage. If the character is reduced to zero hit points by this trap, the limb touching the stone is severed. See the Injuries rules in the DMG, p.272. The poisoned darts traps makes four +8 ranged weapon attacks against the person who activated the trap, the target takes 2 (1d4) piercing and 11 (3d6) poison damage per dart. The lightning bolt trap targets all PCs in a 5ft. wide line along the western side of the corridor. They must make a DC 15 Dexterity save, taking 28 (8d6) lightning damage on a failed save or half that much on a successful one. The green slime trap fills a 20ft. by 5ft. line down the corridor. All PCs in the area of effect must make a DC 15 Dexterity save or be coated in Green slime. The area they are standing in is also coated. See p. 105 of the DMG.

The traps are all interconnected and can be detected using a DC 15 Intelligence (Investigation) test. A further DC 18 test can allow the PCs to figure out that the buttons are interconnected and must be pressed at once. Otherwise they will have to experiment with the button sequence. If a DC 20 is rolled in either test the investigator will identify the location of the hidden compartment and may choose to find a way to open it without triggering the traps.

**Zuggtmoy:** see below, 10,000xp

**Treasure:** 300 *least abyssal gemstones* (see below), 200 *lesser abyssal gemstones* (see below), 100 *common abyssal gemstones* (see below), 33 *greater abyssal gemstones* (see below), 3 *grand abyssal gemstones* (see below); In compartment: *ring of feather falling*, *Daern's instant fortress*, *spell scroll of confusion*, *spell scroll of conjure minor elementals*, *spell scroll of phantasmal killer*, *potion of heroism*, *potion of animal control*, *potion of flying*, *potion of healing*, *potion of invulnerability*,

**Milestone:** I recommend treating the destruction of Zuggtmoy, or banishing her back to her home plane of existence is a milestone worth 10,000xp.

# Zuggtmoy, Lady of Fungi

Large Fiend, Chaotic Evil

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**Armour Class** 15 (natural armour)

**Hit Points** 222 (22d10+ 110)

**Speed** 25ft.

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STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	20 (+5)	18 (+4)	18 (+4)	20 (+5)

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**Saves:** Str +9, Con +10, Cha +8

**Damage Resistance:** cold, lightning, necrotic, psychic, thunder; bludgeoning, slashing, & piercing from magical weapons.

**Damage Immunities:** acid, poison; slashing, piercing, & bludgeoning from non-magical weapons

**Damage Vulnerabilities:** Radiant

**Condition Immunities:** diseased, frightened, exhausted, poisoned, paralysis, polymorph

**Skills** Arcana +9, Deception+10, History +9, Intimidate +10, Nature +9, Religion +9

**Senses** Darkvision 60ft., Passive Perception 14

**Languages** Abyssal, Telepathy

**Challenge** Challenge Rating 13 (10,000 xp)

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**Aura of Terror:** All creatures within 30ft. of Zuggtmoy make a DC 18 Wisdom save, on a failed save it is frightened for 1 minute. A frightened target can repeat its saving throw at the end of each of its turns, with disadvantage if the Zuggtmoy is within line of sight, ending the effect on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the aura of terror for the next 24 hours.

A creature frightened in this manner must spend its turns trying to move as far from Zuggtmoy as possible. It cannot willingly move to a space within 30ft. of Zuggtmoy. It can take only dash actions or try to escape from something that is preventing it from moving. If there's nowhere for it to run it may instead make dodge actions.

**Mother of Fungus:** All plants within 100ft. Of Zuggtmoy must make a DC 18 Charisma save or become charmed by Zuggtmoy for 1 minute. While under control of Zuggtmoy their Intelligence is raised to 5 if it is not already 5, and they gain the ability to understand Abyssal. They must obey Zuggtmoy's orders.

**Regeneration:** Zuggtmoy regains 10 hit points at the start of her turn. If she takes radiant or fire damage, this trait doesn't function at the start of his next turn. Zuggtmoy only dies if she starts her turn with 0 hit points and doesn't regenerate.

**Magic Resistance:** Zuggtmoy has advantage on saving throws against spells and other magical effects.

**Innate Spellcasting:** Zuggtmoy's innate spellcasting ability is Charisma (spell save DC 18), she can innately cast the following spells requiring no material component:

**At Will:** *comprehend languages, detect magic, detect evil and good, detect thoughts, disguise self, entangle, pass without trace, plant growth, speak with plants;*

**3/day:** *blight, darkness, contagion, fear, invisibility, silence, programmed illusion;*

**1/day:** *transport via plants, gate, limited wish;*

## ACTIONS

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**Multiattack:** Zuggtmoy makes four tendril attacks per round.

**Tendril:** *Melee weapon attack:* +9 to hit, 15ft. reach, one target. *Hit:* 11 (3d6) necrotic damage.

**Birth Fungus (1/day).** As a bonus action Zuggtmoy can cause 5 (2d4) violet fungi to spring out of nearby soil or corpses.

**Miasma:** As a bonus action, Zuggtmoy can exhude a cloud of toxic spores. All creatures within 30ft. of her must make a DC 18 Constitution save. On a failed save they take 18 (4d8) poison damage, and are poisoned until the end of their next turn. On a successful save they take half as much and are not damaged.

**Teleport:** Zuggtmoy magically teleports along with any equipment she is wearing or carrying up to 120ft. to an unoccupied space that she can see.

The lady of fungus, Zuggtmoy is a Demon Prince of the Tanar'i race. She is the creator of all fungal creatures and hazards found in the underworld except the Myconids.

## Abyssal Gemstone

### *Wondrous Item, Cursed*

Abyssal gemstones are gems that have been polluted by extended exposure to a Demon Prince. The first ones were created when Zuggtmoy, the demon prince of fungus was trapped on the material plane for 15 years in the Temple of Elemental Evil – the gems set into her throne became tainted by the decades long proximity to her tainted energies. These gems do not appear magical on a *detect magic* spell, but register as if the fiend linked to them were present to a paladin's divine sense or to *detect evil and good*. An *identify* spell cast on the stone will reveal its properties.

The Abyssal Gemstone looks exactly like a fine-cut normal gemstone, but it has become bound to a demon minion of the Prince whose aura has warped the stone. The more precious the stone, the more powerful a demon's essence can be imprinted on it. The demon bound to the stone can observe the bearer at any time as if using *scrying*. The bearer is at disadvantage on any saving throw against a spell cast by that demon. The demon has advantage on Wisdom (Survival) rolls to track the bearer as well as Wisdom (Insight) rolls and Charisma (Deception) rolls made against the bearer of the stone.

Finally, the stone has a slow, corrupting effect. Whenever the bearer has an opportunity to commit an evil act associated with the stone they are carrying, and not get caught, they must make a Charisma save of a related target number, or commit the act. It requires a DC 20 Wisdom (Insight) roll to detect the influence of the gem when they make this saving throw. Most people who keep an Abyssal Gemstone on become Chaotic Evil over their course of many years.. This effect is blocked by presence in a consecrated area or by *protection from good and evil* or *magic circle* spells.

The curse on the stone may be broken by anointing it with a vial of holy water, casting *remove curse* on it, or leaving it in a hallowed place. This corrodes the gem, leaving it worth a quarter of its original value. This also prevents the demon bound to the gem from being able to be summoned to the material plane for 40 years.

Type	Frequency	Gemstone Type & Value	Associated Demon	Evil Act	Save DC
Least	Rare	Zircon or Jet, 50gp	Shadow Demon	Theft	5
Lesser	Rare	Sardonyx, 100gp	Chasme	Bullying	5
Common	Very Rare	Topaz, 500gp	Succubus	Adultery	8
Greater	Very Rare	Opal, 1000gp	Nalfeshnee	Gluttony	8
Grand	Legendary	Diamond, 5,000gp	Marilith	Murder	10

## Dungeons of Elemental Evil: Level Four

The appearance of an Avatar of luz can be very dramatic, but essentially is a roll for a random total party kill, and therefore an unfair element of the campaign design. I have therefore left the respective avatars of luz and St. Cuthbert without statistics. If luz shows up, have St. Cuthbert automatically show up with no chance of failure one round later to drive luz off. This essentially becomes a very cinematic moment but not one the PCs will actively participate in.

I have assessed the encounters in this level on the basis of the PCs being four 8<sup>th</sup> level characters. If they have cleared the Moathouse, the first three levels, but not entered Zuggtmoy's lair. If they have faced and defeated Zuggtmoy they will be 9<sup>th</sup> level characters upon descending to the 4<sup>th</sup> floor.

I've ignored a lot of the monster movements for the temple when on alert in the long run, because it creates a number of grievously difficult encounters. However, I have moved some of the monsters in a way that makes sense for an alert while being level-appropriate challenges.

When it comes to the portals in the magic circles in rooms 421 – 433 allow the PC to make a DC15 Intelligence (Arcana) test to interpret the runes and figure out where the portal goes, so that PCs do not simply vanish on to one of the elemental planes forever.

### 401. Promenade

For reference, the stairwells in this area go to areas 307a and 312a. Unless your characters have been stealth-murdering every creature on the third floor and leaving no survivors to tell the tales on the second floor the idea that the Temple of Elemental Evil might not be "on alert" seems ridiculous. Unless the PCs take some serious time off between attacking the third and fourth floors (three or more days of downtime) the troll sentries will likely be there. For 8<sup>th</sup> level characters, two trolls is a medium encounter while four would be deadly, so spreading them out is a good idea for multiple reasons.

**Trolls (2):** MM p.291, 3,600xp

### 402. East Wing

I decided to remove the cursed *ebony fly*.

**Trolls (2):** MM p.291, 3,600xp

**Treasure:** In chests: 40cp, 76sp, 64ep, 60gp, 10 pure black tourmalines (500gp ea.)

### 403. Study

As the PCs gain ability, it is no longer enough to make NPCs at the levels noted in the Temple of Elemental Evil; in the case of Barkinar and Deggum, they needed to be upgraded somewhat to keep them on par with the PCs. In the case of Deggum, he was using his magic user levels solely to give him the ability to cast *magic missile* and *invisibility*. It seems more interesting to make him a sorcerer.

Deggum will spend 2 sorcery points on his first turn to cast Mage Armour if he was unable to cast it ahead of time.

**Barkinar:** see below, 1,100xp

**Deggum:** see below, 1,800xp

**Treasure:** on the mantle: 3 shrunken heads (250gp ea.), fat golden devil idol with gemstone eyes (500gp), Illuminated manuscript (400gp), 2 exotic obsidian daggers set w/ bloodstones (350gp), elegantly gold inlaid dart gun with phoenix feathers (500gp), Blue quartz with phantom image inside (150gp), Set of semiprecious runestones in glass case (350gp), glass orb with swirling smoke (trinket); on the shelf: 2 twined triple gold chains (500gp ea), gold-plated ceremonial gauntlet (500gp), gold circlet (500gp)

## Barkinar

med. humanoid (human), Chaotic Evil, 10<sup>th</sup> level Cleric (Iuz)

**Armour Class** 18 (plate mail)

**Hit Points** 45 (10d8)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11	10	15 (+2)	20 (+5)	14 (+2)

**Saves:** Wis +9, Cha +7

**Skills** Insight +9, Intimidation +6, Investigation +6, Persuasion +5

**Senses** Passive Perception 15

**Languages** Common, Terran, Abyssal, Giant

**Challenge** Challenge Rating 4 (1,100 xp)

**Blessing of the Tickster:** Barkinar may touch another living creature other than himself and grant it advantage on Dexterity (Stealth) tests. This effect lasts 1 hour or until he uses this ability again.

**Cloak of Shadows:** As an action Barkinar may use one use of his Channel divinity ability to become *invisible* until the attacks, casts a spell, or the end of his next turn.

**Spellcasting:** Barkinar is a 10<sup>th</sup> level spellcaster. His spellcasting ability is Wisdom (Spell Save 17, +9 to hit with spell attacks.) Barkinar has the following cleric spells prepared.

Cantrips (At Will): *guidance, sacred flame, thaumaturgy*;

1<sup>st</sup> level (4 slots): *charm person, cure wounds, command, disguise self, sanctuary*;

2<sup>nd</sup> level (3 slots): *calm emotions, hold person, protection from poison, mirror image, pass without trace, silence*;

3<sup>rd</sup> level (3 slots): *beacon of hope, bestow curse, blink, dispel magic, protection from energy, spirit guardians*;

4<sup>th</sup> level (3 slots): *dimension door, death ward, freedom of movement, polymorph*

5<sup>th</sup> level (2 slots): *dominate person, flame strike, modify memory*

## ACTIONS

**Staff of Striking.** *Melee weapon attack.* +10 to hit, reach 5ft., one target. *Hit* 9 (1d6+6) piercing damage. Barkinar's *staff of striking* has 10 charges. When he hits with a melee attack he may expend up to three charges; for each charge he expends, he deals an additional 1d6 fire damage.

**Sacred Flame:** Barkinar may target any creature within 60ft. The target must make a DC 17 Dexterity save. On a failed save the target takes 2d8 radiant damage. The target gains no benefit from cover on this save.

**Invoke Duplicity:** Barkinar can use his divine channelling to make a perfect illusion of himself in an unoccupied space within 30 ft. As a bonus action, Barkinar may move the illusion up to 30ft. He may cast spells as though he were in the illusion's space but he must use his own senses. When both Barkinar and the duplicate are within 5ft. of an enemy he gains advantage on melee attacks against that enemy.

Former master of the Temple of Earth, Barkinar is heir apparent to Hedrack's throne.

**Possessions:** staff of striking, boots of levitation, 3 potions of greater healing, scarab marked with TZGY, plate mail

## Deggum

medium humanoid (Half-elf), Chaotic Evil, Cleric 5<sup>th</sup>, Sorcerer 5<sup>th</sup>

**Armour Class** 18 (natural armour, with *mage armour*)

**Hit Points** 48 (5d8 + 5d6 +5)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	11	12 (+1)	16 (+3)	19 (+4)

**Saves:** Int, +8, Wis +3

**Damage Resistance:** Fire, Poison

**Skills** Arcana +5, Deception +8, History +5, Persuasion +8

**Senses** Passive Perception 13

**Languages** Common, Elven, Draconic, Abyssal

**Challenge** Challenge Rating 5 (1,800 xp)

**Blessing of the Tickster:** Barkinar may touch another living creature other than himself and grant it advantage on Dexterity (Stealth) tests. This effect lasts 1 hour or until he uses this ability again.

**Font of Magic:** Deggum has 5 sorcery points.

**Empowered Spell:** When Deggum rolls damage, he can spend 1 sorcery point to re-roll up to four of the dice. He must take the second roll.

**Quickened Spell:** When Deggum casts a spell with a casting time of 1 action, Deggum can spend 2 sorcery points to change the casting time to 1 bonus action.

**Spellcasting:** Deggum is an 9<sup>th</sup> level spellcaster. His spellcasting ability is Charisma for Sorcerer spells (Spell Save 15, +6 to hit with spell attacks.) and Wisdom for Cleric spells (Spell Save 14, +5 to hit with spell attacks) Deggum has the following Cleric and Sorcerer spells:

Cantrips (At Will): clr: *guidance, light, thaumaturgy*; sor: *mending, message, mage hand, prestidigitation, ray of frost*;

1<sup>st</sup> level (4 slots): clr: *cure wounds, command, detect magic, sanctuary*; sor: *feather fall, mage armour, magic missile*;

2<sup>nd</sup> level (3 slots): clr: *hold person, resist poison*; sor: *invisibility*;

3<sup>rd</sup> level (3 slots): clr: *animate dead, dispel magic*;

4<sup>th</sup> level (3 slots): clr: *freedom of movement*;

5<sup>th</sup> level (2 slot): clr: *heal*; sor: *cloudkill, telekinesis*;

## ACTIONS

**Convert Spell Slots:** As a bonus action, Deggum can expend one unused spell slot, and gain a number of sorcery points equal to the spell's level.

**Create Spell Slots:** Deggum can spend a bonus action to convert unexpended sorcery points into one spell slot. The cost of creating a spells lot depends on the level as follows: 1<sup>st</sup>: 2; 2<sup>nd</sup>:3; 3<sup>rd</sup>:5; 4<sup>th</sup>:6; 5<sup>th</sup>:7.

**Ray of Frost.** *Melee spell attack:* +6 to hit, range 60ft., one target. *Hit:* 9 (2d8) cold damage.

Deggum is a rising star of the Greater Temple, and serves as commander of the Ogre forces.

**Possessions:** *potion of healing, potion of speed, ring of fire resistace*, scarab marked with TZGY, crystal (arcane focus), shield

#### 404. Room 20' x 30'

This room is heavily laden with exotic treasures worth an excessive amount of gold for the current edition. I have pared down the treasure here significantly. I have set Senshock's CR at 7 due to his ability to output massive damage due to lightning bolts and disintegrates after summoning an elemental.

**Senshock:** see below, 2,900

**Trap:** The cursed books can be noticed for being false with a DC 18 Wisdom (Perception) test, although the only way to know that they are trapped ahead of time is to cast a *detect magic* spell on them, then make a DC 18 Knowledge (Arcana) test.

Once a character touches the book it liquifies into a sticky amorphous blob and encloses his hand, before hardening again into a shapeless wooden manacle. A DC 15 Strength saving throw will allow the PC to shake the book off before it completes its transition. Otherwise that character cannot use two-handed weapons and may carry only one object at a time. Getting out of the trap is far trickier business, half of any damage done to the wooden manacle will be transferred to the PC. It has an AC of 14 and 16hp. If the characters use brute force to remove the book, require a DC 15 Strength save or have that hand crippled until a *restoration*, *heal*, or *regeneration* spell can undo the shattered bones.

The Carnelian in the hidden compartment in the wardrobe is marked with a *glyph of warding* that erupts into explosive runes dealing 36 (8d8) to everything within a 20ft. radius if touched, or half that on a successful DC 17 Dexterity saving throw. A similar glyph is placed on a flask of oil which activates when the flask is broken.

**Treasure:** 3 Wooden egg puzzles (250gp), 3 crystal unholy symbols (500gp ea.); exotic glassware (500gp), alchemy kit, 2 vials of quicksilver (1,000gp), purified sulfur (250gp), 8 flasks of acid

**Treasure (Hidden):** in hidden wardrobe compartments, found with DC 15 Intelligence (Investigation) tests: first compartment: 3 black sapphires (5,000gp ea.) second compartment: trapped carnelian (50gp), third compartment: *portable hole* w/ Senshock's spellbook, trapped oil flask, *cloak of poisonousness*, *potion of animal control*, *spell scroll of charm monster*; fourth compartment: 2 pairs of jewelled pracers (1,500gp ea.); fifth compartment: scrying mirror,

**Senshock's Spellbook:** Level 1: *charm person*, *comprehend languages*, *detect magic*, *feather*, *fall*, *grease*, *magic missile*, *shield*, *unseen servant*; Level 2: *arcane lock*, *invisibility*, *knock*, *magic mouth*, *see invisible*, *web*; Level 3: *counterspell*, *dispel magic*, *fireball*, *fly*, *glyph of warding*, *haste*, *lightning bolt*, *tongues*; Level 4: *charm monster*, *dimension door*, *polymorph*, *scrying*; Level 5: *conjure elemental*, *contact other plane*, *teleportation circle*, *wall of stone*; Level 6: *disintegrate*, *magic jar*;

#### 405. Common Room

Four Bugbears is not even an easy encounter for a party of 8<sup>th</sup> level characters. In order to make this room more exciting, choose one of the following additional encounters depending on the time of day or your whim. The Bugbears plus one of the additional encounter. Any encounter here will doubtless trigger additional encounters from area 406, and possibly 407. Make space these out somewhat to give the PCs time to thin the old wave before the next begins; each is roughly a hard encounter. You may want to have the ogres simply not notice.

