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Timeline

<i>Date</i>	<i>Event</i>
Mon, Mar 01, 2004	Join caravan to Portus Mercathus
Sat, Mar 06, 2004	Orc ambush
Tue, Mar 16, 2004	Finish trip to Portus Mercathus
Thu, Mar 18, 2004	Find ship heading to Adamanthium
Thu, Apr 18, 2004	Assaulted by sahaugin.
Mon, May 17, 2004	Arrive Adamanthium
Fri, Jul 16, 2004	Balthazar given mission by high priest
Sun, Jul 18, 2004	Leave for Marshgate
Sat, Jul 31, 2004	Arrival at Marshgate
Sun, Aug 01, 2004	Toram's 100th birthday celebration. Toram kidnapped that evening. Balthazar has the dream warning.
Mon, Aug 02, 2004	Ghouls from the graveyard attack the party.
Tue, Aug 03, 2004	
Wed, Aug 04, 2004	
Thu, Aug 05, 2004	Crocodile attack. Gray ooze attack.
Fri, Aug 06, 2004	Hawk attacks Malthus
Sat, Aug 07, 2004	
Sun, Aug 08, 2004	
Mon, Aug 09, 2004	
Tue, Aug 10, 2004	Gathrik's Ambush
Wed, Aug 11, 2004	
Thu, Aug 12, 2004	
Fri, Aug 13, 2004	The sacrifice.

Caravan To Portus Mercathus

On Friday, February 28, 2004, during the early evening, the party is at an inn in Vulture's Crossing debating on the best way to get back to Adamanthium. They are approached by a balding, somewhat portly middle-aged man who introduces himself as Sulem The Merchant.

Sulem has overheard the conversation and he suggests they travel overland to the city of Portus Mercathus and take a ship from there to Adamanthium. Sulem readily admits that he has an ulterior motive in suggesting this. Monday morning, he will be leading a small to Portus

Mercathus. There have been rumors lately of a large band of orc bandits on the trade route to Portus Mercathus and he has heard tales that the party is a group of rather formidable orc-slayers. Sulem would just love to have the party as caravan guards. He himself is not much of a combatant nor are his drivers. He is will to pay 100 gp each for the two week trip.

Sulem The Merchant/Level 4 Expert (CR 2)		Saves:
Medium Human	Lawful Good	Fortitude +2, Reflex +1, Will +6
Facing: 5 ft. by 5 ft./5 ft.		Abilities:
HD 4d6+4		Str 12(+1), Dex 10(+0), Con 12(+1),
Initiative +3	Speed 30 ft	Int 14(+2), Wis 14(+2), Cha 15(+2)
AC 15	HP 22	Feats:
Attacks:		Point Blank Shot, Rapid Reload,
+4 Club		Weapon Focus(Heavy Crossbow),
+5 Heavy Crossbow		Skills:
Damage:		Appraise +8, Bluff +8, Craft (Gemcutting) +6,
Club 1d6+1, x2		Diplomacy +12, Gather Information +8, Handle
Heavy Crossbow 1d10, 19-20/x2		Animal +8, Knowledge (local) +8, Ride +8, Sense
		Motive +8

Equipment:Club, Masterwork Heavy Crossbow, Mithral Chain Shirt +1, 40 bolts

Sulem is 5'6", weight 230 pounds, age 39, brown eyes, bald but with a fringe of brown hair around his head. Think Friar Tuck.

Orc Ambush

EL 9

6 days into the trip, on Saturday, March 6, 2004, the caravan is ambushed by orcs. It is late in the afternoon, and the sky is somewhat overcast.

Orc Templar/Level 4 Cleric (CR 4) Medium Humanoid Chaotic Evil Facing: 5 ft. by 5 ft./5 ft. HD 4d8+8(+16) Initiative +3 Speed 20 ft (x3) AC 20 (+2 vs good) HP 31/39 Attacks: +7/+9 melee Heavy Mace Damage: Heavy Mace 1d8+6, 20/x2 Special Abilities: Spells, Smite, Feat of Strength Special Qualities: Rebukes undead	Saves:: Fortitude +6/+8, Reflex +1, Will +6 (+2 vs good) Abilities: Str 19/22(+4/6), Dex 10, Con 14/18 (+2/4) Int 8 (-1), Wis 14(+2), Cha 8(-1) Feats: Extra Smiting x2 Skills: Concentration +5, Knowledge (religion) +2, Spellcraft +0
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Smite (Su): Can smite an opponent 3x per day, gaining a +4 bonus to your attack and +4 to damage

Feat of Strength (Su): Can perform a feat of strength once per day, adding +4 to Strength score for one round.

Equipment: Full Plate Armor, Large Steel Shield, Heavy Mace, Wand of *Cure Moderate Wounds* (50 Charges)

Spells (Destruction, Strength)

0: Cure Minor Wounds x 5

1: ~~Endure Elements(D)~~, ~~Protection From Good x 2~~, ~~Magic Weapon~~, Divine Favor

2: ~~Bull's Strength(D)~~, ~~Bull's Strength~~, ~~Endurance~~, ~~Resist Elements~~

Active Spells:

Bull's Strength – +3 to Strength (already added)

Endurance – +4 to Constitution (already added)

Protection From Good – +2 deflection bonus to AC, +2 resistance bonus to AC. Lasts 3 minutes.

Resist Elements (Fire) – Lasts 4 minutes, ignores 12 points of damage per round from fire.

