

DRAG1-1

MANY HANDS MAKE LIGHT WORK

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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Westgate is a dangerous city at any time, but today it's about to live up to its name. Today, a band of pious Sisters have arrived in your precinct and they need a little help with renovations and ... removals. A *Living Forgotten Realms* adventure set in the Dragon Coast for character levels 1-4.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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This adventure retires from RPGA-sanctioned play on December 31 2011.

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PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your Senior GM directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be

played within 3.5 - 4 hours; try to be very aware of running long or short. Adjust the pacing accordingly.

- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following every word on the page; it's about creating a fun, challenging game environment for the players. A great deal of good information on being a DM for a D&D game can be found in Chapters 1-2 of the *Dungeon Master's Guide*.

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 1 - 4. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

Each adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the first two levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the last two levels of the adventure's level spread.

A group may decide to play riskier and play the high level when their levels are more suited to the low level if everyone in the group is in agreement to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group is in agreement to do so; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter will have a level and other values (such as XP or sometimes skill checks) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter - that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success - they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later on and defeat it, award them the other half of the experience points for the encounter.

CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return back to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly amongst the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there's still more of the adventure remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return back to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. Encounters that do not give out experience points do not count for purposes of reaching a milestone. Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

ADVENTURE BACKGROUND

Three silverstars (priestesses of Selûne) planned to rent and renovate the abandoned Temple of Mask (which after the followers of Mask abandoned it also secretly has been used by worshippers of Cyric for a few years until the cult Cyric also disappeared, in their case due to infighting) in the Moonside District of Westgate. They made the arrangements from their home base, in Cormyr, but arrived yesterday only to find that a squatter unlawfully occupies the temple. The landlord, Borgo Gizebogg, rented the building to the silverstars, knowing full well that the halfling squatter (and his entourage) is aligned with the Fire Knives, a notorious local thieves' guild. Rather than remove the squatter himself, and draw the ire of the thieves' guild, Borgo hopes that the new tenants find a way to get rid of the squatter themselves. As always, the local law enforcement is no help at all. Most are already being paid by the Fire Knives to "turn a blind eye". Such is life, in Westgate.

The adventure opens on the morning after the arrival of the silverstars. Yesterday, the priestesses arrived at the temple only to be greeted with abuse and threats of violence. It was clear that the place they'd intended to rent was unlawfully occupied. This morning, two of the silverstars, Twilight and Midnight, have visited the local courthouse in order to gather some information about the structure of the building. The third silverstar, Sunrise, has gone to the *Gentle Moon Inn* to search for their landlord, Borgo Gizebogg. Sunrise has heard that Borgo eats his breakfast here every morning, and she intends to find out what he plans to do about their unwelcome squatter.

After arriving in Westgate, just the night before, the adventurers also find themselves in the *Gentle Moon Inn* and having breakfast at the very same moment Sunrise confronts Borgo about the squatter.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

DRAG1-1 Many Hands Make Light Work

Journeyers of Faerun all agree that Westgate is the scum-ridden underbelly of the Dragon Coast. In fact, most attest that this city is the underbelly of the entire Faerun. If you want to disappear, this is where you do it. It is one of the last of the free cities, some say because nobody wants to lay claim to it others think it is because of its military strength.

Fractional families - who have a long history of dealing with thieves, pirates, assassins, cutthroats, murderous mercenaries, demons, and undead lords, rule the city, albeit one such family has become powerful enough to almost claim the throne as the first monarch since centuries. Into the mix come merchants, traders and gamblers: all looking for the fast purse of platinum upon which to build "honest lives". And so, too, come adventurers, for it is here that fortunes can be made in a day - even if life itself is lived on the edge.

Amidst the bloodstained alleys and shadowy lanes, lies the little district known as Moonside. Inside the Gentle Moon Inn, breakfast is being served, and that is all that matters on this bright and beautiful morning.

Allow the PCs to introduce themselves and explain what brings them to such an adventurous place. If the PCs all know each other, allow the group the chance to come up with a good reason for them all to be in Westgate. Try to weave some of their desires into the fabric of this adventure, where possible.

Explain to the players that the *Gentle Moon Inn* is one of the nicer, safer establishments in Westgate. The dining room in which they sit has around fourteen other patrons - testimony to the excellent breakfasts served in this little corner of the precinct.

DM'S INTRODUCTION

This adventure takes place in the Moonside district of Westgate City. The city is dirty and dangerous, especially to those without streetwise or gold (gold can buy anything in Westgate including safety).

As the PCs walk through the streets, they see all manner of races - some recognizable, others not. Everybody seems to be "making a deal", and most of those deals are done down dark alleyways. After all, this is Westgate, where trade is protected above all else. There is a "seedy tavern" around every bend. Gambling, drinking, cussing and brawling regularly spill over onto the sidewalks. The streets are also home to hawkers of all races. Humans from different parts of the Realms, as well as orcs, elves, dwarves and halflings ply their wares, their voices mixing in a cacophony of languages and dialects.

ENCOUNTER 1: BREAKFAST INTERRUPTED

SETUP

Sunrise (priestess of Selûne, shy but insightful and with a quiet authority)

Borgo Gizebogg (human landlord, gruff and nervous)

Madam Maritza (human owner of the *Gentle Moon Inn*)

Silky (human serving wench at the *Gentle Moon Inn*)

Master Tippet (long time human patron of the *Gentle Moon Inn*)

A comely serving wench, who introduces herself as Silky, interrupts the adventurers' morning conversation. Silky knows she's admired by the menfolk, and plays up to any hero who even slightly takes an interest. She is curious and looking for someone "tall, dark and handsome" to whisk her away from the dreary servitude she endures at the *Gentle Moon*. In reality, Silky also pouts and gives catty looks to any female PC whom she might perceive as a threat.

After the PCs have placed their orders, Silky departs for the kitchen. PCs notice that Silky is being watched by her employer and inn proprietor, Madam Maritza. Madam Maritza is an overweight, unattractive, elderly lady who attempts to present herself as "still sexy". In effect, she is "mutton dressed up as lamb". If the PCs try to interact with her at this point, she shies at being discovered and waddles like a shot duck into the kitchen.

After another brief moment, read or paraphrase:

The quiet little breakfast room is suddenly interrupted by a loud, violent outburst.

"I never promised you the place would be vacant, only that it was untenanted!" says a big man with huge hands and a bushy black beard. He gets up from his table and hovers menacingly over a thin, young woman dressed in clerical robes.

A DC 10 Religion check reveals her to be a silverstar, a priestess of Selûne (good aligned greater goddess of the moon).

"There is a squatter, sir, in the building you rented us," the young woman replies. "Just yesterday, upon our arrival, he showed us his thumb and threatened us with violence should we proceed to evict him! That is a brave thing, indeed, to do to holy sisters!"

"I doubt he goes to church," the man interjects sarcastically. "My hands are tied. If you want the building, evict him yourself. If not, find some other dump to renovate. I shall, however, keep your generous down payment to cover expenses for my time and anguish in this bothersome business. Good day."

And with that, the big man turns and barges out the door, knocking over a table or two as he goes.

The young woman stares after him, then collapses at a breakfast table and bursts into tears.

If the PCs go over and talk with the silverstar, go to "Comforting Sunrise". If the adventurers run after the big man and try to confront him, go to "Confronting Borgo" below. If the PCs do not immediately say they are going after Borgo, then he disappears into the many alleyways of Westgate before they can reach him.

COMFORTING SUNRISE

The young lady is very upset. She is also very frightened by "the big man with the bushy beard" whom she calls Borgo Gizebogg. It takes some soft talking and a quiet disposition on the part of a PC to calm her down and get her to a point where she stops sobbing and gulping for air. After some friendly conversation, the young lady introduces herself as Sunrise - a silverstar (or priestess of Selûne). She has soft, fair skin and golden hair tied back in a braid. Her large blue eyes are sad and glistening with tears.

Sunrise says she and her two fellow silverstars have traveled from Cormyr to start a church dedicated to Selûne. The only building available for rent was a long abandoned Temple of Mask in the Moonside District. The silverstars dealt with the landlord, one Borgo Gizebogg, via messenger pigeon. He assured them that their down payment (20 gp) was good, and the building would be ready to move into as of yesterday.

But yesterday, the silverstars arrived in Westgate only to find the building occupied by a nasty little halfling squatter. He gave them much abuse and told them to go away and never come back - or else!

The silverstars stayed overnight at the *Gentle Moon Inn* and Sunrise was determined to confront the landlord when he came in for breakfast this morning. All she wanted him to do was help her get rid of the squatter, so that she and her sisters can move in and start their renovations. Now, it seems, they need to find somewhere else to rent - and that is near impossible; that is, unless somebody else can help them get rid of the squatter?

The other two silverstars, Twilight and Midnight, have gone to the local courthouse to try and find some information about the old temple, as well as local

tenancy laws that might help them get rid of the pesky squatter.

The PCs have a few options here. They can offer to go with Sunrise to meet her fellow sisters at the courthouse. They can offer to help Sunrise rid the temple of the belligerent squatter. They can also offer to confront Borgo (which they won't be able to do unless they've done so already - he is unavailable at the offices he keeps for business).

If asked, Sunrise doesn't know any more about the squatter or the old temple. She suggests that if the adventurers want to help that they all go down to the Moonside District Courthouse and meet with Twilight and Midnight. They might have some more information.

The PCs might decide to ask around the *Gentle Moon Inn* about the old temple or the squatter. People seem very unwilling to give up this information (though they are not rude unless harassed).