##### Wave 1

**Bugbears (4):** MM p.33, 800xp

##### Additions

**Bugbears (5):** MM p.44, 1,000xp

or

**Black Pudding:** MM p.241, 1,100xp

or

**Ogres (3):** MM p.237, 1,250xp

##### Wave 2

**Ogres (4):** see 406.

##### Wave 3

**Bugbear Chief:** see 406

**Bugbear Sub-Chief:** see 406.

##### Wave 4

**Ogre Chieftain:** see 407

**Ogre Leaders (2):** see 407

**Ogre Shaman:** see 407

## Senshock

med. humanoid (human), Chaotic Evil, 11<sup>th</sup> level Wizard

**Armour Class** 14 (*bracers of armour, ring of protection*)

**Hit Points** 60 (11d6 +22)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	14 (+2)	20 (+5)	11	15 (+2)

**Saves:** Con+7\*, Int +10, Wis +5

**Skills** Arcana +9, History +9, Religion +9

**Senses** Passive Perception 10

**Languages** Common, Abyssal, Draconic, Goblin, Giant

**Challenge** Challenge Rating 7 (2,900 xp)

**Arcane Recovery (1/day):** During a short rest, Senshock can regain 5 levels worth of spell slots.

**\*Transmuter's Stone:** Senshock possesses a transmuter's stone that stores a measure of his magic. The stone currently grants him proficiency in constitution saving throws. Each time he casts a transmutation of 1st level or higher he may choose a different benefit from the list on p.119 of the PHB.

**Spellcasting:** Senshock is an 11<sup>th</sup> level spellcaster. His spellcasting ability is Intelligence (Spell Save 17, +9 to hit with spell attacks.) Senshock has the following wizard spells prepared.

Cantrips (At Will): *fire bolt, light, mage hand, prestidigitation, ray of frost;*

1<sup>st</sup> level (4 slots): *detect magic, magic missile, unseen servant;*

2<sup>nd</sup> level (3 slots): *invisibility, see invisibility, web;*

3<sup>rd</sup> level (3 slots): *counterspell, dispel magic, haste, lightning bolt;*

4<sup>th</sup> level (3 slots): *dimension door, charm monster, polymorph;*

5<sup>th</sup> level (2 slots): *conjure elemental, teleportation circle;*

6<sup>th</sup> level (1 slot): *disintegrate;*

## ACTIONS

**Fire Bolt.** *Ranged Spell Attack:* +9 to hit, range 60ft., one target. *Hit:* 13 (3d8) fire damage

**Shapechanger (1/short rest).** Senshock can cast *polymorph* to turn himself into a beast whose challenge rating is 1 or lower. He can do this without expending a spell slot.

The Lord Wizard of the Temple of Elemental Evil, Senshock is the most powerful mage at the Temple's disposal, and the General of their forces. He has the ear of Zuggtroy and confidence of the dark god Luz.

**Possessions:** *bracers of armour, ring of protection, ring of feather falling* scarab marked with TZGY, orb spell focus, spell component pouch, emerald worth 1,000gp (for magic jar), key to door between 402 and 403

## Ogre Chieftain

*Large Giant, Chaotic Evil*

**Armour Class** 13 (Ring Mail)

**Hit Points** 75 (9d10 + 27)

**Speed** 40ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2))

**Senses** Darkvision 60ft., Passive Perception 8

**Languages** Common, Giant

**Challenge** Challenge Rating 3 (700 xp)

## ACTIONS

**Greataxe:** *Melee weapon attack:* +8 to hit, reach 5ft., one target. *Hit* 16 (2d10+5) slashing damage.

**Throwing Spear:** *Ranged weapon attack:* +8 to hit, range20/60, one target; *Hit:* 12 (2d6 +5) piercing damage.

Ogre Chieftains are the biggest, strongest, and most brutally cunning among ogrekind. They often lead ogre gangs through fear and intimidation, claiming the lion's share of plunder for themselves.

#### 406. Quarters

Rather than have the ogres all in or out, I decided to have 4 Ogres in at all times, assuming they rotate sleeping shifts. This keeps them to a medium encounter that will likely serve as a wave in a major battle taking place in area 405. Most of the Bugbears and giants on this floor are not listed as having treasure even though gambling is mentioned, so I have added some randomly-selected coins and gear.

**Ogres (4):** MM p.237, 1,800xp

**Bugbear Chief:** MM p.33, 700xp

Notes: Increase Str to 18 (+1 to hit and damage w/ morning star)

**Bugbear Sub-Chief:** use Bugbear Chief: MM p.33, 700xp

Notes: Remove *Heart of Hruggek*

**Treasure:** 3 dice sets, 47cp, 189ep, 217gp, 33pp; on Chief: 3 sardonyxes (100gp), silver chain (25gp)

#### 407. Room 40' x 50'

This is the same stat block I used in room 126. Again, I have added some randomized treasure, as many humanoid and giant encounters on this floor do not include any listings of treasures on the monsters,

**Ogre Chieftain:** see above 126, 700xp

**Ogre Leaders (2):** use Ogre p. 237, 900xp

**Ogre Shaman:** use Ogre p. 237, 700xp

Notes: hp 79; raise Wis to 14; Ogre Shaman has the following feature: **Spellcasting:** The Ogre shaman is a 2<sup>nd</sup> level spellcaster, his spellcasting ability is Wisdom (Save DC 12, +5 to hit with spells). He has the following druid spells prepared: *Cantrips (At will): druidcraft, guidance, shillelagh*; 1<sup>st</sup> level: *create or destroy water, cure wounds, detect magic, thunderwave*; Raise CR to 3

**Treasure:** scarab amulet inscribed with TZOY, ornate bronze helmet sized for a giant (150gp), box of exotic spices (500gp), 3 jewelled belts worn as necklaces (75gp ea.)

#### 408. Barracks

I have lowered the number of bugbears in this encounter to 8. This makes the bugbears a hard encounter for 8<sup>th</sup> level characters (A virtual 3,800xp.) Again, I have added a small amount of random treasure in order to give this encounter some interest.

Adding this as a potential 5<sup>th</sup> wave to the encounter described above would be brutal. While eight bugbears constitutes a single medium encounter for the PCs at this time, having it at the tail end of a series of four medium-to-hard encounters vastly increases the risks of player-character death. Consider it very carefully. I would recommend allowing the PCs to take a short rest, possibly hiding in one of the bunks in 406. first.

**Bugbears (8):**MM p.33, 1400xp

Note: add longbow and 30 arrows, add action: **Longbow.** *Ranged weapon attack* +4 to hit, range 120/600, one target. *Hit:* 6 (1d8+2) piercing damage.

**Treasure:** card game set, marked card game set, tinker's tools, fletcher's kit, 82cp, 77sp, 85gp, 33pp

#### 409 West Wing

If the PCs come here at night, have the trolls from 410 & present as well, but have them all sleeping, giving the PCs a chance to score an easy kill before they wake.

**Trolls (2):** MM p.291, 3,600xp

**Treasure:** In chests: 60cp, 42sp, 40ep, 36gp, 3 violet garnets (500gp ea.)

#### 410. Common Room

**Troll (1):** MM p.291, 1,800xp

**Ettin:** MM p.132, 1,100xp

**Treasure:** in flat iron box: 1124cp, 821sp, 492gp, emerald (1,000gp), *candle of invocation (lawful good, 2 hours)*



## 412. Secret Room

Finding either door to this room should be fairly simple, make it a DC 15 Wisdom (Perception) or DC 13 Intelligence (Investigation) check to find. Only give the PCs full experience for the doppelganger if they discover its true nature. Otherwise, give them half experience.

**Half-Orc Guard:** use Veteran: MM p350, 200xp

**Notes:** no gear. AC 11; rise Str to 18, replace weapon attacks with **Unarmed Strike**. *Melee weapon attack:* +6 to hit, 5ft. reach, one target. *Hit:* 5 bludgeoning damage. Reduce CR to 1

**Doppelganger:** MM p.82, 700xp

## 414. Large Room

Three Hill Giants is an extremely deadly encounter. Even two hill giants hard encounter (a virtual 5,400xp), but for this one, the party has a ringer in the form of Kella, who will betray the giants by hanging back, and then attacking them from behind if the PCs are winning the fight. Treating Kella as a fifth party member pushes this encounter down to the easy mark, and her surprise attack on the Giants should throw enough confusion into the fight to make it significantly easier.

If the PCs have been exploring the fourth level for awhile, Kella may have already noticed them, and will contact them in secret to give them some intelligence. Otherwise, Kella's imitation of Scropp will probably give her away to the PCs.

I vastly boosted Kella's level to make changing into a Hill Giant plausible in this edition, without making the *phylactery of change* an absurdly powerful item. Calculating Kella's challenge rating was tricky, Her spellcasting ability theoretically makes her extremely threatening as an opponent, but setting up a suite of spells more valuable for her spying role made her far less impressive, and did the lack of magic items. Ultimately, Kella in combat is pretty much identical to a CR 5 hill giant, and in combat in her half-elf form, only slightly more powerful than that. With a different spell list, she could be a far more powerful enemy or ally.

**Hill Giants (2):** MM p.155; 3,600xp

**Kella:** see below; 2,300xp

**Treasure:** 4,712 copper, 2,858sp, 4,912ep, 2,622gp, 167pp

### Phylactery of Change

*Wondrous Item, very rare (requires attunement by Druid)*

This amulet is made of a gigantic carved tooth on a leather thong with mysterious oghams inlaid in powdered gemstone. When worn by a druid, it allows them to take the form of fey or giants. Even though these forms are often basically humanoid and can speak, the druid still cannot cast spells in either form, although she can use each spell-like ability of any fey she is imitating once per day each.

The Challenge Rating restrictions of still apply, meaning that most low-level druids will be able to take the shape of sprites, pixies, and possibly ogres at best, although in the hands of a powerful druid of the Circle of the Moon, it may allow more powerful forms such as hags and stone giants to be taken.

### Ebony Skull

*Wondrous Item, rare (requires attunement)*

This small icon appears to be a grinning horned skull carved out of ivory. When the user is attuned, he is always aware if the skull senses something nearby, and as an action he can see and hear what the skull can see or hear as long as the owner concentrates. If worn or carried it grants advantage on Wisdom (Perception) tests.

If left in an open area, it serves as a silent *alarm* spell, and allows the bearer to spy on the area by tuning into the skull's senses. Unlike many magical items this object remains attuned to its owner no matter how far apart they are.

## Kella

med. humanoid (half-elf), Chaotic Good, 15<sup>th</sup> level Druid

**Armour Class** 14 (leather armour) or 13 (giant form)

**Hit Points** 67 (15d8) or 105 (giant form)

**Speed** 30ft. or 40ft. (giant form)

	STR	DEX	CON	INT	WIS	CHA
Kella	11	16 (+3)	10	14 (+2)	20 (+5)	16 (+3)
Giant	21 (+5)	8 (-1)	19 (+4)			

**Saves:** Int +7, Wis +10

**Skills** Deception +8, Insight +10, Investigation +7, Nature +7

**Senses** Darkvision 60ft., Passive Perception 15

**Languages** Common, Elfin, Druidic, Giant, Sylvan

**Challenge** Challenge Rating 6 (2,300 xp)

**Primal Strike:** While in beast form, Kella's attacks count as magical for the purposes of overcoming damage reduction.

**Spellcasting:** Kella is a 15<sup>th</sup> level spellcaster. Her spellcasting ability is Wisdom (Spell Save 18, +10 to hit with spell attacks.) Kella has the following druid spells prepared.

Cantrips (At Will): *druidcraft, guidance, produce flame, resistance;*

1<sup>st</sup> level (4 slots): *charm person, cure wounds, detect magic, faerie fire, fog cloud, speak with animals;*

2<sup>nd</sup> level (3 slots): *animal messenger, find traps, hold person, pass without trace;*

3<sup>rd</sup> level (3 slots): *dispel magic, meld into stone, protection from energy, sleet storm;*

4<sup>th</sup> level (3 slots): *freedom of movement, polymorph, wall of fire;*

5<sup>th</sup> level (2 slots): *commune with nature;*

6<sup>th</sup> level (1 slot): *heal, wind walk;*

7<sup>th</sup> level (1 slot)

8<sup>th</sup> level (1 slot):

## ACTIONS

**Multiattack:** When in giant form, Kella gets two greatclub attacks or one rock attack.

**Greatclub.** *Melee weapon attack:* +8 to hit, 10ft. reach, one target. *Hit:* 18 (3d8+5) bludgeoning damage.

**Rock.** *Ranged weapon attack:* +8 to hit, range 60/240ft., one target. *Hit:* 21 (3d10) bludgeoning damage.

**Scimitar.** *Melee weapon attack.* +7 to hit, reach 5ft., one target. *Hit* 6 (1d6+3) slashing damage.

**Produce Flame:** *Ranged spell attack:* +10 to hit, range 30ft., one target. *Hit:* 13 (3d8) fire damage

**Wild Shape (2/rest):** Kella can use her action take the form of beasts and elementals; thanks to her phylactery, also giants and fey creatures. Her transformation lasts 7 hours. She may take the form of a creature of up to CR5.

**Heal.** When in a wild shape, Kella can use a bonus action to expend an unused spell slot and restore 1d8 hit points to herself per level.

Kella is spying on the Greater Temple by stealing the form of Scropp.

**Possessions:** *Phylactery of change*, divine focus, leather armour, scimitar

## Hedrack

medium humanoid (human), Chaotic Evil, 14<sup>th</sup> level Cleric (luz)

**Armour Class** 20 (*plate mail* +2)

**Hit Points** 77 (14d8 + 14)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10	13 (+1)	12 (+1)	20 (+5)	16 (+3)

**Saves:** Con +5 Wis +10

**Skills** Arcana +6, History +6, Intimidation +8, Religion +6, Persuasion +8

**Senses** Passive Perception 15

**Languages** Common, Ignan, Abyssal, Giant, Goblin

**Challenge** Challenge Rating 10 (5,900 xp)

**Blessing of the Tickster:** Hedrack may touch another living creature other than himself and grant it advantage on Dexterity (Stealth) tests. This effect lasts 1 hour or until he uses this ability again.

**Cloak of Shadows:** As an action Hedrack may use one use of his Channel divinity ability to become invisible until the attacks, casts a spell, or the end of his next turn.

**Spellcasting:** Hedrack is a 14<sup>th</sup> level spellcaster. His spellcasting ability is Wisdom (Spell Save 18, +10 to hit with spell attacks.) Hedrack has the following cleric spells prepared.

Cantrips (At Will): *guidance, sacred flame, thaumaturgy;*

1<sup>st</sup> level (4 slots): *charm person, command, cure wounds, detect evil and good, disguise self, sanctuary;*

2<sup>nd</sup> level (3 slots): *augury, blindness/deafness, hold person, mirror image, pass without trace, silence, spiritual weapon;*

3<sup>rd</sup> level (3 slots): *bestow curse, blink, dispel magic, remove curse,;*

4<sup>th</sup> level (3 slots): *banishment, death ward, dimension door, guardian of faith, polymorph;*

5<sup>th</sup> level (2 slots): *dominate person, flame strike, mass cure wounds, modify memory;*

6<sup>th</sup> level (1 slot): *blade barrier;*

7<sup>th</sup> level (1 slot): *fire storm;*

## ACTIONS

**Magic Warhammer:** *Melee weapon attack:* +8 to hit, 5ft. reach, one target. *Hit:* 7 (1d8+2) bludgeoning damage and 9 (2d8) poison damage

**Divine Intervention (1/week):** As an action Hedrack may call on luz to intervene on his behalf, with a 13% chance of success.

**Invoke Duplicity:** Hedrack can use his divine channelling to make a perfect illusion of himself in an unoccupied space within 30 ft. As a bonus action, Hedrack may move the illusion up to 30ft. He may cast spells as though he were in the illusion's space but he must use his own senses. When both Hedrack and the duplicate are within 5ft. of an enemy he gains advantage on melee attacks against that enemy.

Mighty Priest of luz and leader of the Temple of Elemental Evil, Hedrack is the most powerful foe in this dungeon besides Zuggtmoy herself.

**Possessions:** *plate mail* +2, *ring of free action*, *warhammer* +1, *potion of superior healing*, *potion of speed*, *spell scroll of flame strike*, *spell scroll of silence*, *spell scroll of heal*, *spell scroll of harm*, *spell scroll of dispel magic*, black scarab marked with TZGY,

## 415. Large Room

The ettins represent a deadly encounter, at a virtual 6,600xp. The combats in nearby rooms have been medium encounters, and if the PCs visited Pella first, she will likely have performed a *heal* spell on any wounded characters, and is still nearby if the PCs require more of the same. To mitigate the danger have the ettins practice their rock throwing frequently, allowing the players to be automatically aware that they are there, but give the Ettins disadvantage on a Wisdom (Perception) test to notice the party as they practice their throwing.

**Trap:** This trap is triggered when the lid to the box under the bed is opened. PCs checking the box first may make a DC 15 Intelligence (Investigation) test to notice the trap. It is disarmed by opening the lid of the box partway, then unhooking the chain on the stopper from a hook on the lid of the box. If the PCs open the box without checking for traps give the character opening the box a DC 18 Wisdom (Perception) test to notice before the box is fully opened.

Once the trap is triggered a 20' area fills with toxic vapours, anyone inside is exposed to Burnt Othur fumes (DMG p.258), causing them to make a DC 15 Constitution save or take 10 (3d6) poison damage, and each round afterwards they must make an additional DC 15 Constitution save or take an additional 3 (1d6) poison damage. They are cured of the poison when they make three successful saves in a row.

**Trap:** The trap on the chest full of pebbles is triggered by opening the chest. A DC 16 Intelligence (Investigation) test reveals the trap. It can be bypassed with a hidden lever on the back of the lid that the PCs may discover with a further DC 20 Intelligence (Investigation) test. To disarm: DC 16 Intelligence test with Thieves' tools.

If the trap is triggered a fusillade of poisoned flechettes are fired, make two ranged weapon attacks against everyone in front of the chest with a +5 bonus. These attacks do 1 point of piercing damage, and require a DC 16 Constitution save on a failed save, they take 14 (4d6) poison damage and are incapacitated for one minute. On a successful save they take half that amount and are not incapacitated.

**Ettins (3):** MM p.132, 3,300xp

Note: add action: **Rock. Ranged weapon attack:** +5 to hit, range 40/120ft., one target. *Hit* 17 (2d8+5) bludgeoning damage.

