

OUTPOST QETHER



d20
system

BY CHRISTOPHER T. MILLER AND ROB HOLMES
Requires the use of the Dungeons & Dragons® Players Handbook

A Diomin Setting & Adventure From OtherWorld Creations

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See Appendix A for Product Identity and Open Gaming Content

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 "The Eye of the Jaguar," coming soon from OtherWorld Creations

Using this Adventure

"Outpost Qether" 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 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 Players Handbook, substituting the

senum for copper pieces, the amnor for silver pieces, the ezrum for gold pieces, and the onti for platinum pieces.

Any item of equipment with a race or culture in the name is not available in the world of Diomin (ex. orc double axe, dwarven warhammer, or halfling siangham).

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 to jog the memory, it is highly recommended they the GM be familiar with the contents of the Diomin Worldbook.

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. If you called an Arak a barbarian, he would probable 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 than 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 worldview. 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 practiced 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 descendants of Tiras, the son of Zered VI and former heir to the Zeredite throne. They are a peaceful 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 usually 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 homes.

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 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 archenemy, Cedron. They are a mysterious and dark people, prone to espionage, Machiavellian politics, and war. They owe allegiance to their High King, always named Zered, but their complete fealty is only given 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 usually 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.

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

The Gadianti

OVERVIEW

The Gadianti are the decedents of the 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. Everyone else 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.

Most Gadianti wear simple loincloths 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 loincloths 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 loincloths the rest of the time.

The Gnolaum

OVERVIEW

The Gnolaum are the decedents of the Turtle and Dolphin Clans, lead by Barak to an unknown land in the East. They are a long-lived race (avg. 350 years) that worships the Warriors of Light through communing with the Earth and Nature. When they returned a few centuries ago, they brought with them tails of horror and depravity that few had imagined possible. To this day they refuse to give anyone the information needed to find their former homeland.

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 come from, 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 also the merchants, diplomats, and arms dealers of Diomin. Almost anything can be obtained from a Hearthom merchant, for the right place.

The Hearthom worship the Children of the Vineyard and live on the Isle of Assarion. No one is allowed to visit their island; 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 killed.

The Hearthom refuse to trade with the Gadianti and most Hearthom warriors will attack a Gadianti almost on sight. They have been at war with the Gadianti for the past 100 years, although no one outside the conflict knows the reason why.

Most Hearthom wear breeches and shirts, though they have no reason to. Their stone 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. The Zeredite border is literally 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 narrow strip of meadow and plain that is bounded on the south by the Highmoor 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 Black Temple. 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 Western Great Sea, across which are the Gadianti, and, further yet, 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 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. This was, of course, 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 forces split, half going back to Erech, while half went on to Zahkal.

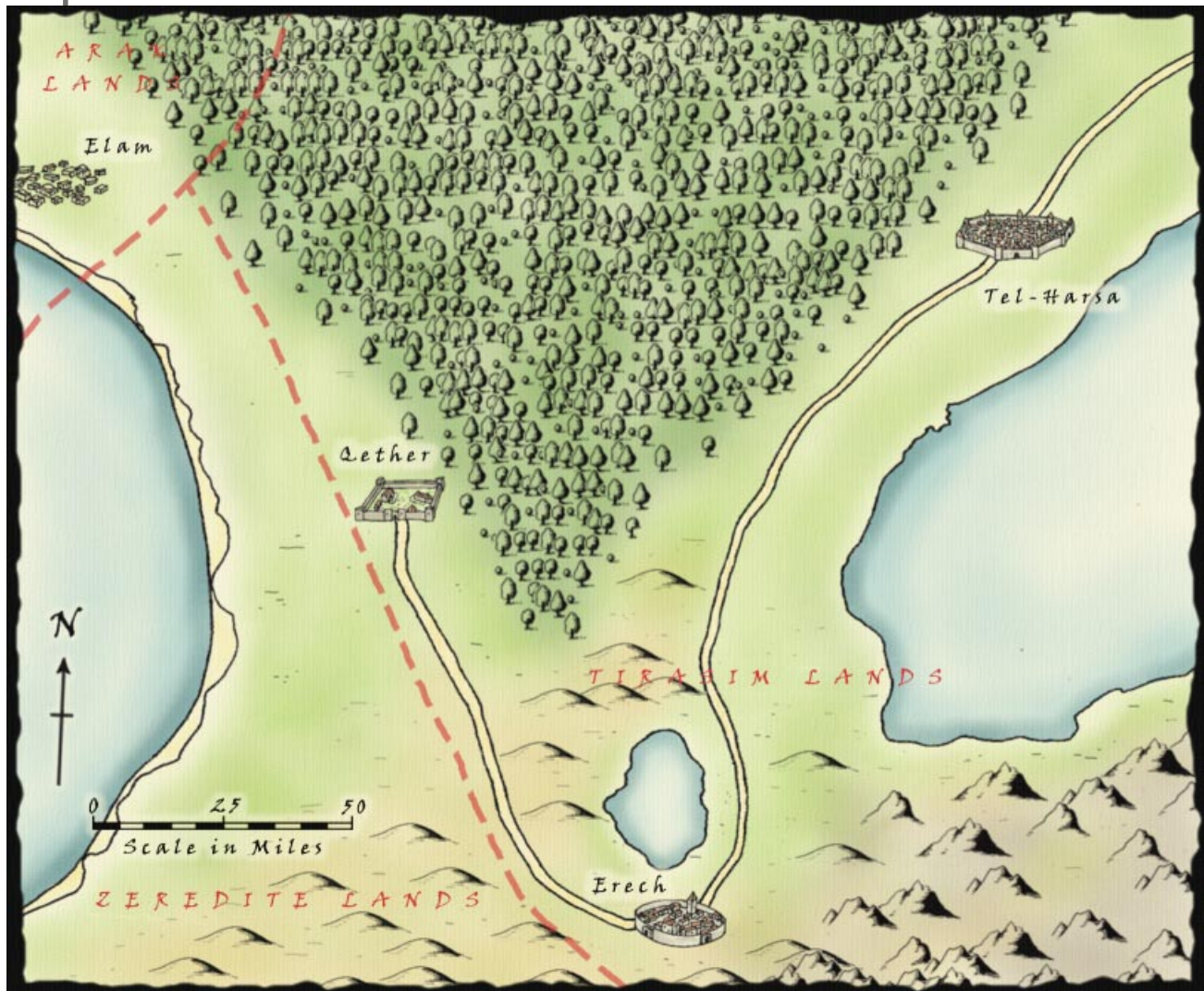
When the army arrived at Zahkal, they found the outpost set aflame. Fearing that the boy might be inside, the general ordered that the force split again: one third would fight the fire, one third would guard against attack, and the final third would search for the boy.

