

Return to the Temple of Elemental Evil.

This is a remake of the classic Return to the Temple of Elemental Evil. I hope you enjoy what I have so far. Below are instructions for making installing it and a few notes that might interest other mod builders.

Installation Instructions:

Place the Evil Temple folder in your campaign folder in My Documents. The address structure should look similar to this:
C:\Documents and Settings\Roy\My Documents\Neverwinter Nights 2\Campaigns

Place the TempleofEvil.mod file in the folder named modules.

You can either play the module or click New Campaign.

Features thus Far:

Fully working World Map for transitions between areas.

Fully working henchmen. Although only one has been partially implemented.

6 explorable areas

The Moathouse

 Courtyard of the Moathouse

Hommlet

Inn of the Welcome Wench

Cliffside Road

Old Tower

The story has not been implemented at all at this point, although key items and variables are in place. My main goal is areas, henchmen, henchmen stories and quests, main characters and story. I hope you enjoy what I have so far.

