

# ÍNTO THE DARKNESS

PART II  
OF  
'UNTO THIS END'



d20  
system

YANNER

DIOMIN® ADVENTURE by R. HYRUM SAVAGE

Requires the use of Dungeons and Dragons® Player's Handbook, 3rd Edition, published by Wizards of the Coast®

# Into the Darkness

## part 2 of "Unto this End"

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NPC "Stat Blocks" created with help from Jamis Buck's NPC Generator

See appendix for Product Identity and Open Gaming content

# Into the Darkness

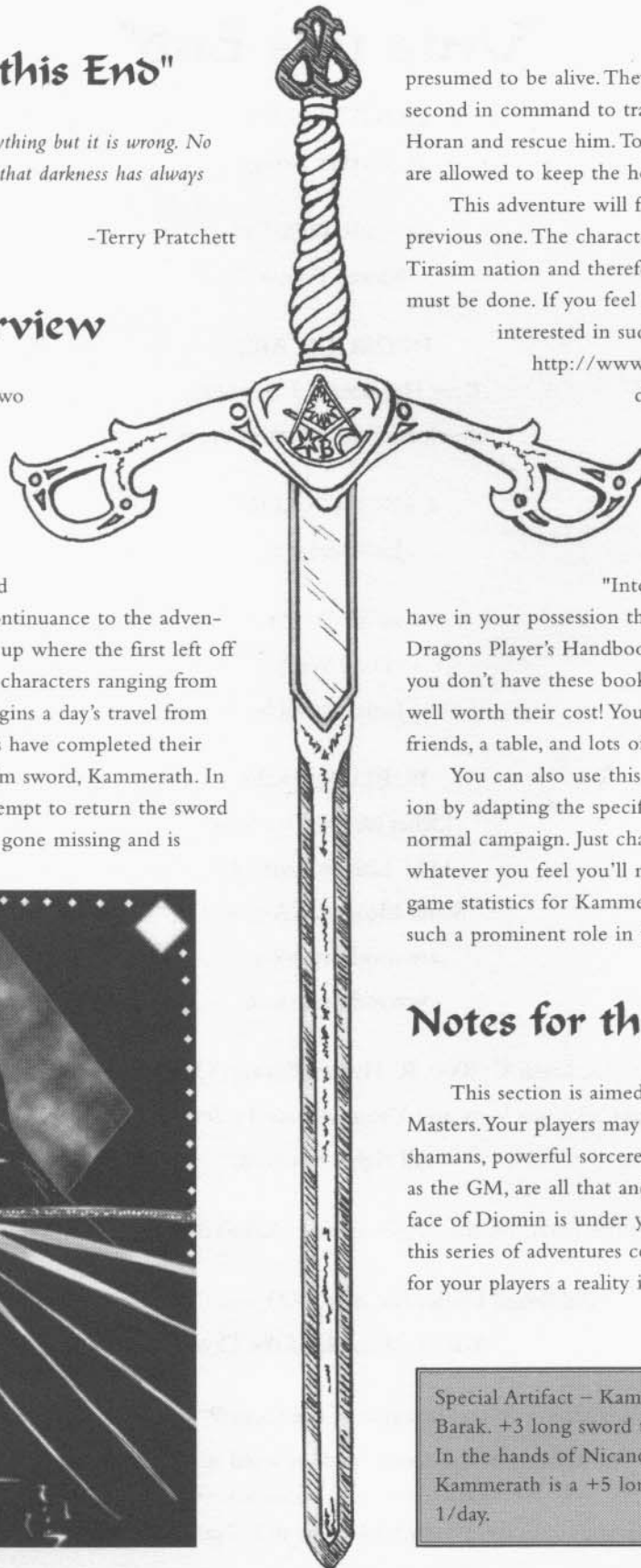
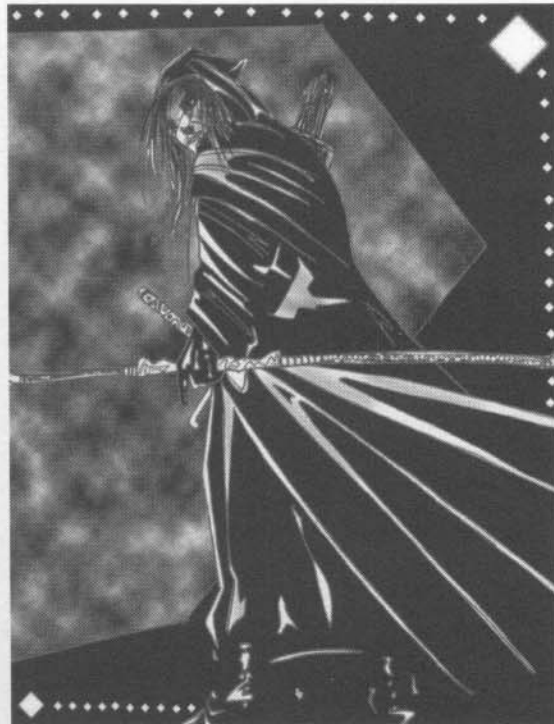
## part 2 of "Unto this End"

*Light thinks it travels faster than anything but it is wrong. No matter how fast light travels, it finds that darkness has always got there first, and is waiting for it.*

-Terry Pratchett

## Adventure Overview

"Into the Darkness" is part two of our ongoing campaign "Unto this End". Like it's predecessor, which is found in the *Diomin* worldbook, it is set in the mythical land of Diomin, and is home to mighty heroes and foul villains. It is designed as a continuance to the adventure "To Save a Nation", picking up where the first left off and is designed for four to seven characters ranging from 4th – 6th level. The adventure begins a day's travel from the Gadianti temple as the heroes have completed their quest to find the legendary Tirasim sword, Kammerath. In this adventure the heroes will attempt to return the sword to Nicanor, but learn that he has gone missing and is



presumed to be alive. They are then charged by Nicanor's second in command to travel to the Zeredite capital of Beth-Horan and rescue him. To aid them in their endeavors they are allowed to keep the holy sword.

This adventure will follow the same format as our previous one. The characters are on a quest to save the Tirasim nation and therefore there are certain things that must be done. If you feel that your players may not be interested in such an adventure, visit our website at <http://www.otherworlds.cx> where you can download one of our free scenarios.

## Using this Adventure

"Into the Darkness" requires that you have in your possession the latest edition of the *Dungeons & Dragons* Player's Handbook and *Dungeon Masters Guide*. If you don't have these books, run out and get them. They are well worth their cost! You will also have to have some friends, a table, and lots of dice.

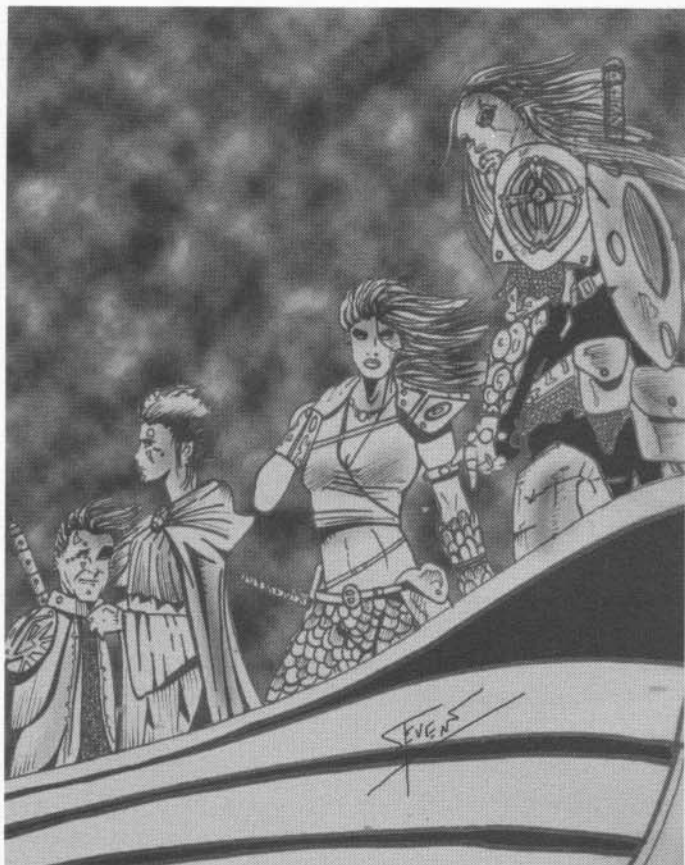
You can also use this adventure in a more generic fashion by adapting the specifics of Diomin to those of your normal campaign. Just change the races, cities, and nations to whatever you feel you'll need. In addition, below are the game statistics for Kammerath, the special artifact that plays such a prominent role in this adventure.

## Notes for the Game Master

This section is aimed at both new and veteran Game Masters. Your players may be mighty fighters, mysterious shamans, powerful sorcerers, or crafty rogues. However, you, as the GM, are all that and more. Everything that walks the face of Diomin is under your control. It is your job to make this series of adventures come to life and draw breath, creating for your players a reality in which they truly feel a part.

Special Artifact – Kammerath. Defiled holy weapon of Barak. +3 long sword to those of Lawful Good alignment. In the hands of Nicanor, or another descendent of Tiras, Kammerath is a +5 longsword that grants Holy Aura 1/day.



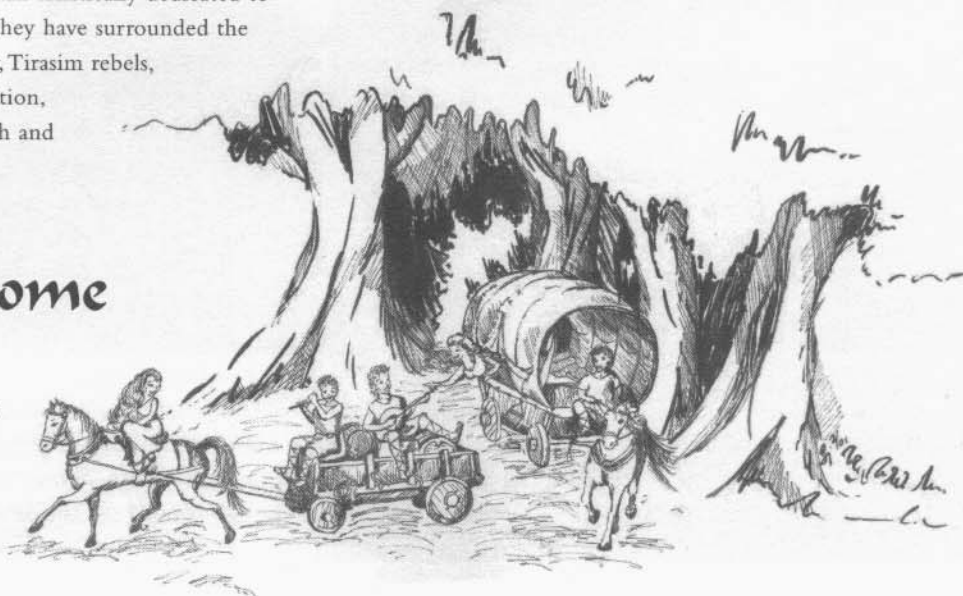


## Adventure Background

The world of Diomin is a magical place, a world of Gods, magic, and strange, new races. This adventure starts off near the Gadianti temple of Akish, located in the Arak lands of the Stag clan and close to the Tirasim city of Tel-Harsa located in the eastern half of the continent of Diomin. The Tirasim are decedents of Tiras, son of Zered VI, and former heir to the Zeredite throne. As was discovered in the first adventure the Tirasim are under attack from two fronts; first, the Zeredites are on the move again and led by their Kael-Merodach (powerful immortals fanatically dedicated to their dark goddess Akish) Khaine and they have surrounded the Tirasim city of Kirjath-Arim. Secondly, Tirasim rebels, calling themselves the Alliance of Tradition, have taken the Tirasim capital of Arioch and have driven the Judges into hiding.

## Part One – The Journey Home

The character's have managed to brave the Gadianti temple and are now either floating down the river with Kammerath in hand, or quickly making their way overland. At this point they have a couple of options:



- They can make off with the sword and abandon the quest. (Hopefully they are heroic enough that this isn't really an option.) If it is, anyplace they might venture is beyond the scope of this adventure and you, as the Game Master will have to decide where to go from there. Stern warnings by Barak via their dreams, followed by lots of devious problems, should hopefully bring out the heroic nature of the characters.
- The more practical option is to travel to one of the Tirasim cities, either Arioch or Kirjath-Arim. Each route has its own problem, as well as strengths, explained below.

As we learned in the last adventure, Arioch is under the control of the Alliance of Tradition and the Chief Judge, Tristan Narvaja, is in hiding. Getting the sword to him would be difficult in that the characters would have to gain access to the city and then try and discover where Narvaja is. Also, keep in mind that the Alliance had sent their own group of people after the sword and by the characters going to Arioch they would be bringing the sword to them.

On the other hand, going to Kirjath-Arim is not that much better. As the player characters left the city they saw the overwhelming army of the Zeredites, led by one of the Kael-Merodach, surround Kirjath-Arim. The characters have been gone for over two months, and a lot can happen during that time.

Regardless of where they decide to go, they must first reach civilization. The nearest city is Tel-Harsa and that is most likely their destination.

While traveling to Tel-Harsa, there is a 30% chance of a random encounter every six hours. Use Random Encounter Chart I if an encounter is rolled. The city is roughly two days away.

## Random Encounter Chart 1

- 1-2 **Arak:** A number of Arak are traveling through the area for an unknown reason. There may be just one or two acting as scouts or messengers (or perhaps on a quest) or an entire hunting party, as the GM deems appropriate.
- 3-4 **Wanderer:** The characters encounter refugees or other (apparently) homeless wanderers. They may be carrying useful information and will be grateful for any aid the adventurers can provide.
- 5-6 **Merchant:** A merchant or a merchant caravan carrying goods to market. They may distrust and attempt to avoid an armed party, particularly if their cargo is especially valuable or somewhat illegal. However, if the merchant is well-armed enough to feel secure, he may be willing to exchange news with the adventurers and travel along the road with them as long as their destinations are the same, perhaps even offering them a job as guards for the truly dangerous stretch of the journey ahead.
- 7-8 **Woodsmen:** A woodcutter, charcoal burner, or herbalist who looks after and makes a living from a particular part of the wilderness. If encountered at work, his home will be nearby.
- 9-10 **Freeholder:** A solitary farmer or a farmer and his family living far away from other people.
- 11-12 **Hunter:** A hunter, trapper, or prospector searching for animals or valuable mineral deposits. He may be eager for human company, or he may have taken up his profession in order to avoid people.
- 13-14 **Hermit:** Possibly crazed, possibly holy, possibly not what he appears to be. Assuming he can be bothered to deal with other people, he can be a useful source of esoteric information. On the other hand, he may simply release a torrent of semi-coherent religiously tinged nonsense. At the GM's discretion, the hermit may be a reclusive sorcerer or wizard.
- 15-16 **Pilgrim:** An individual or small group of religious devotees on their way to a remote shrine or temple. They may be on their way to find a cure for an illness, earn forgiveness for their misdeeds, or simply to ensure their place in the afterworld.
- 17-18 **Bandits:** A few wandering bandits or perhaps their camp. If they see the adventurers first, they will size them up and, if they feel that they have a good chance of winning, attack. Otherwise, they will fade back into the wilderness. If the adventurers see them first, the choice is theirs.
- 19 **Hunting party:** A rich man and his companions off on a hunting expedition. Such trips are more for recreation than for meat or skins, so they can be filled with artists, retainers, relatives, and other non-hunters.