Orc Champion/Level 3 Fighter(CR 4) Medium Humanoid Chaotic Evil Facing: 5 ft. by 5 ft./5 ft. HD 3d10+9 Initiative +5 Speed 20 ft (x3) AC 19 (+2 vs good) HP 31 Attacks: +9/11 Great Axe +4 Mighty Composite Longbow Range 110' Damage: Great Axe 1d12+9/+12, x3 Mighty Composite Longbow 1d8+4, x3	Saves: Fortitude +6, Reflex +2, Will -1 (+2 vs good) Abilities: Str 22/27(+6/+8), Dex 13(+1), Con 16(+3) Int 8 (-1), Wis 8(-1), Cha 8(-1) Feats: Combat Reflexes, Dodge, Improved Initiative, Power Attack Skills: Climb+6/+8 ¹ <small>1- Includes Armor Check Penalty of -6</small>
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Equipment: Full Plate Armor, Great Axe, Mighty Composite +4 Longbow

Active Spells:

Bull's Strength – +5 to Strength (already added)

Protection From Good – +2 deflection bonus to AC, +2 resistance bonus to AC. Lasts 3 minutes

Endure Elements (Fire) – Ignores 5 points of damage per round from fire

Orc Sergeant/Level 2 Fighter(CR 2) Medium Humanoid Lawful Evil Facing: 5 ft. by 5 ft./5 ft. HD 2d10+4 Initiative +3 Speed 20 ft (x4) AC 18/20 with shield HP 20 Attacks: +6 Longspear +5 Longbow Range 100' +6 Battle Axe Damage: Longspear 1d8+6, x3 Longbow 1d8, x3 Battle Axe 1d8+4, x3	Saves: Fortitude +5, Reflex +3, Will -1 Abilities: Str 18(+4), Dex 16(+3), Con 14(+2) Int 8(-1), Wis 8(-1), Cha 8(-1) Feats: Combat Reflexes, Dodge, Hold the Line Skills: Climb ¹ +0, Ride +6 <small>1- Includes Armor Check Penalty of -4</small>
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Equipment: Breastplate, Large Steel Shield, Battle Axe, Long Spear, Longbow, 40 arrows

Feat: *Hold The Line* [General]*

You are trained in defensive techniques against charging opponents.

Prerequisites: Base attack bonus +2, Combat Reflexes .

Benefit: You may make an attack of opportunity against an opponent who charges you when he enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

Orc Grunt/Level 1 Warrior(CR ½) Medium Humanoid Chaotic Evil Facing: 5 ft. by 5 ft./5 ft. HD 1d8+5 Initiative +2 Speed 20 ft (x4) AC 16 HP 9 Attacks: +5 Longspear +3 Shortbow Range 60' +5 Battle Axe Damage: Longspear 1d8+6, x3 Shortbow 1d6, x3 Battle Axe 1d8+4,x3	Saves: Fortitude +4, Reflex +2, Will -1 Abilities: Str 18(+4), Dex 14(+3), Con 14(+2) Int 8(-1), Wis 9(-1), Cha 8(-1) Feats: Toughness Skills: Climb ¹ +2, Jump ¹ +2. <small>1- Includes Armor Check Penalty of -4</small>
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Longspears may be readied against a charge, in which case they do x2 damage. The front 5' of each area (not counting area 1) have concealed pits. The grunts are right behind the pits, lying underneath tan blankets, some of which are covered with dirt. Spot DC is 20 from the air or at

20' away. Distance penalties apply, -1 for each 10' away. *Note: Rolled a 7 for Malthus's spot – he will not notice the orc grunts, until they stand up.*

Pit Trap, CR ¼. Spot DC 18 from 40' away. If a character charges or takes a double move, their Spot roll takes a -2 circumstance penalty. Pits are 8 deep and are covered with a tarp covered with dirt and some bushes. No damage from falling in, but it takes a full round action to climb out. DC to climb out is 10. If being attacked, there is a -2 circumstance penalty to the Climb roll, no Dex or Dodge bonus to AC and opponents get a +2 circumstance/height bonus to hit.

Prior to combat, the orc leaders threaten the caravan - “Surrender your goods or die” etc. If the party doesn't surrender, the hidden orcs rise up and shoot at them. Spot DC of 18 when they stand up. The leaders will still be “parlaying”, so everyone who misses the Spot roll is surprised.

Surprise Round: Hidden orcs stand up. Each orc picks a target and shoots at it. Remember distance penalties.

Round 1: Orc Cleric casts *Divine Favor*, which provides +1 to attack and damage rolls for 10 rounds. The Orc Champion will shoot his Longbow or draw his Great Axe, whichever seems more appropriate. Each squad continues shooting. If a squad is approached, they drop their bows and ready longspear versus a charge.

Round 2+: The Orc Cleric will use the Wand of Cure Medium wounds on the Champion or himself, if either is badly wounded. Otherwise, he will ready will attack if in melee, or ready his weapon against an attack. The other orcs will act just as in round 1.

All orcs with Dodge will dodge Solaris, unless someone else appears to be more threatening.

Main Group

Orc Templar, Orc Champion, 8 Orc Grunts

Orc champion – 10 +1 arrows (*Magic Weapon*)

Orc grunts – 5 +1 arrows (*Magic Weapon*)

Magic weapon wears off in four minutes. It was cast one minute ago.

Squad

1 Sergeant and 3 Grunts

Note squad's 15 & 17 are actually dummies, propped up by Squad 16 via an intricate array of ropes during the surprise round.

These orcs will break and run after 50% fatalities.

Portus Mercathus

The party arrives in Portus Mercathus on Tuesday, March 16, 2004. After spending a day or so looking for a ship, they will be directed to a two-masted schooner called *The Guppy*. The Guppy is captained by a grizzled old sea-dog name Jonas Grumby. (Note: The Skipper from Gilligan's Island but with the voice and dress of the Sea Captain from Simpson's). His first mate, William Mulligan is tall and thin. He has dark brown, almost black hair. He wears white trousers, red tunic and a white fisherman's hat.

Jonas is willing to let the party work for their passage, as he only has a crew of about ten. He informs them that the trip should take about 2 months, but can be rather dangerous, what with storms, pirates and fell beasts of the sea.

