

# DIAMOND

## OUTPOST QETHER



YOUR QUEST BEGINS  
**RuneQuest**  
THE ADVENTURE GAME



**OUTPOST QETHER**  
A DIOMIN INTRO ADVENTURE AND SETTING  
FOR THE RNEQUEST MAIN RULEBOOK

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# OUTPOST QETHER

*"Let your plans be dark and as impenetrable as night, and when you move, fall like a thunderbolt."*

- Sun Tzu, The Art of War

## OVERVIEW

Outpost Qether is set in the mythical land of Diomin, home of mighty heroes and foul villains. It is designed to serve as a starting point for new plots, campaigns, or even single adventures. Included with the basic setting information is an adventure, where the PCs will investigate a secret Gadianti camp approximately one day's march from the Outpost.

This adventure can serve as a point for either the GM to create a follow-up adventure, or it can be continued in "To Save a Nation", part One of "Unto This End" coming soon from OtherWorld Creations.

## USING THIS ADVENTURE

Outpost Qether requires that you have in your possession the RuneQuest Main Rulebook published by Mongoose Publishing. If you don't have it, run out and get it. It's well worth its cost! You will also need some friends, a table, and lots of dice.

## NOTES FOR THE GAME MASTER

**About languages:** For the purpose of this adventure, "Common" refers to the Tirasim language. Since Tirasim is an offshoot of Zeredite (as American English is an offshoot of British English), anyone who speaks Common should have no problem communicating within the Zeredite or Tirasim nations.

**About currency:** The basic Diomin coin is the copper senum, which is equal in value to half a bushel of wheat. Next in value - and more commonly used - is the silver amnor, which is twice the value of the senum or equal to a bushel of wheat (the amnor is the standard pay for one day of unskilled labor). The gold ezrum is worth four times the senum, or two bushels of wheat. The most valuable coin in Diomin is the platinum onti. The onti's value is equal to all of them together, i.e. three-and-a-half bushels.

When purchasing supplies, use the information included in the RuneQuest Main Rulebook, substituting the senum for lead bits, the amnor for copper pennies, the ezrum for silver pieces, and the onti for gold ducats.

## BACKGROUND

The world of Diomin is a magical place. It is a world of Gods, magic, and strange, new races. This adventure starts off in the Tirasim outpost of Qether. What follows is a very brief overview of the races of Diomin.

While this will serve as an introduction, it is highly recommended that the GM pick up either the d20 version of the Diomin Worldbook, or the updated RQMR version available soon.

# THE ARAK

## OVERVIEW

In the language of the Arak, the word *arak* means The First. This is the source of their pride, their noble carriage, and their isolation.

According to the other races of the world, the Arak are little more than blue-skinned barbarians. However, if you called an Arak a barbarian, he would probably snort and mutter, "What do you know? You are but a simple *T'endrak*." Unless you spoke Araki, the fact that you had just been named the worst insults that one of the Arak can utter would be lost on you. If you did speak it, you'd know that he'd just called you a Second.

That is the core of the Arak world-view. You are either one of the Arak, or you are just a Second... simple, foolish, and one of the lost.

## PHYSICAL CHARACTERISTICS

All Arak have blue skin, black hair and reddish colored eyes. There is almost no variation among them. Most wear their hair long. Warriors wear a single long braid with bands of color that signify the battles that they have won. Women, if they do not wear their hair long and loose, wear two braids; if married they wear the same bands as their warrior husband, but only in the right-hand braid. If the husband is killed, the bands are transferred to the left-hand braid.

Arak stand between 5'4"-6'2", with males averaging toward the higher end. Due to a lean diet they usually weigh less than humans of the same height. You will see few bulky Arak, but even the strongest men in the clan tend to be thin and wiry rather than bulky. They move with prac-

ticed grace, and have excellent balance.

Arak tend to wear leathers or simple loincloths for clothing. Warriors and Shamans always drape themselves in the skins of their clan animal (in the case of the Dragon clan, how they get their skins is a mystery known only to them and perhaps the clan elders of the other clans). Women sometimes wear a shift or a halter, but sometimes not. Warriors, chiefs, and women rarely wear any jewelry, save for the most special of occasions. Shamans, however, always have pendants, teeth, fetishes, bits of carved bone, and other tools of their trade.

# THE TIRASIM

## OVERVIEW

The Tirasim are human descendants of Tiras, son of Zered VI and former heir to the Zeredite throne. They are a people who delight in the arts, politics, and trade. They are the only democracy on Diomin, led by the elected Chief Judge and their other elected officials. They are also a peaceful people who try to avoid war but, when provoked, have mighty armies capable of defending their lands and people.

## PHYSICAL CHARACTERISTICS

The majority of Tirasim are light skinned and have light brown hair. Males average 6'2", but range from 5'8"-6'5". Females average 5'4", but range from 5'0"-5'8". Most men wear their hair short, usually very close to the scalp on the sides. Women wear their hair long, with poorer women usually tying it up in order to get it out of the way for work in the home.

Most Tirasim wear simple tunics belted at the waist; Judges and other high-ranking members of society wear togas over their tunics. Tirasim normally wear sandals that belt up to the calf, although soldiers wear hard leather boots.

Tirasim armor covers the breast, abdomen, and back, as well as the head. Tirasim soldiers are normally armed with short swords and shields. Tirasim elite have vambraces and grieves, and are armed with long swords and shields.

## THE ZEREDITES

### OVERVIEW

The Zeredites are human descendants of Idumea, former First Son of the Dragon Clan, and his people, who were cast out by the Arak after the battle between the God Barak and his arch-enemy, Cedron. They are a mysterious and corrupt people, prone to espionage, Machiavellian politics, and war. They owe allegiance to their High King, always named Zered, but their complete fealty is given only to their House. They have a deep and abiding hatred for their brothers the Tirasim, and look for every opportunity to destroy them.

### PHYSICAL CHARACTERISTICS

The Zeredites are almost identical to the Tirasim in how they look. Males average 6'2", but range from 5'8"-6'5". Females average 5'4", but range from 5'0"-5'8". However, most Zeredites wear their hair long, in plaits and braids whose colors and adornments signify their House.

Most everyone of high enough rank wears robes of silk and cotton, with colors matching those of their House. Poorer people make due with breeches and shirts of low quality cotton or wool.

The Zeredites army has always favored numbers over technology, and their soldiers wear only leather armor and are armed with short swords and wooden shields. High-ranking officers wear either chain or plate, depending on the wealth and stature and their House.

## THE GADIANTI

### OVERVIEW

The Gadianti are the decedents of the Arak Jaguar and Tiger Clans, warped by their goddess Akish into the form of their totems. They are a foul, evil race, who delight in nothing short of blood and destruction. They are organized into three castes: Priest, Warrior, and Slave. To be of the Priest caste your mother must have been a priest. Anyone who is not crippled, mentally deficient, or deformed in some way are Warriors. Everyone else is a Slave.

Their goal is the complete subjugation of Diomin and the offering of all non-Gadianti sentient life as a sacrifice to their Goddess.

### PHYSICAL CHARACTERISTICS

Most Gadianti wear simple loin-cloths and light cotton shirts in the cooler climates. Due to their natural fur, they are protected from all but the harshest weather.

Gadianti warriors wear only their loin-cloths into battle, sometimes bathing in blood before combat. Each grouping of Warriors is dedicated to a particular Lord of Darkness, and they are armed with whatever is the appropriate weapon for the God to which they are dedicated. Gadianti Priests will wear robes when officiating in religious ceremonies and loin-cloths the rest of the time.

# THE GNOLAUM

## OVERVIEW

Born of the Arak Dolphin and Turtle clans, the Gnolaum have set themselves apart from their barbaric fathers. Disowned by the Arak, they have grown away and apart from their heritage. Their journey has brought to them nobility, grace, and strength, unmatched in all others on Diomin. They are at one with their surroundings and themselves, and can manipulate the elements of nature to their own design.

Each is as bright and constant as the stars that dot the heavens, but their unity and singularity of purpose is evident in every action. They hold themselves in stature and pride - above all things, and above all others.

## PHYSICAL CHARACTERISTICS

To gaze on the face of any Gnolaum is to see the face of the entire nation. One would never know, when gazing on that monolithic face, that it is a face that hides ignominy so deep that it could bring the entire nation to its knees.

The Gnolaum owe allegiance to the King and his Queen. The Gnolaum love their Royal Family and will do anything to protect them from harm. They are also a highly organized and ridged people, who know their place in society and the world around them. In their family life they usually have a small number of children, who stay with their parents until they reach the age of adulthood, somewhere between 50-60 years.

The Gnolaum are a deeply spiritual people, led by their Druids. They are also a highly advanced race technologically. Their weapons and armor are unmatched

in Diomin, not even by the Hearthom; they do not sell their arms, however, only giving them as gifts - and even then, rarely.

Nearly all Gnolaum wear ornate leathers, whose production secret they brought with them from their homeland. These leathers are often decorated with silk.. They have no standing army as such, although their lands are fiercely guarded by their chalat - spiritual warriors called by the Druids. No army has yet to penetrate Gnolaum lands, but doing so would be costly indeed.

# THE HEARTHOM

## OVERVIEW

The Hearthom are the most mysterious race to walk the land of Diomin. No one knows where they originated, but records show that they suddenly appeared a little over 700 years ago. What is known is that they appear to be made of some sort of living stone which, while hard, is warm to the touch. They are the merchants, diplomats, and arms dealers of Diomin and anything can be obtained from a Hearthom merchant, for the right place.

## PHYSICAL CHARACTERISTICS

The Hearthom worship the Children of the Vineyard and live on the Isle of Assarion to the east. No one is allowed to visit their island and strange and wondrous inventions are said to exist there. Anyone who tries to visit Assarion is met with stiff resistance, and if they do not back down, they are never seen again.

The Hearthom have been at war with the Gadianti for the past 800 years, although no one outside the conflict knows the reason why. This has led to a trade embargo with the Gadianti and most

Hearthom warriors will attack a Gadianti on sight.

