

KET3I-01

Secrets of the Past

**A One-Round D&D LIVING GREYHAWK[®]
Ket Introductory Regional Adventure**

Version 1

Round 1

by Stephen Baker

Triad Editor: Chris Chesher

Just outside of Polvar, a Baklunish archaeologist is excavating a ruin and needs some equipment delivered. It should be a routine trip, to earn a bit of extra spending money and see the countryside. An introductory adventure for level 1 characters only.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven players participating in the game, including the DM.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their

characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to

have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one.

Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure – round up.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is an Introductory one-round Regional adventure, set in Ket. Characters native to Ket

pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

Adventure Summary and Background

The adventure begins in the city of Polvar. A local merchant (Essendi) is looking to deliver a set of precision digging and clearing tools to Farid bey'Hassan, a noted archaeologist who sent in an order. The delivery date is today but the merchant has no delivery persons available on this short notice.

At the site, Bey'Hassan will explain what he is doing (researching an old villa from the time of the Baklunish Empire) and give the characters a tour. He will display old writings on the villa wall (and note Ancient Baklunish is nearly identical to the current dialect, for those that can speak it), as well as giving a bit of a history of the Baklunish Empire. The characters are free to wander around the site for a few hours, as it will be too late in the day to return to Polvar (and they will be invited by bey'Hassan to stay the evening).

They may circulate and role-play, asking the various assistants and others about the dig and the surroundings. Some of the background of Ket will be revealed during these discussions, as the Judge sees fit.

During this time, the players will also be made aware that the diggers find this site cursed and are scared of continuing. In particular, a large stone doorway has been uncovered which bey'Hassan says leads to a wine cellar, but the diggers are not so sure. If the characters choose to investigate, they can find that it is actually partially cracked open, as if someone has already been inside.

Inside they actually discover this is a burial chamber. The old crypt is a family site and would normally house not only burial tombs but also urns of ashes generated by a cremation when that custom took hold. Some of the villa itself stood until just after the time of the Brazen Horde, allowing for the introduction of their customs. Now, however, a curse has been activated, meant to protect the crypt from

intruders (the bandits broke in earlier and stole some treasure). The curse is gradually growing in power – currently it has activated 3 of the skeletons in the crypt to defend itself.

Discovering the curse requires a Knowledge Arcana roll, DC 15 (+2 Synergy with 4 ranks of Spellcraft or more) and can be assisted by a number of different checks inside the wine cellar.

As the party recovers from the attack, they will spot an argument between two people at the site, in the sheds used to clean and store the artifacts. One of the people is, in fact, a disguised bandit. He is terrified, not only of the curse but that he might be the target of it. It is quite possible to fight the digger, or possibly get him to admit to the danger and facts and help out the party. Converting the bandit, if attempted, requires Diplomacy or Intimidate

Before long (2 hours), creatures will be summoned. Zombies stumble into camp (if asked, there is a battleground from the war with the Brazen Horde nearby). The night is cloudy and vision will be down to just torchlight, if that.

After the Zombie encounter, the diggers will revolt. They will demand that the site be abandoned until clerics of Istus can be brought to make it safe. The party can attempt to mitigate the extent of the revolt by offering to "break the curse". Bey'Hassan will suggest this if not otherwise offered (they may not have thought of this or found out reasons to enact such an offer). If the stolen urns are returned, any cleric that can channel positive energy can restore the crypt to a proper state of grace.

To break the curse, the party needs to track down the bandits and return the urns (with ashes) to the crypt. They can rest before starting this tracking attempt. It will be a tracking effort to locate the bandits, although there is assistance if nobody in the party can track. A warning trap at the entrance to the cave protects the bandits.

Once this is all accomplished, further details on the recent war with Bissel will be shared, either by party members who recall this during the tracking or by members of the Threshers, called out to take the bandits into custody.

Note for the Judge:

A general note on representing the in-game word usage for NPCs when referring to the names of gods. Due to the reverence (and sometimes fear) of these most divine and powerful beings, the NPCs do not use the true name of the god in vain during idle conversation or reference. Only when the god's power is truly being invoked (though not necessarily by a spell) is the true name used. It's a firm belief that to use the gods' true name invokes that being's attention. The descriptive name used can also sometimes refer to which sect or view the worshipers have of their god, but this is not always the case. For instance, if the NPCs in this scenario wish to refer to Nurell, they say, "The Reaper", in an attempt to avoid his attention. Also, the NPCs in this Scenario refer to Al'Akbar as "The Restorer of Righteousness", for the sect that is being referenced with that aspect of the god identifies him in that aspect of his portfolio over other parts. Other examples of usage for a god's name as; To say, "Fharlanghn Rules the Roads" is a blessing, invoking the god's power. To say "Zilchus be poor" is profanity.

Relations with other states

Relations with Veluna are currently poor. The nation has recently withdrawn from all over the VTF metaregion, pulling troops back to the main country. Ket is naturally suspicious of this action, particularly since the only area not abandoned was in Thornward. Characters from Veluna will spend one extra TU entering Ket as they are closely questioned and held-up at the border for this module.

Background:

Polvar, in eastern Ket, has recently become the centre of archaeological digs in the country. Now, prominent archaeologists, Farid bey'Hassan amongst them, have begun to research and dig.

The site of this dig is a moderate sized villa dating from the time of the Baklunish Empire. It was abandoned some years after the invasion of the Brazen Horde. The villa was recently partially uncovered by a mudslide. Bey'Hassan has permission from the local noble to dig on

this land as he is related distantly to the man, however he must present anything of value that is found to the Archons in Polvar.

The villa is arranged in much the same manner as any in Ket these days (the style has not changed much). It is a building with many rooms looking into a large inner courtyard. The stables are prominent and form one wall of the villa. The main entrance leads past the stables into the courtyard, and there is another section for servants and kitchens. Located directly behind the villa, approximately 30 feet away, is the crypt. Many villas in Ket these days no longer have a crypt attached to them, having converted the use to wine cellars in the past few hundred years when the custom of burning the dead was introduced by the intermarriage with the Brazen Horde to many of the noble class. The current preference by nobles is to venerate dead in the temples to Al'Akbar and keep the urns of their ancestors in more prominent locations on their property, generally the shrine to Al'Akbar (thus the mistake that bey'Hassan has made). Commoners in Ket mainly keep with burial of the dead and rarely burn them, except when desperate. It should be noted that not all the noble clans in Ket have adopted the culture of the Brazen Horde.

Adventure Synopsis

Introduction: The party is approached by a merchant representative in Polvar to deliver a load of high-quality dig supplies to the camp of Farid bey'Hassan

Encounter #1: The party will reach the camp and be allowed to wander around, asking questions and seeing the camp.

Encounter #2: The party may be apprised of a stone doorway that leads to a "wine cellar" – if carefully investigated, will find it has already been opened, and there is an encounter with Skeletons. The breach of this "wine cellar" earlier unleashed a curse upon the camp and surrounding area.

Encounter #3: The party will see a digger who is very worried being insulted and try to run. He is actually a bandit in disguise, very worried about the possibility that they (the bandits) have activated a curse.

Encounter #4: The curse will drive Zombies into the camp in the very late night.

Encounter #5: In the morning, following the Zombie attack, the diggers will revolt and may leave camp, depending on the actions of the characters. The party may choose to intervene and try to break the curse.

Encounter #6: Possible bonus going after the bandits (which may involve an ambush or not, depending on #3 above), to return the items and end the curse.

Conclusion: bey'Hassan will thank the party whatever they have accomplished, and make every effort to continue his dig. If the party has succeeded at capturing the bandits alive, there will be an extra reward of gold from the Threshers for their actions.

Introduction

The wind is hot and steady in the city of Polvar, the Yatil mountains in the distance providing no cooling at this time of the year. A young man in the garb of a merchant house is looking around, apparently seeking someone. He grasps a note in his hand and seems lost and confused.

The young man is Essendi and he has been asked to find guards and troubleshooters to take a package of goods out of Polvar to a nearby estate. The directions do not actually specify who is to be asked and the young man is trying to make this determination himself. Anyone approaching will be treated in a deferential and polite manner and he will make his inquiries of them. He has been authorized to pay 100 lances each for the task, with another 100 lances each should they return with a further order of goods.

Coinage

As a role-playing and introductory note, this is a good time to note that Ket is predominantly a silver (lance) and copper (helm) coin based society. While it is quite possible to have coinage that is of greater worth, these are the common coins of everyday usage and should be treated as such.

The payment will be made at the House of Al'Zarif, a merchant house located just off the main merchant square in Polvar. The packages that are given weigh approximately 300 pounds total, and consist of trowels, brushes, journals, quills, ink, vials of acid for cleansing of solid objects and other tools of the archaeological trade. They have been divided into 10 packs, each weighing about 30 pounds, and wrapped up in felt. Unless specifically questioned, the contents will not be revealed.

Essendi will apologize when introduced that he is unable to make a proper greeting (invite the adventurers in for a light meal before discussing business) however the urgency of this delivery precludes that. He will offer an extra 10 lances to the party if they notice this social oversight or comment upon it in some fashion.

The delivery must be made out to the dig site of Farid bey'Hassan, a respected scholar who is visiting from Lopolla (the capital of Ket). He is in need of more tools and equipment and has placed this urgent order. The regular delivery men of the House – of which there are four – are away on other business (returning tomorrow) but the delivery date is today. Rather than see the job go to another House, Essendi has been tasked with finding those who would do the job on behalf of the House of Al'Zarif. If anyone wishes to use Gather Information to check into this fact after Essendi has left, it is a DC 12 check.