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 Arak shaman who called himself Savarin assured the general that the Zeredite spies were 'sent to the One, but 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 Mayor 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 buildings



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 baby 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 there, but few come to Qether willingly. It is a 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 came 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 is a person who is running from someone or something. It is a custom in Qether that an individual's past is



never questioned. More than one tracker or shop-keeper 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.

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. He 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 to him. 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 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 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.

Benmin, male Tirasim Ftr12: CR 12; Size M (6 ft., 2 in. tall); HD 12d10+24; hp 87; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +15/+10/+5 melee, or +14/+9/+4 ranged; SV Fort +10, Ref +6, Will +5; AL LG; Str 16, Dex 15, Con 14, Int 18, Wis 13, Cha 11.

Languages Spoken: Common, Arak, Gadiani

Skills and feats: Alchemy +8, Handle animal +15, Hide +7, Innuendo +3.5, Intimidate +5, Jump +20, Knowledge (nature) +8, Listen +4, Move silently +2, Speak language +7, Spot +1, Swim +16, Tumble +6, Wilderness lore +7; Blind-fight, Combat reflexes, Dodge, Endurance, Improved unarmed strike, Leadership, Mobility, Point blank shot, Power attack, Precise shot, Rapid shot, Skill focus (jump), Weapon focus (longsword).

BAT-AMI TIRAS

Bat-Ami Tiras, sister of the Tirasim's most successful General, Nicanor, 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 a more than capable Judge. The most interesting thing is that, unlike many who come to Qether, Bat-Ami chose to be there - which 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?

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 this 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 the Zeredite land 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.

She 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.

Bat-Ami Tiras, female human Nob10: CR 9; Size M (5 ft., 4 in. tall); HD 10d8-10; hp 44; Init +6 (+2 Dex, +4 Improved initiative); Spd 30 ft.; AC 12 (+2 Dex); Attack +9/+4

