

Return to the Temple of Elemental Evil

Unofficial Add-on: The Air Node

by Bob "Andorax" Cooper (bobmcooper@msn.com)
Based on *Return to the Temple of Elemental Evil* by Monte Cook, using Jim "BarqMulch" Allison's *Earth Node* as a template.

This add-on should be considered Open Source. Print it, use it, modify it as you like -- just don't remove my name or e-mail from it (or Monte's, for that matter).

Introduction

It is mentioned on page 137 of the module that, "Depending on the power level of the party, you might wish to alter the adventure so that the cult is much closer to gathering all the princes and freeing Tharizdun. Now the PCs must make their way through all the elemental nodes to find the Orb of Oblivion and stop the Triad's mad plan."

In my campaign, my players have actually been quite efficient and productive...too much so. I write this as the party stands at the far end of the Throne Room... 12th level, and nearly spellless from a desperate fight in the Greater Temple. The presence of the Air Gate in the north part of the room makes for a possible escape route (I've argued that "opening" the node requires only the appropriate gem set into any of the Orbs, so the PCs will be able to use the Orb of Silvery Death and the Air Gem to escape there).

What's Different

DMs have several options here. I present the Air Node in two different states...freshly opened and otherwise unpopulated, and occupied by the cult. In the latter case, more and much larger foes await the group, as well as a possibility of Yan-C-Bin herself. Obviously, the Air Node can't be used if it's not accessible, so either something similar to what I've done, with the party bartering for the gem (or taking it by force) from the Glabrezu, or else it needs to be in the hands of the cult (in which case, it would be set into the Orb of Oblivion).

Conditions Within the Node

The partial plane containing the Air Node is near the energized openness of the Elemental Plane of Air.

Environmental Damage

The Air Node is quite hostile to creatures not of the Air subtype. The air crackles with electricity, and bolts of lightning are seen in the distant portions of the node, a constant turbulent storm. All non-air beings within the node suffer 1 point of electrical damage every minute. Creatures of the Earth subtype are extremely uncomfortable, and those who are made of earth (such as elementals) take 2 points of damage each round.

Spellcasting

Spells inappropriate to such a open, airy environment are more difficult to cast here. The plane impedes spells of the Earth and Acid types, as well as those summoning elementals of those types.

To cast an impeded spell, the caster must make a successful Spellcraft check (DC15 + spell level). If the check fails, the spell does not take effect, but it is still lost from the caster's memory. If the check succeeds, the spell works normally.

Physical Layout

The interior of the place is constantly windswept and a massive thunderstorm seethes constantly through this place. "Corridors", such as they are, are usually 20' high, and rooms 30' or more. The great central chamber is over three hundred feet in height, high above the entry point. Visibility, due to the constant storm, is limited to 60'

Travel To and From the Node

Anyone possessing either the *Orb of Oblivion* or the *Orb of Silvery Death* with the air gem set into it can automatically teleport from anywhere within the node to the Air Gate in the recovered temple. If that gate has not been uncovered yet, they will be "shunted" to the next-nearest available open space, which would be the Greater Temple chamber. This process will inflict 5d6 damage on all individuals involved. The Air Node entrance was next to that of the Fire Node, it's hallway running parallel, 20' south of the one leading to the Fire Node, turning south, and ending in a circular chamber.

Despite its similarity and "proximity", the Air Node has no specific connection to the Elemental Plane of Air. Thus, creatures in the node cannot travel to that Elemental Plane (the home of many of them) without some sort of outside assistance.

Security/Organization

Unless someone from the recovered temple or Fire Node has come to the Air Node and alerted its residents of an attack (an impossibility if freshly opened), the creatures of the node have no idea whether newcomers are allies or enemies. Characters posing as cult members can get past some of the residents, who do not know the hierarchy of the organization well enough to recognize who is or isn't a cleric (unless otherwise noted). If the Node is freshly opened, the creatures within will not recognize anyone in particular, and will behave normally for their species and circumstances.

This is not true for Lareth or Yan-C-Bin, however. Lareth recognizes all the doomdreamers who came to the recovered temple/Fire Node (+3 bonus on Spot checks to see through a disguise) and is difficult to bluff (Sense Motive +7). Yan-C-Bin knows on sight whether someone is a worshiper of the Elder Elemental Eye/Tharizdun.

All creatures inside the node obey the commands of Yan-C-Bin (if she has been summoned) out of fear, and they defend her when she is threatened.

Air Node Key

Many of the areas are currently empty, although there may be more inhabitants if that is appropriate to your campaign. In each case, the current “state” of the room is noted, if it differs between first-opened and temple - secured.