Further information is available at the following DC's (though anybody can also ask Essendi and he will freely share the details):

Knowledge (Local, VTF) or Gather Information – DC 10: The House of Al'Zarif is a member of the Moquollod Consortium, a trading organization that spans much of the western part of the world.

Knowledge (Local, VTF) or Gather Information – DC 15: The house of Al'Zarif is honorable and well-respected but that it generally sticks to trade, unlike many of the Houses that dabble in local manufacturing and so on.

Knowledge (Local, VTF) DC 20 or Gather Information – DC 25: Some short time ago, the House was responsible for opening up communications with the Elves of the

Bramblewood Forest, in order to facilitate a more secure supply of Yarpick nuts than Tusmit and within the borders of Ket (see the scenario – Shockwave).

Knowledge (Local, VTF) – DC 25: The House was likewise successful in opening up the communications with the Elves (although it is rumoured that the Elves initiated the contact first, a fact which is almost impossible to believe) and has also been responsible for dealing with the Dwarves north of Molvar.

All APLs

Essendi; Baklunish male; Bard 1; hp 6.

Essendi is a shorter man in his early 20's, with dark brown hair and brown eyes. He is very handsome but somewhat unsure of himself, and only recently in the employ of the House of Al'Zarif. Should he be asked in a properly sympathetic or friendly manner, he is from Polvar itself and has never left the city save for excursions to the local countryside – his reason for joining the House is both for employment and “to see the world”.

Treasure: 10 gp (100 lances).

Encounter One: Meeting the cast

The road from Polvar to the dig site is both hot and dusty but it is also without incident. The sun is beginning to set on the far horizon as the camp comes into sight over a small rise. A circle of tents is located around a half dozen pits in the group. Groups can be seen digging in each one, with no more than a half dozen men in each pit. Standing on a scaffolding affording view of all are a pair of men who turn in your direction.

The two men are in charge of the dig. One is Farid bey'Hassan, the second is his local master of the digging crews (his name is Zarqua). Farid will immediately come down from the scaffolding (one story in height only) when the party is spotted, as he is eager for the new delivery of tools.

In one of the tents, a group of young students are going through various shards of pottery and other bits and pieces taken from the dig. There are five women and two men in this group and they will generally not talk to party members unless Farid is present to confirm that it is acceptable. When they are finished with the initial assessment, the artifacts are taken to the sheds at the back of the site to be assessed for transport, itemized, packed and stored.

Farid himself will tell the party that he was digging here with the hopes of finding a villa from the era of the Keoish occupation but that his dig has been wildly successful, finding something from the actual time of the Baklunish Empire. He will be very excited to get his new supply of equipment, most because it contains a number of fine brushes, as well as a supply of rubbing paper. He will be most pleased with the efforts of the party and provide them with a “tip” for good services, totaling 5 gp (50 lances) per party member. Farid will not take “no” for an answer with this “tip” and will act quite offended if it is refused – noting that an appropriate diplomacy effort could defuse this situation (DC 15 Diplomacy or Bluff checks). Should they refuse his hospitality, all DC's in this module for information at the site will become +4 as they will not have access to the most knowledgeable authority.

If he is still friendly to the party, he will invite them for a tour of the dig site immediately. Even if not friendly, Farid will offer them the hospitality of his tents (as custom requires). It is approximately 5 pm by this time and return to safety of the city or an inn is not possible before nightfall. Try to ensure that the party stays and sees the reason behind it – after all, if they leave they will be effectively ending the module.

The villa itself went through a long period of use. Some parts of it were obviously damaged during times of battle and mostly repaired, but not completely. Towards the end of the use of the building, only the kitchen and stables were actually being occupied. A mudslide from the hills completed the abandonment of the villa, acting as a very slow-moving incentive to leave. The presence of a lot of different artifacts from many eras can be attributed to this catastrophic event, which precluded easy looting and removal.

Should Farid be insulted, he will stomp away after making the offer and any necessary arrangements. Zarqua will step forward at that time and act in a friendly manner (if asked, he will explain that Farid is under a good deal of pressure to finish up this dig in a timely manner, and that he has been testy for the past week while digging has been going slowly without the new equipment). Zarqua will then give a tour of the site, as Farid might have done, with the same information imparted, though with the penalty to the DC for information noted above.

If anyone wants to go down into a pit, it is a ten foot drop and there are two ladders in each pit for access. Farid will provide gloves to everyone beforehand, to ease with handling. Each pit itself is 20 ft by 20 ft.

The tour (pit site is noted and the information that is imparted):

Main entrance:

Upon the floor, and obviously worn from years of use, a mosaic has been unearthed. It is primarily of shades of blue and green and depicts three people caught in a vast net. In the forefront of the mosaic, set amidst daggerthorn trees, stand a trio of elves, hands upon their weapons. The three people in the net are clearly Baklunish and have the air and dress of nobility about them.

The mosaic is 10' long and wide and is made from tiles that Farid surmises came from the Baklunish Empire.

Farid will note that the trees likely represent the Bramblewood, which has always been a large part of Kettite history, dominating a large portion of the landscape and essential for survival with the large number of yarpick nut trees in it (daggerthorns by another name). He takes the presence of the elves to be a sign that even the ancient Baklunish struggled with their presence in the forest. It is a Knowledge History DC 13 or a Knowledge Religion DC16 to note that the elves are placed upon the mosaic in the position of guardians. Farid and others have not commented upon this or noted it themselves as they are busy with other parts of the dig.

It is a Knowledge Nobility check (DC 14) to identify the dress of the nobility in the mosaic as representative of a very minor household – this

is albeit based on current standards, but is correct.

For judges, the three nobles represent factions of the noble house that founded this villa. They are not found in any history of Ket as those details of the Baklunish Empire did not make it to this age.

Guest room (shrine?):

An artist stands near the next pit, intent upon drawing an accurate representation of the finds. She is staring down at a simple female figurine, as if trying to divine the intent of the piece.

If asked, Sheraz, the artist will indicate that she is at a loss to place the figurine in the room. There is a stand for regular use, but it has a setting that is off to the side for this figure and she is surmising that it represents Istus. This is somewhat surprising, as she would have expected such a to be in a place of prominence as the head of the pantheon. The fact that it is not is somewhat surprising and perplexing.

The stand itself is only about 1 ½ feet wide by 2 feet long and about 3 feet high. It is made of stone and has places for two other figurines. The figurines are about 6 inches tall and well-sculpted. The other two, if they are discussed, have not been found and cannot be in the space of this module.

Farid will note that The Lady of our Fate (Istus), the goddess of Fate, was the head of the pantheon for the Balunish of that era. Her presence in this room may also mean that it was a private shrine, but there has been no confirmation of this fact yet. If anyone asks, he will list many of the Baklunish gods, including The Merchant (Moquol-- god of merchants), The Banisher of Darkness (Azor-Alq-- god of heroes and arsonists – although if anyone remembers, Azor-Alq would not be a god at this point), Daughter of the Oasis (Geshtai -- goddess of fresh water) and so on.

If the party is friendly toward Sheraz, she will be willing later in the module (after any of the attacks) to use her *Cure Light Wounds* (she gets two on each day) on friendly characters. She does not like any who make advances on her (she is betrothed) and will not heal any such person.

The main bedchamber:

On one wall is a magnificent mosaic in browns, golds and whites, depicting a large, sprawling city. It is dominated by three large towers, each with an obscured symbol flying on a pennant above them.

Another mosaic (15' long and 10' high) has been unearthed here which depicts the Baklunish Empire at the height of its power. This is obviously done just prior to the Invoked Devastation which the Suel Imperium wrought upon the ancestors of Ket, given the layout of the one city that is depicted in the background (Farid is postulating at this point, he has no real evidence of this). He will, however, point out that the strong Baklunish architecture of the era has been modified heavily in Ket over the years, with the influence of outsiders (and the 15 year occupation back in the mid CY350's by Keoland).

Farid will also note that this was a time when Ket was simply a portion of what would become Zeif. The names of a local ruler (Grafs) from this time period when Bakluni nobles were simply taking over from the Oerdian tribes that were present here. There is still some tension with our Western cousins over the independence and wealth Ket now possesses.

Of interest is the fact that this mosaic is a simple overlay over another, slightly older mosaic of almost similar design. The only difference is a more pronounced tendency toward grouping of buildings and some figures. Farid will comment upon this but be baffled as to why an entirely new mosaic was created. If anyone takes the time to survey the older mosaic (DC 21 Search check) they can note that the covering mosaic could be removed, with difficulty, and the older one revealed as necessary. There is also a distinct trend toward the number 3 in the covered mosaic (Spot DC 20 to note this), though the reason is not obvious and there is nothing within Kettite culture of the time that would make that relevant (Farid can answer this or it is a Knowledge History DC 20 check).

The kitchen:

It is obvious upon looking into this pit that this was once a kitchen. Embedded in the hardened earth are metal pans, pottery,

cooking implements and other items. A small pile is located in one corner, gradually being sorted and cleaned by one of the archaeologists.

The most magnificent artifact uncovered thus far in the kitchen remains partially entombed still, a huge iron candelabra with three immense sconces for candles. Another of the workers is painstakingly cleaning off much of the dirt with a fine brush.