**Treasure:** 883sp, 2,010ep, 1,417gp, 2 violet garnets (500gp ea.), 2 diamond brooches (2,500gp ea.), *stone of controlling earth elementals*, *sling stone* +3

## 416. Planning Room

**Troll (1):** MM p.291, 1,800xp

**Treasure:** golden quill-holder (50gp), jewelled silver ink stand (500gp), 2 vials ink, 4 quills, 20 sheets of parchment, Town maps of Hommlet, Nulb, Verbobonc, Nyr Dyv, and Kron; Regional maps of Veluna, Verbobonc, West Furyody, and Celene; Maps of the Temple of Elemental Evil and Moathouse; 4 fine tapestries (750gp ea.), twin crystal chandeliers (1,250gp ea.), brass candle-rod (50gp),

## 417. Private Room

I left most of Hedrack's treasure mostly intact, if downgraded in value in some places. As *slay living* is no longer a spell, I replaced it with *harm* and swapped *cure serious wounds* for *heal*. I removed the *Book of Vile Darkness*; one evil artifact is enough for this campaign. The module here mentions two female servants but gives no details. If you wish to use Paidia and did not do so in Falrinth's quarters she might make a good servant here.

I decided to put Hedrack at level 14 as it gave him access to some highly destructive spells that could replace some of the magic items that I had to remove from him (*blade barrier* replaces his *Daern's Instant Fortress*, for example). This also gave him better damage output with his warhammer thanks to the Trickster Divine Strike feature.

Hedrack's personal gear had to be pared down significantly, with only three attunable items to pick from, I felt that the *plate mail* +2 and ring of *freedom of action*, were good choices for combat, while the *ebony skull* both added some flavour, and gave the PCs the choice to lure him off for combat where he is not backed up by Senshock, Daggum, & co.

**Hedrack:** see above, 5,900xp

**Servants (2):** use Commoner: MM p.345; 20xp

**Treasure:** on mantle: painted ceramic plates signed "Hedrack" (5cp ea.), dragon carved from ruby (7,500gp), 4 ivory-handled dinner knives with scrimshawed images of sea monsters (24gp ea.), green elipsiod crystal (500gp), chunk of cooled lava with 5 volcanic tourmalines (5,000gp), painting (250gp), *ebony skull\**; 2 engraved brass braziers (250gp ea.), Brass andirons and fireplace tools (750gp), 8 fair taptestres (100gp ea), 10 rugs (100gp ea., 35lb.), 4 ermine blankets (1000gp ea.), platinum unholy symbol (250gp), in desk: *spell scroll of flame strike*, *spell scroll of silence*, *spell scroll of heal*, *spell scroll of harm*; on bookshelf: 150 books on strategy (1d10gp ea.), 3 amethysts (100gp ea.) 3 citrines (50 gp ea.), 2 diamonds (5,000gp ea.), 3 opals (1,000gp ea.), huge black sapphire (5,000gp), in wardrobe: 5 fine silk robes (250gp ea.)

#### 419. Greater Temple

The dozen gargoyles would prove a thoroughly lethal encounter in this edition, especially if it is combined with the human leaders during the ceremony. Six gargoyles comes to a virtual 5,400xp, making them a hard encounter, even if the PCs have levelled up to 9<sup>th</sup> level by clearing out the leader and the bugbears and giants to the South. I have reduced their numbers accordingly.

If the characters arrive while a ritual is being performed, break it down into waves. Have Barkinar and Deggum attack first as Hedrack continues to perform the ritual guarded by his allies' spells. Senshock will move to one of the secret doors behind the statues on rounds 2 & 3, then provide minor spells support starting on round 4. Have the gargoyles descend upon the PCs on the 5<sup>th</sup> round.

If Deggum and Barkinar fall, Senshock will *dimension door* to area 345 to warn Zuggtmoy, before *dimension dooring* again to his room to collect his *portable hole* and flee the temple. At the same Hedrack will use an action to attempt to call luz using his divine intervention ability. Failing that, he will complete the ritual and unleash an elemental on round 6, and begin fighting on round 7.

It is more likely that the PCs will pick the leaders off as they explore teh Southern regions of the Temple, but the leaders do not simply mill about in their chambers. Hedrack engages in rituals fairly frequently, and at other times, he, Barkinar, and Senshock can be found debating in the planning room. Keep track of the time of day to decide where a given leader is.

Casting spells through the peepholes to area 433 imposes advantage on the targets' saves or disadvantage on an attack role, due to the trickiness of aiming the spell.

##### Wave 1

**Barkinar:** see room 403.

**Deggum:** see room 403.

##### Wave 2

**Gargoyles (6):** MM p.140; 1,500xp

**Senshock:** see room 404.

Note: Senshock provides minor fire support from the peephole.

##### Wave 3

**Earth Elemental:** MM p.124; 1,800xp

Note: Change alignment to Chaotic Evil

##### Wave 5:

**Hedrack:** see area 417.

**Altar Curtain:** see Below, 2300xp

#### 421: East Earth Gate

I placed Bugbears here to support the Hill Giant in a way similar to the description of the temple on alert. This should make for a tough encounter, but keep the bugbears back and offering covering fire from the corners while the giant guards the entrance. Allow the PCs a DC15 Intelligence (Arcana) test to identify the gate before stepping through it. This gate leads to the Earth Node.

**Hill Giant:** MM p.155, 1,800xp

**Bugbears (w):**MM p.33, 900xp

Note: add longbow and 30 arrows, add action: Longbow. *Ranged weapon attack* +4 to hit, range 120/600, one target. *Hit:* 6 (1d8+2) piercing damage.

## Altar Curtain

Huge Plant, Unaligned

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### Armour Class 7

**Hit Points** 115 (10d12 +50)

**Speed** 30ft.

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STR	DEX	CON	INT	WIS	CHA
5 (-3)	5 (-3)	20 (+5)	1 (-5)	12 (+1)	1 (-5)

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**Damage Vulnerabilities:** fire, radiant

**Damage Immunities:** poison, thunder

**Condition Immunities:** blinded, charmed, deafened, exhausted, frightened, poisoned;

**Senses** Blindsight 30ft. (cannot see beyond this range), Passive Perception 11

**Challenge** Challenge Rating 8 (2,300 xp)

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**Regeneration:** The Altar Curtain regains 10 hit points at the start of its turn. If it takes fire or radiant damage, this trait doesn't function at the start of its next turn. The Altar Curtain only dies if it starts its turn with 0 hit points and doesn't regenerate.

**Improved Critical:** The toxins of the Altar curtain are so intense that it deals a critical hit on a roll of 19 or 20.

### ACTIONS

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**Multiattack:** The Altar Curtain makes four rotting touch attacks per round

**Rotting Touch. *Melee weapon attack:*** +6 to hit, reach 15ft., one creature. *Hit* 13 (3d8) necrotic damage. *Critical hit:* The target must make a DC 16 Constitution save or suffer a random injury due to withered flesh. Resistance to necrotic damage prevents this effect.

This mutation of violet fungus was created by Zuggtmoy to be a lethal protector of the most sensitive parts of the Temple. It will attack anything that gets too close unless presented with a black scarab amulet maked with TZGY.

## 422. West Earth Gate

Allow the PCs a DC15 Intelligence (Arcana) test to identify the gate before stepping through it. This gate leads to the Elemental Plane of Earth.

## 424. East Air Gate

I placed Bugbears here to support the Ettin in a way similar to the description of the temple on alert. This should make for a medium encounter. Allow the PCs a DC15 Intelligence (Arcana) test to identify the gate before stepping through it. This gate leads to the Air Node.

**Ettin:** MM p.132, 1,100xp

**Bugbears (w):**MM p.33, 900xp

Note: add longbow and 30 arrows, add action: Longbow. *Ranged weapon attack* +4 to hit, range 120/600, one target. *Hit:* 6 (1d8+2) piercing damage.

#### 425. West Air Gate

Allow the PCs a DC15 Intelligence (Arcana) test to identify the gate before stepping through it. This gate leads to the Elemental Plane of Air. Given that this is a one way trip to a place where enemies will never be a threat again, it seemed pointless to have guards on it; I left it unmanned, Like area 422.

#### 427. East Fire Gate

I placed Bugbears here to support the Ettin in a way similar to the description of the temple on alert. This should make for a medium encounter. Allow the PCs a DC15 Intelligence (Arcana) test to identify the gate before stepping through it. This gate leads to the Fire Node.

**Ettin:** MM p.132, 1,100xp

**Bugbears (w):**MM p.33, 900xp

Note: add longbow and 30 arrows, add action: Longbow. *Ranged weapon attack* +4 to hit, range 120/600, one target. *Hit:* 6 (1d8+2) piercing damage.

#### 428. West Fire Gate

Allow the PCs a DC15 Intelligence (Arcana) test to identify the gate before stepping through it. This gate leads to the Elemental Plane of Fire. Given that this is a one way trip to a place where enemies will never be a threat again, it seemed pointless to have guards on it; I left it unmanned, Like area 422.

#### 430. Foyer

In the D&D3.5e manual STORMWRACK the *air plant* was introduced, likely based on this item, however it was depicted as spongy and causing bubbles in the scummy pools in which it grows. It lets of a soft his and one can feel a breeze by putting their hand near it. Allow characters to roll either a DC 13 Intelligence (Nature) or a DC 13 Intelligence with Alchemy or Herbalist kit roll to recognize the properties of the air plant. In this case, allow a mouthful to grant *water breathing* for 6 hours, but it must be kept inside the mouth during that time.

The players may take at least one spare sample of the air plant from the node by making a successful DC 15 Intelligence check with either an Alchemy or Herbalist's kit.

#### 431 East Water Gate

Allow the PCs a DC15 Intelligence (Arcana) test to identify the gate before stepping through it. This gate leads to the Water Node.

#### 432. West Water Gate

Allow the PCs a DC15 Intelligence (Arcana) test to identify the gate before stepping through it. This gate leads to the Elemental Plane of Water.

#### 433. Inner Chamber

By this time the characters easily qualify for 9<sup>th</sup> level, and are pushing well on their way to 10<sup>th</sup>. I feel less worried about placing rare items around, however, most of the magic items here are either repeat items or no longer exist in D&D5e. I have not replaced them. I've also cut the treasure in each chest in half.

**Trap:** Both chests in this area have identical sets of traps. Both are *wizard locked* and if opened, they will trigger a *glyph of warding* placed by Senshock that requires those opening it without bearing a black scarab amulet to make a DC 17 Dexterity save, taking 21 (5d8) fire damage on a failed save, or half that much on a successful save. The Lock is also warded with a glowing *glyph of warding* that forms a specific symbol that a PC can identify with a DC 15 Intelligence (Arcana) check. The name of the glyph must be said when stepping within 5ft. of the chest, and again when first touching the lock. If either are not done correctly, everyone within 20ft. must make a DC 17 Dexterity save, taking 18 (4d8) lightning damage, or half that much on a successful save. *Dispel Magic* can wipe out Hedrack's two outer glyphs palced by Hedrack.

A final *glyph of warding* is placed on the top step to the nexus. Anyone stepping on that step without speaking the name of the Glyph marked there will set it off: everyone within 20ft. must make a DC 17 Dexterity save, taking 18 (4d8) lightning damage, or half that much on a successful save.

**Treasure:** 2,000ep, 4,000gp, 1,000pp, letters of credit, *candle of invocation (chaotic evil, 3 hours)*, *wand of fear*

#### 434. Nexus.

This area radiates evil.

**Treasure:** 66 gems (50gp ea.)\*

\*taking all 66 gems will cause an Avatar of Luz to appear, followed swiftly by an avatar of St. Cuthbert to ward him off.

#### 435 Light Chamber

The pillar of light makes references to a broad range of rules that no longer have a bearing in D&D5e, and so demand a certain amount of clarification and re-writing. I propose the following.

- The area radiates evil and is treated as *desecrated*.
- Any good aligned being that touches the light must take 22 (4d10) radiant damage at the end of each turn where they end their turn inside the light. They must make a DC 16 Strength save, or suffer energy drain for the same amount, which lowers their maximum hit points by that amount until they get a long rest. Beings whose maximum hit points drop to 0 in this manner die.
- By sitting in the throne a character comes in telepathic contact with Zuggtmoy, and must make a DC 18 Charisma save or become charmed by Zuggtmoy for 24 hours. While charmed in this way they must obey Zuggtmoy's commands.

**Treasure:** 300 *least abyssal gemstones* (see above), 200 *lesser abyssal gemstones* (see above), 100 *common abyssal gemstones* (see above), 33 *greater abyssal gemstones* (see above), 3 *grand abyssal gemstones* (see above)

**Milestone:** Shattering the leadership of the Temple of Elemental Evil should be worth an additional 5,900xp.

## The Nodes of Elemental Evil

This environment was far more free-form than the rest of the Temple of Elemental Evil. They essentially have only one function – a prison for the Elemental Gems that grant the *Orb of Golden Death* its full power and allow it to be destroyed, this banishing Zuggtmoy and destroying the Temple once and for all. They are a gruelling survival challenge with a number of themed encounters.

By the Time the PCs have defeated the Greater and Lesser Temples, defeated Hedrack, and learned of Zuggtmoy's presence, they have probably earned 200,350xp between them. Possibly more if they have done the "Bringing to Life" encounters, run across some random encounters, or earned some role-playing bonuses, and so are well on their way to 10<sup>th</sup> level when they have accrued a collective 256,000xp. The creatures and milestone bonuses in Zuggtmoy's lair account for another 24,940xp. Personally, I like using the goal of pushing the characters past 10<sup>th</sup> level to be an ideal goal for completing the material in the original campaign.

If we make collecting all of the elemental gems and escaping the Nodes a milestone worth 5,000xp apiece then we only really need six level-appropriate encounters in the nodes to complete the goal of reaching 10<sup>th</sup> level. Alternatively, we can make the goal to have the characters reach 10<sup>th</sup> level before the climax of facing Zuggtmoy, by ensuring that there are at least 12 level-appropriate encounters spread across the Nodes. Ideally, I would like to increase that to 24 – roughly six per node, to let players make up for missed experience points.

Statting out so many AD&D1e creatures would have been exhausting, and so I chose to completely redo the encounters in the nodes to keep the re-statting to a few favourites and a couple of original creations. Ultimately, I decided to ensure that all 7 human encounters were kept in, along with the Grues (I have a soft spot for them). I also tried to include some Drow in order to build up the Lolth connection played up in the moathouse, and to give the eerie impression that the Drow had been abandoned or forgotten by the Temple, which opens up for significant expansion later on. However many of the human and grue encounters were not worth much experience, and left an extremely barren environment. Ultimately I doubled the number of encounters, aiming for ten to eleven per area, and allowing some of them to be relatively low-xp encounters.

I also wanted to take some unusual twists, so adding some good and neutral creatures to the most hellish environment, the Fire Node. In going with the traditional themes associated with the elements of the Tarot, I decided to give the creatures in that region passionate, unstable temperaments – insane goblins, drugged drow, and Efreet with a harem of human and inhuman slaves, and the phantom of a long-dead evil priest. I also wanted to hint with more detail at Tharizdun, and so a book of madness seemed an excellent choice. The big focus for survival in the fire node was water and a cool place to stay. For every creature that needed to drink, I made sure there was a potential, if dangerous, life source.

For the Earth node, the Tarot symbolism of time, wealth, and patience seemed appropriate. Using Medusae and Gorgons seemed like a great choice, as they are ancient Cthonic (from the underground) figures in Greek myth. I also wanted to play up the role of Zuggtmoy here by focusing on mushrooms, poison, and ooze. The theme of Evil genies introduced in the Fire node was worth repeating here, so I added a Dao who was in charge of the Galeb Duhr suggested in the manual. With Time being another major association with earth, I decided to focus on time and decay, creating a few locations that told stories of things that have since passed and been forgotten – like the hidden camp of lost dwarven lovers.

The Air node focuses on Intellect, rivalries, and legal battles. Putting a pair of powerful warring giants – cloud and frost, seemed like a great way to put that forward – each with minions and allies, turning the whole landscape into a chess match. The Yeti made a fun addition and a grisly way to discuss food in a frigid and barren landscape. The inclusion of the clever goblins with their traps and merchantile leanings, and their obsession with alchemy was my way of playing with the idea of the power of the mind giving the little guy big ideas.

The Water Node I wanted to make beautiful, melancholy, and full of secrets and sad stories. The idea of a lost drow priestess, a dead swashbuckler that never found his lost love, poisoned flowers, and reformed- then banished ettins all created an idea of melancholy and imagination that are major themes of the Cups (Water) suit of the Tarot. To cover the manipulative, changeable, and hidden elements, an Aboleth and his Chuul guardians works wonderfully and echoes the pool encounter in the moathouse.



All in all there is up to another 137,425xp that can be accrued here, enough to put the PCs to just a few hundred over 11<sup>th</sup> level if they clear everything, although it will still give them a solid shot at 10<sup>th</sup> even if they only do the bare minimum to find the gems in each area. Exploring each node could theoretically give them a serious edge in the final battle against Zuggtmoy.

I chose not to bother re-interpreting the magic rules, I shall leave that to other DMs if they wish, I find that kind tracking to be a hassle.

In the case of Environmental damage, I simply created some trap-like problems for the PCs to overcome, such as choking dust in the Elemental Node, toxic pollen, rough weather, and poisonous fumes in the Water Node, fog-shrouded encounters in the Air Node, and pools of boiling oil, areas of dangerously intense heat, and sulphurous stench in the Fire Node

## The Air Caverns (The Air Node)

The Air node is frigid, characters in the Air Caverns must make a DC10 Constitution save every hour or gain a level of exhaustion. Creatures with resistance to cold damage, wearing cold weather gear, or that are naturally adapted to the cold automatically succeed on this save. Many areas are also shrouded in cold that makes seeing difficult.

### A1. Top of the Peak

The peak of the mount at the centre of the Air Caverns is shrouded in fog, icy, and uneven. There is a peal of thunder when the PCs arrive, telling Grank's men to be ready. Getting down the cliffs is perilous, the PCs must make a DC Dexterity (Acrobatics) check to begin tumbling down the hills. Allies may attempt a rescue by spending their Reaction to make a DC 18 Dexterity check to catch them. Otherwise they will begin tumbling, taking 7 (2d6) bludgeoning damage at the beginning of each round. As a bonus action they may attempt another save to find their balance again. They will fall up to a total of five rounds.

### A2. East Floor Area

Grank and his bandits have set up covered positions near the foot of the spire. They use the combination of fog and snow to hide themselves from new arrivals to surround and rob them. The clouded visibility and howling winds mean that all Wisdom (Perception) tests to see them fail until the PCs are only 60ft. away. After that they may make one DC 13 Wisdom (Perception) test with disadvantage to seek Grank's men before they fire warning shots and surround the Party.

Because Grank's men are experienced and bloody survivors, I have upgraded them all to Bandit Captains for purposes of this battle.

Keep careful track of Morale, once they have lost a few bandits, Grank and his men will be quick to retreat to area 9.

**Grank:** see below, 450xp, 450xp

**Bandits (7):** use Bandit Captain: MM p.344, 3,150xp

Note: add longbow and action: **Longbow.** *Ranged weapon attack:* +5 to hit, range 120/600, one target. *Hit* 6 (1d8+2) piercing damage.

