

# Return to the Temple of Elemental Evil

## ERRATA AND FAQ

*A collaborative product of the members of Monte Cook's Return to the Temple of Elemental Evil web forum.  
Compiled, edited, and formatted by Siobharek.  
PDF version edited by ZansForCans.  
Modified: 7 June 2003*

The definitive source for this errata and FAQ can be found in the 'sticky' threads at the top of the topic list on Monte Cook's *Return to the Temple of Elemental Evil* web forum. None of these errata or FAQ are official in any way (i.e. Monte or WotC have not said "That's right."), but most have been agreed to be accurate and true to the core rulebooks by many DMs running this adventure. NPC stats corrections are grouped in the appropriate chapter that the NPC appears in. In some cases, there is no 'fix' suggested—the errata is simply provided to alert you to a discrepancy. You didn't think we'd do *all* the work for you, did you? It may seem like there are quite a lot of errata for this product. There are! Part of the explanation we have heard is that Monte was working on the adventure while D&D 3e was still being finalized. The rest we simply blame on his editors. ;)

We welcome further corrections and additions to this list. However, when and if you find something that doesn't seem right, please check in every available rulebook. For instance, adding the right number of feats and stat increases to monsters with classes can be fiendishly hard but check it and double check it as much as you can. At the very least, have the books in front of you while you're making a correction—we ourselves sometimes forget checking the books or the SRD! After you are fairly sure of your correction, please post it for review on the web forum listed above. Please do **not** post a reply in the Errata 'sticky' thread, since we like to try and keep it clean.

Following the errata is a large FAQ to help explain some of the interpretations we have for common questions and how various DMs like to fill the occasional hole in the adventure. For more extensive modifications that people have made to the adventure, make sure to read the ever-growing *Best of the Boards* thread at Monte's *RttToEE* web forum [<http://pub58.ezboard.com/fokayyourturnfrm17>]. In addition to the forum, you may also find the collection of files located at the *RttToEE* Yahoo Group [<http://groups.yahoo.com/group/rtttoee/files/>] to be a great help when running your campaign.

---

### Abbreviations

RttToEE and RTEE – *Return to the Temple of Elemental Evil*, WotC – Wizards of the Coast, H – Hommlet, M – Moat House, N – Nulb, OT – Old Temple, C – Crater Ridge Mines, OF – Outer Fane, RT – Recovered, FN – Fire Node, PH or PHB – *Player's Handbook*, DMG – *Dungeon Master's Guide*, MM – *Monster Manual*.

An additional "var" tag denotes an errata entry not linked to a particular numbered designation.

---

### Credits

Board contributors who helped with this errata include Monte, pdrussel, inthane chan, Pjack, HeavyG, Hedrack, IronTetsubo, laconicy, Wandor, Blackthorne, JLXC, Lawithro, Andorax, Zagyg the Mad Archmage, SIERK, Thrommel, TabletopGod, sheetghoul, Zenon, Haplo, Tristan DArque, jmpt, Glyfair of Glamis, Trithereon, Fourecks, Cthuluduck, stanguay, madfox, SSShadowcat7, Sacremas, Infiniti2000, melanikus2000, grumgarr, smetzger, Xel565, Caedrel, and Siobharek.

There are wands with no number of charges noted. For example, Vacra's wand of change self (in Hommlet), or the hobgoblin shaman's wand of cure light wounds. I'd use full charges but Vacra is specifically described as using the wand to disguise herself so it's unlikely to be 100% charged. HeavyG suggests rolling d%.

---

## **HOMMLET, MOAT HOUSE, NULB, RECOVERED TEMPLE, AND APPENDICES**

**p. 4** -- Verbobonc lies some 10 leagues (30 miles) from Hommlet. According to the overland map as well as previous material, the distance is more like 75 miles. This may also be a matter of miles being confused with leagues at some point.

**p. 10 (Hvar.)** -- Elmo's Swim skill doesn't include his armor. At his level and with his equipment the maximum the modifier would be +0.

**p. 10 (Hvar.)** -- Nierethi Poscurian, Gnomish Illusionist, should have the Toughness feat. His spellbook isn't detailed, just what spells he has prepared.

**p. 10 + 17 (H28)** -- Chenashi is listed as a cleric of the Elder Elemental Eye, but she has the Force and Destruction Domains, which only clerics of Tharizdun can have.

**p. 11 (Hvar.)** -- Xaod the Slayer isn't listed as carrying any arrows. Furthermore, he's listed as a Pal 4 there and on p11, but his listed HD are only 3d10. Unless I'm missing something here, they should be 4d10. Hp of 28 works better for 4d10 as well (required rolls closer to the average - 10@1st plus 6 per level (avg = 5.5)). Finally, many people have noted that his Combat Reflexes don't seem to help him much due to his low Dexterity. Combat Reflexes also enable you to make AoO while flat-footed, so it's not a complete loss.

**p. 12 (Hvar.)** -- Ingrith is not listed as carrying any ammunition for her crossbow.

**p. 12 (H3)** -- Canonness Y'Dey has a +7 save bonus from her Protection Domain power. This should be +10 (+1/|v|).

**p. 12 (H3)** -- Terjon has a +7 save bonus from his Protection Domain power. This should be +6 (+1/|v|).

**p. 12 (H3)** -- Terjon needs to have at least a 13 Dex to get the Dodge feat. I gave him it since the bonus to AC is the same as 12 (which he's statted with). He's also got 3 spare skill points, but that's not such a concern. Suggestion: Allocate one each to Knowledge (arcana), Knowledge (religion), and Spellcraft.

**p. 13 (H4)** -- Redithidoor Halfmoon is listed as a human but the text indicates he's an elf. This is more in keeping with his name and the fact that he is proficient in both longbow and short sword (where he would have to pick one or the other if he were human). Therefore, he should be an elf. However, this leaves him with one too many feats (Run, Dodge). Suggestion: Take away Run.

**p. 16 (H26)** -- The Doppelganger Jaroo isn't listed with an alignment. The Monster Manual indicates they're usually neutral, but given that he's murdered Jaroo and worships (or serves the cult of) the Elder Elemental Eye, he should probably be at least Neutral Evil, if not Chaotic Evil.

**p. 16 (H25)** -- Spugnoir is listed with 5 second level spells prepared: cat's grace, daylight, flaming sphere, invisibility and web. He should only have 4 (3 for his level, plus 1 bonus), as correctly indicated in brackets at the beginning of the entry. Suggestion: Remove flaming sphere, as it isn't in his spellbook.

Furthermore, Spugnoir is listed as having Move Silently +14. This isn't possible. Even with his familiar, his maximum possible score for this is 9. I suspect what was meant is +4, since that's what he gets from his Dex and his familiar. However, he has 4 points "left over" after purchasing all his other skills, and his Dex + 2 ranks would = +4 (and when he's first met he presumably doesn't have his familiar). My suggested fix for this would be to give him 2 ranks in Move Silently. Also, it says he has 30 hit points, but the Appendix says that he has 33 hit points. 30 probably includes forgetting his Toughness feat (3 hit points). Spugnoir has 33 hit points.

**p. 17 (H27)** -- Burne should have 46 hp, not 28 hp. He doesn't appear to have any ranks in Knowledge (Arcana), yet has 20 spare skill points. Shatter is listed as a 1st level spell; it's 2nd. He is missing dispel magic from his spellbook, although it's one of his Mastered spells.

**p. 17 (H27 - 17)** -- Rufus' Swim skill doesn't include the penalties for his equipment (and thus, should be -4). Also, I think that his Climb and Jump skills don't include the armor check penalty of his shield (and thus, should be +3 and +4, respectively).

**Moathouse Map area 13** -- There is no indication of where the stairways in area 13 go. They should lead to area 18 in the moathouse dungeon.

**Moathouse Map area 24** -- Just east of area 24 are shown two secret doors, but no Search DC for finding them is listed. The same goes for the secret door leading to 26A.

**p. 23 (M24)** -- The three black cones should be identified as *incense of dreaming*

**p. 23 (M24)** Gren's Insanity score of 1 has not been factored in to her Will save; with an effective Wisdom of 13, it should only be +4.

**p. 24** -- location M8 should be location M28.

**p. 24 (M30)** -- DC for Ref save should be 14. Add text "Search (DC28)"

**p. 24 (M32A)** -- Geynor Ton is not using all his skill points. He gets 10 by 2nd level (1st level = (1st level) - 1 (Int)) \* 4 = 4 + 4 for being human = 8 + (2 (2nd level) - 1 (Int)) = 9 + 1 for race = 10. His Concentration only costs 5 ranks and his Spot and Listen don't cost anything (4 each is covered by his +2 wisdom for 14 and +2 for alertness). That leaves 5 ranks.

**p. 24 (M32A)** -- Ysslansh is given an Init bonus of +0, but that's incorrect. He has a 9 dex, so that's a -1 Initiative penalty. His low dex is not included in his stat block for Init, or Reflex Save but is included for his AC and Hide Score. Correct should be Init -1, Ref -1.

Furthermore, his Will Save should only be +3 (Trog base +0, Class +3, effective Wis bonus +0 [he's insane]).

Finally, his deity should probably be changed to Tharizdun to reflect his domains and his symbol. If you prefer to leave him EEE, change Chaos to Earth and change his symbol.

**p. 27 (M32E)** -- Festrath should either have Int 13 or another feat instead of Expertise. As a result of having to increase Festrath's Intelligence to 13 for the Expertise feat, he gains 8 more skill points. I dropped them into Spellcraft. Additionally, his Intelligence-based skills (all of them listed other than Concentration) go to +9 rather than +8.

**p. 31 (N1)** -- In Nulb, Wat the Ghost Assassin should be CR 8, not 6.

**p. 31 (N2)** -- Lareth has no holy symbol.

**p. 33 (OT Random Encounters)** -- Undra has no holy symbol.

**p. 33-37 (OT general)** -- Hobgoblin Warriors have 1 unspent skill point. They have 8 points at 1st level  $((2 + 0 \text{ Int mod}) \times 4)$ , Intimidate +3 costs 3, Jump +0 costs 4, Move Silently - 1 costs 0. That leaves 1 point. One supposes it can be spent on a half-rank of Move Silently.

**p. 34** -- The sentence "This area is being watched, see Chapter 7..." is slightly misleading. The succubus mentioned in Chapter 7 isn't there until the Doomdreamers have begun excavating the temple.

**p. 34 (OT3)** -- Alubya's Move Silently +3 doesn't take into account the fact that with the equipment she's listed with, she's Medium encumbered. That means her true Move Silently modifier should be +0.

**p. 34** -- Area OT4 is not marked on the map. It should be halfway between areas OT11 & OT15. It is simply an open area where the hobgoblins house their dogs.

**p. 35 (OT10)** -- Hit point values are given for 6 warriors, but the text only mentions 4. The last 2 may be the ones mentioned with Rarkus. Suggestion: Remove the two last sets of hit points.

**pp. 36-37 (OT13)** -- It's said the dire ape down here is called to service by an elite warrior who stands at the top of the stairs, but the "monster paragraph" isn't given for the elite warrior. One must assume it's either from one of the other packs of hobgoblin elites in other parts of the temple, or that it's an oversight and there should be an additional hobgoblin elite here.

**p. 37 (OT13)** -- The mention of area 1 should be replaced with area 5.

**p. 37 (OT16)** -- The circle completed by the dais is 60 feet across, not 30. See map titled "The Temple" in RttToEE and drawing p. 42 of ToEE, where there is six ten-foot squares of granite across.

**p. 37 (OT16)** -- Rarkus' damage should be altered to 1d8+6 (right-hand blade)/1d8+4 (left-hand blade). Having the sword being enchanted in both ends may seem a little much for an opponent of his level. While it can be argued that as a "boss monster" he could have more, DMs who monitor their treasure closely might want to replace the left head with a masterwork blade. This'll keep attack bonuses unchanged and reduce left-hand damage to 1d8+3.

**p. 155** -- Force blade effect on the *rod of force* is only 3', not 30'.

**p. 39 (Intro: "Getting from the Mines to the Fanes")** -- The Tourbillion is on sublevel 2, not sublevel 3.

**p. 44 (C5)** -- "The secret door south of this room is only secret from the west..." This corresponds more with the text in the Tactics section.

**p. 45 (C6)** -- The Howler in area 6 is wrong:

**Huge Howler (12 HD):** Huge Outsider (Chaotic, Evil); HD 12d8+48 (102 hp); Init +6 (+2 Dex, +4 Improved Initiative); Spd 60ft.; AC: 18 (-2 size, +2 Dex, +8 natural); Atk Bite +19 melee (4d6+9), 1d4 quills +14 melee (1d6+4); Face/Reach: 10 ft. by 20ft./10ft.; SA Quills, howl; Saves Fort +12, Ref +10, Will +10; AB Str 29, Dex 15, Con 19, Int 6, Wis 14, Cha 8; Skills Climb +16, Hide+14, Listen +17, Move Silently +14, Search +7, Spot +17; Feats: Alertness, Improved Bull Rush, Improved Initiative, Power Attack; CR 6

Note, however, that Cordo Crowfoot has the following tidbit straight from the horse's mouth (as it were):

*I asked Monte if he would recommend that DMs use the tougher correctly advanced version of the howler in the errata, or if he would use the original, albeit incorrect, statblock.*

*His answer:*

*"The original version. That's what was playtested. It was modified to be just right for that encounter."*

Use the errata'd version with caution!

**p. 45 (C7)** -- Wormspike should have large hide armor, not huge hide armor.

**p. 45 (C8)** -- Mereclar has weapon finesse (long sword) as a feat. If you replace it with weapon focus, the stats stay the same.

Also, he does not have Ride (Howler), so he probably wouldn't ride it in battle. Suggestion: change Listen +10 to Listen +5 and add Ride (Howler) +8.

**p. 46 (C11)** - Terrenygit's Hide skill is one too high. It should be Hide -1 (+7 base trog, +0 Dex, -6 full plate, -2 steel shield).

Also, he is listed as enjoying to use *hold person*, yet doesn't have it under 2nd level spells prepared. If he likes it that much, he should have it prepared in addition to the scroll. Suggestion: replace *spiritual weapon* with *hold person*.

**p. 46 (C12)** -- Terrenygit, a 5th level cleric, can only command 2 zombies (each has 2HD) through successful turning attempts. If he animated them himself he can command an additional 5 of them (2 x 5th level cleric = 10 HD) automatically. This brings the total number of auto-controllable zombies up to 7.

**p. 47 (C18)** -- The basilisk is said to be hungry, yet it's got 2 statues nearby it could be eating.

**p. 49 (C26)** -- Vranthis the Dragon should be CR 7, not 6.

Also, the fiendish girallon should have darkvision 60'. If you award XP for him as a trap (as listed), he then is CR 6 (CR 5 +1 for fiendish). This makes the EL 8 for the area, not EL 7 as in the errata. If you allow it, the search DC is 30 and the disable device DC is 30. For *dispel magic*, the caster level is 9.

**p. 49 (C27)** -- "...conveyor belt is on the western side of the platform..." Also, is the conveyor the only way up? At least, there should be a ruined ladder nearby, say on the eastern side.