- **Silky:** The old Temple of Mask has been deserted for over fifty years. Silky's father reckons that there's a curse on the building, or something unnatural living somewhere under the place (or in-between the walls!).
- **Madam Maritza:** The food scraps from the Inn get thrown into a big garbage bin out the back and taken away. On more than one occasion, Madam Maritza has seen a halfling rummaging through the bins and filling large sacks with the scraps. The scraps were not fit for humanoid consumption - and if he has dogs, they must be very big (because he takes an awful lot).
- **Master Tippet (patron):** He knows that the halfling's name is Ostram del' Farrago. He knows, because he worked in the Westgate prison as a cleaner until last year. He saw Ostram "on the inside". He thinks Ostram was put in prison for theft and larceny. He didn't serve a very long term. The guards reckoned that Ostram had "influential friends".

Once the PCs are finished talking with Sunrise and any of the patrons, move on to Encounter 2.

CONFRONTING BORGO

The PCs have to be very quick to catch Borgo as he leaves the Inn. Someone must say to the DM that they *immediately* run after him (otherwise he loses them in the crowds and back alleys of the district).

If the PCs catch up with Borgo, the following may take place:

- It takes DC 15 Diplomacy check just to get Borgo to stop, listen and speak with the adventurer. A failed check means that Borgo angrily brushes off the PC and disappears into the Westgate throng.
- A successful check causes Borgo to momentarily stop and listen. He is very angry at being stopped, but he listens to what the PC has to say.
- Borgo tells the PC that he has no choice but to let the squatter stay where he is. Borgo asked the squatter to leave two weeks ago, but he refused to go. Last week, Borgo tried again, but was threatened with harm if he kept interfering.
- Two days ago, Borgo went to the local constabulary to see if they could help him remove the squatter. They laughed at him and told him to go on his way and "forget about it". On the way home, a gang of cutthroats stopped him. They told him that "the squatter had to stay, or else." Then they pinned him down and carved something into his stomach with a burning dagger. Borgo lifts up his shirt to reveal a bloody scar: the symbol of a knife surrounded by flames!
- Borgo says he is not a bad man, but he is broke. He can't give back the Sister's money because he fears that he may need the money to pay bribes or to pay off those who might threaten him and his family in the future. He believes that by helping the silverstars find a place, he has been "marked". Their down payment is his only way he can ensure his survival.
- A DC 20 Diplomacy or Intimidate can convince him to give the money back. In fact, he hands the money back over and says that the place is theirs if they can find their own way to remove the squatter.

Borgo is continuously nervous and constantly looks over his shoulder and flinches at the slightest thing. He doesn't stay talking or negotiating for long, and swiftly moves away from the PC when he sees the chance. The DM should end this as soon as possible and move the action of the adventure along to Encounter 2.

ENCOUNTER 2: WHEN A PLAN COMES TOGETHER

SETUP

Twilight (priestess of Selûne, bossy)

Midnight (priestess of Selûne, talkative)

Sunrise (priestess of Selûne)

Natali Skarm (clerk, nosy)

Once the PCs decide to help the silverstars, they are taken to the local courthouse. As they enter the courthouse, a very rude clerk asks them to be quiet. She does this very loudly and rudely at least another four times over the course of this encounter (even if they are all making stupendous efforts to talk quietly). The clerk name is Natali Skarm but she never introduces herself.

Natali appears out of nowhere, wherever they go, to simply shush them and interrupt their conversation. A DC 15 passive Insight reveals that Natali might be trying to overhear or spy upon the party and the silverstars. If confronted, Natali denies everything (though she stops annoying them at this point).

The PCs find the other two sisters at a table near the middle of the courthouse. It's very quiet in here, and they are alone.

Twilight has short, black hair and an olive complexion. She is forthright and businesslike (though friendly). If a PC flirts with her, she is quick to intimidate the PC and make it very clear that she will have "none of that sort of thing, thank you very much". Midnight has long, trailing red hair that sweeps past her shoulders and down her back to her slender waist. She is shy and quite "bookish", though she reserves a cute little smile for any PC who takes an interest in her love of books and history. Both women, like Sunrise, are in their early twenties.

When Sunrise introduces the PCs, Twilight and Midnight are startled that their Sister has engaged such "outsiders". They have heard stories about young women being "taken advantage of" in Westgate. They realize that being priestesses offers them *some* protection, but after all, Westgate is not exactly known for its pious disposition. The PCs need to explain how they might help (and show that their intentions are pure) before Twilight and Midnight show them what they have discovered.

Once convinced, Twilight and Midnight reveal what they have found out about the old Temple of Mask. They have been taking down some notes, which they now hand to the PCs to read. Hand out Player Handout 1.

It is now up to the PCs to devise a plan to get into the temple and evict the halfling squatter.

The sisters prefer that the squatter be "captured", then removed and handed over to the authorities. They simply want the squatter evicted. The city ordinances state that once they take up residence in the building, then they officially claim it (and nobody can take it off them).

For the record, the Sisters need this building because they simply do not have the funds to procure another. They need to procure *this* building and that means evicting the squatter.

If the PCs suggest using social skills to talk the squatter around, then the Sisters remind the adventurers that they have already tried this and failed. They cannot afford to waste any more time talking with him. Eviction must be done before midday, as today is the day in which the Moon is right for the dedication of temples to Selûne (and the Sisters need the afternoon to prepare for the evening ceremony).

The PCs can go back to the *Gentle Moon Inn* and ask Madam Maritza if they can search her premises for an old tunnel (DC 15 Diplomacy -only a DC 10 if the talking PC promises to take Madam out to dinner that evening). A DC 15 Perception check discovers the old tunnel leading to beneath the altar in the temple.

Entering via the roof requires that the PCs climb onto the roof without being noticed. The results of such a move are outlined in Encounter 3. If the PCs ask for help in getting onto the roof, the Sisters say they saw an old lattice, with vines on it, out the back of the temple. They suppose that somebody could climb the lattice onto the roof (and from there, remove some tiles and get down into the vestry).

Entry via the rear exit would require strength to break down the boarded up door. Such an action would allow swift entry, but would alert the squatter.

The front entrance is constantly watched over and guarded by the squatter. Any attempt to gain entry this way would almost certainly result in detection.

The squatter has made his "home" in the antechamber of the old temple. This is so he can watch out for anyone coming to remove him. The Sisters know this, and can tell the PCs if asked.

If the PCs ask for payment in return for helping the Sisters, then the Sisters explain that they are poor and cannot pay with money. They offer the PCs a room to stay in at the temple, as well as three hot meals a day, and valuable "spiritual guidance".

When plans have been formulated, move on to Encounter 3.

ENCOUNTER 3: THE EVICTION

ENCOUNTER LEVEL 2 / 4 (625 / 825 XP)

SETUP

This encounter includes the following creatures.

1 Ostram del'Fargo (area 2)

3 spiretop drakes (above north window, near area 3)

2 guard drakes (area 2)

If the PCs approach the temple read, or paraphrase, the following:

The deserted temple is in a state of disrepair and various stages of dilapidation. It is habitable - but only just. In the front, two frightening-looking stone dragons sit atop spires above large smashed windows. The windows straddle a boarded-up entranceway, that has a small hole cut into it that would enable somebody to get inside. Steps lead up to the entrance, but they are broken and in need of repair.

Once PCs have gained entrance to the building, read, or paraphrase, the following:

Inside, everything is smashed. Most of the pews once used by the congregation have been chopped up and used for firewood. Several stone pillars have also been knocked down. A desecrated altar stands at the eastern end of the temple. The floor of the atrium (to the west) has been defiled with evil-looking, glowing graffiti.

From the outside:

- A passive DC 15/16 Perception check reveals that the “stone dragons” are, in fact, drakes (and they are alive!). A DC 15 Nature check identifies them as spiretop drakes.
- The tops of the spires on which the drakes sit are 5 feet above the large windows. Each window is 10-ft. wide. The windows are 20 feet above ground level and 10 feet high. As soon as any PC is halfway the stairs leading to the entrance, the drakes attack.
- Ostram del' Farrago, the halfling squatter, is “on guard”, hiding up on the inside window ledge. If the PCs approach from the front, he sees them coming and readies an attack (see Tactics).

- The steps going up to Area 1 (on the map) are in a state of disrepair. Each square on the stairs costs 2 squares of movement to move through.
- The PCs may avoid the steps and try to climb up and in through either of the windows. This requires a DC 17 Athletics check, though the drakes attack as soon as any PC climbs 20 feet up the wall.
- Any attempt to call out to Ostram and get him to show himself fails. Ostram and the drakes lie in wait for the PCs to take them on. If any PC attacks a drake (or, by chance, Ostram) then combat begins immediately.
- Medium and larger PCs must squeeze through the hole in the boarded up door. Ostram can attack anyone coming through the door and gain combat advantage over them as they squeeze through.

Rear:

- The PCs can find their way to the rear of the temple via an alleyway that lets them avoid the front of the building (and the watchful eyes of Ostram and his drakes).
- The PCs can make a DC 16 Strength check to break down the rear door to the temple. It is made of wood, and it has been boarded up. Note that there are no windows in the rear (or to the sides) of the temple.
- If the PCs break down the door, then Ostram hears and attacks (and the spiretop drakes show up in round 2).
- The PCs can make a DC 17 Athletics check to get up and onto the roof. This allows them to enter the temple by removing the loose tiles above Area 3.

Roof:

- A PC searching for loose tiles on the roof must make a DC 15 Perception check to find the loose tiles.
- As the tiles are removed, the PC must make a DC 13 Stealth check in order to avoid alerting the drakes. If the PC fails, the drakes move to attack (combat begins).
- If the drakes are not alerted, the PC must still make another DC 16 Stealth check in order to lower themselves quietly into Area 3. If this check fails, then the drakes and Ostram attack.

Secret door:

- The tunnel from Madam Maritza's leads up under the altar (Area 4) of the temple. The PCs

need to lift up and move aside a 1 square wide stone block, then climb up and out (on to the top of the altar where the number 4 is on the map).