- 20 **Performers:** A small band of wandering musicians or actors on their way between towns. The first moments of the encounter may prove quite confusing for the PCs if they come upon the performers during a rehearsal.

Once the PCs reach Tel-Harsa, the prevalent news that they will hear is that General Nicanor was involved in a serious fight outside the walls of Kirjath-Arim and is missing. Upon further investigation the players will be able to learn the following rumors: (True rumors are in bold.)

- **General Nicanor fought a duel with the Kael-Merodach Khaine.**
- During the duel Nicanor was killed.
- **During the duel Khaine was beaten, but not killed.**
- **After fighting the duel, an exhausted Nicanor was overcome by Zeredite troops and hasn't been seen since.**
- Nicanor's head has been seen spiked on the walls of Beth-Horan, the Zeredite capital.
- The city of Kirjath-Arim has fallen to the Zeredites.
- **The city of Kirjath-Arim has held out, but not without suffering heavy losses.**
- **Ephron, second in command to General Nicanor, now leads the city's defenders.**
- Zeredite forces have moved onto Ajalon.
- The entire war is a propaganda ploy by the wealthy in charge of the government to discredit peace efforts with the Zeredites.

How the players react to the news is up to you and them. They should be worried however, and unsure as to what action they take next.

Sometime during their stay in Tel-Harsa they will have an encounter with Saul, son of the High Judge of Ajalon. How and where this encounter takes place is up to you. What is important however is that the encounter does take place.

Word on the streets is that Saul is a general lay-about that capitalizes upon his father's station, and is currently in Tel-Harsa after spending time in the military and is now studying at the university. He will be offended by some perceived offense by the PCs and will challenge them to a duel to first blood, the loser being the first person to be reduced to half their hit points or lower. If the players refuse, he will brand them cowards and try and make their lives miserable. However, there is not a whole lot that he can do besides being an irritant. He will try however, and will do things such as call the city watch on them, make sure that whatever taxes need to be paid are paid, go as far as paying people in town to ridicule and taunt them, etc.

If the players accept the duel, whether they win or lose, they will make a great friend, one that has strong connections within Tirasim High Society.

Saul, male Tirasim Ftr4: CR 4; Size M (5 ft., 11 in. tall); HD 4d10+8; hp 37; Init +5 (+1 Dex, +4 Improved initiative); Spd 30 ft.; AC 11 (+1 Dex); Attack +8 melee, or +5 ranged; SV Fort +6, Ref +2, Will +5; AL LN; Str 19, Dex 12, Con 15, Int 14, Wis 18, Cha 12.

Languages Spoken: Tirasim, Gnolaum, Hearthom.

Skills and feats: Appraise +4, Balance +4, Gather information +3, Handle animal +8, Hide +1, Jump +11, Listen +4, Move silently +1, Perform +2, Spot +4, Swim +11; Combat reflexes, Expertise, Improved initiative, Track, Weapon focus (long sword), Weapon focus (shortspear).

Possessions: 3,300 ezrum pieces in gear.

with Ephron, Nicanor's second in command. He will also give them a letter of introduction in case they run into patrols.

If the characters do not combat Saul, then somehow they will need to be steered towards Kirjath-Arim, which is really the only place they can go. Arioch is in the hands of the rebels, and Kammerath cannot really be trusted in the hand of anyone other than Tristan (the Chief Judge) or General Nicanor.

The journey to Kirjath-Arim should be uneventful. Everything goes well until they are in the vicinity of Kirjath-Arim. Once they are within two days ride of the city, the characters will start running into either Zeredite or Tirasim patrols. (There is a cumulative 10% chance of running into a patrol every three hours once they are in the vicinity of Kirjath-Arim. Once they run into a patrol, the percentage chance resets. 60% chance of a Zeredite patrol, 40% chance of a Tirasim.)

If they run into Tirasim patrols and they have the letter from Saul, they will be escorted to Ephron and will not run into any



Once the characters fight the duel, Saul will let them know that General Nicanor is alive, but was captured by the Zeredites, having recently received a letter from his father. He will urge them to travel to Kirjath-Arim, which has managed to keep the northern half of the city free from Zeredite control, and meet

more patrols. If they do not have the letter, then they need to convince the guards that they are who they say they are. A perfect example of this would be one of the guards remembering them from the dinner with the High Judge and General Nicanor. (From "To Save a Nation" in the Diomin worldbook.)



If they run into a Zeredite patrol they will have little choice but to fight. The Zeredites are in a bloodthirsty mood and will not stop to ask questions.

**Tirasim Patrol:**

Dvir, male Tirasim Ftr3; Uriel, male Tirasim Ftr2; Chanan, male Tirasim War2; Sagi, male Tirasim War2; Menashe, male Tirasim War2.

**Zeredite Patrol:**

Ammiditana, male Zeredite Ftr3; Irkalla, female Zeredite Wiz3; Kadashman, male Zeredite War2; Burnaburiash, male Zeredite War2; Sumuabum, male Zeredite War2; Gazer, male Zeredite War2.

Once the characters reach Kirjath-Arim they will notice that it is a shell of its former self. Burned out buildings, blasted landscapes, and the smell of the dead and dying is everywhere. The Tirasim have held back the Zeredite forces, but not before paying a heavy toll.

One of the things to notice is that with the capture of Nicanor and the defeat of Khaine, the Zeredite troops are held in check, standing by. Military stratagems are not being made, but neither is either side retreating.

As the characters are escorted into the city they will notice their surroundings, as well as the fact that the city is a ghost town as all non-combatants have been evacuated north.

The characters are taken directly to a tired Ephron where he greets them warmly and then fills them in on what is going on. Read the following:

"My friends, the news I have to share is dire indeed. As you may or may not have heard, General Nicanor has been captured by the Zeredites and sent to Beth-Horan to stand trial."

He sighs wearily and continues.

"One week ago the Kael-Merodach Khaine rode to the outer wall and issued a challenge to General Nicanor. They would fight a duel, one on one, and the army of the loser would surrender."

Ephron points to empty chairs and then sits down himself. "He could not refuse. At dawn the following day General Nicanor and Khaine fought to a standstill. That is when the Zeredites treacherously overran the men Nicanor had brought with him and then captured him. Exhausted and



Ephron

outnumbered, he did not stand a chance. There was nothing I could do...."

Ephron pauses for a few moments and then leans over his desk and pulls out a rolled scroll that he hands to the players.

"This is a note from a Captain-General Abdi-Kheba, acting commander of the Zeredite force. He informs us that General Nicanor is being transported to the Zeredite capital, there to stand trial for "Crimes Against the State."

At this point there is a knock on Ephron's door and an obviously wounded man enters the room. He salutes and then stands ready to deliver a report.

Ephron stands and addresses the players. "I fear this is important news that I have been waiting for and must deal with immediately. Please, make yourself comfortable in what is left of the city and we will speak more at the evening meal. May the Shield of Ashima protect you."

He then nods to the soldier and the two leave the room.

Ephron, male Tirasim Ftr17: CR 17; Size M (6 ft., 1 in. tall); HD 17d10+68; hp 153; Init +8 (+4 Dex, +4 Improved initiative); Spd 30 ft.; AC 14 (+4 Dex); Attack +20/+15/+10/+5 (+17 Base, +3 Str) melee, or +21/+16/+11/+6 (+17 Base, +4 Dex) ranged; SV Fort +14, Ref +11, Will +6; AL LG; Str 17, Dex 18, Con 19, Int 14, Wis 12, Cha 12.

Language Spoken: Common, Gnolaum, and Hearthom.

Skills and feats: Climb +14, Craft +20, Handle animal +16, Hide +4, Jump +21, Listen +3, Move silently +4, Open lock +7.5, Ride +20, Spellcraft +5.5, Spot +3, Swim +15; Alertness, Blind-fight, Dodge, Improved bull rush, Improved initiative, Improved unarmed strike, Lightning reflexes, Mounted archery, Mounted combat, Power attack, Ride-by attack, Trample, Two-weapon fighting, Weapon finesse (longsword), Weapon focus (longsword), Weapon focus (greataxe).

Possessions: 100,000 ezrum pieces in gear.

The players are now free for a number of hours, however, they will find that there is little to do within the town, save for a few taverns and inns that are open and operating, as well as the temple of Succoth-Benath. Also note that Ephron did not ask the characters for Kammerath.

When the characters return to have dinner with Ephron he will ask them to infiltrate Zeredite territory in order to rescue General Nicanor. With Khaine out of the picture, and the majority of the army tied up in the siege, Nicanor is, he will report, relatively lightly guarded and the rescue should not prove to be

too much of a problem. He will equip the characters with Zeredite military uniforms and will also offer to send five soldiers to accompany them. Read the following:

As the dinner unwinds and the conversation turns to more serious things, Ephron motions to the characters and bids them gather around him.

"I fear that the Tirasim Republic needs your valiant help once again. General Nicanor was sighted on the road to Beth-Horan and under light guard. Once again our hands are tied and I, as well as my men, are needed here in Kirjath-Arim." The look he gives the characters is a pained one as he continues.

"By the authority given to me by General Nicanor and the Chief Judge of the Tirasim, I humbly ask you, valiant heroes of the Tirasim Republic, to follow after him and rescue him before the Zeredites can carry out his execution."

"The help I can offer is not great, but I feel that it may make the difference."

He motions to one of the guards at the door and five people enter the room. Two are obviously soldiers, and while most wear Tirasim military uniforms, one bares on her shield the holy symbol of Ashima, one wears no armor and bears no obvious weapon, and the last is dressed in a Zeredite uniform. Ephron points to them and speaks.

"Let me introduce to you the soldiers Shoshana and Malachi." He then points to the cleric.

"This is Miriam, a valiant cleric of the Warrior Maiden."

He points to the armor-less one and then the one in the Zeredite uniform.

"The last two are Ezra, a sorcerer, and the one in the Zeredite uniform is Tomer, one of my scouts."

"If you choose to go after Nicanor, I have chosen these five to accompany you. I can also provide this."

With those words another soldier enters the room carrying a load of clothing. Upon closer inspection they appear to be Zeredite uniforms, similar to the one the scout is wearing.

"These are uniforms that we have managed to obtain. By wearing them you can more easily pass the Zeredite patrols and make your way through their lines."

"Time is of the essence and therefore I must be blunt. What say you? Will you take upon yourselves this quest?"

*Writers Note: This is the turning point of the adventure. It's up to you, the GM, to gently nudge your players in the right direction. Don't railroad them, but make sure they know what the consequences are. Also, make sure that the players understand that getting Nicanor back is the most important thing they can do at this time. (Even if it means losing Kammerath.)*



If the characters refuse to go after Nicanor, or feel that they are not qualified in doing so, Ephron is prepared to offer more men to accompany them. If the PCs still refuse to go, Ephron will be disappointed but there is not much he can do. He will ask for Kammerath, and then will send out another group, who will fail. This will lead to Nicanor being killed, which in turn will mean that the Zeredites will take Kirjath-Arim, and then Immer, and Ajalon. Arioch will remain under the control of the Alliance of Tradition, who will in turn fall under the control of the Zeredites. The Tirasim Republic will be composed of Kadesh, Erech, Tel-Harsa, and Tel-Melah, and in time, those cities will fall, although this will take months and even years to happen.

## Part Two – A Problem Arises

### Background

Members of the Gadianti Priesthood have tracked the characters ever since they invaded the Gadianti temple and removed Kammerath. They have been able to do this because Kammerath positively glows with goodness, and now that it is also tainted, it is even easier to spot. Now is the time that the Gadianti have decided to strike. Although it is left to you, as the Game Master, to warrant the raiders striking sooner. Just modify the adventure accordingly.

### The Adventure Continues

As the PCs leave Kirjath-Arim they will have to evade the rather large Zeredite army sitting outside the city. If the characters have the uniforms given to them by Ephron, it will be relatively easy to bypass the army as long as they stay to the outskirts. If they try to penetrate to the command units, they will be met with more probing questions and their ruse will most likely be discovered. (That in and of itself could prove interesting. The Zeredite penalty for spying is death by hanging, and the Zeredite military is rather quick to judge and even quicker in carrying out sentences.)

This is also where the characters will begin to encounter former Tirasim citizens who have been transformed into Hollow Ones and left to roam by the wizards accompanying the Zeredite army. There is a 40% chance each day of running into a pack of Hollow Ones. (1d6 Hollow Ones per encounter)

**NOTE:** The PCs may also wish to travel by boat. This is a possibility, but beyond the scope of the adventure at this time. To do so however, the PCs would have to sail along the Zeredite coastline, Gadianti pirate-invested waters, and then

into the Zeredite capital. The only ships able to do this would either be from the Gnolaum or the Hearthom. Ephron does not have the necessary funds to pay for such a hazardous journey, although if the characters can talk a captain into doing so, feel free to let them pursue this avenue. If they do choose this route, have the Gadianti raiding party be pirates instead.

If they do not have uniforms, it will be much more difficult, and they will most likely have to combat a few Zeredite patrols. In any account, the players should be daunted and dissuaded from trying to infiltrate the command units.

Regardless of how they proceed, there is a cumulative 10% chance of running into a patrol every three hours once they leave the city. Once they encounter a patrol, the percentage chance will reset itself back down to zero.

**NOTE:** The uniforms will fool most patrols if the PCs are Tirasim/Zeredite or Gnolaum. Other races however, will have to hide and or use magic to disguise their race before the patrols encounter them. Have the commanding officer of each patrol they run into make a Spot check with a DC of 22 to see through the ruse.

After a day and a half of traveling they will pass the army and the percentage chance of running into a patrol will decrease to 5% every five hours. When the players have reached three full days out in their travels the chances of running into a patrol will be 10% each day. The percentage chance of running into Hollow Ones will also decrease to 10% each day.

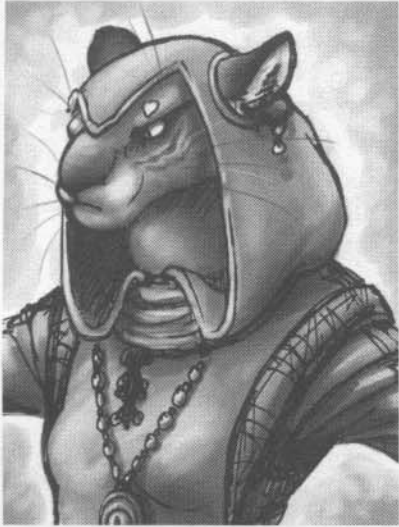
Once they enter Zeredite territory they will need to quickly head towards Beth-Horan. The quickest way there is over the mountains, although it should be stated that this is not the safest way. The Sidon Mountains found in Zeredite territory are home to all sorts of horrible and frightening monsters.

Once the PCs are firmly into Zeredite territory the Gadianti will ambush them. It is important that the time and location of the ambush occur before the PCs reach Beth-Horan. One of the best places for this to occur would be in the mountains, as the PCs cross them in order to reach Beth-Horan.

The Gadianti raiding party will consist of four fighters, two clerics, and a sorcerer all of which are 3rd level. The raiders should be more than capable of relieving the party members of Kammerath. They also have orders to not kill the party, but will fight to the last man if need be. (The reasons of which will be detailed in the up coming adventure "Acceptance of Fate".) Once the sword is apprehended, they will disappear into the night.

If for some reason the PCs manage to defeat the Gadianti party, they will be left alone for the next three days. After which a pair of Gadianti Robbers will attempt to sneak into the party's camp and steal the sword. Their plan is for one of the Robbers to





- 2.) Try pulling the 'riding in at the last moment' maneuver, waiting until they are executing him, then come storming in for the vainglorious rescue attempt.
- 3.) Cause some kind of disturbance in the city and rescue Nicanor in the confusion.