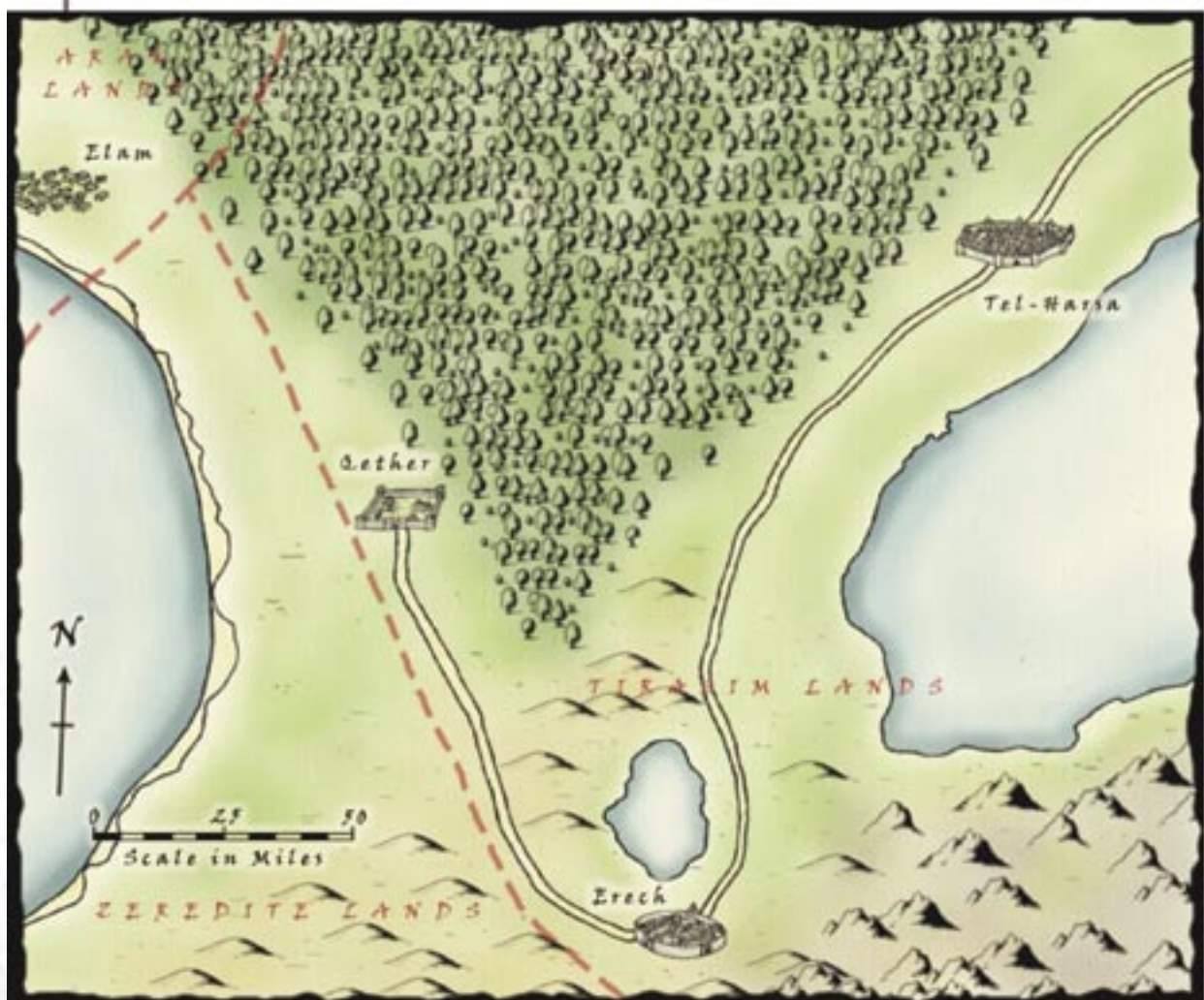
Most Hearthom wear breeches and shirts, though they have no reason to. Their stone-like skin protects them from the elements, but it is said they do so out of respect for the other races of Diomin and to better fit in.

## GEOGRAPHY

Qether can be found just inside the Tirasim border to the east, with the Zeredite (Stag Clan) border is less than a mile away, while the Arak border is about sixty miles to the north. Unfortunately, this works to Qether's detriment. The Zeredites

own the land that leads to the sea, and the Arak own the majority of the forest. Qether is sandwiched, or perhaps trapped, between them.

Qether rests on the western edge of what the Arak call the *Ter'savan'filin* which, roughly translated, means "The Wood of the Outdwellers." It is assumed that by "Outdwellers", the Arak mean the other races; but in truth no one has ever thought to ask. The area is a narrow strip of meadow and plain that is bounded on the south by the Ghost Rock hills. These hills are an odd mix of hill and lowland, so that the hills are rocky and are covered by various vines and moss-like plants, and the hollows are little better than midge



infested swamp. There are tales that the Zeredites used the hills for unnatural magical rituals, and that, somewhere, buried beneath one of the rounded hills, there is an abandoned Temple to their dark gods. Such tales are generally reserved for children who will not obey their parents, or foolish adventurers who set out from Erech with gold in their eyes and return weary, beaten, and disillusioned.

To the west lies the Sea of Sorrow, across which are the Gadianti, and, further west, across the Straights of Gold, the Hearthom. The beach along the Sea is made up of fine, powdery sand which is prized by glassmakers for its strength when melted and blown properly. Getting to the beach, however, is never an easy task. Wind and weather have formed high cliffs where the hilly lands and meadows meet the sea. They are, on average, two hundred feet high. They are treacherous because, unlike cliffs found in the mountains that are formed from granite and other strong rock, these cliffs are formed from sandstone and limestone. Scaling them is a tricky proposition at best.

## HISTORY

The outpost now known as Qether was seized 30 years ago during the Second War of Erech. During the conflict, Zeredite spies kidnapped the young grandson of the Lower Judge of Erech. The Illustro (the Republic's intelligence agency) tracked the spies to the Zeredite outpost, then called Zahkal. The Lower Judge refused to pay the ransom, and instead dispatched the full strength of Erech's garrison to deal with the Zeredite forces. The kidnapping was however, a ruse. While the Tirasim army marched on Zahkal, a force of Zeredite soldiers attacked Erech, razing many of the buildings and pillaging the town.

A lone messenger escaped the slaughter at Erech to inform the Tirasim army. The Tirasim forces split, half going back to Erech, while half went on to Zahkal.

When the army arrived at Zahkal, they found the outpost set aflame. Fearing that the boy might be inside, the general ordered that the force split again: one third would fight the fire, one third would guard against attack, and the final third would search for the boy.

Hours later, near dawn, the fires were extinguished, but there was no sign of the boy. The army reformed and, just as they were preparing to depart, a group of Arak warriors crossed the plain from the north. They met with the general and presented him with the boy, who was gibbering madly and whose body showed signs of branding and other tortures. The young Arak shaman, who called himself *Savarin*, assured the general that the Zeredite spies were "sent to the One, slowly, one piece at a time." After returning the poor child to his people, *Savarin* and the Arak departed.

The general, both enraged by the treachery of the Zeredites and saddened by the boy's loss of sanity, declared that the outpost was the spoils of war and that henceforth it would bear the name of the boy: Qether.

The general sent a rider to inform the Lower Judge of the outcome, and of the new land which the army had seized. The Judge assented, but there was no joy in it, for the outpost would always remind the people of Erech of their failure to protect the life of a boy, and the safety of their own city.

The boy's mother, Naomi, traveled to the outpost with her only daughter, Ruth. Upon arrival, Naomi took custody of the boy. They settled in one of the build-



ings and opened an inn. As the months passed, Naomi found that she could not handle the isolation of living so far away from the rest of the people she loved and treasured. One morning, in a fit of grief, she mixed a small amount of poison into the breakfast she cooked for her small family. By the time Ruth returned from the pre-dawn chores, she found her mother and brother dead at the kitchen table.

Ruth took over the running of the Inn. She seemed to do moderately well at it, but those who knew her noted that she was never quite the same after her mother's death. One morning, two autumns after Naomi's suicide, the patrons arrived to find the inn abandoned. It is said that Ruth wandered off in the night, wearing nothing but her shift. Her body was never found. To this day, local legend says that she walks the hills near Qether, a ghostly, forlorn shade searching for the souls of her mother and little brother.

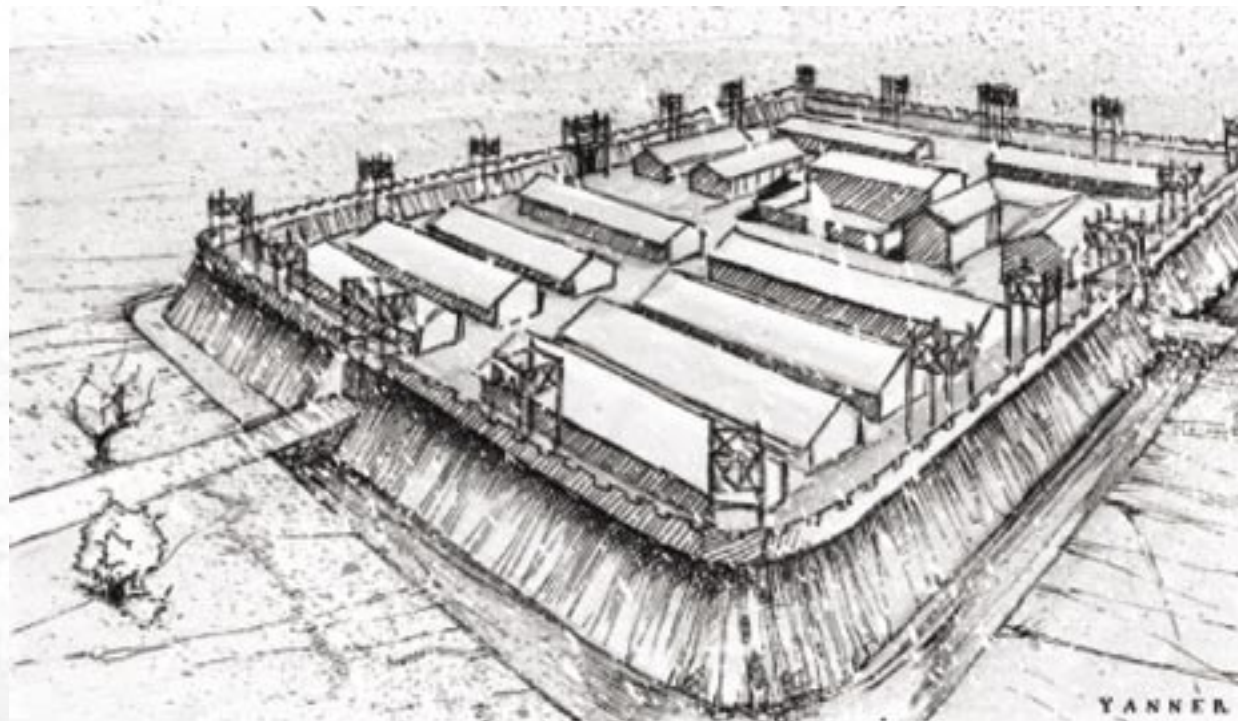
After Ruth's vanishing, the Inn stood vacant for nearly five years before a

nervous little man by the name of Leodis Targeth bought the land and the building. He reopened under the name "*The Lonely Maiden*," in memory of Ruth.