- It takes a DC 16 Strength check to lift up the block and move it aside. Whoever moves the block must also make a DC 21 Stealth check to avoid alerting the guard drakes.
- Every PC climbing up and out of the tunnel must make a DC 10 Athletics check.
- Every PC climbing out (attempting to move quietly) must make a DC 16 Stealth check to avoid alerting guard drakes.
- If Ostram is alerted, he attacks. The spiretop drakes attack in round 2.

FEATURES OF THE AREA

Use this guide as a map key for the temple. Note that it is 20 feet from floor to ceiling inside the temple.

Area 1: Steps lead up to a boarded door (with a small squeeze entrance cut into the boards).

Area 2: This is where Ostram sits on a chair bathed in shadow. He faces looking out onto the street. He looks through the north window and sees most people who approach. He never expects anyone to come in from behind (or through the doors to Area 3).

Area 3: This is the old office of the temple. It has two closed, but unlocked, wooden doors leading out into Area A. There is nothing of value in here.

Area 4: This is the altar. There is a secret door in the centre-top of the altar. The altar has decorations painted on the side dedicated to the evil god, Cyric.

Area 5: The rear door of the temple. It is boarded up.

Area 6: An old storage room. Some of the roof has collapsed in the entrance making entry difficult. Ostram keeps what little treasure he owns in this room.

Area A: Ostram convinced a priest of the Fire Knives (dedicated to Cyric) to defile this area and taint it with evil. Whilst followers of Cyric (including Ostram) stand in this area, they make all his attacks at +2. Non-followers, who stand in this area, make all their attacks at -2.

Area B: Everything is smashed in this area and it is considered difficult terrain. There are 3 broken columns that can be crouched behind to provide cover.

Areas W: These are large windows. The glass has been smashed out of them, causing the temple to be open to the elements. There are black drapes at the sides, but they are not pulled all the way across.

Illumination: It is not dark in here, but black drapes over the sides of the large windows casts

shadows in the corners of the building (considered to be dimly light).

TACTICS

Ostram and the drakes fight until they are defeated, they do not surrender or flee. The halfling relies on Stealth to gain surprise at the start of the battle, but later on resorts to hit-and-run tactics. He prefers to fight in (or from) Area A - or lure PCs back into this area at some point while hiding behind his guard drakes.

The spiretop drakes fly in through the windows using the terrain to their advantage both for cover and to stay out of melee reach of any opponents. The guard drakes try to stay between Ostram and the PCs while dealing as much damage as possible to their opponents.

SCALING THE ENCOUNTER

Make the following adjustments to the combat, based on the number of PCs present.

Four PCs: Remove one spiretop drake from this encounter. It becomes a solid stone statue.

Six PCs: Add another guardian drake to this encounter.

ENDING THE ENCOUNTER

The Sisters are happier for Ostram to be captured; but they will not protest if the party choose to kill him.

If the PCs capture Ostram, he refuses to talk (even when intimidated), and just hurls abuse and makes threats.

The PCs can turn Ostram over to either the Sisters or the local authorities.

EXPERIENCE POINTS

The characters receive 125 / 165 experience points each for defeating Ostram and his nasty drakes.

TREASURE

A few coins (10 / 20 gp) can be found in the storage room. The halfling has an oddly shaped bone dagger in his possession (see New Rules):

+1 *goblin totem dagger* (low level version)

+2 *goblin totem dagger* (high level version)

ENCOUNTER 3: THE EVICTION STATISTICS (LOW LEVEL)

Ostram del'Fargo		Level 2 Skirmisher
Small natural humanoid		XP 125
Initiative +6	Senses Perception +1	
HP 34; Bloodied 17		
AC 16; Fortitude 13, Reflex 15, Will 14; see also <i>nimble reaction</i>		
Saving Throws +5 against fear effects		
Speed 6; see also <i>mobile melee attack</i>		
m Dagger (standard; at-will) ♦ Weapon		
+7 vs. AC; 1d4 + 3 damage, or 1d4 + 4 damage against medium sized opponents.		
r Dagger (standard; at-will) ♦ Weapon		
Ranged 5/10; +7 vs. AC; 1d4 + 3 damage, or 1d4 + 4 damage against medium sized opponents.		
M Mobile Melee Attack (standard; at-will)		
The halfling can move up to 3 squares and make one melee basic attack at any point during that movement. The halfling thief doesn't provoke opportunity attacks when moving away from the target of its attack.		
Combat Advantage		
The halfling thief deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.		
Nimble Reaction		
Halflings gain +2 racial bonus to AC against opportunity attacks.		
Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter)		
The halfling thief forces the attacker to reroll the attack and take the new result.		
Alignment Evil	Languages Common, Draconic	
Skills Acrobatics +11, Stealth +9, Thievery +11		
Str 12 (+2)	Dex 16 (+4)	Wis 11 (+1)
Con 10 (+1)	Int 10 (+1)	Cha 14 (+3)
Equipment leather armor, +1 <i>goblin totem dagger</i> , 4 daggers, thieves' tools		

Spiretop Drake		Level 1 Skirmisher
Small natural beast (reptile)		XP 100
Initiative +6	Senses Perception +3	
HP 29; Bloodied 14		
AC 16; Fortitude 11, Reflex 14, Will 13		
Speed 4, fly 8 (hover); see also <i>flyby attack</i>		
m Bite (standard; at-will)		
+6 vs. AC; 1d6 + 4 damage		
m Snatch (standard; at-will)		
+4 vs. Reflex; 1 damage and the spiretop drake steals a small object from the target, such as a vial, scroll or coin.		
R Flyby Attack (standard; at-will)		
The spiretop drake flies up to 8 squares and makes one melee basic attack at any point during that movement. The drake doesn't provoke opportunity attacks when moving away from the target of the attack.		
Alignment Unaligned		Languages –
Str 11 (+0)	Dex 18 (+4)	Wis 16 (+3)
Con 13 (+1)	Int 3 (-4)	Cha 11 (+0)

Guard Drake (level 1)		Level 1 Brute
Small natural beast (reptile)		XP 100
Initiative +2	Senses Perception +6	
HP 38; Bloodied 19		
AC 14; Fortitude 14, Reflex 12, Will 11		
Immune fear (while within 2 squares of an ally)		
Speed 6		
m Bite (standard; at-will)		
+5 vs. AC; 1d10 + 2 damage, or 1d10 + 6 damage while within 2 squares of an ally.		
Alignment Unaligned		Languages –
Str 16 (+3)	Dex 15 (+2)	Wis 12 (+1)
Con 18 (+4)	Int 3 (-4)	Cha 12 (+1)

ENCOUNTER 3: THE EVICTION STATISTICS (HIGH LEVEL)

Ostram del'Fargo (level 5)	Level 5 Skirmisher
Small natural humanoid	XP 200
Initiative +7 Senses Perception +2	
HP 58; Bloodied 29	
AC 19; Fortitude 16, Reflex 18, Will 17; see also <i>nimble reaction</i>	
Saving Throws +5 against fear effects	
Speed 6; see also <i>mobile attack</i>	
m Dagger (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d4 + 5 damage, or 1d4 + 7 damage against medium sized opponents.	
r Dagger (standard; at-will) ♦ Weapon	
Ranged 5/10; +10 vs. AC; 1d4 + 5 damage, or 1d4 + 7 damage against medium sized opponents.	
M Mobile Melee Attack (standard; at-will)	
The halfling can move up to 3 squares and make one melee basic attack at any point during that movement. The halfling thief doesn't provoke opportunity attacks when moving away from the target of its attack.	
Combat Advantage	
The halfling thief deals an extra 2d6 damage on melee attacks against any target it has combat advantage against.	
Nimble Reaction	
Halflings gain +2 racial bonus to AC against opportunity attacks.	
Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter)	
The halfling thief forces the attacker to reroll the attack and take the new result.	
Alignment Evil Languages Common, Draconic	
Skills Acrobatics +12, Stealth +11, Thievery +12	
Str 12 (+3) Dex 16 (+5) Wis 11 (+2)	
Con 10 (+2) Int 10 (+2) Cha 14 (+4)	
Equipment leather armor, +2 <i>goblin totem dagger</i> , 4 daggers, thieves' tools	

Spiretop Drake (level 2)	Level 2 Skirmisher
Small natural beast (reptile)	XP 125
Initiative +6 Senses Perception +3	
HP 37; Bloodied 18	
AC 17; Fortitude 12, Reflex 15, Will 14	
Speed 4, fly 8 (hover); see also <i>flyby attack</i>	
m Bite (standard; at-will)	
+7 vs. AC; 1d6 + 5 damage	
m Snatch (standard; at-will)	
+5 vs. Reflex; 2 damage and the spiretop drake steals a small object from the target, such as a vial, scroll or coin.	
R Flyby Attack (standard; at-will)	
The spiretop drake flies up to 8 squares and makes one melee basic attack at any point during that movement. The drake doesn't provoke opportunity attacks when moving away from the target of the attack.	
Alignment Unaligned Languages –	
Str 11 (+0) Dex 18 (+4) Wis 16 (+3)	
Con 13 (+1) Int 3 (-4) Cha 11 (+0)	

Guard Drake	Level 2 Brute
Small natural beast (reptile)	XP 125
Initiative +3 Senses Perception +7	
HP 48; Bloodied 24	
AC 15; Fortitude 15, Reflex 13, Will 12	
Immune fear (while within 2 squares of an ally)	
Speed 6	
m Bite (standard; at-will)	
+6 vs. AC; 1d10 + 3 damage, or 1d10 + 9 damage while within 2 squares of an ally.	
Alignment Unaligned Languages –	
Str 16 (+4) Dex 15 (+3) Wis 12 (+2)	
Con 18 (+5) Int 3 (-3) Cha 12 (+2)	