Whatever the PCs try to do, while they are in the city they will learn that the major arms supplier to the Zeredite army is a Hearthom who happens to be the head of the local Merchant's Guild. They can learn this by listening to any of the soldiers in the city. If they visit any of the taverns/inns, they will learn that this same Hearthom, named Deasún, is also supplying the Alliance of Tradition with money and equipment. Or so the rumors say....

Once Nicanor is rescued, the party will have to quickly leave the city. Every day they spend in Beth-Horan will increase their chance of being captured. The Zeredites will be using everything in their arsenal to find the characters (screaming spells,

cause a diversion, while the other sneaks into the camp to get the sword. This will be done when the person carrying Kammerath is not on watch.

Again, if they steal the sword, the Gadianti will disappear into the night.

Once the sword has been stolen the characters have a decision to make: If they attempt to follow the Gadianti in order to retrieve the sword, they will not reach Beth-Horan in time and Nicanor will be killed. While not an end to the Tirasim Republic, it will be a great blow and will lead to the events outlined above on page 08. On the other hand, if they decide to rescue Nicanor, they will still be able to get the sword.

**NOTE:** Kammerath is being transported to Carchemish, but by the time the characters rescue Nicanor it will be traveling towards the Gadianti city of Tamah.

Once the Gadianti have stolen the sword, the PCs will have a relatively uneventful journey to Beth-Horan. Fortunately for them, they will arrive three days before the scheduled execution of Nicanor, who has already been found guilty of 'crimes against the state.' Because of the high profile status of the accused, the capital city is being overrun with visitors crying for his blood. Getting into the city will prove to be relatively simple; the hard part will be rescuing Nicanor, who is being held near Traitors Plaza. Various ideas that might be pursued in solving this problem are:

- 1.) Try infiltrating the garrison that is holding Nicanor, using whatever subtly the characters might possess.



spies, paid informants, etc.) and the best-laid plan is to leave as soon as possible.

Soon after rescuing Nicanor, he will inform the characters of a vision he received while in jail. Read the following:

**As you begin to camp for the night, hopefully far from the prying eyes of the Zeredites, Nicanor gathers all of you and bids you sit close and listen.**

**"My friends, I have glorious news to share with you."**

**"While I languished in prison, bereft of all hope, I offered up the pleadings of my soul to Barak that he might comfort me. When, in the midst of said prayer, I beheld a pillar of light, whose brightness defies description. Within that light**



I beheld a most awesome sight, that of Barak himself!"  
The glow and excitement that surround Nicanor are impossible to ignore.

"And then he spoke, and shared with me these words:

My son, if thou shouldst be cast into the pit, and into the hands of murderers, and the sentence of death passed upon thee, if the very heavens themselves gather blackness, and all the elements combine to hedge up thy way; and above all, if the very jaws of eternal damnation shall gape open the mouth wide after thee, know this, my son, that all these things shall give thee experience, and shall be for thy good. Be at peace, for I am with you."

"At that moment my soul was filled with a greater peace than any I had ever known. But that is not all, for I also did receive the knowledge of the location of Kammerath. Barak granted unto me, in vision, your travails and trials. Know this, Barak guides and watches over you, as do all the other Warriors of Light."

"Know this also, Kammerath travels in the lands to the south, and will soon reach the Gadianti city of Tamah. Travel there my friends and retrieve the sword. I however, must journey now to my people, to rally them around the cause of justice and throw from them the yoke of oppression and misery."

After informing the characters, Nicanor will charge them to again retrieve the sword and will take whatever military NPCs are still living, and travel to Kirjath-Arim to support Ephron.

## Part 3 – Into the Darkness

### Background

Now that Nicanor has been rescued, the characters are once again on their own. They must now travel southward towards the Gadianti lands in order to retrieve Kammerath from those who would corrupt and twist it to the use of evil. They will travel through some of the most dense and dangerous forests on Diomin. There they will encounter foul beasts, even fouler Gadianti, numerous pironics and perhaps more....

### The Adventure Continues

Tamah is three weeks travel, along the King's Highway, from Beth-Horan. This route would be the easiest, although the characters will have to keep an eye out for patrols and bandits.

They can also travel through the forest itself, which would save them about a week, but it would be a much more dangerous route.

If the PCs travel along the King's Highway, there is a 35% chance of encountering a Zeredite military patrol and a 25% of running into bandits (use Zeredite patrol stats) every three days. There are also inns where the characters can stay if so inclined.

Traveling through the forest there is a 40% of an encounter (see encounter chart next page) every two days.

Nicanor, male Tirasim Pal20 (Barak): CR 20; Size M (6 ft., 4 in. tall); HD 20d10+80; hp 236; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +24/+19/+14/+9 (+20 Base, +4 Str) melee, or +21/+16/+11/+6 (+20 Base, +1 Dex) ranged; SV Fort +21, Ref +12, Will +13; AL LG; Str 19, Dex 12, Con 18, Int 12, Wis 14, Cha 21.

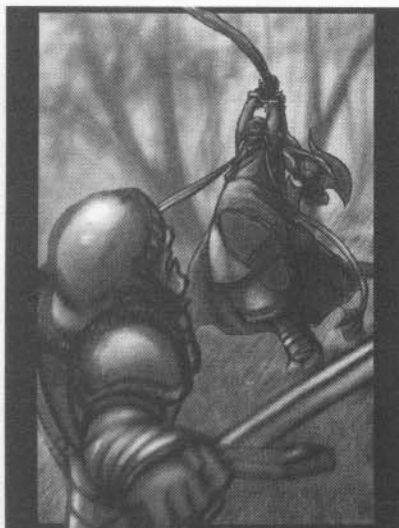
Languages Spoken: Common, Zeredite, Arak.

Skills and feats: Diplomacy +23, Handle animal +23, Heal +12, Hide +1, Knowledge (religion) +11, Listen +2, Move silently +1, Profession +15, Ride +20, Speak language +1, Spot +2; Blind-fight, Cleave, Endurance, Great Cleave, Leadership, Mounted combat, Power attack, Weapon focus (longsword).

Possessions: 220,000 ezrum pieces in gear.

Paladin Spells Per Day: 4/4/3/3.





## Random Encounter Chart 2

1-2	Ogre
3-5	Lizard Men
6-7	Gadianti Patrol
8-9	Giant Spider
10	Dragon

On the fifth day of traveling through the forest, and only if they have not already encountered it, the players will encounter a very small, young Dragon. How he deals with the party is up to them, although the characters have basically two choices: Being polite to him, or running. Even the smallest of Dragons will be more than a match for any adventuring party.

**NOTE:** The dragons of Diomin are from a period of history before time itself. They were corrupted by the Lords of Darkness during the God's War and used as shock troops and instruments of terror. Each dragon is unique, in color, mannerisms, and temperament, although all are evil. Each dragon also remembers the Time Before Time, and harbors a great hatred for those who opposed the Lords of Darkness.

Since the War of the Gods, dragons have secluded themselves in the remote areas of Diomin and generally try and stay to themselves. Those Arak of the Clan of the Dragon once a generation hunt out and kill these beasts as part of their coming of age rituals.

If the characters thought that getting into and rescuing Nicanor from Beth-Horan was hard, then sneaking into Tamah is going to be downright difficult. Their best chance is to once again disguise themselves as Zeredites and hope that no one recognizes them for what they are. Any characters speaking Gadianti

would also be of great help.

Once in the city, the character that has carried Kammerath the longest will feel a slight pull (Will save DC 15 to shrug it off. For every two hours thereafter the DC increases by 2) towards the local temple of Rimmon. This is where the sword is being held, while the Gadianti rest up for the rest of their journey. They are being fairly complacent in guarding it and this is largely due to a combination of laziness and arrogance. It wouldn't occur to them that the same group of people they stole the sword from would dare follow them and try to retrieve it.

Shortly after they arrive, any Gnolaum or Arak member of the party will receive a note in their bags requesting their presence at a local tavern, the Bloody Ogre. If there is no one who is Gnolaum or Arak, then the person who has held Kammerath the longest will receive the note.



At the tavern they will be met by a robed humanoid figure. Her name is Yisun and she is part of a local cell of Gnolaum saboteurs. She will size the party up using a headband that has a Detect Good spirit bound inside of it. She will then inform them of the group's mission and, if pleased with the answers she hears, will lead them to the cell's leader, Chagadai, a 7th level Druid.

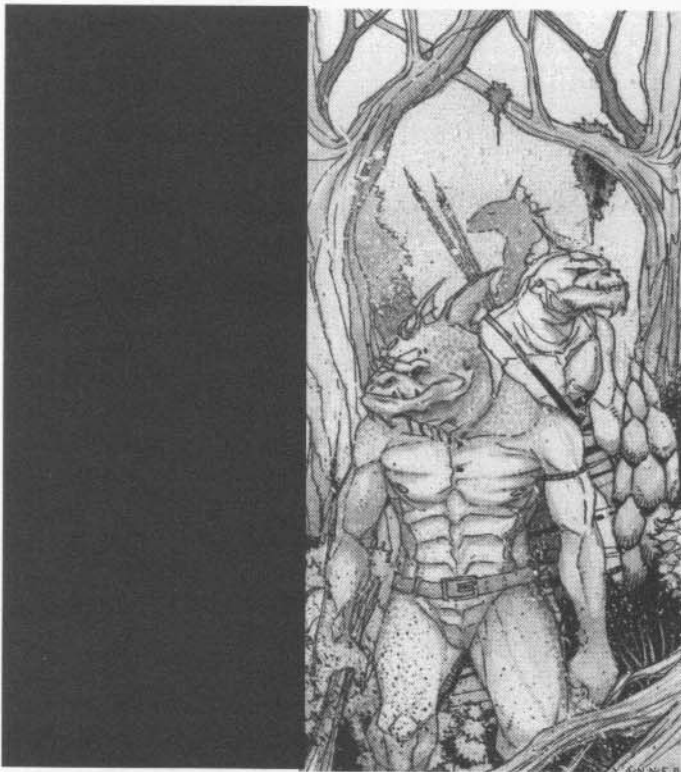
If for some reason the characters do not impress Yisun, or decline to follow her, they are on their own in terms of entering the temple and retrieving Kammerath.

**NOTE:** The Gnolaum who have come to Tamah are part of a new experiment among their people. They are attempting to use guerilla style tactics to destabilize Gadianti cities and force them to turn their energies inward. Tamah is one of the first targets and so far it is too early to tell if they have succeeded.

If they do follow Yisun, read the following:

**As you follow Yisun to the predetermined place, you are struck by the boldness of her actions. A Gnolaum found this deep within Gadianti territory would instantly be offered as sacrifice upon one of their dark altars.**

**Before too long passes you are escorted into a small stone room. When she reaches the center of the room, Yisun nods and a woman steps from the shadowy corner. She is tall, even for a Gnolaum, and the weight of many years can be seen upon her face.**



**"Greetings. I am Chagadai, Druid of Barak, and leader of those who seek to drive a wedge into the machinations of the Gadianti. I sense that you too wish to fight evil, and I would grant you what assistance I may. And know this, if you have not already sensed it, what you seek can be found in the Temple of the Lord of Strife."**

Once they meet with Chagadai, she will inform them that with the sword desecrated as it is, they must take it to the lands of the Gnolaum, specifically the Gnolaum capital of Darkon, and once there perform a cleansing ritual in the Fountain of Barak. If the players take her up on her offer of help, she will show them a rough map of the Temple of Rimmon and help them in the planning of stealing the sword back. She will lend them four 5th level rangers and a 5th level sorcerer to help. Part of the mission, Chagadai will explain, will also be the desecration of the temple, to be done by a special magic item given to them that must be placed on the altar to Rimmon. (The item, when placed on the

altar, will glow with a bright white light, in effect desecrating the temple in a manner similar to the desecrate spell, albeit with a duration of 2d4 weeks before it can be consecrated anew. It has no other function and will not work again, nor will it work anywhere else. It has been keyed specifically for this temple.)

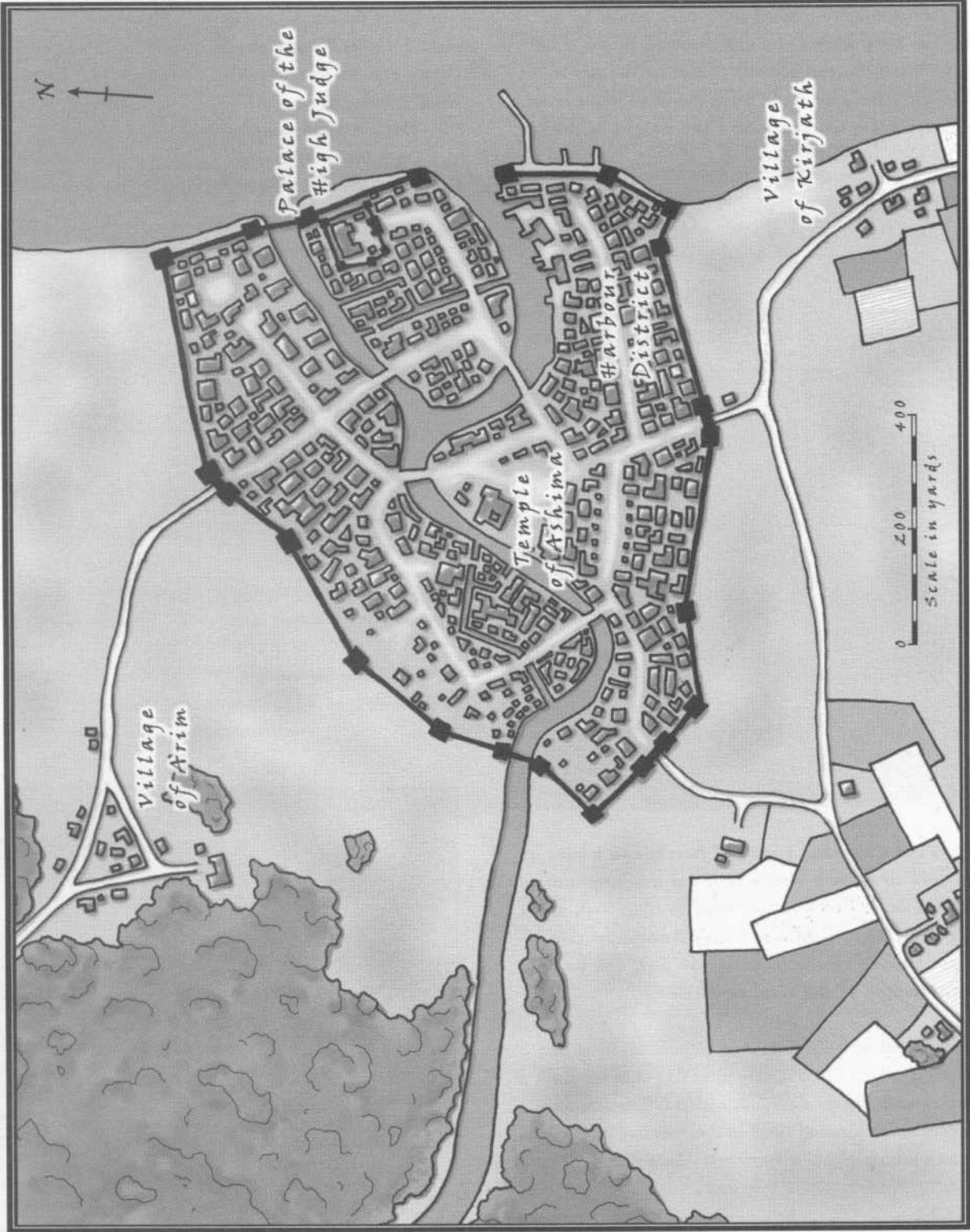
Inside the temple, in various locations (see Temple Map) are eight 3rd level fighters (guards), two 3rd level monks, 6 1st level clerics, two 3rd level clerics, one 5th level cleric and a 7th level cleric. All are clerics of Rimmon.