## RECENT HISTORY

Today, Qether is still in the wild frontier. There is a small garrison of men, but few come to Qether willingly. It is the usual custom in Erech and other Tirasim cities to assign debtors to the outpost to work in order to pay off their debts. Some farmers have settled because the land is cheap and abundant. Others come because adventure draws the foolhardy and, with the Zeredites nearby and the Gadianti just across the sea, there are always adventures - or suicide missions - to be undertaken.

Another type of person that comes to Qether are those running from someone or something. It is a custom in Qether that an individual's past is never questioned. More than one tracker or shopkeeper has



stepped off the Erech road using an obvious pseudonym. As long as they cause no trouble, no questions are asked.

In the past decade, Qether has fallen on hard times. Erech and other cities still send debtors and other petty criminals there to work off their community service, but there is a movement in Arioch to shut down the outpost, as it serves "no readily definable function in today's military scheme." Unless Qether finds something to offer the Republic beyond a remote locale to house petty criminals, its future may be short.



Captain Avram Benmin

## NOTABLES OF QETHER

The current leaders within Qether are as follows:

### CAPTAIN AVRAM BENMIN

Avram Benmin was born in Arioch some fifty years ago. His father was a drunk, his mother one of the gutter whores of Lower Arioch. He grew up on the streets, was arrested a few times, and was sent to Qether. He worked for long years with a bitter heart, angry at the world for what it had done to him. His anger threatened to eat him alive. One night, tired of Qether, he managed to escape the guardsmen and ran into the wilderness to the north.

In time, the young man became lost. After eating the poisonous berries of a local bush, he became violently ill. He thought he was going to die, and the world became a blur. He either passed out or the poison distorted his memory, because he awoke to find himself in a cave he had no recollection of ever entering. A fire

### AVRAM BENMIN

#### Characteristics

STR 17, CON 14, DEX 15, SIZ 14, INT 18, POW 12, CHA 14

#### Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	1/6
4-6	Left Leg	1/6
7-9	Abdomen	5/7
10-12	Chest	5/8
13-15	Right Arm	5/5
16-18	Left Arm	5/5
19-20	Head	5/6

#### Weapons

Type	Weapon Skill	Damage	AP
1H Swd (Warswd)	94%	1d8 +1d4	5
Kite Shield	80%	1d6 +1d4	10
Longbow	88%	2d8	2
Unarmed	72%	1d3	-

#### Special Rules

**Combat Actions:** 3

**Hero Points:** 10

**Strike Rank:** +17

**Movement:** 4m

**Legendary Abil:** Battle Fury

**Skills:** Athletics 62%, Dodge 60%, Evaluate 68%, Influence 92%, Language (Arak) 58%, Language (Tirasim) 85%, Lore (Animals) 70%, Lore (Plants) 70%, Lore (Qether) 75%, Persistence 55%, Resilience 62%, Riding 76%, Stealth 54%, Streetwise 62%

**Armor:** Chainmail Shirt (5 AP Chest, Abdomen, Arms) -20%, Helmet (5 AP Head) -4%, Leather Trews (1 AP Legs) -2%.

was lit, and an older blue-skinned Arak sat near the fire. Upon seeing that the young man was awake, the Arak spoke in perfect Tirasim, "My name is *Savarin*. I will not harm you." Benmin was given water and food, and he stayed with *Savarin*, healing his body and his spirit. *Savarin* taught him some of the ways of the Arak, of their reverence for nature, and of their balanced view of the world. In time, Benmin's anger at the injustices in his life began to abate, and he discovered a new peace within himself.

After nearly two years of living with *Savarin*, Benmin returned to Qether. Instead of choosing to be a thorn in the side of the leaders, he chose instead to attempt to make things better in the village. He enlisted in the guard, and over time worked his way up to his current position as Captain of the Outpost. It is his opinion that responsibility and position should be used to assist the community, and by doing so, make Qether a worthwhile place to be.

When Bat-Ami (see below) came to town, Benmin was slightly unnerved. He is not sure what Bat-Ami is up to, and does not trust her.

### BAT-AMI TIRAS

Bat-Ami Tiras, the sister of the Tirasim's most successful General, Nicenor, is the Lower Judge within Qether.

She represents the power of Law within the outpost, and reports back to her superiors in Erech. Bat-Ami is a driven woman in a tough job. Recently elected to her first term as a lower judge, she is striving to clean up the image of Qether. With several high profile decisions and a clamp down on corruption, she is proving to be more than capable. The most interesting thing is that, unlike many who come to Qether, Bat-Ami chose to be there - which



Bat-Ami Tiras

is something of a mystery to the people at large. Why would the sister of the most famed general in the Republic wish to stay in a backwater place like Qether?

### BAT-AMI TIRAS

#### Characteristics

STR 12, CON 9, DEX 15, SIZ 10, INT 15, POW 16, CHA 19

#### Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	0/4
4-6	Left Leg	0/4
7-9	Abdomen	0/5
10-12	Chest	0/6
13-15	Right Arm	0/3
16-18	Left Arm	0/3
19-20	Head	0/4

#### Weapons

Type	Weapon Skill	Damage	AP
1H Swd	45%	1d8	5
Dagger	55%	1d6	10

#### Special Rules

Combat Actions: 3

Hero Points: 7

Strike Rank: +15

Movement: 4m

Legendary Abilities: Heroic Aura

Skills: Evaluate 74%, Influence 96%, Language (Arak) 86%, Language (Gadianti) 63%, Language (Tirasim) +90, Lore (Politics) 92%, Lore (Qether) 63%, Lore (Regional) 86%, Lore (World) 80%, Perception 84%, Persistence 86%

Armor:

None

The answer is simple: Bat-Ami is ambitious. She does not wish to remain in her brother's shadow; she wishes to stand out on her own as a force within the Republic. To that end, she has chosen to make Qether a powerful card in the Republic's hand. She wishes to turn Qether into a major military and economic powerhouse and, eventually, punch through Zeredite lands to the western sea, giving the Republic a port on either side of the continent. By doing so, she believes that she will insure her eventual ascension to Chief Judge.

Bat-Ami is not evil, simply ambitious. Do not make the mistake of thinking that Bat-Ami will break or bend the law to get what she wants; but she may find a loophole here and there.

### SIMEON HETH

Simeon joined the priesthood thinking that his noble name would net him a cushy position inside the priesthood serving in one of the fine, marble-floored temples of Arioch. For the first several years of his career this was true; he rose in the ranks as befitted one of his family's Noble Line. Unfortunately for young Simeon, his superior (who came from a common family and worked his way up the Church's hierarchy) had different plans. After the last in a long line of arrogant gestures, Simeon was assigned to Qether to "redeem the souls of the poor, misguided debtors." Simeon tried to have his powerful father reverse the decision, only to find no help forthcoming. Left with no real choice, to Qether he went.

He arrived about six months ago and, after receiving a black eye from one of his parishioners for referring to a large number of his congregation as "the Great Unwashed," he is learning to temper his aristocratic urges with a realistic, if not yet



Simeon Heth

### SIMEON HETH

#### Characteristics

STR 15, CON 10, DEX 14, SIZ 12, INT 12, POW 19, CHA 13

#### Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	0/5
4-6	Left Leg	0/5
7-9	Abdomen	0/6
10-12	Chest	0/7
13-15	Right Arm	0/4
16-18	Left Arm	0/4
19-20	Head	0/5

#### Weapons

Type	Weapon Skill	Damage	AP
1H Swd	52%	1d8-1d2	5
Sling	54%	1d6	1

#### Special Rules

Combat Actions:	3
Hero Points:	3
Strike Rank:	+13
Magic Points:	19
Movement:	4m
Traits:	Fertility Rune, Truth Rune, Water Rune
Skills:	Athletics 39%, First Aid 67%, Language (Arak) 52%, Language (Common) 82%, Lore (Animal) 57%, Lore (Plant) 52%, Lore (Regional) 52%, Lore (Theology - Barak) 94%, Persistence 59%, Resilience 54%, Runecasting (Fertility) 72%, Runecasting (Law) 72%, Runecasting (Water) 72%, Survival 31%
Spells:	Detect Gadianti, Detect Magic, Endurance, Heal, Oath of Ordeal
Armor:	None

diplomatic, view. He truly does care for these peoples' souls, and he loves working in the service of Barak. If Simeon can survive long enough, he'll make an excellent minister to people of Qether.

## QETHER TODAY

Qether's economy is nearly nonexistent: they import much and export little. There have been plans to investigate the idea of mining the nearby hills; but each time the idea is breached or an expedition is planned, vague threats are received from the Zeredites. The government of Arioch has never deemed Qether important enough to go to war over, so the plans for expanding Qether's influence have gone nowhere.

