

## *Sinkhole*

### *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. It is strongly recommended that you keep a copy of the Ket Regional Flyer ([http://ket.oerth.com/download/Ket\\_Flyer1-2.pdf](http://ket.oerth.com/download/Ket_Flyer1-2.pdf)) on hand for some sample random NPC names and general notes about Ketite culture as an aid in your portrayal of Ket.

‘Ket’ characters may play this adventure as a “in home regional scenario” costing them one time unit if this adaptation sheet is used. A PC’s declared home region is not the same as a PC’s background, but normally ends up being the same. 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 starts in Ket’s Lopolla province and takes place in Ket’s Durva province. The village of Dulkar is located at the edge of the Banner hills approximately 30 miles south of the city of Lopolla. The Unicorn’s Rest (the tavern the PCs begin at in the intro) is a forgettable waystop a little way south from the route between Lopolla and all points further west. It is one day’s travel by horse to the village from the Unicorn’s Rest.

Durva Province forms the southern border of Ket. All of the Bramblewood south and west of the Irafa road belongs to this province, along with the Banner Hills. In truth, however, the province is almost entirely devoid of inhabitants, and is a province only in name.

The Hamlet of Dunset is the Hamlet of Dulkar in Ket, and has the following statistics (don’t use the sidebar provided for ‘core’ versions of this adventure):

**Dulkar (hamlet):** Conventional; AL N; 100gp limit; assets 700gp; Population 140; Isolated (135 humans, 4 halflings, 1 half-elf—afraid of orcs and half-orcs).

#### **Introduction A&B:**

This adventure will most likely be run via “Introduction B: To The Quick” as the adventure typically runs longer than 4 hours. Because of this, and because the general information is applicable, specific changes to this section have not been detailed. However if you run “Introduction A: At the Tavern” please choose random Ketite names for the NPCs in the intro, cut the Barkeep’s tale (Appendix B) and make minor changes (such as weapon choice) to friendly NPC statblocks. (If stuck for names, remember there are 1000 suggestions on the Ket webpage at <http://ket.oerth.com/names.html> and a dozen on the Ket Regional Flyer).

Specific notes for Introduction B are: 1) The bard’s name is “Ashraf of Zeif.” 2) There have been no problems or stories of hobgoblins to speak of. Problems with Orcs and Ogres are common tales however.

## Names:

The following are changes to the names of the people in the module to give a more Ketite feel:

<i>Name in Module</i>	<i>Role of NPC</i>	<i>New Adapted name</i>
Ashlyn of Safeton	Travelling bard	Ashraf of Zeif
Milat Ranel*	Oldest son	Milat ben Raham
Tomat Ranel*	Younger son	Tus ben Raham
Anella Ranel*	Widow	Anahita al'Dulkar
Father	Dead husband/father	Raham al'Dulkar

\* Family names are only used by nobles. If a second name is used, it is typically a descriptor like a physical attribute, the father's name or a place name.

## The Bandits: 'Dead' or 'Alive'

The authorities do not want the bandits "dead or alive". They want the bandits alive only. The standard reasons that the authorities want them alive in Ket apply in this adventure too. In Ket, the somewhat harsh law is in theory applied to all equally. An adventurer does not have the right to take the life of another Ket citizen, even if that said citizen is trying to murder the adventurer. To use real damage is considered assault, even when defending ones self. Subdual damage is the legal way to defend yourself from bodily harm.

Exceptions are sometimes made for extreme cases, such as a cultist of a hated god, being killed in battle.

Due to the distance between communities and the sparse population, Threshers are empowered with more authority than Threshers of the more civilized regions. Jurats are not available for all the villages, so a small group Jurats travel different circuits, bring justice with them. Instead of using Lower Watches like the populated provinces, Threshers are used in small garrisons to enforce the laws of Ket in Durva province.

Should the adventurers break any laws, the Threshers will act harshly and with full authority of the region. Should any PCs survive the combat, they will be held for the arrival of the local circuit Jurat.

After the bandits are brought in alive to the Threshers, the Jurat will arrive in two days. The Jurat is Gohha al'Jurat, 4<sup>th</sup> level Cleric of Al Akbar.