**p. 49 (C25-28)** -- The eastern half (with the water) is 25 feet lower (see p. 48 C21), thus the kuo-toa can't see onto the land (a 25-ft cliff) from the water. Also, the cliff actually must lower gradually as one travels from C28 to C25, until the ground is roughly even with the water. Alternatively, you make make a slight waterfall down to area C25.

**p. 49-50 (C28)** -- Moolowik should have +2d6 sneak attack. Note that those (of us - sigh) with 1st printings of the PH will believe that he should only have +1d6. Check later printings or the SRD.

Also, his AC should be 22 (touch 11, flat-footed 22): +6 natural, +3 leather +1, +2 lg. shield, +1 dex. His Atk should be "+7 and +1", not "+7/+1", lest he attack twice with the halfspear. He has no insanity score (not a cleric) or insanity SQ. This must be a copy and paste bug by Monte. ;-)

---

## CRM - MAP C (C31-53)

**p. 51 (C34)** -- The total hide bonus for the old umber hulk should be +3: +6 circumstance, +1 dex, -4 large.

**p. 52 (C37)** -- Krall's Huge two-bladed sword is listed as doing d10/d10. This neither agrees with the statblock found in Appendix 3 on page 173, with the errataed statblock, nor with the rules on page 14 of the Monster Manual as well as in the DMG, p. 162, which indicate a weapon that does 1d8, when upgraded in size, does 2d6. See below for Kraal's updated stats.

Kraal the Troll needs a stat increase and other matters need to be resolved as well. His stats, with +1 to Str are posted here, courtesy of laconicy, with some errata by Infiniti2000 -

**Krall: Male troll Ftr2:** CR 7; Large giant; HD 6d8+36 plus 2d10+12; hp 86; Init +2; Spd 20ft; AC 23 (touch 9, flat-footed 23); Atk +8/+3 melee and +8 melee (2d6+7/2d6+3/19- 20, Huge two-bladed sword), or +12 melee (1d6+7, 2 claws) and +7 melee (1d6+3, bite); Reach 10ft; SA Rend 2d6+10; SQ Darkvision 90 ft., regeneration 5, scent; AL CE; SV Fort +14, Ref +4, Will +3; Str 24, Dex 15, Con 23, Int 6, Wis 9, Cha 6.

Skills and Feats: Hide -10, Jump +3, Listen +5, Spot +5; Alertness, Ambidexterity, Exotic Weapon Proficiency (two-bladed sword), Iron Will.

Possessions: as written. - plus "key for chest in room 38."

**p. 52 (C37)** -- "The bow is a mighty composite..." It has a strength rating, so this avoids confusion.

**p. 52 (C38)** -- The Search DC to detect the secret door that leads to this room isn't indicated. I arbitrarily assigned 20 for my own purposes. Another suggestion is to remove it completely.

Also, the type of poison is not indicated. The damage indicates that it's a giant wasp poison. If so, Save DC should be 18.

**p. 53 (C40)** -- Last paragraph of the tactics section, "Tippesh unleashes ..." Delete "spends most of the day in mage armor...and" She cannot cast mage armor. Her prohibited school is conjuration.

Also, her average HP is 24 (forgot the toughness feat). To prepare 5 0th-level spells, one must be an evocation. Suggestion: replace *mage hand* with *light* .

**p. 53 (C40)** -- Heunar's average HP are 14, not 13. Dunno if it matters, though, by the time the party gets here.

**p. 53 (C43)** -- D'Gran's Ogre Magi-granted powers should be as Sorc 9, and his Fiendish powers as Sorc 5. The way it presently reads, they're all as Sorc 5 (which makes for a pretty weak Cone of Cold). Also, add to his attacks, "... or +10 melee (1d8+8, bite) and +5 melee (1d6+4, 2 claws)". Add another feat (half-fiends have one every four levels, so D'Gran should have two). Suggestion: Combat Reflexes.

**p. 54 (C44)** -- Slaazh's statblock has him having CR4. This should probably be the same as Krall, who is likewise a Troll/Ftr2 - so CR7.

Also, he has a statted AC of 26. This comes from +1 *chainmail* , wooden shield, and assorted troll bonuses. Unfortunately, he's using a huge greatsword, which means that he's NOT using his shield. His corrected AC should be 24. And finally, his Climb score is +3: -6 armor check, +7 Str, +2 skill points. His possessions should also include a key to the chest in 38.

Finally, Descritad has a couple of errors:

Her speed should be 30 ft, not 40 ft; her AC is 15 (it's only 19 if she's wearing her chain shirt) - note that her Touch AC is also 15, not 13 as stated; her possessions in area 43 don't include a masterwork mighty composite shortbow (+1 Str bonus); when in rage with her masterwork scimitar, her damage should be 1d6+4/18-20, since she has to wield the Medium sized weapon in two hands.

Descritad's bonuses with her bow are wrong. Her attack bonus should be +11 (+5 base, +4 Dex, +1 size, +1 masterwork). The damage should be 1d6+1 (not +2).

Without her armor, all of Descritad's listed skills except for Listen, Spot, Swim, and Wilderness Lore get an adjustment of +2. Swim gets adjusted by +3.

Descritad appears to have 3 rogue skill points unspent. I'd suggest giving her 2 ranks in Open Lock and one in Disable Device so she can take advantage of her masterwork thief's tools. Add these to her Skills: Disable Device +3, Open Lock +8. Without her tools, they are -1 and +4, respectively.

**p. 55 (C45 and C47)** -- The EL is 6 (eight human warriors, each at CR 1 due to extra equipment).

**p. 56 (C51)** "The cries and clashes...rounds and the gnolls in area 50 in 1d4+2 rounds." The gnolls are not so far away that they cannot hear a pitched battle. I made it an extra round to move the extra 40-60 feet.

---

## CRM - MAP D (C54-72)

**p. 57 (C57)** -- "eastern alcove" should read "western alcove" in the boxed text.

**p. 57 (C58)** -- In order for Murant to have Ambidexterity, he needs a Dex of 15 (currently 14), but that doesn't change any other stats. His attacks should be +8 (1d8+5/x3) and +8 (1d8+3/x3). His attacks are calculated from BAB +5, STR +4, +1/+1 *orc double axe*, -2 to each hand for two weapons (off-hand light, amb., twf). With Rage, it is +10 (1d8+7/x3) and +10 (1d8+4/x3).

**p. 59 (C63)** -- Glyph save DC should be 14.

**pp. 59-60 (C64)** -- The secret door isn't described. Trithereon's suggestion: The door should be secret from the inside as well as the outside (Search DC 22 from the inside, the same as the one in Room 70 and maybe a DC 30 from the outside). It probably should be locked (Open Lock DC 32, like Room 67). I like a difficult Search and Open Lock DC hinting at the idea that only the rightful heir to the temple, the one with a key and knows about it, should be able to enter the dwarf's backdoor easily. Dwarves are a secretive and greedy little bunch and are not likely to make it easy for anyone, not in "the know", to find their backdoor.

**p. 61 (C72)** -- As a Bbn4, Graud can rage twice. He has about 51 pounds of equipment, so his swim check has a -10 penalty (total -4 normally or -2 while raging). The average hp for Graud is 30, not 42 (as if he had an 18 Con). With this new hp, while raging he has only 38 hp.

## CRM - MAP E (C73-94)

**CRM Map E** -- Area #80A of the Crater Ridge Mines is missing a door on the map. It should have a door that opens out to the hallway, just like the one from area #80B.

**p. 61 (C73)** - The ceiling needs to be at least 25ft high (instead of the implied 20ft) in order to allow the air elemental (if summoned) on top of the 15ft dais.

**p. 61 (C73)** - Fachish has an extra 2nd-level spell prepared; suggestion: remove *darkness* .

**p. 62 (C73)** -- It should be mentioned that the Wind Door is in area 36 of the Outer Fane, not just any area 36. For consistency's sake, "Wind Door" should be replaced with "Air Door".

**p. 63 (C74)** -- Choranth's Insanity score of 2 has not been factored in to her Will save; with an effective Wisdom of 15, it should only be Will +6.

The skeletons are not identified in a stat line after Choranth in the text. Either use the suggestion below or enter "Huge Skeletons (4): hp 26, 23, 27, 33; see *Monster Manual* page 165." The limit of the *spirit sphere* covers areas 71-81.

In place of the standard huge skeleton, here are some bear skeletons, courtesy of Jonathan Tweet's skeleton template and our own Monster Modifier™ Andorax:

**Skeletal Brown Bear** ; Large Undead: HD 6d12 (39); Init +6 (+2 Dex, +4 Improved Initiative); Spd 40'; AC 14 (-1 Sz, +2 Dx, +3 Nat); Atks 2 Claw +10 Melee, Bite +5 Melee; Dmg Claw 1d8+8, Bite 2d8+4; F/R 5'x10'/5'; SQ Undead, Skeletal Immunities; Save Fort +2, Ref +4, Will +5; Abil S 27 D 15 C - I - W 10 Ch 1; Feat Improved Initiative; CR 3

**Skeletal Polar Bear** ; Large Undead: HD 8d12 (52); Init +6 (+2 Dex, +4 Improved Initiative); Spd 40' (swim 30'); AC 14 (-1 Sz, +2 Dx, +3 Nat); Atks 2 Claw +11 Melee, Bite +6 Melee; Dmg Claw 1d8+8, Bite 2d8+4; F/R 5'x10'/5'; SQ Undead, Skeletal Immunities; Save Fort +2, Ref +4, Will +6; Abil S 27 D 15 C - I - W 10 Ch 1; Feat Improved Initiative; CR 4

**Skeletal Dire Bear** , Large Undead: HD 12d12 (78); Init +6 (+2 Dex, +4 Improved Initiative); Spd 40'; AC 14 (-1 Sz, +2 Dx, +3 Nat); Atks 2 Claw +15 Melee, Bite +10 Melee; Dmg Claw 2d4+10, Bite 2d8+5; F/R 10'x20'/10'; SQ Undead, Skeletal Immunities; Save Fort +4, Ref +6, Will +8; Abil S 31 D 15 C - I - W 10 Ch 1; Feat Improved Initiative. CR 6

**p. 63 (C75)** -- The books on the table aren't mentioned in the boxed text. The PCs should be able to see them immediately.

**p. 64 (C76)** - "...the volcanic island in the center, and two bridges that cross the lake to the island." You cannot see the third bridge (Air) from this vantage point.

**p. 64 (C78)** - The spiral stairs to the east ascend 15ft to the East-West corridor. No EL listed. I'd say EL 9 due to the defensible position, which means you might consider adding +10% XP bonus.

**p. 64 (C79)** -- Gnoll Barracks. Gnolls (7) should be Gnolls (8). There are 8 sets of hp, and the text says 12 live here but 4 are elsewhere.

**p. 65 (C82c)** - EL 3 (not ready) or EL 6 (ready).

**p. 65 (C83)** - EL 7

**p. 65 (C85)** - Claagingred not properly advanced due to size increase (per MM p. 12).

**Claagingred**, Large Gargoyle (8HD): Large Magical Beast (Earth); CR 6; HD 8d10+48 (92 hp); Init +1; Spd 45ft, fly 75ft (average); AC 17 (size -1, dex +1, natural +7); Atk 2 claws +11 (BAB +8, Str +4, size -1) 1d6+4, bite +9 1d8+2, gore +9 1d8+2; Face/Reach 5x5/10; SQ DR 15/+1, freeze; Save Fort +12, Ref +7, Will +2; S 19, D 12, C 22, I 6, W 11, Ch 7.

*Skills* : Hide +6\*, Listen +5, Spot +5.

*Feats* : Multiattack, Weapon finesse (claw, bite, gore), cannot use Dodge (new Dex), so suggestion: Flyby Attack.

\* +8 racial bonus near worked stone

**p. 67 (C90)** - "...and shown a greater key of water or told the pass phrase signifying they are blessed ..." Having a greater key is not the only way through the water door.

**p. 67 (C90)** - Poolidib, Will save is +8 (must have forgot insanity adjustment), AC 20 (touch 12, flat-footed 18) computed as natural +6, shield +2, *ring of protection* +2 (must have forgot ring), cannot have Dodge (requires Dex 13) suggestion: Blind-Fight. Stats are base stats for a kuo-toa, but Poolidib should get 1 stat increase for his advancement in classes. Suggestion: Con 14: +7 hp, Fort +8, Concentration +7.

**p. 67 (C90)** -- Poolidib has a Potion of Stoneskin. Chapter 4 of the PHB states that Potions can contain only spells of 3rd level or lower. Suggestion: Replace it with one dose of *stone salve* .

**p. 67 (C92)** - EL 7.

**p. 68 (C93)** - No search DC provided, suggest DC 22.

---

## CRM - MAP F (C95-105)

**p. 176 (C102 – 70)** -- Under Tarren's tactics, it lists him casting spells that are not on his spells prepared. Rusting Grasp is one of them.

Also, as a Drd8, he should have the ability of Wildshape (large) listed.

Furthermore, Tarren has leather armor per the stat block, but the text says hide. Suggestion: replace the +2 *leather* with +2 *hide*, and making the following additional changes: AC 17 (touch 12, flat-footed 15); Spd 20ft.

And finally, Tarren's Handle Animal skill should be +16 (ranks +11, Cha +3, synergy bonus from animal empathy +2).

---

## CRM - MAP G (C106-123)

**p. 71** -- At Security Level C, Tessimon will go to the Temple of Fire, just as she does at Level B.

**p. 71** -- "They know about the destrachan to the west ..."

**p. 71 (C107)** -- Virith - In the module text, it says Male Elf War 4, in Appendix 3 writeup it lists as Female Elf War 4. Virith's attack with a bow should be +8 (or +9 with the MW arrows) (BA=4, +3 Dex, +1 Masterwork bonus). Since (s)he has no non-masterwork arrows listed, go with the +9. Also his/her sword damage should be 1d8+3.

**p. 72 (C109)** -- There is an iron box, with a DC 30 to open, but nothing at all about its content. According to Monte, it's another box, DC 30 to open. Yes, this is probably a joke. Or maybe the bag's in the box...

*Infiniti2K has the following suggestion:*

What's in the locked, black iron box? Suggestion: 6 mephits should have about 3400gp. Add: small scorched pouch with 2 red spinels worth 100gp each, small silver vase, acid-etched in relief of dragons in flight worth 300gp, potions of *darkvision* and *levitate*, *ring of jumping* - white gold enscribed with runes and a pair of boots. (*I still like Monte's better ;)* - S.)

**p. 73 (C113)** -- For Arlainth, the following spells are evocation and have a save DC of 16 + spell level: *flaming sphere* and *fireball*. Add to possessions: 10 crossbow bolts.

**p. 73 (C115)** -- Skassik is missing Alertness, a base salamander feat, and is lacking Power Attack as a prerequisite for both Cleave and Sunder. He also doesn't currently satisfy the blackguard prerequisite of 2 ranks in Knowledge(religion) (he has 1), doesn't seem to have spent about 6 skill points, and didn't get his stat increase for having 4 levels of classes. The stat increase is easy to fix by bumping his Str up to 15 since it won't change anything else.