## BUILDINGS AND BUSINESSES WITHIN QETHER

### 1: THE FORT

- a: Barracks
- b: Armory
- c: Stables
- d: Prison
- e: The Smithy
- f: Captain's Office
- g: Lower Judge's Office
- h: Chapel (Children of Light)

### 2: THE BLACKSMITH

The town blacksmith is a man called Shenikei. Shenikei is a Gnolaum who left his homeland and had taken up thievery in Arioch many, many years ago. He was captured, not for thievery but for gambling debts, and was sent to Qether. He was apprenticed to the army-assigned blacksmith and, in time, proved to be a most excellent smith. When the army-assigned smith retired, Shenikei stayed on and opened a larger smithy outside the

### SHENIKEI

**Characteristics**  
STR 13, CON 12, DEX 16, SIZ 14, INT 10, POW 12, CHA 14

**Hit Locations**

D20	Hit Location	AP/HP
1-3	Right Leg	0/6
4-6	Left Leg	0/6
7-9	Abdomen	0/7
10-12	Chest	0/8
13-15	Right Arm	0/5
16-18	Left Arm	0/5
19-20	Head	0/6

**Weapons**

Type	Weapon Skill	Damage	AP
1H Sword (Baraq)	64%	1d10 +1d2	5
1H Sword (Caphar)	64%	1d8 +1d2	5
1H Axe (Battleaxe)	39%	1d8 +1d2	3
Dagger	39%	1d4+1+1d2	4

**Special Rules**

**Combat Actions:** 3  
**Hero Points:** 4  
**Strike Rank:** +13  
**Movement:** 4m  
**Traits:** N/A  
**Skills:** Athletics 44%, Craft (Armorer) 75%, Craft (Blacksmith) 65%, Craft (Weapon smith) 72%, Dodge 42%, Language (Gnolaum) 80%, Language (Common) 60%, Lore (Regional) 40%, Lore (World) 55%, Perception 37%, Persistence 42%, Survival 42%, Resilience 49%

**Armor:** Usually none, but if needed Scalemail Shirt (4 AP Chest, Abdomen, Arms) -16%

fort walls. Today, Shenikei is middle-aged (around 250 years old) and is looking for an apprentice so that he may pass his knowledge on. So far, he has found none.

### 3: THE LONELY MAIDEN INN

This small inn (5 rooms plus a common room and a bar/tavern) is owned and operated by Leodis Targeteth, a trader from Erech. Leodis is a small, nervous man, and it's easy to get the impression that he is on the run from someone or something. Miriam, wife of the local farmer Teren, is his cook. Some say that it is her doing that the place is in such good repair, and Miriam is known as a woman who speaks her mind both early and often.

The bouncer at the inn is Quibir, a six-footfive- inch tall muscular half-Arak. He was found by Benmin when out on patrol on the Zeredite border. Quibir was hunting six Gadianti warriors, and they had died of thirst in a tree rather than



come down and face the Arak warrior. He is a quiet sort, and few cross him.

#### 4: THE TEMPLE OF BARAK

The Temple of Barak is run by Simeon Heth. It is a good-sized building, constructed with wood gathered from the nearby forest. Seating is in the form of long benches with no back support. The altar is a single block of finished wood that features an ornate carving of Barak's symbol: the mason's square and compass. The roof is high and pointed in the style of a cathedral.

A sharp eye will note that the Temple is newer than some of the other buildings in town, and if the party asks around, they will be told that it was built about eight years ago. Until then, there was just a simple shrine at the temple's location.

#### 5: JUDAH'S GENERAL STORE AND TRADING POST

Judah is one of the few in Qether who came of his own free will. He is also one of just two Hearthom in the immediate

### LEODIS

#### Characterists

STR, 11, CON 16, DEX 13, SIZ 10, INT 14, POW 7, CHA 15.

#### Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	0/6
4-6	Left Leg	0/6
7-9	Abdomen	0/7
10-12	Chest	0/8
13-15	Right Arm	0/5
16-18	Left Arm	0/6
19-20	Head	0/6

#### Weapons

Type	Weapon Skill	Damage	AP
Shortsword	45%	1D6	3

#### Special Rules

Combat Actions:	3
Hero Points:	2
Strike Rank:	+13
Movement:	4m
Traits:	N/A
Skills:	Acrobatics 56%, Athletics 46%, Dodge 56%, Evaluate 55%, First Aid 40%, Language (Common - Tirasim) 64%, Lore (Innkeeping) 64%, Perception 50%, Persistence 55%, Sleight 45%, Stealth 56%, Streetwise 35%

Armor: None

### QUIBIR

#### Characterists

STR 19, CON 16, DEX 15, SIZ 15, INT 9, POW 10, CHA 8

#### Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	1/7
4-6	Left Leg	1/7
7-9	Abdomen	3/8
10-12	Chest	3/9
13-15	Right Arm	1/6
16-18	Left Arm	1/6
19-20	Head	5/7

#### Weapons

Type	Weapon Skill	Damage	AP
2H Axe (Greataxe)	94%	2d6+2 +1d4	3
1H Axe (Battleaxe)	69%	1d6+1 +1d4	3
Longbow	65%	2d8	2
Unarmed	78%	1d3 +1d4	-

#### Special Rules

Combat Actions:	3
Hero Points:	8
Strike Rank:	+12
Movement:	4m
Traits:	Life Sense, Night Sight
Skills:	Athletics 54%, Language (Arak) 59%, Language (Common) 25%, Lore (Animal) 14%, Lore (Plant) 24%, Lore (Regional) 9%, Perception 34%, Resilience 41%, Stealth 25%, Survival 29%, Tracking 29%
Armor:	Heavy Leather Hauberk (3 AP Abdomen, Chest) -4%, Leather Shirt (1 AP Arms) -4%, Leather Trews (1 AP legs) -2%, Helmet (5 AP Head) -4%

area. He founded his store just after the Tirasim took over the fort, and has been in Qether ever since. Every other week a Hearthom caravan delivers fresh supplies. He is held to be an equitable man, and is well thought of by the Tirasim military.



Judah

### JUDAH

#### Characteristics

STR 15, CON 10, DEX 14, SIZ 12, INT 12, POW 19, CHA 13

#### Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	1/5
4-6	Left Leg	1/5
7-9	Abdomen	1/6
10-12	Chest	1/7
13-15	Right Arm	1/4
16-18	Left Arm	1/4
19-20	Head	1/5

#### Weapons

Type	Weapon Skill	Damage	AP
1H Swd	52%	1d10 -1d2	5
Crossbow	44%	2d6	2

#### Special Rules

Combat Actions: 3

Hero Points: 2

Strike Rank: +13

Movement: 4m

Traits: Stoneskin (1 AP on all locations), Slow Heal: ½ normal healing rate

Skills: Athletics 39%, First Aid 47%, Influence 75%, Language (Arak) 42%, Language (Common - Tirasim) 72%, Lore (Qether) 52%, Lore (Regional) 42%, Lore (Theology - Tartak) 54%, Persistence 49%, Resilience 44%, Survival 31%

Armor: None

### 6: TERENCE'S FARM

Teren is the owner of the largest farm in Qether, and is responsible for most of the food that does not come from Erech. He is in his middle years, and is training his two sons, Elijah and Elisha, to take over the family farm. He is a genuinely good man, and would give you the shirt off his back.

### 7: SHRINE TO NEBO

Anjela, a female Hearthom, is the caretaker for the local shrine to Nebo, God of Wildlife and the Earth. She arrived with Judah about fifty years ago, and set up a Shrine near the forest. Lately there has been a curious upswing of people attending her services. Her congregation does not come so much from the military, but from the prisoners, and this is a cause of tension between Simeon and Anjela. For the moment, however, there is an uneasy truce between the clerics.

### ANJELA

#### Characteristics

STR 12, CON 12, DEX 8, SIZ 10, INT 12, POW 18, CHA 16

#### Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	1/5
4-6	Left Leg	1/5
7-9	Abdomen	2/6
10-12	Chest	2/7
13-15	Right Arm	1/4
16-18	Left Arm	1/4
19-20	Head	1/5

#### Weapons

Type	Weapon Skill	Damage	AP
Staff	50%	1d4+1 -1d2	4
Sling	58%	1d8 -1d2	2

#### Special Rules

Combat Actions: 2

Hero Points: 3

Strike Rank: +10

Magic Points: 18

Movement: 4m

Traits: Earth Rune, Fertility Rune, Plant Rune, Stoneskin (1 AP on all locations), Slow Heal: ½ normal healing rate

Skills: Athletics 25%, First Aid 52%, Heal 50%, Influence 46%, Language (Arak) 62%, Language (Common) 82%, Lore (Animal) 72%, Lore (Plant) 62%, Lore (Regional) 62%, Lore (Theology - Nebo) 82%, Lore (World) 27%, Persistence 58%, Resilience 55%, Runecasting (Earth) 64%, Runecasting (Fertility) 64%, Runecasting (Plant) 64%, Survival 30%

Spells: Clear Path, Heal, Protection

Armor: None

# THE ADVENTURE

Ideally, all of the players should either be in the employ of the Tirasim military or should be in Qether serving out a sentence for a minor crime of some sort.

In the early morning, each of the PCs will be summoned to the Captain's office. Captain Benmin will stare at each of them appraisingly. He will then lift a sheet of paper from his desk and speak each of the PCs' names, as in a roll call. After this is complete, he will knock once on a door behind his office, and the Lower



Anjela





Judge will enter. At this point, the GM should read or paraphrase the following to the players:

"Everything spoken within this room at this time is to remain a secret," the Captain begins. "Is that understood?" The Captain looks at each of you intently until he is sure he has your agreement. Then he turns and looks at Bat-Ami, the Lower Judge.

"Some of our scouts have found Gadianti activity just over the Zeredite border on the coast, in a place known as Heron Bay. We are not sure what they are up to, but we feel that, since we are the closest, we should send a party in to find out," she says. "That is where you come in."