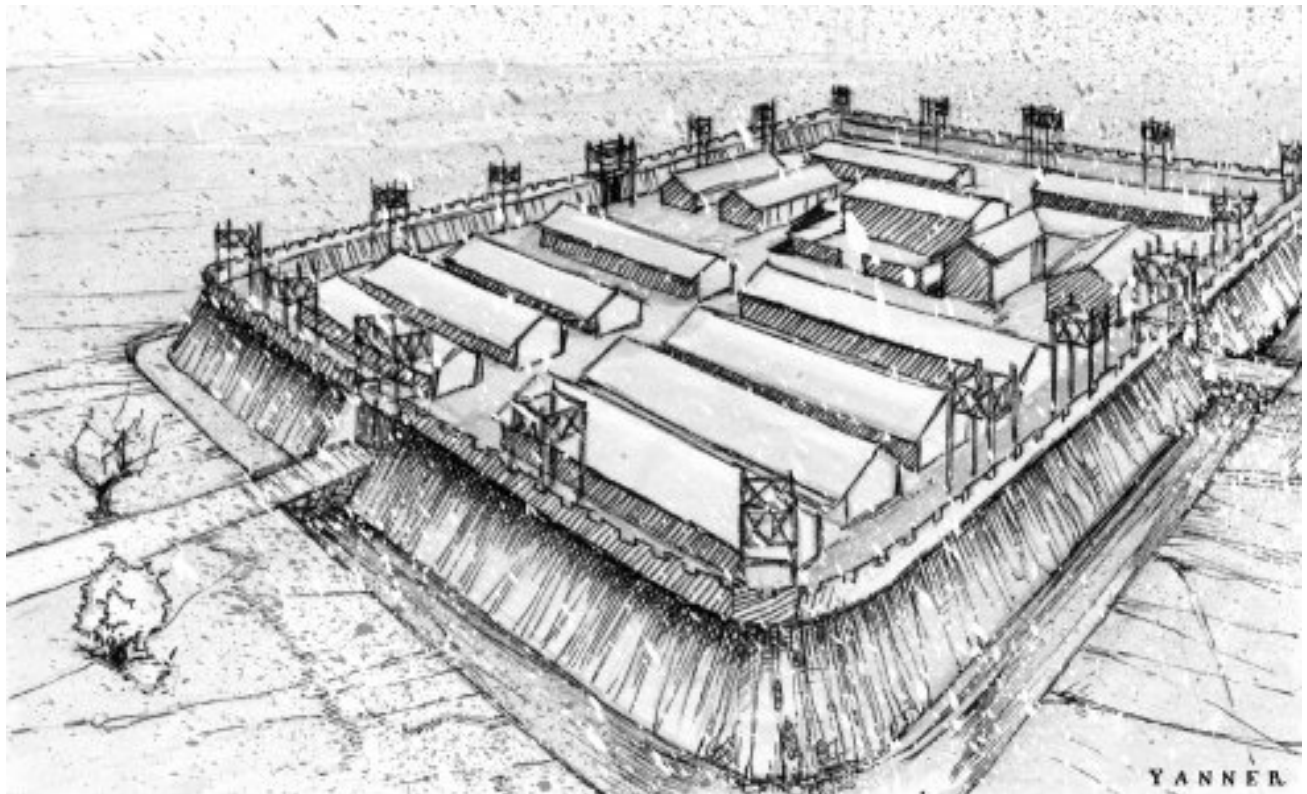
melee, or +9/+4 ranged; SV Fort +4, Ref +5, Will +10; AL LN; Str 14, Dex 15, Con 9, Int 15, Wis 16, Cha 19.

Languages Spoken: Common, Hearthom, Arak, Gnolaum

Skills and feats: Bluff +13, Diplomacy +14, Disguise +14, Gather information +16, Handle animal +17, Hide +2, Innuendo +11, Listen +5, Move silently +2, Ride +6, Sense motive +10, Speak language +8, Spot +5; Alertness, Great fortitude, Improved initiative, Leadership.

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 long line 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 asritocratic urges with a realistic, if not yet diplomatic, view. He does truly 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 for these folk.

Simeon Heth, male Tirasim Clr8 (of Barak): CR 8; Size M (6 ft., 1 in. tall); HD 8d8+24; hp 73; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +8/+3 melee, or +7/+2 ranged; SV Fort +9, Ref +3, Will +9; AL LG; Str 14, Dex 12, Con 16, Int 10, Wis 17, Cha 14.

Languages Spoken: Common.

Skills and feats: Concentration +10, Diplomacy +9, Hide +1, Knowledge (arcana) +5, Knowledge (religion) +4, Listen +3, Move silently +1, Spellcraft +10, Spot +3; Heighten spell, Scribe scroll, Silent spell, Track.

Cleric Domains: Good, Protection.

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

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 Ariocho has never deemed Qether

important enough to go to war over, so the plans for expanding Qether's influence has 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

2: THE BLACKSMITH

The town blacksmith is a man called Shenikei. Shenikei is a Gnolaum who had left his homeland and had taken up thievery in Ariocho 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, Shenikei proved to be a most excellent smith. When the army-assigned smith retired, Shenikei stayed on and opened a larger smithy outside the fort walls. Today, Shenikei is in his mid-age (around 250 years old) and is looking for an apprentice so that he may pass his knowledge on. So far, he has found none.

Shenikei, male Gnolaum Rog4/Com7: CR 10; Size M (5 ft., 4 in. tall); HD 4d6+4 + 7d4+7; hp 46; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Attack +9/+4 melee, or +9/+4 ranged; SV Fort +4, Ref +9, Will +6; AL N; Str 16, Dex 16, Con 13, Int 10, Wis 16, Cha 10.

Languages Spoken: Common, Gnolaum.