Next, let's fix his skill problem. With his 70 base salamander skill points spent the same as a default creature (10 ranks in each base skill; keep in mind he didn't take Alertness) and his armor check penalty of -7, all his skill modifiers match the text except that Hide is +4, Move Silently is +4, and he has no ranks in Knowledge (religion) at this point. Taking one level of fighter gives him 4 skill points, which he needs to dump into Knowledge (religion) so he qualifies for blackguard, giving him 2 ranks and a total skill mod of +4 with his Int bonus. Next, the 3 levels of blackguard give him  $(2+2) \times 3 = 12$  skill points. He spends 2 of those points to boost Hide up one point to +5, 8 points to boost Move Silently up four points to +8, and is left with 4 to spend. Suggestion: Intimidate  $4+2$  (Cha) = +6. Adding Alertness brings his Spot and Listen to +14.

Finally, Power Attack could be substituted for Weapon Focus. In this case, his attacks by his sword drop to +14/+9/+4.

Alternatively, he could also be advanced one HD in salamander to give him an extra feat (8 HD) before he takes the class levels. This changes a number of things:

CR 10; HD 8d8+8 plus 1d10+1 plus 3d10+3; hp 74; Atk +16/+11/+6 (greatsword), +14 (tail slap); Fort +14, Ref +10, Will +11. Skills & Feats: add 10 points worth of skills worth (salamander skills are class buy); add Power Attack.

Advancement skill suggestion: Add one to every salamander class skill (maxing them out at 11 ranks for 8 HD) and dump 3 points into Knowledge (religion). Ftr 1 adds one point to that giving 2 ranks total and then dumps its remaining 3 points into Jump. Blackguard distribution is the same

as above: 2 into Hide, 8 into Move Silently, 4 into Intimidate. Final tally: Craft (metalworking) +17, Escape Artist +5, Hide +6, Intimidate +6, Jump -2, Knowledge (religion) +4, Listen +15, Move Silently +9, Search +13, Spot +15.

**p. 73 (C116)** -- Zert in the Fire Temple has Improved Two-Weapon Fighting, Prerequisite is BAB +9, he is a Ftr8 with BAB +8. Suggestion: Replace it with Improved Critical (Short Sword).

**p. 74 (C119)** -- Firre Oranac has a number of errors; his HD don't include his 17 Constitution, his demonstone bonus isn't included in several places and his speed isn't reduced from his medium armour. His revised stat block is:

**Firre Oranac:** male gnome Ftr3/Clr4; CR 7; small humanoid (gnome); HD 3d10+9 + 4d8+12; hp 58; Init +7; Spd 15 ft; AC 22 (touch 14, flat-footed 20); Atk +11/+6 melee (1d6+3/19-20, +1 *short sword*) or +11/+6 ranged (1d6+2/x3, mighty composite shortbow [+1 Str bonus]); SA rebuke undead 2/day; SQ cantrips, insanity, low-light vision, speak with burrowing animals, +2 bonus on saves against illusions, +1 bonus on attacks against kobolds and goblinoids, +4 dodge bonus to AC against giants; AL CE; SV Fort +11, Ref +6, Will +7; Str 12, Dex 16, Con 17, Int 11, Wis 15, Cha 9.

**p. 74 (C119)** -- Jurrikath Musseloto, Intimidate +4 (Cha +2, synergy from Bluff +2). Also change his Dex to 15 to meet Ambidexterity requirements.

**p. 74 (C120)** -- EL 10 due to Tessimon's CR of 10 from the demonic arm.

**p. 74-77 (C120/121)** -- Tessimon's Insanity score of 4 has not been factored into her Will save. With an effective Wisdom of 12, she should have Will +7.

Her skills also haven't factored her Insanity in. She should have Heal +13, Profession (herbalist) +13

Base skill points = (2 +1 human +2 Int) = 5; Total skill points = (5 \* 4) + (5 \* 8) = 60. Concentration +14 (+2 Con -> 12 ranks), Heal +17 (+1 effective Wis -> 16 ranks), Knowledge (religion) +14 (+2 Int -> 12 ranks), Profession (herbalist) +15 (+1 effective Wis -> 14 ranks), Spellcraft +14 (+2 Int -> 12 ranks) = 66 skill points. Her Wisdom based skills have more ranks than her character level allows (12), and bringing them back to this maximum makes everything work out.

Under Tessimon's combat tactics where it lists her spells and when to cast them, it states spells not on her spells prepared list (Slay Living). Also, her tactic states she will head to the altar, have it return to the center of the fire pit and cast Flame Strike and Slay Living on foes, and Dispel Magic on approaching flying foes. Slay Living is a touch spell, she cannot cast it at range.

Finally, Tessimon is pictured with a left demonic arm, while her description on page 177 states that her right arm is demonic. Suggestion: Artists are mad.

**p. 77 (C122)** -- Glyph Save DC should be 14.

**p. 77 (C123)** -- EL 8 (due to concealment)

---

## CRM - MAP H (C124-155)

**CRM Map (Overview and Map H)** -- The earth bridge should go off from the ridge towards the southwest, according to the overview map, but Map H pictures it going off to the northwest.

**p. 80 (C130)** -- Glyph Save DC should be 14.

**p. 81 (C134)** -- EL 7

**p. 81 (C135)** -- javelins +5 ranged (+4 BAB +2 Dex -1 size); Suggestion: use Large javelins (1d8+6)

**p. 81 (C137)** -- EL 5

**p. 82 (C139)** -- Eeridik, probably should list components for *stoneskin* (diamond dust at 250gp each). Suggestion: 4 uses.

**p. 82 (C140)** -- Tac is missing 1 feat. Suggestion: Weapon focus (unarmed attack) or weapon finesse (unarmed attack).

Furthermore, his AC should be just 19 (+1 class, +2 Wis, +3 Dex, +2 bracers, +1 amulet). However, against a single good-aligned combatant while in the Fire Temple his AC **could** be 22 (Dodge feat: +1 dodge bonus, Protection from Good: +2 deflection bonus).

**p. 83 (C141)** -- The boxed text mentions stairs, but there aren't any on the map.

**p. 83 (C143)** -- The text mentions stairs, but there aren't any on the map.

**p. 83 (C143)** -- "A secret button at the end of the hall to the north, near room 144, and one on the ...". No search DC is provided for the secret button. Suggestion: Search DC 22.

**p. 84 (C147)** -- Reokallitan, CR 8. Will +6 (+0 trog +4 Clr +1 Rog +1 Wis13), Spd 20 (full plate). should have +2d6 sneak attack dmg. See Moolowik above.

**p. 84 (C148)** -- EL 7, "The humans use their longbows ..."

**p. 86 (C153)** -- CR of fiendish displacer beast not listed - CR 5 for each displacer beast.

**p. 86 (C158)** -- no search DC listed for the dwarf skeleton, suggest DC 18

**p. 87 (C161)** -- Appendix 3 seems to be missing stats for Steeran, the bugbear wizard from area #161 of the Crater Ridge Mines. The stats are (straight from Monte – suggested Int has been raised from 12 to 13 to give her the lightning bolt, though):

**Steeran: Female bugbear Wiz5;** CR 7; Medium-size Humanoid (7 ft. tall); HD 3d8+3 (bugbear) plus 5d4+5 (Wiz); hp 34; Init +1 (Dex); Spd 30 ft.; AC 15, touch 11, flat-footed 14; Atk +6 melee (1d8+2, morningstar) or +5 ranged (1d6+2, javelin); SQ darkvision 60 ft.; AL CE; SV Fort +3, Ref +5 Will +6; Str 15, Dex 12, Con 13, Int 13, Wis 10, Cha 9. Skills and Feats: Concentration +6, Climb +2, Hide +3, Knowledge (arcana) +4, Listen +3, Move Silently +6, Spellcraft +3, Spot +3; Alertness, Spell Focus (Evocation).

*Spells Prepared (4/4/2/1):* 0 - *daze, detect magic, ray of frost, resistance*; 1st - *charm person, magic missile (2), shield*; 2nd - *invisibility, flaming sphere*; 3rd - *lightning bolt*.

Possessions: *bracer of armor +1, wand of magic missiles (as 5th-level caster, 25 charges), potion of fly, morningstar, gold bracelet with inset garnet (200 gp), pouch with 640 gp.*

**p. 87 (C161)** -- CR for the glyph with *hold person* should be 3. Damage for the other glyphs should be 2d8, not 5d8, as Fesad is only a lvl 5 cleric. The text above the glyph stats is incorrect; go with the stats, as they are correct, except as noted above. EL for this encounter should be 7, as the traps are not sufficient to raise the EL of this encounter.

**p. 87 (C161a)** -- Exactly how should a pass phrase allow you to pass the corpsebomb? Maybe this phrase is for the pot in 161? (*Or the bomb could have a glyph-like element allowing for a password - Ed.*)

**p. 88 (C162)** -- Bugbear Scouts, CR 3 (not 4), AC 17 (touch 11, flat-footed 16, +1 Dex +2 leather +1 shield +3 natural), Attack +4 melee (+2 BAB +2 STR) +3 ranged (+2 BAB +1 DEX). 5 too many skill points, suggest remove 2 from listen/spot and 1 from climb (note, if you use this change, the listen check noted in the tactics that also needs to be taken into account). Or, upgrade their small wooden shields to masterwork, which makes their skill modifiers match the text.

**p. 88 (C164)** -- Urolax, CR 6, Spd 20ft (banded mail), AC 21 (touch 11, flat-footed 20, +1 dex +6 banded +3 natural +1 shield); skills are wrong (due mostly to a new armor check penalty), suggested list after recalculation (adding all skill points from fighter levels as +2 climb, +6 jump): climb +0, hide -3, jump +4, listen +3, move silently +0, spot +3.

**p. 89 (C169)** -- "eastern portion" should be "western portion".

**p. 89 (C171)** -- EL is 7. Kadiss is headed south to parley with the bugbears, not north. Also, his buffed Fort save is +4. Note: per the WotC FAQ (though not errata), the reflex save does not improve with the *shield* spell.

## CRM - MAP J (C173-188, 192-197)

**p. 90** -- As indicated in the text at C187, Kelashein will head for 185, not 195 at Security Level B.

**p. 90** -- The inhabitants of 177-197 know the layout of areas 173-199 (stanguay's suggestion, YMMV) rather than areas 104-134 as given in the text (which does seem a little bit off).

**p. 90 (C177)** - EL 5 (not 4)

**p. 91 (C183)** - EL 6 (not 4)

**p. 92 (C187)** -- Kelashein has 7d8+14 hp, she should only have 7d8+7 and 38 hp. Furthermore, her insanity score is 3, not 2, which makes her Wis 20 for bonus spells and Wis 14 for other checks. This gives her another 1st level spell. I suggest another *cure light wounds*.

Also, Kelashein's skills are incorrect. Base skill points = (2 + 1 human + 2 Int) = 5; Total skill points = (5 \* 4) + (5 \* 6) = 50. Bluff +3 (+1 Cha -> 2 cross class ranks), Concentration +11 (+1 Con -> 10 ranks), Heal +13 (+2 effective Wis -> 11 ranks), Hide +2 (-5 mw full plate -1 mw large shield -> 8 cross class ranks), Knowledge (religion) +10 (+2 Int -> 8 ranks), Listen +5 (+2 effective Wis -> 3 cross class ranks), Spellcraft +12 (+2 Int -> 10 ranks) = 65 skill points. As her character level only allows 10 ranks maximum, reduce her Heal to +12 (probably her Insanity wasn't been factored in). But this still puts her 16 skill points over. Suggestion: drop all ranks in Hide.

**p. 92 (C187)** -- There's no EL for this encounter. Suggestion: 8. Also, there's no password for the *glyph*, which should have a Reflex save DC of 14, not 17.

**p. 92 (C188)** -- Nilbool has 1 feat too many. Suggestion: Remove Iron Will. Also, a reminder that the DC on the lightning bolt is 18 due to spell focus.

**p. 92 (C188)** -- No EL. Suggestion: 9.

**pg. 93 (C192)** - Oomkaan is CR8, not CR9 (kuo-toa +2, Clr4 +4, half-fiend +2). Oomkaan should have only 4 feats (2 as kuo-toa, and 2 more with the 4 levels of cleric). Being a half-fiend does not stack with this and would otherwise be even less. I suggest removing Dodge and Mobility. Also, when wielding the shield, he gets only one claw attack.

**p. 93 (C192)** -- The *glyph* should be CR 4, not 5 (*bestow curse* being a 3rd level spell, CR = 1 + spell level). We must assume that Oomkaan has had the spell cast by another cleric, as he, a 4th-level cleric, can't cast either *glyph of warding* or *bestow curse*.

**p. 93-94 (C193)** -- Sheetghoul pointed out that the stats for Zeityan, the Water Naga in Area 193, are missing. Here are the stats Thrommel used:

(Basically straight up MM stuff, I just added a spell list. I also assume she casts *mage armor* at the beginning of each day and refreshes it as necessary. You may want her to do the same thing with *bull's strength*, but that's a random roll so I'll leave that up to you.)

**Zeityan** ; Water Naga, Large-size Aberration (Aquatic); CR: 7; HD: 10d8+40 (100 hp); Init: +1; Speed: 30 ft., swim 50 ft.; AC: 19 (-1 size, +1 Dex, +5 natural, +4 mage armor); Attacks: Bite +9 melee; Damage: Bite 2d6+4 and poison; AL: Chaotic neutral; Saves: Fort +7, Ref +6, Will +10; Abilities: Str 16, Dex 13, Con 18, Int 10, Wis 17, Cha 15; Skills and Feats: Concentration +14, Listen +12, Spellcraft +10, Spot +10; Lightning Reflexes; *Combat*: Poison (Ex): Bite, Fortitude save (DC 17); initial and secondary damage 1d8 temporary Constitution.

Spells: Cast spells as 7th-level sorcerer:

Sorcerer Spells Known (DC 12 + spell level)

6/6 -- 0th -- *Dancing Lights, Detect Magic, Ghost Sound, Light, Mage Hand, Ray of Frost, Read Magic.*

6/7 -- 1st -- *Mage Armor, Magic Missile, Obscuring Mist, Reduce, Shield.*

7/7 -- 2nd -- *Glitterdust, Bull's Strength, Mirror Image.*

4/4 -- 3rd -- *Displacement, Slow.*

-Thrommel, who suggests you combine the Dancing Lights, Obscuring Mist, and Glitterdust for the ultimate disco effect.

**p. 94 (C194)** -- The Advanced Skum are off. Here is Thrommel's version - *errata'd by stanguay - note that compared to stanguay's errata'd errata, I've added in the racial bonuses to Hide, Listen, and Spot:*

jmpt pointed out the skum weren't properly advanced in area 194.