Zelonin the sorcerer, is the only member of bandits that will be sentenced to death by the Jurat. The other bandits are sent to the mines. Zelonin will be ordered stoned to death by the villagers he and his bandits preyed upon. This will give time to ensure that the bandits have been properly interrogated and that families of those he killed are notified. The PCs can participate in the stoning if they so desire.

- The authorities do not trust the PCs. The PCs could be the bandits themselves and simply killed a group of travelers, turn their bodies over to the authorities and claim the travelers were the bandits. Then the true bandits could collect their own bounty and leave to terrorize somewhere else.
- Death in battle is an honourable death. Death in battle is relatively quick and merciful compared to the long and painful punishments criminals may actually deserve. Do not be merciful to the enemies of Ket. It is also murder, should the deceased turn out to be innocent. Also, adventurers do not have the authority to take the life of Ket Citizens.

- The public eye. The public will feel safer if they witness the punishment of a criminal with their own eyes. At the same time, an example is made so that criminals will know what will be befall them. If a criminal is punished with but a handful to bare witness, their dishonour will not become known.
- That might not have been all of them. It is very possible that the criminals were working with others that got away or were not present. If nothing is known about them, they may escape punishment. Ket has many enemies.
- Criminals may have valuable information. Criminals may know of importation information that can be used against the enemies of Ket.
- Death is inconvenient. It is a lot harder to interrogate a corpse that doesn't feel pain than it is to interrogate a criminal that does. For every spell that is used when it wasn't necessary, it could have been used to protect Ket, and aid those that do.
- The criminal may not actually deserve death. One of the standard punishments in Ket is to put a violent criminal to work in the mines. Killing a criminal deprives the workforce of labour before they die.
- You might have made a mistake. Death is relatively permanent, and it's a lot harder to defend your honour when your head is not attached to your body. If you make a mistake, you become the criminal.

### Monsters

The primary adversaries of this adventure are hobgoblins. Some may express concern at exterminating the tribe because Ket uses hobgoblins as mercenaries. Learning of the hobgoblins, the authorities are definitely concerned because they do not know the intentions of the hobgoblins in the area. If a hobgoblin is brought to them alive for questioning, they give the PCs 100gp as a bounty. It should be noted, that some hobgoblins work as mercenaries of Ket, but not all or most.

### Conclusion

The chain shirt belonging to the widow's husband was *taken from* Quen the Olve himself, not given to Raham by Quen. Also make sure to paraphrase the box text and do not use any of the box text after "I know some of you are the noble type..."

### Scenario Errata and Clarifications:

- Certs are not required for the disease described in the adventure, or for any other condition a character might be inflicted with during the course of **any** adventure. If a cert is provided, it is for ease of use, nothing more. (Yes, even if a character's death was uncerted, it is still dead.)
- At some APLs Xelab has 'maximized burning hands' prepared. Change all such spells to 'enlarged burning hands'.
- Gems are considered trade goods and are sold for 100% of their value vs. 50% value for most other goods.
- Contrary to what the adventure states, Craft checks may be attempted untrained. If the PCs wish to cut the emeralds, the gemcutter must state the DC they are attempting to reach, without knowledge of the value of the gem at that particular DC. Appraise checks can be used to get an idea of the value the gem would be at a particular DC. Remember, a failed Craft check by 5 or more ruins half the raw materials, and the spell "Guidance" lasts only 1 minute and does not last long enough to affect any Craft roll. (Example: If the would-be-gemcutter wanted to cut an emerald at DC20, and only got DC18, the gem would be worth 100gp, not 300gp.)

Regardless if the PCs are trained or untrained in gemcutting, the two uncut gems can only be cut if and only if the PCs have gemcutting tools available. It is possible to purchase such tools at the general store mentioned in the adventure (but not masterwork versions at that store).

- Additionally, while this is not errata, it should be stressed: If the PCs decide to cut the emeralds, the *PCs must make their gem cutting check at the table*. The adventure is very clear that the emeralds must be cut at the table so if they are not cut, mark them as being worth 200gp and that 200gp is the gem's maximum value on whatever logsheet.