The Captain picks up where Bat-Ami left off. "Your mission is this: scout out this Gadianti camp. Find out what they are up to. If you can, find maps, documents, anything that we can present as proof to the Judge in Erech. We'll need all the evidence we can get, if we are to justify..." Bat-Ami cuts the Captain off sharply. "That is none of their concern, Captain." She gazes at the party coolly. "The Republic requires your Service. You leave immediately following this meeting. You will speak of this to no one, and you will follow this map to the place." She places a rolled scroll on the table. "If you are captured, we will disavow any knowledge of your actions. Know this, and do not fail us." She scowls once, as if thinking something unpleasant, and then leaves by the way she entered.

The Captain mutters something under his breath then looks at the party. He says, "You have no horses. The trek must be made on foot. You should reach the bay by nightfall tomorrow. I have weapons and armor for any who have none." He rises. "You have your orders. Return, and you will be rewarded."

With that, the conversation is over. The Captain's aide opens the door to show you out.

Anyone in the party without armor will be issued a leather hauberk. Anyone without a weapon will have a choice of longsword, mace, flail, or staff. Short bows and arrows are available for those who

want them. Once ready, the gate to the fort will be opened, and the party may head out.

## FOLLOWING THE MAP

The map is crudely drawn to say the least. There are landmarks written down - things like "Turn left at the Giant Tree" and "Just past the large rock, there is a path" - but nothing too distinct. Unless someone in the party has good directions sense (Survival at 30% or higher), there is a 25% chance that they will travel in circles. If this happens, roll twice on the encounter table below.

### ENCOUNTER TABLE:

Roll a d20 every other hour to see if there are any encounters.

Roll	Effect
1-10	No encounter
11-13	Zeredite scout, female. (Use the Gadianti stats at the end of the adventure but substitute the scimitar with a warsword (1d8 damage)
14-16	Zeredite bandits (2-6 members), male and female. (Same as above)
17	Zeredite military patrol 4 guardsmen, male. Same as above, but increase the Damage Bonus to 1d4
18-19	Gadianti Scout (see Gadianti stats on page 20)
20	Gadianti patrol (2-4 members. See Gadianti stats on page 20)

The cliffs that overlook the Gadianti camp are a one-and-a-half day trek from Qether. If the party leaves by noon they should arrive on the evening of the next day.

### THE GADIANTI CAMP

The Gadianti Camp rests in a small inlet called Heron Bay. This is probably some mapmaker's idea of a joke...the Bay is hardly large enough to be an inlet. However, the crafty Gadianti Robbers have secreted three ships and a small camp here.

To the party, the choice of this place may seem obvious. If the Gadianti were seeking to build a secret outpost, it would be difficult to find a more secluded strip of beach than this. Due to a quirk of erosion, the section of beach that surrounds Heron Bay is cut off from the rest of the coast by high cliffs. When standing upon the top of the cliff from even as little as one hundred yards away, you would never know the bay was there; unless you rode straight up to the edge and looked down it would seem that the cliffs plunged straight down into the sea.

When the party reaches the top of the cliff, the GM should either read or paraphrase the information below:

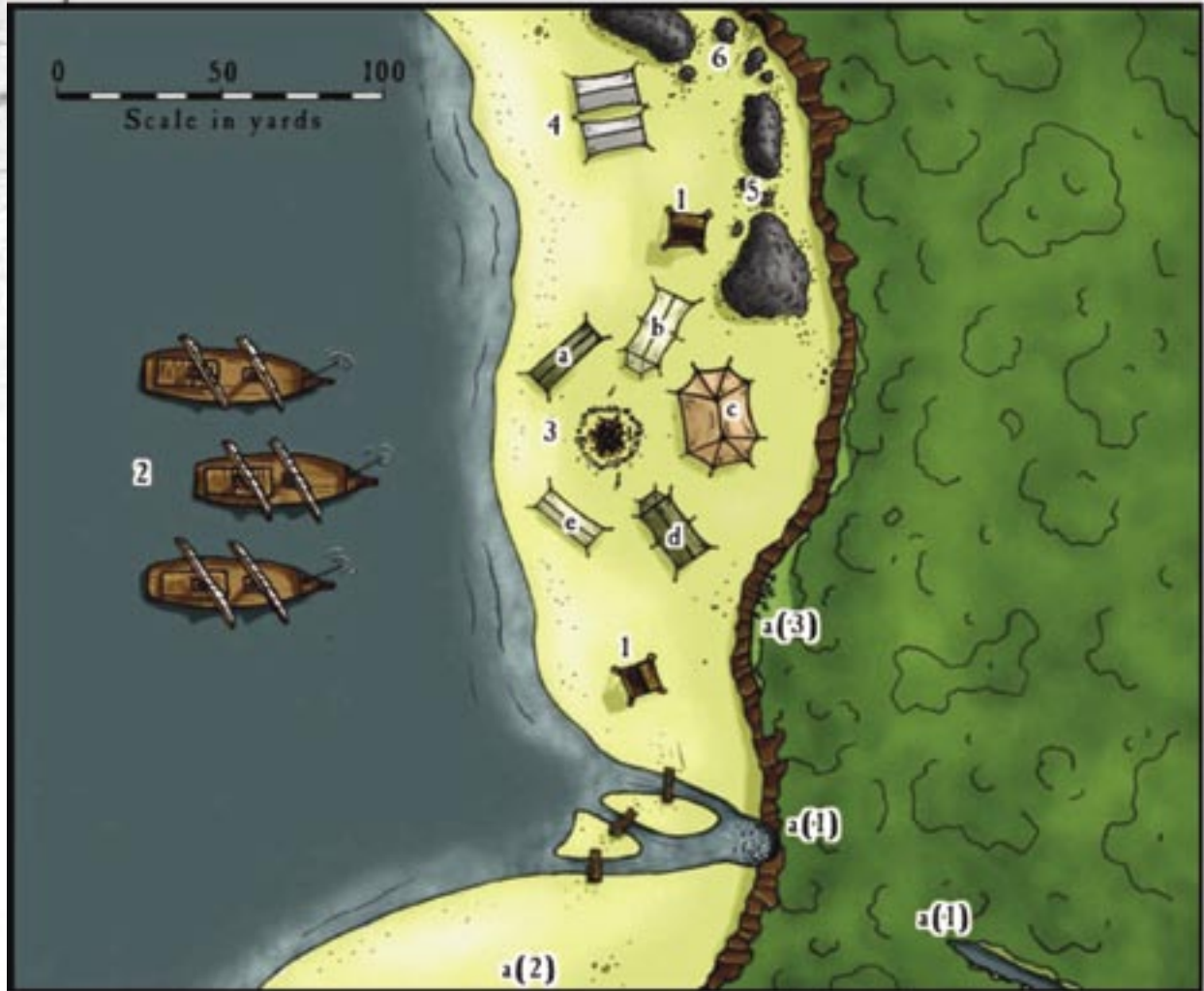
The cliff wall falls nearly one hundred feet to bury itself in the sand below. About thirty yards out from the base of the cliff you can see the Gadianti camp. Immediately beneath you is the center of the camp, marked by a campfire and five tents clustered about it. Following the beach to the sea you can see three Gadianti "Shore Raider" ships anchored in the small inlet. Further to the north you can see two larger pavilions set up in close formation. There are two wooden watchtowers that the Gadianti force has built; one just to the south of the main camp, and one between the

main camp and the larger pavilions. The most curious thing, however, are the enormous piles of black stone which arise in haphazard places along the northern/northeastern wall of the cliff. It is difficult to tell what they are from here.

### DESCENDING TO THE CAMP

Upon a cursory search of the cliff wall, it will appear that there are no readily available ways down. If they do not search, they will most likely assume that





the only way down is to descend the cliff face.

The cliff itself is mostly limestone and sandstone. It is a brittle, crumbling face, and climbing down silently will be amazingly difficult. To climb down silently requires a Difficult (-20) Athletics roll, while to climb down simply without falling is a Normal (-0) roll. The cliff is roughly one hundred feet high.

There is an added danger besides the climb. The camp itself is only about 30 yards from the base of the cliff, and there are two watchtowers (see #1 on page 20) manned by Gadianti scouts. Clearly, either stealth, or a diversion is called for.

If there is anyone in the party with

the Lore (blacksmithing) or Lore (World) skills, they may recognize the black rock as coal. There are six monstrous piles of it scattered near the northeastern corner of the cliff (see #5 on the map).

If the party does a thorough search of the cliff face (Normal (-0) Perception check), they will find the rope tethers located at a(3), while an expanded search (Difficult (-20)) will turn up the tunnel at a(1), and the ravine they can descend at a(2). (See page 19)

**A(1) - Tunnel:** A small stream from an inland spring runs in a northwesterly direction to the shore here. Several thousand years ago, the water worked its way into

the cracks in the rocks and seeped down to be delivered to the sea. Today, those rocks have been worn away to become a rough-cut tunnel worn down to nearly sea level. The fissure where the stream ducks under the landscape is a little over 300 feet from the cliff face. It grades moderately down to just about 20 feet above sea level and lets out in a small waterfall into seawater. The cut in the rock is between 2 and 6 feet wide, and 5 and 15 feet tall. The water flow interferes considerably with footing (Simple (+20) Athletics check), and the damp walls breed fungus and the like.

There are also considerable drops (up to ten feet down) where the water has worn sandstone away far faster than slate. The first place the stream drops unexpectedly is a six-foot wide, fifteen-foot drop whose walls are composed loose slate stratifications. These stratifications would provide handholds for a climber, but slate is a brittle stone and there is a 25% chance that a given handhold will snap off in the climber's hand. Should this happen while not using a rope, the climber must make a Normal (-0) Athletics check to gain another handhold. If the climber should miss the roll, they fall onto the slate covered ground below, taking normal falling damage.

The second place is a narrow (four feet wide) cut in the rock that drops 10" onto another slate deposit. At the bottom of the tunnel the stream breaks out of the wall into a small waterfall that drops 15 feet or more into the water below, and 100 yards south of the Gadianti camp. This is where the Gadianti camp gets fresh water for their endeavors, and is also where they bathe.