Farid can inform the party that apparently it was one of the last parts of the villa to be abandoned and there are signs that it actually survived the influx of refugees after the Invoked Devastation, all the way until after the arrival of the Brazen Horde. Dating of the various items in the room places the last of them some 30-50 years after the Brazen Horde arrived. There are many new implements in the kitchen, as one would expect if refugees from other areas were passing through, in the varying times.

It is also important to note that grain was now being ground and mixed for horses directly in the kitchen, a reflection of the increase in stature the animal was having in Kettite society, once the Brazen horde and their nomadic ways had a tremendous influence. This particular status continues to this very day.

The Study:

This next pit must be important, because Farid motions away the only guard present at the site thus far. The archaeologist gestures proudly down into the pit, where two stone tables lie unearthed beside a writing desk of some sort.

This room is of particular interest to Farid and he has spent most of his recent time carefully unearthing artifacts here.

His speech will slow as he discusses the study and take on a reverential tone. Two tablets contained within the room indicate to him that Istus, acting out of the prescience one can only associate with a Goddess, did in fact tell the people of Ket that Al'Akbar was coming, almost 480 prior to his ascension. The ascension was in 412 CY, in fact, and there are signs that his coming was to sweep away the corrupting influence of the past in the people of Ket. Farid

can easily be identified as a devout worshipper of Al'Akbar at this point and his assessment of the tablets has been somewhat biased, to say the least.

Any who study them may garner the same information as he did (study time is ½ hour as Farid is present to translate and assist) but can make a DC 12 Sense Motive check or DC 15 Knowledge (Local – VTF) to realize that the tablets are actually a warning about the rise of Al'Akbar, not a welcome of his ascension. Furthermore, it is Forgery check, DC 20 or Knowledge History, DC 15 to realize that this is part of a triptych or three part religious object. One of the tablets is missing but there is no further information in the room as to why any would craft a warning. Should Farid be advised of this fact he will at first object but then realize the relevance and thank the party profusely, while indicating to them to move on as he starts to work again.

Creatures:

Farid bey'Hassan: Baklunish male, Exp7, Hp 30

Zarqua: Baklunish Male, Exp 6, hp 26.

Sheraz; Baklunish female; Bard 3; hp 14.

Treasure APL 2: 1 gp (10 lances)

Encounter Two: Shades of the Past

(This text presumes that a tour of the site is accepted. If not, modify as necessary). The hot sun has finally begun to drop below the horizon and the cooler temperature of night is already descending. The last pit you are shown is the back of the villa, a wine cellar that may hold many clues to the everyday lifestyles and trade patterns of the past.

Farid bey'Hassan has actually made a mistake with his assessment of the villa. The new equipment he has requested was primarily for this "wine cellar". It is true that villas of the current vintage use a cellar of this type for storage of wine but during the time of construction this was a family crypt. Recognizing this from what information has been provided is difficult, Farid is a very persuasive authority after all. It is a Knowledge (History) check of DC 22

or Bardic Knowledge of DC 28 – this takes into account a –4 circumstance penalty for Farid.

If the party investigates at the "wine cellar", opening it will cause the ancient guardians of the burial crypt, some skeletons, to animate and attack. The skeletons are armed with scimitars (as befit ancient Baklunish warriors) and attack all those who have entered the area. They can and will follow intruders outside, their only goal being to make the place safe once more.

The curse of the crypt will be visited upon anyone who disturbs any of the urns within or takes anything from the crypt itself (including the weapons and armor of the skeletons) – this could include party members but it certainly means the bandits at this point. The curse is meant to keep the urns and their "evil" from spreading – it will call upon the powers of death itself (undead) to return those affected by the curse to the crypt and death. From this point onward, any who are "cursed" will be targeted first by undead in the module.

Once the combat is dealt with, the party can find out a number of details. All of this will likely take place after a conflict as detailed below.

APL 2 – EL 3

Skeletons (9); hp 6 each; See *Monster Manual* page 226

Tactics: Skeletons have no tactics. They engage the closest enemy and fight until they drop. They will not seek to flank an opponent unless that is purely happenstance due to swarming to make room for more attackers. The skeletons use their scimitars to attack, using claws only if they are disarmed of their weaponry.

The Skeletons will not pursue beyond 30 feet from the doorway – they will return to the crypt at that point and await another breach. This leads them out of sight and behind cover so the characters can not just shoot them from safety.

Development:

Tracking DC 12: This is the second time in as many nights that Skeletons have animated. If the party returns after encountering the fake digger in Encounter 3, the DC is reduced to 10 with the additional information and they can try

again – this track check is possible as a Search check itself without need of the Tracking feat.

Search DC 5: A man has been hastily buried in the dirt floor of the cellar. He is dressed in worn and old clothing that shows a lot of use and exposure to the elements and has no identifying markings. The man was a bandit but that could prove difficult for a party to identify immediately, though it will be clear that he was stripped of all valuables. Nobody in the camp will recognize him (save Rashid).

Heal Check (of the buried man) **DC 15:** The man died of sharp slashes of some type.

Heal Check DC 20 (of the buried man): The wounds are filled with old dirt, indicating a creature that spends a lot of time in the dirt or undead.

Search Check DC 10: Based on the number of large steel shields in use by the skeletons, there were at least 12 guardians of this “wine cellar”.

Search Check DC 15 (if the party wants to take 20 it will take ½ hour to check the wine cellar properly): There are a lot of urns in ceremonial positions in this wine cellar and three have been removed. There is no sign of any wine racks.

Detect Magic: There is magic upon the room, both Abjuration and Necromancy in moderate levels.

Knowledge Arcana DC 20 (Synergy bonus of +2 with 4 ranks or more of Spellcraft): Discover that the doorway has a seal of magical energy that has been breached and is very much a spell that is now active. There is a +4 circumstance modifier to this roll if *Detect Magic* is cast first and the door is observed. This information will provide a further +2 bonus toward helping to determine the fact that there is a curse active.

Profession (Vintner) or **Profession (Undertaker)**. **DC 10:** To recognize that this is not a wine cellar (Profession Vintner) or that it is a perfect storage area for cremation urns (Undertaker).

With the above information obtained or not, it is a DC 15 Bardic Knowledge, History or Knowledge Local (VTF) to recall legends about curses on burial chambers in ancient Baklunish cultures and their validity. Anyone who chooses

to take the time to ask the local diggers or other crew will get a +4 circumstance modifier to this check as they are inundated with information.

Treasure APL 2: None (the heavy steel shields and scimitars of the skeletons must be returned to the crypt)

Encounter Three: Meeting the Neighbors

Just past the dig site, there are a number of smaller sheds used to store the artifacts being recovered, clean them carefully and itemize them for later research. Emerging from one of the sheds is an enraged man who shouts at another and pushes him out of his way.

“Get out, you incompetent. The artifacts will not be opened until we reach Polvar and we review all requests for information at that point. Ask me one more time and news of this will reach higher powers!”

The party can choose to intervene or let this go. If they watch, the “digger” will consider doing something violent (Sense Motive DC 12) to get the head of the artifact collecting (Lizaq) to “reconsider” his request. It will be equally apparent (another Sense Motive DC 12) that the “digger” is very frightened and acting in a non-rational manner.

The digger is named Rashid and he is genuinely scared. Twelve skeletons stumbled out of the wine cellar that he and his companions (see Encounter 6) opened in the hopes of finding treasure, after the bandits removed some fine pottery urns. Three skeletons were destroyed before they all fled but it cost one of the bandits his life (he is the body that is found buried in the cellar).

Anyone moving forward has a single chance to calm him down with either Diplomacy or Intimidate, either at DC 12. *Remove Fear* can also work. One additional character can try to help (regular assist roll) but if anyone has drawn weapons or, in the opinion of the Judge, moves into a threatening position, the DC will increase by 4. Should he be calmed he will start to gradually reveal the information about the

bandits – he is scared and wants to have the curse lifted, not worried about the crimes he has committed.

If the party fails to calm him down, he will try to run at maximum speed. Anyone who follows will be attacked (though always for non-lethal) once he is outside of the dig site. If he is successfully subdued, he can likewise be interrogated and will reveal all the information about the bandits.

Rashid will delay for one round while he tries to make up his mind, if the diplomacy or bluffing has not worked. This is deliberately in place to encourage a decision by the PC's. At this point, it is a DC 5 Sense Motive check to determine that he is both scared and frustrated.

For the purposes of running, the area beyond the camp is lightly forested and characters cannot run, but can move up to double and charge. The direction for Rashid to run is random, generally just the quickest way out of camp. If Rashid manages to put 200 feet of distance between himself and any pursuers during the run, he is considered to have “lost the party”. He will not stop until he is over 8 hours away, so tracking him will be the end of the module if that option is taken. Tracking him during this time is a DC 12 Tracking check.

Rashid is the trained Rogue who thought he had deactivated any traps on the burial chamber and he is now scared that he might be the target of the curse. He is also responsible for setting the alarm in the bandits camp and can explain this defense and a bypass mechanism if asked.

Tactics: Get away. Rashid is lightly armed and armored (Leather only under his robes) and he has no desire to fight. He is scared out of his mind and wants nothing less than escape. Under no circumstances will he strike for lethal damage, though he will do his best to escape. If he manages to put any degree of distance between himself and the party, Rashid will quaff his potion of *Expeditious Retreat* to improve his speed.

APL 2 – EL 3

Rashid, Rog3, hp 14.