**Skum - Large Aberration (Aquatic)** : CR7; Hit Dice: 6d8+18 (45 hp); Initiative: +3; Speed: 20 ft., swim 40 ft.; AC: 16 (+3 Dex, +4 natural, -1 size); Attacks: Bite +14 melee, 2 claws +9 melee, 2 rakes +9 melee; or crossbow +7 ranged; Damage: Bite 2d8+11, claw 1d6+5, rake 1d8+5; crossbow 1d8; Face/Reach: 5 ft. by 5 ft./10 ft.; Special Qualities: Low-light vision; AL LE; Saves: Fort +5, Ref +5, Will +5; Abilities: Str 32, Dex 16, Con 17, Int 10, Wis 10, Cha 6. Skills and Feats: Climb +16, Hide +12\*, Listen +12\*, Move Silently +7, Spot +12\* -- \*Skum receive a +4 racial bonus to Hide, Listen, and Spot checks underwater; Alertness, Weapon focus (crossbow)

*Combat:* In the water, skum are dangerous enemies who attack by biting, clawing, and raking with their rear legs. On land they are less dangerous, for they cannot rake and suffer a -2 circumstance penalty to all attack rolls. Skum serving an aboleth are sometimes trained to fight with weapons, usually two-handed melee weapons with reach (such as longswords) and simple ranged weapons such as javelins, tridents, or slings.

*Extra:* Skum can breathe both air and water. They speak Aquan. These skum are under the effect of maximized *bull's strength* and *cat's grace* spells (+5 to Strength and Dex).

*NOTES:* I figured the Large version would have 10ft reach, like a troll, umber hulk, or large slaad. The original CR was 2, we tripled the HD, so I bumped it to 4 (**errata:** CR should be bumped to 6), and I added one for the maximized buff spells.

**p. 94 (C194)** -- The reference to area 194 in the Creatures section should be changed to 182.

**p. 96 (C196)** -- Urlurg is missing 1 feat. Suggestion: Weapon focus (unarmed attack).

Also, his CR should be +2 for being a kuo-toa.

And finally, his AC is 24 (natural +6, bracers +2, Dex +2, Wis +3, monk +1). Touch 16, flat-footed 22.

**p. 96 (C197)** -- kuo-toa fighter gets +5 ranged (BAB +3, weapon focus +1, masterwork weapon +1).

---

## CRM - MAP K (C189-191, 198-217)

**p. 92 (C189)** -- EL 7 (not 4, 9 x CR1=7)

**p. 92 (C189)** -- The guard should keep watch at the westernmost exit, not the easternmost.

**p. 93 (C190)** -- The main text says that Guoquog has a bow. Give her a masterwork longbow and 20 masterwork arrows. Also, she is listed as Ftr 3 in the main text, but is clearly stated out as a Ftr 4 (especially with Weapon Specialization) in the appendix, although her hp are rather low (average for 3d8+3 plus 4d10+4 is 43). Her Hide is correctly stated as +6, not +3 as listed in the main text. With her at CR 8, the encounter is EL8, not EL7.

Finally, her attack listing should be (BAB +7 Str +6 WF +1 Size -1 =) +13 /+13 melee (1d4+8, 2 claws) or +9/+4 ranged (1d8/x3, masterwork longbow and masterwork arrows), and her SR should be 14, not 15 (unless you want her SR to improve with her character classes).

**p. 97 (C203)** -- Due to advancement, the master ape also gets +4 to all saves (dire apes apparently have good saves in all three categories). Though not provided, CR 7 (as evidenced by EL 7).

**p. 98 (General Notes)** -- An alternative to the BotB Axred is to make the ceiling height 20 feet tall.

**p. 98 (C205)** -- EL 5 (not 3, 6xCR1=5)

**p. 98 (C206)** -- EL 5 (not 3, 6xCR1=5)

**p. 99 (C208)** -- EL 2 if guards are awake (not 1, 2xCR1=2)

**p. 100 (C211)** -- "...dire apes (areas 202 and 203)..."

**p. 100 (C211)** -- Oamarthis should probably have more HP. His stats indicate he has 7d10+21 HP. His 18 Con should grant him 7d10+28 HP. Average for this would be 66 HP.

**p. 101** -- The correct spelling for Lotaas' first name is Riu, not Rui.

Also, the inhabitants know all too well that they are sandwiched between the Water Temple and the Earth Temple, not the Fire Temple, as stated in the text.

**Troglodyte - general errata** -- Troglodyte stench should read:

**Stench (Ex):** When a troglodyte is angry or frightened, it secretes an oily, musk-like chemical that nearly every form of animal life finds offensive. All creatures (except troglodytes) within 30 feet of the troglodyte (except other troglodytes) must succeed at a Fortitude save (DC 13) or suffer a -2 morale penalty on attack rolls, weapon damage rolls, checks, and saving throws. The affect lasts 10 rounds. Once character has succumbed to a particular troglodyte's stench ability, or made a successful saving throw against it, the character cannot be affected by the same troglodyte's stench ability for 24 hours.

**p. 101** -- The Swordmaster is in area 230, not 226 as mentioned under the text for Security Level B.

**p. 102 (C220)** -- Snearak's Insanity score of 2 has not been factored into his Will save. With an effective Wisdom of 13, it should be Will +5. His Hide modifier does not include his armor penalty. It should be Hide -1.

**p. 103 (C222)** -- The quote box should not include the sentences: "Hundreds of centipedes and millipedes are here, drawn by the corruption of Uaskthoth's magic. Only a few pose a threat."

**p. 103 (C223)** -- Uskathoth's Will save should be Will +7. Furthermore, he has 2 Rage spells listed. Rage is just a Domain spell and can only be memorized in the Domain slot. Furthermore, Uskathoth is listed as casting a Protection from Good. He does not have one memorized. He could cast the Shield of Faith that he \*has\* listed, however. Also, his CR should be +1 for being a troglodyte.

**p. 103 (C223)** -- There is no password for this *glyph of warding*. Its Reflex save should be 14, not 15. And we must assume that it was placed by a level 10+ cleric, rather than Uskathoth, who is only level 6.

**p. 103 (C224)** -- There's a severed human hand hidden amongst rocks. No Search DC is given, assume DC 25.

**p. 104 (C226)** -- Miikolak's chitin full plate has an armor check penalty of -5 not -6. Her skills should be adjusted to: Climb +5 and Hide +3\*.

**p. 104 (C230)** -- Swordmaster's speed should be 20 with his Half Plate armour.

---

## OUTER AND INNER FANE

**p. 111 (OF6)** -- Naquent is listed as a half-elf in the text, but the appendix and her number of feats indicate she's human.

**p. 112 (OF12)** -- The minotaur Brb2's are listed as CR 4 in the appendix; they should be CR 6. The EL for Area 12 seems to be right though.

**p. 114 (OF19)** -- Hedrack has a +2 amulet of natural armor, as well as a periapt of wisdom +2, both of which are factored into his stats. Amulets and periapts cannot be worn simultaneously.

*Suggestion 1:* Change the periapt to a custom +2 Helmet of Wisdom.

*Suggestion 2:* Replace the +2 amulet with a +2 ring of protection. Note this changes the type of armor, and would not stack with protection from good.

**pp. 120 (OF27)** -- Thrommel is a 12th character level Vampire, with no Constitution score, therefore his hit points should be 12d12, not 12d12+20. However, they're not factored in. With 12d12 hp, he should have about 78 hp's on average. Add in the +20, and you'd get 98. But in fact his hp's are a mere 83.

Furthermore, his Domination gaze seems to be off. According to his stat block, DC is 23. As listed in the MM a vampire's domination DC is equal to:

$10 + 1/2 \text{ HD} + \text{Cha Mod.}$

In Thrommel's case this formula looks like this:

$10 + 6 ( 1/2 \text{ his } 12 \text{ HD}) + 5 \text{ (the mod for his } 20 \text{ Cha)} = 21$

**p. 125 (OF41)** -- Varachan is listed in the short descriptive block as "Male elf Clr12". His stat block in Appendix 3 lists him as "Male Human Clr12". He has six feats listed, which would be correct if he was Human (1 for beginning 1st lvl character, bonus feats at 3rd, 6th, 9th, 12th lvls & 1 bonus feat for Human).

**p. 126 (OF48)** -- Dirass has several errors.

1. Too many feats. Remove either Brew Potion or Craft Wondrous Item.
2. AC stats are wrong. Not spelled up: AC 16 (touch 14, flat-footed 12). Spelled up (Mage Armor + Cat's Grace): AC 22 (touch 20, flat-footed 16)
3. SR should be 21 (11 + character level), not 22.
4. Reflex save should be +8 w/o Cat's Grace, and +10 with Cat's Grace.
5. I replaced one of the two Mage Armor spells with a 2nd Magic Missile. Not necessarily an error, but the other hour-per-level buffs are only memorized once.
6. The drow racial +2 will save bonus is not accounted for. I'm not sure if racial save bonuses are resistance bonuses. If they stack, +10 will save vs spells/spell-like effects. +9 if they don't stack.
7. SQ Darkvision 120' is missing
8. Stoneskin is memorized, which implies he should have 250 gp worth of diamond dust.

**p. 126 (OF48)** -- Maracla should have SR 20, +2 on Will Saves vs spells and spell-like effects, SQ Darkvision 120'

**p. 128 (The Door)** -- While the door is listed as being intelligent, it has no stats. Suggested:

**The Door (large construct)**

**AC** 4 (-1 Size, -5 Dex)

**HD** 12 (120 hp) -

**SA** Telepathic (range 100'), Spell-like abilities

**SQ** Construct Immunities, Fire Immunity, SR 30, Adamantine

**Abilities** Str --, Dex 0, Con --, Int 10, Wis 10, Cha 17

**Saves** Fort +6, Ref +1, Will +6

**Skills** Spot +12, Listen +12, Sense Motive +12

**Adamantine:** Hardness 20 (adamantine), Break DC 50, +2 bonus to saves (already figured in stats).

**Spell-like abilities:** Usable 3/day (save DC 13 + spell level): *Detect Good, Detect Evil, Detect Thoughts, Lightning Bolt, Wall of Fire, Fear, Summon Monster V, Dismissal, Feeblemind*

---

## ***RECOVERED TEMPLE AND FIRE NODE***

**p. 153 (FN9)** -- Imix should threaten a critical with the greatsword on 17-20, not 19-20 (he has Improved Critical).

- courtesy of IronTetsubo.

**1. Page 2, Room 5.** The AC of the Kuo-toan clerics is listed as 18, touch 10, flatfooted 20. Is this accurate? I've never seen someone's ac go \*up\* when flatfooted...

**2. Page 5, column heading 3 in the Combat Adjustments table.** "Claw or Att./Dmg.", esp when compared the second column (Slash or Bludgeon Att./Dmg.), implies there's something after the or... Claw or Bite? Claw or Piercing? Something else? And for that matter, where does piercing fall under this, and why didn't you just go with Natural Attacks? (claw, bite, tail, etc.)

**3. Page 5, column heading 4 in the Combat Adjustments table.** "Move Tail" means? Move Limit? Some sort of tail involved with this?

**4. Page 5, footnote 3.** Minor quibble, but this seems to apply more to column 3, not column 2, due to the description and columns. And it seems like it should apply to all 3 of the rows - not having it in all three is unnecessarily ambiguous. That's a style quibble, though, and no biggie.

**5. Page 5, column 4, row 5.** The character stuck in the water who is specifically not swimming moves as normal?! The swim check (at best) moves a quarter speed with no off-balance penalty... If they try the check and fail, they're down to the same situation as the "none of the above", except they're limited to 1/4 move! that doesn't make sense. They should either be limited to 1/4 move, or no move.

**6. Page 5, section on Fire.** Rules quibble here, but the way it's stated doesn't make a whole lot of sense. I much prefer your? statement in the forum that spell effects are magical - they work underwater the same as on land. In particular, the notes for fire spells say that if the spellcraft check is successful, they create a bubble of steam instead of the usual effects. Okay, but then it specifically states that the water surface acts as a barrier, stopping the spell effects on one side or the other. That doesn't make sense if the effect is turning the water into steam (if anything, steam rises...) And, of course, it doesn't deal at all with any of the other spell types (acid, sonic, electricity, cold). It also would have been real nice to have a section on casting spells underwater - obviously, you've got a problem with spells that have verbal components, and you're holding your breath....

**7. Page 5, section on Underwater Visibility.** The concealment limits don't make sense - It says everyone has 1/4 concealment at 50 feet, 1/2 at 100 - this means to me that from 0-50 feet, there's no concealment, and from 50-100, there's 1/4. However, when you get to 9/10s, it says at 200 feet, there's 9/10s concealment, and beyond 200, there's total concealment. This means that a character standing at 199 feet has 3/4s, a character at 200 has 9/10s, and at 201 has total? I.e., there's a single spot rather than a range for 9/10ths concealment? Pretty strange - either the total concealment should start at 250 ft., you should scale the ranges down to 40 feet per, or you should dump the 9/10s "spot". I'd think it was a typo, but the+rules are exactly repeated with the same oddity in the murky water part. Also, the invisibility section at the end - how does this apply with the attacks from land section? i.e., if an invisible creature is waist heigh in the water, wha sort of concealment does it get?

**8. Page 5, section on Holding your Breath.** Last effects of water question. The first line says "any character can hold his breath for a number of rounds equal to twice his constitution score." Then, at the end, it says "vigorous activating, such as fighting, strains the character, reducing the time a character can hold his breath to a number of rounds equal to twice his constitution score." I presume the "twice" in the second line is a typo, and should be removed?

**9. Page 6, the Vuoor description.** The monk doesn't get a bite attack?

**10. In area 6 of the Web Enhancement,** the Wraiths should only have 32hp, not 82.

This FAQ is the result of over a year's DM'ing Monte Cook's grand adventure, *Return to the Temple of Elemental Evil* (lovingly abbreviated *RttToEE*), by hundreds of DMs around the world. During the past year, many questions have cropped up sufficiently often for them to be included in this FAQ. While we do not suggest that DMs can find the answer to every question that'll arise, this FAQ will cover essentials such as plot, level requirements, and how to kill D'Gran.

The FAQ is structured as follows:

**Beginning the Adventure**

Setting  
Characters

**Running RttToEE**

**Discovering Secrets**

**Hommllet**

**The Moat House**

**Nulb**

**Rastor and Mount Stalagos**

**The Crater Ridge Mines**

**The Fanes**

**Recovered Temple**

While every contributor to this FAQ should be lauded for his or her efforts, it's sadly impossible. The practice of crediting each entry arose when the FAQ was already established, and assigning the blame for every piece is unfortunately impractical. Rest assured that behind every contribution lies hundreds of gaming hours and decades, if not centuries, of gaming experience.

In closing, this FAQ, like its companion pieces *The Errata* and *Best of the Boards* (the latter of which is only found online at Monte Cook's message boards right now), is a work in progress.

Enjoy.

*Siobharek*

---

**Common Abbreviations**

RttToEE or RTEE: *Return to the Temple of Elemental Evil*  
Big T: Tharizdun  
Big U: Utreshimon, the blue dragon in the moat house  
EEE: Elder Elemental Eye  
CRM: The Crater Ridge Mines  
ToAC: Temple of All-Consumption

---

## FAQ: BEGINNING THE ADVENTURE

### Setting

One thing that should be noted is that RttToEE is huge! For many, this adventure will not be part of a campaign, it will *be* the campaign. Taken from its beginning to the end, the adventure will take up many, many sessions (at least a year), so planning another, campaign-length, quest for the PCs to follow may be too much. YMMV, but I suggest that you plan your entire campaign with this adventure in mind.