**A(2) Rock fissures:** If the party expansively searches the cliff face (Normal (-0) Perception check), about 500 yards south



*Gadianti Warrior*

of the Gadianti camp, they will find a break in the cliff face, which has produced a fissure, which can be traversed to sea level. It is not a difficult climb, but slow going, taking about 5 minutes to climb down and 10 to climb up. The Gadianti found this during their first explorations of their camp area and use it to travel up and

down regularly. Evidence of this can be found on a successful Normal (-0) tracking roll, (Easy (+40)) at the bottom because of the sand) at the top and bottom of the fissure.

**A(3) Rope tethers:** At the edge of the cliff face, obstructed from direct view by brush, are six large wooden stakes (about the size of railroad ties) driven into the ground with two two-inch diameter ropes hanging over the cliff face. This must be how the Gadianti got wood down to the beach to build the two 20-foot tall watchtowers. The ropes are dangling free and appear to reach very nearly to the ground. If the party chooses to take this route, it is an easy climb down. The ropes are only 80" long however, with loops in the ends at the bottom so the Gadianti don't have spies climbing down into their camp. Thirty-foot ropes with clasp hooks can be found in Tent E. The full description of Tent E is found in area 3 (The Main Camp).

## 1: THE WATCHTOWERS

Each of the wooden watchtowers is twenty feet tall and is ten feet square at the base. The main legs and braces take up the first ten feet; then there is a flat, plank floor with a hole cut in the center, from which a rope ladder descends. The top ten feet of the tower is the watchman's area. In the watchman's area there is a medium sized brass hand bell (the alarm, obviously), a spare crossbow, a spyglass to watch both the sea and the cliff face above, and a wooden box which, when opened, reveals a stock of crossbow bolts. At any given time (unless drawn from the tower in an emergency), there is one Gadianti guard in each tower, keeping watch.

The watchman's orders are to raise the alarm in case of intruders. If the party is caught while climbing down the cliff face, they will hear the bells ringing,

## GADIANTI SOLDIERS

### Gadianti Soliders:

STR 12, CON 13, DEX 17, SIZ 12, INT 14, POW 10, CHA 6.

### Weapons

Type	Weapon Skill	Damage	AP
Scimitar	55%	1D6+1	3
Shortbow	45%	1D8	2
Unarmed (Rake)	65%	1d6	-

### Gadianti Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	0/5
4-6	Left Leg	0/5
7-9	Abdomen	2/6
10-12	Chest	2/7
13-15	Right Arm	0/4
16-18	Left Arm	0/5
19-20	Head	0/5

### Special Rules

**Combat Actions:** 3

**Strike Rank:** +16

**Movement:** 5m

**Traits:** Night Sight, Rake

**Skills:** Acrobatics 56%, Athletics 46%, Dodge 56%, First Aid 40%, Language (Gadianti) 65%, Perception 50%, Persistence 55%, Stealth 56%, Survival 55%, Tracking 30%

**Armor:** Leather Hauberk (AP 2); Skill Penalty -4%

**Note:** Only Gadianti of the Warrior caste gain rake ability.

summoning the main Gadianti force from areas 3 (The Main Camp) and 4 (The Slave Area), followed quickly by soldiers from Tent A and Tent E.

## 2: THE SHORE RAIDERS

These shallow-hulled ships boast two small masts and are extremely fast on the open sea. These are the ships that the Gadianti use to harry trade ships and passenger vessels that sail the Straights of Gold and Sea of Sorrow to the west. Here, they have been anchored in the shallow water near the beach's edge. They are usually unmanned. Inside the ships there are extra provisions, fishing gear, blankets, oars, and sails, along with long coils of rope.

**GM NOTE:** When the party discovers the sheer number of slaves being kept by the Gadianti (see 4 below), it will become obvious that the Gadianti could not have possibly brought all of the slaves with them. Logic would suggest that they have been kidnapped from small villages to the south, or indeed, bought from the Crimsonstripes, a slaver band that operates in Zeredite lands. This could be a seed for a future adventure.

### 3: THE MAIN CAMP

There are five main tents here. The two farthest from the fire (A and E) are standard issue Gadianti soldier's tents made of durable oilskin and canvas. Tent B and Tent D are larger, sport dining flies, and are closer to the fire as well. The center tent is twice as large as Tent B or Tent D and has more of a pavilion style to it.

The camp normally has two sentries pacing within it. What follows is an encounter table for finding someone in the camp. To move through the camp stealthily has a difficulty of Normal (-0). Roll once per turn that the players are within 20 feet of the main camp area. If the roll is failed, roll once on the table below.

Roll	Encounter
1-5	No Encounter
6-10	1 guard
11-13	2 guards
14-16	2 guards, plus one of the sentries in the watchtowers notices the party.
17	Xisin (see NPC info under Tent B)
18	Salvan (see NPC info under Tent D)
19	2 guards and Xisin
20	2 guards, Xisin and Salvan

A note about raising the alarm: If any creature should raise the alarm within the main camp, the following will occur:

1) First turn: If the intruders are outside, the sentries in the watchtowers will fire down at them with crossbows. If in a tent, there is a one-turn reprieve while the ground sentries search for them.

2) Second turn: Whether inside or out, the two ground sentries arrive and attack the party.

3) If the combat continues: roll a d20. Xisin (1-8), Salvan (9-16), or both (17-20) emerge and attack unless the party has incapacitated them earlier, or (obviously) unless the party is currently in contact with one or both of them. In the event that they are currently interacting with either Xisin or Salvan, they will react according to their descriptions provided with their individual tents. Xisin's description is in Tent B, Salvan's is in Tent D.

### THE INDIVIDUAL TENTS

#### TENT A:

Within this tent are four cots. Due to the number of Gadianti guards in camp, they sleep in this tent in shifts. There will always be at least 2 guards sleeping here (20% chance), but most likely 3-4 (40% chance each). There is a 25% chance that a party member who is not moving silently will wake a sleeping guard when entering here. If awakened, the guard will first attempt to raise an alarm, and then will attack the party. Other than some leather Gadianti armor, plus whatever weapons the sleeping Gadianti may have had, there is no treasure here.

#### TENT B: XISIN'S TENT

This is the tent of the Gadianti priest Xisin. It is lavish compared to the



tents of the soldiers. The tent itself is 15' x 20', with the flap at the fifteen-foot end. A dining fly is extended and is held up by stout wooden poles.

If it is night, there is a 75% chance that Xisin is sleeping here. If awakened, he will demand to know who the party is, then will attempt to reach for the hand crossbow which is tucked under his pillow. The bolt of the hand crossbow is coated with the potent *Cthitl* poison (Pot: 60) that causes sleep in 1d4 rounds and death two hours later if a second Resilience check is missed using the same Potency. Only then will he use spells.

If attacked before attacking the party himself, Xisin will do one of two things. He will raise the alarm if he has the chance. If he cannot raise the alarm, he will play dead upon being struck, then attempt to sneak out after the party leaves. If the party discovers that he is playing possum, Xisin will attack the party with teeth and claws if in close range, or with crossbow. If he finds an opportunity to attack with the crossbow, he will shout and attempt to raise the alarm.

## XISIN

### Characteristics

STR 11, CON 13, DEX 14, SIZ 13, INT 17, POW 16, CHA 7

### Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	0/6
4-6	Left Leg	0/6
7-9	Abdomen	2/7
10-12	Chest	2/8
13-15	Right Arm	0/5
16-18	Left Arm	0/5
19-20	Head	0/6

### Weapons

Type	Weapon Skill	Damage	AP
Crossbow	39%	2d8	2
Dagger	39%	1d4+1	4

### Special Rules

Combat Actions:	3
Hero Points:	3
Strike Rank:	+15
Magic Points:	16
Movement:	5m
Traits:	Night Sight, Chaos Rune, Disorder Rune, Man Rune
Skills:	Evaluate 32%, Influence 27%, Lore (World) 22%, Lore (Regional) 17%, Persistence 46%, Resilience 49%, Language (Common - Zeredite) 57%, Language (Gadianti) 87%, Lore (Theology - Akish) Runecasting (Chaos) +43%, Runecasting (Disorder) +43%, Runecasting (Man) +43%
Spells:	<i>Befuddle</i> , <i>Disruption</i>
Armor:	Leather Hauberk (2 AP Chest, Abdomen) -4%

**GM NOTE:** If Xisin is drawn to the main camp area by the alarm being triggered, he will have the Crossbow on his person.

### TENT C: KSTEROTH'S TENT

Ksteroth's tent is the largest of the tents in the camp. It is 20'x30', yet for all this the inside is fairly barren. There is a soldier's cot, a table with maps and papers left upon it, and a chest. The cot shows nothing remarkable. The table is covered with maps of this area, with notes written in Gadianti. On one of the maps, there is a red circle drawn about Qether, and there is a note written next to it. If anyone in the party reads Gadianti, they can puzzle out that the note reads "Place of the High Ones?"

The chest is trapped twice. The first is a needle coated with Cthitl poison in the lock (Normal (-0) Mechanisms check), and the second is an standard *Demoralize* spell on the box, which is triggered if anyone opens the box other than Ksteroth himself. A dispel magic cast on the box will dispel the *Demoralize* trap, but not the needle trap.

Inside the chest are two scrolls, both written in Gadianti. The first is a copy of the orders given to Ksteroth. Once deciphered they read:

*"To the Lord Ksteroth,*

*The Dread Priestess, voice of the Goddess, issues these commands: Go henceforth to the land of the Zeredites, and find on their coast a place of water and sand, where the land meets the sea, in such a way to form a tiny inlet. There, in the cliff's side, seek a crevasse. Within that crevasse, we bid thee to dig and find the Eye of the Jaguar.*

*Know that the Seers have confirmed it, and there it must lie. Upon your life, do not return without the Eye."*

The second scroll is written in a different hand, but uses the same odd language of the Gadianti. The writing appears more faded. It reads:

**"In those days, when the Honored Lady led us from the Unworthy, she did grant a power unto the First Voice, the Eye, which allowed her a power of sight beyond that of this physical world. With it, it is said that the Empress could read the thoughts of any man, could see things far away, and could travel the Realm of**

**Dreams. And thus it was part of the Voice of the Mother's Jewels until that most Hated of Men, the Fallen One, did steal the Eye and hide it from our people. It has never been found."**

If the players trip the alarm, follow the instructions laid out at the beginning of this section. Ksteroth will not be in his tent. He is usually inside the Cave.