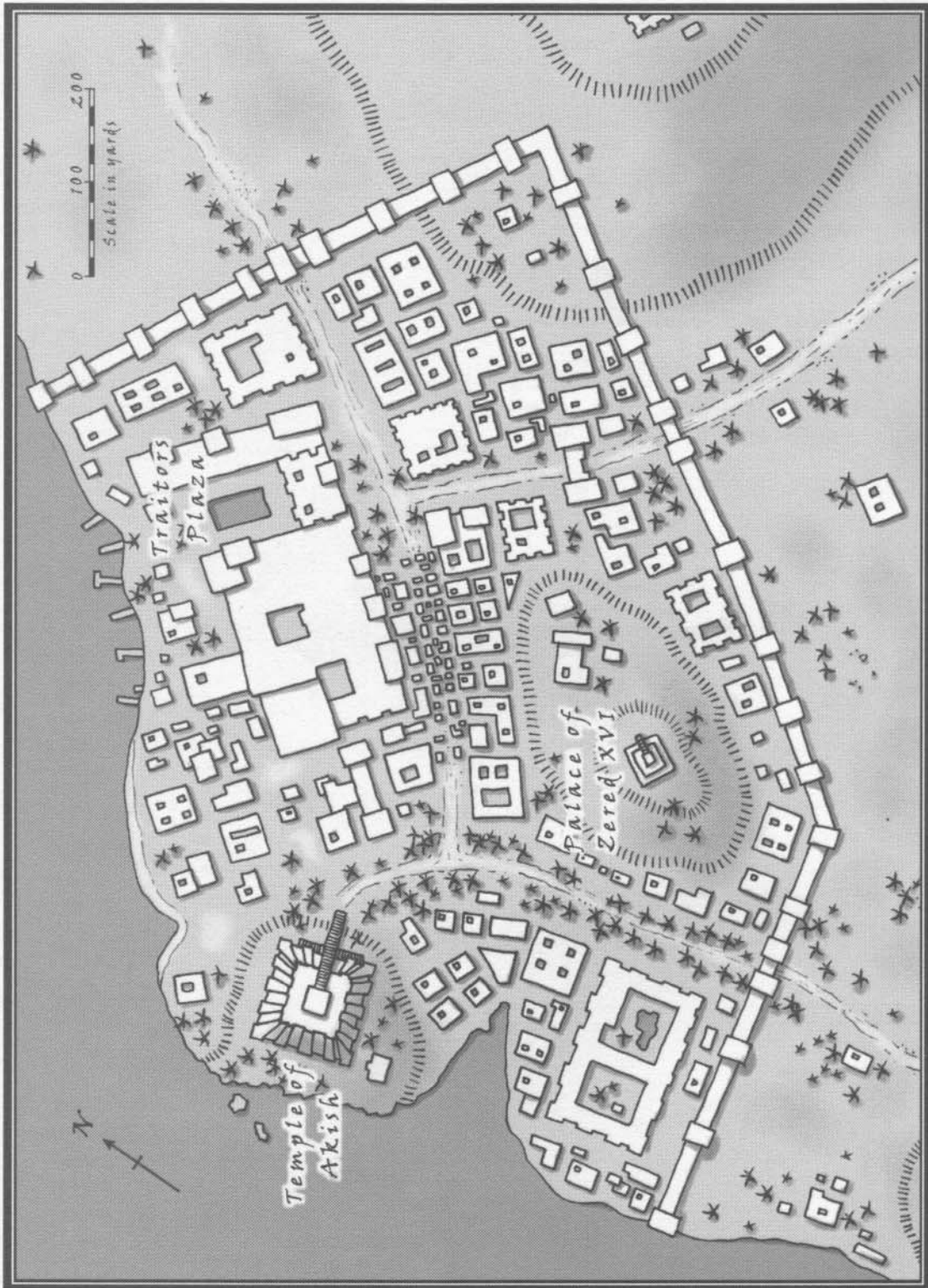
This will not be easy, but with proper planning it can be done.

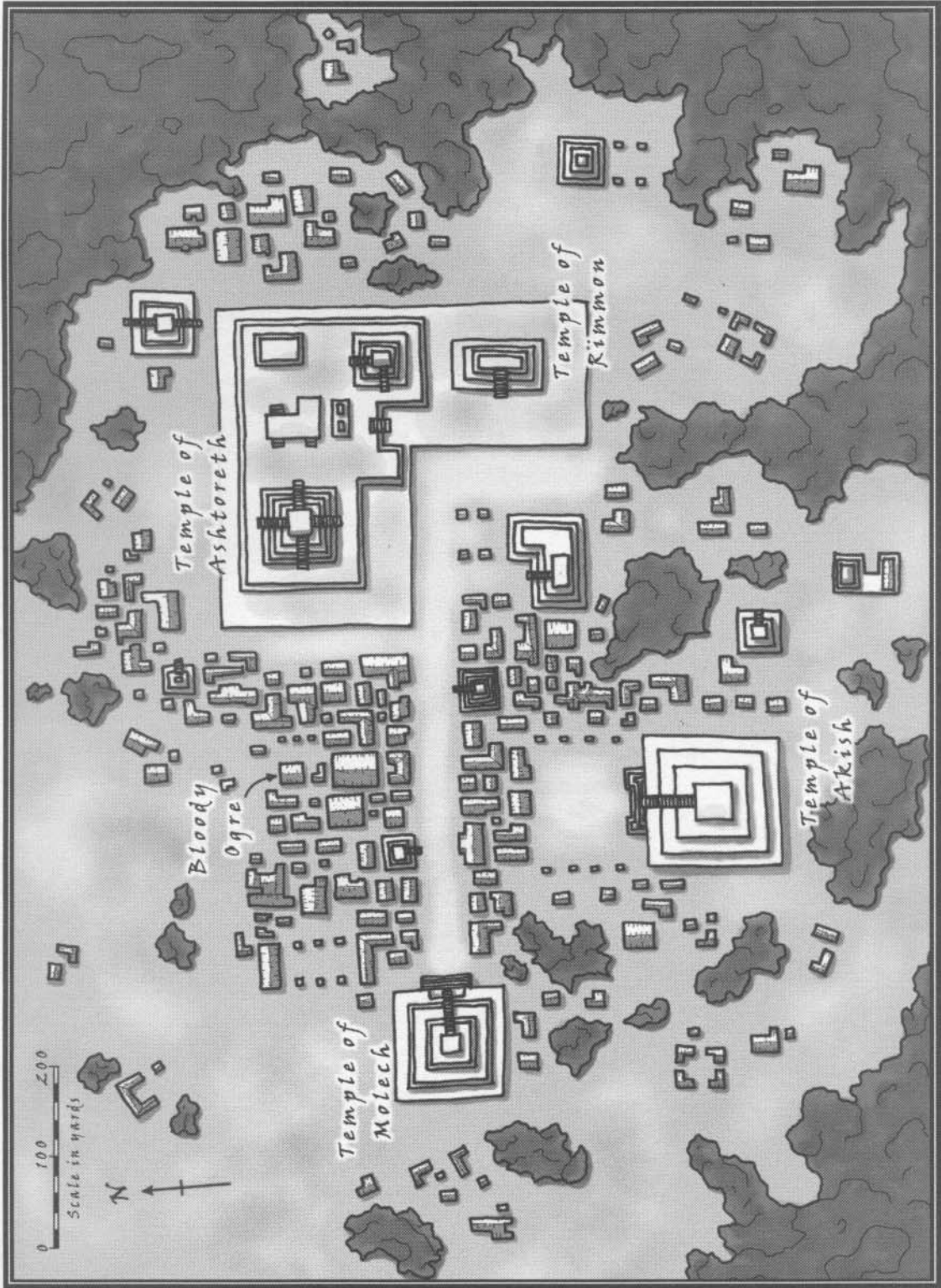
Once the sword is retrieved, any surviving saboteurs will lead the players out of Gadianti lands as they too head for home.

This is the end of the adventure. The next installment, "Acceptance of Fate" will take up where this ends, on the outskirts of Tamah, and with the PCs on the run from not only angered Gadianti, but vengeful Zeredites, and with a lot of enemy territory left to cover before Kammerath can once again be given to its rightful owner.







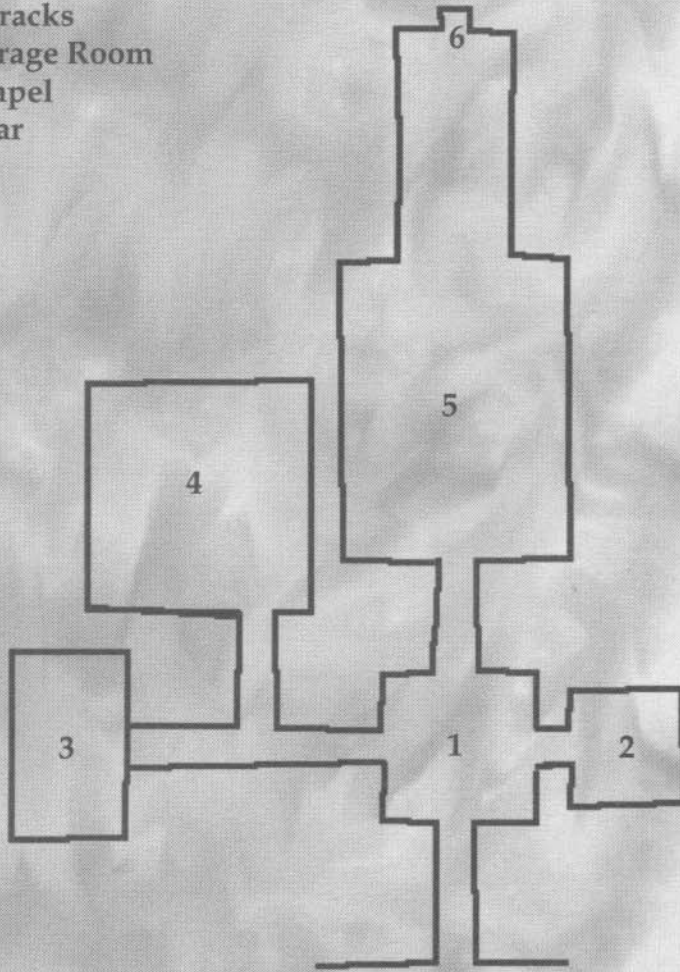


Tamah



# Gnolaum Sketch of the Temple of Rimmon

- 1. Entry Way
- 2. Guard Room 1
- 3. Barracks
- 4. Storage Room
- 5. Chapel
- 6. Altar



# APPENDIX A – NPC's

## Saul Chazan – son of the High Judge of Ajalon

Saul, male Tirasim Ftr4: CR 4; Size M (5 ft., 11 in. tall); HD 4d10+8; hp 37; Init +5 (+1 Dex, +4 Improved initiative); Spd 30 ft.; AC 11 (+1 Dex); Attack +8 melee, or +5 ranged; SV Fort +6, Ref +2, Will +5; AL LN; Str 19, Dex 12, Con 15, Int 14, Wis 18, Cha 12.

Languages Spoken: Tirasim, Gnolaum, Hearthom.

Skills and feats: Appraise +4, Balance +4, Gather information +3, Handle animal +8, Hide +1, Jump +11, Listen +4, Move silently +1, Perform +2, Spot +4, Swim +11; Combat reflexes, Expertise, Improved initiative, Track, Weapon focus (long sword), Weapon focus (shortspear).

Possessions: 3,300 ezrum pieces in gear.

## Arak Hunting Party

Male Arak Bbn3: CR 3; Size M (6 ft., 2 in. tall); HD 3d12+6; hp 38; Init +2 (+2 Dex); Spd 40 ft.; AC 12 (+2 Dex); Attack +6 melee, or +5 ranged; SV Fort +5, Ref +3, Will +2; AL CG; Str 16, Dex 14, Con 15, Int 12, Wis 12, Cha 10.

Languages Spoken: Arak, Common.

Skills and feats: Alchemy +3, Gather information +1, Hide +2, Innuendo +3, Intuit direction +7, Listen +8, Move silently +2, Ride +8, Spot +3, Swim +8, Wilderness lore +6; Alertness, Power attack, Cleave.

Possessions: 2,500 ezrum pieces in gear.

Male Arak Bbn3: CR 3; Size M (5 ft., 9 in. tall); HD 3d12+6; hp 35; Init +3 (+3 Dex); Spd 40 ft.; AC 13 (+3 Dex); Attack +6 melee, or +6 ranged; SV Fort +5, Ref +4, Will +1; AL CG; Str 17, Dex 16, Con 15, Int 10, Wis 11, Cha 11.

Languages Spoken: Arak.

Skills and feats: Bluff +0.5, Hide +3, Jump +8, Knowledge +2, Listen +2, Move silently +3, Pick pocket +5.5, Ride +8, Sense motive +2, Spot +2, Swim +9; Alertness, Combat reflexes.

Possessions: 2,500 ezrum pieces in gear.

Male Arak Rgr3: CR 3; Size M (6 ft., 3 in. tall); HD 3d10+6; hp 31; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Attack +5 melee, or +6 ranged; SV Fort +5, Ref +4, Will +4; AL NG; Str 15, Dex 16, Con 14, Int 9, Wis 12, Cha 7.

Languages Spoken: Arak.

Skills and feats: Hide +3, Listen +1, Move silently +3, Ride

+8, Spot +6, Swim +8, Use rope +7, Wilderness lore +5; Iron will, Precise shot, [Track].

Possessions: 2,500 ezrum pieces in gear.

Male Arak Rgr3: CR 3; Size M (5 ft., 1 in. tall); HD 3d10-6; hp 13; Init +0; Spd 30 ft.; AC 10; Attack +4 melee, or +3 ranged; SV Fort +1, Ref +1, Will +2; AL LG; Str 12, Dex 11, Con 6, Int 10, Wis 12, Cha 6.

Languages Spoken: Arak.

Skills and feats: Climb +7, Concentration +3, Hide +0, Intuit direction +6, Jump +7, Listen +1, Move silently +0, Spot +1, Use rope +6, Wilderness lore +3; Quick draw, [Track], Improved Initiative.

Possessions: 2,500 ezrum pieces in gear.

Male Arak Rgr3: CR 3; Size M (6 ft., 4 in. tall); HD 3d10-3; hp 15; Init +5 (+1 Dex, +4 Improved initiative); Spd 30 ft.; AC 11 (+1 Dex); Attack +4 melee, or +4 ranged; SV Fort +2, Ref +2, Will +2; AL NG; Str 12, Dex 12, Con 9, Int 11, Wis 13, Cha 6.

Languages Spoken: Arak.

Skills and feats: Alchemy +2, Animal empathy +1, Hide +1, Intuit direction +6, Jump +6, Listen +1, Move silently +6, Ride +4, Spot +1, Wilderness lore +7; Improved initiative, [Track], Power Attack.

Possessions: 2,500 ezrum pieces in gear.

## Tirasim Patrol

Dvir, male Tirasim Ftr3: CR 3; Size M (5 ft., 7 in. tall); HD 3d10+6; hp 32; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +6 (+3 Base, +3 Str) melee, or +4 (+3 Base, +1 Dex) ranged; SV Fort +5, Ref +2, Will +2; AL LG; Str 16, Dex 13, Con 14, Int 14, Wis 13, Cha 13.