#### Q: Are there any RttToEE links?

Absolutely! Here they are:

[Triumvirate of Bastages Presents...Urodia](http://www.alba-ker.com/urodia/index.cfm) (<http://www.alba-ker.com/urodia/index.cfm>)  
[ZansForCans RttToEE Resources](http://zans.clanplaid.net/) (<http://zans.clanplaid.net/>)  
[ZansForCans \(Note: choose Yes then Guest Account\)](http://www.codefuries.com/private/GEAS/wot.cgi?campaign_id=15) ([http://www.codefuries.com/private/GEAS/wot.cgi?campaign\\_id=15](http://www.codefuries.com/private/GEAS/wot.cgi?campaign_id=15))  
[ZansForCans \(auto login\)](http://www.codefuries.com/private/GEAS/wot.cgi?username=guest&password=guest) (<http://www.codefuries.com/private/GEAS/wot.cgi?username=guest&password=guest>)  
[chartam's Mini List](http://www.josephwu.com/dnd/rtttoee/) (<http://www.josephwu.com/dnd/rtttoee/>)  
[chartam's Tales of Achar](http://www.josephwu.com/dnd/) (<http://www.josephwu.com/dnd/>)  
[Darktheatre Adventure Resource](http://www.darktheatre.net/dnd/index.php) (<http://www.darktheatre.net/dnd/index.php>)  
[SolidSnake \(with intro\)](http://www.duke.edu/~nah6/) (<http://www.duke.edu/~nah6/>)  
[mak's Finnish site](http://www.geocities.com/vmmakkon/pages/rtoee/) (<http://www.geocities.com/vmmakkon/pages/rtoee/>)  
[Praetor's site \(Guy from Belgium\)](http://dungeons.sloclan.ath.cx:8080/) (<http://dungeons.sloclan.ath.cx:8080/>)  
[LostSoul](http://www.houseoflucas.com/mike/dnd/TempleEvil/DnDTempleEvil.htm) (<http://www.houseoflucas.com/mike/dnd/TempleEvil/DnDTempleEvil.htm>)  
[The Trinity Campaign](http://www.darkfane.net/Trinity/Characters/characters.html) (<http://www.darkfane.net/Trinity/Characters/characters.html>)  
[When Darkness Falls](http://www.users.bigpond.net.au/greyhawkcampaign/) (<http://www.users.bigpond.net.au/greyhawkcampaign/>)  
[Stuart's RttToEE Campaign \(Lorrin\)](http://homepage.ntlworld.com/cmnnash/stuarts/index.htm) (<http://homepage.ntlworld.com/cmnnash/stuarts/index.htm>)  
[Yahoo! RttToEE Group](http://groups.yahoo.com/group/rtttoee/) (<http://groups.yahoo.com/group/rtttoee/>)  
[Andorax's Home Page](http://www.firedragon.com/~andorax/) (<http://www.firedragon.com/~andorax/>)

#### Q: I see the module is set in Greyhawk, but I don't own any of the books. Where can I find more info?

*courtesy of Zenon (and by extension Grodog over on ENWorld)*

If you feel like paying for background info on Greyhawk - Pick up the *Living Greyhawk Gazetteer* (Wow, with new cover, that's why they weren't printing more):

[http://www.amazon.com/exec/obidos/ASIN/0786917431/qid=1032891458/sr=2-1/ref=sr\\_2\\_1/102-3951858-7464901](http://www.amazon.com/exec/obidos/ASIN/0786917431/qid=1032891458/sr=2-1/ref=sr_2_1/102-3951858-7464901)

Else, here is some free stuff (*NOTE: these aren't all guaranteed to be live...*):

Grodog's Top GH Sites:

<http://www.greycitadel.com/greycitadel/greytalk.nsf>  
<http://oracle.wizards.com/archives/greyhawk-l.html>  
<http://www.ugml.org/ugml/greyhawk-l.nsf>  
<http://www.canonfire.com/html/index.php>  
<http://members.bellatlantic.net/~vze33gpz/gordmain.html>  
[http://www.nirgal.com/games/rpg/greyhawk/tides\\_math](http://www.nirgal.com/games/rpg/greyhawk/tides_math)  
<http://www.greyhawk-codex.com/>  
<http://www.tc.umn.edu/~monax002/Council/>

Maps sites:

<http://www.arrantdestiny.com/maps.htm>  
<http://www.nyrdyv.com/>  
<http://www.geocities.com/Area51/Shadowlands/4868/>  
<http://www.nirgal.com/games/rpg/greyhawk/>  
<http://home6.swipnet.se/~w-63082/>  
[http://users.erols.com/leckert/CC2\\_Greyhawk/](http://users.erols.com/leckert/CC2_Greyhawk/)  
<http://www.avalon.net/~manzabar/hawk.html>  
<http://www.angelfire.com/wi2/CC2Halfling/>  
<http://members.aol.com/cathbhadhx/>  
<http://ca.geocities.com/kanisl/>  
[http://members.aol.com/\\_ht\\_a/dreadwood/home.htm](http://members.aol.com/_ht_a/dreadwood/home.htm)  
<http://www.sodabob.com/roleplay/Campaigns/GreyhawkMaps/>

#### Living Greyhawk:

<http://www.wizards.com/rpga/LG/Welcome.asp>  
<http://www.living-greyhawk.com/>  
<http://oerth.com/>  
<http://rpga.net/>  
<http://rpga.org/>  
<http://www.bandit-kingdoms.com/>  
<http://people.ne.mediaone.net/dharrington/index.html>  
<http://www.rpga.co.za/dullstrand.html>  
<http://www.oerth.com/Dyvers/index.html>  
<http://members.aol.com/DyversMetagame/main.html>  
<http://www.ekbir.org/>  
<http://www.furyondy.com/>  
<http://www.rpgageoff.com/>  
<http://www.oerth.com/GranMarch/index.html>  
<http://www.oerth.com/Highfolk/index.html>  
<http://www.keoland.com/>  
<http://www.ket.oerth.com/>  
<http://www.oerth.com/Nyrond/index.html>  
<http://rpga.ukonline.co.uk/onwal/home.htm>  
<http://www.lunadreams.com/thepale/main.html>  
<http://www.thepale.org/>  
<http://www.lythia.com/perrenland/>  
[http://higamers.homeip.net/lq\\_ratik/](http://higamers.homeip.net/lq_ratik/)  
<http://www.seabarons.it/>  
<http://shieldlands.oerth.com/>  
<http://www.oerth.com/tusmit/>  
<http://www.duchyofulek.oerth.com/>  
<http://cyface.com/countyofurnst/maps/cou/index.html>  
<http://www.duchyurnst.com/>  
<http://www.verbobonc.net/main.htm>  
<http://www.veluna.com/>  
<http://yeomanry.oerth.com/>

#### Good fan sites:

<http://www.nyrdyv.com/>  
<http://www.bastardgreyhawk.isonfire.com/>  
<http://www.angelfire.com/rpg2/chatdemon/>  
<http://manray.csuhayward.edu/dany/shields/shields1.html>  
<http://www.users.bigpond.net.au/greyhawkcampaign/>  
<http://www.peldor.com/>

<http://www.hierax.com/greyhawk/>  
[http://www.geocities.com/ke\\_tonwall98/](http://www.geocities.com/ke_tonwall98/)  
<http://www.timebomb.on.ca/denist/greyhawk/>  
<http://www.nuketown.com/pirates/>  
<http://talmeta.net/>  
<http://home.att.net/~david.r.ross/NightBelow/tharizdun.html>  
<http://perso.wanadoo.fr/froon/GH/FrGRey.htm>  
<http://www.cmc.net/~rtaylor/greyhawk/>  
<http://www.geocities.com/TimesSquare/5878/>  
<http://www.io.com/~lepidus/wept/adndhome.html>  
<http://hometown.aol.com/dmwog/mainwog.html>  
<http://www.geocities.com/TimesSquare/Lair/8572/greyhawk/greyhawk.html>  
<http://members.aol.com/Laggamundo/scroll.html>  
<http://members.aol.com/CultOfTheDragon/index.html>  
<http://www.domicus.demon.co.uk/>  
<http://www.geocities.com/TimesSquare/Fortress/5497/index.html>  
<http://people.ne.mediaone.net/danielrcollins/dnd3.html>  
<http://www.geocities.com/wildbillhackcock/CityOfGreyhawk.html>  
<http://www.pathcom.com/~kat/GeoffWeb/Geoff.html>  
<http://www.sonic.net/~hezleigh/d&d/greyhawk.htm>  
<http://www.nirgal.com/games/rpg/greyhawk/>  
<http://www.geocities.com/maximusbutticus/>  
<http://www.avalon.net/~manzabar/hawk/index.html>  
<http://www.avalon.net/~manzabar/hawk/gh-download.html>  
<http://hp3000.empireclassic.com/fiction.html>  
<http://www.angelfire.com/rpg/oerth/index.html>  
<http://www.nuketown.com/griff/>  
<http://www2.go-concepts.com/~malachi/Index2.htm>  
<http://home.att.net/~david.r.ross/NightBelow/index.html>  
<http://www.crosswinds.net/~paladini/index.htm>  
<http://www.io.com/~wsmallman/ivid.html>  
[http://www.geocities.com/ricdii/Top\\_page.htm](http://www.geocities.com/ricdii/Top_page.htm)  
<http://www.geocities.com/TimesSquare/Tower/8841/links.html>  
<http://www.geocities.com/merricb/dnd.htm>  
<http://www.geocities.com/Area51/Keep/3762/>  
<http://www.irishgaming.com/greyhawk/welcome.htm>  
<http://www.geocities.com/pach.geo/greyhawk.html>  
<http://home.earthlink.net/~rcarey2/>  
<http://hometown.aol.com/qstor/greyhawk1.html>  
<http://www.employees.org/~claycle/dnd3e/history/>  
<http://crew-solutions.com/southprovince/>  
<http://home.att.net/~goblyn/DNDPage.htm>  
<http://www.sodabob.com/roleplay/>  
<http://www.stormkeep.net/>  
<http://www.telvar.net/>  
<http://hometown.aol.com/dreadwood/home.htm>  
<http://www.geocities.com/TimesSquare/Realm/5037/main.html>  
<http://www.accesscomm.ca/users/arcturus/greyhawk/greymain.htm>

**Q: I want to run RttToEE in the Forgotten Realms. Where should I place the various towns and cities and what other things should I consider?**

The Realms has several locations which may be appropriate. Following is a look at what other board members have done:

*Notes by ruleslawyer:*

After working on my own FR adaptation of RttToEE, I've realized that an adaptation will depend very much on the player knowledge of the Realms and of the original ToEE module, and on how much you, as DM, want your module to interact with official FR material.

My suggestions are as follows:

- 1) If your players are familiar with the old module, keep the Town of Hommlet. If not, feel free to use an established Realms town (Ashabenford, Highmoon, etc.), in place of Hommlet and simply use details given for Hommlet (maps, temples, businesses, NPCs) as needed.
- 2) If you want your campaign to interact closely with official Realms material, put Hommlet, Nulb, and Rastor in well-detailed locations (the Silver Marches, the Dalelands, Cormyr, vicinity of Waterdeep). If you prefer to have more of a "home-brew" campaign, you may wish to do as Harrowed Smiley has done and set the campaign more off the beaten track.
- 3) Make sure to deal with the interaction between Tharizdun and FR cosmology. If your players are familiar with Ao, the Realms's overpower, you need either to put Ao and Tharizdun on par (meaning that Tharizdun could overthrow the entire Faerunian pantheon, INCLUDING Ao) or make Ao the overwhelmingly powerful TRUE overpower of all planes and times, so that the FR cosmology is not something that he naturally would be expected to step in and save.

My RttToEE campaign is as follows:

- 1) Setting: Hommlet becomes the town of Ashabenford (Mistledale). I don't have drow running around on the surface, so no worries there. Burne and Rufus become the leaders of the Riders of Mistledale, and thereby the true power in the Town.

The Darkwatch becomes the old ToEE, sacred to Moander. The CRM is set within the Desertmouth Mountains. Communication between the old and new Temples is handled by gate.

2) Deities:

Pelor = Lathander

Ehlonna = Mielikki

St. Cuthbert = Helm (the Watchful, patron of the Riders)

The Elder Elemental God = Ghaunadaur

Zuggtmoy = Moander

Iuz = Bhaal before his death (thereby explaining all the assassins running amok in the ToEE)

Tharizdun, of course, stays Tharizdun. I always have used a cosmology where Ao = the DM, i.e. an impartial, omnipresent being with total control and authority over the entire cosmos. FR's unique in that it's one of the few places where people have seen his manifestation. If Tharizdun destroys the Realms, Ao won't bat an eye.

- 3) NPCs: No big changes, except that Thrommel becomes the missing Princess Alusair Nacacia (Cormyr is still around IMC).

*Notes from ronin:*

I used White Ford on Archenbridge as my "Hommlet". I decided to use Archenbridge for my "Verbobonc" replacement. IIRC correctly Archenbridge is considered a large city of about 40,000 people.

I set the Crater Ridge Mines in the Thunder Peaks and the time to travel there was about 8 days by horse IIRC. My group has had access to teleport for some time now so my memory is a little fuzzy

on some points. I placed Rastor at the foot of the Thunder Peaks and if the players would have asked why it wasn't on the map I would have told them it was too small to be represented.

I put the original ToEE next to the Archwood Forest about a 4 hour walk from White Ford. Nulb is closer to the ToEE of course and I left the name the same.

I basically changed most of the gods using the chart in the FRCS and I did not change Tharizdun. I had Thrommel be from Cormyr (along with Jolene who actually played a part in my campaign). He was still royalty but not in line to succeed as king.

#### *Notes from 00Ash:*

##### Locations:

- Hommler is now Ashabenford

This works VERY well since almost all of the components of both towns line up perfectly and Ashabenford has a unusually good write up in the FRCS. The only downside is the closest big city is Hillsfar and forget about going through THAT forest with out gaining like 8 levels. and then there is the whole fact about Hillsfar being the racist capital of Faerun.

- Rastor is now some basically undescribed little mining town in Mistedale which name escaped me but the change over fits nicely but you may have to move the towns location SW a bit

- The Crater Ridge Mines are now located in the Thunder Peaks and I know this isn't too great with Tilverton and well the rest of the peaks being there but it has managed to work out.

##### Gods:

-Tharizdun stays Tharizdun

I found no real reason to change him i just reasoned that due to the unsuccessfulness of trying to get into Greyhawk is taking his shot at Toril. I contemplated changing him into one of the elder drow gods (Ghaunadaur) but decided it wasn't worth it, i've actually been thinking about making big t an aspect of said drow god and have only the triad know but i'll have to think about it more.