ENCOUNTER 3: THE EVICTION MAP

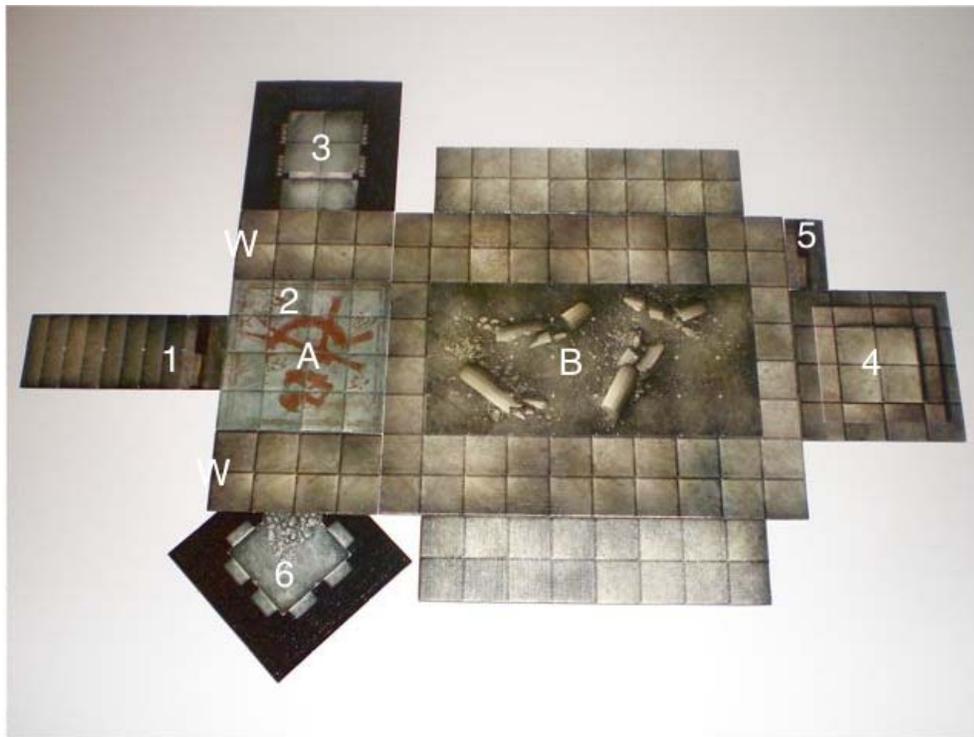
DUNGEON TILES

Stairs	2x4	x1
Single Door	1x2	x2
Floor	4x8	x1
Floor	8x10	x1
Corridor	2x8	x2
Ruins	4x8	x1
Raised Altar Area	4x4	x1

HIDDEN CRYPTS

Crypt	4x4	x1
Crypt w/Rubble	4x4	x1
Floor w/Stained Red Blood-Runes	4x4	x1

The top of the map is North. The bottom of the map is South.



ENCOUNTER 4: MANY HANDS

SKILL CHALLENGE LEVEL 1 / 3, COMPLEXITY 2 (200 / 300 XP)

SETUP

Number of Successes: 6

Number of Failures: 3

Primary Skills: Bluff, Diplomacy, Streetwise.

Important NPCs:

Icarus Bodds (male human carpenter)

Layneea Korsair (female human stonemason)

Artorio Engler (male human glazier)

As soon as the PCs have “evicted” the squatter and eliminated the threat of his guardian drakes, the Sisters are ready to move in and begin renovating the temple. The renovations prove problematic because:

- They need to find trades people in the local district who can help them begin their renovations immediately.
- They can't leave the temple to go and find people because they need to stay in the temple for 24 hours in order to lay claim to it.
- They also want to consecrate the temple in the name of Selûne. Even though they want to do this as soon as possible, they know this ritual takes time. The moon of this night is perfect, forcing them to stay, if they want to finish the ritual on time.

The Sisters need the PCs to help them track down trades people and convince them to help renovate their temple. The Sisters are happy for the PCs to offer their *own* services in return for help, but that is up to the PCs to organize and negotiate.

At an appropriate moment, Sunrise comes forward and asks the PCs to ‘go forth’ into the local district to find:

- A carpenter - to help patch the floorboards, walls and roof of the temple.
- A stonemason - to examine the foundations of the temple and to shore up the outer walls and steps.
- A glassier - to make two new stained-glass windows for the front of the temple (depicting the many aspects of Selûne).

- A plumber - to help reconnect water and sewage to the temple.

The Sisters do not know where to find these people, so the first thing the PCs need to do is ask around. Doing this begins the Skill Challenge. The DM should note that as soon as one PC succeeds at one check in each scene, the DM should have that tradesperson go help the Sisters, and have the party move on to the next scene. If a check fails, then another PC can try another skill to succeed at that scene, or the party can choose to cut their losses and move on to the *next* scene (if that is possible).

SCENE 1: FINDING THE TRADES PEOPLE

Streetwise (DC 10 / 11): Good trades people aren't easy to find in Westgate, let alone in the local precinct. As soon as one PC succeeds at a check (by asking some of the local folk about reputable trades people), they find out the names and locations of all the relevant trades people. They are:

Icarus Bodds (the carpenter). He is working on a new building site, two blocks to the west.

Layneea Korsair (the stonemason). She can be found in a local tavern. Apparently, somebody just found a strange stone artifact that needs appraising.

Artorio Engler (the glassmaker). He is about to give a talk at the local orphanage. If the PCs hurry, they can catch him before he begins!

The PCs can investigate these leads in any order. They may even split up if they like.

SCENE 2: ICARUS BODDS - THE CARPENTER

Icarus Bodds can be found working alone on a building site. He greets the PCs in a friendly manner and assumes they are the “hired help”, which he has waited all week for the Council to deliver. He's a bit disappointed when he finds out the PCs are not there as “carpenters”.

Icarus is tired of working on his own for the Council, so he is quite happy to do some renovations for the silverstars. He does, however, need a PC to do one thing for him before he goes to help. He needs a PC to help him brace one of the walls.

Athletics or Acrobatics (DC 15 / 16): To climb on, up, under and around the scaffolding. A success here means the PC was able to maneuver around the scaffolding and assist Icarus without falling. A failure means the PC falls and loses a healing surge. Even if the PC fails, their help is enough to allow Icarus to

brace the wall for the time being (whilst he goes to help the Sisters).

SCENE 3: LEYNEEA KORSAIR – THE STONEMASON

At a local tavern, called *The Dragon's Gullet*, Leyneea Korsair is in the middle of some tense (and terse) negotiations. It appears somebody was digging near the Ruins of Starmantle and found a small but priceless stone sculpture from a public building. It dates back to well before the Spellplague. Unfortunately, the owner of a local curiosity shop doesn't think it's worth very much and won't pay for it. The person who dug it up only wants to sell it to the shopkeeper. Leyneea is happy to go and help the silverstars, but she wants the PCs to stay and try and convince the shopkeeper, Orto Tuck, to purchase the piece.

Bluff (DC 15 / 16): To convince Orto that the piece is more valuable than the PC is aware it really is, or to try to convince Orto why the piece will bring better profits than he expects. Success indicates Orto is willing to buy the piece. Failure means Orto sees through their story and refuses to buy the piece or listen to them further.

History (DC 10 / 11) To understand the history of the piece and relate its significance to Orto. A success grants a +2 bonus to the next Bluff or Diplomacy made to convince Orto to buy the piece. A failure a -2 penalty.

Diplomacy (DC 15/17): To convince Orto that anything from the past, especially anything from a significant ruin such as Starmantle, is worth purchasing for its historical value, or that purchasing this piece could lead to more valuable finds in the future. Success here, means Orto buys the piece and counts as a success for the challenge.

SCENE 4: ARTORIO ENGLER – THE GLASSMAKER

The PCs arrive at the local orphanage. They have heard that the glassmaker, Artorio Engler, is about to give a little talk to an excited bunch of five year olds. The PCs find him waiting nervously outside a room in the orphanage. It seems that Artorio was asked by the local burgher to give a talk to the local orphans about "Glass". Apparently, the children are interested in what he does and how he does it. Artorio is not a good speaker, but he agreed because the burgher loaned him the money to start his business.

When the PCs arrive and offer him the opportunity to help the Sisters renovate the temple

windows, Artorio sees this as an opportunity to relieve himself of his obligation to speak.

Artorio says he will help the Sisters, so long as one of the PCs agrees to deliver his speech. The subject is: "The Little Glass Bunny". Artorio was going to say it off the top of his head, and suggests the chosen adventurer does the same. He's in a hurry to help the Sisters, so he wishes them luck and quickly leaves. If they fail at their checks Artorio has to leave the Temple before being finished since he has to clean up the mess the PCs made.

Bluff (DC 15 / 16): The PC can chatter on with any old rubbish about a "glass bunny". A successful check, means they either convinced the children they were experts on glass, or were so entertaining the little darlings didn't care.

Diplomacy (DC 15 / 16): The PC wins he hearts and minds of the children even though he, or she, clearly doesn't know much about "Glass" or "Bunnies".

Insight (DC 15 / 16): The PC really *does* tell an insightful and relevant story to the children. Such expertise leaves the children amazed and eager to hear more stories at another time.

Intimidate (DC 10 / 12): Frightens the children into accepting the PCs every word regarding 'Glass' and 'Bunnies'. Even if the talk isn't particularly entertaining or accurate, none of the children or teachers is game to contradict the PC. Successful use of this skill counts as a success towards the challenge (but the PC probably won't be invited back - ever!).

ENDING THE ENCOUNTER

Once the PCs have visited the NPCs in whatever order they like, then they can make their way back through the streets of Westgate towards the new Temple of Selûne. At this point, or when searching for the sewer workers, go to Encounter 5.