Jonas Grumby/L2 Fighter, L3 Expert (CR 5)	Saves:
Medium Human Chaotic Good	Fortitude +6, Reflex +2, Will +5
Facing: 5 ft. by 5 ft./5 ft.	Abilities:
HD 3d6+2d10+10	Str 14(+2), Dex 12(+1), Con 14(+2),
Initiative +5	Int 13(+1), Wis 14(+2), Cha 10(+0)
AC 15	Feats:
HP 34	Expertise, Improved Initiative, Power Attack,
Attacks:	Cleave, Weapon Focus(Scimitar)
+9 Cutlass	Skills:
+6 Light Crossbow 80'	Balance +9, Climb +10, Craft (Carpentry) +5,
Damage:	Intuit Direction +6, Profession (Sailor) +8,
Cutlass 1d6+4, 15-20/x2	Profession (Navigation) +10, Swim1 +10/6, Use
Light Crossbow 1d8, 19-20/x2, 80'	Rope +7, Wilderness Lore +6

Equipment: *Keen Cutlass* +2 (Treat as Scimitar), *Studded Leather* +1, Masterwork Light Crossbow, 40 bolts,

BAB is +4, so he can use his expertise up to +4 to AC, -4 to attack

William Mulligan and the rest of the crew are useless in combat. William does man the ballista with a +0 to hit, but one hit takes him out.

Ballista Attack +0, Damage 3d6, x3, Range 120'. 3 full round actions to reload.

Human Hunter Sahaugin/Level 2 Ranger(CR 4)		Saves:
Medium Humanoid Lawful Evil		Fortitude +6, Reflex +6, Will +2
Facing: 5 ft. by 5 ft./5 ft.		Abilities:
HD 2d8+2d10+12		Str 18(+4), Dex 16(+3), Con 16(+3),
Initiative +3	Speed 30 ft (x4) Swim 60'	Int 14(+2), Wis 14(+2), Cha 8(-1)
AC 20	HP 37	Feats:
Attacks:		Power Attack, Improved Bull Rush, Track
+8 Trident		Skills:
+6 Bite (Secondary attack)		Animal Empathy +1, Bluff +3, Climb ¹ +6,
+7 Heavy Crossbow, 120'		Hide +12, Innuendo +6, Listen +10, Spot +12,
Damage:		Swim ¹ +19, Tumble +2, Wilderness Lore +4
Trident 1d8+4		<small>1- Includes Armor Check Penalty of -2</small>
Bite (Secondary attack) 1d4+2		
Heavy Crossbow 1d10, 19-20/x2		

Equipment: Large wooden shield, trident, heavy crossbow, 20 quarrels

Underwater Sense (Ex): You can locate creatures underwater within 30 feet; this negates invisibility or poor visibility. Against undead, oozes, and constructs, you can only locate them within 15 feet. You are not fooled by figments while underwater

Skill Bonuses: +4 racial bonus to Hide, Listen, and Spot checks (this improves to +8 while underwater); +8 racial bonus to Profession (hunting) and Wilderness Lore checks while within 50 miles of home

Amphibious (Ex): Can survive out of water for 8 hours; after this, refer to the drowning rules

Movement: You have a Swim speed of 60 feet. You can always move at this speed, without making Swim checks. If you have to make a Swim check to perform an unusual action, you can always choose to Take 10. You can swim at double your speed without rolling, but must move in a straight line

Speak with Sharks (Ex): Can communicate telepathically with any sharks within 150 feet. This is limited to basic concepts like ""food"" or ""danger""

Blood Frenzy: Once per day, if you take damage, you can fly into a frenzy on the following round. You gain +2 Strength and Constitution, but suffer a -2 AC penalty. You can only end this when your opponent is dead

Light Sensitivity (Ex): -1 morale penalty to attack rolls, saves, and checks when in bright sunlight or the effect of a daylight spell; if abruptly exposed to such light, you are blinded for 1 round

Freshwater Vulnerability (Ex): If you are fully submerged in freshwater, you must make a Fortitude save (DC 15) or leave it immediately. If you fail the save and cannot escape, you suffer a -4 morale penalty to all attack rolls, saves, and checks until you can leave. Even if you save, you must do so again every 10 minutes you are immersed

Two-Weapon Fighting: When wearing light armor (or none), you have the Ambidexterity and Two-Weapon Fighting feats. You lose these when using a double weapon or wearing medium or heavy armor. You can still purchase these feats. Already taken into account for bite.

Favored Enemy (Human): You have certain types of enemies that you have extensive knowledge

about. Against these creatures, you gain the listed bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks, as well as weapon damage rolls (ranged weapons must be used within 30 feet)

Combat:

One month into the voyage, 4 sahaugin attempt to sneak on board the ship to massacre everyone on board.

Everyone on watch gets a Spot check vs. the Sahaugin's Hide to see them and a Listen vs DC 12 to hear them. Anyone who sees or hears them is not surprised

Tactics: Normal melee, but Sahaugin will attempt to Bull Rush anyone wearing Plate Mail into the sea.

Adamanthium

The Guppy limps into Adamanthium's port on Monday, May 17, 2004. Jonas Grumby says that they are the best novice crew members he has ever had and buys them drinks at a sailors tavern called *The White Whale*.

Balthazar's Meeting With The High Patriarch

On Friday, Jul 16, 2004, Michael Cassian, High Patriarch of Helios in Adamanthium summons Balthazar for a meeting. Key points:

- Toram was a former high patriarch of the church of Helios who retired 30 years ago at the age of 70. He was also a mentor of Michael Cassian's.
- Toram's hundredth birthday is coming up. Michael would like to see that Toram receives a special gift from the church, in recognition of his lifelong service to Helios.
- The High Patriarch has been hearing some good things about Balthazar. While Balthazar is not a particular great preacher, Michael understands that sometimes the Word of Helios must be bludgeoned into the heathens and infidels and Michael has heard that Balthazar excels at that.
- While he doesn't have to, Michael would take it as a personal favor if Balthazar would take Toram his gift. The gift is inside a small, intricately carved wooden coffer.
- Balthazar is also free to take along anyone companions he wants.
- The party does need to leave by Sunday in order to arrive on time as it is an 11 day trip. (DM Note: It will actually take 12 days.

Michael Cassian will provide the following information if asked:

- It is true that it is short notice. Michael spent a great deal of time debating who to send.
- Toram's birthday is on August 1.
- Supplies and provisions have already been laid in.
- There is no money to pay Balthazar's companions, but Michael and the church would look upon them very favorably.