### A5. South Floor Area

Taki is partially encased in ice here and struggling for life thanks to the magic of Ashrem. He is easy to spot as swarms of crows wait for him to perish, and will object to the PCs trying to rescue him, attacking for several rounds before being driven off (give them disadvantage on morale tests). Taki is suffering from four levels of exhaustion and begins the encounter restrained.

Breaking him out of the ice will require a DC 25 Strength (Athletics) check, or hacking away at the ice tomb which has an AC of 17 and 50hp. A roll of natural one on an attack roll will cause damage to Taki.

The Abominable Yeti has a chance of hearing the racket the crows make with a DC 13 Wisdom (Perception) (+5) test before sliding down the edge to attack as well.

I have chosen to make Taki a barbarian rather than fighter to make him an ideal survivalist. Give the PCs experience for Taki if they free him, befriend him, or do him in.

**Taki:** see below, 1,800xp

**Swarms of Ravens (4):** MM p.339; 200xp

### A6. Southwestern Ledge

The abominable yeti on the ledge here has gone mad and been driven out of the yetis' caves in areas A 11 and A 12. It is waiting for the clouds to pass as it watches to see if Taki perishes for an easy meal. It's sheer footing and knack for climbing icy surfaces will allow him to reach Taki's position in only two rounds.

**Abominable Yeti:** MM p.306, 5,000xp

## Taki

med. humanoid (human), Neutral Good, 8<sup>th</sup> level Barbarian

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**Armour Class** 19 (unarmoured defence, shield)

**Hit Points** 68 (8d12 +16)

**Speed** 40ft.

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STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	18 (+4)	12 (+1)	13 (+1)	11

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**Saves:** Str +5, Con+7

**Skills** Athletics +5, Intimidation +3, Nature +4, Survival +4

**Senses** Passive Perception 11

**Languages** Common, Dwarven, Elfin

**Challenge** Challenge Rating 5 (1,800 xp)

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**Danger Sense:** Taki has advantage on Dexterity saving throws against effects that he can see, such as traps and spells. To gain this benefit he can't be blinded, deafened, or incapacitated.

**Eagle Eyes:** Taki can see up to 1 mile away, able to discern, even fine details as though looking at something no more than 100ft. Away from him. Dim light does not impose disadvantage on Wisdom (Perception) tests.

**Feral Instinct:** Taki has advantage on initiative rolls. If he is surprised at the beginning of combat, and isn't incapacitated, he can act normally on his first turn but only if he enters a rage before doing anything else on his turn.

**Rage (4/day):** In battle, Taki fights with primal ferocity. On his turn, he can enter a rage as a bonus action.

He has advantage on Strength checks and Strength saving throws.

He does +2 damage on all melee attacks.

He has resistance to all forms of damage except psychic damage.

**Reckless Attack:** While raging, Taki may take advantage on his melee attack rolls, but all attacks against him gain advantage until the beginning of his next turn.

**Ritual Spells:** Taki can cast *beast sense* and *speak with animals* as rituals.

## ACTIONS

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**Multiattack:** Taki makes two attacks on his turn.

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 8 (1d8 +4) slashing damage.

**Longbow.** *Ranged weapon attack:* +6 to hit, reach 5ft., one target. *Hit* 7 (1d8+3) piercing damage.

An evil wizard from Veluna, Sargen sought work at the Temple of Elemental evil, but his own traffic with devils and tendency to question the policies of the Grand temple got him tossed into the Nodes. He has since been robbed, and lacks a spellbook; and so cannot learn spells that offer him better defence. He has gone quite mad.

**Possessions:** longsword, longbow, dagger,

## Grank

medium humanoid (human), Chaotic Evil, 5<sup>th</sup> level Cleric (Olidammara)

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**Armour Class** 18 (chain mail)

**Hit Points** 28 (5d8 +5)

**Speed** 30ft.

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STR	DEX	CON	INT	WIS	CHA
15 (+2)	10	13 (+1)	11	18 (+4)	14 (+2)

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**Damage Resistance** fire

**Saves:** Con +4 Wis +7

**Skills** Stealth +3, Deception +5, Intimidation +5

**Senses** Passive Perception 14

**Languages** Common, Abyssal, Goblin

**Challenge** Challenge Rating 2 (450 xp)

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**Blessing of the Tickster:** Grank may touch another living creature other than himself and grant it advantage on Dexterity (Stealth) tests. This effect lasts 1 hour or until he uses this ability again.

**Spellcasting:** Grank is a 5<sup>th</sup> level spellcaster. His spellcasting ability is Wisdom (Spell Save 15 +7 to hit with spell attacks.) Grank has the following cleric spells prepared.

Cantrips (At Will): *guidance, sacred flame, thaumaturgy;*

1<sup>st</sup> level (4 slots): *bless, charm person, cure wounds, detect magic, disguise self, purify food and drink, sanctuary;*

2<sup>nd</sup> level (3 slots): *calm emotions, hold person, mirror image, pass without trace, silence;*

3<sup>rd</sup> level (2 slots): *create food and water, blink, dispel magic;*

## ACTIONS

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**Mace:** *Melee weapon attack:* +5 to hit, 5ft. reach, one target. *Hit:* 6 (1d8+2) bludgeoning damage.

**Sacred Flame:** Grank may target any creature within 60ft. The target must make a DC 15 Dexterity save. On a failed save the target takes 2d8 radiant damage. The target gains no benefit from cover on this save.

**Invoke Duplicity:** Grank can use his divine channelling to make a perfect illusion of himself in an unoccupied space within 30 ft. As a bonus action, Grank may move the illusion up to 30ft. He may cast spells as though he were in the illusion's space but he must use his own senses. When both Grank and the duplicate are within 5ft. of an enemy he gains advantage on melee attacks against that enemy.

The leader of a ragged group of bandits, Grank and his cohort blundered into the portals to the nodes years ago. His power now controls whether his fellow bandits starve or die from the simplest wound, and so he commands their utmost loyalty.

**Possessions:** chain mail, shield, mace, holy symbol, *ring of fire resistance*

## A 7. Ground-Level Cave

This cave holds the remains of an unfortunate encampment of sacrifices, now little more than some tattered cloth, bone, and a few strips of frozen meat. A thorough search of the chamber will reveal that anything left on the murdered victims was taken, save a single cameo. If taken to hommlet, several of the locals can affirm that it belonged to a workwoman who went missing a few months earlier.

**Treasure:** Ivory cameo pendant (25gp)

## A 8. Hidden Niche

Gwaihur, a Frost Giant has made his home here. He has an understanding with Grank and his men: they give him a share of the plunder, and he helps defend them from potential intruders. The Frost Giant holds this niche because it gives him leverage: he does not need heat or coals from the Fire Node, but others do, if they want to collect them, they must pay him a toll.

He also has a bitter rivalry with the Burium, the Cloud Giant in area A30. PCs who might help him best the Cloud giant may be able to earn safe passage through this gate and freedom from future attacks from Grank's Bandits.

The Niche itself is a picture of Frost Giant laziness, he has heaped some boulders into chairs and hung a few frozen pelts up to give a semblance of comfort, but has absolutely no interest in further developing the place save to pile his goods in an appealing arrangement. Several dead and butchered yeti hang from the ceiling directly above the portal to cure in the dry heat that it gives off.

Gwaihur uses a human-sized +1 *battleaxe* as if it were a hand-ax; if he runs into seemingly damage resistant foes he will switch to that weapon. I have added an extra damage die to it to represent the incredible strength behind the attacks.

**Frost Giant:** MM p.155, 3,900xp

**Note:** modify multiattack to read **Magic Battleaxe:** *Ranged weapon attack:* +10 to hit, range, one target; *Hit:* 15 (2d8 +7).

**Treasure:** cask of fine brandy (250gp), chalice of Carved Lapis (500gp), jewelled belt (500gp), silken robe of the air temple lined with fur (250gp), 1,817cp, 298sp, 401gp, 74pp, *stone of good luck*, +1 *battle-axe*

## A 9. Large Branch Cave

This cave currently serves as Grank' Camp where he and his men rest and feed after raids. He has a day camp near the entrance of the cave where they keep no valuables, but where his men can rush to reach area 2 and assume ambush positions in less than a three rounds. They keep a lantern here lit with a *continual flame* spell so that intruders into the cave are silhouetted, making the night lookouts' job easier. (This gives disadvantage on Dexterity (Stealth) checks to sneak into the cave.)

When resting, he and his men retreat to the slightly warmer area near A8, where some warmth radiates off the portal to the Fire node and the frost giant Gwaihur can be called on to help defend them. When they are resting, men take shifts on the high outcropping as lookouts in case yeti or other troubles enter the cave, they alert the giant and the bandits with a hand-bell.

**Grank:** see Area A2

**Bandits:** see Area A2.

**Treasure:** Cold weather clothes, Saargen's spellbook, 2,117cp, 832sp, 305gp, 21pp, 3 barrels of oil, 17 bottles of dwarven whisky (25gp ea), 44 empty bottles, 18 assorted silver holy symbols (25gp ea.), brass mug (25gp), copper ring (25gp), 5 maces, 12 daggers, 14 morning stars

**Saargen's Spellbook:** 1<sup>st</sup> level: *charm person, detect magic, grease, identify, jump, feather fall, magic missile, sleep, unseen servant*; 2<sup>nd</sup> level: *continual flame, darkvision, enhance ability, invisibility, suggestion*; 3<sup>rd</sup> level (3 slots): *counterspell, haste, fly, Leomund's tiny hut, magic circle, tongues*; 4<sup>th</sup> level: *conjure minor elementals, fabricate, Otiluke's resilient sphere, stone shape, polymorph*;

## A 11. East Niche Lair

In Ashrem's day the Temple of Air recruited a number of Yeti from the high Lortmil mountains to serve as warriors for the Temple. The beasts proved too brutish and feral to make good guards. Shortly before Ashrem was deposed by Kelno with Allrem's help, they tricked the Yeti into entering the Air node, which proved to be an ideal climate for the brutes. They have since proliferated here, dining on the flesh of sacrifices.

This is the outer lair of the Yeti. A number of recent sacrifices, dead elves, dwarves, bugbears and gnolls, hang encased in ice here (if the PCs talked the gnolls in the Moathouse into leaving the Temple's service, they can be found here, flayed and their pelts tanning).

The Yeti have made multiple attempts to kill Grank and his men, but fear the Frost Giant in area 8, and will not attack them near their lair. They have learned that the people Grank robs are easy prey afterwards, and so now wait for some time before stalking the Earth caves looking for victims.

**Yeti (4):** MM p.305; 2,800xp

## A 12. Northeast Niche Lair

This is the Yetis' inner sanctum, a lair scattered with the things that Grank's men didn't find worth taking from their victims. Nests made of tattered cloaks, robes, and pelts of victims cast into the air node are piled here, and piles of haphazard trinkets are laid out here and there.

At one end of the tunnel is a ragged shrine to Tharizdun created out of frozen blood and draped with black cloaks marked with the elder elemental eye. The yeti pile their finest discoveries here. The Altar was decorated by Ashrem when he (briefly) attempted to reassert control over the yeti when he was first banished. The Yeti here are females, there are also a number of defenceless young.

**Yeti (3):** MM p.305; 2,100xp

**Treasure:** 5 unholy symbols (2 to luz, 1 to Loth, 2 to Tharizdun), 5 daggers, jade hairpin (50gp), ornate mace (50gp), moonstone (100gp), *potion of heroism*

## A 13. Small Cave at Ground level

This narrow and low cave entrance is barricaded by several pieces of armour frozen into ice on the ground with a number of spears and swords wedged into it to form a spiky barrier with a single gate blocked by a curtain of patchy chainmail. Behind it several goblins in the rags of old Temple of Earth robes act as sentries for the cave complex beyond. They keep a barrel of fuel oil, and a number of makeshift flasks made of moulded ice to hurl attackers, along with tongs and slings made of old chainmail for hurling hot coals.

The goblins will not be immediately hostile, but they will growl and utter carefully-worded threats in broken common, telling those coming that if they do not wish to trade for food, poison, or potions, then they are not welcome to come any closer. If the PCs are interested in trading, the goblins will allow them in and escort them to area 15.

The goblins have partial cover and climbing over the barricade is dangerous, anyone attempting to do so is subject to a melee weapon attack with a +8 bonus that does 11 (2d10) piercing damage and 11 (2d10) poison damage.

These goblins are not a true threat to the PCs, but are meant to be an interesting and unusual encounter, that after all adjustments, should prove to be at least a little tricky if the PCs choose to go into combat with the goblins.

**Goblins (8):** MM p166, 800xp

**Notes:** replace leather armour with sudded leather armour, AC 14; add the following quality: **Master Slinger:** These goblins have practiced the art of loading slings and coal slings; they may use a bonus action rather than a regular action to load a sling; add the following actions: **Coal Sling. Ranged weapon attack.** +4 to hit, range 20/60, one target. Hit 3 (1d3+2) bludgeoning damage and 3 (1d6) fire damage. **Oily Iceball. Ranged weapon attack:** +4 to hit, range 10/30, one target. *Hit:* 3 (1d3+2) bludgeoning damage, target coated in oil, will take an additional 5 fire damage if hit by a coal sling. Raise CR to 1/2

## A 14. Northeast Corridor at Ground Level

The goblins have turned this corridor into a trap-filled defensive position. By splashing water in places then lightly brushing snow they have created a number of dangerous ice slicks. The goblins know the safe routes by heart, but anyone else attempting to run down the corridor should make a DC 15 Dexterity every 10ft. of movement save or fall prone. This can be mitigated by treating the area as hazardous terrain.

Clever characters may want to imitate the goblin's apparently haphazard and random movement down

the corridor. They may make a DC 13 Wisdom (Insight) roll to do so. In that case they may sacrifice 5ft, of movement to move at otherwise full speed,

The goblins have also filled the hall with deadfall traps. A Pair of goblins are stationed at the eastern end of the passage with 3/4 cover behind a couple of snowmen. They will trigger those deadfall traps as the PCs move down the corridor.

#### Deadfall

##### *Mechanical Trap*

Rough nets have been suspended from the ceilings by way of iron rings, they have been filled with jagged ice balls, junks of stone, and pieces of armour and scrap metal.

These traps are manually triggered by cutting cables at the far end of area 14 from the entrance. All creatures in a 10ft. square must make a DC 15 Dexterity save. On a failed save they take 22 (4d10 ) bludgeoning damage, or half that on a successful save.

Detecting this trap requires a DC 12 Wisdom (Perception) test, which will likely be at disadvantage in poor light. The trap is a simple pulley system and net that can be disarmed by slowly lowering the stones by hand once they are detached from the lever.

**Goblins (2):** MM p.166, 900xp

Note: because of the damage output these goblins can achieve by triggering traps, raise their CR to 2.

**Treasure:** 2 *potions of gaseous form*

A 15. Small cave with sloping entrance, North Wall of Jagged Ice

The goblins have placed a trap near the entrance to this area. As the PCs move around the corner in area A14 a goblin hidden behind a snowman near the entrance to area A16 will be listening for a signal word, once one or more characters pass by the area, he will cut a cord causing a massive suspended ice chunk to swing at the PCs.

**Ram Trap:** *Mechanical Trap.* This manually triggered trap swings a massive chunk of ice cord, and rope at all PCs within the 10ft. cube directly in front the entrance to this area. When the trap is triggered manually all PCs in the area are subject to a Melee weapon attack: +8 to hit, 10ft. Reach, targets all creatures in a 10ft. cube. *Hit:* 11 (2d10) bludgeoning damage and the targets must roll a DC 16 Strength save, or be pushed into the area of the slide trap. This trap is easy to see a DC 10 Wisdom (Perception) test will spot it, but disarming it without being in the area where it is triggered is another matter. A PC may make a DC 12 Intelligence (Investigation) check to understand that they can spring the attack early by shooting the control rope (AC 12, 4hp), but if they are pursuing fleeing goblins, they may not have the time, and will make the first check at disadvantage, and must stop to spend an action to make the second.

**Slide Trap:** *Mechanical Trap.* The goblins have slicked the entrance to area 15, anyone attempting to enter it, or pushed here by the ram trap must make a DC 16 Dexterity save or begin sliding down into area 15. The floor has been coated in jagged ice and sharp objects frozen to the floor coated in frozen basic poison. Anyone sliding into room 15 will take 11 (2d10) piercing damage and 11 (2d10) poison damage and be prone and stunned for 1 round. Treat the whole room as rough terrain. Anyone moving around in it who rolls a 1 on an attack roll or dexterity save will take damage from the trap again. The trap can be disarmed by melting the ice on the floor with burning oil, alchemist's fire, or a spell that does fire damage.

Once the Ram Trap has been sprung there will be ropes hanging from the ram allowing someone with free hands to climb in or out of the area without risking sliding back down and taking more damage from the trap. Once the trap is triggered, goblins from area 16 will descend to finish the wounded.

**Goblin:** MM p.166, 450xp

Note: because of the damage output this goblin can achieve by triggering traps, raise her CR to 2.

**Treasure:** *Potion of gaseous form.*

## A 16. Large Cave with Wall of mostly Ice

During the original siege of the Temple of Elemental Evil, a band of goblins serving the Temple of Earth fled into the depths of the Temple and wound up trapped in the Nodes. Led by a particularly cunning leader they learned the layout and portal locations of the nodes, and captured anyone they could, forcing them to share any knowledge they had that could help them survive.

Thanks to a now dead alchemist in service of the Temple of Fire, the goblins learned some alchemy. A Earth Priest worshipper of Zuggtmoy later taught them the art of fungal horticulture, and an assassin sacrificed to the nodes taught them something of poison use and making. Since then the goblins, led by their chief alchemist have set up shop in the Air node caves.

The goblins now produce edible mushrooms, basic poison, Pale Tincture poison, potions of healing, alchemist's fire, *potions of gaseous form*, and *potions of fire resistance* using their alchemical know-how. With the help of Saargen when he was briefly their slave they have captured and bound a fire elemental to warm the southern part of this cavern, which has made their fungus farm very successful. The Fire elemental is trapped in a permanent *Magic Circle* near the centre of the room. If the circle is broken, it will attempt to kill the goblins.

Until recently the goblins have also used that know how to raid the Fire Node for coal and oil (the Northern edge of the room has pits of oil covered with shields.. Now they are running low, as the Frost Giant in area A8 has teamed up with Grank's bandits to control the gateway. They are willing to trade 6 potions of fire resistance, 4 potions of healing, and 28 days worth of rations if the PCs will kill the Frost giants.

In battle many of the goblins will hang back and fire poisoned arrows at the PCs clustered around buckets of basic poison. The Chief will lead a handful of warriors to engage the PCs, while the Alchemist uses alchemist's fire to attack spellcasters.

**Goblins (12):** MM p.166, 1,200xp

Note: Replace leather armour with studded leather. AC14, All of the attacks of the Goblins in room A16 are treated with a concentrated version of Basic Poison: the target of their attacks must make a DC 12 fortitude save or take 3 (2d4) additional points of poison damage. Raise the CR of the goblins to 1/2.

