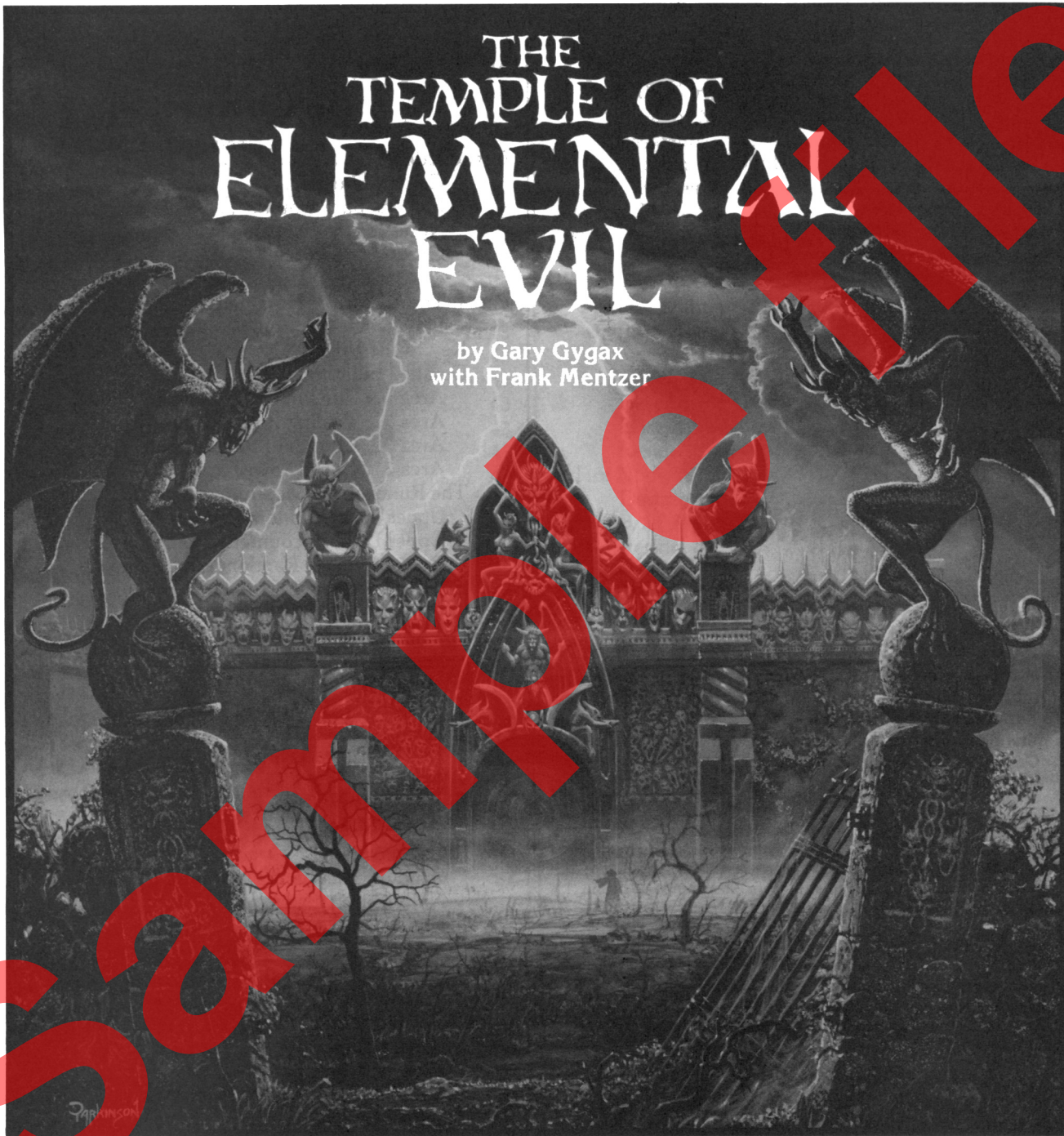


# Advanced Dungeons & Dragons®

OFFICIAL GAME ADVENTURE

## THE TEMPLE OF ELEMENTAL EVIL

by Gary Gygax  
with Frank Mentzer



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# Introduction



Welcome to the exciting WORLD OF GREYHAWK fantasy setting. It is a world rich in history, intrigue, and magic... a place of opportunity, and of danger as well.