Trip to Marshgate

Assuming the party leaves on Sunday, July 18, 2004 they should arrive in Marshgate early on to Saturday morning, Jul 31, 2004, Toram's birthday is the following day. Toram is actually easy to find... he lives in a small one story building north of the central square. Any resident can direct them.

The village is actually rather busy... they are planning a feast tomorrow to celebrate Toram's birthday. Should the party mention to someone why they are here, the villager will suggest that they hang onto the gift until the feast tomorrow. Indeed, they should speak to Andreas the Sheriff about formally presenting it at the end of the celebration.

The party will probably stay at the Worthy Meade inn for the night.

Toram's 100th Birthday Celebration

Sunday, August 1, 2004

- Tables and chairs are set up in the central square. There is a lot of meat roasting on spits, etc. It is very festive with a lot of home grown music (although no one as good as Luccio). The kids are having a lot of fun.
- Prior to the feast, Andreas the Mayor introduces Hallick, a priest of the Smith, who has lots of laudable things to say about Toram, even though joking that Toram follows the wrong god.
- The villagers then present Toram with gifts, mostly homemade items etc. The highlight prior to the party's gift is a gorgeous patchwork quilt from all of the women in the village.
- The coffer contains a gorgeous Holy Symbol of Helios, carved out of raw Adamantine and encrusted with 3 sunstones, rare gems of magical potency.
- After the feast, party members are free to visit freely with everyone. Everyone is nice and welcoming. Toram remembers Michael Cassian quite well, saying that as a novice "he was always getting into trouble, chasing the ladies."

That night, after everyone has gone to bed, ghouls under Amerith's control sneak into Toram's house and kidnap Toram, kill and eat his housekeeper and steal the Holy Symbol. Balthazar has an unusual dream.

The Dream

Read this to Balthazar's player.

You fall asleep easily and begin to dream:

You are looking down at the earth from a great height. It is midnight, with no moon in the sky, but you can see clearly. An immense, cadaverous serpent uncoils itself from around a step pyramid on a island deep inside a great swamp. The serpent seems to elongate and grow until it rivals the earth itself in size. The sun rises, and as it rises the serpent seems to stretch itself into the heavens.

Suddenly, the serpent sinks two enormous fangs into the sun. The sun turns crimson and blood-colored fire falls from its wounds onto the earth. Wherever the fires land, the earth burns. Skeletal creatures come out from the flames and destroy every living creature in their path.

The view shifts. You see the pyramid where all of this started. Inside is a man wearing plate mail and wrapped in bandages. Toram lies chained to an altar, with a black-hilted dagger protruding from his heart.

*A great voice thunders down from the heavens as if the sun itself is speaking to you, “**Save Toram or all is lost!**”*

You wake up.

Kidnapping Aftermath and the Ghoul Fight

The kidnapping is discovered early in the morning.

- First thing Andreas questions the party. He mentions Old Amos “The Swamp Rat” is checking the murder scene out, as he is the best tracker in town (but not as skilled as Solaris).
- The ghouls are tracked both to their lair in the graveyard and to the south gate. The footprints of the ones going south are deeper than those going to the graveyard (i.e. carrying a prisoner)
- Assuming the party checks out the graveyard, they are attacked by ghouls. Andreas is very impressed by their fighting prowess.

Ghoul Attack

At the graveyard, the party is attacked by 2 Ghosts and 7 Ghouls. If it goes too easy, toss in a couple of additional ghouls.

Ghast (CR 3) Medium Undead Chaotic Evil Facing: 5 ft. by 5 ft./5 ft. HD 4d12+4 Initiative +2 Speed 30 ft (x4) AC 16 HP 26 Attacks: +4 Bite +1 2 Claws (Secondary attack) Damage: Bite 1d8+1 and paralysis Claw 1d4 + paralysis Special Abilities: Stench, paralysis, create spawn Special Qualities: Undead, +2 Turn Resistance	Saves: Fortitude +1, Reflex +3, Will +6 Abilities: Str 13(+1), Dex 15(+2), Con -, Int 13(+1), Wis 14(+2), Cha 8(-1) Feats: Multiattack, Weapon Finesse(Bite) Skills: Climb +6, Escape Artist +8, Hide +8, Intuit Direction +3, Jump +6, Listen +8, Move Silently +7, Search +6, Spot +8
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Stench (Ex): The stink of death and corruption surrounding these creatures is sickening. Those within 10 feet must succeed at a Fortitude save (DC 15) or be wracked with nausea, suffering a -2 circumstance penalty to all attacks, saves, and skill checks for 1d6+4 minutes.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed at a Fortitude save (DC 15) or be paralyzed for 1d6+4 minutes. Even elves are vulnerable to this paralysis.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Ghoul (CR 1) Medium Undead Chaotic Evil Facing: 5 ft. by 5 ft./5 ft. HD 2d12 Initiative +2 Speed 30 ft (x4) AC 14 HP 13 Attacks: +3 Bite +0 2 Claws (Secondary attack) Damage: Bite 1d6+1 and paralysis Claw 1d3 + paralysis Special Abilities: Paralysis, create spawn Special Qualities: Undead (see above)	Saves: Fortitude 0, Reflex +2, Will +5 Abilities: Str 13(+1), Dex 15(+2), Con -, Int 13(+1), Wis 14(+2), Cha 8(-1) Feats: Multiattack, Weapon Finesse(Bite) Skills: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7
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Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed at a Fortitude save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.

Create Spawn (Su): See Monster Manual, pg. 97

Special Abilities/Qualities: Ghouls speak the languages they spoke in life (usually Common).

There is nothing of monetary value in the ghouls lair. There is a scroll in one of the crypts with writing on it.:

“Capture Toram and bring him to me. Under no circumstance should he be harmed. I need him alive for the sacrifice to Lohesh. Do not fail me – Amerith.”