Languages Spoken: Common, Gnolaum, Arak.

Skills and feats: Bluff +2, Climb +9, Craft +6, Escape artist +2, Hide +1, Intuit direction +3, Listen +1, Move silently +1, Open lock +4, Spot +1, Swim +9; Point blank shot, Power attack, Quick draw, Weapon focus (quarterstaff), Weapon focus (morningstar).

Possessions: 2,500 ezrum pieces in gear.

Uriel, male Tirasim Ftr2: CR 2; Size M (6 ft., 1 in. tall); HD 2d10+2; hp 21; Init +5 (+1 Dex, +4 Improved initiative); Spd 30 ft.; AC 11 (+1 Dex); Attack +4 (+2 Base, +2 Str) melee, or +3 (+2 Base, +1 Dex) ranged; SV Fort +4, Ref +1, Will +1; AL LG; Str 15, Dex 13, Con 12, Int 11, Wis 12, Cha 11.

Languages Spoken: Common.

Skills and feats: Appraise +2, Diplomacy +2, Hide +1,



Knowledge (religion) +1, Listen +1, Move silently +1, Spot +1, Wilderness lore +3.5; Combat reflexes, Dodge, Improved initiative, Power attack.

Possessions: 2,000 ezrum pieces in gear.

Chanan, male Tirasim War2: CR 1; Size M (5 ft., 2 in. tall); HD 2d8+2; hp 20; Init +0; Spd 30 ft.; AC 10; Attack +4 (+2 Base, +2 Str) melee, or +2 (+2 Base) ranged; SV Fort +4, Ref +0, Will -1; AL LG; Str 14, Dex 10, Con 12, Int 10, Wis 8, Cha 10.

Languages Spoken: Common.

Skills and feats: Diplomacy +2, Hide +0, Innuendo -0.5, Intimidate +1, Intuit direction +1, Listen +1, Move silently +0, Search +2.5, Spot +1; Alertness, Toughness.

Possessions: 2,000 ezrum pieces in gear.

Sagi, male Tirasim War2: CR 1; Size M (5 ft., 4 in. tall); HD 2d8; hp 15; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +4 (+2 Base, +2 Str) melee, or +4 (+2 Base, +2 Dex) ranged; SV Fort +3, Ref +2, Will -1; AL LG; Str 15, Dex 14, Con 11, Int 9, Wis 8, Cha 7.

Languages Spoken: Common.

Skills and feats: Disable device -0.5, Hide +2, Intimidate +3, Listen -1, Move silently +2, Spot -1, Wilderness lore +1; Quick draw, Weapon focus (greatclub).

Possessions: 2,000 ezrum pieces in gear.

Menashe, male Tirasim War2: CR 1; Size M (5 ft., 5 in. tall); HD 2d8+4; hp 15; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +5 (+2 Base, +3 Str) melee, or +3 (+2 Base, +1 Dex) ranged; SV Fort +5, Ref +1, Will -1; AL LG; Str 17, Dex 13, Con 15, Int 14, Wis 9, Cha 16.

Languages Spoken: Common, Gnolaum, Hearthom.

Skills and feats: Alchemy +4, Climb +7, Handle animal +8, Hide +1, Intimidate +7, Knowledge (nature) +4, Listen -1, Move silently +1, Spot -1, Swim +7; Blind-fight, Exotic weapon proficiency (whip).

Possessions: 2,000 ezrum pieces in gear.

## Zeredite Patrol

Ammiditana, male Zeredite Ftr3: CR 3; Size M (5 ft., 9 in. tall); HD 3d10+3; hp 26; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Attack +4 (+3 Base, +1 Str) melee, or +6 (+3 Base, +3 Dex) ranged; SV Fort +4, Ref +4, Will +0; AL LE; Str 13, Dex 16, Con 13, Int 11, Wis 9, Cha 11.

Languages Spoken: Common, Gadianti, Hearthom.

Skills and feats: Concentration +2, Forgery +2, Hide +3, Intuit direction +0, Knowledge (religion) +0.5, Listen +1,

Move silently +3, Open lock +5, Perform +0.5, Speak language +2, Spot +1; Alertness, Cleave, Improved unarmed strike, Power attack, Weapon finesse (gauntlet, spiked).

Possessions: 2,500 ezrum pieces in gear.

Irkalla, female Zeredite Wiz3: CR 3; Size M (4 ft., 11 in. tall); HD 3d4+3; hp 15; Init +0; Spd 30 ft.; AC 10; Attack +0 (+1 Base, -1 Str) melee, or +1 (+1 Base) ranged; SV Fort +2, Ref +3, Will +4; AL LE; Str 9, Dex 11, Con 12, Int 13, Wis 12, Cha 10.

Languages Spoken: Common, Gadianti.

Skills and feats: Appraise +4, Diplomacy +2, Gather information +0.5, Handle animal +2, Heal +2, Hide +1, Knowledge (nature) +7, Listen +1, Move silently +0, Spot +1; Craft wondrous item, Expertise, Lightning reflexes, [Scribe scroll].

Corruption points/Insanities: 12 / Paranoid

Possessions: 2,500 ezrum pieces in gear.

Wizard Spells Known (4/3/1): 0th -- Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance. 1st -- Chill Touch, Erase, Feather Fall, Grease, Magic Missile, Shield, Unseen Servant. 2nd -- Alter Self, Invisibility, See Invisibility.

Kadashman, male Zeredite War2: CR 1; Size M (6 ft., 2 in. tall); HD 2d8+4; hp 13; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +4 (+2 Base, +2 Str) melee, or +3 (+2 Base, +1 Dex) ranged; SV Fort +5, Ref +1, Will +1; AL LE; Str 14, Dex 13, Con 14, Int 12, Wis 13, Cha 12.

Languages Spoken: Common, Arak.

Skills and feats: Climb +3, Hide +3, Intimidate +6, Jump +7, Listen +1, Move silently +1, Ride +5, Sense motive +1.5, Spot +1; Mounted combat, Power attack.

Possessions: 2,000 ezrum pieces in gear.

Burnaburiash, male Zeredite War2: CR 1; Size M (6 ft., 1 in. tall); HD 2d8; hp 15; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +3 (+2 Base, +1 Str) melee, or +3 (+2 Base, +1 Dex) ranged; SV Fort +3, Ref +1, Will +0; AL LE; Str 12, Dex 13, Con 11, Int 10, Wis 10, Cha 11.

Languages Spoken: Common.

Skills and feats: Concentration +0.5, Handle animal +5, Hide +1, Intuit direction +2, Listen +0, Move silently +1, Spot +2, Use rope +2; Dodge, Toughness.

Possessions: 2,000 ezrum pieces in gear.

Sumuabum, male Zeredite War2: CR 1; Size M (5 ft., 9 in. tall); HD 2d8+6; hp 15; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +5 (+2 Base, +3 Str) melee, or +4 (+2 Base, +2 Dex) ranged; SV Fort +6, Ref +2, Will +2; AL LE; Str 16, Dex 14, Con 17, Int 9, Wis 14, Cha 11.



Languages Spoken: Common, Gnolaum, Gadianti.  
Skills and feats: Concentration +4, Hide +4, Listen +2, Move silently +2, Speak language +2, Spot +2; Improved unarmed strike, Weapon focus (greatsword).  
Possessions: 2,000 ezrum pieces in gear.

Gazer, male Zeredite War2: CR 1; Size M (5 ft., 11 in. tall); HD 2d8; hp 10; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +5 (+2 Base, +3 Str) melee, or +3 (+2 Base, +1 Dex) ranged; SV Fort +3, Ref +1, Will +1; AL LE; Str 16, Dex 12, Con 11, Int 10, Wis 12, Cha 12.

Languages Spoken: Common.  
Skills and feats: Climb +8, Hide +1, Listen +1, Move silently +1, Open lock +2, Search +0.5, Spellcraft +2, Spot +1, Swim +8; Combat reflexes, Skill focus (climb).  
Possessions: 2,000 ezrum pieces in gear.

### Tirasim Military Expedition NPC's

Shoshana, female Tirasim Ftr5: CR 5; Size M (5 ft., 8 in. tall); HD 5d10; hp 43; Init +0; Spd 30 ft.; AC 10; Attack +6 (+5 Base, +1 Str) melee, or +5 (+5 Base) ranged; SV Fort +4, Ref +1, Will +1; AL LG; Str 13, Dex 10, Con 10, Int 13, Wis 10, Cha 7.

Languages Spoken: Common, Zeredite, Gadianti.  
Skills and feats: Climb +5, Craft +8, Handle animal +3, Hide +2, Knowledge +5, Listen +0, Move silently +0, Speak language +2, Spellcraft +1.5, Spot +0, Use rope +0.5; Blind-fight, Expertise, Power attack, Two-weapon fighting, Weapon focus (short bow), Weapon focus (handaxe).  
Possessions: 4,300 ezrum pieces in gear.

Malachi, male Tirasim Ftr5: CR 5; Size M (5 ft., 2 in. tall); HD 5d10+15; hp 49; Init +4 (+4 Improved initiative); Spd 30 ft.; AC 10; Attack +7 (+5 Base, +2 Str) melee, or +5 (+5 Base) ranged; SV Fort +7, Ref +1, Will +1; AL LG; Str 14, Dex 11, Con 16, Int 11, Wis 10, Cha 13.

Languages Spoken: Common.  
Skills and feats: Bluff +2.5, Climb +5, Handle animal +7, Hide +0, Intimidate +5, Knowledge (nature) +3, Listen +0, Move silently +0, Spot +0; Blind-fight, Endurance, Far shot, Improved initiative, Point blank shot, Weapon focus (hammer, light).  
Possessions: 4,300 ezrum pieces in gear.

Tomer, male Tirasim Rog5: CR 5; Size M (5 ft., 3 in. tall); HD 5d6; hp 19; Init +7 (+3 Dex, +4 Improved initiative); Spd 30 ft.; AC 13 (+3 Dex); Attack +3 (+3 Base) melee, or +6 (+3 Base, +3 Dex) ranged; SV Fort +1, Ref +7, Will +1; AL

LG; Str 11, Dex 16, Con 10, Int 10, Wis 11, Cha 5.  
Languages Spoken: Common, Gadianti, Zeredite.  
Skills and feats: Bluff +3, Concentration +2, Escape artist +11, Gather information +5, Heal +2, Hide +3, Intuit direction +7, Jump +8, Knowledge (nature) +2, Listen +0, Move silently +11, Open lock +3, Speak language +4, Spot +7; Combat reflexes, Endurance, Improved initiative.  
Possessions: 4,300 ezrum pieces in gear.

Miriam, female Tirasim Clr5: CR 5; Size M (5 ft., 6 in. tall); HD 5d8+10; hp 29; Init +4 (Improved Initiative); Spd 30 ft.; AC 10; Attack +5 melee, or +3 ranged; SV Fort +6, Ref +1, Will +8; AL LG; Str 15, Dex 10, Con 14, Int 10, Wis 18, Cha 13.  
Languages Spoken: Common.

Skills and feats: Concentration +8, Craft +8, Hide +0, Listen +6, Move silently +0, Profession +8, Scry +6, Spot +6; Alertness, Improved Initiative, Weapon focus (quarterstaff).  
Possessions: 4,300 ezrum pieces in gear.  
Cleric Domains: War, Law.  
Cleric Spells Per Day: 5/4+1/3+1/2+1.

Ezra, male Tirasim Sor5: CR 5; Size M (5 ft., 9 in. tall); HD 5d4+10; hp 26; Init +0; Spd 30 ft.; AC 10; Attack +1 melee, or +2 ranged; SV Fort +3, Ref +1, Will +4; AL LG; Str 9, Dex 11, Con 14, Int 14, Wis 11, Cha 17.

Languages Spoken: Common, Gadianti, Zeredite.  
Skills and feats: Concentration +8, Craft +10, Hide +0, Knowledge (arcana) +10, Listen +0, Move silently +0, Profession +6, Scry +10, Spellcraft +7, Spot +0; Brew potion, Enlarge spell, Quicken spell.  
Possessions: 4,300 ezrum pieces in gear.  
Sorcerer Spells Known (6/7/5): 0th -- Arcane Mark, Dancing Lights, Detect Poison, Ghost Sound, Light, Read Magic. 1st -- Expeditious Retreat, Grease, Identify, Sleep. 2nd -- Knock, Web.

### Zeredite Patrols (Inside Zeredite lands)

Male Zeredite Ftr3: CR 3; Size M (5 ft., 9 in. tall); HD 3d10+3; hp 26; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Attack +4 (+3 Base, +1 Str) melee, or +6 (+3 Base, +3 Dex) ranged; SV Fort +4, Ref +4, Will +0; AL LE; Str 13, Dex 16, Con 13, Int 11, Wis 9, Cha 11.

Languages Spoken: Common, Gadianti, Hearthom.  
Skills and feats: Concentration +2, Forgery +2, Hide +3, Intuit direction +0, Knowledge (religion) +0.5, Listen +1, Move silently +3, Open lock +5, Perform +0.5, Speak language +2, Spot +1; Alertness, Cleave, Improved unarmed strike, Power attack, Weapon finesse (gauntlet, spiked).  
Possessions: 2,500 ezrum pieces in gear.

Female Zeredite Wiz3: CR 3; Size M (4 ft., 11 in. tall); HD 3d4+3; hp 15; Init +0; Spd 30 ft.; AC 10; Attack +0 (+1 Base, -1 Str) melee, or +1 (+1 Base) ranged; SV Fort +2, Ref +3, Will +4; AL LE; Str 9, Dex 11, Con 12, Int 13, Wis 12, Cha 10. Languages Spoken: Common, Gadianti.

Skills and feats: Appraise +4, Diplomacy +2, Gather information +0.5, Handle animal +2, Heal +2, Hide +1, Knowledge (nature) +7, Listen +1, Move silently +0, Spot +1; Craft wondrous item, Expertise, Lightning reflexes, [Scribe scroll].

Possessions: 2,500 ezrum pieces in gear.

Wizard Spells Known (4/3/1): 0th -- Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance. 1st -- Change Self, Charm Person, Identify, Magic Missile, Shield, Shocking Grasp, Silent Image, Sleep. 2nd -- Blur, Mirror Image.

Male Zeredite War2: CR 1; Size M (6 ft., 2 in. tall); HD 2d8+4; hp 13; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +4 (+2 Base, +2 Str) melee, or +3 (+2 Base, +1 Dex) ranged; SV Fort +5, Ref +1, Will +1; AL LE; Str 14, Dex 13, Con 14, Int 12, Wis 13, Cha 12.

Languages Spoken: Common, Arak.

Skills and feats: Climb +3, Hide +3, Intimidate +6, Jump +7, Listen +1, Move silently +1, Ride +5, Sense motive +1.5, Spot +1; Mounted combat, Power attack.

Possessions: 2,000 ezrum pieces in gear.

Male Zeredite War2: CR 1; Size M (6 ft., 1 in. tall); HD 2d8; hp 15; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +3 (+2 Base, +1 Str) melee, or +3 (+2 Base, +1 Dex) ranged; SV Fort +3, Ref +1, Will +0; AL LE; Str 12, Dex 13, Con 11, Int 10, Wis 10, Cha 11.

Languages Spoken: Common.

Skills and feats: Concentration +0.5, Handle animal +5, Hide +1, Intuit direction +2, Listen +0, Move silently +1, Spot +2, Use rope +2; Dodge, Toughness.

Possessions: 2,000 ezrum pieces in gear.