Skills and feats: Appraise +7, Bluff +6, Concentration +3, Craft +7.5, Decipher script +3.5, Hide +3, Intimidate +5.5, Listen +15, Move silently +3, Open lock +9, Pick pocket +10, Profession +13, Read lips +7, Spot +3, Tumble +5, Use rope +5, Wilderness lore +7.5; Dodge, Improved unarmed strike, Skill focus (Craft: Smith), Track, Two-weapon fighting.

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 is easy to get the impression that

he is on the run from someone or something. It must be said, however, that his inn is clean and well stocked. Miriam, wife of 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-foot-five-inch tall muscular Arak. He was found by Benmin when out on patrol on the Zeredite border. Quibir hunted 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.

Leodis, male human Rog2: CR 2; Size M (5 ft., 4 in. tall); HD 2d6; hp 9; Init +0; Spd 30 ft.; AC 10; Attack +1 melee, or +1 ranged; SV Fort +0, Ref +3, Will +0; AL CN; Str 11, Dex 11, Con 11, Int 11, Wis 11, Cha 10.

Languages Spoken: Common

Skills and feats: Climb +5, Disable device +5, Disguise +5, Gather information +5, Hide +0, Innuendo +2, Jump +5, Listen +2, Move silently +0, Pick pocket +7, Spot +2, Swim +5, Use rope +4, Wilderness lore +2; Alertness, Skill focus (pick pocket).

Quibir, male half-Arak Rgr7: CR 7; Size M (6 ft., 5 in. tall); HD 7d10+7; hp 42; Init +4 (+4 Dex); Spd 30 ft.; AC 14 (+4 Dex); Attack +11/+6 melee, or +11/+6 ranged; SV Fort +6, Ref +6, Will +6; AL CG; Str 19, Dex 18, Con 12, Int 12, Wis 15, Cha 12.

Languages Spoken: Common, Arak, Gadianti.

Skills and feats: Concentration +11, Craft +10, Heal +9, Hide +4, Listen +2, Move silently +4, Ride +14, Sense motive +4.5, Spot +10, Swim +14, Wilderness lore +4; Dodge, Iron will, Point blank shot, Precise shot, [Track].

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 Wood of the Outdwellers. 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 a 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 there of his own free will. He is also one of the just two Hearthom in the immediate area. He founded his store just after the Tirasim took over the fort, and has been here 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, male Hearthom Nob7: CR 6; Size M (5 ft., 7 in. tall); HD 7d8+7; hp 37; Init +4 (+4 Improved initiative); Spd 30 ft.; AC 10; Attack +4 melee, or +5 ranged; SV Fort +3, Ref +2, Will +8; AL LN; Str 8, Dex 11, Con 13, Int 11, Wis 17, Cha 18.

Languages Spoken: Hearthom, Tirasim, Zeredite.

Skills and feats: Bluff +12, Disguise +14, Hide +0, Knowledge (nature) +8, Listen +5, Move silently +0, Spot +5, Swim +9, Use rope +3, Profession +13; Alertness, Improved initiative, Leadership, Skill focus (knowledge (nature)).

6: TERENCE'S FARM

Teren is the owner of the largest farm in Qether, and it is he who 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, female Hearthom Clr3: CR 3; Size M (5 ft., 4 in. tall); HD 3d8+6; hp 26; Init +0; Spd 30 ft.; AC 10; Attack +4 melee, or +2 ranged; SV Fort +5, Ref +1, Will +6; AL NG; Str 14, Dex 11, Con 14, Int 14, Wis 17, Cha 9.

Languages Spoken: Common, Hearthom, Zeredite

Skills and feats: Balance +1, Craft +8, Diplomacy +5, Handle animal +5, Heal +4, Hide +0, Intuit direction +9, Listen +3, Move silently +0, Profession +8, Speak language +2, Spot +3, Swim +8; Combat casting, Improved unarmed strike, Scribe scroll.

Druid Spells Per Day: 4/3/2.

The Adventure

All of the players should be either in the employ of the Tirasim military or should be in Qether serving out a sentence for a minor crime of some sort. They should be no greater than 3rd level.

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 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 Wren 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 studded leather. 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 ride 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 is too distinct. Unless someone in the party has good directions sense, there is a 25% chance that they will travel in a circle.