### TENT D: SALVAN'S TENT.

Salvan has the same size tent at Xisin, and it is even more ostentatious, if such a thing is possible. Crammed into her tent are expensive Gnolaum rugs and several exquisitely crafted oak bookshelves loaded with books and scrolls. (GM: Note: Any Alchemist, Witch, or Wizard will have a field day in here, until they realize that all of the scrolls are written in Arcane Gadianti, which is a very rare language. They

### KSTEROTH

#### Characteristics

STR 15, CON 13, DEX 17, SIZ 12, INT 14, POW 10, CHA 6.

#### Weapons

Type	Weapon Skill	Damage AP
Scimitar	75%	1D6+1+1d2 3
Shortbow	65%	1D8 2
Unarmed (Rake)	75%	1D6+1d2 -

#### Gadianti Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	0/5
4-6	Left Leg	0/5
7-9	Abdomen	5/6
10-12	Chest	5/7
13-15	Right Arm	5/4
16-18	Left Arm	5/5
19-20	Head	0/5

#### Special Rules

**Combat Actions:** 3  
**Hero Points:** 3  
**Strike Rank:** +16  
**Movement:** 5m  
**Traits:** Night Sight, Rake  
**Skills:** Acrobatics 56%, Athletics 46%, Dodge 56%, First Aid 40%, Language (Common - Zeredite) 55%, Language (Gadianti) 65%, Perception 50%, Persistence 55%, Stealth 56%, Survival 55%, Tracking 30%

**Armor:** Chain Shirt (AP 5); Skill Penalty -20%  
**Note:** Only Gadianti of the Warrior caste gain rake ability.



can take all manner of things from here, but they'll need to get them translated). Most of the books are on odd topics: *The Psyche of the Zeredites*, *The Metaphysics of Pain*, and other scholarly texts. Items of practical interest to the party will be the following:

- 1 Spellbook containing 6 spells (which the GM may determine).
- 1 Chaos Rune
- 1 Fire Rune
- 1 Magnitude 7 Healing potion

Also, inside a locked chest (Normal (-0) Mechanisms check) near the foot of her bed, there are six Magnitude 4 healing potions. There is a 50% chance that Salvan is sleeping here. If she is awakened, she will snarl and attempt to raise an alarm by shouting, then she'll attack the party,

**SALVAN**

**Characteristics**  
STR 10, CON 13, DEX 14, SIZ 13, INT 17, POW 16, CHA 7

**Hit Locations**

D20	Hit Location	AP/HP
1-3	Right Leg	0/6
4-6	Left Leg	0/6
7-9	Abdomen	2/7
10-12	Chest	2/8
13-15	Right Arm	0/5
16-18	Left Arm	0/5
19-20	Head	0/6

**Weapons**

Type	Weapon Skill	Damage	AP
1H Swd	49%	1d8	4
Dagger	49%	1d4+1	4

**Special Rules**  
**Combat Actions:** 3  
**Hero Points:** 2  
**Strike Rank:** +15  
**Magic Points:** 16  
**Movement:** 5m  
**Traits:** Chaos Rune, Disorder Rune, Fire Rune, Magic Rune, Man Rune

**Skills:** Evaluate 42%, Influence 57%, Language (Gadianti) 75%, Language (Common -Zeredite) 57%, Lore (World) 52%, Lore (Regional) 17%, Persistence 46%, Resilience 59%, Runecasting (Chaos) 67%, Runecasting (Disorder) 75%, Runecasting (Earth) +63%, Runecasting (Fire) +73%, Runecasting (Magic) +73%, Runecasting Man 57%

**Spells:** *Befuddle*, *Countermagic*, *Disruption*, *Dispell Magic*, *Firearrow*, *Fireblade*, *Skybolt*

**Armor:** Leather Hauberk (2 AP Chest, Abdomen) -4%

casting spells and wielding a dagger she keeps under her pillow.

#### TENT E: SOLDIERS' TENT

The same contents as Tent A, save that there are four 30" ropes with clasp hooks coiled and laid in a pile in the corner here.

#### 4: THE SLAVES

Peering into the either of the tents will reveal two rows of twelve steel-framed cots which have been outfitted with manacles at the head and footboards. There is nothing else of value in any of the tents.

The slaves sleep in these tents in shifts. At any given time, both tents are full of sleeping slaves. If the slaves are awakened, en masse (say, by an explosion or an alarm of some sort), they will wail and moan. Some will move their lips as if trying to say something, but it will be no use. Inspection by the party will reveal that all of the slaves have had their tongues removed.



Salvan

The slave population is made up as follows:

10% Gadianti.

These will act slow or dim-witted, and will barely respond to outside stimuli.

They will neither panic nor anger. If freed, they will not leave.

50% Zeredites.

These will respond to the party with a mix of despair and anger. If the party does not release them, they will raise an alarm. If freed, they will flee, and may even attempt to raise an alarm on the way out.

20% Tirasim.

These will respond to the party with hope of rescue. If no rescue happens, they will react with despair, but will try not to give the party away. If rescued, they will flee.

20% Arak.

These will be stoic. They will neither panic nor anger. If rescued, they will stay with the party and attempt to assist them.

The tents are guarded as the camp is guarded: there are 2 guards pacing the grounds. If the party is sighted, they will shout the alarm.

## 5: PILES AND PILES OF COAL

Each of these piles is a massive load of high quality coal. Once the party returns to make their report, it can be assumed that the Captain will be very interested in these piles.

Apparently, these piles are the result of the Gadianti digging. One point that the party may pick up on is that the boats are in no way of capable of moving all of this coal. If they have not found the orders in Ksteroth's chest, they may wonder just what the Gadianti are up to.

## 6: THE CAVE

The air coming from the cave is warm and dry. The walls are made of sandstone and peering into the opening, it is difficult to see anything at first. Once the eyes of the party adjust, they will see that the natural passageway leads down at a 30- to 45-degree angle. The floor of the passageway is of damp earth and is strewn with half-buried rocks. The center of the ceiling flattens and lowers to a mere four to five feet in places as the passage spreads out to over fifteen feet wide.

**6(A)** As the party descends further, the air cools and becomes more damp. If they succeed at a Difficult (-20) Perception check, they will hear the faint sounds of digging; of pick and shovel against hard bedrock.

**6(B)** As the passageway narrows, the party will notice that a stalagmite they are passing has a picture incised on it. It looks like the picture was carved by a knife point. The crude drawing shows a large, barrel-chested monster with a huge mouth in the top of its body. Two of its four the arms are held above its head and have stick figures in its large hands. The picture must have been done sometime ago because, while the chisel marks from the knife point seem to be pretty deep, they are smoothed over by a mostly transparent layer of mineral deposits.

**6(C)** As they enter the next chamber, their light will glimmer across the walls. Some sort of tiny crystals are catching the light and reflecting it back. If they take a closer look, they will see that the sides of the chamber are covered with little groups of crystalline spikes that look almost like brittle flowers, or frosty clusters of icy thorns. [The crystals are extremely fragile; even brushing against them will crumble

the more slender stems. It is easy to break off groups, but very difficult to keep them whole.) Most of the crystal appear to have been broken already, most likely by the Gadianti. However, it is possible to gather 10 "flowers", requiring a Difficult (-20) Dex x 5 check. Each crystal is worth 10-20 ezrum back at the Outpost.

**6(D)** As the PCs head further into the cave, a damp coolness permeates everything. A steady drip, drip, drip can be heard from almost every direction. The walls of these corridors are uneven, rounded as if worn away by water thousands of years ago although there are no tool marks on the walls or floor. Standing guard at the intersection is a single Gadianti warrior. Since the Gadianti have Night Sight, he will most likely know that the PCs are in the cave complex. Another Gadianti warrior was with him, but he has gone to section H to warn the overseer.

If however, the PCs have been careful, there is a chance they can surprise him. Regardless, have the the sentry make a Perception check, modified by how careful the PCs have been. If he succeeds, the above will happen. If he fails, the PCs will be able to get the drop on him. Just remember that the Gadianti are nor mindless idiots. If out numbered he will attempt an ambush or other such plan.

**6(E)** In the center of this cave, rising out of the darkness rises a stalagmite, its base about five feet in diameter, tapering to a point eight feet from the floor. The minerals that make it up seem to appear in bands of color - reddish brown, dark grey, milky white, dirty yellow, and others, sometimes repeating colors as the rings approach the apex. You can see that this is one of the sources of the dripping sound as there are droplets steadily hitting the tip of the formation. The mois-

### GADIANTI SOLDIERS

**Gadianti Soliders:**  
STR 12, CON 13, DEX 17, SIZ 12, INT 14, POW 10, CHA 6.

Weapons Type	Weapon Skill	Damage	AP
Scimitar	55%	1D6+1	3
Shortbow	45%	1D8	2
Unarmed (Rake)	65%	1d6	-

Gadianti Hit Locations		
D20	Hit Location	AP/HP
1-3	Right Leg	0/5
4-6	Left Leg	0/5
7-9	Abdomen	2/6
10-12	Chest	2/7
13-15	Right Arm	0/4
16-18	Left Arm	0/5
19-20	Head	0/5

**Special Rules**

**Combat Actions:** 3  
**Strike Rank:** +16  
**Movement:** 5m  
**Traits:** Night Sight, Rake  
**Skills:** Acrobatics 56%, Athletics 46%, Dodge 56%, First Aid 40%, Language (Gadianti) 65%, Perception 50%, Persistence 55%, Stealth 56%, Survival 55%, Tracking 30%

**Armor:** Leather Hauberk (AP 2); Skill Penalty -4%

**Note:** Only Gadianti of the Warrior caste gain rake ability.

ture dripping down the stalagmite runs away from it in rivulets, wearing shallow ravines in the floor before disappearing into several small cracks in the stone.