Male Zeredite War2: CR 1; Size M (5 ft., 9 in. tall); HD 2d8+6; hp 15; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +5 (+2 Base, +3 Str) melee, or +4 (+2 Base, +2 Dex) ranged; SV Fort +6, Ref +2, Will +2; AL LE; Str 16, Dex 14, Con 17, Int 9, Wis 14, Cha 11.

Languages Spoken: Common, Gnolaum, Gadianti.

Skills and feats: Concentration +4, Hide +4, Listen +2, Move silently +2, Speak language +2, Spot +2; Improved unarmed strike, Weapon focus (greatsword).

Possessions: 2,000 ezrum pieces in gear.

Male Zeredite War2: CR 1; Size M (5 ft., 11 in. tall); HD 2d8;

hp 10; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +5 (+2 Base, +3 Str) melee, or +3 (+2 Base, +1 Dex) ranged; SV Fort +3, Ref +1, Will +1; AL LE; Str 16, Dex 12, Con 11, Int 10, Wis 12, Cha 12.

Languages Spoken: Common.

Skills and feats: Climb +8, Hide +1, Listen +1, Move silently +1, Open lock +2, Search +0.5, Spellcraft +2, Spot +1, Swim +8; Combat reflexes, Skill focus (climb).

Possessions: 2,000 ezrum pieces in gear.

## Gadianti raiders (Trying to get the sword)

### Part 1

Chantico, female Gadianti Ftr3: CR 3; Size M (5 ft., 5 in. tall); HD 3d10; hp 26; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Attack +6 melee, or +6 ranged; SV Fort +3, Ref +4, Will +0; AL CE; Str 16, Dex 16, Con 10, Int 11, Wis 9, Cha 12.

Languages Spoken: Common, Gadianti.

Skills and feats: Craft +4, Hide +3, Listen +1, Move silently +3, Profession +0, Search +2, Spot +1, Swim +9; Blind-fight, Improved unarmed strike, Weapon focus (longsword), Weapon focus (shortbow).

Possessions: 2,500 ezrum pieces in gear.

Citali, female Gadianti Ftr3: CR 3; Size M (5 ft., 5 in. tall); HD 3d10; hp 22; Init +6 (+2 Dex, +4 Improved initiative); Spd 30 ft.; AC 12 (+2 Dex); Attack +5 melee, or +5 ranged; SV Fort +3, Ref +3, Will +1; AL CE; Str 14, Dex 14, Con 11, Int 9, Wis 10, Cha 9.

Languages Spoken: Common, Gadianti.

Skills and feats: Hide +2, Listen +2, Move silently +2, Ride +8, Search +1, Spot +2; Blind-fight, Improved initiative, Power attack, Weapon focus (battleaxe).

Possessions: 2,500 ezrum pieces in gear.

Tezozomoc, male Gadianti Ftr3: CR 3; Size M (5 ft., 6 in. tall); HD 3d10+6; hp 33; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Attack +2 melee, or +6 ranged; SV Fort +5, Ref +4, Will -2; AL CE; Str 9, Dex 16, Con 14, Int 14, Wis 5, Cha 6. Languages Spoken: Common, Gadianti, Hearthom.

Skills and feats: Craft +8, Disable device +4, Handle animal +4, Hide +3, Intuit direction +0, Knowledge (nature) +4, Listen +1, Move silently +3, Search +4, Spot +1; Alertness, Ambidexterity, Blind-fight, Dodge.

Possessions: 2,500 ezrum pieces in gear.

Teicuh, female Gadianti Mnk3: CR 3; Size M (5 ft., 4 in. tall); HD 3d8; hp 15; Init +3 (+3 Dex); Spd 40 ft.; AC 16 (+3



Dex, +3 Wis); Attack +4 melee, or +4 monk, or +5 ranged; SV Fort +3, Ref +6, Will +6; AL LE; Str 14, Dex 17, Con 11, Int 11, Wis 16, Cha 14.

Languages Spoken: Common, Gadianti.

Skills and feats: Climb +6, Concentration +6, Hide +3, Knowledge (arcana) +5, Listen +12, Move silently +3, Profession +7, Search +2, Spot +7; Alertness, [Deflect arrows], [Improved unarmed strike], [Stunning fist], Weapon focus (quarterstaff).

Possessions: 2,500 ezrum pieces in gear.

Izquioxochitl, female Gadianti Clr5: CR 5; Size M (5 ft., 11 in. tall); HD 5d8+5; hp 32; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +5 melee, or +5 ranged; SV Fort +7, Ref +3, Will +8; AL CE; Str 14, Dex 15, Con 12, Int 9, Wis 18, Cha 10.

Languages Spoken: Common, Gadianti.

Skills and feats: Hide +2, Listen +6, Move silently +2, Profession +9, Sery +2, Search +1, Spot +6; Combat reflexes, Great fortitude.

Possessions: 4,300 ezrum pieces in gear.

Cleric Domains: Destruction, Trickery.

Cleric Spells Per Day: 5/4+1/3+1/2+1.

## Part 2

Centocihuatl, female Gadianti Rog8/Ass 3: CR 10; Size M (5 ft., 5 in. tall); HD 11d6; hp 43; Init +8 (+4 Improved Initiative, +4 Dex); Spd 30 ft.; AC 14 (+4 Dex); Attack +6/+1 melee, or +10/+5 ranged; SV Fort +2, Ref +12, Will -1; AL CE; Str 11, Dex 18, Con 11, Int 15, Wis 14, Cha 14.

Languages Spoken: Common, Gadianti, Hearthom, Gnolaum.

Skills and feats: Balance +14, Climb +3, Craft +13, Disguise +12, Hide +11, Innuendo +4, Jump +10, Listen +11, Move silently +10, Perform +9, Pick pocket +13, Read lips +13, Search +4, Spot +11, Tumble +14, Use magic device +8, Use rope +13; Dodge, Lightning reflexes, Quick draw, Improved Initiative.

Possessions: 9,400 ezrum pieces in gear.

Assassin spells known (2/1): 1st -- Change Self, Obscuring Mist, Spider Climb. 2nd -- Undetectable Alignment

Tochtli, male Gadianti Rog8 /Ass 2: CR 10; Size M (5 ft., 4 in. tall); HD 10d6+8; hp 48; Init +8 ((+4 Improved Initiative, +4 Dex); Spd 30 ft.; AC 14 (+4 Dex); Attack +8/+3 melee, or +10/+5 ranged; SV Fort +3, Ref +10, Will +4; AL CE; Str 14, Dex 18, Con 13, Int 13, Wis 14, Cha 10.

Languages Spoken: Common, Gadianti, Hearthom.

Skills and feats: Balance +13, Climb +10, Craft +8, Disguise

+10, Forgery +12, Gather information +7, Hide +10, Listen +4, Move silently +14, Pick pocket +6, Profession +6, Search +3, Sense motive +11, Spot +11, Use rope +13; Blind-fight, Point blank shot, Skill focus (use rope), Improved Initiative. Possessions: 9,400 ezrum pieces in gear. Assassin spells known (2): 1st -- Obscuring Mist, Ghost Sound.

## Generic Gadianti Patrol (In Gadianti lands)

Female Gadianti Ftr2: CR 2; Size M (5 ft., 6 in. tall); HD 2d10+4; hp 21; Init +5 (+4 Improved initiative, Dex +1); Spd 30 ft.; AC 11 (Dex +1); Attack +2 melee, or +2 ranged; SV Fort +5, Ref +0, Will -1; AL CE; Str 10, Dex 12, Con 15, Int 16, Wis 9, Cha 9.

Languages Spoken: Gadianti, Common, Hearthom.

Skills and feats: Appraise +5, Climb +2, Craft +8, Disable device +5, Hide +0, Intuit direction +0.5, Knowledge +5, Knowledge (nature) +5, Listen -1, Move silently +0, Open lock +1, Ride +2, Spot -1; Improved initiative, Run, Weapon focus (strike, unarmed), Weapon focus (shortbow).

Possessions: 2,000 ezrum pieces in gear.

Male Gadianti Ftr2: CR 2; Size M (5 ft., 10 in. tall); HD 2d10+4; hp 18; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Attack +5 melee, or +5 ranged; SV Fort +5, Ref +3, Will +1; AL CE; Str 16, Dex 16, Con 15, Int 9, Wis 9, Cha 11.

Languages Spoken: Gadianti.

Skills and feats: Hide +3, Knowledge +0, Knowledge (religion) +1, Listen -1, Move silently +3, Spot -1, Swim +8; Dodge, Iron will, Mobility, Weapon focus (gauntlet, spiked). Possessions: 2,000 ezrum pieces in gear.

Male Gadianti Ftr2: CR 2; Size M (5 ft., 11 in. tall); HD 2d10; hp 17; Init +1 (Dex +1); Spd 30 ft.; AC 11 (Dex +1); Attack +5 melee, or +2 ranged; SV Fort +3, Ref +0, Will -1; AL CE; Str 16, Dex 12, Con 10, Int 12, Wis 9, Cha 8.

Languages Spoken: Common, Gadianti.

Skills and feats: Escape artist +2.5, Gather information -0.5, Hide +0, Innuendo +0, Knowledge +3.5, Listen -1, Move silently +0, Ride +2, Spot -1, Swim +8; Combat reflexes, Cleave, Power attack, Weapon focus (strike, unarmed). Possessions: 2,000 ezrum pieces in gear.

Female Gadianti Ftr2: CR 2; Size M (5 ft., 9 in. tall); HD 2d10; hp 13; Init +4 (+4 Improved initiative); Spd 30 ft.; AC 10; Attack +5 melee, or +2 ranged; SV Fort +3, Ref +0, Will -1; AL CE; Str 17, Dex 11, Con 10, Int 11, Wis 8, Cha 8.



Languages Spoken: Gadianti.

Skills and feats: Climb +8, Diplomacy +0, Handle animal +4, Hide +0, Listen -1, Move silently +0, Spot -1, Swim +6;

Improved initiative, Weapon focus (battleaxe), Weapon focus (shortspear), Weapon focus (strike, unarmed).

Possessions: 2,000 ezrum pieces in gear.

Female Gadianti Clr4: CR 4; Size M (5 ft., 0 in. tall); HD 4d8-4; hp 15; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +3 melee, or +4 ranged; SV Fort +3, Ref +2, Will +6; AL CE; Str 11, Dex 13, Con 9, Int 8, Wis 16, Cha 16.

Languages Spoken: Common, Gadianti

Skills and feats: Climb +3, Heal +10, Hide -2, Knowledge (arcana) +7, Knowledge (religion) +8, Listen +5, Move silently -2, Spellcraft +7, Spot +5; Alertness, Combat casting, Enlarge spell.

Possessions: 3,300 ezrum pieces in gear.

Cleric Domains: Destruction, Chaos

Cleric Spells Per Day: 5/4+1/3+1.

## Hollow Ones

Admon, male Tirasim Com1(Hollow One): CR 3; Size M (5 ft., 11 in. tall); HD 1d10; hp 8; Init +3 (+3 Dex); Spd 30 ft.; AC 16 (+3 Dex, +3 Natural); Attack +1 melee, or +3 ranged; SV Fort +0, Ref +3, Will +0; AL CE; Str 15, Dex 17, Con 11, Int 6, Wis 10, Cha 2.

Languages Spoken: Common.

Skills and feats: Appraise +1, Hide +3, Listen +0, Move silently +3, Ride +9, Spot +0; Combat reflexes, Skill focus (ride).

Possessions: 4 ezrum pieces in gear.

Special Attacks: A Hollow One retains all the character's special attacks and also gains those listed below.

· Fear Aura (Ex.): Hollow Ones are shrouded in an aura of fear. Creatures of less than 5 HD in a 5-foot radius must succeed at a Will save or be affected as though by fear as cast by a sorcerer of the Hollow One's level.

· Enrage: Hollow One's become enraged if brought to 1/4 of their total hit points. This ability is identical to the Barbarian special class ability "Rage"

Special Qualities: Hollow One's cannot be stunned and will continue to fight until killed, If brought to 1/4 of hit points, Hollow One's become "Enraged".

Leah, female Tirasim Com1 (Hollow One): CR 3; Size M (5 ft., 8 in. tall); HD 1d10-1; hp 7; Init +1 (+1 Dex); Spd 30 ft.; AC 14 (+1 Dex, +3 Natural); Attack +2 melee, or +1 ranged; SV Fort -1, Ref +1, Will +1; AL CE; Str 17, Dex 12, Con 9, Int 8, Wis 13, Cha 8.

Languages Spoken: Common.

Skills and feats: Handle animal +7, Hide +1, Knowledge +2, Listen +1, Move silently +1, Sense motive +3, Spot +1; Power attack, Skill focus (handle animal).

Possessions: 4 ezrum pieces in gear.

Special Attacks: A Hollow One retains all the character's special attacks and also gains those listed below.

· Fear Aura (Ex.): Hollow Ones are shrouded in an aura of fear. Creatures of less than 5 HD in a 5-foot radius must succeed at a Will save or be affected as though by fear as cast by a sorcerer of the Hollow One's level.

· Enrage: Hollow One's become enraged if brought to 1/4 of their total hit points. This ability is identical to the Barbarian special class ability "Rage"

Special Qualities: Hollow One's cannot be stunned and will continue to fight until killed, If brought to 1/4 of hit points, Hollow One's become "Enraged".

Ephram, male Tirasim Com1(Hollow One): CR 3; Size M (5 ft., 3 in. tall); HD 1d10+1; hp 9; Init +5 (+1 Dex, +4 Improved initiative); Spd 30 ft.; AC 14 (+1 Dex, +3 Natural); Attack +1 melee, or +1 ranged; SV Fort +1, Ref +1, Will +1; AL CE; Str 15, Dex 12, Con 12, Int 11, Wis 12, Cha 4.

Languages Spoken: Common, Gnolaum.

Skills and feats: Hide +1, Jump +5, Knowledge (arcana) +2, Knowledge (religion) +3, Listen +1, Move silently +1.

Profession +7, Spot +1, Swim +3; Improved initiative, Skill focus (profession).

Possessions: 4 ezrum pieces in gear.

Special Attacks: A Hollow One retains all the character's special attacks and also gains those listed below.

· Fear Aura (Ex.): Hollow Ones are shrouded in an aura of fear. Creatures of less than 5 HD in a 5-foot radius must succeed at a Will save or be affected as though by fear as cast by a sorcerer of the Hollow One's level.

· Enrage: Hollow One's become enraged if brought to 1/4 of their total hit points. This ability is identical to the Barbarian special class ability "Rage"

Special Qualities: Hollow One's cannot be stunned and will continue to fight until killed, If brought to 1/4 of hit points, Hollow One's become "Enraged".

Jeremias, male Tirasim Com1 (Hollow One): CR 3; Size M (5 ft., 10 in. tall); HD 1d10-1; hp 8; Init -1 (-1 Dex); Spd 30 ft.; AC 12 (-1 Dex, +3 Natural); Attack +2 melee, or -1 ranged; SV Fort -1, Ref -1, Will +1; AL CE; Str 18, Dex 9, Con 8, Int 5, Wis 8, Cha 5.

Languages Spoken: Common.

Skills and feats: Handle animal +7, Hide -1, Listen -1, Move silently -1, Spot -1, Swim +6; Iron will, Skill focus (handle animal).

Possessions: 4 ezrum pieces in gear.

Special Attacks: A Hollow One retains all the character's special attacks and also gains those listed below.

· **Fear Aura (Ex.):** Hollow Ones are shrouded in an aura of fear. Creatures of less than 5 HD in a 5-foot radius must succeed at a Will save or be affected as though by fear as cast by a sorcerer of the Hollow One's level.