- The rest of the gods

Can be converted by using the table near the beginning of the FRCS

And I think that is all I've changed.. and now the PCS can't get help because everyone is concerned with the drow raids

#### *Notes from SSShadowcat7:*

I also have been running RttToEE in the FR setting, but one that is drastically changed from what is considered normal. Here is the timeline I have devised. It strays from the normal FR timeline beginning about 20 years ago in game time.

1358 Year of Shadows: The Time of Troubles (Godswar, Avatar Crisis). Gods walk Toril in mortal form. Destruction of many of the gods. Ascendancy of Cyric and Mystra. Dead magic and Wild magic areas appear. Plague spreads throughout Faerun, decimating population. Wild magic nearly levels Cormyr, and numerous gates to the lower planes open in that area, releasing hordes of demons and devils. Cormyr abandoned. Sembia begins construction of wall.

1359 Year of the Serpent: Within the year the plague has ended, but with a horrible aftermath. Nearly \_ of the population of Faerun is dead. Most Chosen of the gods have been called home. The population that is left blames the gods (unaware of their weakened status) and most turn away from them. The gods' power is weakened even more. In the ruins of Cormyr demons and devils do battle, continuing their age old feud. By the end of the year they have established bases of operations and tenuous borders within what once was Cormyr. The demons hold the south while

the devils control the north. The elves withdraw from daily mortal affairs. They are seen less and less often in the cities and towns of men.

1363 Year of the Wyvern: Sembian Wall completed. A red dragon of enormous size and unknown age ravages what is left of the Dalelands and the Moonsea region. Surprisingly enough Zhentil Keep and the remains of the Zhentarim manage to drive it off, but not kill it. It disappears into the mountains surrounding the Moonsea.

1368 Year of the Banner: The Tarrasque is accidentally awakened in the Cormyrian Wastelands by exploring devils. It destroys much of what was built by both factions of fiendish forces before disappearing and apparently becoming dormant again.

1369 Year of the Tankard: Sembia and the forces of the Dragon Coast rally and drive off hordes of sahuagin that mass and attack coastal towns and cities. Trade between the seafolk and ports of the Inner Sea sharply increases. Tenuous trade routes established between the Moonsea and the Inner Sea area, both overland and by water.

1372 Year of Wild Magic: Bane returns.

1373 Year of Rogue Dragons: Flight of dragons over the Inner Sea. Many take up residence in the surrounding areas.

1377 Year of the Haunting: Sharp increase in the reports of undead in the areas north and west of the Sunset Mountains.

1378 Year of New Beginnings: The current year.

I have placed Hommlet somewhere north of Sembia with Rastor and the Temple of All-Consumption in the central region of the Thunder Peaks.

As for the gods, well, if you read the above you know they are reduced in power. Perfect time for Tharizdun, an ancient and forgotten deity of immense power to attempt to rise again. I have changed Ehlonna to Mielikki, Pelor to Torm, and St. Cuthbert to Helm. Zuggtmoy has remained unchanged. She is merely a minor demon goddess who once held great power. Iuz has been turned into Ghaunaudar.

Thrommel was a noble of Old Cormyr who helped lead the first battles against the original temple. Since that time he has been captured and corrupted into his current form.

*Other suggestions include:*

Hardcastle at the border between Unther and the Shaar

The Icerim mountains in Rashemen

The region north east of Waterdeep, using Yartar for Hommlet, Beliard for Rastor and positioning Nulb just further upstream along the Dessarin from Yartar with the moathouse, old temple and CRM in the Dessarin hills.

*WarrenWright, 00Ash, ruleslawyer, Andorax, ronin, Pink And Brown Cow, ronin, SSShadowcat7, HeresDaryl, and madfox contributed to this entry.*

## Characters and Plot

**Q: Should characters be built up from 1st level or started at 4th?**

Couple of things to keep in mind here. This is a module with a very high attrition rate. So those carefully constructed characters built from 1st level might just die in the first encounter of the

module (Big U). But starting at 1st with this module in mind has its own benefits, and elements and NPC's from Hommlet can be integrated into your campaign. As this is a very long module, 1st-3rd levels are a great chance to build in character hooks that will keep the players focused on the overall goal.

**Q: OK, I want to start with 1st level characters. What modules work as good precursors to this?**

*The Burning Plague* (<http://www.wizards.com/dnd/article1.asp?x=dnd/oa/oa20000801a,3>) free download from WotC has been used successfully many times. *The Crucible of Freya* (<http://www.necromancergames.com/products.html>) and its downloadable supplements also work well. The clerics in either module may be modified to be clerics of EEE to more closely tie in to the module.

Starting off with *The Sunless Citadel* and *The Forge of Fury* from WotC also seems to be common. Many DMs report that planting leads in *The Forge of Fury* to Hommlet works OK.

09/17/02: *New Suggestion*

Andorax has pieced together an excellent adventure track which will get 4 1st-level characters to level 4. Find it at his web site (<http://www.firedragon.com/~andorax/>).

**Q: How many characters do I need?**

RttToEE was designed for a party of 4, and seems to work best for 4-6. If you have 2 or 3 characters, consider running one or more of the Hommlet NPC's as a permanent party member. If they want to make a go of it with fewer than four, pay special attention to encounters which may take 1 or 2 of them out of play (hold person, fear, confusion, etc), as those encounters have a good chance of leading to a TPK.

**Q: How many characters are too many?**

Consensus is generally that things usually bog down with 8 or more. Several possibilities here. An assistant DM is often very useful with large groups (someone to run NPC's, run combats, look up spell effects, etc). If no one is interested in that role, consider splitting into 2 groups. Run the parties separately, but allow them to affect each other (i.e. party 1 cleaned out the main gate, it is now deserted for party 2).

**Q: Man, this thing is long! What's the basic plot?**

(courtesy of Siobharek)

- Party comes to Hommlet and finds reason to investigate the moat house.
- Party finds evidence in moat house that a cult is working in secret in Hommlet.
- Party finds cult and discovers clues about a village called Rastor
- In Rastor, Mount Stalagos and its mines are only 6 miles away and 50% of the village know of some cult wearing ochre robes.
- In the CRM (Crater Ridge Mines), the party discovers that there is a group of masters or "Doomdreamers" who are working at some strange task.
- In the Outer and Inner Fane, the party discovers that they must return to the Temple of Elemental Evil outside Hommlet to stop the cult freeing the dreaded god, Tharizdun!
- In the partially excavated dungeons under the temple, the party faces many doomdreamers and even an Elemental Prince before saving the Oerth as we know it.

**Q: What levels should the party be for what parts of the module?**

The adventure assumes that you begin play with 4 4th-level characters. Adventuring in Hommlet and environs should bring PCs up to level 5. The overview map of the Crater Ridge Mines show the recommended levels for the various sections of the dungeon. The Outer Fane seems to be a level 11-12 proposition, the Inner Fane level 13, and the grande finale in the Recovered Temple is a challenge for level 13-14 characters.

**Q: How do I get the party involved in Hommlet and how do I get them from Hommlet to the Moat House and back again?**

Renne seems to be the most common way of luring the players in. Her dad, Spugnoir, runs the potions shop and often explores the moat house. He's "missing, having disappeared a few days ago." (p. 16) Another common lead is having Spugnoir be an acquaintance of someone. Note, however, that he's been in Hommlet for 12 years (you can in fact find him in the original Temple of Elemental Evil adventure, p. 15 in area 10 of the Inn of the Welcome Wench)

How to get the party moving, Geynor Ton in area 32 of the Moat House carries a journal. In that journal, there is a reference to the flour mill, as well as to Chatrilon, who brought them food. The journal is reprinted on p. 189.

In the mill, Master Dunrat has a message in his iron trunk from Naquent (Hedrack's second-in-command in the Outer Fane). This message refers to Tal Chammish in the village of Rastor.

**Q: But what about Nulb and the Ruined Temple?**

These are not necessary or relevant for the adventure as such. Nulb is quite a handful for most 4th-5th level parties because of the many incorporeal undead there. Note that even though the party kills Lareth, he will return as the Champion of Elemental Evil.

The Ruined Temple is now a fortress to a band of hobgoblins. The hobgoblins have no interaction with the cult and may in fact be enslaved by it, depending on whether you follow the text on p. 32 ("Stage 2"), which says that the hobgoblins still occupy the complex above-ground, or whether you follow the text on p. 7 ("Hobgoblin Attitudes"), which says that PCs may recognize some of the hobgoblin slaves if they didn't kill the hobgoblins in the temple above-ground).

---

## FAQ: RUNNING RTTTOEE

### **Q: I need to find a miniature for in the adventure. Any suggestions?**

Andorax started, and I've expanded upon, a list of miniatures for this adventure. You can find it here (<http://www.josephwu.com/dnd/rtttoee>). So far, the list covers up to the end of the CRM.

UPDATE: The list now covers all NPCs and monsters in the adventure. However, not all of the creatures have minis picked out for them.

Also, the minibase a tool I built to help you find minis easier can be found here (<http://www.josephwu.com/dnd/minibase>).

*Chartam Plicatus*

### **Q: The Hivemind has really made a lot of handouts! Is there someplace I can find them?**

The RttToEE Yahoo Group (<http://groups.yahoo.com/group/rtttoee/>) contains a lot of downloadable files, drawings, and maps as well as a Prestige Class, Heromachine settings for a bundle of NPCs, and lots'n'lots of other great stuff. If you've made something you want to share, there are (at the last count) 470+ RttToEE DMs who'd love to ~~steal~~ be inspired by your work.

*Update, February 2003: The files area of the Yahoo Group unfortunately seems to be inaccessible, so at this point, looking for individual campaign sites seems to be your best bet.*

While the Hivemind has made many great contributions, one perhaps deserves being singled out: Lenny8088's site (<http://www.darktheatre.net/dnd/>) contains handouts, Verbobonc information, and a fairly complete listing of all the monsters in the adventure.

---

## FAQ: DISCOVERING SECRETS

**Q: Where is Tharizdun first mentioned to the players? The Elder Elemental Eye appears quite early. But what about Tharizdun?**

There are DC's for Knowledge Religion checks in the introduction to the module (p.5), so if your players stumble onto a symbol, you know what chance they have of recognizing it.

Many of the clerics in Hommlet have some idea about Tharizdun. And some are even suspecting a connection between the (relatively) well-known Elder Elemental Eye, which was also found in the original Temple of Elemental Evil, and Tharizdun.

**Q: Where can I find out more about the history of Tharizdun?**

*ZansForCans notes:*

Here are a few places that I've found helpful. Be aware that the published history/details are in conflict. The second link talks a bit about this in detail. RTEE certainly takes this issue to the next level and even a place that some long-time Greyhawk fans are not comfortable with. The last link in particular sheds a little light on their discomfort (look for the EGG Q&A section) and is included for curiosity more than info...

<http://greyhawk-codex.com/codex/greyhawk/religion/tharizdunq.htm>

<http://home.att.net/~david.r.ross/NightBelow/tharizdun.html>

[http://www.canonfire.com/html/modules.php?name=Downloads&d\\_op=getit&lid=58](http://www.canonfire.com/html/modules.php?name=Downloads&d_op=getit&lid=58)

**Q: Who are the following characters: Ogremoch, Olhydra, Cryonax, Yan-C-Bin and Zuggtmoy? Where can I find their stats?**

Ogremoch, Olhydra, Cryonax, and Yan-C-Bin are the other Princes of Evil Elementals (similar to Imix). They are mentioned on p133 as well as p137.

Their respective elements are:

Ogremoch - Earth (stats at <http://www.enworld.org/cc/converted/elemental/ogremoch.htm>)

Olhydra - Water (stats at <http://www.enworld.org/cc/converted/elemental/olhydra.htm>)

Yan-C-Bin - Air (stats at <http://www.enworld.org/cc/converted/elemental/yan-c-bin.htm>)

Cryonax - Ice (stats at <http://www.enworld.org/cc/converted/elemental/cryonax.htm>)

Zuggtmoy is the Demon Queen of Fungi and Mold. Her involvement in the original Temple of Elemental Evil is detailed in the history section of the module, p5-6. You'll also find a reference to her in the sidebar on p134 and in the Grand Altar description on p135.

As of this writing, Zuggtmoy's stats have not been converted to 3E.

---

## FAQ: HOMMLET

**Q: Where should Dunrat go if he survives the encounter with the PCs or does not meet them at all?**

Per Andorax's suggestion, give Dunrat a special follow-up mission: to go to Nulb and check up on Lareth. This is a handy way of advancing the action to Nulb in case your players botched the moathouse, have lost the trail of clues, and don't know what to do next.

---

## FAQ: THE MOAT HOUSE

**Q: The map of the moathouse dungeon is a little unclear. It appears there are stairs in Area 24 that are either connected to 24 or adjacent to it. Which is it?**

The stairs are not accessible from Area 24. They can only be reached from the small 10x10 area between the two secret doors in the southeast corner of 24.

Basically, the stairs go north from that secret hallway and turn west, ascending to connect with Area 7 in the upper level of the moathouse.

The heavy line marking the wall should be on the east wall of Area 24, not the north side of the secret passage as is shown.

*Zagig, Belial, FreeThinker, and Infiniti2000 contributed to this entry.*

**Q: One of my party members was petrified by the cockatrice in the moathouse. The party is trying to find a 11th level wizard who can cast *stone to flesh* on their comrade. Unfortunately Burne in Hommlet is only a 10th level wizard. What do I do?**

Canoness Y'Dey can cast the 5th level clerical spell Break Enchantment which will dispel the petrification. According to p.13, this will cost a 500gp 'donation'. Also, the party will have to wait a day, since Y'Dey currently doesn't have the spell prepared.

This is an excellent opportunity for nice roleplaying scene with the Canoness.

*Thanks to checkstop for bringing this issue up.*

**Q: How does the grell's grapple ability work?**

First of all, be sure to check the revised stats for the grell in the Monster Manual II. They clarify a few things (like proper advancement, racial bonus to grapples, etc.)

Another thing to keep in mind is that despite the dramatic picture in the module, grell are only Medium-sized.

The grell has Improved Grab. If the grell hits an opponent one size smaller than itself (ie Small size) or smaller with a tentacle attack, it gets a free grapple check at +20 (+1 Str, +3 BAB, +16 Racial), assuming the grell uses his whole body (in this case, all tentacles) to try to hold the opponent. If he uses just one tentacle, he gets a -20 to the roll, as all creatures not using their whole body do.

According to the D&D FAQ, the number of Grapple attempts you can make is based on your BAB. Since there is nothing in the Improved Grab description that changes this limit, the grell can only make ONE Improved Grab attempt per round, whether it's using 1 tentacle or all 10.

If the opponent is Medium-size or larger, the grell can NOT use its Improved Grab ability. However, it can initiate a normal grapple attempt -- with all the appropriate grappling rules, like provoking an AoO when attempting the melee touch attack.

*Brekki, CrossNightwalker, deafdungeonmasterRIT, morbiczer, and Tristan DArque helped contribute to this entry.*

**Q: The gem and the black fruits are really cool! Must you use the *torch of revealing* to get to the gem?**

According to the description on p. 28, "The pinpoint tip of the obelisk, if viewed in the light of a torch of revealing (see Appendix 1), is actually purple-colored gem of unknown make."