Treasure: 2 gp (g); 60 gp (l); 7 gp (potion of *Expeditious Retreat* CL1).

Encounter Four: Zombies, Zombies, Zombies!

It is a late night and the sliver of the moons that is present does little to provide light. An eerie wind blows in from the East, rising in a crescendo all of a sudden. Even as the fires of the watch flare back to life, creatures can be seen stumbling from the dig, lurching forward.

The curse has forced some undead out of a nearby burial site from a battle with the Brazen Horde and lured them into the dig site. These are troops of the Brazen Horde who were killed in the invasion and anyone who gets close enough (with 10 feet, or 20 with lowlight, or 60 with darkvision) can make a spot check to see their faded and tattered clothing (DC 15 – will note it is a nomadic garb).

Zombies are being called by the nearness of midnight to the curse area. They arrive at approximately five minutes to midnight and stumble toward either Rashid (if he has been captured or is willingly staying) or any character who entered the “wine cellar”. If there is still no target, the Zombies will move to the closest people and attack.

There is no surprise for anyone on watch duty. Others will be surprised for one round as they awaken to the sounds of combat, then they can act normally (They should roll initiative normally, rather than come in at the top, to represent their reactions and general sleepiness).

Anybody who does some investigation can try to extrapolate their movement using their tracks. This requires a Search check (DC 10) or Tracking check (same DC). They can then pinpoint that the Zombies were heading right for the “wine cellar”, that which has been looted by the bandits.

After the combat, it is possible to take a look at the Zombies and realize both the clothing and style of armor (tattered remnants) is not from Ket. Anyone there can make a DC10 (Knowledge History or Knowledge Local VTF) to know that these garments are typical of the lands far west of the paynims and introduced by the Brazen Horde.

Tactics: Zombies have little in the way of tactics. They rush forward and hammer away at the nearest opponents. If presented with several targets of equal opportunity, randomly determine the target amongst them.

As a note, unless precautions are taken, it is dark in the camp and the Zombies are subject to 20% concealment penalties. They themselves have dark vision and are not affected in melee.

If they are turned, they will stumble off into the dark (returning in 20 rounds) but this time centre in on whomsoever did the turning.

Zombies will not stop to check if downed opponents are dead and will ignore those who also “play dead” – no bluff check is required, it is automatic against these mindless creatures, unless there are no other obvious targets, in which case, the zombies smash the bodies once more, then starts to feed on it.

APL 2 – EL 3

Zombies (6); hp 16 each; See *Monster Manual* page 266

Treasure: 0 gp.

Encounter Five: Enough is Enough!

Come the rise of the sun it sounds like the rest of the camp awoke early and is now arguing loudly about the events of the night before.

Stepping outside, it is easy to see the source of this commotion. The diggers have all gathered in a circle around the chief tent and are clamoring to be heard.

It is now about 7 am. The diggers have decided that the Zombie attack in the night was the last straw. Anyone listening to the conversation for any length of time will hear frequent mentions of the Mullahs, clerics of Istus and the general Ket dislike for undead, as well as their (deserved) fear of these creatures.

The goal here is to try to dissuade the diggers from abandoning their efforts. Even if they do so, the party may still continue after the bandits.

After a very short period of time, Farid bey'Hassan will emerge from the chief tent to try to calm the diggers. He is visibly upset by the events of the night before and will be having a hard time putting his best effort forward. Any member of the party may either attempt to assist Farid in his task or actually take the opposite tack and assist the diggers in their demands.

The two opposing views are very simple. The diggers want to be paid for the rest of the week (4 days) and pack up now and head home. They want the Bey, the Threshers, Mullahs and Clerics of Istus to be notified of these events and leave it all in the hands of the authorities. If they are asked why, they will be surprised and note that the lawful authorities should always be told of these type of circumstances and that this is obviously well beyond any job requirement that is either normal or expected in Ket.

If anyone attempts to memorize spells or pray for new ones, they need to make a Concentration check, DC 15, to do so successfully over the noise and clamor.

The position of Farid bey'Hassan is different – while he will sympathize with the position of the diggers, he does not believe the site should be abandoned. The importance of this dig is only reinforced to him by this attack, though he cannot bring himself to truly consider the implications of a possible curse. He will beg and plead with the workers to stay and “tough it out” but it will be clear he is terrified about the prospect of a curse.

The whole situation will be tense and loud – emphasize hand gestures from the diggers and their equipment (shovels and trowels) all being shaken in the air in frustration and anger. Anybody can choose to intervene on either side, or with a new idea.

The basic difficulty level is DC 12 to convince the diggers to continue with their activities and not abandon the site (Farid is losing, given that he is somewhat unsure himself). There are a number of ways to assist either side:

Intimidate: This is a DC 11 check (everyone is level 1 or lower here) to add a +2 to either side. Anyone not from Ket and in obvious “barbarian clothing” will get a +2 circumstance bonus, as anyone from Bissel will get a –2 circumstance penalty.

Bluff: It is a DC 15 Bluff check to make more than a handful of people believe whatever story or line the character is trying to pass off. If it is very believable and sincere, a circumstance modifier of +2 can be applied.

Diplomacy: After a brief speech, any character can attempt a DC 12 Diplomacy check to modify the perspective of the crowd. Those who use both Common and Baklunish in this attempt get a +2 circumstance bonus.

Any of the above can be used to either increase or decrease the difficulty for Farid by 2 with each respective attempt. If anyone proposes that they go out and solve the "problem", this will add a +2 circumstance bonus to Farid automatically, though the person in question will be held to this promise.

All APL

Diggers, Com1, see Appendix A

Treasure None

Encounter Six: Remove the Threat

Bandits have been more regular in the newest district of Ket and adjoining districts. For general information, remind the players that Bissel was invaded by Ket during the Greyhawk Wars and that the Bisselites capitulated in a matter of weeks (this is general knowledge).

With a Knowledge History or Knowledge Local (VTF Region) of DC 10, or Bardic Knowledge DC 15, expand upon this information with the following prior to the tracking of the bandits:

Ket was forced to reconsider the invasion when the ruler of Bissel committed suicide rather than surrender, calling into question the honour of the attacking forces. The Beygraf at the time, Zoltan was found to be corrupt and debased and then assassinated by unknown forces. With this black stain upon the country, Ket chose to negotiate with Bissel and the neighboring lands rather than annex the country. Former Bissel territory was seeded to Ket (now part of Falwur District) but Bissel itself was left free. The capital,

Thornward, was made a neutral city and split into four parts, each controlled by one of the four powers involved in the deal (Ket, Bissel, Veluna and Gran March).

As a bit of an explanation for other factors in the war, Ket was one of the few powers during the Greyhawk wars to openly ally with Luz. Neither power made any pretense that the alliance was more than one of convenience but it has been a sore point ever since with many of the neighbors of Ket. It is also of interest to note that the military power of the surrounding nations was increasing rapidly at the time that the partition of Thornward and the return of a large part of Bissel was undertaken by the new regime in Lopolla. Ket still has a great deal of contempt for the people of Bissel but the rather opportunistic means by which it achieved victory (attacking Bissel when they were rightfully distracted and worried about the forces of Luz farther to the north) has been lost to many in the Baklunish nation.

This has resulted in a rise in banditry in the occupied lands, as former soldiers with no outlet for their skills turn to crime. They generally arise from the former army of Bissel or from some of the poorer inhabitants, forced to supplement their income by a bit of banditry.

The above information should be conveyed to the party after the search for the bandits (whether successful or not) by guides or locals upon their return, should they not succeed or have a chance at the knowledge rolls.

The bandits in question are of Baklunish descent but have no loyalty to Ket whatsoever (being formerly Bisselite). Their primary motivation was to find a cache of treasure in the dig and escape with it. A local sympathizer informed them that the guard detachment for the dig was nominal and unlikely to find them. A DC 15 Knowledge Local (VTF), Bardic Knowledge or Gather Information will also reveal that it is rumoured the bandits are grouping together in the edges of the Bramblewood under the banner of some ex-noble Bisselite lords.

The bandits have not taken their time to hide their tracks and the roll to follow them is DC 14 (this requires both the Tracking Feat and Survival, although the latter is untrained). It is possible to reduce the DC by 4 if the fake digger in Encounter 3 was dealt with fairly and has

been convinced to talk – he has provided directions and hints. With this change, it is possible to follow the tracks with Search checks rather than tracking.

Should neither method be successful for the party, one of the diggers (Moharq) will provide a trained tracking dog, Fassir (the prized possession of the digger), which has Scent and can track at DC 10 (taking 10 it can follow the tracks). This dog will also be made available to the party if they fail to find the tracks at the regular DC. There is no bonus for Tracking allowed if the party itself does not accomplish the tracking but rather relies upon Fassir.

The trail leads some 3 miles into the woods (1 ½ hours of travel at regular speed, if they are using the dog with Scent, or 3 hours of travel at regular speed with Tracking). The small cavern in which the bandits have made their lair has a trap set upon the entrance. This trap is a warning only, with no damage possible.

Trap: (CR1)

Warning Trap: Search DC 21 (Rogue only can find this), Disarm Device DC 14 (trigger, stepping on first 5 feet into the cavern), alarm bells set off in main cavern. As a note, this trap was set for the bandits by Rashid (the disguised Rogue in camp)

The winding cavern leads back into the hillside here some 80 feet (this is a very long winding cavern indeed) and then opens into a cavern. The bandits are holed up in here, having evicted the brown bears that lived here by using smoke from a fire. Normal watches have two of the bandits awake between the hours of 8 am and 4 pm, with the leader (Henri) awake in the afternoon as well. If they are warned by the alarm bell, all will grab their shield in the first round and rise to their feet, drawing their weapons as well. Second round they will move to reach the entrance of the cavern and impede easy access.