Chained to the stalagmite are 4 slaves, all Tirasim. They will gladly tell that PCs everything they know. Unfortunately, they don't know much. They can tell the PCs that there are a total of 4 Gadianti warriors plus the Overseer, as well as 15 slaves. While they've been digging for coal, the Gadianti do appear to be looking for something called the "Eye of the Jaguar".

**6(F)** A slowly moving river cuts the cave complex in half. While slow enough to ford, it is roughly 4 feet deep.

**6(G)** As the party enters this chamber they realize that there has been digging here. There is a cavity carved into one wall that is about five feet high, four feet wide, and six feet deep. A crudely-made pick-ax with a cracked handle lies nearby.

Additionally, there are two irregular holes dug into the cavern floor, each about six feet by eight feet at the top and five feet deep.

In this room are two other Gadianti warriors, or three of the one from 6(D) came to warn them. Additionally, there are 10 slaves cruelly manacled to the wall. If warned, the three Gadianti have set up crude defenses and will attempt to attack the party as they ford the river. Otherwise, normal combat ensues. Use the stats on page 26 for the warriors.

**6(H)** This cavern shows signs of just being excavated. Fresh piles of coal can be seen, and there are haphazard holes in the wall. Obviously the Gadianti have been looking for something. There are 15 slaves digging, plus the Overseer. He is a slightly stronger Gadianti warrior. Use the stats from page 26, but increase his Scimiar skill to 70, and give him a damage bonus of +1d4.

If the party successfully clears out the caves, all they will find is coal and slaves, with no sign of the "Eye of the Jaguar". Perhaps it was never here, or maybe it has already been found and removed. Either way, the party should probably head back to Qether to report. More information about the "Eye" can be found in an upcoming adventure.



## THE FINALE

When the party returns, they will be hustled into the fort and will be escorted directly to the Captain's Office. As before, Captain Benmin will be seated there. He will knock on the door once more, and Bat-Ami Tiras will enter and demand a report.

Following the report, Bat-Ami will want the following questions answered:

1. Were the Zeredites in league with the Gadianti?
2. How well guarded was the Cave?
3. Did the party ever see this "Ksteroth"?
4. Assess the military strength of the Gadianti force.
5. Did the party run across any Zeredite forces? If so, give the details.
6. How much coal was there, roughly?

Once done questioning, Bat-Ami will nod to the Captain, and he will pull out the appropriate number of small purses. Within there will be 100 ezrum (silver pieces) per person; he will also allow the party to keep any treasure they found along the way.

It must be noted that both Bat-Ami and the Captain will be pleased with the news of the coal deposits. With coal comes oil and natural gas, and possibly diamonds. If Qether can extend its sphere of influence to include coal mines, the future of the outpost will be more secure.

The Captain will then inform the party that he'd like to hire them again in the near future. He will not give specifics, but the party cannot help but notice the fact that there are invasion plans on his desk, and Heron Bay is plainly marked.

## FINAL WORDS

We hope you've enjoyed this adventure, and we also hope that the setting of Qether is one that you can include in some of your Diomin campaigns.

When we were developing Qether, it was our goal to provide a place rich with potential for conflict, access to mystery and adventure, and also provide a stable home base for characters. With the party's discovery of the coal deposits and the legend of the Eye of the Jaguar, the future of Qether becomes much more interesting.

What follows is a list of questions that occurred to us as possible plots that could be run from Qether. Feel free to use them to seed your own games.

1. Where is the Eye of the Jaguar, exactly? Why was it hidden? Why are the Gadianti looking for it now?
2. Why is Bat-Ami stationed in Qether? Someone so influential would seemingly be somewhere else.
3. What is Leodis hiding from?
4. Some of the followers of Barak are tired of the prisoners following Nebo. Tensions rise. What happens?
5. What lurks in the Ghost Rock Hills? Are there dungeons? Barrows of undead? Strange tribes of lizard-folk? What of the dark Zeredite sorcery which blighted them? Might there be a cache of artifacts nearby?
6. The Council of Erech decides that it is time to shut down Qether, despite the new coal mines. How do Bat-Ami and the Captain deal with it?



7. The Zeredites resent the loss of Zahkal (see the History section) and they want to take it back. How do they plan on doing so?

8. The Captain masses troops and invades, taking all the land between the current border to the sea. The Tirasim become the only nation to have access to the seas on both the eastern and western ends of the continent. Does he ask permission first? Is he a hero or a warmonger? How does the party fit into the invasion plan? What resistance does the invasion meet, and how hard is it for the Captain to hold the newly acquired territory?

9. The Gadianti are enraged by the party's invasion of their camp. They retaliate. how do they do so?

These are just a few of the ideas that we have bandied about. If you have your own ideas that you would like to share, or you would simply like to keep up with the latest Diomin news, feel free to visit the OtherWorld Creations web page at <http://www.otherworlds.cx>. As usual, any and all questions can be sent to the staff at [staff@otherworlds.cx](mailto:staff@otherworlds.cx).

Take care, and we hope you enjoy your future adventures in Diomin!

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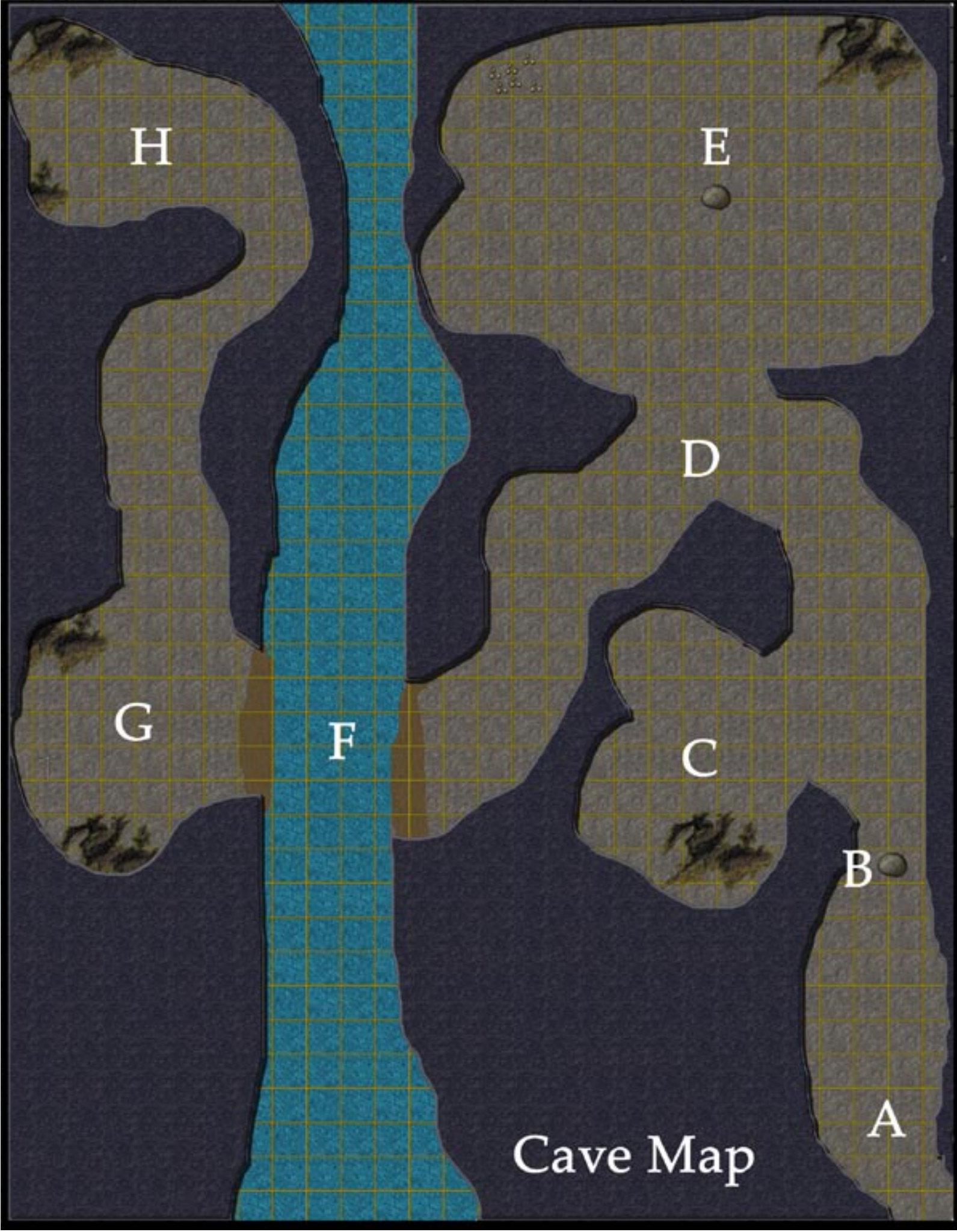
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C

B

A

Cave Map



# The Land of Diomid

## Arak

Tez-rino  
(Sacred Arak Mountain)

Castal

Kesslar

Lite of Power

Barkos

Netophah

## Hearthom

## Gnolaam

Gilgal

Zeboim

Retoboth

Tet-Har-se

Erech

Elam

Immer

Hared

Merch

Beth-Horad

Tameth

Ramah

## Gadianti

1 inch = 100 miles

## Tirasim

Tet-Melah

Kadesh

Sidoo Mountains

Kuriath-Aam

Parost

Parost's Lake

Merch

Arakoch

Sidoo River

Nialoo

Great Sea

## Zeredites





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# DIOMID

## OUTPOST QETHER

Outpost Qether is a setting guide to the westernmost Tirasim frontier. This outpost is home to all sorts: traders, criminals, farmers, and military men. It's a place where hope is fading fast now that the Judges in the capitol Arioeh have decided that the fifty-year-old installation has outlived its usefulness. Unless someone finds a good reason for the outpost to remain, it will be shut down.

Recently however, local scouts have returned with news: the Gadianti have set up a small post to the East and are digging for... something. Perhaps it might be just the thing to give the outpost reason to exist. All they need now is a party of adventurers to find out what's going on over there.

This adventure is ready to run right out of the box. Everything you need is within these pages, including: detailed NPCs, maps of Qether and the outlying regions, and the adventure itself.

Are you ready to uncover the secrets of Outpost Qether?

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