1) Arrival (EL 0/11)

A strong wind whips through this place, and you stumble slightly before realizing that you stand atop a sizable, steep-sided hillside in a vast, open area.

Creatures transporting in from the Air Gate in the Fire Node or the recovered temple appear in the center of this room.

First-Opened:

No creatures dwell here. The arrival point is 100’ above the “floor” of the great cavern, and spiraling down is a slow, cautious process.

Temple-Secured:

Creatures: Marl Torjensen, a male Cloud Giant, stands just north of the peak, arms resting atop the entry plateau, still within easy reach of the peak. He is bored, and reasonably talkative if the PCs aren’t openly hostile...but will sweep them from the peak if not given good reason for their appearance...eventually.

Cloud Giant: hp 191; see MM p. 98-99.

Tactics: Marl Torjensen has a severe tactical advantage from his position. In addition to half cover from the rock face, he can attempt a Bull Rush attack against anyone within his reach. On a success, the victim falls off and down to the curving path below, suffering 4d6 damage from the fall. A Reflex Save, Climb or Tumble check (DC 20 versus whichever is better) is needed to catch oneself and not fall further (3d6) to the next lower path. If failed, a DC 18 check prevents rolling still further (2d6 damage), and finally DC 16 (and d6 damage) to land on the floor of the Node.

Treasure: Marl has 1700 GP in a large belt pouch at his side, along with a +1/+1 *Dwarven Urgosh* he keeps as a trophy and hand-tool. He wears a *Cirlet of Blasting, Minor*.

2-3) Floor of the Node

This area is empty.

4) Floor of the Node (EL 7)

The wind whips across the open floor of this massive cavern, buffeting you and bringing a chill. It is difficult to catch your breath without facing away from the wind, which shifts direction constantly.

Creatures: A Breathdrinker dwells here. It will not attack immediately, but will instead remain invisible and hidden and begin stalking the party, waiting for an opportunity to assault a PC alone, or attack while others are engaged.

Breathdrinker: hp 61; see Dragon Magazine, July 2001, or the Monstrous Manual II.

5) Floor of the Node

This area is empty.

6, 17, 25) Windswept Height (EL 6)

Much as it did at your first entrance to this place, the wind rushes by with great force here on the exposed height.

Creatures: A pair of Air Grues (Ildriss) have taken up residence in this area. They delight in tormenting new victims, and will not hesitate to attempt a bull rush that might cause someone to plummet to their doom (80’ below, 8d6 damage).

Ildriss: hp 21, 25; see Dragon Magazine, July 2001.

7) Cavern

This area is empty.

8) Gate to the Fire Node

An eight pointed, diamond shape is set into the floor within this chamber. The walls show huge but crude murals of burning stones falling from the night sky, destroying a city.

Standing in the diamond shape will transport up to eight characters at a time into the middle of the Fire Node.

9) Cavern

This area is empty.

10) Behir Lair (EL 10)

A partial respite from the wind, back from the central chamber, this area still crackles with energy. Numerous claw marks upon the floor testify to the presence of something...something big.

First-Opened:

Creatures: A Behir lives here, old and powerful. The lack of solid, substantial prey to pursue has placed it in a

foul temperament, and it will very quickly pounce upon any living creatures that happen across it's lair.

Behir, Advanced (18 HD): hp 241; see Appendix.

Treasure: The Behir has accumulated 5400 SP and a Brown-Green Garnet (110 gp). Buried beneath a small pile of stone (Search DC 24) is a *Potion of Wisdom*.

Temple-Secured:

The Behir remains, but it has been "pacified" by the Temple forces. The coins and gemstone are missing, and it is at 85 (out of 241) hps.

11-15) Cavern

This area is empty.

16) Dark Elementalism (EL 11/14)

First-Opened:

Creatures: A group of Air Elementals dwell here. They are not particularly hostile nor friendly.

4 Large Air Elementals: hp 55, 56, 66, 73; see MM p. 81

2 Huge Air Elementals: hp 135, 148; see MM p. 81

Temple-Secured:

The cultists have performed terrible experiments upon those dwelling here. Dark symbols mark the walls and floor of this chamber, and the inhabitants are greatly changed for their experience.

4 Demonicly Infused* Large Air Elementals: hp 63, 64, 74, 81; see Appendix.

2 Demonicly Infused* Huge Air Elementals: hp 151, 164; see Appendix.

* *The Demonicly Infused template is in July 2001 Dragon Magazine*

18) Cavern

This area is empty.