**Goblin Boss:** MM p.166. 200Xp

Note: All of the attacks of the Goblins in room A16 are treated with a concentrated version of Basic Poison: the target of their attacks must make a DC 12 fortitude save or take 3 (2d4) additional points of poison damage.

**Goblin Alchemist:** use Goblin Boss, MM p.166, 450xp

Note the alchemist may make two Alchemist fire attacks: **Alchemist's Fire:** *ranged weapon attack:* +4 to hit, range 20ft. one target. *Hit:* 2 (1d4) fire damage, target must make a DC 10 Dexterity check at the beginning of each of its turn or take an additional 2 (1d4) fire damage until it has made one successful save. Raise CR to 2

**Treasure:** 24 *potions of healing*, 10 *potions of fire resistance*, 20 *potions of gaseous form*, 44 doses of basic poison, 6 doses of pale tincture, 68 days of food, 300 pints of oil, 30 flasks of alchemist's fire, formula for potion of gaseous form, formula for potion of fire resistance, formula for pale tincture, unguents (2,000gp), 3 alchemist's kits, 2 herbalist's kits, 4 miner's tools, 4 poisoner's kits, 200lbs. Coal

**Fire Elemental:** MM p.125, 1,800xp

Note: Change alignment to Chaotic Evil.

## A 18. Shelf Cave

**Ildriss (5):** See Below, 2,250xp

**Treasure:** *Gem of Fire Power*, 43ep

## A 23. Shelf

A Pair of White Dragons have taken up residence on this shelf, and decorated both it and the area below it (A 24) with sculptures of ice. These dragons mostly hunt on the surface, but occasionally prey on the Yeti below.

**Young White Dragons (2):** 4,600xp

**Treasure:** 700cp, 9,212sp, 1,813gp, 123pp, 11 tourmalines (100gp ea.), *bowl of commanding water elementals*, *elven chain*, *staff of charming*.

## Ildriss (Air Grue)

*small elemental, Chaotic Evil*

**Armour Class** 15

**Hit Points** 18 (5d6 - 5)

**Speed** 25ft. Fly 30ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	20 (+5)	9 (-1)	6 (-2)	11	12 (+1)

**Damage Resistance:** bludgeoning, piercing and slashing from non-magical weapons

**Damage Immunity:** poison

**Condition Immunity:** exhausted, paralyzed, petrified, poisoned, unconscious.

**Senses** Darkvision 60ft., Passive Perception 10

**Languages** Terran

**Challenge** Challenge Rating 2 (450 xp)

**Heartstone:** When an Ildriss dies it evaporates into a foul-smelling fume, leaving behind a single crystal at its heart. A wizard studying that crystal can see glowing runes through its facets. This includes the formula for a spell randomly determined by rolling 1d6

1-3	<i>feather fall</i>
4-5	<i>gust of wind</i>
6	<i>fly</i>

**Innate Spellcasting:** The Ildriss' spellcasting ability is Charisma (Save DC 10, +3 to spell attacks). They may cast the following spells without material components:

**At Will:** *invisibility*;

**3/day:** *dispel magic*, *gust of wind*;

**1/day:** *stinking cloud*;

### ACTIONS

**Multiattack:** Ildriss get two claw attacks each round

**Claw.** *Melee weapon attack.* +5 to hit, reach 5ft., one target. *Hit* 6 (1d6+3) slashing damage.

Ildriss are elemental spirits corrupted by the energies of the Abyss. They appear as long-necked scaly rat-like creatures surrounded in stinking vapours.

**Ravenous sadists.** When presented with an opportunity, Ildriss will attack and eat the flesh of intelligent creatures, not because they want to, but because it gives them sadistic joy. They also enjoy dispelling magic that gives creatures the power of flight, or pushing them off of cliffs.

**Minions of Elemental Evil.** Air grues were originally created by the cult of Tharizdun, and are often summoned and controlled to perform simple tasks by worshippers of the God of madness and other evil magicians. Many wizards will summon them with *conjure minor elemental* spells to extract the gems from their hearts.

## Ashrem

medium humanoid (human), Chaotic Evil, 6<sup>th</sup> level Cleric (Loth)

**Armour Class** 17 (chain mail)

**Hit Points** 39 (6d8 + 12)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	15 (+2)	11	17 (+3)	7 (-2)

**Saves:** Con +5 Wis +6

**Skills** Deception +1, Intimidation +1, Religion +3

**Senses** Passive Perception 13

**Languages** Common, Auran, Abyssal, Yeti

**Challenge** Challenge Rating 3 (700 xp)

**Blessing of the Tickster:** Ashrem may touch another living creature other than himself and grant it advantage on Dexterity (Stealth) tests. This effect lasts 1 hour or until he uses this ability again.

**Cloak of Shadows:** As an action Hedrack may use one use of his Channel divinity ability to become invisible until the attacks, casts a spell, or the end of his next turn.

**Spellcasting:** Ashrem is a 5<sup>th</sup> level spellcaster. His spellcasting ability is Wisdom (Spell Save 15 +7 to hit with spell attacks.) Ashrem has the following cleric spells prepared.

Cantrips (At Will): *guidance*, *sacred flame*, *thaumaturgy*;

1<sup>st</sup> level (4 slots): *charm person*, *command*, *cure wounds*, *detect evil and good*, *disguise self*, *sanctuary*;

2<sup>nd</sup> level (3 slots): *augury*, *blindness/deafness*, *hold person*, *mirror image*, *pass without trace*, *silence*, *spiritual weapon*;

3<sup>rd</sup> level (2 slots): *bestow curse*, *blink*, *dispel magic*;

### ACTIONS

**Warhammer:** *Melee weapon attack:* +5 to hit, 5ft. reach, one target. *Hit:* 6 (1d8+2) bludgeoning damage.

**Sacred Flame:** Ashrem may target any creature within 60ft. The target must make a DC 15 Dexterity save. On a failed save the target takes 2d8 radiant damage. The target gains no benefit from cover on this save.

**Invoke Duplicity:** Ashrem can use his divine channelling to make a perfect illusion of himself in an unoccupied space within 30 ft. As a bonus action, Ashrem may move the illusion up to 30ft. He may cast spells as though he were in the illusion's space but he must use his own senses. When both Ashrem and the duplicate are within 5ft. of an enemy he gains advantage on melee attacks against that enemy.

Ashrem was once the leader of the Temple of Air. He now lives as an aggressive and unfriendly hermit

**Possessions:** chain mail, shield of sir roblar,



## A 24. Elongated Cavern

This misty cave is full of skeletons that the white dragons in area A 24 have frozen into poses with armour and weapons. The dragons have placed a handful of gems and silk hangings in a parody of the Great Temple in the dungeon. When the players approach, several of the skeletons will become animate to attack them

After three rounds Dragons will appear from their hiding place along the ledge and attack with their breath weapons without any concern for damaging their undead minions.

### Wave 1

**Skeletons (12):** MM p.272; 600xp

**Treasure:** 30 bloodstones (50gp ea.)

### Wave 2

**Young White Dragons (2):** see area 23

## A 26. High Cave.

**Trap:** Ashrem has set up a temple in the cavern on this shelf. He has protected the entrance with a *glyph of warding*, those who do not speak his password but cross the threshold will be hit with a *gust of wind* spell that has a good chance of blowing them off the cliff.

## A 26. Hidden Temple

Ashrem keeps an Air Elemental in his lair; while he does not have the power to summon and bind such a creature, he has got the ability appease it with rites of the Temple of Air, and so it obeys him faithfully so long as he observes the appropriate rites. Ashrem has a shrine to Lolth, including the symbology of the Elder Elemental Eye, shaped of stone and gems he has mined from the Earth Node.

**Ashrem:** see above, 700xp

**Air Elemental:** MM p.124, 1,800xp

**Treasure:** in shrine: 8 garnets (50gp ea.) and 5 jets (50gp ea.) 2 Books on Ceremonies to Air\*, 4 Yeti-Fur blankets (500gp. ea), Drider-silk wall hanging (400gp)

\* Performing a ritual in this book with a successful DC 18 Intelligence (Arcana) roll will let a PC *charm* an elemental, causing it to become friendly to him for 1 hour. A Second rite involving the sacrifice of an intelligent creature can make the effect permanent.

## A 27. Cavern with gate to Water Node

This portal to the Water Node is guarded by a Pair of Vrock Demons who take delight in tormenting those that find their way into the Air Node and seek escape. They are known to capture and torment the occasional sacrifice for days in grisly rites.

**Vrocks (2):** MM p.64, 4,600xp

## A 28. Large Chamber at Ground Level

This chamber has been worked by the Cloud Giant living in Area 30. He is slowly turning the region into a fine palace a little bit at a time.

## A 29. North Branch

A number of bugbears serving the Great Temple recently came into a dispute with the Hill Giants serving the temple. The Hill Giants simply seized the Bugbear squad and shoved it through the Node. These bugbears lost many of their number to Yetis on first arrival, and a few more when they tried to bully the local goblins into submission. They have since been taken into service by Burium, who appreciates having new minions for the first time in ages and treats them every well.

**Bugbears (8):**MM p.33, 1400xp

Note: add longbow and 30 arrows, add action: Longbow. *Ranged weapon attack* +4 to hit, range 120/600, one target. *Hit:* 6 (1d8+2) piercing damage.

### A 30. Western Cavern at Ground Level

The Cloud Giant here, Burium has turned this into his throne room. He sits here to brood and order his bugbears to entertain him. He was a member of a clan of Cloud Giants that had been recruited to the Temple's service in exchange for incredible riches. They, and their mortal retainers were all slain at the Battle of Emridy Meadows save Burium, who was forced back into the Temple. Stranded along with a few surviving bugbears, Burium had no way past the magically sealed doors, and so fled with his servants to the Air Node where he knew there were sacrifices left to eat and where his powers would be amplified.

Burium's favourite servants and retainers have slowly perished over the years, leaving him alone to brood. He occasionally goes to the surface to hunt Yeti and other things that have spread across the Node of Air for food. Recently, as the activities of the temples have increased, a group of Bugbear servants of the Great Temple were forced through to the Air Node, where he has enslaved them to serve. He has learned much of what is going on and would happily negotiate with others for aid if they could help him escape the Air node and rejoin the Temple.

Burium has a burning hatred for both Ashrem and Gwalihur (the Frost Giant in area A8) for the same reason: they refused to serve him. He loathes Gwalihur more for this because it flies in the face of the Ordning and the rites of the Temple.

**Cloud Giant:** MM p.154, 5,000xp

Alignment: Neutral Evil

### A 31. Southwest Cavern, Ground Level

Burium uses this as his sleeping area, as well as a crypt and treasure room. The bodies of several comely elven servants and warriors who once served him sit in high decorative shelves. His favourite, Manya, was an evil-hearted dwarf for whom he made armour out of the hide of a white dragon he slew when he first arrived here (the mother of the ones in A23).

**Treasure:** *dragonhide armour, +1 greatsword, bag of devouring, 3 doses of Keogthom's ointment, 809cp, 6,112sp, 900gp, 210pp in 5 coffers carved of dragon bone (750gp ea.), 2 emeralds (1,000gp ea.), unholy symbol to Lolth, 4 longswords, 4 shields*

#### Gem of Fire Power

*Wondrous Item, Legendary, Artifact*

This large garnet radiates powerful magic and evil. It is a fragment of the *Orb of Golden Death*, and increases the artifact's power when inserted into the crown.

On its own, the Gem of Fire Power allows the wielder to change any portal on the Node of Fire into a portal back to the Temple of Elemental Evil's nexus, or to transport themselves directly to the Node of Fire. Once per day it also allows the wielder to *plane shift* to the Elemental Plane of Fire or the Prime Material Plane. When on the Elemental Plane of Fire the wearer is protected from the intense heat and choking smoke of that plane.

When placed in a socket on the *Orb of Golden Death* it allows the user to expend two charges to cast *flame strike*, or three charges to summon a Glabrezu with a *planar ally* effect; the Glabrezu serves Zuggtmoy and thus will obey – and cannot harm – the possessor of the *Orb of Golden Death*.

## The Burrows (The Earth Node)

Thick choking dust is a major hazard in the Earth node. Cut the light range of all sources of illumination in half, and treat anything beyond the 60ft. range as lightly obscured and 100ft. as completely obscured even with a combination of strong light and darkvision. Sound is even more distorted, and PCs are at a disadvantage on Wisdom (Perception) checks to hear anything.

### E1. Central Cave

The PCs are greeted in the Earth Cave by the sight of semi-calcified bones and choking dust. If they search the bodies thoroughly with a DC 18 Intelligence (Investigation) or Wisdom (Perception) test they might find a few treasures here belonging to a perished cleric.

**Treasure:** *ring of fire resistance*, 3 opals (1,000gp ea), mace, holy symbol to St. Cuthbert

### E2. North Corridor

As the PCs move through the middle chamber tremors their footsteps will kick up a massive amount of dust. The PCs will find themselves suddenly blinded and holding their breath. Getting out of the chamber will require a DC 15 Wisdom (Survival) check each round to go in the right direction. Guiding another PC gives disadvantage on this check.

### E3. Burrow

The Broken remains of several gargoyles are littered across this area, along with blood spatters and the tattered ruins of a backpack. An Intelligence (Investigation) test will reveal a lost diary and a pickaxe belonging to Taki.

### E4. Cave

This dusty room has a few visible deposits of gems in the walls, currently being slowly devoured by a pair of Xorn. They will defend their find if the PCs attempt to mine the gems.

**Xorn (2):** MM p.304, 3,600xp

**Treasure:** 23 rough sardonyxes (50gp ea.)

### E7. Junction and Small Cave

Sargen is hiding in the northern alcove of this chamber with a few tattered goods. He will spot the PCs as they pass through and attempt to trail them. Once he sees them do battle with other denizens of the node he will throw himself on their mercy and make promises of wealth and service.

With the new magical system, Sargen is far less helpless than before; I had to choose his spells carefully to make him able to survive, but not to pose a real threat to the creatures of the Nodes.

**Sargen:** see below., 100xp

### E5. Fire Node Cavern

The portal in this chamber goes to the fire node.

### E8. Grotto

Here, a skeleton lies with a suicide note in a heap below a mouldy noose. There is water here that is so thick with dust it is im potable without first filtering it. Near the centre of the room there is some quicksand.

**Treasure:** Dagger, Leather Armour, *driftglobe*, 17gp, 13pp, robes of the earth temple, 7 sheets of paper, half-vial of ink, empty finely engraved hip flask (25gp), mace. Empty waterskin.

## Sargen

med. humanoid (human), Lawful Evil, 8<sup>th</sup> level Wizard

**Armour Class** 13

**Hit Points** 42 (8d6 +14)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+3)	14 (+2)	18 (+4)	9 (-1)	11

**Saves:** Con+5\*, Int +6, Wis +2

**Skills** Arcana +7, History +7, Religion +9, Stealth +6

**Senses** Passive Perception 9

**Languages** Common, Draconic, Giant

**Challenge** Challenge Rating 1/2 (100 xp)

**Arcane Recovery (1/day):** During a short rest, Sargen can regain 4 levels worth of spell slots.

**\*Transmuter's Stone:** Sargen possesses a transmuter's stone that stores a measure of his magic. The stone currently grants him proficiency in constitution saving throws. Each time he casts a transmutation of 1<sup>st</sup> level or higher he may choose a different benefit from the list on p.119 of the PHB.

**Spellcasting:** Sargen is an 8<sup>th</sup> level spellcaster. His spellcasting ability is Intelligence (Spell Save 15, +7 to hit with spell attacks.) Sargen has the following wizard spells prepared.

Cantrips (At Will): *light, mage hand, prestidigitation, ray of frost;*

1<sup>st</sup> level (4 slots): *detect magic, unseen servant;*

2<sup>nd</sup> level (3 slots): *invisibility, darkvision;*

3<sup>rd</sup> level (3 slots): *counterspell, fly, tongues;*

4<sup>th</sup> level (2 slots): *polymorph;*

### ACTIONS

**Ray of Frost. Ranged Spell Attack:** +7 to hit, range 60ft., one target. *Hit:* 9 (3d8) cold damage

An evil wizard from Veluna, Sargen sought work at the Temple of Elemental evil, but his own traffic with devils and tendency to question the policies of the Grand temple got him tossed into the Nodes. He has since been robbed, and lacks a spellbook; and so cannot learn spells that offer him better defence. He has gone quite mad.

**Possessions:** orb (arcane focus), transmuter's stone, waterskin, sling, backpack, 3 days rations, knife

## Chaggrin (Earth Grue)

*small elemental, Chaotic Evil*

**Armour Class** 15 (natural armour)

**Hit Points** 27 (5d6 + 10)

**Speed** 25ft. Burrow 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11	14 (+2)	6 (-2)	11	7 (-2)

**Damage Resistance:** bludgeoning, piercing and slashing from non-magical weapons

**Damage Immunity:** poison

**Condition Immunity:** exhausted, paralyzed, petrified, poisoned, unconscious.

**Senses** Darkvision 60ft., Passive Perception 10

**Languages** Terran

**Challenge** Challenge Rating 2 (450 xp)

**Heartstone:** When a chaggrin dies it crumbles into a heap of mouldy earth with a single crystal at its heart. A wizard studying that crystal can see glowing runes through its facets. This includes the formula for a spell randomly determined by rolling 1d6

1-3 *ray of sickness*

4-5 *shatter*

6 *stone shape*

**Earth Glide:** Chaggrin can burrow through nonmagical, unworked earth and stone. While doing so, the chaggrin doesn't disturb the material it is moving through.

### ACTIONS

**Multiattack:** Chaggrins get two claws and a bite attack each round

**Bite. Melee weapon attack.** +5 to hit, reach 5ft., one target. *Hit:* 6 (1d6+3) slashing damage.

**Claw. Melee weapon attack.** +5 to hit, reach 5ft., one target. *Hit:* 6 (1d6+3) slashing damage.

Chaggrins are elemental spirits corrupted by the energies of the Abyss. Standing about 3ft. tall, they look like oversized hedgehogs made out of mouldy earth and jagged stone. They dig through the earth carelessly for no other reason than to spite they rock and soil itself. They often dig intentionally leaving tunnels even though they do not have to do so,

**Ravenous sadists.** When presented with an opportunity, Chaggrins will attack and eat the flesh of intelligent creatures, not because they want to, but because it gives them sadistic joy.

**Minions of Elemental Evil.** Earth grues were originally created by the cult of Tharizdun, and are often summoned and controlled to perform simple tasks by worshippers of the God of madness and other evil magicians. Many wizards will summon them with *planar binding* spells to extract the gems from their hearts.

## E9. Cave

The dust is thin here, and the cave damp and foul smelling. Patches of fungus and lichen grow on the walls and floor around bones. This includes several shriekers and violet fungus. The sound of the shriekers may call the Gorgons in Area 10 if they hear it with DC 15 Wisdom (Perception) test (+1), with disadvantage.

**Violet Fungus (10):** MM p.138, 500xp

**Shriekers (4):** MM p.138, 40xp

## E10. Large South Cavern

The pathways along here are fetid and increasingly filled with fungal life, much of it highly reminiscent of the fungus in area 312. A Pair of gorgons graze on the fungual matter. In the East end of this room a shrine to Zuggtmoy has been created, with ominous stains. Characters who sacrifice a living being on it gain a charm to cast *poison spray* as a cantrip for 24 hours. There are several offerings on the altar.