After The Ghoul Battle

The PC's will undoubtedly have questions:

- Amos the Swamp Rat will recognize the pyramid in Balthazar's dream. So will Marissa the Witch. Either of them can give PC's direction to it
- Marisa has heard of the Sacrifice Of Lohesh. It has to be done at the night of the new moon (Friday, Aug 13, 2004). She doesn't know the details, but the results are said to be horrific.
- The PC's should not take mounts into the swamp. The villager's can supply up to 4 rafts (more like small barges) which can be poled.
- The only person who has experience that deep the swamp is Amos, and he is too old and missing a leg to boot.. Most of the other villagers are non-combatants. The only ones likely to survive the hardships are the PC's themselves. If Toram is to be rescued, it will need to be done by the party.
- It will take between 7 and 9 days to reach the pyramid, so the party must leave as soon as possible.

Into The Marshes

Raft Statistics

The party may be outfitted with up to 4 rafts. Each raft is 15' long and 8' wide. The raft may be poled or rowed at a rate of about 1½ miles an hour (12 miles per day ... 3 hexes per day.) They may comfortably carry 3 people plus 500 pounds of equipment. For each person not carried, an additional 500 pounds may be carried.

General Notes

- Wilderness Lore checks DC 10 to avoid drifting off course each day. Failure indicates that the party lands one hex to the left or right of their target hex.
- Party moves 3 hexes a day.
- Roll “wandering monster” dice every hex, except when there is a monster.
- Terrain is marshy,

Marsh Terrain

Two categories of marsh exist: relatively dry moors and watery swamps. Both are often bordered by lakes (described in Aquatic Terrain, below), which effectively are a third category of terrain found in marshes.

The table below describes terrain features found in marshes.

Marsh Terrain Features

	— Marsh Category —	
	Moor	Swamp
Shallow bog	20%	40%
Deep bog	5%	20%
Light undergrowth	30%	20%
Heavy undergrowth	10%	20%

Bogs: If a square is part of a shallow bog, it has deep mud or standing water of about 1 foot in depth. It costs 2 squares of movement to move into a square with a shallow bog, and the DC of Tumble checks in such a square increases by 2.

A square that is part of a deep bog has roughly 4 feet of standing water. It costs Medium or larger creatures 4 squares of movement to move into a square with a deep bog, or characters can swim if they wish. Small or smaller creatures must swim to move through a deep bog. Tumbling is impossible in a deep bog.

The water in a deep bog provides cover for Medium or larger creatures. Smaller creatures gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures with this improved cover take a –10 penalty on attacks against creatures that aren't underwater.

Deep bog squares are usually clustered together and surrounded by an irregular ring of shallow bog squares.

Both shallow and deep bogs increase the DC of Move Silently checks by 2.

Undergrowth: The bushes, rushes, and other tall grasses in marshes function as undergrowth does in a forest (see above). A square that is part of a bog does not also have undergrowth.

Quicksand: Patches of quicksand present a deceptively solid appearance (appearing as undergrowth or open land) that may trap careless characters. A character approaching a patch of quicksand at a normal pace is entitled to a DC 8 Survival check to spot the danger before stepping in, but charging or running characters don't have a chance to detect a hidden bog before blundering in. A typical patch of quicksand is 20 feet in diameter; the momentum of a charging or running character carries him or her 1d2×5 feet into the quicksand.

Effects of Quicksand: Characters in quicksand must make a DC 10 Swim check every round to simply tread water in place, or a DC 15 Swim check to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins

to drown whenever he can no longer hold his breath (see the Swim skill description).

Characters below the surface of a bog may swim back to the surface with a successful Swim check (DC 15, +1 per consecutive round of being under the surface).

Rescue: Pulling out a character trapped in quicksand can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it. Then he must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the branch, pole, or rope. If the victim fails to hold on, he must make a DC 15 Swim check immediately to stay above the surface. If both checks succeed, the victim is pulled 5 feet closer to safety.

Hedgerows: Common in moors, hedgerows are tangles of stones, soil, and thorny bushes. Narrow hedgerows function as low walls, and it takes 15 feet of movement to cross them. Wide hedgerows are more than 5 feet tall and take up entire squares. They provide total cover, just as a wall does. It takes 4 squares of movement to move through a square with a wide hedgerow; creatures that succeed on a DC 10 Climb check need only 2 squares of movement to move through the square.

Other Marsh Terrain Elements: Some marshes, particularly swamps, have trees just as forests do, usually clustered in small stands. Paths lead across many marshes, winding to avoid bog areas. As in forests, paths allow normal movement and don't provide the concealment that undergrowth does.

Stealth and Detection in a Marsh: In a moor, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is $6d6 \times 10$ feet. In a swamp, this distance is $2d8 \times 10$ feet.

Undergrowth and deep bogs provide plentiful concealment, so it's easy to hide in a marsh.

A marsh imposes no penalties on Listen checks, and using the Move Silently skill is more difficult in both undergrowth and bogs.

Giant Crocodile (CR 4)		Saves:
Huge Animal (Aquatic) Neutral		Fortitude +9, Reflex +6, Will +3
Facing: 10 ft. by 20 ft./10 ft.		Abilities:
HD 7d8+28		Str 27(+1), Dex 12(+2), Con 19(+4),
Initiative +1	Speed 20' Swim 30'	Int 1(-4), Wis 12(+1), Cha 2(-5)
AC 16	HP 59	Skills:
Attacks:		Hide +0*, Listen +5, Spot +5. *A crocodile gains a
+11 Bite		+12 racial bonus to Hide checks when submerged.
+11 Tail Slap		
Damage:		
Bite 2d8+12		
Claw 1d12+12		
Special Abilities: Improved Grab		

Improved grab (Ex): To use this ability, the crocodile must hit a Large-size or smaller opponent with its bite attack. If it gets a hold, the crocodile grabs the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom. The crocodile automatically deals bite damage each round it maintains the pin.

The party will be attacked by two crocodiles on the morning of Friday, August 6, 2004. There should have been a fair number of false alarms before then. A Spot check vs the crocodile's Hide (they are not able to submerge) to avoid a surprise round as it sneaks up on the smallest, most lightly armored person in the rear of a raft. The encounter takes place in a *bog*, so it is possible to fight dismounted.

If the crocodile takes more than 30 HP damage it will flee, but it will not let go of anyone it is holding unless it has to. On the plus side, the water where it attacks is only about 4' deep.