· **Enrage:** Hollow One's become enraged if brought to 1/4 of their total hit points. This ability is identical to the Barbarian special class ability "Rage"

**Special Qualities:** Hollow One's cannot be stunned and will continue to fight until killed, If brought to 1/4 of hit points, Hollow One's become "Enraged".

**Lyor, male Tirasim Com1 (Hollow One):** CR 3; Size M (5 ft., 3 in. tall); HD 1d10-2; hp 5; Init +1 (+1 Dex); Spd 30 ft.; AC 14 (+1 Dex, +3 Natural); Attack +1 melee, or +1 ranged; SV Fort -2, Ref +1, Will +1; AL CE; Str 15, Dex 12, Con 7, Int 13, Wis 13, Cha 7.

**Languages Spoken:** Common, Gnolaum.

**Skills and feats:** Escape artist +3, Handle animal +4, Hide +1, Knowledge (arcana) +4, Listen +1, Move silently +1, Speak language +2, Spot +1, Use rope +7; Shield proficiency, Skill focus (use rope).

**Possessions:** 4 ezrum pieces in gear.

**Special Attacks:** A Hollow One retains all the character's special attacks and also gains those listed below.

· **Fear Aura (Ex.):** Hollow Ones are shrouded in an aura of fear. Creatures of less than 5 HD in a 5-foot radius must succeed at a Will save or be affected as though by fear as cast by a sorcerer of the Hollow One's level.

· **Enrage:** Hollow One's become enraged if brought to 1/4 of their total hit points. This ability is identical to the Barbarian special class ability "Rage"

**Special Qualities:** Hollow One's cannot be stunned and will continue to fight until killed, If brought to 1/4 of hit points, Hollow One's become "Enraged".

**Mirra, female Tirasim Com1 (Hollow One):** CR 3; Size M (5 ft., 2 in. tall); HD 1d10-3; hp 4; Init +2 (+2 Dex); Spd 30 ft.; AC 15 (+2 Dex, +3 Natural); Attack +2 melee, or +2 ranged; SV Fort -3, Ref +2, Will +0; AL CE; Str 12, Dex 14, Con 4, Int 9, Wis 11, Cha 5.

**Languages Spoken:** Common.

**Skills and feats:** Hide +2, Listen +4, Move silently +2, Profession +6, Spot -1, Swim +6; Armor proficiency (light), Skill focus (profession).

**Possessions:** 4 ezrum pieces in gear.

**Special Attacks:** A Hollow One retains all the character's special attacks and also gains those listed below.

· **Fear Aura (Ex.):** Hollow Ones are shrouded in an aura of fear. Creatures of less than 5 HD in a 5-foot radius must succeed at a Will save or be affected

as though by fear as cast by a sorcerer of the Hollow One's level.  
· **Enrage:** Hollow One's become enraged if brought to 1/4 of

their total hit points. This ability is identical to the Barbarian special class ability "Rage"

**Special Qualities:** Hollow One's cannot be stunned and will continue to fight until killed, If brought to 1/4 of hit points, Hollow One's become "Enraged".

## Gnolaum Saboteurs

**Corum, male Gnolaum Rgr5:** CR 5; Size M (5 ft., 10 in. tall); HD 5d10+5; hp 33; Init +5 (+5 Dex); Spd 30 ft.; AC 15 (+5 Dex); Attack +8 (+5 Base, +3 Str) melee, or +10 (+5 Base, +5 Dex) ranged; SV Fort +5, Ref +8, Will +3; AL CG; Str 16, Dex 20, Con 12, Int 13, Wis 14, Cha 11.

**Languages Spoken:** Common, Gnolaum, Gadianti.

**Skills and feats:** Appraise +3, Concentration +6, Handle animal +4, Hide +4, Jump +6, Listen +3, Move silently +5, Perform +2, Pick pocket +6, Search +3, Spot +3, Wilderness lore +9; Dodge, Expertise, [Track].

**Possessions:** 4,300 ezrum pieces in gear.

**Ranger Spells Per Day:** 1.

**Komnor, male Gnolaum Rgr5:** CR 5; Size M (6 ft., 0 in. tall); HD 5d10-5; hp 28; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Attack +6 (+5 Base, +1 Str) melee, or +8 (+5 Base, +3 Dex) ranged; SV Fort +3, Ref +4, Will +2; AL CG; Str 13, Dex 16, Con 8, Int 12, Wis 12, Cha 9.

**Languages Spoken:** Common, Gnolaum, Gadianti.

**Skills and feats:** Bluff +3, Disable device +3, Heal +8, Hide +3, Intuit direction +6, Knowledge (arcana) +5, Listen +3, Move silently +3, Search +3, Spot +9, Use rope +10; Skill focus (knowledge (arcana)), [Track], Weapon focus (longsword).

**Possessions:** 4,300 ezrum pieces in gear.

**Ranger Spells Per Day:** 1.

**Yisun, female Gnolaum Rgr5:** CR 5; Size M (6 ft., 3 in. tall); HD 5d10; hp 34; Init +4 (+4 Dex); Spd 30 ft.; AC 14 (+4 Dex); Attack +7 (+5 Base, +2 Str) melee, or +9 (+5 Base, +4 Dex) ranged; SV Fort +4, Ref +5, Will +2; AL CG; Str 15, Dex 19, Con 10, Int 15, Wis 12, Cha 12.

**Languages Spoken:** Common, Gnolaum, Hearthom, Gadianti.

**Skills and feats:** Handle animal +9, Hide +8, Intuit direction +9, Knowledge (nature) +9, Listen +3, Move silently +4, Profession +8, Ride +12, Search +5, Spot +3, Use rope +10; Blind-fight, Dodge, [Track].

**Possessions:** 4,300 ezrum pieces in gear.

**Ranger Spells Per Day:** 1.

**Shiblom, male Gnolaum Rgr5:** CR 5; Size M (6 ft., 3 in. tall);



HD 5d10+5; hp 33; Init +5 (+5 Dex); Spd 30 ft.; AC 15 (+5 Dex); Attack +8 (+5 Base, +3 Str) melee, or +10 (+5 Base, +5 Dex) ranged; SV Fort +5, Ref +8, Will +3; AL CG; Str 16, Dex 20, Con 12, Int 13, Wis 14, Cha 11.

Languages Spoken: Common, Gnolaum, Gadianti.

Skills and feats: Appraise +2.5, Bluff +6, Concentration +6, Hide +13, Listen +4, Move silently +5, Open lock +6, Pick pocket +7, Search +3, Spot +4, Swim +9, Use rope +12; Lightning reflexes, Skill focus (bluff), [Track].

Possessions: 4,300 ezrum pieces in gear.

Ranger Spells Per Day: 1.

Riplakish, male Gnolaum Sor4: CR 4; Size M (6 ft., 0 in. tall); HD 4d4; hp 13; Init +0; Spd 30 ft.; AC 10; Attack +2 (+2 Base) melee, or +2 (+2 Base) ranged; SV Fort +1, Ref +1, Will +3; AL CG; Str 10, Dex 11, Con 11, Int 12, Wis 9, Cha 17.

Languages Spoken: Common, Gnolaum, Gadianti.

Skills and feats: Alchemy +8, Concentration +2, Craft +8, Hide +0, Listen +1, Move silently +0, Scry +7, Search +3, Spot +1; Maximize spell, Spell penetration.

Possessions: 3,300 ezrum pieces in gear.

Sorcerer Spells Known (6/7/4): 0th -- Dancing Lights, Detect Magic, Ghost Sound, Light, Mage Hand, Read Magic. 1st -- Charm Person, Chill Touch, Spider Climb. 2nd -- Alter Self.

Shiblon, male Gnolaum Sor4: CR 4; Size M (6 ft., 2 in. tall); HD 4d4+8; hp 19; Init +4 (+4 Dex); Spd 30 ft.; AC 14 (+4 Dex); Attack +2 (+2 Base) melee, or +6 (+2 Base, +4 Dex) ranged; SV Fort +3, Ref +5, Will +3; AL CG; Str 10, Dex 18, Con 15, Int 16, Wis 9, Cha 13.

Languages Spoken: Common, Gadianti, Gnolaum.

Skills and feats: Alchemy +8, Craft +8, Diplomacy +3.5, Hide +4, Knowledge (arcana) +10, Listen +1, Move silently +4, Search +5, Sense motive +0, Spellcraft +9, Spot +3.5; Brew potion, Scribe scroll.

Possessions: 3,300 ezrum pieces in gear.

Sorcerer Spells Known (6/7/3): 0th -- Dancing Lights, Ghost Sound, Light, Mage Hand, Prestidigitation, Ray of Frost. 1st -- Charm Person, Shield, Sleep. 2nd -- Magic Mouth.

Chagadai, female Gnolaum Drd7: CR 7; Size M (5 ft., 9 in. tall); HD 7d8+7; hp 46; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Attack +6 (+5 Base, +1 Str) melee, or +8 (+5 Base, +3 Dex) ranged; SV Fort +6, Ref +5, Will +9; AL NG; Str 13, Dex 17, Con 12, Int 11, Wis 18, Cha 13.

Languages Spoken: Common, Gnolaum, Gadianti.

Skills and feats: Diplomacy +10, Heal +10, Hide +3, Listen +8, Move silently +3, Profession +13, Scry +8, Search +2, Spot +8, Swim +9; Alertness, Scribe scroll, Combat Casting.

Possessions: 7,200 ezrum pieces in gear.

Druid Spells Per Day: 6/5/4/3/2.

## Temple Gadianti

Female Gadianti Ftr3: CR 3; Size M (5 ft., 5 in. tall); HD 3d10; hp 26; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Attack +6 melee, or +6 ranged; SV Fort +3, Ref +4, Will +0; AL CE; Str 16, Dex 16, Con 10, Int 11, Wis 9, Cha 12.

Languages Spoken: Common, Gadianti.

Skills and feats: Craft +4, Hide +3, Listen +1, Move silently +3, Profession +0, Search +2, Spot +1, Swim +9; Blind-fight, Improved unarmed strike, Weapon focus (longsword), Weapon focus (shortbow).

Possessions: 2,500 ezrum pieces in gear.

Female, Gadianti Ftr3: CR 3; Size M (5 ft., 5 in. tall); HD 3d10; hp 22; Init +6 (+2 Dex, +4 Improved initiative); Spd 30 ft.; AC 12 (+2 Dex); Attack +5 melee, or +5 ranged; SV Fort +3, Ref +3, Will +1; AL CE; Str 14, Dex 14, Con 11, Int 9, Wis 10, Cha 9.

Languages Spoken: Common, Gadianti.

Skills and feats: Hide +2, Listen +2, Move silently +2, Ride +8, Search +1, Spot +2; Blind-fight, Improved initiative, Power attack, Weapon focus (battleaxe).

Possessions: 2,500 ezrum pieces in gear.

Male Gadianti Ftr3: CR 3; Size M (5 ft., 6 in. tall); HD 3d10+6; hp 33; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Attack +2 melee, or +6 ranged; SV Fort +5, Ref +4, Will -2; AL CE; Str 9, Dex 16, Con 14, Int 14, Wis 5, Cha 6.

Languages Spoken: Common, Gadianti, Hearthom.

Skills and feats: Craft +8, Disable device +4, Handle animal +4, Hide +3, Intuit direction +0, Knowledge (nature) +4, Listen +1, Move silently +3, Search +4, Spot +1; Alertness, Ambidexterity, Blind-fight, Dodge.

Possessions: 2,500 ezrum pieces in gear.

Male, Gadianti Ftr3: CR 3; Size M (5 ft., 5 in. tall); HD 3d10; hp 26; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Attack +6 melee, or +6 ranged; SV Fort +3, Ref +4, Will +0; AL CE; Str 16, Dex 16, Con 10, Int 11, Wis 9, Cha 12.

Languages Spoken: Common, Gadianti.

Skills and feats: Craft +4, Hide +3, Listen +1, Move silently +3, Profession +0, Search +2, Spot +1, Swim +9; Blind-fight, Improved unarmed strike, Weapon focus (longsword), Weapon focus (shortbow).

Possessions: 2,500 ezrum pieces in gear.

Male Gadianti Ftr3: CR 3; Size M (5 ft., 5 in. tall); HD 3d10; hp 22; Init +6 (+2 Dex, +4 Improved initiative); Spd 30 ft.; AC 12 (+2 Dex); Attack +5 melee, or +5 ranged; SV Fort +3, Ref +3, Will +1; AL CE; Str 14, Dex 14, Con 11, Int 9, Wis 10, Cha 9.

Languages Spoken: Common, Gadianti.



Skills and feats: Hide +2, Listen +2, Move silently +2, Ride +8, Search +1, Spot +2; Blind-fight, Improved initiative, Power attack, Weapon focus (battleaxe).

Possessions: 2,500 ezrum pieces in gear.

Female Gadianti Ftr3: CR 3; Size M (5 ft., 6 in. tall); HD 3d10+6; hp 33; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Attack +2 melee, or +6 ranged; SV Fort +5, Ref +4, Will -2; AL CE; Str 9, Dex 16, Con 14, Int 14, Wis 5, Cha 6. Languages Spoken: Common, Gadianti, Hearthom.

Skills and feats: Craft +8, Disable device +4, Handle animal +4, Hide +3, Intuit direction +0, Knowledge (nature) +4, Listen +1, Move silently +3, Search +4, Spot +1; Alertness, Ambidexterity, Blind-fight, Dodge.

Possessions: 2,500 ezrum pieces in gear.

Female, Gadianti Mnk3: CR 3; Size M (5 ft., 4 in. tall); HD 3d8; hp 15; Init +3 (+3 Dex); Spd 40 ft.; AC 16 (+3 Dex, +3 Wis); Attack +4 melee, or +4 monk, or +5 ranged; SV Fort +3, Ref +6, Will +6; AL LE; Str 14, Dex 17, Con 11, Int 11, Wis 16, Cha 14.

Languages Spoken: Common, Gadianti.

Skills and feats: Climb +6, Concentration +6, Hide +3, Knowledge (arcana) +5, Listen +12, Move silently +3, Profession +7, Search +2, Spot +7; Alertness, [Deflect arrows], [Improved unarmed strike], [Stunning fist], Weapon focus (quarterstaff).

Possessions: 2,500 ezrum pieces in gear.

Male Gadianti Mnk3: CR 3; Size M (5 ft., 4 in. tall); HD 3d8; hp 15; Init +3 (+3 Dex); Spd 40 ft.; AC 16 (+3 Dex, +3 Wis); Attack +4 melee, or +4 monk, or +5 ranged; SV Fort +3, Ref +6, Will +6; AL LE; Str 14, Dex 17, Con 11, Int 11, Wis 16, Cha 14.

Languages Spoken: Common, Gadianti.

Skills and feats: Climb +6, Concentration +6, Hide +3, Knowledge (arcana) +5, Listen +12, Move silently +3, Profession +7, Search +2, Spot +7; Alertness, [Deflect arrows], [Improved unarmed strike], [Stunning fist], Weapon focus (quarterstaff).

Possessions: 2,500 ezrum pieces in gear.

Female Gadianti Clr1: CR 1; Size M (5 ft., 6 in. tall); HD 1d8; hp 8; Init 0; Spd 30 ft.; AC 8 (-2 Dex); Attack +1 melee, or -2 ranged; SV Fort +2, Ref -2, Will +5; AL CE; Str 13, Dex 10, Con 11, Int 10, Wis 16, Cha 10.

Languages Spoken: Gadianti.