This story unfolds in a small part of that world, a very small part indeed. But this place, at the foot of the Kron Hills not far north of the great Azure Sea, could breed dangers to threaten the nearby greater realms with the fine-sounding names—the Archclericy of Veluna, and the kingdoms of Celene and Furyondy. Hommlet and Nulb are two small villages, which squat in the vales between these great powers like two dark and tiny eyes, surrounded by the ancient wrinkled hills on the face of some evil demiurge.

Players, you should each have a character of first or second level of experience. Your young novices are about to set forth on the path to adventure. The road may seem clear at first, but many twists and turns await you—in the near future, and in the far as well.

Dungeon Master, your tasks are many. You must portray two entire villages, person by person. Scoundrels lurk in shadows, monsters prowl the nearby ruins, and all play their parts in the game. But the challenges, situations, or amusements they present are only as good as your skills.

Start at the beginning, and stop when you feel the pinch of time. Resume your adventures whenever you like; such is a role playing game. Turn now to 'GETTING STARTED' and prepare to set forth!

## GETTING STARTED

Before starting the adventure, each Player should have the AD&D® PLAYERS HANDBOOK, a set of dice, and a 1st or 2nd level character (the group including at least

one of each of the four major classes). The Dungeon Master needs the AD&D® DUNGEON MASTERS GUIDE, scrap paper, and dice. The three books of AD&D® game monsters can also help greatly. Also before the game, the DM should read and become roughly familiar with the entire adventure. Skip minor detail, concentrating on the overall themes and their connections in the different locales. If an encounter includes special notes which will apply before a party can react, highlight or mark such passages as a reminder, so you are sure of properly including each detail.

DM, if you start the adventure before reading the whole, limit the first game session to Hommlet itself. Then read at least enough in advance to keep ahead of the players.

Appendix A gives a list of deities found in the WORLD OF GREYHAWK™ setting. The DM should review those notes with the players either before starting or at some time early in the characters' careers.

Now have one player read the following Players' Background to the rest, supplying Map #1 for their reference. The background is a bit lengthy—but the road ahead is a long one, as well.

## PLAYER'S BACKGROUND

The Village of Hommlett—or merely "Hommlett," as it is commonly called—is situated in the central part of the Flanaess, that portion of western Oerik Continent which is known and 'civilized.' The hamlet-sized village (local parlance having distinguished it with the greater term) is located some 30 leagues south-east of the town of Verbobonc, or thereabouts, on the fringe of the territory controlled by the noble Lord the Viscount of

Verbobonc. It is at a crossroads.

To the north is the mighty Volverdyva River, along whose south bank runs the Lowroad. Many days' travel to the east, on the shores of the Lake of Unknown Depths (Nyr Dyv), is the great walled city of Dyvers. The village of Sobanwych lies about halfway along the route. Below that to the southeast and east are miles and miles of forest (the Gnarley), beyond which is the Wild Coast, Woolly Bay, and the Sea of Gearnat. The road south forks a league or so beyond the little community, one branch meandering off towards the Wild Coast, the other rolling through the lower Kron Hills to the village of Ostverk and then eventually turning southwards again into the elven kingdom of Celene. The western route leads into the very heart of the gnomish highlands, passing through Greenway Valley about a day's travel distant and going onwards to the Lortmil Mountains far beyond.

Hommlet grew from a farm or two, a rest house, and a smithy. The roads brought a sufficient number of travelers and merchant wagons to attract tradesmen and artisans to serve those passing through. The resthouse became a thriving inn, and a wheel and wainwright settled in the thorp. More farmers and herdsmen followed, for grain was needed for the passing animals, and meat was in demand for the innfolk.