**Gorgons (2):** MM p.171; 3,600xp

**Treasure:** golden idol in the shape of a mushroom (500gp), 3 topazes (500gp ea.), *potion of poison*

## E11. Grue Lair

Six Chaggrins tear at the earth here. A few dead bugbears lie in tatters about the area.

**Chaggrins (6):** see above, 2,700xp

**Treasure:** *Gem of Water Power* (see below)

## E12 Southern Cavern

A Roper makes its lair in this cavern. The bones attest to the sheer number of sacrifices who have met their fate here.

**Roper:** MM p.261, 1,800xp

**Treasure:** *helm of teleporation*, 3 suits of chain mail, 6 shields, 2 longswords 3 silver lamens of the air temple (250gp ea.)

## E13 Small Cave at Ground Level

A petrified warrior-priest of St. Cuthbert stands underneath a hole into the void and surface above in a pose of deep contemplation.

## E14. Hidden Cavern

Thanks to an optical illusion it requires a DC 18 Wisdom (Perception) check not to assume this tunnel leads to a dead end. In the cave are a pair of makeshift beds, a small mushroom farm, several makeshift cages of captured rats, and a natural well of paraffin. A table has been made by chipping away at a stalagmitte hold an oil lamp and weather-beaten 3-dragon ante set. There is some mining equipment in one corner and the mummified remains of a pair of dwarves with matching wedding rings sit in one corner. A series of tallies on the walls from the dwarven calendar-keeping method suggest that the couple were stranded here for decades. In a hidden nook beneath the rat cages is a *decanter of endless water*.

**Treasure:** *decanter of endless water*, 2 mining picks, hammer, hooded lantern, shovel, heavy crossbow, 7 bolts, battleaxe, warhammer, 2 chain shirts, 3 casks of oil, bottle of aged dwarven whisky (150gp), 3-dragon ante set, sonemason's tools, brewer's tools, keg of mushroom spirits (100gp)

## E15. Huge Southwest Cavern

A Drider here has created an elaborate maze of webs to trap wanderers. It is currently living on the remains of a stone giant.

**Drider Spellcaster:** MM p.120, 2900xp

**Treasure:** Poisoner's kit, 3 vials basic poison, +1 *longbow*, 45ep, 117gp, 24pp

## E16. Small Cavern

The Medusae have placed several monster carcasses here under a tent of tattered cloth and old rugs, causing them to sprout mushrooms for food.

**Trap:** The corpses in which they have placed the mushrooms have several fine needles embedded in them coated with a purified venom. Anyone trying to steal their food may make a DC 20 Wisdom (Perception) or DC 18 Intelligence (Investigation) check to spot the danger. Anyone picking plants from the carcasses otherwise is targeted by a melee weapon attack with a +8 to hit. If they are hit they take 1 piercing damage, and must make a Constitution save taking 28 (5d10) poison damage on a failed save or half that on a successful one.

Treasure: food sufficient for 14 days, mandrake root (150gp)

## E17. Corridor and Junctions

Two Medusae has made her lair to the north at area 18. A Handful of petrified bandits serve as a warning that her lair is close.

## E18. Long Cavern

The Medusae here are outcasts that once served the Earth Temple who were forced to flee when the Temple was first struck down. They use curtains and their *wind fan* to clear the chamber of the worst of the dust, and have slowly collected a few pieces of furniture and junk that have been cast down. They are familiar with the comings and goings of the node, and will be happy to inform the PCs of what they know, but the price is high, and they will likely betray PCs who do not offer them a good bargain.

**Medusae (2):** MM p.214, 4,600xp

**Treasure:** *wind fan*, 5 fine tapestries (500gp ea.), 7 vials basic poison, poisoner's kit, 10 barrels of water, fine rugs (150gp), silver service (500gp), rare herbs (400gp), 362gp, 122pp

## E21 North Grotto

The PCs will find Jaer in this room on a high ledge being hounded by an animate boulder created by the Galeb Duhr in E22.

**Jaer:** see sidebar, 100xp

**Animated Boulder:** 1,800xp

## E22 North Cave

A pair of Galeb Duhr sit here. They have been charged by the Dao in area 24 to prevent anyone from passing through this area, and to alert him if anyone new is seen in the caverns nearby.

**Galeb Duhr (2):** MM p.340; 4600xp

## Jaer

*medium humanoid (human), Neutral*

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**Armour Class** 15 (padded armour, defense)

**Hit Points** 33 (5d8 + 10)

**Speed** 30ft.

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STR	DEX	CON	INT	WIS	CHA
11	16 (+3)	14 (+2)	12 (+1)	11	9 (-1)

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**Saves** Dex +5, Con +4

**Senses** Passive Perception 10

**Languages** Terran

**Challenge** Challenge Rating 1/2 (100 xp)

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**Evasion:** When Jaer makes a successful Dexterity save that would allow him to take half damage from an effect he instead takes none.

**Mettle:** When Jaer makes a successful Constitution save that would allow him to take half damage from an effect he instead takes none.

**Danger Sense:** Taki has advantage on Dexterity saving throws against effects that he can see, such as traps and spells. To gain this benefit he can't be blinded, deafened, or incapacitated.

## ACTIONS

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**Multiattack:** Jaer makes two dagger attacks or one fireball attacks on his turn.

**Dagger.** *Melee weapon attack.* +5 to hit, reach 5ft., one target. *Hit* 5 (1d4+3) piercing damage.

**Fireball.** *Ranged weapon attack.* +5 to hit, range 15/45ft., one target. *Hit* 7 (2d6) fire damage.

Jaer was a weaver and tailor in Nulb until he fell on hard times. He joined a bandit group in desperation, and when he expressed second thoughts Smigmal Rehand gave him to the Greater Temple as a sacrifice.

Jaer has proven a determined survivor, patching together armour, a backpack, bedroll, and blanket from strips of loose fabric. After finding a cask of oil he invented weapons he calls 'fireballs', bundles of oil-soaked rags around a core of flammable mineral powder. He lights them with a lantern and then slings them at would-be attackers

**Possessions:** Dagger, padded armour, lantern, tailors tools, weaver's tools, cask of oil, tinderbox, backpack, bedroll, blanket, waterskin, 3 days rations, 20 fireballs.

## E24. Great Northern Cavern

A Dao, once summoned by the Temple of Earth now lives here in a small palace shaped within the confines of the cave. He collects lovely female sacrifices cast into the node for slaves. His house is filled with fine treasures, and is free of dust. He may demand the service of comely NPCs, or Darley.

**Dao:** MM p.143, 7,200xp

**Slaves (7):** use Commoner, 70xp

**Treasure:** In elegant stone coffer chased with copper (150gp): 615cp, 4233sp, 1,875gp, 117pp, gold ewer (250gp), 5 silver plates with lapis inlay (50gp ea.), 10 stone cups with copper tracery (25gp ea.) fine carpet (250gp), copper jug (100gp), glass case of 8 carnelian carvings (250gp), 4 barrels of water.

### Gem of Water Power

*Wondrous Item, Legendary, Artifact*

This large aquamarine radiates powerful magic and evil. It is a fragment of the *Orb of Golden Death*, and increases the artifact's power when inserted into the crown.

On its own, the Gem of Water Power allows the wielder to change any portal on the Node of Air Water a portal back to the Temple of Elemental Evil's nexus, or to transport themselves directly to the Node of Water. Once per day it also allows the wielder to *plane shift* to the Elemental Plane of Water or the Prime Material Plane. When on the Elemental Plane of Earth the wearer is protected from drowning and the icy cold waters of that plane.

When placed in a socket on the Orb of Golden Death it allows the user to expend two charges to cast *wall of ice*, or three charges to summon a Herzou with a planar ally effect; the Herzou serves Zuggtmoy and thus will obey – and cannot harm – the possessor of the Orb of Golden Death.

## The Fire Pits (The Fire Node)

The extreme heat of the fire node will slowly sap the life from the PCs. If they have drinkable water, it slows but does not eliminate the process. Every hour they must succeed on a Constitution save or gain one level of exhaustion. The DC is 10 for the first hour and increases by 2 for each additional hour spent within. Creatures wearing medium or heavy armour or who are clad in heavy clothing have disadvantage on the saving throw, as do creatures who do not drink at least two day's worth of drinkable water during their visit. Creatures with resistance to or immunity to fire automatically succeed on the saving throw. Creatures who are adapted for hot climates have advantage on this saving throw.

The fire node has at least dim light everywhere.

### F 1. Arrival

By agreement of all the forces in this area, this open pit is considered neutral ground. Ashes and cracked, bleached bones can be seen laying everywhere.

### F 2. Trapped fire pit room

Brazebul, The Efreeti who has taken control of the northern region of the Fire Pits has placed the magic bottle that was once his prison at the far end of this chamber set on a golden jewelled stand. He has put his slaves to work in this room, creating a series of concealed pendulum traps designed to knock his would-be victims into the fire pits.

**Treasure:** Old Efreeti Bottle (no longer magical, but see below), Golden stand set with garnets (2,500gp)

### F 3. Caged Portal

This portal to the air node seeps cool breezes and condensation around it, causing breezes to waft down the corridors to the south. Brazebul has caged it off with a malformed brass cage that collects intense heat. Those trying to handle the cage or its lock suffer intense burns: they must make a DC 18 Strength saving throw, taking 22 (4d10) fire damage on a failed save, or half that on a successful one. Regular thieves' tools used to pick the lock will warp and become useless unless somehow immunized from the heat.

Brazebul keeps the key to the air node in his chamber. (F4)

### F 4. Northeast Rectangle Room with Caged Portal

This lavish chamber is kept cool(er) through four blue ice statues of nude women set around the edges of a massive divan. It is a safe place from the excess heat effects of the Fire Node. The walls here are hung with fine tapestries, and furnishings of exquisitely made stonework.

This is the main chamber of the domain of Brazebul, the Efreeti who has claimed the northern half of the Fire Pits. The Temple of Fire went to great lengths to obtain his *Efreeti Bottle* (area F2) and break the magic sealing him within it. He served willingly until shortly before the Battle of Emridy Meadows, when he discovered the nature and potential of the nodes. He conquered a huge portion of the Fire Node for himself, and now rules over it and studies it, hoping to learn how he might use it to steal the power of Tharizdun for himself.

He is already partway there, he has learned a means to *plane shift* to and from the Plane of Fire, and has slowly brought a fortune in finery to the Fire Pits.

**Efreeti:** MM p145, 7,200xp

**Note:** Brazebul has the following additional spell-like powers: 3/day – *create food and water*, *purify food and drink*, *minor image*; 1/day – *mirage arcane*.

**Treasure:** Blue Ice Statues (15,000gp ea, 300lbs.), cloth-of-gold tablecloth (75gp), 2 silver chalices lined with blue ice (250gp), silver ewer (75gp), 9 bottles of fine wine (15gp ea.), 6, Yeti-fur blankets (400gp ea.), 8 fine tapestries (250gp ea., 20lbs.), moonstone and onyx chess set (3,200gp), Keys to areas 2, 6, and 38.

### F 5. Dead-End Room

This room is Brazebul's torture chamber, it includes a number of horrific tools, such as an iron maiden, torturer's chair, thumbscrews, and pear.



## F 6. Passage and Rectangular Room

This chamber holds several chain-suspended brass cages in which a number of grimy, emaciated dwarves and humans are held. These are recent captives of Brazebul culled from the sacrifices cast into the Fire Node. This chamber has been decorated with leering bronze faces and artwork showing images of despair and damnation. In the centre, just within reach of the captives is a massive brass vessel with steaming water in it from which the prisoners can scoop water.

These prisoners are currently here for either slave labour or interrogation. All three are suffering from two or more levels of exhaustion from malnourishment. Rescuing them will only help if the PCs can get them somewhere cool to recuperate. Freeing Traag will allow the PCs to make allies of the Azers in area 33.

Durukan, dwarf stonemason	Lawful Good	use Commoner, MM p345	History +3	10xp
Ammyon, elf scholar	Chaotic Good	use Acolyte, MM p.344	Arcana +4	100xp
Brem, human acolyte of Fire	Chaotic Evil	use Acolyte, MM p.244	Religion +5	100xp
Traag, azer	Lawful Neutral	use Azer, MM p.22	-	450xp
Jecer, mercenary	Neutral	use Guard, MM p.347	History	25xp

## F 7. Northeast Fire Pits

Three Drow, allies of the Greater Temple have been stranded in the nodes for 9 years. They have spent time moving back and forth to the Fire and Earth Nodes to collect food etc. By stealth as needed. Currently they are living off of fire beetles and magically conjured food. The Priestess believes that she is being tested by Lolth, and so currently performs daily rituals in preparation for some duty Lolth has yet to disclose to her, after which she believes that she will be transported to the demonweb pits. The other two Drow are her male slaves.

**Drow (2):** MM p.128, 100xp

**Drow Priestess of Lolth:** MM p,129, 3,900xp

Notes: change the Priestess of Lolth's spell list as follows:

1<sup>st</sup> level (4 slots): *create water, cure wounds, detect poison and disease, ray of sickness;*

2<sup>nd</sup> level (3 slots): *lesser restoration, protection from poison, web;*

3<sup>rd</sup> level (3 slots): *conjure animals (2 giant spiders), dispel magic, protection from energy;*

4<sup>th</sup> level (3 slots): *freedom of movement;*

5<sup>th</sup> level (2 slots): *insect plague, mass cure wounds*

## F 8. Square Room

This room has been curtained off with tatters of chainmail that glow with mysterious runes. A DC 13 Intelligence (Arcana) test reveals them to be a ward against evil fey. These are merely an illusion put in place by Darley to explain to potentially helpful allies how she has lived so close to drow and not been murdered (in reality they fear her for what she is).

Darley is friendly, and will happily give the PCs intelligence on the Drow, Efreeti, Salamanders, Azers and Dragon that rule the Node. She has remained carefully neutral in disputes, and been very cautious about being dragged off to Brazebul's Seraglio.

**Darley:** see below, 5,000xp

## F 9. Grue Lair

This massive room is clearly designed as a shrine to luzm with a red horned skull motif. Scorched bones and tattered robes indicate a priest who had attended to the Altar not too long ago. A group of Harginns have mounded up treasure near the centre while they hide in the flames of the great torches arranged around this room.

**Harginns (6):** see below, 2,700xp

**Treasure:** *Gem of Air Power*

## F 10. Square Room

The drow in this region have established a shrine to Lolth in the area: full of spider silk in thick webs and crawling with luminous spiders the shrine is elegantly detailed with obsidian and sliver spider ornaments. The Priestess comes here to meditate occasionally, as does the Drow Mage and Elite Warriors in areas F11 and F12.

**Treasure:** 4 silver and obsidian spider ornaments (100gp ea.), 14 bloodstones (50gp ea.)

## Darley

med. feind (Cambion), Chaotic Evil, Sorcerer 8<sup>th</sup> level

**Armour Class** 19 (fiendish blessing)

**Hit Points** 181 (19d8 +57)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	14 (+2)	12 (+1)	20 (+5)

**Saves:** Str +7, Con +6, Int +5, Cha +6

**Skills** Arcana +5, Deception +6, Intimidation +6, Perception +4, Stealth +7

**Damage Resistances** cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons

**Senses** darkvision 60ft., Passive Perception 11

**Languages** Abyssal, Common, Infernal

**Challenge** Challenge Rating 9 (5,000 xp)

**Fiendish Blessing:** Darley's AC includes her Charisma bonus.

**Innate Spellcasting:** Darley's spellcasting ability is Charisma (Spell Save 16, +8 to hit with spell attacks.) She can cast the following spells requiring no material components.

3/day: *alter self, command, detect magic;*

1/day: *plane shift;*

**Innate Spellcasting:** Darley's spellcasting ability is Charisma (Spell Save 16, +8 to hit with spell attacks.) She can cast the following Sorcerer spells.

Cantrips (At Will): *light, mage hand, prestidigitation, mending;*

1<sup>st</sup> level (4 slots): *burning hands, detect magic;*

2<sup>nd</sup> level (3 slots): *esp, invisibility;*

3<sup>rd</sup> level (3 slots): *haste, magic circle, vampiric touch;*

4<sup>th</sup> level (2 slots): *dimension door, polymorph;*

## ACTIONS

**Multiattack:** Darley makes two melee weapon attacks or two uses of fire ray per turn.

**Staff.** *Melee weapon attack:* +7 to hit, 5ft. reach, one target. *Hit* 8 (1d8+4) bludgeoning damage.

**Fire Ray.** *Ranged Spell Attack:* +7 to hit, range 120ft., one target. *Hit:* 10 (3d6) fire damage

**Fiendish Charm:** One humanoid that Darley can see within 30ft, of her must succeed on a DC 14 Wisdom saving throw or be charmed for 1 day. The charmed target obeys Darley's spoken commands. If the target suffers any harm from Darley, another creature, or receives a suicidal command from Darley, the target can repeat the saving throw, ending the effect on itself on a success. If the effect ends for a target, it is immune to Darley's Fiendish charm power for 24 hours.

An Alu-Demon (Cambion) who was part of an order of fiends that allied against luz. When they were captured, most were destroyed or imprisoned. Darley managed to escape to the Nodes.

**Possessions:** Staff (arcane focus), *hat of disguise*, backpack, waterskin, bedroll, blanket, 200gp powdered silver.

## Harggin (Fire Grue)

*small elemental, Chaotic Evil*

**Armour Class** 15 (natural armour)

**Hit Points** 27 (5d6 + 10)

**Speed** 25ft. Burrow 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11	14 (+2)	6 (-2)	11	7 (-2)

**Damage Resistance:** bludgeoning, piercing and slashing from non-magical weapons

**Damage Immunity:** poison

**Condition Immunity:** exhausted, paralyzed, petrified, poisoned, unconscious.

**Senses** Darkvision 60ft., Passive Perception 10

**Languages** Terran

**Challenge** Challenge Rating 2 (450 xp)

**Heartstone:** When a Harggin dies it explodes into a cloud of foul-smelling gasses. A wizard studying that crystal can see glowing runes through its facets. This includes the formula for a spell randomly determined by rolling 1d6

1-3	<i>burning hands</i>
4-5	<i>flaming sphere</i>
6	<i>blink</i>

**Flicker:** A Harggin flickers like the flame of a sputtering candle, moving back and forth between the physical planes and the ethereal. They can cast *blink* at will.

## ACTIONS

**Multiattack:** Ildriss get two claws and a bite attack each round

**Bite.** *Melee weapon attack.* +5 to hit, reach 5ft., one target. *Hit* 6 (1d6+3) slashing damage.

**Claw.** *Melee weapon attack.* +5 to hit, reach 5ft., one target. *Hit* 6 (1d6+3) slashing damage.

Harggins are elemental spirits corrupted by the energies of the Abyss. Standing about 3ft. tall, they look like red-scaled lizards wreathed in flame. They delight in watching fire consume living things.