EXPERIENCE POINTS

Each PC gains 40 / 60 xp for successful completion of this encounter. In addition, if they successfully obtained the help of at least two trades people and Tilga Shute (see Encounter 5), they gain the Sister's Gratitude minor quest award and receive and additional 15 / 25 xp.

TREASURE

There is no treasure to be obtained in this encounter.

ENCOUNTER 5: TILGA SHUTE AND HER SHOVELERS

SETUP

Tilga Shute (female human foreman)

10 Shovelers (human laborers)

Having convinced trades people to help, the PCs are returning to the Sisters when they come across Tilga Shute and her Shovelers (if they haven't already sought these workers out). These council workers are plumbers in charge of local water and sewage maintenance. They are close to the Sisters' temple (less than half a block away), making some new curb and guttering for the precinct streets, in order to channel water off the streets and down into the sewers through the drains.

When the PCs first come across them, Tilga and her Shovelers, are arguing, very loudly, between themselves. Tilga has even positioned herself between two Shovelers (both of whom are intent on hitting each other over the head with their shovels). The PCs need to calm the situation and find out what the problem is, and then convince the group to let them help. Note that this is *not* a Skill Challenge, and PCs can approach this role-play encounter any way they like. The skill checks and DCs are there for guidance only (and good role-playing may be all that is needed).

SCENE 1 – CALMING THE CALAMITY

Role-playing can calm this situation, but GMs can use the following checks as a guide:

Diplomacy (DC 15): Calm down the Shovelers (though nothing will convince them to go down into the sewers!).

Intimidate (DC 15): Threaten the Shovelers that something drastic will happen if they don't calm down and stop bickering.

Insight (DC 12): A successful check allows the PC to see that the Shovelers are terrified of going into the sewers and that their extreme agitation is a result of this.

When the PCs have calmed everybody down, Tilga introduces herself and her merry band of plumbers and sewer workers. They relay the information about the rats (and why they don't want to go down there). Tilga asks the PCs what they are doing in this part of Westgate.

- Tilga needs the Shovelers to go down into the sewers to make some modifications to the street drainage.
- Half of the Shovelers refuse to go because they have seen the sewer tunnels infested with rats. One or two folk claim the rats are being led by a terrible creature (who sings to them and controls them). There is also another creature living down there that helps the rats.
- There are lots of rats in Westgate (that is nothing new) – but *these* rats are different! They are fierce. They have a purpose. They look at you with their beady eyes, then leap through the darkness and latch onto your throat with their pointy little teeth!

Once the Shovelers are calm, and the PCs have discovered the source of the problem, they can move onto the Scene 2.

SCENE 2 – STRIKING A BARGAIN

This is an opportunity for the PCs to strike a deal with Tilga and her Shovelers: they go and help the Sisters renovate the plumbing in the temple, whilst the PCs go down into the sewers and rid the precinct of its "rat problem".

Tilga is going to need some convincing. Leaving her post could get her fired from the council. However, the workers have to make the drain modifications by tomorrow and, as the workers refuse to go down the drains until the rat problem is solved, Tilga could lose her job for not completing her work on time.

The PCs need to make a convincing argument to convince Tilga to go and help the Sisters whilst leaving the rat problem in their hands.

Again, roleplaying is enough, but GMs can use the following as a guide:

Diplomacy (DC 15): The PC gains trust by convincing Tilga her plan is a good one.

Bluff (DC 15): The PC convinces Tilga that they are expert "rat exterminators" and they have the problem solved in no time.

Dungeoneering (DC 15): The PC impress the Shovelers with their knowledge on the sewers and the things that live in them.

Perception (DC 12): A successful Perception check reveals a little pendant around Tilga's neck. This enables PCs to use a Religion check.

Religion (DC 12): May only be used once PCs have made a successful Perception check. The symbol worn by Tilga is the symbol of Selûne! The PC can use

this knowledge to remind Tilga of her “religious duty” to help the Sisters in their time of need.

ENDING THE ENCOUNTER

If the PCs can't convince Tilga to go and help the Sisters (and allow the PCs to go after the rat problem), then Tilga's workers step in and convince her. If the PCs do not want to go down into the sewers, then find some hook for them to want to do so. For example:

- Rats suddenly start pouring out of a sewer grate and attacking innocent townsfolk. A local burgher will arrive on the scene and beg the PCs to investigate the problem of the rats.
- Tilga gets a bit angry with the PCs. She excuses her workers for being “shirkers”, but not people who call themselves “adventurers”. Hopefully, shame spurs the PCs on to action!

Proceed to Encounter 6 when the PCs are ready to enter the sewers.

ENCOUNTER 6: RATS AND OOZE!

ENCOUNTER LEVEL 2 / 4 (550 / 775 XP)

SETUP

This encounter includes the following creatures.

1 ochre jelly (low) or gelatinous cube (high) (Area 6)

2 rat swarms (low) or 3 rat swarms (high) (Coming from Areas 2 and 3)

It is a 50-ft. climb via a ladder from street level down into the sewers below. The PCs can climb down uneventfully. Once they can see what is down here, read:

Long before you saw it, you smelt it. These are the stinking, festering waste pools Westgate is famous for. To the north, south, east and west there are exists leading who knows where. In the centre of the sewer chamber is a rectangular pool, filled to the brim with thick, black waste product.

The PCs enter the sewers at the point on the map marked as Area 1. Give them a minute to all get down the ladder and gather their bearings - then read the following:

Suddenly, in the distance, you hear the sound of ... singing! It appears to be an operatic tune, as beautiful and as artistic as any you might hear in a Waterdavian theatre. For a moment, you almost want to stop, calm yourselves, and listen in rapture ... that is until you realise that hundreds of filthy rats are running and squeaking hungrily in your general direction!

Allow each PC the opportunity to take *one* standard, move or minor action. A DC 20/22 Perception check enables them to realize that the rats are coming through exits 2 and 3. Otherwise, the PCs are not sure which way the rats are coming from (and the rats pour around the corner/s and gain surprise).

FEATURES OF THE AREA

Use this guide as a map key for this encounter. Note that it is 10 feet from floor to ceiling inside the sewers.

Illumination: The sewer workers have placed some unlit torches at 20 ft. intervals down here. These torches need to be lit so that PCs can see their way. This area is in pitch darkness unless the PCs bring an alternative light source.

Area 1: This is the square where the ladder ends (coming down from the street above). A PC can stand in this square. The ladder offers no obstruction (or cover).

Area 2 - 5: A corridor leading further into the sewers. Faint music can be heard coming from one. Following the music leads to Encounter 7. Pick a random corridor on that map.

Area 6: This is a rectangular pool of waste product. A rather nasty ooze (ochre jelly or gelatinous cube) has taken up residence in the pool, knowing that anybody entering the sewers this way will be attacked (and distracted) by rats - thus giving it an opportunity to get a free feed. The ooze waits until Round 2 of the combat before it rises up out of the sludge and attacks.

The Sludge Pool (Area 6): The first squares at the sides of the pool are slippery. PCs entering such a square must make a DC 10 Acrobatics check to balance or fall over prone. If the PC fails his check by 4 or more, then the PC not only falls prone, but also slips and slides straight into the filthy sludge pool!

PCs who fall into the sludge pool must make DC 10 Athletics check to tread "water" long enough to find the edge of the pool. Another DC 10 Athletics check lets them hoist themselves back out of the pool. A PC who fails their Athletics check to tread water goes under into the sludge and must make a DC 20 Endurance check to resurface. Each time a PC fails an Endurance check (and does not come up for air) he/she loses a Healing Surge. Once all surges are gone, the PC dies.

If the PC climbs out of the pool and into a sludge-filled square, then they must make another Athletics check to stand up. Otherwise they can crawl at half speed out of the square (taking no other actions).

TACTICS

The rat swarms are located at each of the following locations: Areas 2, 3, and 5. They converge on the PCs looking for a meal. Because they are being controlled, they do not flee from battle (and they fight to the death). They do fear the ooze and they make sure they never get within 1 square of it.

The ooze relies on instinct, attacking the closest target, favoring the one that hurt it the most. It spends

its action point in the first round to attempt a second attack.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Adjust the hit points. The ochre jelly has 80 hp. The gelatinous cube has 120 hp.

Six PCs: Adjust the hit points. The ochre jelly has 120 hp. The gelatinous cube has 180 hp.

ENDING THE ENCOUNTER

This encounter ends when all attacking creatures have been defeated. The rats are hostile and will not give up any information, even if charmed or “handled”. The ooze melts back into the sludge and is gone forever.

As soon as this encounter is over, the PCs have four different directions they can choose to go. Faint music directs them into the right corridor. In the unlikely case they pick another, they don’t find anything nearby.

After the PCs have found and examined a pile of bones in the northwest corner of the room (and found the treasure), they are ready to move on to Encounter 7. The bones (and clothes) appear to belong to a priest (faith unknown) who tried to come down here and sanctify the place at some stage (obviously without much success).

EXPERIENCE POINTS

The characters receive 110 / 155 experience points *each* for defeating the ooze and the giant rats.

TREASURE

Among the remains the priest in the northwest corner of the room the PCs find 10 / 20 gp and a +1 *holy symbol of hope*.