Prosperity was great, for the lord of the district was mild and taxed but little. Trade was good, and the land was untroubled by war, outlaws, or ravaging beasts. The area was free, beautiful, and bountiful—too much so, in the eyes of some.

Whether the evil came west from Dyvers (as is claimed by one faction) or crept up out of the forestlands bordering the Wild Coast



(as others assert), come it did. At first it was only a few thieves and an odd group of bandits molesting the merchant caravans. Then came small bands of humanoids—kobolds or goblins—raiding the flocks and herds. Local militia and foresters of the Waldgraf of Ostverk apparently checked, but did not stop, the spread of outlawry and evil.

A collection of hovels and their slovenly inhabitants formed the nucleus for the troubles which were to increase. A wicked cleric established a small chapel at this point. The folk of Hommlet tended to ignore this place, Nulb, even though it was but 6 miles distant. But its out-of-the-way position was ideal for the fell purposes planned for this settlement, as was its position on a small river flowing into the Volverdyva. The thickets and marshes around Nulb became the lair and hiding place for bandits, brigands, and all sorts of evil men and monsters alike. The chapel grew into a stone temple as its faithful brought in their ill-gotten tithes. Good folk were robbed, pillaged, enslaved, and worse.

In but three years, a grim and forbidding fortress surrounded the evil place, and swarms of creatures worshipped and worked their wickedness therein. The servants of the Temple of Elemental Evil made Hommlet and the lands for leagues around a mockery of freedom and beauty. Commerce ceased, crops withered; pestilence was abroad.

But the leaders of this cancer were full of hubris and, in their overweening pride, sought to overthrow the good realms to the north, who were coming to the rescue of the land being crushed under the tyranny wrought by the evil temple. A great battle was fought.

When the good people of Hommlet saw streams of ochre-robed men and humanoids fleeing south and west through their community, there was great rejoicing, for they knew that the murderous oppressors had been defeated and driven from the field in panic and rout. So great was the slaughter, so complete the victory of good, that the walled stronghold of the Temple of Elemental Evil fell within a fortnight, despite the aid of a terrible demon. The place was ruined and sealed against a further return of such abominations by powerful blessings and magic.

Life in Hommlet quickly returned to a semblance of its former self, before the rise of the temple. For five years afterward, the village and the surrounding countryside have become richer and more prosperous than ever before. A monstrous troll which

plagued the place for a time was hunted down by a party of passing adventurers. Carrying the ashes and a goodly fortune as well, the adventurers returned to the village. Before going elsewhere to seek their fortunes, the adventurers also returned a portion of the villagers' losses. Other adventurers, knowing of the evil that had once resided in the area, came to seek out similar caches, and several did find remote lairs and wealth—just as some never returned at all.

After a time, adventurers stopped coming to the area. It seemed that no monsters were left to slay, and no evil existed here to be stamped out. The villagers heaved a collective sigh—some pained at the loss of income, but others relieved by the return to the quiet, normal life—and Hommlet continued its quiet existence for four years more.

But then, a year ago, the bandits began to ride the roads again—not frequently, but to some effect. To the good folk of Hommlet, this seemed all too familiar, so they sent word to the Viscount that wicked forces might still lurk thereabouts. This information has been spread throughout the countryside, and the news has attracted outsiders to the village once again. Who and what these men are, no one can be quite sure. All claim to be bent on slaying monsters and bringing peace and security to Hommlet; but deeds speak more loudly than words, and lies cloak the true purposes of the malevolent.

## NOTES FOR THE DUNGEON MASTER

This module is designed for beginning-level play. Experienced players can also enjoy the scenario, but they should start new 1st level characters to do so. If you happen to have a group which is new to the game, allow them to bring their existing characters; there is no sense in requiring that they begin the business all over again.