The cavern has a number of small cracks in the roof letting in both light and rainwater, and letting out smoke. While it does not make for a perfectly nice environment, it provides enough light in the main cavern to not require torches for humans. If the bandits are forced to go down the entry way, one of them slings his shield and picks up a torch from their fire (which is banked and producing very little smoke).

The three urns from the burial chamber have been placed carefully in a pile of loot near the rear of the cavern. They are unopened. The bandits have no idea of their importance but see no reason to break valuable pottery which could be sold. If the urns are later examined, they have intricate silver patterns imprinted upon them, of subtle arcane designs.

Anyone with at least one rank in spellcraft will be able to automatically identify that they are used as a focus in an Abjuration spell or ritual of some type (the spell cannot be identified at this level and the urns radiate faint magic). An Int check, DC 10, for anyone who examines the urns will reveal that some of the symbols are similar to those obscured on the first mosaic at the villa.

Tactics: The bandits are well aware of the sentence for murder and so on in Ket. They have been careful to ensure they do as little "real" damage as possible and do non-lethal attacks whenever possible. Until they are actually attacked with lethal force they will stick to their scimitars in non-lethal mode (attacking with a +0 instead of a +4, with the penalty for striking for non-lethal damage). If at all possible, the bandits will try to bottle up the entrance and keep the characters from pressing them with their greater numbers.

It is important to remind characters that these are bandits and not undead – let them draw their own conclusions but that should be enough to provide food for thought about the punishment for assault or manslaughter/murder in Ket.

If the bandits win, they will be spooked and will abandon the cave immediately. Characters will be stabilized unless killed outright and left to their own devices. In no circumstance will the bandits choose to kill the characters (critical hits aside), as they are justly afraid of sparking a manhunt and being forced into the mines of Ket.

Creatures:

APL 2 – EL 3

Henri, Rgr 1, Hp 10

Bandits (3), War1, Hp 10 each.

Treasure:

APL 2: 1(g) 56 (l).

Conclusion A: Rid of the Bandits

It is a good feeling to see the urns placed back inside the chamber once more and the entirety consecrated. A collective sigh is released around the camp and a loud cheer erupts.

If the party is successful at defeating the bandits and returning of the urns, the burial chamber can be blessed once more and the curse deactivated. It requires a cleric with positive turning to bless the chamber. To recognize that a ceremony is possible is a Knowledge Religion, DC 10 check, and then a further DC 15 check to note the ritual itself. Should a cleric be present, Farid Bey'Hassan will advise on the correct ritual (whether offended or not) and provide a bonus to the attempt. The ritual takes 15 minutes and requires a DC 15 Knowledge Religion check at the end, with +2 circumstance bonus for the presence of Farid. Up to one person can assist this roll as long as that person can also channel positive energy, and if either cleric is a worshipper of one of the Baklunish Pantheon a +2 sacred bonus will apply. The cleric can try as many times as they have turn attempts left for the day (by the next day the clerics of Istus will arrive and complete the ritual themselves if it has not been undertaken). Success means that the clerics of Istus, when they arrive, provide an additional reward of 50 gp for their good actions.

The cleric can try as many times as they have turn attempts left for the day (by the next day the clerics of Istus will arrive and complete the ritual themselves if it has not been undertaken). Success means that the clerics of Istus, when they arrive, provide an additional reward of 50 gp for their good actions.

Anyone who handles the urns that were taken or gets a good look at them can make a Knowledge History check (DC 12), Bardic Knowledge (DC 15) to note that the inscriptions on the urns date just prior to the Invoked Devastation and do not mention any of the pantheon of the Baklunish Empire. This is a strange fact, one which they will not remember (for some reason...) until the urns are once more placed back in the chamber.

The Threshers who come for the bodies or prisoners will be lenient if they can but will punish anyone who has obviously breached the laws of Ket with assault or manslaughter. They will, however, also provide a hefty bounty (100 gp) for the bandits, whose capture will be much appreciated by the local merchants and surrounding Kettite forces.

Once complete with this Conclusion the party also moves onto Conclusion B

Treasure:

APL 2: 150(g).

Conclusion B: Back to Polvar

If the characters do not chose to track the bandits, or fail to capture them and the merchandise, or leave at another time, they will return to Polvar with knowledge but no extra information or loot.

If the party has not insulted Farid at some point, they will be returning with further orders for goods. This will trigger an additional small bonus for the party. The House of Al'Zarif will be most grateful whatever the result and this module is at an end.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus role-playing) to each character.

Encounter Two

Defeat the Skeleton defenders in the "wine cellar"

APL2 90 xp;

Encounter Three

Negotiating the surrender of the bandit (one chance only) or fighting him to prevent his escape. Half xp is the maximum if the bandit is killed. Should bandit be harmed, remember to

sentence characters to the stocks, or worse if killed.

APL2 90 xp

Encounter Four

Defeating the Zombies in a permanent manner

APL2 90 xp;

Encounter Five

Convince the diggers to continue - Objective

APL2 30 xp;

Encounter Six

Defeating the bandits and driving them from the area or capturing them. If any bandits are killed, only half the xp for this award can be provided. Should bandits be harmed in another fashion, remember to sentence characters to the stocks.

APL2 90 xp;

Story Award

Returning the burial urns to the dig site for proper interment.

APL2 30 xp;

Discretionary role-playing award

Awarded individually as befits role-playing

APL2 30 xp;

Total possible experience:

APL2 450 xp;

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece

value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

Introduction:

Accept the job and take the goods to the dig site

APL 2: 10 gp (g)

Encounter 1:

Deliver the goods to Farid bey'Hassan

APL 2: 1 gp (g)

Encounter 3:

Capture or obtain the loot from Rashid

APL 2: 2 gp (g); 60 gp (l); 7 gp (m).

Encounter 6:

Defeat the bandits

APL 2: 1 gp (g); 56 gp (l)

Conclusion A:

Return the urns to the dig site (100 gp) and consecrate the crypt to neutralize the curse (50 gp).

APL 2: 150 gp (g)

Conclusion B:

Returning without insulting Farid will result in more orders, as explained in the Introduction.

APL 2: 10 gp (g)

Adventure Maximums

APL 2: 297 gp.

Appendix I: NPC's

Introduction:

Essendi; male baklunish human; Brd1; CR 1; Medium Humanoid (5' 3" tall); hp 6; Init +2; Spd 30 ft; AC 12 (+2 Dexterity); Atks +0 melee (1d6, [crit 18-20] [x2], rapier), BAB +0, Grapple +0; Face/Reach 5 ft./5 ft.; SA: none; SQ: Bardic Abilities, Bardic Knowledge; AL CN; SV Fort +1, Ref +4, Will +2; Str 10 Dex 14 Con 12 Int 10 Wis 10 Cha 16.

Skills and Feats: Bluff +7, Diplomacy +7, Gather Information +7, Languages: Common, Baklunish, Old Oeridian, Orcish, Elven, Perform (Oratory) +9; Dodge, Skill Focus: Perform.

Bard Spells: (2): O Lvl: *Daze, Detect Magic, Mage Hand, Prestidigitation*

Possessions: Dagger, rapier, Backpack, bedroll, flint & steel.

Encounter One:

Farid bey'Hassan; male baklunish human; Exp7; CR 6; Medium Humanoid (5' 9" tall); hp 30; Init +1; Spd 30 ft; AC 11 (+1 Dexterity); Atks +5 melee (1d4, [crit 19-20] [x2], dagger), BAB +5, Grapple +5; Face/Reach 5 ft./5 ft.; SA: none; SQ: none; AL LN; SV Fort +2, Ref +3, Will +5; Str 10 Dex 12 Con 10 Int 17 Wis 10 Cha 8.

Skills and Feats: Craft (Potter) +10, Decipher Script +13, Knowledge (History) +13, Knowledge (Nobility) +13, Knowledge (Religion) +13, Knowledge (Local: VTF) +13, Knowledge (Local: Sheldomar Valley) +13, Profession (Archaeologist) +16, Ride +11, Languages: Common, Baklunish, Old Oeridian, Dwarven, Elven; Dodge, Skill Focus: Profession Archaeology.

Possessions: Dagger, Backpack, bedroll, flint & steel, 410 lances.

Zarquua; male baklunish human; Exp6; CR 5; Medium Humanoid (5' 6" tall); hp 26; Init +1; Spd 30 ft; AC 11 (+1 Dexterity); Atks +4 melee (1d4, [crit 19-20] [x2], dagger), BAB +4, Grapple +4; Face/Reach 5 ft./5 ft.; SA: none; SQ: none; AL

LN; SV Fort +2, Ref +3, Will +5; Str 12 Dex 12 Con 10 Int 15 Wis 10 Cha 12.

Skills and Feats: Decipher Script +11, Knowledge (History) +11, Knowledge (Nobility) +11, Knowledge (Religion) +11, Knowledge (Local: VTF) +11, Knowledge (Local: Sheldomar Valley) +11, Profession (Archaeologist) +14, Ride +11, Languages: Common, Baklunish, Old Oeridian, Dwarven, Elven; Dodge, Skill Focus: Profession Archaeology.