**Ravenous sadists.** When presented with an opportunity, Harggins will attack and eat the flesh of intelligent creatures, not because they want to, but because it gives them sadistic joy.

**Minions of Elemental Evil.** Fire grues were originally created by the cult of Tharizdun, and are often summoned and controlled to perform simple tasks by worshippers of the God of madness and other evil magicians. Many wizards will summon them with *conjure minor elemental* spells to extract the gems from their hearts.

## F 11. Rectangular Room

This foul-smelling chamber is full of mucky volcanic soil from whence spring an array of strange and disturbing-looking red luminous fungi. Characters with the book from area 312 may recognize some of them as demonic fungus of the lower planes, said to be used for the creation of drugs in the Abyss. This Chamber is infested with Giant Fire Beetles, as well as a smaller species of luminous beetle of some similar provenance.

Characters with proficiency with an Herbalist kit can create an extract from the fire fungus here that acts like a potion of speed for five rounds, but then requires the drinker to perform a DC 15 Constitution save or become poisoned for 10 minutes. If they also have an Alchemy kit, they can refine that concoction into a *potion of speed*.

This chamber has a set of silken curtains made from spiderwebs that marks it as part of the Drow colony that is scattered about this level.

**Treasure:** 12 doses fire fungus extract

## F 12. Cubicle

This area is curtained off with the hides of salamanders stitched onto silk, it is the dwelling of a Drow mage and his two slaves. Brother of the Priestess in area F7, he has far less faith or interest in Lolth's intervention, and strives to find a magical means of exiting the Nodes. If he only understood the potential power of the fire gem, he would go halfway mad with frustration.

He has learned how to transform fire fungus into a potent magical hallucinogen that allows him to cast *legend lore*, but also renders him incapacitated and poisoned for four hours after ingesting it (Constitution save DC 18 to avoid those effects). Knowledge gained by the brew is disorienting, and requires an Additional DC 18 Intelligence save to forget, with disadvantage if you failed the Constitution save. He is highly addicted to the extract, and spends about four hours a day in a drug-induced trance, and another hour writing madly. The formula is in his spellbook.

Also in this location is an Elite Drow Warrior, a retainer to the Mage and his Brother, who monitors the corridor for the Grues and Salamanders, both of which have come to fear him.

**Drow Mage:** MM p.129, 2,900xp

**Drow Elite Warrior:** p.128, 1,800xp

**Treasure:** Drow Mage's spellbook, Drow Mage's vision notes, 2 doses of fire fungus extract, one dose of vision drug, herbalist's kit, healer's kit, alchemist's kit,

## F 14. Square room with Door

The Salamanders place their completed weaponry inside this room. The door is reinforced and *arcane locked* so that only the salamanders in this region can open the door. The weapons and armour within are meant for the armies of the Temple of Elemental Evil. All the items here are of the highest quality and can be sold at twice the normal market price.

The salamanders have dealt with a number of burglaries over the years, and now guard the doors. They have placed two cursed weapons in with the arsenal as a trap to deal with burglars.

**Salamanders (2):** MM p.266, 3,600xp

**Treasure:** 6 suits of giant-size half-plate, 12 suits of half-plate, 12 chain shirts, 4 suits chainmail, 12 giant-size greataxes, 15 maces, 10 longswords, 80 daggers. 2 *backbiters*, *flame tongue*, *arrow-catching shield*

## F 15. East Rhomb

This is one of two rhomboidal rooms of intense heat, the walls and floors are made of coal and obsidian. Characters in this room must make a DC 10 saving throw each at the beginning of each of their turns, taking 3 (1d6) fire damage.

The Salamanders have begun breeding in the Fire Pits, and have placed eggs in the hottest part of this perpetually burning room. Ten fire snakes live in the embers.

**Fire Snakes (10):** MM p.265, 2,000xp

## F 17. Salamander Ingot Storage

The salamanders store hundreds of tons of iron, steel, and brass ingots, along with wood and leather for making weapons here. The door is locked.

## F 18. Salamander Pits

The salamanders dwell in these pits and use them as forges in service to the Grand Temple. These Salamanders are not part of the hierarchy of the City of Brass, and dislike sharing space with the Efreets in the North end of the Fire Pits.

As they have been cut off from the Temple for some time, they are no longer diligent in their work, and having lost several of their number, prefer to simply bask in the heat, occasionally making a weapon when the mood strikes them. They also take turns guarding the armoury after Grank's men pillaged it about a year ago.

This is an extremely hard encounter. The Salamanders will not be immediately hostile unless the PCs have stolen from them or harmed the fire snakes in area F15.

**Salamanders (3):** MM p.266, 5,400xp

## F20. Southwest Fire Pit Room

Partially open to the sky, this is the domain of Azkandr, a young red dragon who was placed in the Node as a guardian. Before the Temple fell 12 years ago, he received regular offerings of treasure. Recently Allrem sent a small offering of treasure in along with a message to Azkandr hoping to renew relations with him. Azkandr has no effective way of responding yet, but Allrem has been researching possibilities.

**Young Red Dragon:** MM p.98, 5,000xp

**Treasure:** *potion of supreme healing, potion of invisibility, potion of invulnerability, potion of mind reading*, blue ice potion stand (250gp), gold jewelled dragon-sized necklace/belt inscribed 'From the Revived Lord of Fire – Allrem – to the great and glorious Azkandr. A token of Esteem (500gp), Jewelled breastplate (750gp), Jewelled Urim of a Cleric of Rao (250gp), 481cp, 5,490sp, 3,100gp, 104pp

## F 21. Side Room

The Goblins in areas A 13 to A 16 have, until recently performed regular stealthy forays into the Fire Pit into F 22 to mine the coal in and steal oil from F 35. This ended when the frost giant in A 8 took up residence at its portal. One of the goblin miners was separated from his allies and has been waiting for their return by hiding in Area 21.

Grizzun may attempt to pick the PC's pockets or steal from their camp in they settle nearby.

**Grizzun the Mad:** see side bar, 1,100xp

## F 22. West Rhomb

Like F12 this rhomboidal room has a wall of veins of coal and obsidian. Goblins from A 13 to A16 have made repeated forays into the fire node to collect coal and oil from this room, suing snow to cook the walls then mining massive gouges out of the walls. In their last foray, they left in a hurry, and there are several mining picks and buckets scattered about the room.

## Grizzun the Mad

*small humanoid (goblin), Chaotic Evil*

**Armour Class** 19 (leather armour and shield)

**Hit Points** 44 (8d6 + 16)

**Speed** 40ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	14 (+2)	10	6 (-2)	8 (-1)

**Saves** Dex +7, Con +5

**Damage Resistance:** fire, poison

**Condition Immunities:** poisoned

**Skills:** Stealth +7, Sleight of Hand +7

**Senses** Darkvision 60ft., Passive Perception 8

**Languages** Goblin, Ignan

**Challenge** Challenge Rating 4 (1,100 xp)

**Deft Dodger:** Grizzun can take the dodge action with a bonus action.

**Haste:** Grizzun's body has become saturated with the poisonous Fire Fungus he has been pillaging from the drow (Area F 11), which has placed him under a permanent *haste* effect. Grizzun has a +2 to AC, advantage on Dexterity saves, and one additional action per turn. This action can only be used to make an Attack (one attack only), Dash, Disengage, Hide, or Use Object action.

**Nimble Escape:** Grizzun can take the disengage or hide actions with a bonus action.

**Two-Weapon Fighting:** Grizzun may add an attribute bonus to damage rolls with a secondary weapon.

## ACTIONS

**Multiattack:** Grizzun gets two scimitars attacks and a dagger attack each turn.

**Scimitar. Melee weapon attack:** +7 to hit, reach 5ft., one target. *Hit:* 7 (1d6+4) slashing damage.

**Dagger. Melee weapon attack:** +7 to hit, reach 5ft., one target. *Hit:* 6 (1d4+4) piercing damage.)

A Goblin miner separated from his clan in area A 16, Grizzun has survived for several months on his own in the Fire Node. His goblin's constant fight for survival has driven him completely mad, and he has come to believe that he is the chosen of Maglaubiyet who will scourge the taint of Zuggtmoy-worship from his people.

His madness, and weeks of struggling for survival against azers, dragons, grues, and drow have given him incredible strength and endurance. His steady diet of fire beetles and fire fungus have begun to warp his flesh and mind in truly supernatural ways as well.

**Possessions:** Leather armour made from salamander hide (350gp), scimitar, dagger, 7 doses fire fungus.

### F 23. Side Room with Door

One of Hedrack's predecessors, a powerful Warlock named Gemmel was banished here by his successor (who was then deposed by Hedrack). Gemmel saw his banishment to the nodes coming and secreted a *portable hole* on himself with good he would need in order to survive the nodes. He settled in the Fire Pits, as he had been the one to recruit the Salamanders and had a working relationship with them. For several years thereafter, Gemmel secretly plotted to overthrow the later templeleader, and got his revenge by murdering his successor when Hedrack threw him into the nodes.

Gemmel died years ago, but his spirit still haunts the comfortable quarters he had made for himself in the Fire Node. The door to this room is made of iron and locked. Smashing it down requires a DC 22 Strength (Athletics) test. It has an AC of 19 and 50hp. The key sits in F 24.

The room is well-appointed with a strange centrepiece sitting on a table in the middle: on a small table protruding from a silver stand is a *frost brand* sword clutched in a gauntleted *crawling claw*. The Claw is tasked with keeping the room cool by activating the extinguishing power of the *frost brand* once per hour, which casts the room in darkness and removes the Node's heat effects. A dresser drawer holds Gemmel's *portable hole* in which he has secreted his wealth. The crawling hand will wait for someone to try to take the sword to attack.

**Trap:** The door here is vividly painted with eerie iconography of flames and demons, much of which glows thanks to alchemical processes in the paint he used. This partially hides the *Glyph of Warding* that *polymorphs* anyone attempting to enter the room without speaking a password (now lost and forgotten by all creatures in the Fire Node). The target must make DC 17 saving throw or be turned into an octopus.

**Crawling Claw:** MM p.44, 10xp

**Notes:** add plate gauntlet and frost brand. AC 16. The speed of the hand is 0ft, while it wields the frost brand. It must drop the *frost brand* and spend a bonus action to upset the stand. Add quality: **False Appearance**. While the crawling claw is unmoving it is indistinguishable from a decorative gauntlet. Add action **Frost Brand. Melee weapon attack:** +3 to hit, 5ft. reach, one target; *Hit:* 5 (1d8+1) slashing damage and 3 (1d6) cold damage.

**Treasure:** 592cp, 7,291sp, 1,617gp, 83pp, *frost brand*, *portable hole*, red dragonhide blanket (500gp), obsidian dagger (250gp), A Book describing various elementals and their planes, with written-in notes on grues in a different hand (500gp), suit of black plate mail on a stand, holy symbol to Lolth (250gp)

### F 24. Large Room

Decorated with the hides of fire drakes and the pelts of hell-hounds this office contains the final remains of Gemmel, still sitting in a heat-warped chair. His evil soul still lurks here as a wraith, along with the condemned soul of his former rival.

**Wraiths (2):** MM p.302, 3,600xp

**Treasure:** *ring of sustenance*, *red dragonhide armour*, *driftglobe*, 20 sheets of paper, Gemmel's journals in five volumes\*, 30 books on demons and abyssal rites (10gp ea.), unholy symbol to Tharizdun (100gp)

### F 26. Large Room

This room was set up by the Temple to be a Back-Up Library. Warm and dry, the entrance has a permanent *magic circle* effect meant to keep outsiders out of it. Unfortunately, cracks in the ceiling have allowed several mischievous mephits into the room who have vandalized much of the library. The wall to the South is encased in ice and the room is extremely steamy and humid, which has warped many of the books. It is one of the few places in the dungeon where water is easy to find, but thanks to the locked doors, the few creatures that know about it have had to climb out to the surface of the Fire Node and then climb down through the holes in the surface.

**Smoke Mephits (4):** MM p.217, 400xp

**Magma Mephits (5):** MM p.216, 500xp

**Treasure:** 11 rare tomes worth 25gp ea.

### F 27. Side Room with Door

This door is encased in solid ice, and has an AC of 23 and 90hp, although attacks that do fire damage have advantage and the door should be considered vulnerable to fire. Breaking it open with a Strength (Athletics) check requires a roll of 25. The door is not locked.

The room beyond is encased in magical ice that slowly replenishes itself over time. If the door is closed behind the characters, have it start regenerating 5hp per round while shut. If the door is destroyed or left open, have the doorway become closed with a *wall of ice* spell after five rounds.

Inside is one of the only known copies of the Lament for Lost Tharizdun by the mad cleric Wongas. Any good aligned character reading this terrible scripture must make a DC 20 Wisdom saving throw or suffer from temporary insanity. The book is quite valuable to an evil-aligned buyer, but good aligned characters should probably destroy the book. It has an AC of 12, 15hp, but is immune to all damage types except radiant damage.

**Treasure:** Lament for lost Tharizdun (7,500gp)

### F 28. Side Room with Door

Gemmel, former High Cleric of the Great Temple (see area F 23) claimed this door as an annex to his apartment. Here is a mirror, an empty washbasin, a number of personal effects, and a *bag of devouring* that he used for the rare times he had trash he wanted to dispose of.

**Trap:** The door here is vividly painted with eerie iconography of flames and demons, much of which glows thanks to alchemical processes in the paint he used. This partially hides the *Glyph of Warding* that *polymorphs* anyone attempting to enter the room without speaking a password (now lost and forgotten by all creatures in the Fire Node). The target must make DC 17 saving throw or be turned into an octopus.

**Treasure:** *bag of devouring*, ivory-handled razor (50gp), jewelled comb (50gp), flask of oil, ceramic pitcher (5gp), mirror, healer's kit.

### F 29. Southwest Circle Room

This room includes an eerie fountain shaped like a handful of serpents spitting into basin in the floor shaped like a screaming face. The circular basin itself is 15ft. across, dominating 2/3 of the room. This is the one freely accessible source of water in the Fire Node, and it guarded. Three corrupted water weirds lurk in its depths seeking to drown any who draw too close. They have been frustrated by the goblin Grizzun's (area F 21) repeated successful water thefts, and will offer freedom to a captured victim in return for the goblin's sacrifice.

**Water Wierds (3):** MM p.299; 2,100xp

### F 30. Hall with Three Fire Pits

This chamber is sultry and uncomfortable; it reeks like dead fish rotting in the sun, and the smoke from the fire pits obscures vision here. Those moving around in this area must make a DC 16 Constitution save against poison at the beginning of each turn or spend their action retching and reeling.

### F 32. Side Room with Door

The Azers encamped in room F 33 have established a forge and shrine here. A partially assembled azer sits among stacks of brass and mystical paraphernalia of little use to anyone save as raw brass. Two Azers are always present maintaining the forge.

**Azer (2):** MM p.22; 900xp

**Treasure:** Smith's tools, brass paraphernalia (1,000gp)

### F 33. Azer War Camp

A couple of Azer's were taken prisoner by the Temple of Fire before the fall of the temple. It was believed that they could be forced to reveal the art of constructing several rare magic items that could be replicated by the Temple's salamander servants, including *Flametongues*.

The Azer prisoners were eventually cast into the fire node where it was hoped that the salamanders might succeed in torturing the secret formulae out of them where the clerics of fire could not. These Azers escaped to the surface of the Node where they have an encampment. Over the years they have worked

diligently to create more Azers from hidden forges on the far side of the Node. The Azers see the Node of Fire and the Temple as an abomination that must be cleansed of evil monsters and then by sacred flames. Their first objective is the capture of Brazebul so that they can learn the secrets of travelling back to the Elemental Plane of Fire to raise an army.

The total population of Azers on the Fire Node is probably several dozen but only a few operate within the Fire Pits themselves at present. The rest continue to assemble their forces in a secret mine elsewhere on the Node.

The Azers are currently kept out of Brazebul's territory by a permanent *magic circle* that has been permanently affixed to the hallway junction between areas 1, 2 and 33. To reach Brazebul any other way involves risking moving through the territory of the grues or salamanders, neither of which are friendly to the Azers. If the PCs turn this room into a combat encounter, it will become a multi-part combat encounter with the Azers tending the forge in F 32 coming to support their allies within three rounds.

The Azers will be suspicious of PCs in their area but not overtly hostile. They will be willing to assist the PCs in eliminating Brazebul, but not if the PCs are working with the Drow to the same ends.

#### Wave 1

**Azers (5):** MM p.22; 2,700xp

#### Wave 2

**Azers (2):** see area F 32.

### F 34. Long Chamber

This eerie chambre is willed with looming icons and is thick enough with smoke that large creatures are at risk of suffocating unless they become prone and crawl through the space. Near the centre of the room a Deva sits in perpetual meditation.

This angel was confined to the Node of Elemental evil during the invasion of the temple by the forces of good. Gemmel further bound it in area 34 with a potent curse. The Deva had been tasked with seeing to Gemmel's death, but thanks to his curse, it cannot return to Celestia unless the PCs are willing to aid it with a *remove curse* spell.

The Angel has seen no need to conceal its form from others since retaining its true shape is the surest weapon it has to defend itself – every other being in the Fire Node hates and fears it. The dragon Azkandr in area F 20 has attacked the angel three times, and has scars to show for it.

The Angel will be cautious around the PCs – many creatures that end up in the Fire Node are evil, and given its incongruous appearance, the feeling is likely to be mutual. It will warn them about the Oil Beast in area 35, regardless.

If freed of the fire node, the conditions of the *planar binding* that brought it into the war in the first place will be completed, and it must return to Celestia with the news that the Temple of Elemental Evil still exists and Zugtgtoy may be close to freedom. If the PCs have not discovered the *Orb of Golden Death*, the angel will use its *commune* power before it departs to tell them where it is. If they have already found it, it will inform them of how to use the *Gems of Elemental Power* to escape.

**Deva:** MM p.16, 5,900xp

### F 35. Oval Room

This extremely hot passage includes several pits of boiling paraffin oil; the source of lamp oil for the goblins of area A 16. These wells of oil are cloudy and much deeper than they appear.

The paraffin oil is boiling hot. Characters splashed with the oil must make a DC 15 Dexterity saving throw, taking 11 (3d6) fire damage on a failed save, or half that on a successful one. Characters submerged in the oil take 33 (9d6) fire damage per round and are at risk of suffocation. Oil is much harder to swim in than water, and requires a DC 15 Strength (Athletics) test to move in.

The boiling oil is home to a unique creature, a multi-tenacled slick-bodied beast with no name. The Creature lurks in the oil, occasionally grabbing creatures that come close to the edge to devour.

**Oil Beast:** see below, 2,900xp

**Treasure:** Lamp oil – as much as the PCs can contain

## F 38. Large Room with Side Corridor

This door is locked with a massive brass lock that has been magically altered to absorb heat, like the cage in Area F 2. Those trying to handle the lock suffer intense burns: they must make a DC 18 Strength saving throw, taking 22 (4d10) fire damage on a failed save, or half that on a successful one. Regular thieves' tools used to pick the lock will warp and become useless unless somehow immunized from the heat.