Gray Ooze (CR 4)		Saves:
Medium Ooze Neutral		Fortitude +1, Reflex -4, Will -4
Facing: 5 ft. by 5 ft./5 ft.		Abilities:
HD 3d10+10		Str 12(+1), Dex 1(+2), Con 11,
Initiative -5	Speed 10'	Int -, Wis 1(-5), Cha 1(-5)
AC 5	HP 26	Skills:
Attacks:		Hide +0*, Listen +5, Spot +5. *A crocodile gains a
+3 Slam		+12 racial bonus to Hide checks when submerged.
Damage:		
Slam 1d6+1 and 1d6 acid		
Special Abilities: Improved Grab, acid, corrosion,		
constrict		
Special Qualities: Blindsight, cold and fire immunity,		
ooze, camouflage		

Blindsight (Ex): An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Ooze: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Improved Grab (Ex): To use this ability, the gray ooze must hit with its slam attack. If it gets a hold, it can constrict.

Acid (Ex): A gray ooze secretes a digestive acid that quickly dissolves organic material and metal. Any melee hit deals acid damage. The ooze's acidic touch deals 40 points of damage per round to wood or metal objects. Armor or clothing dissolves and becomes useless immediately unless it succeeds at a Reflex save (DC 19). The acid cannot harm stone. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds at a Reflex save (DC 19).

Constrict (Ex): A gray ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor suffer a -4 penalty to Reflex saves against the acid.

Camouflage (Ex): It takes a successful Spot check (DC 15) to recognize a motionless gray ooze for what it really is.

Late in the afternoon, on the same day as the crocodile encounter, the ooze attacks the party while they are still in deep water.

Hawk Familiar		Saves:
Tiny Magical Beast Lawful Evil		Fortitude +2, Reflex +5, Will +7
Facing: 2½' by 2½'/0 ft.		Abilities:
HD Special		Int 9(-1), Wis 14(+2), Cha 6(-2)
Initiative +3	Speed 10' Fly 60'	Str 6(-2), Dex 17(+3), Con 10,
AC 21	HP 18	Feats:
Attacks:		Weapon Finesse(Claws)
+8 2 Claws (single attack)		Skills:
Damage:		Listen +6, Spot +6*. *Hawks gain a +8 racial
2 Claws (1d4-2)		bonus to Spot checks in daylight.
Special Abilities: Touch		
Special Qualities: Improved Evasion, Share Spells		
Empathic Link, Speak With Master, Speak With Birds		

This encounter will only happen if the party has aerial cover. Either Malthus, or Rune's homonoculus will be attacked, whichever is farther away from the party. Uliki's Hawk familiar will attack. Uliki, whose is less than a mile away (but well concealed) will cast Touch spells through it. If the aerial creature flees back to the party, the Hawk will not follow.

From this encounter, the party should be able to deduce that they are being watched. Also, the Hawk may attack multiple times from here on in.

Osyluth (CR 6)		Saves:
Large Outsider Lawful Evil		Fortitude +6, Reflex +4, Will +6
Facing: 5 ft. by 5 ft./10 ft.		Abilities:
HD 5d8+10		Str 21(+5), Dex 10, Con 15 (+2)
Initiative +4	Speed 40 ft	Int 14 (+2), Wis 14(+2), Cha 14(+2)
AC 17	HP 32	Feats:
Attacks:		Alertness, Improved Initiative
+9 melee bite		Skills:
+4 melee 2 claws		Concentration +8, Hide +3, Listen +11, Move
+4 melee sting		Silently +8, Search +8, Sense Motive +10,
Damage:		Spot +12. Speaks Infernal, Celestial, Draconic and
Bite 1d8+5		Common.
Claws 1d4+2		
Sting 3d4+2+poison		
Special Abilities: Spell-like abilities, fear aura, poison,		
summon baatezu		
Special Qualities: Damage reduction 10/+1, SR 22,		
baatezu qualities, know alignment		

Summon Baatezu (Sp): Most baatezu can summon other baatezu much as though casting a summon monster spell, but they have only a limited chance of success. Roll d%: On a failure, no baatezu answer the summons. Summoned creatures automatically return whence they came after 1 hour. A baatezu that has just been summoned cannot use its own summon ability for 1 hour.

Immunities (Ex): Baatezu are immune to fire and poison.

Resistances (Ex): Baatezu have cold and acid resistance 20.

See in Darkness (Su): All devils can see perfectly in darkness of any kind, even that created by deeper darkness spells.

Telepathy (Su): Baatezu (except lemures) can communicate telepathically with any creature within 100 feet that has a language.

Spell-Like Abilities: At will-*Animate Dead* (page 174), *Charm Person* (page 183), *Dimensional Anchor* (page 195), *Doom* (page 198), *Fly* (page 206), *Invisibility* (self only, page 218), *Major Image* (page 225), *Suggestion* (page 257), and *Wall of Ice* (page 270). These abilities are as the spells cast by a 7th-level sorcerer (save DC 12 + spell level). An osyluth can also *Teleport Without Error* (self plus 50 pounds of objects only, page 265) at will as the spell cast by a 12th-level sorcerer.

Fear Aura (Su): Osyluths can radiate a 5-foot-radius fear aura as a free action. Affected creatures must succeed at a Will save (DC 14) or be affected as though by a fear spell cast by a 7th-level sorcerer. A creature that successfully saves cannot be affected again by the same osyluth's aura for one day. Other baatezu are immune to the aura.

Poison (Ex): Sting, Fortitude save (DC 14); initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

Summon Baatezu (Sp): Once per day an osyluth can attempt to summon 2d10 lemures with a 50% chance of success, or another osyluth with a 35% chance of success.

Know Alignment (Su): Osyluths always know the alignment of any creature they look upon.

Found on page Page 48 of Monster Manual. Osyluth hate all other creatures and attack ruthlessly. They freely use *Wall of Ice* to keep the enemy divided. Gathrik is extremely reluctant to use his ability to Summon Baatezu, as he is secretly working for Asthanetis on this and he doesn't want to attract outer planar attention. Gathrik is also somewhat impatient and arrogant, and would be willing to charge directly into melee without using his spells to soften up his opponents first.