Experienced 1st, 2nd, and even 3rd level characters can easily begin in Hommlet. If characters are higher than level one, modify the material in the 'Getting Started' portion, of course. You should sharply limit the amount of gear and treasure they can bring to the village (as you will understand when you read the adventure). If your group of players has had exceptional luck, simply engineer a minor encounter or two along the way—light-fingered leprechauns, a thief or two, or perhaps some brigands—to rid them of a few of those cumbersome gems, coins, and magical items.

For each numbered area, general information is given first. If the text is boxed, it may be read directly to the players. Otherwise, present the given information in your own words. If you are so thoroughly familiar with the module that you can simply glance at the name of the encounter area and then put everything in your own words, so much the better. You should be conversant with the whole before beginning play. Your players will, in turn, reflect and be inspired by your skill in presenting the material herein.

Immediately following the player information is more detailed and often secret material, which you should not reveal to the players. Review this carefully as well, to be sure of the interrelationships and consequences of certain actions.

The whole is quite general, in fact, and while some characteristics of the non-player characters (hereafter referred to as NPCs) are given, there is sufficient latitude for you to completely personalize the adventure to fit your style of play and satisfy your players. Follow the guidelines given, but round them out to make each encounter unique.

The persons that are met at the inn, along the road, and so forth, are **you**; for the Dungeon Master is all—monsters, NPCs, and all else but player characters. Play it to the hilt. Do it with flair and wit. Be fair both to the characters and to yourself. Be cunning but just and honest when in the role of a warding ranger. Be deceitful, clever, and thoroughly dishonest when acting the part of a thief. Think of the parts you take as those of characters you are playing, and act accordingly. But temper your actions with disinterest in the eventual outcome, and keep only the viewpoint of that particular role. Wearing two, three, or a dozen different hats is challenging, but that is part of being an outstanding DM.

The area of Hommlet, as well as that of the Temple, was developed in order to smoothly integrate players in the GREYHAWK campaign (both experienced and otherwise) into a scenario related to the 'old timers' only by relative proximity. All had new characters, although experienced players were assigned characters with levels above 1st or 2nd. The whole attempt turned out quite well, and many of the NPCs in the adventure are the characters and henchmen developed through play. The situation and the surroundings have been altered because of the actual experiences of these participants, although the clock has been turned back to give you and your group





of players an opportunity to make history of your own. While I am strongly tempted to relate the events of the campaign we played, I believe it to be inappropriate to the adventure. (Ask me at a game convention, some time....)

Only some of the villagers are named. Please name the others to suit your campaign. Most of the local folk are of the Old Faith—the druidical—and consider the Druid of the Grove (area 24) to be their spiritual caretaker. Many of the inhabitants are zero-level types; treat as 1-1 Hit Dice for purposes of combat, if such occurs (which should be infrequent at best).

Floor plans for most of the buildings are not given, so you should design them for areas in which you expect action to occur. Change the map of Hommlet as the game progresses. Note any places destroyed, and add new ones for persons you move into the place. If a general battle seems likely, you can list the village militia and fight it out on the tabletop. In short, the scenario has been left as open as possible for your own taste in development. Have fun!

As a final note, remember that the NPCs who are noted as agents of various powers will send a continuous stream of information to their superiors. All will be cautious in their actions, and are unlikely to be duped or maneuvered. If they participate in any adventures, or if they are imprisoned or badly treated, their masters will be very unhappy if bad news is received. The concerned parties will absolutely seek to redress matters according to their alignments, personalities, and ultimate goals.

There are wheels within wheels in the Village of Hommlet and the lands around. Behind each person lurks another, the circles growing wider and the figures shadowy but very powerful.

## OTHER ADVENTURES

Though characters who start their careers in Hommlet should, after finishing with the place, be able to take on the villains of Nulb and the Temple, not all adventurers are lucky. Some characters will no doubt perish in the course of this adventure, and events will not always proceed as planned. As DM, you should gauge the progress of the players and characters alike. If they need more seasoning before continuing to the greater challenges, you may—and should—design and develop other adventures in the area. The details of such 'side jaunts' are left entirely

to you. The myriad details of your campaign and personal preferences will suggest some natural outgrowths, as will the actions of the characters, if well-played. Hereafter are a few brief ideas for your own development as needed or desired.