ENCOUNTER 6: RATS AND OOZE STATISTICS (LOW LEVEL)

Ochre Jelly	Level 3 Elite Brute
Large Natural Beast (blind, ooze)	XP 300
Initiative +0	Senses Perception +2; blindsight 10, tremorsense 10
HP 102; Bloodied 51; see also <i>split</i> below	
AC 18; Fortitude 16, Reflex 14, Will 14	
Immune gaze; Resist 5 acid	
Saving Throws +2	
Speed 4; see also <i>flowing form</i>	
Action Points 1	
m Slam (standard; at-will) ♦ Acid	
+8 vs. AC; 2d6 + 1 damage and ongoing 5 acid damage (save ends).	
Flowing Form (move; at-will)	
The ochre jelly shifts 4 squares.	
Split (when first bloodied; encounter)	
The ochre jelly splits into two, each with hit points equal to one-half its current hit points. Effects applied to the original ochre jelly do not apply to the second one. An ochre jelly can't split if reduced to 0 hit points by the attack that bloodied it. Left alone, the two halves recombine into a single creature at the end of the encounter.	
Alignment Unaligned	Languages -
Str 13 (+2)	Dex 8 (+0)
Con 11 (+1)	Wis 12 (+2)
	Int 1 (-4)
	Cha 1 (-4)

Rat Swarm	Level 2 Skirmisher
Medium natural beast (swarm)	XP 125
Initiative +6	Senses Perception +6; low-light vision
Swarm Attack aura 1; the rat swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.	
HP 36; Bloodied 18	
AC 15; Fortitude 12, Reflex 14, Will 11	
Resist half damage from melee and ranged attacks; Vulnerable 5 against close and area attacks.	
Speed 4, climb 2	
m Swarm of Teeth (standard; at-will)	
+6 vs. AC; 1d6 + 3 damage, and ongoing 3 damage (save ends).	
Alignment Unaligned	Languages -
Str 12 (+2)	Dex 17 (+4)
Con 12 (+2)	Int 2 (-3)
	Wis 10 (+1)
	Cha 9 (+0)

ENCOUNTER 6: RATS AND OOZE STATISTICS (HIGH LEVEL)

Gelatinous Cube		Level 5 Elite Brute	
Large Natural Beast (blind, ooze)		XP 400	
Initiative +4	Senses Perception +3; tremorsense 5		
HP 152; Bloodied 76			
AC 18; Fortitude 18, Reflex 16, Will 15			
Immune gaze; Resist 10 acid			
Saving Throws +2			
Speed 3; see also <i>engulf</i>			
Action Points 1			
m Slam (standard; at-will)			
+10 vs. Fortitude; 2d6 + 2 damage and the target is immobilized (save ends)			
m Engulf (standard; at-will)			
The gelatinous cube attacks one or two Medium or smaller targets; +8 vs. Reflex (automatically hits an immobilized target). On a hit, the target is grabbed and pulled into the cube's space. The target is dazed and takes ongoing 10 acid damage until it escapes the grab. A creature that escapes the grab shifts to a square of its choosing adjacent to the cube. The cube can move normally whilst creatures are engulfed within it.			
Translucent			
A gelatinous cube is invisible until seen (Perception DC 25) or until it attacks. Creatures that fail to notice the gelatinous cube might walk into it, automatically becoming engulfed.			
Alignment Unaligned		Languages -	
Skills Stealth +9			
Str 14 (+4)	Dex 14 (+4)	Wis 13 (+3)	
Con 16 (+5)	Int 1 (-3)	Cha 1 (-3)	

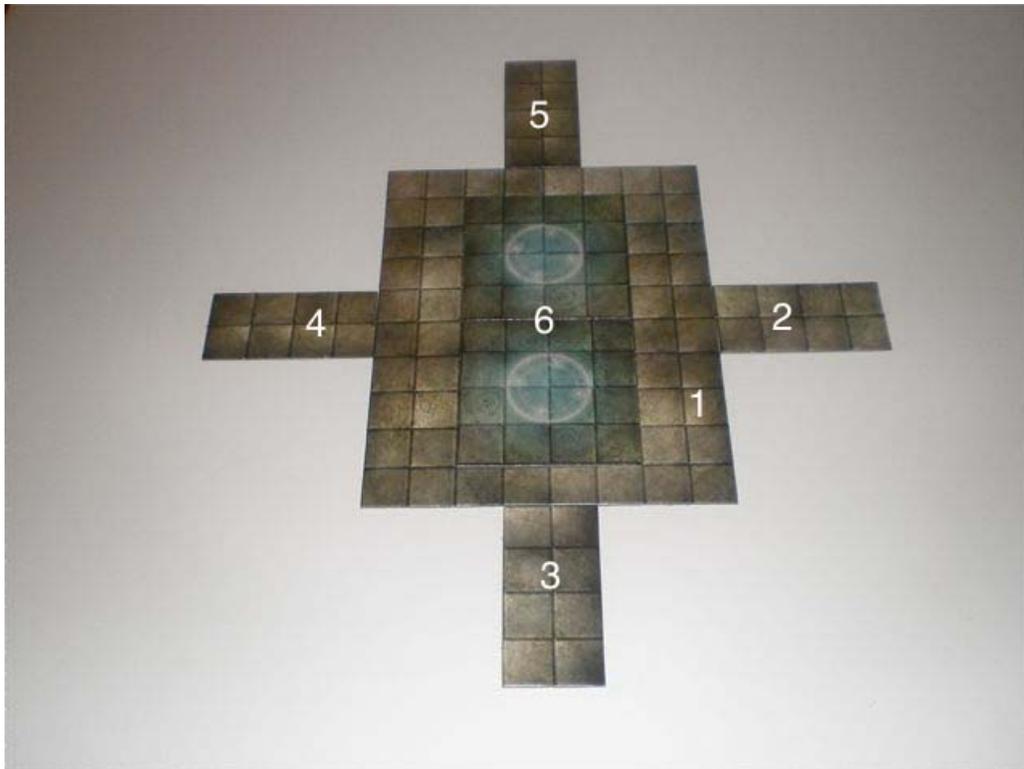
Rat Swarm		Level 2 Skirmisher	
Medium natural beast (swarm)		XP 125	
Initiative +6	Senses Perception +6; low-light vision		
Swarm Attack aura 1; the rat swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.			
HP 36; Bloodied 18			
AC 15; Fortitude 12, Reflex 14, Will 11			
Resist half damage from melee and ranged attacks; Vulnerable 5 against close and area attacks.			
Speed 4, climb 2			
m Swarm of Teeth (standard; at-will)			
+6 vs. AC; 1d6 + 3 damage, and ongoing 3 damage (save ends).			
Alignment Unaligned		Languages -	
Str 12 (+2)	Dex 17 (+4)	Wis 10 (+1)	
Con 12 (+2)	Int 2 (-3)	Cha 9 (+0)	

ENCOUNTER 6: RATS AND OOZE MAP

DUNGEON TILES

Floor	8x10	x1
Corridor	2x4	x4
Magic Circle	4x4	x2

The top of the map is North. The bottom of the map is South.



ENCOUNTER 7: MASTER RAT

ENCOUNTER LEVEL 1 / 3 (550 / 775 XP)

SETUP

This encounter includes the following creatures.

1 Selmik the Master Rat

2 dire rats (enter melee via trapdoors marked “X”)

4 giant rats (low) or **5 giant rats (high)** (enter melee down a corridor behind the PCs in round 2 of melee).

The first part of this encounter involves the PCs making their way along a chosen corridor. In the distance (although they are getting closer) they can hear the “operatic singing”. As they travel down myriad sewer-strewn corridors, the PCs notice another pile of bones lying amidst the muck on the stony floor. This is another poor unfortunate who was slain by the rats. Amongst the bones is a treasure parcel (see Treasure section at end of encounter).

As the PCs come to the end of the appropriate (matching) corridor, the singing suddenly stops. The PCs see and hear the following as soon as they decide to peer into the chamber:

In front you see a large chamber, slightly elongated. In the centre of the chamber is a huge fountain. Standing upright on two legs, in a pretentious pose, is a large statue of a rat. The rat holds his head high in the air and issues a silent scream. Above his head he holds a brandished short sword as if he is poised to enter bloody battle at any moment.

A voice comes melodically, though scornfully, from inside the chamber. You know not from which direction.

“You are the first to find their way to my chamber in many years. I thought I had discouraged visitors. This is the only place that I can sing ... and feed ... in peace. I give you one last chance. Walk away. Leave me be. Say another word, or come any closer, and I will finish you all!”

If any PC utters one word (other than “let’s leave”), or moves forward, then melee begins. Roll initiative. See the Tactics section for more information.

FEATURES OF THE AREA

Use this guide as a map key for this encounter. Note that it is 10 feet from floor to ceiling inside the chamber.

Area 1: The Fountain. Selmik hides behind this statue and speaks to the PCs when they first enter. A DC 20 / 21 passive Perception uncovers the wererat hiding behind the statue as he speaks. The fountain is detailed further in its own section below.

Area 2 - 5: One of these similar corridors leads from Area 2.

Trapdoors (Marked X on the map): Selmik directs his dire rats to hide beneath the chamber. Whenever an intruder moves within 2 squares of a trap door, a dire rat springs out through the trap door and attacks the intruder (thus surprising the intruder and ceasing the intruder’s move action). The trap door is a minor action to open. In some cases, the dire rats wait until two of them can pop out and flank an intruder (such as near corridors 3 and 4).

Hallowed Fountain (Area 1): Standing behind the fountain statue provides +2 cover. While Selmik stands in the area of the fountain, he can summon one extra dire rat whenever he uses his *summon dire rat* power. Note that he has already used this power once (to summon two dire rats) as the PCs approached his lair.

Illumination: The wererat has placed torches at 20 ft. intervals down here.

TACTICS

Selmik does not leave the area of his hallowed fountain, and stays hidden for as long as he can. In Round 0 he summons two dire rats (thus expending his *summon dire rat* power). Every round after this, he attempts to recharge his *summon dire rat* power, and summon two more rats (or only one if he is off his fountain area). If attacked, Selmik defends himself.

The dire rats pop out of trapdoors. The DM has the freedom to run these creatures as he, or she, likes. The idea is to stop PCs from charging Selmik or getting to him quickly. If Selmik finds himself engaged in combat, he tries to get his dire rats to take his place in melee whilst he shifts to avoid getting hit. If this is not possible, Selmik gets a dire rat to flank a PC (so he can use his *combat advantage* ability). Selmik always tries to give himself the +2 cover of the fountain statue.