ENCOUNTER TABLE:

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

Roll	Effect
1-10	No encounter
11-13	Zeredite scout, female
	Zeredite Ftr1: CR 1; Size M, HD 1d10+2; hp 12; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +3 melee, or +2 ranged; SV Fort +4, Ref +1, Will +0; AL LE; Str 15, Dex 12, Con 14, Int 9, Wis 10, Cha 12.
14-16	Zeredite bandits (2-6 members), male and female
	Zeredite Rog2: CR 2; Size M; HD 2d6; hp 15; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +1 melee, or +3 ranged; SV Fort +0, Ref +5, Will +1; AL CE; Str 11, Dex 14, Con 11, Int 12, Wis 13, Cha 12.
17	Zeredite military patrol
	4 guardsmen, male Zeredites Ftr1: CR 1; Size M (5 ft., 11 in. tall); HD 1d10; hp 10; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +2 melee, or +3 ranged; SV Fort +2, Ref +4, Will -2; AL LE; Str 12, Dex 15, Con 11, Int 7, Wis 6, Cha 7 (averages)
	1 Sergeant, female Zeredite Ftr3: CR 3; Size M (5 ft., 1 in. tall); HD 3d10+3; hp 23; Init +4 (+4 Improved initiative); Spd 30 ft.; AC 10; Attack +5 melee, or +3 ranged; SV Fort +4, Ref +1, Will -1; AL LE; Str 15, Dex 10, Con 13, Int 11, Wis 7, Cha 8.
18-19	Gadianti scout (see Gadianti Guardsman stats on page 17)
20	Gadianti patrol 2-4 members (see Gadianti Guardsman stats on page 17)

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.

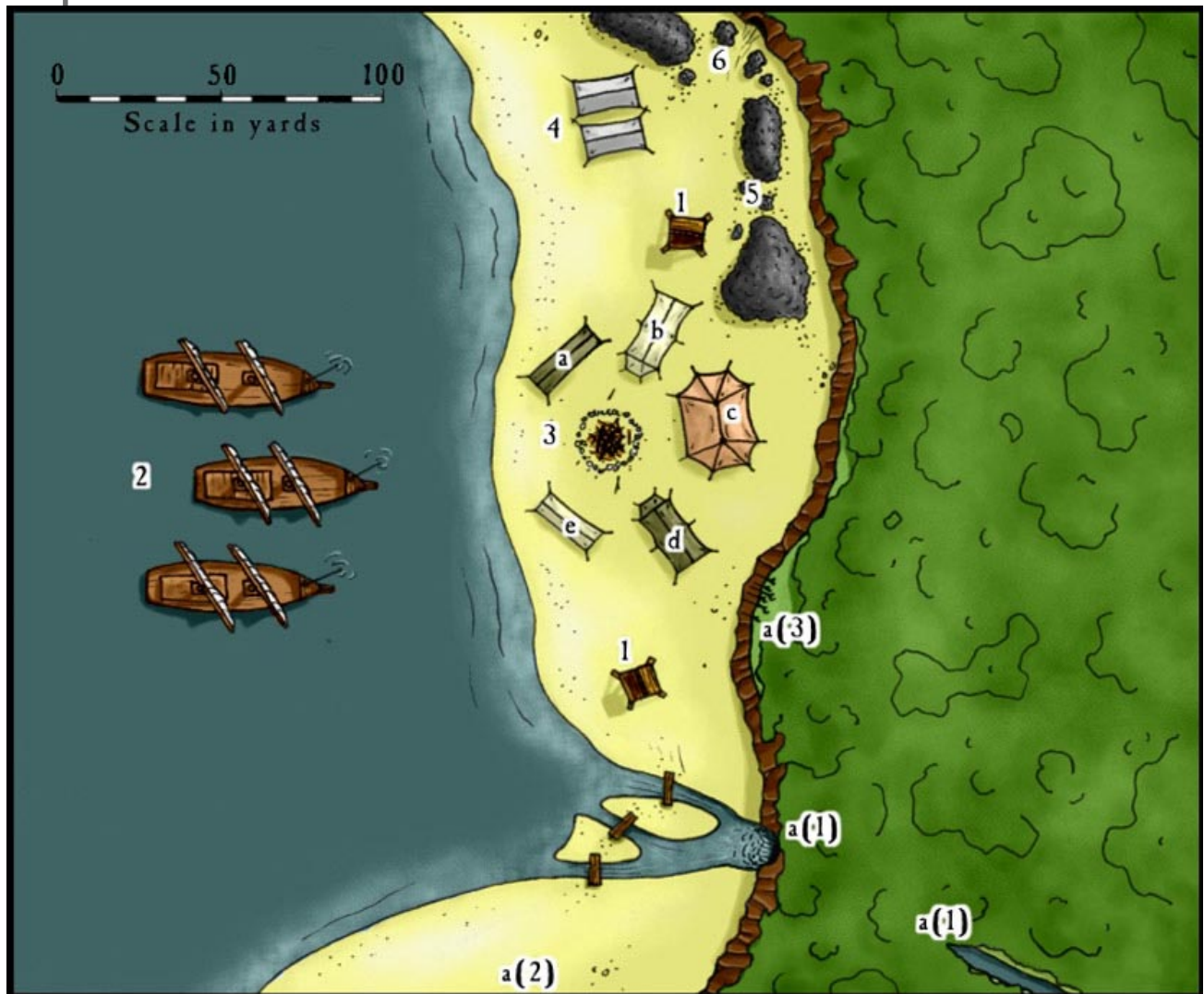
The Gadianti Camp

The Gadianti Camp rests in a small inlet called Wren 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 Wren 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 is no readily available way 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 has a DC of 20, to climb down simply without falling has a DC of 15. 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 below) manned by Gadianti watchmen. Clearly, either stealth is called for, or a diversion is needed.

