

## *Afternoon Outing*

### *Adaptation Sheet for Ket Ver 2*

Adaptable scenarios are very general. Please try to paraphrase the text, and add appropriate cultural references wherever and whenever possible. This adventure should feel like it is taking place in the nation of Ket to the PCs and to the players.

Characters with Ket as their current Home Region may play this adventure as a “Ket Regional Scenario” costing them only one time unit if this adaptation sheet is used. A PC’s declared home region is what is currently listed on the Adventure Cert. It costs 4 TU’s to change a region. Players living in the Eastern Canada Living Greyhawk region have ‘Ket’ as their default home region. Characters that do not have ‘Ket’ as their home region must spend two time units to play this event.

If an official adaptation sheet is not used then this adventure is considered “out” of region for all PCs regardless of their home region. It is strongly recommended that you use an adaptation sheet for any and all adaptable modules if one exists. Adaptation sheets from other regions cannot be used for this or other adaptable modules that run in the Eastern Canada LG region.

Con Coordinators should get an adaptation sheet directly from the Ket Triad to ensure that they get the latest version. Gatherings that get adaptation sheets from other sources risk being deemed not to have adapted version of the scenario.

#### **Location:**

The adventure takes place in Ket’s Polvar province in the village of Sarshon. Sarshon Shire is a hotspot (a player created location) and is detailed in a separate document. Make sure to have a copy of the map and the map key before running this adventure. The dungeon complex is located in the Graf’s Rough (marked by the Skull). Make sure to alter the description of what the characters see entering the village along the eastern road to something that reflects the map.

#### **The Authorities:**

“Encounter 4: A Final Plea” should be skipped in its entirety. The head of House Kibeth is effectively the “mayor”, but nobody in authority will plead (or even ask) for help from the PCs. The authorities do know of the missing would-be-adventurers, but they don’t care as the group entered the Graf’s Rough without permission and were killed for their foolishness. PCs can get permission to enter the Graf’s Rough from the Threshers at Fort Dashin (#11) without much difficulty if they explain that they want to recover the bodies of the would-be-adventurers. See the attached document for further details on the Threshers and the Jurat. In this situation, Lord Nassif is out of the village (patrolling the country side), so such permission is handled by the Threshers. The Jurat handles judgement and thus has no need to be involved with the enter of the Rough.

The authorities believe the attacks on the outlying farms are from a band of ogres (and are correct). Lord Nassif Kibeth has found evidence of ogres in the area, but what he doesn’t know is the zombies killed the ogres in their sleep one night. If the PCs try to convince the Threshers in town, that the zombies are more likely the cause of the problems, they won’t agree as “zombies are stupid and can be outrun easily.”

The threshers aren’t too concerned about a few zombies, but they are concerned about a source of intelligent monsters. The Graf’s Rough is known to be infested with giant vermin. Basilisks are also fairly common. But in this Scenario, the evil aura of the temple will spook and drive away these monsters.

If the PCs return to the village and explain to the threshers that the would-be-adventurers were turned into undead, they will be concerned about whatever turned them into undead. If asked, the four Threshers will lead a force of a dozen garrison troops (first level warriors) down into the dungeon complex and hold the first level (room 16 on the dungeon map) while the PCs search the lower levels. To do this though, will require a Diplomacy Check (DC 15). There is long standing orders (and good reason for them) not to send large forces of men into the Rough. Historically, such groups have been wiped out.

Should the PC’s wait three days, Lord Nassif Kibeth will return, and on a Diplomacy Check (DC10) agree to the troop escort.

If the PCs get trapped in the lower level, it will be Taj Kibeth, the eldest son to Lord Nassif who comes to rescue the PCs, not a group of paladins. He and his ten calvary men will let the PCs out. Taj commands Sarshon’s Somb company.

#### **Religion:**

The temple described in the adventure is a Temple of the True Faith (location #1). Replace any reference to Pelor to Al'Akbar. Tama has the domains of Healing and Law. It should be noted that the temple is five miles out side of the village (along a road). Three miles away (along a trail) is the Holy Water Shed, a temple of Geshtai. In the village of Sarshon is a small temple of Bleredd. Stat wise, treat all the clerics as being similar (change domains as you see fit) as per the Scenario text. The PCs are free to visit any of these temples.

Use standard RUP pricing for spells. Highest caster level available for this Scenario is 7<sup>th</sup>. Access to a Raise Dead (or higher spell) must be accessed at a larger city after the Scenario (but at the table). Use standard RUP rules for this.

### **History:**

The information in the DM's Introduction of the adventure does not apply to the Ket version of events. A little over a hundred years ago, Iggiwilv threatened this area of Ket. While not under Iggiwilv's sway, Sarshon felt Iggiwilv's influence. It was at this time that the temple to Nerull was in use. Around the same time that Iggiwilv was defeated, the temple to Nerull was destroyed by Ket's forces (which weren't paladins.) Ambrios has been laying dormant for 100 years and a day since he was killed and placed in the crypt, and now he walks again.

### **Scenario Errata:**

Unless the PCs destroy or remove the tablet in the main crypt, it is a DC 30 Search check to find the secret door behind the tablet that leads to "Encounter 6: Where its still dry." Also note that the adventure is written with 2<sup>nd</sup> Edition in mind. As such, none of the box text in the dungeon is applicable. Keep in mind the actual light sources the PCs are using and adjust according to what the PCs would see.