The wording is ambiguous, but consensus says that the gem simply isn't there, unless light from a torch of revealing falls on it.

As the torch is magical, a reasonable result for an identify would be: "This item, if filled with a special fuel, will reveal hidden things in temples for The Sleeping God."

This, IMHO, is on par with the difficulty of finding other stuff (e.g. the statue and the altar in the ghoul warrens or the Temple in the Outer Fane.

*Zagig, baeleth, and Siobharek contributed to this entry*

---

**FAQ: NULB**

**Q: My party killed Lareth! What can I do?**

When the forces of the ToAC knows who the Champion is (through Satau the Mind Flayer oracle), they will resurrect him in any way possible, or rescue him if he is captured. Another option is to make someone else (either a new NPC of yours or someone else, like Choranth, Varachan or Elmo) Champion instead.

---

**FAQ: RASTOR AND MOUNT STALAGOS**

**Q: How do I get my players to Rastor and the ToAC?**

Several options:

- 1) There's a note in Dunrat's chest, detailing a wagon coming from the town of Rastor in the Lortmil mountains to collect the artifacts that were recovered in the moathouse. This should send the party to Rastor to investigate, and there they will hear about a cult hiding out in the nearby mines/volcano.
- 2) Question the people that travel with the wagon or any of the cultists (though getting the information directly from them might be a challenge).
- 3) The corpses of the miller and his wife could be found and questioning them learns that the miller heard his murderer talk about Rastor several times.

- 4) Remember that there is another cultist scouting the Temple of Elemental Evil (per the random encounter chart). Who knows what kind of papers she has on her. Or she might be captured by the hobgoblins and subject to interrogation once the party has defeated them. There are also several agents of Iuz in the area. You could use them to impart some info to the PCs.
- 5) Lareth can direct the party to Rastor, for the right price.

**Q: Rastor seems under-developed. What can be done to give it more detail?**

*Multiple takes:*

*Siobharek (in part quoting others)*

One idea that sticks with me is adding a small keep and a degenerate noble family to the village. This nobleman is of course completely dominated by Tal Chammish and other (unspecified?) denizens of the ToAC. The whole thing was influenced more than a little by an H.P. Lovecraft story.

The same poster also remarked that since Mt. Stalagos was only 6 miles away, it would be quite plausible for the proximity of such great evil to produce strange mutations. Given the new info in BoVD about effects of lingering evil, that would be a strong possibility indeed.

Other than that, Rastor - as written - is too poor to offer the PCs anything. It's a stopping point en route from Hommet to the CRM, and as fully half of the population knows about ochre-robed people from the mountain, it's a piece of cake for any PC with a Charisma above 6 to gather information that will lead him in the right direction. About the only other purpose of Rastor - again, as written - is for Tymerian to warn the PCs from just flying over the crater and into the Fanes.

Apart from the above, I know that a good many posters here have used Rerrid Hammersong as a minor contact/patron to steer the PCs towards the lost temple of Moradin. This, of course, works best if the party includes a dwarf.

Once the temple is found, it affords the PCs a safe place to stay, as Rerrid & Co. move in at once. Not a few posters have allowed their PCs this luxury until it is time for the party to head for the Fanes. Then Thrommel is dispatched to turn all the common dwarves into vampire spawn and Rerrid into a full-fledged vampire. One poster made the nasty suggestion of having Rerrid the Vampire be crucified, and moan piteously when the PCs enter the temple (think Mines of Moria here). As the PCs take hold of him to get him off the cross/wall/whatever, Rerrid is in a fine position for a grapple as the spawn rise behind the PCs...

Personally, I ran Rastor pretty much as written. I emphasized the incongruity of orcs and dwarves living peacefully in the same area, and I boosted Tal Chammish a little to at least give him a fighting chance. Other than that, and the fact that I had some gnome merchants move in once Tal was dead, I didn't use Rastor much. And my party has ceased stopping over in Rastor for fear of bringing down the wrath of Hedrack on the little town.

To sum all this up, here's what I think everyone should focus on in Rastor:

**The Tanbrosh situation.** Depending on your preferences, this can drag out or be dealt with quickly. Make sure that whatever consequences arise from the PCs' actions are carried through. I'm sure that many Rastors have been depopulated because Tal was killed and the PCs moved on. Also look out for the opportunity to get a PC hooked.

**Tymerian.** She was part of a party that also included the bard in the Fire Temple. Andorax suggests that the party also included Vister the paladin and.... the insane monk (?). Make up a complete story for her about how she was captured and how she escaped.

**Rerrid Hammersong and the other dwarves.** Are they the last of the original denizens of the Stalagos mines? How much can they tell about the layout of the mines. IMC, The Stalagos mine was created by a large clan a little to the north. This clan, living in the fortress Dorob-Kilthduum was overrun by orcs and is now haunted. The Rastor dwarves are survivors from Dorob-Kilthduum and only came to the CRM after Dorob-Kilthduum fell. The orcs' attacks were of course orchestrated by the Doomdreamers, so when the refugees came to Mt. Stalagos, it, too, was under attack, and their memories are clouded by that. Read more about Dorob-Kilthduum and a fuller take on the County of Verbobonc in Oerth Journal, issues [8](#) and [9](#).

**The Orc/Dwarf dynamics.** These guys actually live together in peace! If the PCs go medieval on the orcs, Rastor may become less than enthusiastic about having them.

### *Grumgarr*

I wanted Rastor to come across as an Old West frontier boom-town gone bust. Right down to the swing-door saloon and run-down cathouse. Grim hardworking men and women, with an undercurrent of simmering violence waiting to erupt.

The gold rush of prospectors moving in around Mount Stalagos was the real reason humans moved into the area...the dwarves had laid claim to the rich veins in Mount Stalagos itself, but the rest of the area was rich in volcanic deposits too, so a lot of folk got rich quick, and the town grew up to relieve the prospectors of some of their wealth...enter the Doomdreamers...

The dwarves get slaughtered/driven out by the DDs and their summoned elementals and demons. Suddenly the richest veins were off-limits. Only the long-lived dwarves remember anything other than rumour and hearsay about the priests - almost everyone in town knows that the crater is occupied by some priests and that they have guards to ensure their privacy...no-one in town goes near the crater if they know what's good for them...the priests leave folk in town alone for the most part, so they're just the 'old haunted house on the hill' to most folk in town. Plus they come to town for supplies. Out of town, folk go armed and don't travel alone - giants and other dangerous creatures haunt the hills at times. The occasional well guarded merchant caravan detours to Rastor - providing a brief flash of colour and variety in an otherwise drab, shabby town.

The orcs moved into the area a generation or more ago and after tense beginnings and not a little bloodshed an uneasy truce developed - orcs now trade in town, though they don't live there - their camp is in the hills nearby - a track leads off into their territory...heavily armed groups approaching the orcs' camp will be treated as enemies...if you want to go see the orcs, tread softly. Racial tensions between the dwarves and half-orcs of Rastor still flares once in a while, fuelled by old anger and strong drink.

Rastor is now a rough-and-ready backwater, almost lawless. That's far from a license to do whatever you want though. Outsiders making trouble will get on the wrong side of more than just their 'victims'. There are still good folk in town, but it's a place to get lost, so drifters and folk on the run or looking to forget their past or be forgotten end up here too...people drift in and out and the town is slowly fading away as the prospectors' finds become thinner over time... Eventually only the stubborn dwarves will remain, hoping that someday they might reclaim Mount Stalagos.

The Doomdreamers wealth and funding for their plans has come in large part from the rich veins of gems, gold and even some mithril found in the Stalagos mines - they have not been idle since taking over - now the mines are mostly played out and no longer worth the effort, given their other, more pressing plans.

Causing trouble for the priests or their supply-wagons in Rastor may bring reprisals down on the town - the blame for this will be laid squarely at the feet of the PCs who will find whatever welcome Rastor offered turned to cold-eyed resentment, even violence...and, of course, the cult has its own 'spies' in the town.

## *Andorax*

I saw Rastor as being a city built to support and facilitate trade with the CRM. Dwarves determined where it would be so as to draw a line saying "nobody comes any closer than here". As an anchor point, they built the Temple in the very center.

Humans moved in and build all sorts of buildings all 'round. The few bits of solid dwarven construction mixed in with everything from well-made large structures to shantytown shacks (and the quality of one's work reflected on how the Dwarves dealt with you, of course).

Now, it's a very sad place. IMC, Rastor is the home of the last remnants of the dwarves of the CRM. Rerrid himself was a youngster, just about to go into the clergy and be welcomed into the temple when everything went wrong.

There's too few dwarves to attempt any retaking of the CRM. There's too few for anyone to move anywhere else without "destroying the clan". They're hanging onto a way of life they can't ever get back. As a result, it takes more than just "discovering" the Temple...the Dwarves have to be either very compellingly convinced or be absolutely certain they can return safely before they'll abandon the only home the clan has left, Rastor.

Enter the Orcs. The Dwarven hatred of the Orcs continues unabated. They have no love for the foul creatures, and would love to see them all dead if they could manage it. Alas, two things stand in their way. First, the Dwarves are too few, and dare not risk their dwindling numbers on a pointless gesture. Second, the human population wouldn't abide it.

Why? Well, with the Dwarves no longer mining, the main reason for Rastor to exist as a trade town is gone. Much of the town is gone, many of the people moved on. Those that remained had to invent a whole new economy, and have welcomed the Orcs as trade partners in the place of the Dwarves.

Now, gem traders and metal merchants have gone into furs and exotic animal bits, supported by Orcish trappers.

I even worked this into my campaign early on...on the road to Rastor, the party ran into the corpse of an Orc trapper, complete with gear appropriate to a Ranger and four or five large steel bear traps. The Orc's chest had been completely caved in by a massive blow.

Later, when they camped that night, they heard a yowl in the distance. Investigating, they found a Mountain Lion who had fallen afoul of one of the still-set steel traps...and two rounds later, the Grey Render who had "adopted" the Lion comes traipsing into the area...lacking the intellect and manual dexterity to free his friend.

An interesting encounter, and dilemma for the PCs...how to free the (injured and angry) Mountain Lion without being turned into a gooey paste by the angry and irrational Render.

## *madfox*

My version of Rastor appeared to be an idyllic town at first glance. The streets were clean, the houses had nice colors and the people where nice. It all looked too nice to be true and this put my players quite on an edge. In my campaign I treated the village as being under the firm control of the Temple, who wanted to use it as a first discouragement to curious adventurers. Something in the trend - 'Nothing to see here. Nothing wrong. Please move along to the next adventuring site.' They even had protected the villagers on an occasion or two against raiders. Mind you, I depicted

Rarrid as a neutral aligned cleric of Dumathoin. He was much more interested in protecting the community than vanquishing evil, which led to some arguments with the PCs as well. To save traveling time, I also made him 9th level.

Of course, it did not take the PCs much time to see through the illusion. So they decided to leave the place alone, except for the occasional foray to buy food or to have secret meeting with Tymorian.

### *The Guy from Belgium*

In my version, Rastor was a filthy town

Imagine a 18th-century industrialized town: Several forges burning day and night, smokestacks spewing black inky smoke into the air which clings to the buildings.

The air is heavy and hot, the sky barely visible except for those rare instances when a strong wind disperses the canopy of smoke.

Day and night is hard to distinguish.

Sweaty individuals on the streets, moving to and from the forges or charcoal pits.

Industry: iron forges, charcoal pits, ...

Races: mostly humans, some orcs and some dwarves.

Very filthy atmosphere, my players were glad to get inside the inn where there was 'fresher' air.

*Yellowhippo, Siobharek, Grumgarr, Andorax, Madfox, and The Guy from Belgium contributed to this post.*

### **Q: Whatever became of Tymerian's (of Rastor, sidebar page 40) adventuring party?**

Well, if you'd like to tie in some of the disparate elements of the module, you can say her former companions are:

- 1) Jurikath the Bard who's being tortured in the Fire Temple (CRM 119)
- 2) The Cleric's corpse in Thrommel's chamber (Outer Fane, area 27). Or, if you prefer, one of the Dark Wights in the Blasted Yard outside the Inner Fane.
- 3) Vister the Paladin who's imprisoned in the Outer Fane's Prison (area 32).
- 4) Erdso the Monk, who's being tortured beneath the Inner Fane (Sublevel 1).

---

## FAQ: THE CRATER RIDGE MINES

### Q: How many different ways are there to enter the Crater Ridge?

Listed in numeric order (also clockwise from the west gate). I'm assuming here that the water level of the Stalagos is even with the ground level outside the crater ridge.

1 (Outside): West Gate 300' Elevation  
25/28 (Inside): Water inlet near Vranthris -5' Elevation  
46 (I): Fire Bridge 30'  
64 (O): Secret Dwarf Door 20'  
76 (I): Air Balcony 50'  
80 (O): South Gate 0'  
91 (I): Water "Bridge" Landing 0'  
100 (I): Destrachan Overlook 30'  
107 (I): Fire Window 50'  
134 (I): Earth Bridge 30'  
162 (I): Bugbear Window 30'  
193 (O): Water Secret Passage 0'  
195 (I): Water Temple (wide open inlet) 0'  
207 (I): Air Bridge 30'

### Q: My party's mage has an elemental familiar. Will that turn evil? How should I play it?

3 good answers to this one:

*Abelard said*

I would definitely have the "evil elemental" thing affect the elemental familiar in some way. It's too cool not to! Plus, what a great way for your players to experience this aspect of elemental evil. They won't be able to just forget about it when the summoned elemental goes away...

But, that being said, I'd be careful about how you handle it. First of all, the familiar's master should definitely know something is going on, even before his familiar actually succumbs to the effect, so it won't be a complete surprise. The master should know that his familiar "made a saving throw" even though that's not the exact mechanic here. (Hmm, perhaps that would be a good mechanic to bring in though: give the familiar a Will save on top of the %chance.)

I'd also consider making it (for the familiar at least) a temporary effect, something that would wear off in a day or two after leaving the affected areas. At least, make it that way at first, and in the less strongly tainted areas. That way, the familiar's master will have plenty of chance through research or whatever to figure out what's going on.

When and if the familiar does change alignments, I wouldn't sever the master-familiar bond right away. AFAIK, there aren't rules to cover this situation, so you'd have to play it by ear. At the least, the familiar would become more independent and might refuse or subvert some of its masters instructions. You could consider dropping or reducing some of its other familiar abilities, especially ones that seem to relate most directly to the master-familiar bond (e.g., share spells).

For the most strongly tainted areas (the elemental node for sure, and possibly the inner fane), consider having the alignment change effect be permanent if the familiar succumbs. Again, make sure the master's familiar knows this is a possibility. Then, when it's time to visit the elemental

node, he has a decision to make: leave the familiar behind, or risk losing it forever if it goes over to the dark side (giving it a Will save here would at least give it a chance!).

A really smart player might look for a third option: discover some way of protecting the familiar from this effect. I think that sounds like a great seed for a side adventure! (It kind of depends on whether or not you want any side adventures whether you'd follow this up.)