If there is anyone in the party with the blacksmithing or alchemy skills, they may recognize the black rock as coal. There are six monstrous piles of coal scattered near the northeastern corner of the cliff (see map).

If the party does thoroughly search the cliff face, they will find the rope tethers located at a(3), and an expanded search will turn up the tunnel at a(1), and the ravine they can descend at a(2).

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, 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 reflex save at DC 15 to gain another handhold. If the climber should miss the save, 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 it is also where they bathe.

A(2) – Rock fissures: If the party expansively searches the cliff face, about 500 yards south 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 tracking roll (DC 12 at the top, DC 7 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 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.

Gadianti Guards, Ftr2: CR 2; Size M (6 ft., 0 in. tall); HD 2d10+6; hp 25; Init +2 (+2 Dex); Spd 40 ft.; AC 12 (+2 Dex); Attack 2 claws +9 melee and bite +4 melee if unarmed, if armed with scimitar +1 melee; Dmg Claw 1d4+4, bite 2d4+2; scimitar 1-6 +1; Special Atks Pounce, improved grab,



rake 1d8+3; SV Fort +6, Ref +2, Will +0; AL CE; Str 15, Dex 14, Con 16, Int 9, Wis 11, Cha 6.

Skills and Feats: Move Silently +9, Spot +3, Swim +11

Pounce (Ex): If a Gadianti warrior leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the Gadianti must hit with a claw or bite attack. If it gets a hold, it can rake.

Rake (Ex): A Gadianti that gets a hold can make two rake attacks (+9 melee) with its hind legs for 1d8+3 damage each. If the Gadianti pounces on an opponent, it can also rake.

GM NOTE: Only members of the warrior cast gain the pounce, improved grab, and rake abilities.

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, 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. 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 DC of 10. Roll once per turn that the players are within 20 feet of the main camp area. If the DC 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 cross-bows. 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 (1-5 on a d20) 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 (1-15 on a d20) 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, which causes sleep in after 1d4 rounds and death two hours if punctures the flesh (DC 10).

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 a Wand of Magic Missiles tucked into a drawer near his cot. If he finds an opportunity to attack with the Wand, he will shout and attempt to raise the alarm.

Xisin, male Gadianti Clr2: CR 2; Size M (5 ft., 10 in. tall); HD 2d8+2; hp 15; Init +0; Spd 30 ft.; AC 10; Attack 2 claws +9 melee and bite +4 melee if unarmed, if armed with mace +4 melee, or with hand crossbow +1 ranged; Dmg Claw 1d4+4, bite 2d4+2; mace 1-6 +4; Hand crossbow 1-4 + poison; SV Fort +4, Ref +0, Will +5; AL CE; Str 17, Dex 11, Con 13, Int 11, Wis 15, Cha 15.

Languages Spoken: Gadianti, some Zeredite.

Skills and feats: Concentration +6, Hide +0, Listen +4, Move silently +0, Perform +4, Scry +2, Search +2, Spot +4; Combat casting.

Possessions: 2,000 gp in gear.

Cleric Domains: Destruction, Evil, Chaos

Cleric Spells Per Day: 4/3+1.

GM NOTE #1: Xisin does not have the Pounce, Improved Grab, and Rake abilities like the warrior caste.

GM NOTE #2: If Xisin is drawn to the main camp area by the alarm being triggered, he will have the Wand of Magic Missiles on his person.

C: Ksteroth's tent

Ksteroth's tent is the largest of the tents in the camp. It is easily 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 poison needle in the lock (DC10), and the second is an Alarm 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 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 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.

Ksteroth, male Gadianti Ftr5: CR 5; Size M (6 ft., 2 in. tall); HD 5d10+15; hp 41; Init +5 (+1 Dex, +4 Improved initiative); Spd 40 ft.; AC 11 (+1 Dex); Attack 2 claws +9 melee and bite +4 melee if unarmed, if armed with scimitar +8 melee, or +6 ranged; Dmg Claw 1d4+4, bite 2d4+2; scimitar 1-6+8; Special Atks Pounce, improved grab, rake 1d8+3; SV Fort +7, Ref +2, Will +3; AL CE; Str 16, Dex 12, Con 16, Int 10, Wis 14, Cha 9.

Languages Spoken: Gadianti, Zeredite

Skills and feats: Climb +8, Craft +2, Handle animal +3, Hide +1, Jump +7, Listen +4, Search +2, Spot +4, Swim +5; Cleave, Improved initiative, Power attack, Weapon focus (scimitar), Move Silently +9, Spot +3, Swim +11

Possessions: 4,300 gp in gear.