19) Shockers (EL 9)

A group of Shockers have found their way into the Air Node, at least for now. They do not trouble the Lillend in area 22, having discovered that she is immune to their blows, and thus unable to allow them to discharge.

11 Shockers: hp 12, 13, 13, 14, 15, 15, 17, 17, 17, 20; see RttToEE p. 159.

20-21) Cavern

This area is empty.

22) Half-Air Elemental Lillend (EL 9)

This chamber is decorated in a much more peaceful motif, with light, airy clouds over rolling plains depicted in beautifully woven tapestries hung throughout. A large, circular "chair" of sorts sits beside a low table.

First-Opened:

Creatures: A Half-Air Elemental Lillend, Weahallian dwells here, having been summoned by the initial adventuring company that strove to bring down the Temple, and then becoming trapped at it's previous destruction. She longs for release from this place, to see a peaceful and happy setting once more.

Weahallian: hp 57; see Appendix

Treasure: 950 gp. Weahallian also has a *Ring of Elemental Resistance, Minor, Lightning* (which allows her to pass the Shockers in area 19 unharmed) and one remaining vial of *Oil of Timelessness* she intended to use on any new tapestries she creates.

Temple-Secured:

Weahallian did not, alas, survive the coming of Yan-C-Bin. She has been slain, her items taken, and her creations torn asunder.

23) Belker (EL 10)

A group of Belker have taken up residence atop this cliff. If they take notice of anyone below, they will flow over the edge and attack.

4 Belker: hp 34, 36, 37, 43; see MM p. 26

24) Cavern

This area is empty. However, note the Belker lurking above (area 23).

26) Cavern of Lights (EL 10)

Coming in from off the sheer cliff face this sheltered area is oddly beautiful. Countless motes of light dance and weave about the room reflecting off of large white crystals that grow alongside the cavern walls.

A permanent *Dancing Lights* effect fills this room, acting as effective camouflage for the true inhabitants:

4 Will-o-Wisps: hp 36, 41, 42, 43, see MM p. 183.

The Will-o-Wisps, while in this room, dodge and weave about amongst the dancing lights effect. Unless it is

dispelled (Caster Level 10), the Will-o-Wisps are treated as if having a 50% miss chance, based off of foes targeting a harmless mote of light instead of a true Wisp.

Special: Award an additional 20% of normal XP for this encounter.

27) Gate to the Water Node

This long chamber has murals running along its walls depicting houses, people and cattle being engulfed by powerful mudslides. At the far end of the chamber a large blue green square is set into the floor.

If the Water Node were accessible, standing in the square would transport up to eight characters at a time into that node. If not, doing this accomplishes nothing.

28) Yan-C-Bin

This immense cavern is continually buffeted by swirling winds that circle about it. The wind from the outer room is strong, and it follows the contours of this chamber. Over 50 feet in height, it is mostly featureless.

First-Opened:

This area is, blessedly, empty.

Temple-Secured:

If she has been summoned, Yan-C-Bin dwells here. She tends to be more cunning and cautious than her fellow Elemental Princes, using her invisibility and summoning abilities to their maximum benefit.

Yan-C-Bin: 378 hps, see Appendix.

29-31) Cavern

This area is empty.

32) Gate to the Earth Node

Rock formations carved to look like a falling avalanche of stone crushing villages, as half formed beings of stone cavort about in the ruins grace the walls of this cave.

If the Earth Node were accessible, standing in the circle would transport up to eight characters at a time into that node. If not, doing this accomplishes nothing.

Appendix: NPC Statistics

Behir, Advanced: CR 11; Gargantuan Magical Beast (Electricity), HD 18d10+126 (241 hp); Init +1; Spd 40', Climb; AC 18 (touch 7, flat-footed 17); Atk Bite +26 Melee (2d6+12), 6 claws +21 Melee (d6+6); Face/Reach: 15 ft. by 50 ft/ 15 ft.; SA: Breath weapon (DC 26), improved grab (Grapple +42), swallow whole, constrict 4d6+12. SQ: Electricity immunity, scent, can't be tripped AL NE; SV Fort +18, Ref +12, Will +8; Str 34, Dex 13, Con 25, Int 7, Wis 14, Cha 12.
Skills and Feats: Climb +24, Hide +6, Spot +13; Cleave, Power Attack, Multigrab*, Improved Multigrab*

Breath Weapon (Su): Line of lightning 5 feet wide, 5 feet high, 20 feet long, once a minute; damage 7d6, Reflex half DC 26.

Improved Grab (Ex): To use this ability, the behir must hit with its bite attack. If it gets a hold, it can attempt to swallow or constrict the opponent.