**Hommlet and Nulb:** If you develop the latter village in the manner given for the former, many natural developments will suggest themselves. New arrivals of typical townsfolk should be fairly common, and NPC adventurers will arrive with regularity. Some of the latter may be of interest or use, available as hirelings or mercenaries. Some will have their own ideas for adventure, and may assemble a rival party which the PCs may encounter now and again in their explorations. And of course, few are what they seem, and some may be quite powerful.

Think of the day-to-day life in these small villages, and imagine the needs of the local folk. A new mill or winery would not find much welcome, as these are already represented in Hommlet. But a new blacksmith might provide a convenient excuse, in drawing off business, for Elmo and/or Otis to become a bit more active in their secret tasks. A new butcher, candlemaker, dairyman, fisherman, glassblower, hunter, milliner, and/or potter might arrive and prosper in either village, perhaps bringing news, hidden professional skills, or other developments to the campaign.

If some minor but nevertheless entertaining foray would provide a means for low-level characters to gain those extra few points needed to gain a level, design an interlude accordingly. It need not fit any greater campaign purpose, but should be logical to the setting. The random encounter charts for the Hommlet and Nulb areas should stimulate a few ideas.

As the local situation changes with the activity (or lack of activity) of the PCs, any number of noteworthy events might occur. The factions of the Temple, being Chaotic and not well-organized as yet, may decide on a brief and probably premature foray into the countryside. Some individual might arrive to replace Lareth the Beautiful (of the ruined moat-house, assuming that PCs end his promising career). And as greater challenge, evil elemental forces could be sent forth from the dungeons to test the speed and severity of the reactions of the forces of Good—a small and simple probe in the broader tactics of Zuggtmoy, luz, and the rest. The King of Furyondy, one of the

greater powers concerned with and carefully watching the activity in this area, might send reinforcements in response. The druidical leaders might counter with their own elemental powers and other forces of nature. Large-scale escalation is unlikely at this point in the Temple's recovery, but the appearances and effects of such developments might seem otherwise....

**Kron Hills:** Nearly 20,000 gnomes live in this area. This is known to most of those nearby, as the gnomes were instrumental in driving the humanoid hordes from the Lortmil Mountains adjacent to the southwest, as well as in the overthrow of the Temple a decade ago. The enclaves and territories of the gnomes should not be invaded, but other caves and ruins aplenty lie scattered in the region. This is a natural setting for some other small dungeon of your own design, which can be tailored to challenge the party's resources while remaining within their capabilities.

**Velverdyva:** The natural flow of the river is eastward, from the lower Yatil mountains and the Clatspur range southward through Veluna, past Verbobonc and quite near Nulb (fed by the Imeryds Run), and continuing through the Gnarley Forest into the great Nyr Dyv, Lake of Unknown Depths. One of its sources is in the far northern Burneal Forest, in the land of Blackmoor itself! And where the water flows, creatures follow.

A simple boating jaunt, either upstream or down, can encounter river pirates and sundry random aquatic encounters (freshwater only, of course). Low-level characters should be discouraged from such endeavors to some extent, but those of level 5 and up might perhaps find other arms of the powers of Chaos and Evil lurking in the waters nearby. And who knows what things—or even kingdoms—lurk in the depths

**Verbobonc:** The obvious source of new adventurers to replace those lost, this city also offers more and better equipment, a greater scope of information, and so forth. The spies of the rising Temple are here also, and will follow those who seem to be on their mistress's trail.

As this is a city of 11,600 and the capital of the Viscounty (total pop. 35,000), considerable design time is required for full details. Small portions—the palace of Viscount Wilfrick, City Hall and the Mayor's residence, Guild halls, strongholds of the nearby gnomes and elves, etc.—may suffice, if accompanied by general street descriptions and a broad selection of random encounters.