*Then, madfox said:*

There has been a discussion on this board about this subject before and I will repeat my opinion: a familiar should NEVER become evil or turn upon its master. It is part of the caster, it is not an independent creature. The fact that the familiar immediately becomes a normal creature when its master dies should point this out. At the very least the caster will know something strange is happening. As a player I would really be angry if this happens without any chance to learn about it and to prevent it from happening. So if you really want to go ahead (instead of simply ruling that the mind of the caster protects its familiar against the unholy influences), you should give the player a fair warning and a chance to prevent it. A necklace of mindshielding comes to mind. An other option would be that the familiar becomes evil, but that it will not act against its masters wishes. Personally, I would simply make it immune.

*But Andorax may have said it best of all...*

When this discussion last came up, I proposed a solution...I know not everyone agrees 100%, but I strongly recommend this over what all else has been suggested.

Yes, it WILL corrupt a familiar, and eventually turn it evil. Not permanently...with time, patience, and encouragement the familiar will get over it someday.

No, it will NOT turn against its master. Not now, not tomorrow, not ever. That doesn't mean it hasn't suffered a major shift in personality.

"But we don't really need prisoners, do we? Can I burn them? Please? Oh, just let me burn them a little...it'll soften them up for you when you want to question them. No? Fine...I'll go dim over here and sulk."

Remember here...evil does not mean "attack PCs on sight". If a familiar were to shift to evil from the corruptive influence of this place, then he'll reflect that in his personality. He's still loyal to his master (You can be both loyal and evil). He's still going to HELP them in their fight (You can still want to destroy Tharizdun's lackeys and be evil). He's just going to have a very different outlook on life than the happy little flickering flame that the mage recruited in the first place.

*Rifter, SSShadowcat7, Abelard, madfox, Andorax and the photographic memory of Thrommel's hard drive contributed to this post.*

**Q: Some of the creature/opponent layouts in the CRM seem to conflict just a little. Creatures/opponents that are completely locked in on all sides by other hostile forces, and yet they don't seem to ever attack each other?**

**The module may indicate that they are aware of each other and avoid each other, but being in adjoining caves it seems to me that sooner or later someone is getting eaten. And how are they bringing in supplies when they would have to pass through hostile areas?**

Three takes:

*Trithereon:*

Its best to think of the CRM as a constant flux of creatures in and creatures out. This place has existed for nearly a century as a chaotic mess of inter- temple rivalries. The "no-man's" land in between the temples and bridges are occasionally "cleaned up" by the temple forces. The current situation in the CRM is just the latest arrangement of temple forces and inhabited no-man's land. You'd have to be crazy to live there. But then again ... they are!

I think the best way to handle distribution of supplies within Mt. Stalagos is to use the Spider-eater Riders. The Spider-eaters are huge and can carry (fly) large loads from the ledge near the Air Temple to the bridges to then be distributed among the bridge complexes and temples. Some supplies, or perhaps important "guests", could be shuttled through the western entrance and through the Earth temple to the Air Bridge and Water temple.

Some of the creatures that inhabit the no-man's lands between the temple forces can be bribed with gold or food, other can not. Those that can not be bribed must be snuck past or eliminated. I suspect the Destrachan are just such a problem that has yet to be dealt with by the temple forces. Even so, these uncooperative monsters can be left as a buffers against inter-temple attacks.

Overall, my advice is to roll with it. The current situation within the CRM is not static and given time it would change by its own accord. The CRM a year from the start of the module could be very different as temple forces fight among themselves and eliminate the hostile monsters in the "buffer zones".

If it helps you can do what I did: I gave creatures like the orcs their own exits - ones that they dug and hid all by themselves. The temples don't know about them and my players may never find it. If a situation seems unrealistic then by all means fix it, this is a huge adventure and I can forgive Monte for not detailing it 100% - indeed, some of the perceived flaws (like the lack of detail concerning Rastor) have given me free reigns to make this module a little bit my own.

*Andorax:*

A few more thoughts on the subject, as it comes up often enough.

1) Any exit to the inside of the CRM ring is an exit to the outside...it may involve climbing up and over, but it does provide access to the outside (with difficulty) and to the inside (with relative ease). I'm surprised there aren't more boats.

2) The module mentions several unlisted, unnamed tunnels leading further DOWN into the underdark. These are easily ways into/out of the more isolated sections, ways for more creatures to come in and go out, etc. No temple or bridge would build their setup right over one of these areas, so they're bound to be in the more isolated areas.

Beware of this one, as it can lead to having many more areas to develop, creatures to populate, etc...and can badly sidetrack the group. The Web Enhancement to RttToEE from WotC uses one of these hinted-at tunnels leading DOWN into the underdark.

3) Specifically, a group can come in the air door, take a right, and wind up at the Water "Bridge", from whence they can sail to nearly anywhere (the Air door is the most used by far). They could also go past the Cloakers (with an Air Temple escort), walk down the hall, have a 3rd level NPC cleric cast Silence and thumb their noses at the Destrachans (who provide a convenient defense against those who can't cast Silence), double-time past the giant ants, and arrive in the Fire Temple. The Fire Temple practically adjoins the Earth Bridge, so there's a good long chunk of access.

One can come in the side entrance, go north, and walk right into the Earth Temple immediately. The two are practically one complex (and were mistaken as one by my PCs). One tunnel from the Earth Temple connects up directly with the Air Bridge.

Thus, Air, Earth, and (through Silence) Fire temples are all readily accessible, as are the Earth, Water and Air Bridges.

Only two areas are relatively inaccessible. One is the Water Temple, and the fault for that is the recent Dire Ape intrusion. I figure that if the Air Bridge doesn't deal with them soon, the Water Temple will...since supplies and goods can easily travel from the side gate through the Earth Temple to the Water Temple but for those Apes.

The other is the Fire Bridge, with Orcs on one side and a Dragon and Umber Hulks on the other. My best guess here is that boats and Spider-Eaters make up the bulk of getting goods back and forth...but it does explain why D'Gran is planning on sending the Hill Giants to "clear out" the Orcs sometime soon.

*Roland Delacroix:*

I look at a few creatures as living in a kind of 'Cold War' status. The clerics know that Green Dragon is there, and that Green Dragon knows powerful clerics are around, but what they'll gain isn't worth getting a potentially lethal ass-whooping.

One idea: Since the more powerful creatures reside westward you might put in a slow eastward migration as they kill/eat things less powerfull. Perhaps while your party is in Verbobonc someone tougher ousts Vranthis, who moves into the gate area, etc. You could do this instead of re-stocking as suggested. Just remember to put the bigger guy towards the west.

If you do this you also don't have to worry so much about PC's getting into the underdark. Just say all the underdark tunnels are in the far west of the CRM, as beasts emerge the weaker ones get killed, bigger beasts push the survivors eastward. Then you only have to scare the PC's away from one or two tunnels they might not get too anyway, easy enough, the roar of a Great Wyrms Shadow Dragon or a battallion of Drow set to guard should do it.

**Q: The Main Entrance to the Crater Ridge Mines has an EL of 5, whereas the South Entrance has an EL of 8. For this reason, I would like my PCs to try to get in through the Main Entrance first. They are about 5th-6th level, which fits perfectly with the challenge rating. However, the "Main" Entrance is actually a lot less used than the South Entrance (p. 43), so how do I direct my PCs toward it while maintaining a believable world? I envision the South Entrance to be closer to Rastor than the Main Entrance is (they are coming from the east), and if it is more often used the townsfolk would probably direct the PCs to the South Entrance if asked the location of the complex.**

**Any ideas to direct my party to the less deadly but also less obvious entrance?**

*Abelard*

My darn stubborn party went into the south gate as you can read there. Ways possibly to avoid this:

1. Rangers (or anyone who can track) can tell that the south gate is used more frequently.

Trithereon adds: A little noticed rule is that a character without the Track feat can use the Search skill to find tracks, but can only follow tracks if the DC is 10 or less.

I'd think that just about anyone could search the crossroads and determine if one is more travelled than another. They're not trying to follow the tracks just make a judgement call on which one is more travelled. You could set the DC at whatever you decide the road is like (unimproved versus paved, has any supply wagons been through recently?, is the least used road somewhat overgrown?). To be nice for those players who think to ask, I'd make the Search DC 10.

2. If they scout ahead and see the guards behind the arrow slits at the main gate, emphasize how inattentive and bored they seem. You may want to try to clue them that these are easily defeated mooks, too, though that's hard to do without being obvious. (My players were much more scared of these guards than they should have been, and the south gate seemed more inviting since there weren't guards behind the arrow slits.)

3. Divination or augury. "Woe" is the augury result should they check about entering the south gate. Of course, the cleric PC has to bother to cast it. (IMC, he did at the main gate, but for no particular reason didn't at the second gate. Dang.)

Finally, don't stress about it too much if they do go to the south gate first. It's better to let them than make them feel like they were railroaded into going to the other gate. The encounters immediately around the south gate are not guaranteed TPK's for a sixth level party. Maybe try to get them to see something scary early on so they have some clue that they might have to retreat - that could be either the huge skeletons or the 7th level fighter executing a spring attack or a whirlwind attack.

*Siobharek*

I asked that question as well. I think Monte's reply was that the PCs should be smacked and show that they have the good sense to run when they're overmatched.

**Q: D'Gran has regeneration, and resistances to fire and acid. How the heck do my PCs kill him?!?**

First of all, Ogre Magi are not supremely powerful regenerators like Trolls are. If you read their entry carefully, you'll find that separating an Ogre Magi's head from its body and keeping it separated for 10 minutes will result in permanent death. I would assume, however, that this means

the Ogre Magi's body (if not kept down with subdual damage) is capable of stumbling about blindly looking for it...take care).

As well, remember that Drowning can't be regenerated. Another popular solution is to tie one (or both) Troll's armor around D'Gran's body and toss him in the Stalagos.

**Q: Just north of area 78 on Map E there's a spiral staircase. Where does it go?**

It simply connects the northern E-W hallway (the one passing areas 75-77) to area 78. Note the 3 short staircases going up in the southern E-W hallway (the one passing areas 74 and 79).

On a related note, many have advised that DMs read this area thoroughly, as it is a very defensible position - especially area 78.

**Q: If the Fire Temple can perform a simple sacrifice and gain a 50,000gp magic item, why don't they just start killing off prisoners and load up on magic equipment for everyone?**

Monte has indicated that the Fire Temple only recently gained the ability to make sacrifices and receive these 'gifts' (hence no heaps of uber-magic items laying around). He also stated that the altar should only function once per month. That tones things down a bit.

And by extension, the other altars which can create magic items (the one in the moathouse or the one in the Greater Temple of the recovered ToEE) should also only function once per month.

**Q: Uskathoth (trog high priest of the Earth Temple, CRM 223, p.103) has an *amulet of inescapable location* listed as part of his treasure. Where can I find the details on this item??**

This is a cursed item. The details can be found in the DMG, p.233.

**Q: Who has what elemental keys, how many are there, and where can they be found?**

Here are the NPC's that have Lesser Keys and the area # that the person is normally found in:

Air :

Choranth - 75

Fachish - 73 / 75

Water :

Kelashein - 187 / 185 / 195

Oomkaan - 192

Earth:

Snearak - 225

Uskathoth - 223

Eeridik - 139 (in a box, not on him)

Reokallitan - 147

Fire:

Tessimon - 120 / 121

Zert - 116 / any fire controlled area

Firre Orenac - 119

*JDragonatWork and lots o' others contributed to this post.*

---

## FAQ: THE FANES

**Q: The party will need a Greater Key to get into the Outer Fane and a Master Key to get into the Inner Fane, but so far I only see Lesser Keys in the module. Where do they get the other types?**

Check out the sidebar on page 38 entitled The Keys.

Also on page 38-39 under the heading Getting from the Mines to the Fanes there is some information in regards to using the keys.

Basically, two lesser keys can be pressed together to create a Greater key. Two greater keys fuse to form a Master key.

*Thanks to Siobharek and SSShadowcat7 for the entry.*

**Q: How long are the bridges?**

I made a rough measurement off the map a while ago and it came out to be around 700 feet.

**Q: Can the towers hit folks on the bridges?**

I assume you mean "hit folks with lightning on the bridges". There is not a definitive answer, but the general consensus of the forum is that that the bridges are beyond the range of the lightning towers. I did some calculations long ago and determined that if the lightning can originate from any part of the tower then each bridge is within the range of at least one towers. However, if you assume the lightning originates from the tip of the tower then no bridge is within the area of effect.

There are pros and cons to having the lightning originate at the tip of each tower as opposed to having it come out from wherever is needed. Specifics will depend on the individual DM.

**Q: At what distance from the Outer Fane do the people in the towers see those on the bridges?**

This depends on many factors including but not limited to: weather, time of day, and use of concealment. This also depends on whether you judge that the bridges are covered bridges or open to the sky. My own interpretation is that the bridges are mostly open to the sky with archways located at the supports at regular intervals along its length. There has been other feeling that the bridges are covered.

On a clear day with an open bridge then I'd say that the Spider Eater Riders see anyone on the bridge from terminus to terminus. The visibility would be reduced by weather (fog, rain, snow, etc, ...) or whether bridge walkers attempt a crossing during the day, moonless night or moonlit night. The towers grant the Spider Eater Riders (SER) an enhancement bonus of +10 to spot checks, as well as see invisible and darkvision out to 120 feet. However, if you rule that the bridges are out of range of the lightning (150 feet) then bridge walkers are out of the range of the SER's see invisible and darkvision. So, magical concealment for a bridge walker is a possibility to avoid detection by the SER.

**Q: What's the normal routine for intruders on the bridges? Do the towers not care, figuring the ground forces can take care of it if need be?**

All in all, the general thought is that the towers and its SER are a defensive measure to deal with flyers. SER who spot people on the bridge alert the sorcerer who then alerts Hedrack. Depending on how notorious your players have become, the SER may have descriptions of your PCs and report that the enemy is at the gate. Even if they are not recognized, Hedrack would be extremely suspicious of a group of strangers coming unbeckoned to the Outer Fane and put his forces on alert.

By the time your players are high enough level to attempt an attack on the Outer Fanes the SER are likely not a real threat anymore, more like an annoyance. The SER are likely ordered to maintain vigilance against flyers, or at best try to draw bridge walkers into flying into the range of the tower's lightning, or attack anyone retreating from the Outer Fane.

*Eltern, Trithereon, and Infiniti2000 contributed to the last four questions.*

---

## **FAQ: RECOVERED TEMPLE**

**Q: I am sitting here looking at the map of the recovered temple, but I cannot tell where the stairs in area 18 come from, can someone please give me a heads up?**

The stairs in 17 descend 20 feet, then continue northward, into the southwest corner of room 18. Although blocked off by rubble and not shown in the RttToEE map, there is a similar corridor coming from 14 (where the rubble is), towards the same staircase off 17, then also turning northward and entering 18 in the southeastern section of the room.

This is more clear from the original ToEE maps 14 & 15, rooms 312a and 401.

*justindm and Infiniti2000 contributed to this post*