Swallow Whole (Ex): A behir can try to swallow a grabbed Large-size or smaller opponent by making a successful grapple check. A behir that swallows an opponent can use its Cleave feat to bite and grab another opponent in the same round.

The swallowed creature takes 4d6+12 points of crushing damage and 8 points of acid damage per round from the behir's gizzard. A swallowed creature can also cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out. The behir's gizzard can hold two Large, four Medium-size, eight Small, sixteen Tiny, or 32 Diminutive or smaller opponents.

Constrict (Ex): A behir deals 4d6+12 damage with a successful grapple check against Colossal or smaller creatures. It can use its claws against the grappled foe as well.

* these feats appear in Savage Species. Together, they mean that the Behir is not considered grappled when grappling other targets (it can ignore the -20 penalty for grappling without being grappled).

Demonically Infused* Large Air Elemental: CR 8; Large Elemental (Air); HD 8d8+32 (68); Init +13; Spd Fly 100' Perfect; AC 26 (touch 22, flat-footed 17); Atk Slam +14/+9 Melee (2d6+6); Face/Reach: 5 ft. by 5 ft/ 10 ft.; SA: Air Mastery, Haste, Smite Good, Whirlwind; SQ: Elemental, DR 15/+2, Cold Resistance 15, Fire Resistance 15, SR 16; AL CE; SV Fort +6, Ref +15, Will +2; Str 18, Dex 29, Con 18, Int 10, Wis 11, Cha 13.
Skills and Feats: Listen +11, Spot +11; Dodge, Flyby Attack, Improved Initiative, Weapon Finesse (slam)

Air Mastery (Ex): Airborne creatures suffer a –1 penalty to attack and damage against an air elemental.

Haste (Su): Because the creature is an actual composite entity, and both the demon and the elemental are—at least somewhat—separately aware, the demonically fused elemental gains an additional partial action and a +4 haste bonus to AC as if always hasted.

Smite Good (Su): Once per day the creature can make a normal attack to deal +8 damage against a good foe. The creature must decide to use its smite power before its attack. A missed smite good attack is wasted.

Whirlwind (Ex): The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 4 rounds. In whirlwind form, it can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 40 feet tall. The elemental controls the exact height, but it must be at least 10 feet. Creatures of Medium-size or smaller take damage when caught in the whirlwind and might be lifted into the air. An affected creature must succeed at a Reflex save (DC 16) when it comes in contact with the whirlwind or take 2d6 points of damage. It must also succeed at a second Reflex save (same DC) or be picked up bodily and held suspended in the powerful winds, automatically taking damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage, but can leave if the save is successful.

The Elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have one-half concealment, while those further away have total concealment (see Concealment page 133 in the PHB). Those caught in the cloud must succeed at a Concentration check to cast a spell (DC 16).

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Demonically Infused* Huge Air Elemental: CR 10; Large Elemental (Air); HD 16d8+80 (152); Init +15; Spd Fly 100' Perfect; AC 27 (touch 23, flat-footed 16); Atk Slam +21/+16/+11 Melee (2d8+9); Face/Reach: 10 ft. by 5 ft/ 15 ft.; SA: Air Mastery, Haste, Smite Good, Whirlwind; SQ: Elemental, DR 20/+3, Cold Resistance 20, Fire Resistance 20, SR 25; AL CE; SV Fort +10, Ref +21, Will +5; Str 22, Dex 33, Con 20, Int 10, Wis 11, Cha 13.

Skills and Feats: Listen +18, Spot +18; Dodge, Flyby Attack, Improved Initiative, Weapon Finesse (slam)

Air Mastery (Ex): As per the Demonically Infused Large Air Elemental

Haste (Su): As per the Demonically Infused Large Air Elemental

Smite Good (Su): As per the Demonically Infused Large Air Elemental, with +16 to damage.

Whirlwind (Ex): As per the Demonically Infused Large Air Elemental, but with a duration of 8 rounds, a maximum height of 50', the ability to pick up creatures up to Large size, damage of 2d8, and all save DCs of 22.

Elemental: As per the Demonically Infused Large Air Elemental

*Demonically Infused is a template introduced in Dragon Magazine, July 2001.

Yan-C-Bin, the Princess of Evil Air: CR 17; Gargantuan Elemental (Air); HD 36d8+216 (378 hp); Init +16; Spd Fly 100 ft. (perfect); AC 26 (touch 18, flat-footed 14); Atk +35/+30/+25/+20 melee (2d10+12, slam); Face/Reach: 20 ft by 20 ft/20 ft; SA Spell-like abilities, air mastery, whirlwind, summon air creatures; SQ Damage Reduction 15/+3, SR 20, elemental, immune to Air attacks, immunities; AL NE; SV Fort +17, Ref +32, Will +16; Str 26, Dex 35, Con 20, Int 20, Wis 18, Cha 18.