Possessions: Dagger, Backpack, bedroll, flint & steel, 410 lances.

Sheraz; female baklunish human; Brd3; CR 3; Medium Humanoid (5' 5" tall); hp 14; Init +2; Spd 30 ft; AC 12 (+2 Dexterity); Atks +2 melee (1d4, [crit 19-20] [x2], dagger), BAB +2, Grapple +2; Face/Reach 5 ft./5 ft.; SA: none; SQ: Bardic Abilities, Bardic Knowledge; AL CG; SV Fort +1, Ref +5, Will +3; Str 10 Dex 14 Con 10 Int 14 Wis 10 Cha 16.

Skills and Feats: Bluff +9, Diplomacy +9, Forgery +8, Gather Information +9, Languages: Common, Baklunish, Old Oeridian, Orcish, Elven, Perform (Fine Art) +12; Dodge, Mobility, Skill Focus: Perform.

Bard Spells: (3/2): O Lvl: *Daze, Detect Magic, Flare, Mage Hand, Prestidigitation, Read Magic*. 1 Lvl: *Cure Light Wounds, Expeditious Retreat, Feather Fall*

Possessions: Dagger, Backpack, artists implements, 20 sheets of parchment, drawing board, bedroll, flint & steel.

Encounter Two:

Medium Human Warrior Skeleton (9); Medium Undead; CR 1/3; 1d12; hp 6; Init +5 (Dex, Improved Initiative); Spd 30 ft; AC 15 (+1 Dex, +2 Natural, +2 heavy steel shield); Atk +1 melee (1d6+1 [crit 18-20] [x2], scimitar) or +1 melee (1d4+1 [crit 20] claw), BAB +0, Grapple +1; Face/Reach 5 ft./5 ft.; SA: None; SQ Darkvision 60', DR 5/bludgeoning, Undead, Immune to cold, Immunities; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: None; Improved Initiative.

Special Qualities: Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, nonlethal damage, ability damage, energy drain or death from massive damage. Immune to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).

Immunities (Ex): Skeletons have cold immunity and take only half damage from piercing or slashing weapons.

Immune to Cold (Ex): Skeletons are not affected by cold.

Possessions: None

Encounter Three:

Rashid; male baklunish human; Rog3; CR 3; Medium Humanoid (5' 5" tall); hp 14; Init +3; Spd 30 ft; AC 16 (+3 Dexterity, +3 Masterwork Studded Leather Armour); Atks +5 melee (1d4+2, [crit 19-20] [x2], masterwork dagger), BAB +2, Grapple +4; Face/Reach 5 ft./5 ft.; SA: Sneak Attack +2d6; SQ: Evasion, Trap Sense +1; AL CN; SV Fort +1, Ref +4, Will +1; Str 14 Dex 17 Con 10 Int 13 Wis 10 Cha 8.

Skills and Feats: Climb +8, Craft (Trapmaking) +6, Disable Device +6, Jump +8, Hide +9, Move Silently +9, Ride +9, Search +6, Spot +6, Tumble +9, Languages: Common, Baklunish; Combat Expertise, Combat Reflexes, Flick of the Wrist.

Possessions: Masterwork dagger, Masterwork Thieves Picks, Shovel, Backpack, bedroll, flint & steel, potion of *Expeditious Retreat*.

Encounter Four:

Medium Human Warrior Zombies (6); Medium Undead; CR ½; 2d12+3; hp 16; Init -1 (Dex); Spd 30 ft (can't run); AC 11 (-1 Dex, +2 Natural); Atks +2 melee (1d6+1 [crit 20] [x2], slam); Face/Reach 5 ft./5 ft.; SA: None; SQ Undead, DR 5/slashing, Single Actions only, Darkvision 60'; AL NE; SV Fort +0, Ref -1, Will +3; Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: None; Toughness.

Special Qualities: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, nonlethal damage, ability damage, energy drain or death from massive damage. Immune to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).

Single Actions Only (Ex): Zombies have poor reflexes and can perform only single move action or attack action. Thus they can move or attack, but can only do both if they charge.

Possessions: None

Encounter Five:

Diggers; male baklunish human; Com1; CR 1/2; Medium Humanoid (5' 4" tall); hp 5; Init +1; Spd 30 ft; AC 11 (+1 Dexterity); Atks +2 melee (1d4,

[crit 20] [x2], shovel, improvised weapon), BAB +0, Grapple +2; Face/Reach 5 ft./5 ft.; SA: none; SQ: none; AL LN; SV Fort +1, Ref +1, Will +0; Str 14 Dex 12 Con 12 Int 10 Wis 10 Cha 10.

Skills and Feats: Climb +6, Profession (Diggers/Gravediggers) +7, Ride +6, Languages: Common, Baklunish; Dodge, Skill Focus: Profession Digger.

Possessions: Dagger, Shovel, Backpack, bedroll, flint & steel.

Encounter Six:

Henri; male baklunish human; Rgr1; CR 1; Medium Humanoid (5' 7" tall); hp 10; Init +2; Spd 30 ft; AC 18 (+2 Dexterity, +4 Chain Shirt, +2 heavy Steel Shield); Atks +4 melee (1d6+2, [crit 18-20] [x2], scimitar), BAB +1, Grapple +3; Face/Reach 5 ft./5 ft.; SA: none; SQ: Wild Empathy, Enemy Half-Orcs; AL CN; SV Fort +4, Ref +4, Will +2; Str 14 Dex 14 Con 14 Int 10 Wis 15 Cha 8.

Skills and Feats: Climb +6/+4, Jump +6, Listen +6, Ride +6, Search +4, Spot +6, Survival +6, Languages: Common, Baklunish; Dodge, Track, Weapon Focus Scimitar.

Possessions: Scimitar, Dagger, Short Composite Bow, 20 arrows, Chain Shirt, Heavy Steel Shield, Backpack, bedroll, flint & steel.

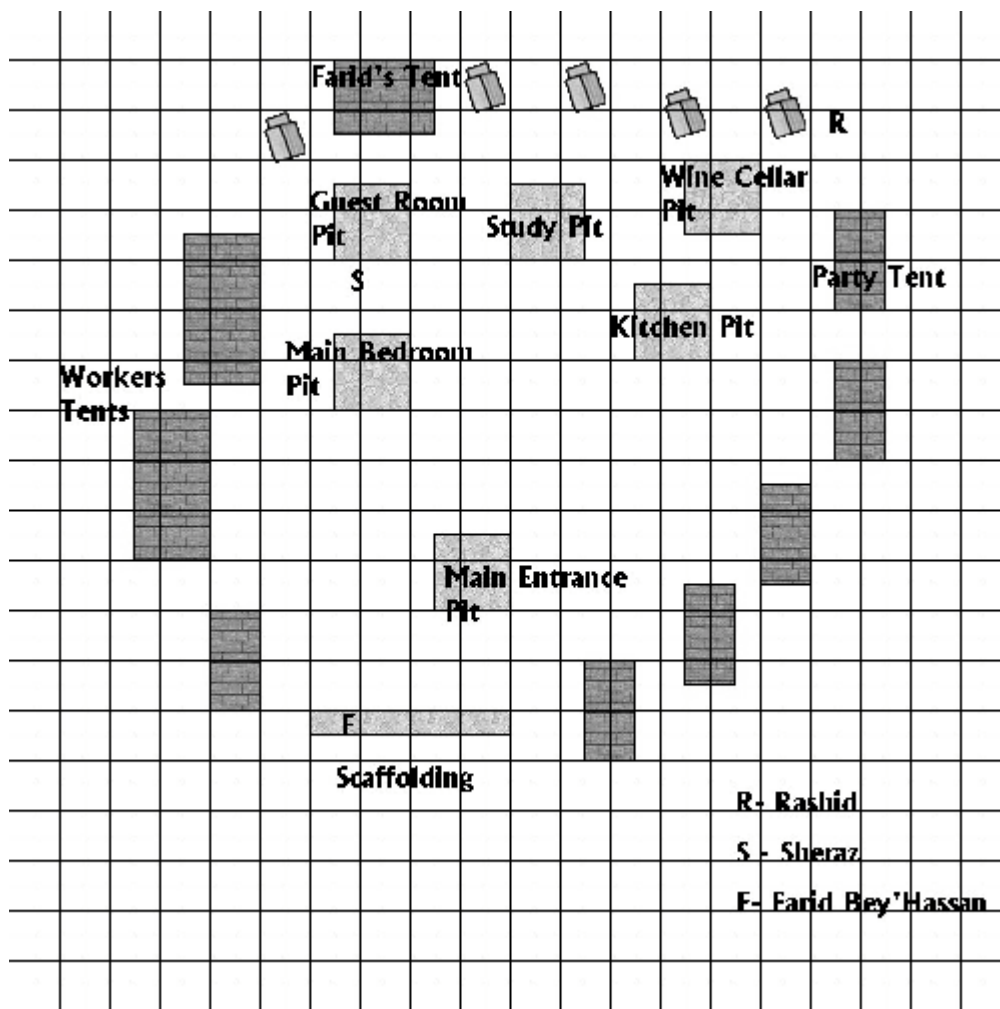
Bandits; male baklunish human; War1; CR 1/2; Medium Humanoid (5' 5" tall); hp 10; Init +2; Spd 30 ft; AC 18 (+2 Dexterity, +4 Chain Shirt, +2 heavy Steel Shield); Atks +4 melee (1d6+2, [crit 18-20] [x2], scimitar), BAB +1, Grapple +3; Face/Reach 5 ft./5 ft.; SA: none; SQ: none; AL CN; SV Fort +4, Ref +2, Will +0; Str 14 Dex 14 Con 14 Int 10 Wis 12 Cha 8.