Skills and feats: Craft +2, Diplomacy +4, Hide +0, Knowledge (arcana) +2, Listen +3, Move silently -2, Spot +3; Extra turning, Quicken spell.

Possessions: 900 ezrum pieces in gear.

Cleric Domains: Trickery, Chaos.

Cleric Spells Per Day: 3/2+1.

Male Gadianti Clr1: CR 1; Size M (5 ft., 9 in. tall); HD 1d8+1; hp 9; Init +4 (+4 Improved initiative); Spd 30 ft.; AC 10; Attack +1 melee, or +0 ranged; SV Fort +3, Ref +0, Will +3; AL CE; Str 12, Dex 10, Con 12, Int 8, Wis 13, Cha 10.

Languages Spoken: Gadianti.

Skills and feats: Hide +0, Knowledge (nature) +1, Listen +1, Move silently +0, Profession +3, Spellcraft +1, Spot +1; Improved initiative, Scribe scroll.

Possessions: 900 ezrum pieces in gear.

Cleric Domains: Trickery, Evil.

Cleric Spells Per Day: 3/2+1.

Female Gadianti Clr1: CR 1; Size M (5 ft., 8 in. tall); HD 1d8-2; hp 6; Init -1 (-1 Dex); Spd 30 ft.; AC 9 (-1 Dex); Attack +1 melee, or -1 ranged; SV Fort +0, Ref -1, Will +3; AL CE; Str 13, Dex 8, Con 7, Int 8, Wis 12, Cha 10.

Languages Spoken: Gadianti.

Skills and feats: Craft +3, Diplomacy +2, Hide -1, Listen +1, Move silently -1, Open lock +0, Spot +1; Point blank shot, Still spell.

Possessions: 900 ezrum pieces in gear.

Cleric Domains: Evil, Chaos.

Cleric Spells Per Day: 3/2+1.

Female Gadianti Clr1: CR 1; Size M (5 ft., 6 in. tall); HD 1d8; hp 8; Init +0; Spd 30 ft.; AC 10; Attack +3 melee, or +0 ranged; SV Fort +2, Ref +0, Will +4; AL CE; Str 16, Dex 11, Con 11, Int 14, Wis 14, Cha 15.

Languages Spoken: Gadianti, Zeredite, Hearthom.

Skills and feats: Bluff +3, Craft +6, Diplomacy +6, Heal +6, Hide +0, Listen +2, Move silently +0, Profession +6, Spellcraft +4, Spot +2; Maximize spell, Point blank shot.

Possessions: 900 ezrum pieces in gear.

Cleric Domains: Trickery, Chaos.

Cleric Spells Per Day: 3/2+1.

Male Gadianti Clr1: CR 1; Size M (5 ft., 7 in. tall); HD 1d8+2; hp 10; Init +0; Spd 30 ft.; AC 10; Attack +2 melee, or +0 ranged; SV Fort +4, Ref +0, Will +5; AL CE; Str 14, Dex 10, Con 15, Int 9, Wis 16, Cha 14.

Languages Spoken: Gadianti.

Skills and feats: Hide +2, Listen +3, Move silently +0, Spellcraft +3, Spot +3; Combat reflexes, Maximize spell.

Possessions: 900 ezrum pieces in gear.

Cleric Domains: Trickery, Chaos.

Cleric Spells Per Day: 3/2+1.

Female Gadianti Clr1: CR 1; Size M (5 ft., 3 in. tall); HD 1d8; hp 8; Init -2 (-2 Dex); Spd 30 ft.; AC 8 (-2 Dex); Attack -1 melee, or -2 ranged; SV Fort +2, Ref -2, Will +4; AL CE;

Str 8, Dex 7, Con 11, Int 9, Wis 14, Cha 7.

Languages Spoken: Gadianti.

Skills and feats: Alchemy +1, Hide -2, Listen +2, Move silently -2, Scry +3, Spot +2; Combat reflexes, Quicken spell.

Possessions: 900 ezrum pieces in gear.

Cleric Domains: Evil, Trickery.

Cleric Spells Per Day: 3/2+1.

Male Gadianti Clr3: CR 3; Size M (5 ft., 4 in. tall); HD 3d8-6; hp 9; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +2 melee, or +3 ranged; SV Fort +1, Ref +2, Will +4; AL CE; Str 11, Dex 12, Con 7, Int 9, Wis 13, Cha 12.

Languages Spoken: Gadianti

Skills and feats: Heal +7, Hide +1, Listen +3, Move silently +1, Spot +2; Extra turning, Silent spell, Still spell.

Possessions: 2,500 ezrum pieces in gear.

Cleric Domains: Chaos, Evil.

Cleric Spells Per Day: 4/3+1/1+1.

Female Gadianti Clr3: CR 3; Size M (5 ft., 4 in. tall); HD 3d8; hp 12; Init +0; Spd 30 ft.; AC 10; Attack +3 melee, or +2 ranged; SV Fort +3, Ref +1, Will +5; AL CE; Str 12, Dex 10, Con 11, Int 7, Wis 14, Cha 11.

Languages Spoken: Gadianti.

Skills and feats: Hide +0, Listen +2, Move silently +0, Profession +5, Scry +3, Spot +2, Tumble +2; Extra turning, Still spell, Weapon focus (mace, light).

Possessions: 2,500 ezrum pieces in gear.

Cleric Domains: Evil, Trickery.

Cleric Spells Per Day: 4/3+1/2+1.

Male Gadianti Clr5: CR 5; Size M (5 ft., 9 in. tall); HD 5d8-5; hp 22; Init -1 (-1 Dex); Spd 30 ft.; AC 9 (-1 Dex); Attack +3 melee, or +2 ranged; SV Fort +3, Ref +0, Will +6; AL CE; Str 11, Dex 9, Con 8, Int 7, Wis 14, Cha 9.

Languages Spoken: Gadianti.

Skills and feats: Hide -1, Listen +2, Move silently -1, Profession +9, Scry +3, Spellcraft +2, Spot +2, Tumble +0; Craft wondrous item, Empower spell, Still spell.

Possessions: 4,300 ezrum pieces in gear.

Cleric Domains: Chaos, Trickery.

Cleric Spells Per Day: 5/4+1/3+1/1+1.

Female Gadianti Clr7: CR 7; Size M (5 ft., 5 in. tall); HD 7d8+14; hp 48; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +9 melee, or +6 ranged; SV Fort +7, Ref +5, Will +9; AL CE; Str 18, Dex 12, Con 14, Int 12, Wis 19, Cha 18.

Languages Spoken: Gadianti, Common.

Skills and feats: Concentration +10, Craft +11, Diplomacy +13, Heal +12, Hide +1, Listen +4, Move silently +1, Scry +6, Spot +4; Craft magic arms and armor, Lightning reflexes, Maximize spell, Silent spell.

Possessions: 7,200 ezrum pieces in gear.

Cleric Domains: Chaos, Evil.

Cleric Spells Per Day: 6/5+1/4+1/3+1/2+1.

## Ogre

### Large Giant

Ogre's are a Gadianti experiment in trying to improve the base human stock. They were partially successful. Ogre's are larger, stronger, and extremely tough compared to humans, but their overall stupidity and lack of dexterity makes them failures. Many ogres wander the countryside of Diomin, preying on the weak and solitary.

Hit Dice:	4d8+8 (26 hp)
Initiative:	-1 (Dex)
Speed:	30 ft.
AC:	16 (-1 size, -1 Dex, +5 natural, +3 hide)
Attacks:	Huge greatclub +8 melee; or Huge longspear +1 ranged
Damage:	Huge greatclub 2d6+7; or Huge longspear 2d6+5
Face/Reach:	5 ft. by 5 ft./10 ft. (15-20 ft. with longspear)
Special Attacks:	-
Special Qualities:	-
Saves:	Fort +6, Ref +0, Will +1
Abilities:	Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7
Skills:	Climb +4, Listen +2, Spot +2
Feats:	Weapon Focus (greatclub)
Climate/Terrain:	Any land, aquatic, and underground
Organization:	Solitary, pair, gang (2-4), or band (5-8)
CR:	2
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class

## Lizardfolk

Lizardfolk are another creation of the Gadianti. In their many experiments, they blended the traits of humans and lizards in order to create this generally peaceful race. Finding that they were too peaceful, the Gadianti have stopped these experiments and kill them whenever possible.



Medium-Size Humanoid (Aquatic, Reptilian)

Hit Dice: 2d8+2 (11 hp)

Initiative: +0

Speed: 30 ft.

AC: 15 (+5 natural) or 17 (+5 natural, +2\_large shield)

Attacks: 2 claws +2 melee (or greatclub +2 melee), bite +0  
melee; or javelin +1 ranged

Damage: Claw 1d4+1, greatclub 1d10+1, bite 1d4, or  
javelin 1d6+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Saves: Fort +1, Ref +3, Will +0

Abilities: Str 13, Dex 10, Con 13, Int\_9, Wis\_10, Cha 10

Skills: Balance +4, Jump +7, Swim +9

Feats: Multiattack

Climate/Terrain: Temperate and warm marsh

Organization: Gang (2-3), band (6-10 plus 50% noncombatants  
plus 1 leader of 3rd-6th level), or tribe (30-60 plus 2  
lieutenants of 3rd-6th level and 1 leader of 4th-10th level)

Challenge Rating: 1

Treasure: 50% coins; 50% goods; 50% items

Alignment: Usually neutral

Advancement: By character class

Lizardfolk speak Gadianti.

Combat

Skills: Thanks to their tails, lizardfolk receive a +4 racial bonus  
to Jump, Swim, and Balance checks (the numbers in the  
statistics block do not reflect check penalties for large shields).

Lizardfolk Characters

A lizardfolk's favored class is fighter.

Displacer Beast

Displacer beasts are evil creations of the Gadianti created over  
many centuries of trial and error. They can be found throughout  
Gadianti lands, and many are kept as pets.

Large Magical Beast

Hit Dice: 6d10+18 (51 hp)

Initiative: +2 (Dex)

Speed: 40 ft.

AC: 16 (-1 size, +2 Dex, +5 natural)

Attacks: 2 tentacles +9 melee, bite +4 melee

Damage: Tentacle 1d6+4, bite 1d8 +2

Face/Reach: 5 ft. by 10 ft./5 ft. (15 ft. with tentacles)

Special Qualities: Displacement, resistance to ranged attacks

Saves: Fort +8, Ref +7, Will +3

Abilities: Str 18, Dex 15, Con 16, Int 5, Wis 12, Cha 8

Skills: Hide +12, Listen +3, Move Silently +7, Spot +6

Feats: Alertness, Dodge

Climate/Terrain: Temperate forest, hill, or mountains and  
underground

Organization: Solitary, pair, or pride (6-10)

Challenge Rating: 4

Treasure: 1/10 coins; 50% goods; 50% items

Alignment: Usually lawful evil

Advancement: 7-9 HD (Large); 10-18 HD (Huge) Combat  
Displacer beasts rake opponents with their tentacles and bite  
foes that get close.

Displacement (Su): A light-bending glamour continually  
surrounds a displacer beast, making it difficult to surmise the  
creature's true location. Any melee or ranged attack directed  
at it has a 50% miss chance unless the attacker can locate the  
beast by some means other than sight. A true seeing effect  
allows the user to see the beast's position, but see invisibility  
has no effect.

Resistance to Ranged Attacks (Su): A displacer beast gains a  
+2 resistance bonus to saves against any ranged spell or ranged  
magical attack that specifically targets it (except for ranged  
touch attacks).

Skills: A displacer beast receives a +8 racial bonus to Hide  
checks, thanks to its displacement power.

## Giant Spider

Hit Dice: 8d8+8 (44 hp)

Init: +8 (+4 improved init, +4 Dex)

Speed: 90ft, climb 90 feet

AC 17 (-1 size, +4 Dex, +4 natural. Underbelly is AC 13)

Attacks: Bite +8 melee

Damage: d8+1

Face/Reach: 5'x10'/5'

Special Attacks: Sedative spray

SQ: Vermin

Saves: Fort +7, Ref +6, Will +2

Abilities: Str 12, Dex 18, Con 12, Init 1, Wis 10, Cha 6

Skills: Climb +14, Hide +18, MS +15

Feats: Dodge, Improved Init, Spring Attack, Track

Climate: Forests

Organization: Solitary

CR: 4

Treasure: Standard

Alignment: Neutral

Advancement Range: 6-10 HD

Sedative Spray: Giant spiders exude a very fine mist from  
their abdomen. It has a strong honey like scent that lulls  
anyone within 30 feet to sleep. Anyone who comes in con-  
tact with the mist must save (DC 17/Fort) or fall asleep.  
Once asleep, this save becomes DC 23. Victims do not  
awake unless shaken violently. If shaken, victims must make  
a Will save (DC 13) to awaken.

Vermin: Immune to mind altering effect.



## Dragon

The dragons of Diomin are from a period of history before time itself. They were created by the Lords of Darkness during the God's War and used as shock troops and instruments of terror. Each dragon is unique, in color, mannerisms, and temperament. Since the War of the Gods, dragons have secluded themselves in the remote areas of Diomin and generally try and stay to themselves. Those Arak of the Clan of the Dragon once a generation hunt out and kill these beasts as part of their coming of age rituals.

Dragon

Climate/Terrain: Any

Languages: All

Organization:

Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5);

Adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1-2 and 2-5 offspring)

Challenge Rating:

Young adult 10

Age	Size	Hit Dice (hp)	AC
---	---	-----	---
Young adult	L	18d12+72 (189)	26 (-1 size, +17 natural)

Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR
+23	+15	+11	+13	10d8 (23)	21	19

Age	Speed
---	-----
Young adult	40 ft., fly 150 ft. (poor), burrow 20 ft.

Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
13	10	3	10	11	10	Electricity immunity, create/destroy water	-
15	10	15	10	11	10		-
17	10	15	12	13	12		-
19	10	17	14	15	14	Sound imitation	1st
23	10	19	14	15	14	Damage reduction 5/+1	3rd

Breath Weapon (Su): This dragon has one type of breath weapon, a line of lightning.

Create/Destroy Water (Sp): The dragon can use this ability

three times per day. It works like the create water spell, except that the dragon can decide to destroy water instead of creating it, which automatically spoils unattended liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed at a Will save (DC equal to that of the dragon's frightful presence) or be ruined.

Sound Imitation (Ex): The dragon can mimic any voice or sound it has heard, anytime it likes. Listeners must succeed at a Will save (DC equal to that of the dragon's frightful presence) to detect the ruse.

Other Spell-Like Abilities: 3/day-ventriloquism; 1/day-hallucinatory terrain, veil, and mirage arcana.

# INTO THE DARKNESS

## PART II OF 'UNTO THIS END'

**Into the Darkness** follows the characters as they seek to return Kammerath to its rightful owner and have it reconsecrated after the Gadianti, worshippers of dark gods and practitioners of even darker rites, have defiled it.

Can the characters return the sword to Nicanor? Can they convince the Gnolaum of their need? And what ties do the Hearthom have to all that is going on? Murder, mayhem, and mystery hound the characters as they travel from the forests of the Arak to the blood stained cities of the Gadianti and Zeredites.

## Got Heroes?

**Into the Darkness** is part two of the sweeping and epic campaign "Unto this End". It is designed for a group of **4th - 6th** level characters and takes place just days after "**In The Beginning**". (Found in the **Diomin worldbook**.)

Fantasy-Swords and Sorcery  
Adventure (City/Wilderness/Battlefield)  
Modified d20 rules supported (Requires the Diomin worldbook)

This book requires the use of Dungeons & Dragons®, Players Handbook, 3rd Edition, published by Wizards of the Coast®.



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