The Temple Of Lohesh

For space reasons, the only encounter that will be broken out onto its own page is that of Amerith.

Amerith The Mummy/Level 5 Cleric (CR 8)**Medium Undead** **Lawful Evil****Facing:** 5 ft. by 5 ft./5 ft.**HD** 6d12+5d8+3**Initiative** +3 **Speed** 20 ft**AC** 25 **HP** 70**Attacks:**

+6 BAB

+10/13 melee Masterwork Heavy Flail

+9/12 melee Slam

Damage:

Flail 1d10+4/8, 19-20/x2

Slam (1d6+4/8 and mummy rot)

Special Abilities: Despair, mummy rot, spells**Special Qualities:** Undead, resistant to blows, damage reduction 5/+1, fire vulnerability, rebukes undead**Saves:**

Fortitude +7/9, Reflex +1/3, Will +11/13

Abilities:

Str 17(+3), Dex 8(-1), Con - (+0)

Int 12 (+1), Wis 18(+4), Cha 15(+2)

Feats:

Alertness, Great Fortitude, Toughness, Improved Initiative, Martial Weapon Proficiency (Heavy Flail), Scribe Scroll

Skills:Hide +5¹, Listen +9 Move Silently +5¹, Spot +9,

Concentration +8, Diplomacy +8,

Knowledge (arcana) +3, Knowledge (religion) +9,

Spellcraft +14.

1- Includes Armor Check Penalty of -3

Despair (Su): At the mere sight of a mummy, the viewer must succeed at a Will save (DC 15) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by that mummy's despair ability for one day.

Mummy Rot (Su): Supernatural disease [slam, Fortitude save (DC 20), incubation period 1 day; damage 1d6 temporary Constitution.] Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or receives a remove disease spell or similar magic. An afflicted creature that dies shrivels away into sand and dust that blow away into nothing at the first wind unless both a remove disease and raise dead are cast on the remains within 6 rounds.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Resistant to Blows (Ex): Physical attacks deal only half damage to mummies. Apply this effect before damage reduction.

Fire Vulnerability (Ex): A mummy takes double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage and a failure doubles it.

Equipment: Mithral Full Plate Armor, Masterwork Heavy Flail

Spells:

Spheres: Death, Evil

0 (DC 14): Guidance x 5

1 (DC 15): Protection From Good(D), Bane, ~~Deathwatch~~, Obscuring Mist, Doom2 (DC 16): ~~Deseerate(D)~~, Hold Person, ~~Bull's Strength~~, Silence3 (DC 17): Animate Dead(D), ~~Protection From Elements~~, Summon Monster III**Encounter Notes:**

Amerith is casting the ritual sacrifice from a scroll when the party enters. It will take 5 rounds for him to complete it. It may be disrupted like any other 5th level spell, which causes the scroll to be ruined and Amerith to enter combat. The following spells have already been cast:

Deathwatch (page 191) – Used to make sure Toram doesn't die too soon. Will help target people in combat.

Bull's Strength (page 181) – Adds +2 to Strength, which adds +1 to hit and an additional +2 to damage.

Protection From Elements(Fire) (page 240) – Absorbs up to 60 points of fire damage.
Desecrate (page 192)– Due to the altar, turning attempts are at -6, *Animate Dead* creates monsters with an additional +2 HP per HD, and Amerith gets an additional +2 profane bonus to attack, damage and saves.

The effects of the above spells are the numbers after the slash mark.

As soon as Amerith has the spell disrupted, he takes the following actions:

Round 1 – Cast *Silence* (page 252) centered on an area so it won't affect him, but will get everyone past the altar.

Round 2 – Cast *Hold Person* (page 214), targeting the toughest looking fighter (whose is likely to melee him)

Round 3 – Cast *Obscuring Mist* (page 233)

Round 4 – Cast *Protection From Good* (page 240). +2 AC & Saves versus good people. (Deflection/Resistance)

Round 5 – Cast *Bane* (page 177). Foes are at -1 attack and saves versus fear (morale penalty)

Round 6 – *Hold Person* will wear off. If Amerith can see that person, he will cast *Doom* (page 198) on them. If not, he will cast *Summon Monster III* (page 258), summoning a fiendish ape:

Ape (Fiendish): CR 3; Large Magical Beast (); HD 4d8+8; hp 26; Init +2; Spd 30ft S 0ft C 30ft; AC 14; ATK 2 claws, +7 melee, bite +2 melee; DAM Claw 1d6+5, bite 1d6+2; 5 ft. by 5 ft./5 ft.; SA Smite Good(4); SQ Scent, Fire & Cold Resistance(10), DR 5/+1, SR 4; SV - Fort 6, Ref 6, Wil 2; Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7 Skills/Feats: limb +18, Listen +6, Spot +6

Special Abilities/Qualities:

Darkvision 60', Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against a Good foe.

Amerith will then engage in melee, heading off into the silenced/misted area. If the opportunity arises he will use *Animate Dead* to raise a dead party member, or to spontaneously *Inflict Serious Wounds* (page 217), which can cure him 3d8+5 if he uses it on himself.

1. Entry Hallway

This stone hallway is 10' high. As soon as the doors are opened by a living being, a Magic Mouth appears on the left hand side saying, "Danger – go back or you shall all perish."

Anyone not saying the correct password will be set upon by the skeleton's in room 2.

2. Skeleton Crypt EL 7

This room also has a 10' high ceiling. It has 5 sarcophagi in it. Standing between the sarcophagi are a little more than half-a-dozen skeletons. Each skeleton stands about 8' tall.

8 Ogre Skeletons, EL 7; CR 1 each; Large Undead ; HD 2d12; hp 13; Init +5; Spd 40ft; AC 13; ATK 2 claws +2 melee; DAM Claw 1d6+2; 5 ft. by 5 ft./10 ft.; SA ; SQ Undead, immunities; SV - Fort 0, Ref 1, Wil 3; Str 14(+2), Dex 12(+1), Con -, Int -, Wis 10, Cha 11

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities (Ex): Skeletons have cold immunity. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.