Pounce (Ex): If a Gadianti warrior leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the Gadianti must hit with a claw or bite attack. If it gets a hold, it can rake.

Rake (Ex): A Gadianti that gets a hold can make two rake attacks (+9 melee) with its hind legs for 1d8+3 damage each. If the Gadianti pounces on an opponent, it can also rake.

D: Salvan's Tent.

Salvan (Sorcerer 3) has the same size tent at Xisin, and it is even more ostentatious, if such a thing is possible. Crammed into his tent are expensive Gnolaum rugs and several exquisitely crafted oak

bookshelves loaded with books and scrolls. (GM: Note: Any Wizard or Sorcerer will have a field day in here, until they realize that all of the scrolls are written in Arcane Gadianti, which is a form of encoded Draconic. They 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 First Level Spells (which the GM may determine)
- 1 Spellbook containing 4 Second Level Spells
- 1 Scroll of Protection from Fire
- 1 Scroll of Dispel Magic
- 1 Scroll of Feather Fall
- 1 Scroll of Detect Magic

Also, inside a locked chest (DC 10) near the foot of his bed, there are six potions of healing.

There is a 50% chance (1-10 on a d20) that Salvan is sleeping here. If he is awakened, he will snarl and attempt to raise an alarm by shouting, then he'll attack the party, casting spells and wielding a dagger he keeps under his pillow.

Salvan, male Gadianti Sor3: CR 3; Size M (5 ft., 10 in. tall); HD 3d4; hp 12; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack 2 claws +9 melee and bite +4 melee if unarmed, if armed with dagger +1 melee, or Dmg Claw 1d4+4, bite 2d4+2; dagger 1-4 +1; SV Fort +1, Ref +2, Will +5; AL CE; Str 10, Dex 13, Con 11, Int 12, Wis 14, Cha 15.

Languages Spoken: Gadianti, Zeredite, Tirasim

Skills and feats: Hide +1, Knowledge (arcana) +6, Listen +4, Move silently +1, Perform +3, Scry +6, Search +3, Spellcraft +7, Spot +4; Craft wondrous item, Scribe scroll.

Possessions: 2,500 gp in gear.

Sorcerer Spells Known (6/6): 0th — *Detect Magic, Ghost Sound, Mage Hand, Ray of Frost, Read Magic*. 1st — *Detect Secret Doors, Magic Missile, Shield*.

GM NOTE: Salvan does not have the Pounce, Improved Grab, and Rake abilities like the warrior caste.

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 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.

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 was 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 first of sandstone, then as the party moves further in, they will hear the sounds of digging, of pick and shovel against hard bedrock.

The party has two choices at this point. If they elect to continue into the cave, the game must pause until either it can be continued in 'The Eye of the Jaguar' or until the GM is ready to continue with an adventure of his own making. If they elect to report back as they were told, read on to the Finale.

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 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 look 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 Wren 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 Highmoor Hills? Are there dungeons? Barrows of undead? 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 their Zahkal (see the History section). 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 Zeredites have decided that they want to regain control of Qether, especially since the Gadianti have discovered the massive coal deposits nearby. What is their plan?

10. 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 either visit the OtherWorld Creations web page at <http://www.otherworlds.cx/>, or subscribe to the Diomin mailing list by sending an email to diomin-subscribe@yahoogroups.com. As usual, any and all questions can be sent to the staff at staff@otherworlds.cx.

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

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Appendix B: The Monsters of Diomin

At last! Here is a complete list of all the monsters from the Monster Manual that are native to Diomin. It should be noted that these are suggestions only...the GM has the final say.

All of the following creatures from the Monster Manual are native to Diomin:

Aboleth — During the God's War, Rimmon caused the magical mutation of a pod of dolphins, transforming them into these horrific creatures.
Allip
Animals — Yes to all
Animated Object
Ankheg
Assassin Vine
Athach — Allies of Rimmon during the God's War

Basilisk
Behir
Blink Dog — Blink dogs are known to live in the Arak lands, and it is rumored that they are even allies of certain Arak shamans.
Bodak
Bulette
Celestial — Celestials are known to be servants of the Warriors of Light
Chimera
Choker — A race that descends from the Phoenix Clan of Arak, these Creatures have been mutated into this form while dwelling underground for thousands of years.

Chuui — Gadianti experiment
Cloaker — Gadianti experiment
Cockatrice
Darkmantle — A race that descends from the Phoenix Clan of Arak, these Creatures have been mutated into this form while dwelling underground for thousands of years.
Demon — These are known to be servants of Akish, Molech and Ashtoereth. (Cedron uses Devils, Rimmon uses evil wild creatures)
Destrachan — Gadianti experiment
Devil — The Devils serve Cedron and Cerdon alone.
Devourer — A race which descends from the Phoenix Clan of Arak, these Creatures have been

mutated into this form while dwelling underground for thousands of years.