In round 2 (on their own initiative), Selmik commands some giant rats to pour down the corridor behind the PCs and attack. Selmik does not need to

expend a power to do this, as they are just ordinary rats.

All creatures fight until defeated.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Selmik recharges his *summon dire rat* power on a 6 (not a 5 or 6).

Six PCs: Selmik summons three dire rats while ever he stands on the fountain and uses his *summon dire rat* power. If he is off the fountain, he only summons two dire rats.

ENDING THE ENCOUNTER

The encounter ends when Selmik and his rats have been defeated. The PCs may choose to capture Selmik and take him back to face justice. If Selmik is captured, a DC 20/22 Intimidate gets him to talk. He explains that he was once fed and taken care of by the old Church of Cyric (located at what is known as the old temple of Mask), but since it was disbanded and left vacant, nobody cares about him or looks after him. He has been forced to live off sewage workers and nosy councilmen. He says that if he has to live in prison, or in a circus freak show, then he would rather the party slay him now and end his miserable life.

EXPERIENCE POINTS

The characters receive 110 / 155 experience points *each* for defeating Selmik and his minions.

TREASURE

55 / 60 gp and *bracers of mighty striking* and a pair of *boots of spider climbing* are found at the base of the fountain. It now belongs to Selmik, but the discarded uniform lying with the items suggests that the original owners may have been council workers ... perhaps ... surveyors?

CONCLUDING THE ADVENTURE

When the PCs return to the surface, read the following:

Tilga Shute is most appreciative when you describe how you handled the Master Rat. She and her workers readily head off to help the Sisters of Selûne renovate their temple plumbing system.

As you return to the temple to see how the Sisters are getting on, you notice that things are already well under way. The drab front of the temple is being painted a nice dark blue. A new door is being fixed in place, and the glassmaker is up on a ladder measuring for some big stained-glass windows. The Sisters greet each of you with a big hug and tell you that they cannot possibly ever thank any of you enough. It really is true: many hands DO make light work!

While the Sisters are potent healers (Midnight and Twilight: Heal +8; Sunrise: Heal +10), they have not yet acquired the ability to heal disease. Otherwise the PCs have to acquire magical healing for the normal costs at some other place in the city.

If the PCs *killed* the halfling squatter, then read the following (otherwise, this adventure concludes now).

Suddenly, outside the temple in the rear alleyway, there comes the sound of a bloodcurdling scream! By the time you all go outside to investigate, a crowd has already gathered. Nobody saw anything - but there is a man lying facedown in his own pool of blood.

As you turn him over, you see that it is Borgo Gizebogg, the landlord. He has had his throat unceremoniously cut from ear to ear, and across his forehead has been carved two simple words:

“You’re next.”

Each PC receiving this message gets the **Enmity of the Fire Knives** story award.

The End

ENCOUNTER 7: MASTER RAT STATISTICS (LOW LEVEL)

Selmik the Master Rat Level 2 Elite Skirmisher (Leader)
 Medium natural humanoid (shapechanger) XP 250

Initiative +7 **Senses** Perception +7; low-light vision
HP 72; **Bloodied** 36
Regeneration 5 (if the wererat takes damage from a silver weapon its regeneration doesn't function on its next turn)
AC 18; **Fortitude** 16, **Reflex** 15, **Will** 12
Saving Throws +2
Immune filth fever (see below)
Speed 6, climb 4 (not in human form)
Action Point 1

m Short Sword (standard; at-will) ♦ **Weapon**
 +7 vs. AC; 1d6 + 4 damage.

m Bite (standard; at-will) ♦ **Disease**
 +7 vs. AC; 1d4 + 2 damage and the target takes ongoing 2 damage (save ends) and contracts filth fever (see below).

Summon Dire Rat (minor; recharge 5-6) ♦ Summoning
 Selmik summons one dire rat to fight for him. The rat appears beneath a trapdoor (DM's choice). If Selmik is standing on his hallowed fountain, then he summons one extra dire rat. The dire rat acts on Selmik's initiative.

Inspire Rat Servants
 Selmik and any rat it directs deals an extra 1d6 damage on melee attacks against any target they have combat advantage against.

Alignment Evil **Languages** Common
Skills Bluff +6, Stealth +10, Streetwise +6, Thievery +10
Str 10 (+1) **Dex** 18 (+5) **Wis** 12 (+2)
Con 16 (+4) **Int** 10 (+1) **Cha** 11 (+1)

Equipment cloak, short sword

Dire Rat Level 1 Brute
 Medium natural beast XP 100

Initiative +2 **Senses** Perception +5; low-light vision
HP 38; **Bloodied** 19
AC 15; **Fortitude** 15, **Reflex** 13, **Will** 11
Immune filth fever (see below)
Speed 6, climb 3

m Bite (standard; at-will) ♦ **Disease**
 +4 vs. AC; 1d6 + 2 damage and the target contracts filth fever (see below)

Alignment Unaligned **Languages** –
Skills Stealth +7
Str 14 (+2) **Dex** 15 (+2) **Wis** 10 (+0)
Con 18 (+4) **Int** 3 (-4) **Cha** 6 (-2)

Giant Rat Level 1 Minion
 Small natural beast XP 25

Initiative +3 **Senses** Perception +5; low-light vision
HP 1; a missed attack never damages a minion.
AC 15; **Fortitude** 13, **Reflex** 15, **Will** 12
Speed 6, climb 3

m Bite (standard; at-will)
 +6 vs. AC; 3 damage.

Alignment Unaligned **Languages** –
Str 12 (+1) **Dex** 17 (+3) **Wis** 10 (+0)
Con 12 (+1) **Int** 2 (-4) **Cha** 6 (-2)

	Filth Fever Level 3 Disease Endurance stable DC 16 Improve DC 21
	Target is cured.
↑	Initial Effect: The target loses 1 healing surge.
↓	
↑	The target takes a -2 penalty to AC, Fortitude defense, and Reflex defense.
↓	
	Final Effect: The target takes a -2 penalty to AC, Fortitude defense, and Reflex defense. The target loses all healing surges and cannot regain hit points.

ENCOUNTER 7: MASTER RAT STATISTICS (HIGH LEVEL)

Selmik the Master Rat (level 4) Level 4 Elite Skirmisher (Leader)	
Medium natural humanoid (shapechanger)	XP 350
Initiative +8 Senses Perception +8; low-light vision	
HP 104; Bloodied 52	
Regeneration 5 (if the wererat takes damage from a silver weapon its regeneration doesn't function on its next turn)	
AC 20; Fortitude 18, Reflex 17, Will 14	
Saving Throws +2	
Immune filth fever (see below)	
Speed 6, climb 4 (not in human form)	
Action Point 1	
m Short Sword (standard; at-will) ♦ Weapon	
+9 vs. AC; 1d6 + 5 damage.	
m Bite (standard; at-will) ♦ Disease	
+9 vs. AC; 1d4 + 3 damage and the target takes ongoing 3 damage (save ends) and contracts filth fever (see below).	
Summon Dire Rat (minor; recharge 5-6) ♦ Summoning	
Selmik summons one dire rat to fight for him. The rat appears beneath a trapdoor (DM's choice). If Selmik is standing on his hallowed fountain, then he summons one extra dire rat. The dire rat acts on Selmik's initiative.	
Inspire Rat Servants	
Selmik and any rat it directs deals an extra 1d6 damage on melee attacks against any target they have combat advantage against.	
Alignment Evil	Languages Common
Skills Bluff +7, Stealth +11, Streetwise +7, Thievery +11	
Str 10 (+2)	Dex 18 (+6) Wis 12 (+3)
Con 16 (+5)	Int 10 (+2) Cha 11 (+2)
Equipment cloak, short sword	

Dire Rat (level 3) Level 3 Brute	
Medium natural beast	XP 150
Initiative +3 Senses Perception +6; low-light vision	
HP 58; Bloodied 29	
AC 17; Fortitude 17, Reflex 15, Will 13	
Immune filth fever (see below)	
Speed 6, climb 3	
m Bite (standard; at-will) ♦ Disease	
+6 vs. AC; 1d6 + 3 damage and the target contracts filth fever (see below)	
Alignment Unaligned	Languages -
Skills Stealth +8	
Str 14 (+3)	Dex 15 (+3) Wis 10 (+1)
Con 18 (+5)	Int 3 (-3) Cha 6 (-1)

Giant Rat Level 1 Minion	
Small natural beast	XP 25
Initiative +3 Senses Perception +5; low-light vision	
HP 1; a missed attack never damages a minion.	
AC 15; Fortitude 13, Reflex 15, Will 12	
Speed 6, climb 3	
m Bite (standard; at-will)	
+6 vs. AC; 3 damage.	
Alignment Unaligned	Languages -
Str 12 (+1)	Dex 17 (+3) Wis 10 (+0)
Con 12 (+1)	Int 2 (-4) Cha 6 (-2)