Skills and Feats: Concentration +16, Intimidate +14, Knowledge (the planes) +15, Listen +29, Spot +29; Blind-Fight, Cleave, Combat Casting, Dodge, Expertise, Great Cleave, Improved Crit (Slam), Improved Initiative, Mobility, Power Attack, Sunder, Weapon Finesse.

Spell-like Abilities: 3/day—*control winds, chain lightning, obscuring mist and wind wall*; 1/day—*control weather*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 14 + spell level).

Air Mastery (Ex): Airborne creatures suffer a –1 penalty to attack and damage against Yan-C-Bin.

Whirlwind (Ex): Yan-C-Bin can transform herself into a whirlwind once every 10 minutes and remain in that form for up to 18 rounds. In whirlwind form, she can move through the air or along a surface at her fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and 80 feet tall. She controls the exact height, but it must be at least 10 feet.

Creatures of Huge or smaller size take damage when caught in the whirlwind and might be lifted into the air. An affected creature must succeed at a Reflex save (DC 33) when it comes in contact with the whirlwind or take 2d8 points of damage. It must also succeed at a second Reflex save (same DC) or be picked up bodily and held suspended in the powerful winds, automatically taking damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage, but can leave if the save is successful.

Yan-C-Bin can eject any carried creatures whenever she wishes, depositing them wherever the whirlwind happens to be.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on Yan-C-Bin and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have one-half concealment, while those further away have total

concealment (see Concealment page 133 in the PHB).

Those caught in the cloud must succeed at a Concentration check to cast a spell (DC 33).

Summon Air Creatures (Sp): Once per day, Yan-C-Bin can automatically summon, 1d3 Large or Huge air elementals, 1d4 Invisible Stalkers, or 1d4 Cloud Giants.

Immune to Air Attacks (Ex): Yan-C-Bin is immune to any object cast into the air (thrown objects, missile weapons, etc.). This immunity does not extend to spells.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Immunities (Ex): Yan-C-Bin is immune to electricity effects and petrification.

(Yan-C-Bin's stats were obtained from the enworld website: www.enworld.org, with the exception of her gender...they depicted Yan-C-Bin as male)

Weahallian: Half-Air Elemental Lillend; CR 9; Large Outsider (Air); HD 7d8+21 (57 hp); Init +3; Spd. 20 ft., fly 70 ft. (avg) ft.; AC 19 (touch 13, flat-footed 15); Atk +11/+6 Sword (d8+5), +6 Tail Slap (2d6+2); Face/Reach 5 ft. by 5 ft./10 ft.; SA Improved Grab, Constrict 2d6+5, Spells, SLA; SQ Poison Immunity, Fire Resistance 20, Electricity Resistance 15 (by item), Cold Immunity, Disease Immunity; AL CG; SV Fort +8, Ref +9, Will +9; Str 20, Dex 19, Con 17, Int 16, Wis 18, Cha 18.

Skills and Feats: Appraise +13, Craft (Weaving) +13, Concentration +13, Knowledge (arcana) +13, Listen +14, Perform (any ten) +15, Spellcraft +13, Wilderness Lore +18; Combat Casting, Extend Spell

Spells: Weahallian casts spells as a 6th-level bard (DC 15 + spell level, spells/day 3/5/3).

0 - Dancing Lights, Detect Magic, Ghost Sound, Light, Mage Hand, Prestidigitation

1 - Cure Light Wounds, Expeditious Retreat, Mage Armor, Protection from Evil

2 - Blur, Enthrall, Mirror Image

Spell-like Abilities: 3/day darkness, hallucinatory terrain, knock, light; 1/day charm person, speak with animals, speak with plants. All as per a 10th level bard (DC 15 + spell level).

1/day obscuring mist, wind wall, gaseous form and air walk. All as per a 7th level sorcerer (DC 15 + spell level).

Bardic music abilities: as a 6th level bard.

Improved Grab (Ex): To use this ability, Weahallian must hit an opponent of up to Medium-size with its tail slap attack. If it gets a hold, it can constrict.

Constrict (Ex): Weahallian deals 2d6+5 points of damage with a successful grapple check against opponents of up to Medium-size. This uses the entire lower portion of its body so it cannot take any move actions when constricting, though it can still attack with its sword.

MAP 16 AIR ELEMENTAL NODE