Skills and Feats: Climb +6/+4, Jump +6, Ride +6, Languages: Common, Baklunish; Dodge, Weapon Focus Scimitar.

Possessions: Scimitar, Dagger, Light Crossbow, 20 bolts, Chain Shirt, Heavy Steel Shield, Backpack, bedroll, flint & steel.

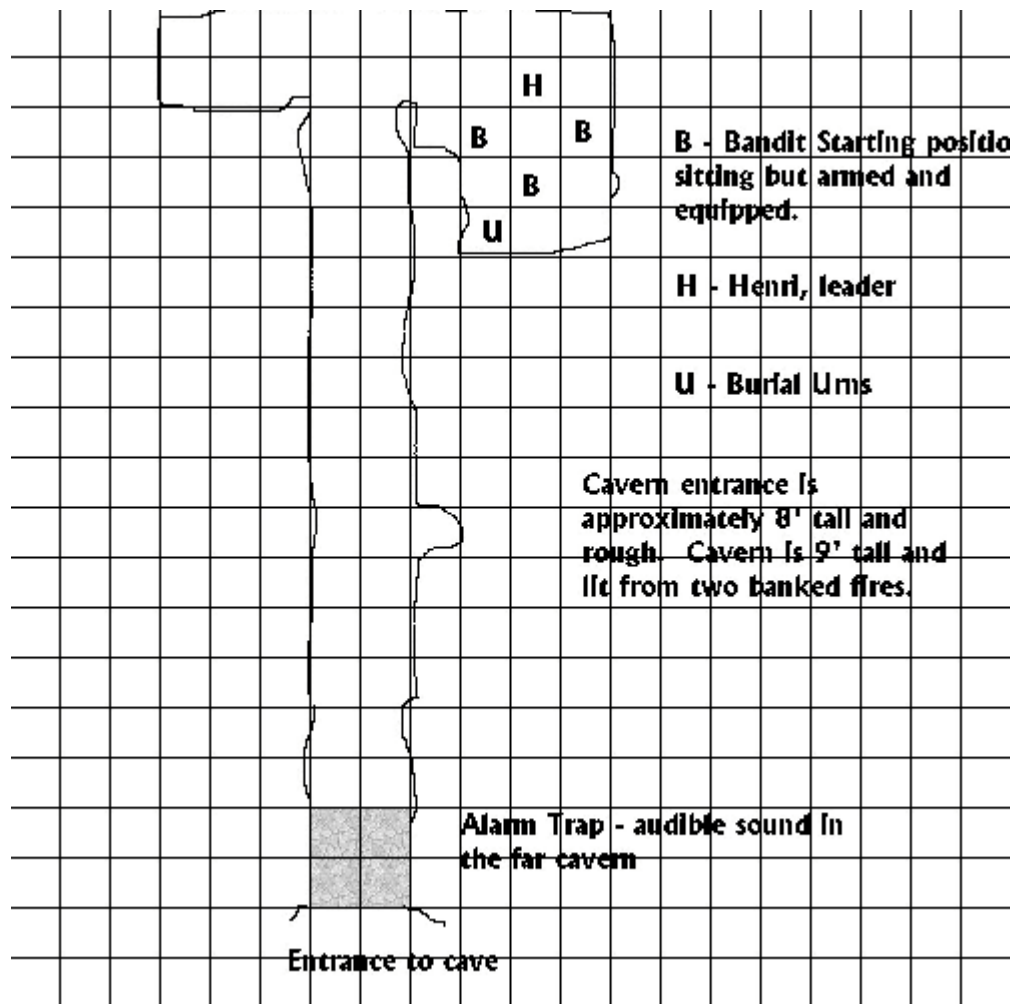
The Dig Site

Each square equals ten feet.



The Bandit Lair

Each square equals five feet.



A View to a Polvar

Secular Authority

Polvar City is the capital of the Polvar District of Ket. The district and city is ruled by Graf Emad Sed-Ackhem al'Polvar, or just Graf Emad (named after a famous Graf ancestor who died 100 years before in the Sarshon Rough a few days before his wedding). Graf is an equivalent title to Duke. Graf Emad is the vassal of Beygraf Nadaid of Lopolla.

From the capital, Graf Emad holds court over the more important Beys (Lords) of his District (Dukedom). Apart from the city, the District is filled with small mining towns and even smaller agricultural based villages, thorps and estates. From these small settlements, meat and raw grain is shipped into the city daily to feed the population.

In the Palace and in two other smaller barracks (one in the Hills District the other in the Tradesmen District) holds the military garrison controlled by the Graf. Other than patrolling the walls and the hills for monstrous threats (or acting on rare occasions as brute squads in the city) these garrisons stay inside the barracks. Day to day policing is left up to the Polvar Lower Watch and the zealot Threshers.

Law enforcement

The city has several Districts, which should not be confused with a District of Ket. Though Threshers have jurisdiction over all of the land, the day-to-day policing of most of the city Districts are left up to the Polvar Lower Watch. Each District has a Captain. These men enforce the laws and handle the more minor issues, before there is a need for higher involvement. When there is a need for judgement, the Lower Watch take prisoners to (or call forth Thresher to them) to Thresher Square and hand them over for judgement there. From there, they are taken into the courthouse and a Jurat (appointed Judge who is a Mullah) sits in judgement of the accused. For higher crimes, this involves three or more Jurats (or two sub-Jurats aiding the Jurat) all casting *Zone of Truth*. Magical or otherworldly crimes always demand the involvement of the Threshers."

There is no limitation on having weapons or armor within the city (far different from Lopolla). Using such weapons though can lead to a stay in the copper mines or time in the stocks.

Casting spells is legal as long as it does not cause a disturbance (casting spells in the open and in the streets is highly frowned upon). To sell magic spells or items, one needs a permit from the Archons (for Wizards) or the Brotherhood of Sorcery (For Sorcerers). Small chapter houses can be found in the city for the Brotherhood, and a large compound (location 19) serves as the District HQ for the Archons.

Legality and courts

Jurats: These are the judges of Ket. They come exclusively from the ranks of Mullahs of the True Faith, but are an organization, in principle, separate from the church, and in the employ of the government. Thus, the Jurats are considered a section of the Military, though a para-military at best. In the cities and large towns, they have permanent residence. In the rural area's, several wander the district, over lapping each other, stopping in to judge the trials of any serious crimes that await them. In Cities, when serious charges, such as murder, or anything to do with the arcane, three Jurats come together, and use their infamous Triple Zone of Truth. Some of the rare, yet powerful Jurats, are able to use Discern Lies (few Jurats have cleric levels that high, many cap out, and take levels of Expert, focusing in Law). But all criminal procedures are long and thorough. Both innocent and guilty alike are subject to intense questioning, searching for signs of guilt in many topics.

In Polvar, these trials take place in the Court House that overlooks Thresher Square (the place of punishment).

Threshers: These men are usually raised from childhood to become thug servants of Ket. Many come from orphanages or other institutions where propaganda can be drilled into their heads. Others are from notable families or Thresher offspring. These men handle the 'trials' for lesser crimes, minor theft, disorder, suspicion of disorder, suspicion of suspicion of disorder, etc. For these crimes, the Threshers will enact judgement without any need for a Jurat. They have the authority to use lethal force in carrying out their civil duties should it become warranted. Should a criminal be taken alive, and it is for a crime that needs resolution by a Jurat, then the prisoner will be held over (with few rights, always assume flawed until proven righteous) till a trial can be held. Typically, if it's punishable by Stocks, then usually the Threshers handle it. In rural areas, villages and small towns usually have about 5 or so Threshers stationed permanently. They sometimes take families in the community. Cities and large towns on the other hand, can have Thresher Barracks, of 50 to 100 strong. Many rural area's have none, and have to wait for Thresher patrols to come check up on them. These patrols have set territory. The Capital city of Lopolla is entirely policed by Threshers. In the countryside, Threshers share their authority with the local Beys in a complicated and often chaffing manner. The Threshers represent the Beygraf's involvement (as morally sanctioned by the True Faith) in affairs, and the Beys represent their own noble rights to enforce their wills in Ket's feudal system. Tensions over jurisdiction are always high and unclear. What is clear, is that Bey's are not above the laws of Ket, but do function with a different set of them.

Lower Watch: Usually designated with a City name, (Molvar Lower Watch, Polvar Lower Watch), these are the security guards of the cities and towns. They also function as Special Milita for larger towns. 100 Threshers are not enough to police the every day occurrences of a city with 13,000 or so people, all bent on evil and chaos. These men (each led by a City-District Captain) handle the more basic daily affairs. They must use non-lethal damage, just like every other joe blow Ketite. They often carry saps for this. Though, they also have pikes and scimitars, for handling the more unusual threats. These men hand over criminals to the Threshers.

Non-Secular Authority

The primary religion in Ket is the True Faith sect of Al'Akbar. Ever since the revolt against Keo'ish occupation some 240 years ago, the Church of the Restorer of Righteousness has had its hand in the policies of the government and the ethics and morality of the law and the culture. But Ket is still not a Theocracy.