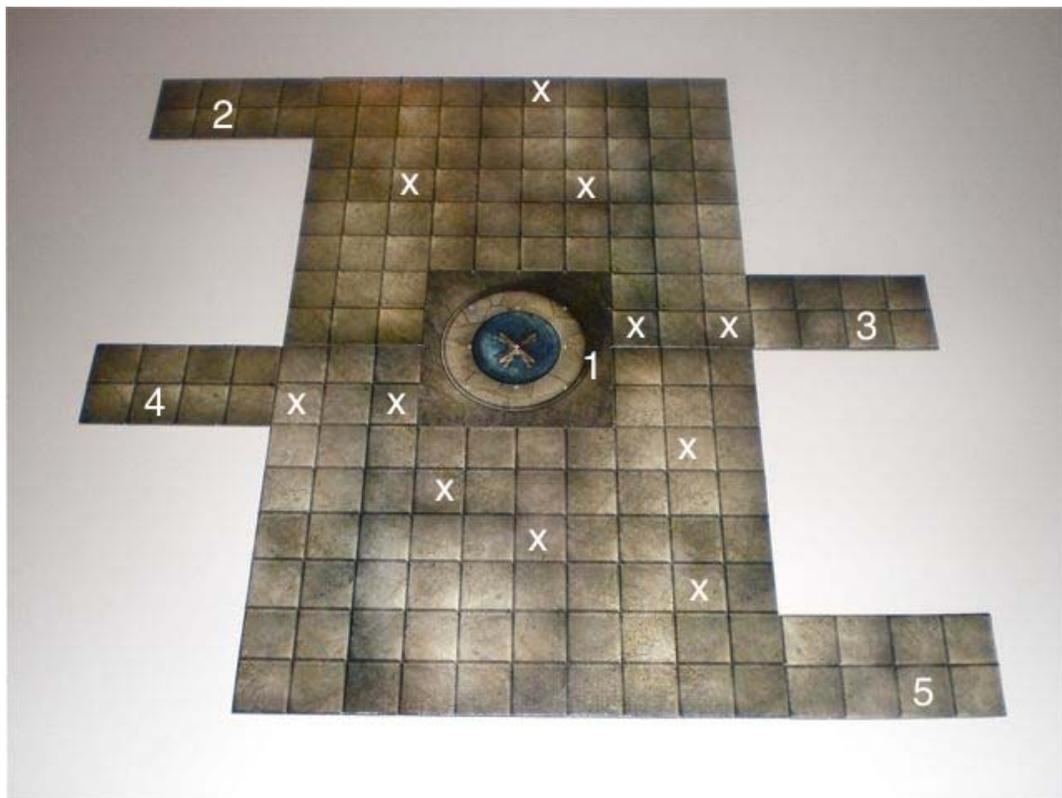
	Filth Fever Level 3 Disease Endurance stable DC 16 Improve DC 21
	Target is cured.
↑↑	Initial Effect: The target loses 1 healing surge.
↓↓	
↑↑	The target takes a -2 penalty to AC, Fortitude defense, and Reflex defense.
↓↓	
	Final Effect: The target takes a -2 penalty to AC, Fortitude defense, and Reflex defense. The target loses all healing surges and cannot regain hit points.

ENCOUNTER 7: MASTER RAT MAP

DUNGEON TILES

Floor	8x10	x2
Corridor	2x4	x4
Water Fountain	4x4	x1

The top of the map is north. The bottom of the map is south. The “X” marks on the map indicate possible trap doors through which the dire rats may opt to pop out and attack.



REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

IMPORTANT DM INFORMATION

It is critical that you enter the PC rewards accurately on the tracking form, and ensure that the information is reported and entered online in a timely manner. While players will be able to track their character's information on paper, the online information serves as an important backup and verification of play.

EXPERIENCE POINTS

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

Encounter 3: The Eviction

125 / 165 XP

Encounter 4 Many Hands

40 / 60

Encounter 6: Rats and Ooze!

110 / 155 XP

Encounter 7: Master Rat

110 / 155 XP

Minor Quest: Sister's Gratitude

15 / 25 XP

Total Possible Experience

400 / 560 XP

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or some other item of value. Each player makes one selection for their character; players may choose the same treasure bundle.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. You can have a negative number and enter that negative online. PCs receive 20% of a magic item's purchase price for any item they sell.

If a player selects a magic weapon, shield, or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they

choose that bundle. For example, if a +1 *duelist's weapon* is listed as a choice in a bundle, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a +1 *duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

An asterisk next to a magic item means that it is an item that appears in the **New Rules** section.

Gold Per PC

75 / 100 gp

(Encounter 3: 10 / 20 gp; Encounter 6: 10 / 20 gp; Encounter 7: 55 / 60 gp)

EACH PC SELECTS ONE OF THE FOLLOWING

Bundle A: +1 *goblin totem dagger* (low-level version only)

Found in Encounter 3

Bundle B: +1 *holy symbol of hope*

Found in Encounter 6

Bundle C: *bracers of mighty striking*

Found in Encounter 7

Bundle D: *boots of spider climbing*

Found in Encounter 7

Bundle E: +2 *goblin totem dagger* (high-level version only)

Found in Encounter 3

Potion Plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of healing* plus 0 / 25 gp to their total gold per PC. The player should write the potion gained on their adventure log.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 50 / 75 gp to their total gold per PC.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. If a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session.

DRAG01 Sister's Gratitude

A PC with the Sister's Gratitude gets free food and lodging at the Temple of Selûne as well as advice on

religious matters and other non-monetary support, whenever he, or she, stays in Westgate City and remains in good standing with the Church of Selûne. Unless otherwise specified, the possibility of aid and the exact effects are up to the DM, but it should never generate an automatic success in a skill challenge.

DRAG02 Enmity of the Fire Knives

You helped slay a valued gang member of the Westgate Fire Knives. The Fire Knives will surely want revenge.

ADVENTURE QUESTIONS

Mark the answers to the following adventure questions on the tracking form.

1. Did the party kill the halfling squatter?

- a. Yes
- b. No

2. Did the party succeed at the Skill Challenge?

- a. Yes
- b. No

3. Did the party kill Selmik the Master Rat?

- a. Yes
- b. No

NEW RULES

Goblin Totem

Level 2+

The crude weapon is carved from bone, its handle wrapped in leather. Holding the totem makes you feel more capable of facing even formidably sized foes.

Lvl 2	+1	520 gp	Lvl 17 +4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22 +5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27 +6	1,625,000 gp

Weapon: Any

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Your attacks with this weapon against a target larger than you have an additional bonus to damage equal to the weapon's enhancement bonus.

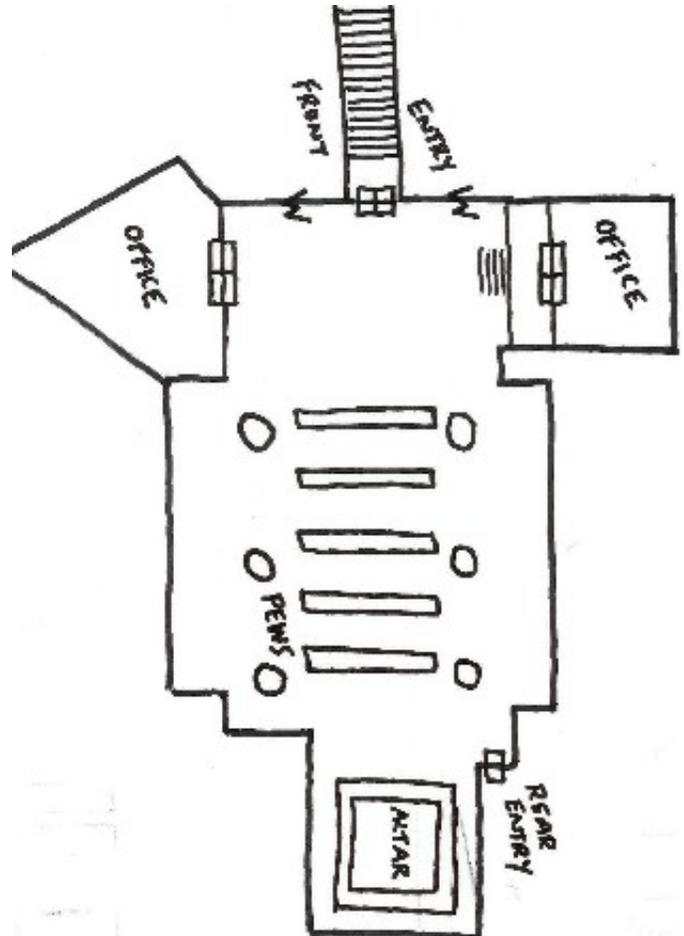
Reference: *Forgotten Realms Campaign Guide*, page 56.

PLAYER HANDOUT 1: NOTES ABOUT THE OLD TEMPLE OF MASK

- Most of the history of the old temple has either been lost or permanently erased. Whatever happened, happened a very long time ago.
- Nobody has worshipped the god, Mask, for a very long time. There is no record as to why he is not worshipped anymore.
- Mask was an evil god who had thieves as his followers. There was a large congregation here in Westgate.
- One of the main temples dedicated to Mask was the one the Sisters want to renovate.
- Mask's temples were often connected to one another by secret passages. These passages also linked up with the major Thieves' Guild in the city (mostly using city sewage tunnels).
- The Church of Mask was a wealthy religion and used money to pay bribes to silence those who might act against the interests of the church or its members.
- Council records (obtained after the temple was vacated) show a network of tunnels underneath the Sister's temple. It is hard to see where most of them go, but one appears to come up underneath the Gentle Moon Inn (leading from behind the altar in the temple).
- It seems that the Gentle Moon Inn was once a Feshall. It was owned by a wealthy city thief who used the tunnels to smuggle girls to the vestries of the licentious priests.
- The temple is currently in a total state of disrepair. Two large front stained-glass windows no longer exist (thus leaving the temple exposed to the elements). The front door is boarded up (except for the small hole the halfling climbs in and out of). Several tiles on the roof above the vestry are loose. They could be quickly removed and entry gained to the temple from the roof. There is a rear exit, but it is completely boarded up. The living quarters for the priests next to temple have collapsed into a heap of rubble.
- The Sisters have also found a map of the temple that was made by council surveyors about a year ago. It seems they were going to demolish the building at that stage, but very suddenly changed their minds. There is no record of why they changed their minds - except that a *Westgate Chronicle* article details that all the

surveyors went missing and no clues were ever found as to how they disappeared.

SURVEYOR'S MAP OF THE TEMPLE OF MASK



This map is VERY rough, and may not accurately detail all pertinent aspects of the inside of the temple as it exists today. But it is a good start ...