Digester

Dire Animals

Displacer Beast — Gadianti experiment, now used as pets amongst the same.

Doppelganger — All Doppelgangers are Zeredites who have undergone a magical transformation at the hands of the Bahaal-Merodach. They are used to infiltrate other societies.

Dragon — 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.

Dragon Turtle

Dragonne

Dryad

Ethereal Filcher — Gadianti experiment

Ettercap

Ettin — Allies of Rimmon during the God's War

Frost Worm

Fungus

Gargoyle

Genie — Servants of the Hearthom

Ghoul

Giant Eagle

Giant Owl

Gibbering Moulder — Zeredite experiment

Girallon

Gnoll — A Tirasim experiment gone horribly wrong. Early in their history, a misguided political sect decided to attempt to use the ways of the enemy against them. The Zeredites had developed the doppelgangers, so this sect mutated some of their troops into Gnolls. For a time, they served well, but one of them was able to unite the other Gnolls, and in time, they rebelled. They lurk along the border that runs between the Tirasim and the Zeredite lands, hating both sides with an intense passion, and striking at both whenever they can.

Golem

Gorgon

Grey Render

Grick

Grimlock — A race that descends from the Phoenix Clan of Arak, these Creatures have been

mutated into this form while dwelling underground for thousands of years.

Hag

Harpy

Hell hound — Hell hounds are the servants of the Lords of Darkness

Hippogriff

Howler

Hydra — These were introduced during the God's War, and there are only one or two known to still exist

Invisible Stalker — Only when summoned from their native plane by magic

Kraken — These were introduced during the God's War, and there are only one or two known to still exist

Krehshar — Gadianti experiment

Kuo-Toa — These are special, as they do not appear on the continent of Diomin, however, they do exist. Only the Gnolaum know of them.

Lammasu

Lich

Lillend — Lillends are servants of the Children of The Vineyard

Lizardfolk — Yet another failed Gadianti experiment, however, these are particular virulent. Of all the failed experiments, these have become the most numerous and threatening.

Locathah — These are special, as they do not appear on the continent of Diomin, however, they do exist. Only the Gnolaum know of them.

Lycanthrope

Manticore

Mephit — Only when summoned from their native plane.

Merfolk — These are not well known except to certain seafaring Arak clans.

Mimic

Mohrg

Mummy

Naga

Night Hag

Nightmare — Nightmares serve the Lords of Darkness

Nightshade — These were soldiers of Cedron during the God's War.

Nymph

Ogre

Ooze

Otyugh

Owlbear

Phantom Fungus

Phase Spider

Phasm

Pseudodragon

Purple Worm

Rakshasa — These are special, as they do not appear on the continent of Diomin, however, they do exist. Only the Gnolaum know of them.

Remorhaz

Roc

Roper

Rust Monster

Sea Lion

Shadow

Shadow Mastiff — Shadow mastiffs are servants of Rimmon, and assist him in his hunts.

Shambling Mound

Shield Guardian

Shocker Lizard

Skeleton

Spectre

Sphinx

Spider Eater

Stirge

Tendriculous

Troglodite — Gadianti experiment

Troll — Zeredite experiment

Umber Hulk

Vampire

Vampire Spawn

Vargouille

Vermin — Yes to all

Wight

Will-o'-wisp

Winter Wolf

Worg

Wraith

Xill — A race that descends from the Phoenix Clan of Arak, these Creatures have been mutated into this form while dwelling underground for thousands of years.

Yrthak

Yuan-ti — This race is a special case. As is alluded to in the Worldbook, when the Gnolaum returned to Diomin from their years elsewhere, they were fleeing.... something. The Yuan-Ti is the one of the major races of the Second Continent, which will be detailed in a later book.

Zombie

Maybe...

All of the following creatures from the Monster Manual might be present on Diomin, for special reasons:

Achaieriai — Only when summoned from their native plane by magic

Arrowhawk — Only when summoned from their native plane by magic

Azer — Only when summoned from their native plane by magic

Barghest — Minions of Cedron, usually used for hunting special prey (like high clerics of Barak).

Couatl — These are creatures bred by the Warriors of Light specifically to fight the Gadianti

Delver — A Hearthom creation, these creatures are used to fulfill the Plan.

Elemental — Only when summoned from their native plane by magic

Ethereal Marauder — Gadianti experiment gone wrong. They escaped Gadianti control and wander the Spirit Realm.

Half-dragon — These will be extremely rare, and only happen in the Dragon Clan of the Arak. It is a special case because it implies that, somewhere, there are good dragons. (Hm. Quest material? Go for it.)

Planetouched — Only as extraplanar travelers.