This room is Brazebul's seraglio. When he invaded the Fire Node he captured several Succubi (Zeedah, Miri, Ralla) here and bound them to his service using magical oaths that prevent them from harming him. Over time he has added numerous comely humanoids that have been cast into the fire pit. His harem girls include 3 elves (Sylia, Lorei, Amalyss), 2 half-elves (Jira, Nureen), a human (Dawn), and a gnome (Bez).

Occasionally, when he grows bored of his mortal girls he allows the succubi to drain them of life for his amusement. Until then they live in relative safety, well fed and safe behind a locked and iron-bound door. Unless someone persuades them absolutely that they can return them safely to their homes on the Prime Material Plane, these women will not risk Brazebul's wrath by leaving.

Like the chamber that serves as Brazebul's quarters this chamber is filled with finery, including a fountain at the heart of the room that is fuelled with a concealed *decanter of endless water*.

**Succubi (3):** MM p.285, 3,300xp

**Harem Girls (7):** use Commoner: MM p.345, (70xp)

**Treasure:** Blue Ice Statues (15,000gp ea, 300lbs.), 10 silver chalices lined with blue ice (250gp), silver ewer (75gp), 4 bottles of fine wine (15gp ea.), 10 Yeti-fur blankets (400gp ea.), 52 satin cushions (15gp ea), 8 bottles of perfume (50gp. ea); *On Harem Girls and Succubi:* 10 sets of gold jewellery set with garnets (500gp ea.)

## Oil Beast

large Ooze, Chaotic Evil,

**Armour Class** 16 (natural armour)

**Hit Points** 120 (16d10 +32)

**Speed** 5ft., Swim 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	4 (-3)	9 (-1)	5 (-3)

**Damage Resistance:** Radiant, Poison

**Damage Immunities:** Fire

**Condition Immunities:** Exhaustion, Grappled, Prone, Restrained, Suffocation

**Senses** Blindsight 20ft. (can't see beyond this radius), Passive Perception 9

**Languages** -

**Challenge** Challenge Rating 7 (2,900 xp)

**Heated Body:** A creature that touches the Oil Beast or hits it with a melee attack while within 5ft. of it takes 3 (1d6) fire damage.

**Oil Borne:** This creature can breath equally well in air, water, and in oil.

**Translucent:** The Oil beast is invisible when completely immersed in oil.

## ACTIONS

**Multiattack:** The oil beast makes two tentacle attacks per turn.

**Tentacle. Melee weapon Attack:** +7 to hit, reach 15ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage and 11 (3d6) fire damage.

The target is also grappled (Escape DC 15). If the target is small or smaller it is also restrained until the grapple ends. Targets hit with this attack count as oil soaked and take an additional 5 points of damage from any other source of fire damage.

**Boil:** As a bonus action at the beginning of its turn, the Oil beast may attempt to pull one creature it has grappled into the boiling oil.

This horrid creature is a spawn of Tharizdun, a blazing hot mass of slithering, oily tentacles. It waits in a pool of boiling oil to drag creatures to their deaths.

## Gem of Air Power

*Wondrous Item, Legendary, Artifact*

This large smoky quartz radiates powerful magic and evil. It is a fragment of the *Orb of Golden Death*, and increases the artifact's power when inserted into the crown.

On its own, the Gem of Air Power allows the wielder to change any portal on the Node of Air into a portal back to the Temple of Elemental Evil's nexus, or to transport themselves directly to the Node of Air. Once per day it also allows the wielder to *plane shift* to the Elemental Plane of Air or the Prime Material Plane. When on the Elemental Plane of Air the wearer is protected from the cold winds plane.

When socketed into the *Orb of Golden Death* it allows the user to expend two charges to cast *wind walk*, or three charges to summon a Vrock with a *planar ally* effect; the Vrock serves Zuggtmoy and thus will obey – and cannot harm – the possessor of the *Orb of Golden Death*.



# The Water Maze (Water Node)

The greatest threats of the Water Maze are fatigue and drowning, however there are other dangers such as poisonous waters and mists in a number of the areas of the water maze.

## W 1. Entry Pool

While safe from monsters due to the coral shelf surrounding this pool, this area has claimed many lives, as many who have appeared here could not swim or were wearing heavy armour. The floor of the pool is filled with bones and sunken goods. Characters who dive here may discover a number of goods. Many are rotted or waterlogged and do not have the wooden, fabric, or leather components, and thus are useless, but some are still intact.

**Treasure:** 2 suits of plate mail, 6 suits of chain mail, 2 maces, 1 ornate gold-chased mace (500gp), 3 shields, 300cp, 1,117sp, 212gp, 47pp

## W 3. Northern Shelf

This northern shelf holds the skeletal remains of a river Pirate, Bertran, along with the waterlogged and tattered remains of his possessions. His journal is salvageable, and talks about him looking for a lost love, Nyria, who disappeared near the Imedrys Run in 562 CY (When the temple was just beginning to build up its original power.). Bertran was a gifted writer, and apparent musician. His journal also contains a map to a hidden treasure in a ruined mill along the Nyr Dyv.

**Treasure:** Treasure map, *rapier +1*, *doss lute*, fisherman's tools, journal (50gp to the right collector), aquamarine (500gp)

## W 4. Shelf Grotto

This cave has warm, clean fresh water and a profusion of tropical plants. It is paradisaical – save that it serves as the lair of swarms of quippers – these predatory fish were deliberately seeded into caverns throughout the Water maze. In this case an illusion has been placed over the water to make them appear to be brightly-coloured tropic fish.

**Swarms of Quippers (8):** MM p.338, 1,600xp

## W 5. Northwest Sea

The waters here become shallow and warm with a faint mistiness. As characters approach area six they come across floating plants with bright pink blossoms, they become thicker as the PCs approach the shelves at area W 6. In their thickest patches, about 40ft. off the coast of W 6., their pollen floats above the water like a miasma, causing those breathing in to become forgetful, disoriented, and sleepy.

**Trap:** Characters approaching within 20ft. of the main cluster of these blossoms must make a DC 16 Intelligence saving throw or become confused and disoriented. If they fail the save by more than 5 they fall unconscious and are at risk of drowning. Anything that protects the characters from the poisoned condition, or anything that protects them from inhaled effects, such as a *necklace of adaptation*, will protect them from this effect.

## W 6. 5' Shelf

This warm topical shelf is covered with lush vegetation, and is crawling with spiders. Concealed by some undergrowth is a tent of spun spider-silk in which a drow priestess lives. Cousin to the priest and mage in areas F 7 and F 12, she has separated from them due to a difference in ideas. While the other drow are content to wait for a sign or vision to guide them out, or for Lolth to command them, this one is determined to enhance her powers and find her own way out to prove herself worthy. She has been scouring the sea-bottom of the region and battling sea monsters in this area for months, making slow, painstaking progress. Her tent is filled with lost goods that she has dredged up from the sea bed.

**Drow Priestess of Lolth:** MM p,129, 3,900xp

**Treasure:** *mariner's armour (breastplate)*, *necklace of adaptation*, *driftglobe*, ornate holy symbol to lolth (50gp), golden hairpin (50gp)

## W 9. Lagoon

This warm lagoon is home to a few Ixixachitl; these predatory creatures have become lethargic in the absence of others of their kind. When they allied themselves with the Temple of Water, they assumed they would be able to turn the Water Node into a paradise and fortress, however too few of their kind were brought in, and the deep caverns of the nodes are so infested with Quippers and other dangers that the Ixixachitl have been unable to claim the usual labyrinthine lairs they would prefer. With each generation, the short-lived Ixixachitl have become more bestial and less concerned with their traditional veneration of the demon princes.

**Ixixachitl (3):** see below, 3,300xp

### Ixixachitl

Small Monstrosity, Chaotic Evil

**Armour Class** 15 (natural armour)

**Hit Points** 37 (7d6 + 14)

**Speed** Swim 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-2)	16 (+3)	14 (+2)	11	16 (+3)	7 (-2)

**Damage Resistance:** cold, necrotic, poison

**Skills** Stealth +5

**Senses** Darkvision 60ft., Passive Perception 13

**Languages** Aquan, Undercommon

**Challenge** Challenge Rating 2 (450 xp)

**Water Breathing:** Ixixachitl can only breathe underwater.

**Innate Spellcaster.** An Ixixachitl's casting attribute is Wisdom (save DC 13, +5 spell attacks.) It can cast the following spells without material components:

At Will: *resistance, thaumaturgy;*

3/day: *command, detect magic, inflict wounds;*

1/day: *hold person, water breathing, tongues;*

### ACTIONS

**Multiattack:** An Ixixachitl makes one bite and one sting attack per turn.

**Bite.** *Melee weapon attack:* +5 melee, reach 5ft., one target. *Hit:* 6 (1d6+3) piercing damage.

**Sting.** *Melee weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 6 (1d6+3) piercing damage. The target must also make a DC 13 Constitution saving throw, taking an additional 7 (2d6) poison damage on a failed save..

The Ixixachitl are a race of intelligent creatures similar to manta rays. They are cunning, cold, and utterly evil. They live in dark labyrinthine complexes beneath tropical waters where they keep enslaved people to build shrines and assist them in black rites, or become sacrifices in those rites themselves.

**Demon Worshipers:** First spawned in the seas of Gaping Maw, the 64<sup>th</sup> level of the abyss, most Ixixachitl worship Demogorgon. Over time others have come to venerate other princes of the Abyss. Whichever demon prince they worship, bloody rituals are at the core of their culture, and all of them have powers similar to that of an evil cleric.

### Vaardig (Water Grue)

small elemental, Chaotic Evil

**Armour Class** 15 (natural armour)

**Hit Points** 27 (5d6 + 10)

**Speed** 25ft. Awim 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11	14 (+2)	6 (-2)	11	7 (-2)

**Damage Resistance:** bludgeoning, piercing and slashing from non-magical weapons

**Damage Immunity:** cold poison

**Condition Immunity:** exhausted, paralyzed, petrified, poisoned, unconscious.

**Senses** Darkvision 60ft., Passive Perception 10

**Languages** Terran

**Challenge** Challenge Rating 2 (450 xp)

**Heartstone:** When a Vaardig dies it dissolves into brine with a single crystal at its heart. A wizard studying that crystal can see glowing runes through its facets. This includes the formula for a spell randomly determined by rolling 1d6

1-3 *fog cloud*

4-5 *invisibility*

6 *sleet storm*

**Translucent:** A Vaardig is invisible when completely immersed in water.

### ACTIONS

**Multiattack:** Vaardigs get two claws and a bite attack each round

**Bite.** *Melee weapon attack.* +4 to hit, reach 5ft., one target. *Hit* 5 (1d6+2) slashing damage.

**Claw.** *Melee weapon attack.* +5 to hit, reach 5ft., one target. *Hit* 6 (1d6+2) slashing damage.

Vaardigs are elemental spirits corrupted by the energies of the Abyss. Standing about 3ft. tall, they look like translucent corpulent newts. They enjoy fouling and corrupting water, especially with corpses of their half-eaten victims.

**Ravenous sadists.** When presented with an opportunity, Vaardigs will attack and eat the flesh of intelligent creatures, not because they want to, but because it gives them sadistic joy.

**Minions of Elemental Evil.** water grues were originally created by the cult of Tharizdun, and are often summoned and controlled to perform simple tasks by worshippers of the God of madness and other evil magicians. Many wizards will summon them with *conjure minor elemental* spells to extract the gems from their hearts.

## W 12 Southeast Sea

Shallow and warm, this area tends to have clouded water due to volcanic vents in the floor. It has a perpetual thin mist, giving disadvantage on perception tests, making perception tests related to vision difficult. The mist occasionally turns toxic as the vents below belch minerals from the heart of the node. You may choose to have the PCs make a DC 13 Constitution saving throw. On a failed saving throw they take 7 (2d6) poison damage and are poisoned for one hour.

## W 13. Hidden Grotto

This warm, shallow grotto is filled with fireflies, pools of air plants (see area 430), and a low mist. Finding its entrance is tricky, and requires a DC 18 Wisdom (Perception) test to notice, with disadvantage due to the fog filling area W 12.

A strong box is buried in the sandy bottom of this grotto, which can be discovered with a DC 15 Wisdom (Perception) check, or a DC 13 Intelligence (Investigation) test if they actively search the area.

This is essentially a safe place for the PCs to set up camp.

**Treasure:** inside the strongbox is 917sp, 44gp, and 8 chalcedony stones (50gp)

## W 14. Hidden Shelf

This hidden shelf is full of damp soil and mushrooms, growing bigger and more exotic in form the closer one gets to the gate to the Earth node. Characters can pick out safe mushrooms here with a DC 10 Intelligence (Nature) test and gather five days worth of rations. On a failed roll they can find only one day. On a roll of 5 or less on this check, have them accidentally pick some poisonous toadstools. The next time the party stops for a short rest, each party member must make DC 12 Constitution saving throw. On a failed save they are poisoned for four hours.

## W 16. Cave with Submerged Entrance

The aboleth was captured by the Greater Temple during an expedition to ancient ruins beneath the Lortmils, and was brought to the Water Node to study in hopes of gaining access to its store of ancient knowledge. The Aboleth has not been cooperative, and currently lurks in the submerged caves studying the magic of the node and hoping to steal the elemental powers being channelled through them. If he learns of the *Gems of Elemental Power* from the PCs he will immediately set out to acquire them.

**Aboleth:** MM p.13, 5,900xp

**Treasure:** 414cp, 5,309sp, 1884gp, 22pp, ancient soapstone idol (250gp), tablet instructing magicians in the creation of necklaces of adaptation (250gp), ancient stone dagger with bone handle (200gp), *necklace of adaptation*, *rod of the pact keeper*

## W 17 Southwest Sea

When the Temple of Water placed the Chuuls in the Water Maze they had no idea of the creatures' ancient connection to the Aboleths. They went from the aboleth's intended jailers to his minions within seconds, costing several clerics of the Water Temple their lives.

**Chuuls (3):** MM p.40, 3,300xp

## W 18 Outcropping

This rocky outcropping includes a boat that has been magically *fabricated* from local flotsam by an imprisoned long-dead mage. A hooded lantern illuminated with a *continual flame* shines from its prow. This has become the perfect lure for sacrifices cast into the Water Node, and a Herzou Demon in service to the Greater Temple captures, torments, and ritualistically slaughters victims after chaining them to the rocky hoodoos at either end of the outcropping.

**Herzou:** MM p.60; 3,900xp

**Treasure:** rowboat, 7 sets of manacles and keys, hooded lantern with *continual flame*.

## W 21. Grue Lair

This hidden grotto is dim lit and shallow, the water is foul from a number of rotting corpses floating in it, and is filled with a foul fungus growing from the walls that create a terrible odour. Those moving around in this area must make a DC 16 Constitution save against poison at the beginning of each turn or spend their action retching and reeling.

**Vaardigs (5):** see above; 2,250xp

**Treasure:** *Gem of Earth Power*,

## W 22. Northwest Sea

As the PCs travel the northwest sea strong winds and choppy water rise, requiring a DC 13 Dexterity check with water vehicles to avoid swamping any boats they have, or a DC 13 Strength (Athletics) check to keep from being forced under the water. Any action related to Dexterity, Intelligence, or Wisdom tests has disadvantage to someone in a boat or attempting to tread water on the surface.

A pair of water elementals lurk near the westernmost outcropping. They have collected a number of treasures, especially magic items with an illumination property into a deep crevasse near the outcropping. When anyone dives for it they ambush them using their whelm attacks or dragging them deeply in hopes of causing them to drown.

**Water Elementals (2):** MM p.125, 3,600xp

Note: change alignment to Chaotic Evil.

**Treasure:** 3,214cp, 1,105sp, 158ep, *lantern of revealing*, 2 *immovable rods* (activated when PCs find them), *driftglobe*, *elemental gem (fire)*, 6 azurites (10gp), 3 rhodochrosites (10gp), 2 malachites (10gp), 6 hematites (10gp)

## W 23. Shelf, 10ft. above Water Level

Driftwood and plant matter form a Sargasso along the edges of this shelf. A trio of ettins huddle around a fire of coals and driftwood. These were once servants of the Greater Temple who offended Senshock, and were banished to the nodes as punishment.

During their time in the Nodes they came across and were bested by the Deva trapped in the Fire Node (Area F 34, who showed them mercy, even raising one of their slain from the dead after they surrendered. They spent several months in his service as a ransom, and in that time saw the power of strength wielded to good ends. They assisted the Azers (F 33) to escape Brazebul the Efrete. They have since parted ways with the Deva, and fled to the water temple where food and water are more abundant. Unlike most Ettins, they work well as a team, and rely on one another for support. They focus coordinated attacks on one target at a time, forming ranks to make it hard for rogues to crowd or sneak attack them, and aiding one another to hit hardened targets.

They will be incredibly cautious of PCs, but not immediately hostile, and will attempt with bungling ineptitude to parlay before fighting.

**Ettins (3):** MM p. 3,300xp

Note: change alignment to Chaotic Good.

### Gem of Air Power

*Wondrous Item, Legendary, Artifact*

This large smoky quartz radiates powerful magic and evil. It is a fragment of the *Orb of Golden Death*, and increases the artifact's power when inserted into the crown.

On its own, the Gem of Air Power allows the wielder to change any portal on the Node of Fire into a portal back to the Temple of Elemental Evil's nexus, or to transport themselves directly to the Node of Air. Once per day it also allows the wielder to *plane shift* to the Elemental Plane of Air or the Prime Material Plane. When on the Elemental Plane of Fire the wearer is protected from the intense cold of that plane.

When placed in a socket on the *Orb of Golden Death* it allows the user to expend two charges to cast *wind walk*, or three charges to summon a Vrock with a *planar ally* effect; the Glabrezu serves Zuggtmoy and thus will obey – and cannot harm – the possessor of the *Orb of Golden Death*.

## Following Up

The victory over the Temple of Elemental evil ends with Hedrack defeated, either the *Orb of Golden Death* destroyed or Zuggtmoy defeated and sealed back on the 222<sup>nd</sup> layer of the Abyss, and the dungeons beneath the temple collapsing. The PCs, if they were thorough should be 11<sup>th</sup> level and well on their way to 12<sup>th</sup>. They also may find themselves Peers of the Realm in Veluna, and holding the gratitude of Prince Thrommel of Furyondy, and having rescued an elven countess of Celene.

Some loose ends that could readily create adventures include:

- The missing soldiers from 242 were out on a raid – now that the Temple has collapsed they have become reavers that need to be dealt with.
- If Senshock escaped he is now hiding somewhere, possibly along the Wild Coast. Hunting him down will take the PCs farther afield than before.
- The Map in room 416 names agents across the Flaness, some may already be trying to rebuild the cult in hopes of becoming Hedrack's successor.
- The treasure map that I placed in W3 may lead to more treasure.
- As Elders of Veluna, establishing a keep in their lands, or in Verbobonc may provide a whole new challenge to the PCS.
- What of Lolth and the Drow – they have been quiet through all of this, although it is clear that Lolth's human servants are deeply involved. What are teh Drow up to?
- luz himself has reason to hate the PCs, and while he dare no risk another confrontation with St. Cuthbert, who is doubtlessly looking over them, he may deploy assassins to drag the PCs to his empire.