There is nothing in the sarcophagi.

3. Fake Mummy Crypt

This room has three open sarcophagi against the walls. In each sarcophagus lies a body wrapped in bandages.

There is nothing of value in the sarcophagi. The bodies do nothing if disturbed.

4. Lightning Trap EL 4

This room has 3 large chests against the east wall.

Electrified Floor Trap CR 4

3d10, Reflex Save (DC 14 for half damage); Search DC 25, Disable Device DC 25.

The floor of this room is trapped. Whenever a chest is opened, or the door is opened and then closed, anyone standing in the room is electrified.

The only thing in the chests is a scroll – it reads "Gotcha!"

5. Trapped Zombie Lair EL 7

This room smells really bad. Six rotting corpse slowly shuffle towards you.

6 Zombies, CR ½, EL 7; Medium Undead ; HD 2d12+3; hp 16; Init -1; Spd 30ft; AC 11; ATK Slam +2 melee; DAM Slam 1d6+1; 5 ft. by 5 ft./5 ft.; SA ; SQ Undead, partial actions only; SV - Fort 0, Ref -1, Wil 3; Str 13(+1), Dex 8(-1), Con -, Int -, Wis 10, Cha -

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive

damage.

Partial Actions Only (Ex): Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

Stinking Cloud Trap CR 2

Search DC 25, Disable Device DC 25. As soon as the first square is stepped on a Stinking Cloud spell fills the room and the four squares right by the door. Fortitude Save DC 14 or be affected (PH 257). The cloud does not affect the zombies, lasts 5 rounds, and the traps resets after a day.

6. Empty Room

This room appears to be empty.

7. Guard Post and Stairway Up

There is a large gong next to the stairway going up, but the room appears to be empty.
--

The room is empty.

8. Empty Room

This room appears to be empty.

The room is empty.

9. Main Army EL 8

This large room has pillars supporting the ceiling every 10'. Dozens of skeletons mill about the room.
--

30 Skeletons CR 1/3; Medium Undead ; HD 1d12; hp 6; Init +5; Spd 30ft; AC 13; ATK 2 claws +0 melee; DAM Claw 1d4; 5 ft. by 5 ft./5 ft.; SA ; SQ Undead, immunities; SV - Fort 0, Ref 1, Wil 2; Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities (Ex): Skeletons have cold immunity. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.

10. Ghoul Guard Post and Stairway Up EL 3

2 smelly, humanoid with rotting flesh stand here. There is a large gong next to the stairway up.
--

2 Ghouls, CR 1; Medium Undead ; HD 2d12; hp 13; Init +2; Spd 30ft; AC 14; ATK Bite +3 melee; 2 claws +0 melee; DAM Bite 1d6+1 and paralysis; claw 1d3 and paralysis; 5 ft. by 5 ft./5 ft.; SA Paralysis, create spawn; SQ Undead, +2 turn resistance; SV - Fort 0, Ref 2, Wil 5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16

Skills/Feats:

Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7. Multiattack, Weapon Finesse (bite)

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed at a Fortitude save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.

Create Spawn (Su): In most cases, ghouls devour those they kill. From time to time, however, the bodies of their humanoid victims lie where they fell, to rise as ghouls themselves in 1d4 days. Casting protection from evil on a body before the end of that time averts the transformation. (The statistics above are for human ghouls and ghouls. Ghouls and ghouls may vary depending on their original race or kind.)

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Special Abilities/Qualities:

Ghouls speak the languages they spoke in life (usually Common).

There is an *Alarm* spell that sounds on the bottom step of the stairs, which alerts Amerith to the parties presence.

11. Sacrifice Chamber

See the entry for Amerith for this combat.

12.Amerith's Crypt

This room smells really foul. There is a closed sarcophagus against the North wall
--

There is nothing in the sarcophagus.

13.Treasure Chamber EL 3

This room has a pentagram in the center. There is a chest in each of the Northeast, Southeast and Southwest corners of the room. Perched on the Southeast chest is a small bird-like creature. It has leathery wings, scaly skin and the head of a rooster.

Cockatrice CR 3; Small Magical Beast ; HD 5d10; hp 27; Init +3; Spd 20ft; AC 14; ATK Bite +4 melee; DAM Bite 1d4-2; 5x5x5; SA Petrification; SQ Petrification immunity; SV - Fort +4, Ref +7, Wil +2; Str 6, Dex 17, Con 11, Int 2, Wis 13, Cha 9

Skills/Feats:

Listen +7, Spot +7, Alertness, Dodge

The cockatrice fiercely attacks anything that it deems a threat to itself or its lair. Flocks of cockatrices do their utmost to overwhelm and confuse their foes, and sometimes fly directly into their opponents' faces.

Petrification (Su): A cockatrice can turn beings to stone with a touch. Creatures hit by a cockatrice must succeed at a Fortitude save (DC 15) or instantly turn to stone.

Northeast Chest:

1000 platinum pieces, Small status of a hand and a *Wind Fan*.

Southeast Chest:

5000 gold pieces, small book in Infernal describing the ritual of Lohesh and a *Robe of Useful*

Items.

Southwest Chest:

Diadem made of Mithral studded with rubies worth 12500 gp, 4 Potions of *Cure Serious Wounds* at L5 (3d8+5) and a 1' long ebony rod which is actually a *Rod of Wonder* with 30 charges.

Epilogue

The party members are treated like heroes when returning to Marshgate. Much feasting etc. When they return to Adamathium, word of their deeds has already reached Michael Cassian. Balthazar receives an extra 250 xp and Michael offers the assistance of the Temple of Helius in Adamathium if Balthazar wishes to build a temple himself somewhere (25,000 gp free towards a stronghold)

Everyone else in the party receives 2500 gp from the temple and the offer to make one magic item (based upon clerical magical) worth up to 12000 gp for cost. In addition, every party member receives a +2 reputation bonus on reaction checks from members of the church of Helius in the future (provided that the party member is recognized and doesn't gain a bad reputation in the meantime).