In Polvar, the Mufti of Polvar City acts as the District church head, reporting to the High Mufti in Lopolla. He and his Mullahs hold prayer service at dawn and dusk from the High Mosque (map location 2). Because this one temple can not possible hold the 8000 actively praying individuals (of 13,000 population), there are five other smaller Mosques scattered about the city and are used by the local populations, though at festival times, the courtyard of the High Mosque is a site of ritual.

In the Church District (location 14) temples of varying size represent the prayer and clerk centers for the more organized faiths in Ket. That is not to say they do not have temples elsewhere in the city, or that other faiths that are not in the Church District, do not have a temple elsewhere.

The more notable churches in this district are, Al'Akbar (one of the 5 mosques in the city), Istus, Hextor (not a large following, but they have rich backers), Moradin, Boccob, Zilchus, Bralm,

Notable temples elsewhere in the city;

Fharlanghn has a shrine near the entrance of the Kal'iff Gate.

Mouqol has his traditional tent temple at the center of the Bazaar.

Geshai has a temple near the drinking pond and over see that part of the city function.

Xan Yae has a small monastery located in the Hills District.

Bleredd has a temple (and workshop) in the metal working section of the Tradesmen District.

Joramy has a very small order of clerics that operate one of the foundries in the Foundry District

Pelor has a small temple in the Slum District.

Tharizdun has an awe inspiring black pyramid temple in the center of the Evil District (ok, I'm kidding).

Population

The nighttime population of the City of Polvar is approximately 12,600 but during the day, this tends to increase by about 10%.

Though the culture of Ket is dominantly Baklunish, this was not always the case. Long before the baklunish people settled this forest filled valley, migrating Oeridean tribes had settled into the cozier eastern sections of the valley (away from the deeper parts of the Bramblewood). The area around Polvar City was such a place. The Bramblewood stopped short of this area (though now, it has been cut way back) and the tribes took to the flat land and the ore rich steps of the Yatils very quickly. As fate would have it, when the baklunish population settled Ket as a province of the Satrap, their superior magic and

technology quickly conquered the Oeridian populations. The two cultures quickly started to mesh, forming a culture different from that of the more western baklunish countries.

220 years ago, the Keo'ish empire invaded Ket and took control of its government. For 15 long years, Suel humans migrated into the population, either as carpet baggers, or as long time garrison soldiers settling down for a married life. When the Keo'ish were finally chased out, they left 15 years worth of building projects (in Suel style) and an influx into the gene pool. Many Suel became naturalized Ketites. In Polvar City, this Suel influx was not as great as other cities such as Falwur and Molvar. This was due to the remoteness of Polvar city (one needs to take the Infra road to Molvar, then backtrack east to get to Polvar).

The human population is approximately 11,000 (BOs). The rest (1,600) is split up between Dwarves (50%), Halflings (20%), Gnomes (18%), Hobgoblins (8%), Half Orcs (2%) Elves and Half-Elves (1%) Other humanoid and monstrous humanoid (1%).

Elves: Monsters or just child eaters?

The population of Ket (as well as many baklunish countries) have a deep distrust for elves. In Ket, this stems from the hostile relationship the humans have with the Wild and Wood elves of the Bramblewood. Elves from the Bramblewood are often considered 'monsters' and the more evil segment of the population shoot them on sight (as many elves shoot humans on sight in the Bramblewood), these local elves have very limited legal protection (they usually fall under property laws, and disturbing the peace when attacking them) within the civilized lands of Ket. Luckily for the Elves, the majority of the Ket population are not blood thirsty murderers, so as long as these elves obey the laws, they are met with only scorn and the occasional spittle.

Elves that are clearly from a Foreign land have more legal protection, and bring less scorn from the population. As part of the hospitality of the culture, these visiting elves tend to get flayed alive less. Though rarely ever truly excepted, foreign elves and half elves (who manage to stay within the laws) are known to contribute to the Ketite society in various forms (merchants, scouts, translators, craftsmen, etc) but at the end of the day, they truly are a second class citizen. This is why few elves choose to stay in Ket unless they have a good reason (even if they choose not to reveal what that reason is).

Map Key and description

[Note: the blank area's between districts are assumed to be taken up with buildings and minor streets]

(1) The Graf's Palace.

The Graf and his family hold court here for the entire District. This compound also serves as the primary military barracks of the city (real soldiers, not Lower Watch or Threshers).

(2) The High Mosque of The Restorer of Righteousness

The main temple of the city, it sits high on a hill overlooking a square. The Mufti of Polvar reigns from here, commanding all the temples of the True Faith throughout Polvar District.

(3) Highpick Gate (not actually a drawbridge, just a portcullis)

This busy gate leads into the Hills District where many mines and thorsps act as an extension of the city. A road leads further towards the very near Yatil mountains and more mines.

(4) Kal'iff Gate (not actually a drawbridge, just a portcullis)

This gate leads to the farm communities that dot the flat land of Polvar District.

(5) Thresher's Square (place of punishment and justice)

Like just about every other settlement in Ket, at the center of town is a place for gathering. Minor criminals are placed in stocks for all to see (but not interfere with) and on one side (on the hill) is the Court House, and on the other hill, the Thresher Barracks (with approximately 80 Threshers).

(6) The Foundry District (the ore mined in the hills is taken here for processing)

The raw ore from the hills and mountains stream into the different foundries here. The metal is processed and turn into ingots or other by request forms. Its either shipped out to other places in Ket or wheeled over to the Tradesmen District for use there.

(7) The Hills (aka the Mining District. Due to the heavy flow of daily traffic, its considered part of the city)

In the little valleys and the ore rich hills, pocket communities and organizations mostly mine ore here. Others are here for the remoteness, yet still within easy reach of the city. Several watch towers and a barracks keep this District secure, despite it being outside the city walls.

(8) Bey Lake

This small lake forms from the river that flows out of the Yatil mountains. Its natural run off is towards the south east, but long ago, the city engineers (similar to Molvar City) diverted a section of the water to flow into the city and act as a fresh water source and at the same time, keep the sewer system flushed and draining. It comes out on the lowest point of the city (location 23).

(9) Gumus Gate (A gated inlet of both a supply of drinking water and sewer water)

Under the watchful eye of a temple of Geshtai, a man made river diverts water from Bey Lake. The mostly submerged entrance through the city walls is portcullises and observed. The water forms a pool where the cities water supply comes from. Commoners and servants make frequent trips to restock their at home supplies. The Geshtai Temple also offers laborers to do this service, for a small fee.

Draining from the drinking pool, the water flows into the sewer system, filling the many downward sloping tunnels, keeping it flushed.

(10) The Bazaar (This is the tent city of the marketplace)

Like all Bazaars in Ket, this one is regulated (by contract) to an agent of the Mouqullad Consortium. From here, various licenses and contracts are issued for lesser merchants to deal in specific goods. The Brotherhood of Sorcery has the Magic Item and Service contract for the Bazaars (much to the frustration of the Archons). The Brotherhood provides magical support to route out thieves. The Lower Watch detachment here is 50% larger then any other district and small units of Threshers make frequent patrols. At the center of the Bazaar is the tent temple of Mouqol, the hub of all mercantile trade in the city. Zilchus has a smaller following but an understanding has been worked out between them and servants of Mouqol.

(11) Shadow Marsh (though nothing substantial has been proven, the population fears this place)

Rumors and urban legends abound about this mist covered swamp. Talk of spirits and creatures of shadow amuse thrill seekers and keep the children of Polvar in their beds at night. Though there have been claims of encounters, nothing has ever been proven to the general population. Though not officially off limits, the city authorities try to keep people (mostly children) away from this area.

(12) The Bakery District (This includes the major granary for the city)

Around the main granary, many bakers (and other produce and meat tradesmen) create the daily food supply of the city. Some of it is sold wholesale and direct to larger organizations (such as the garrisons), but most is delivered to various shops around the district and in the Bazaar.

(13) Warehouse District

This area mostly contains warehouses of different sizes to handle all the various goods that come into the city and have to sit for a while. These warehouses occasionally double as offices for Caravan Companies.

(14) Church District (The influential faiths of the city have churches here)

In addition to the churches listed in the Non-Secular section, this district also houses the many clerks, scribes, sages and knowledge experts of the city. Government offices are here too.

(15) Tradesmen District (Blacksmiths and other such tradesmen have workshops here)

Blacksmiths, Millwrights, Carpenters, Fletcher, Tanners, Masons and a host of other types of tradesmen operate in this district. Though they are not exclusive to the part of the city (as their work often requires them to travel elsewhere to perform) most of the workshop and secondary support resources are found within these few blocks.

(16) The Slums (the poorest district of Polvar)

While few people outside of the Nobles and Merchants can be called rich, the poorest of the poor find themselves in this run down section of the city. Fires and other disasters are most frequent here, and the remains of several destroyed buildings lay about waiting to be rebuilt. One of the five Mosques is here and tends to the souls of the faithful. A small temple of Pelor has been set up here by foreigners and they ply their trade of healing and good wishes to the meek.

(17) The Woods (a park of sorts)

From the beginning of the city, the original Graf wanted a place for his family to relax, so a section of the original Forrest was kept and the city was built around it. A small ruin rests near the middle of the woods. Technically this district is open to everyone, but the Lower Watch tend to move along anyone not of obvious means. Well used foot trails go through the woods and strolling lovers and stressed out upper-class can be found here.

(18) The Hammock District

Location of the Hammock Complex, on 3rd.

(19) Archon Headquarters (The Polvar District HQ for the Wizard Guild of Ket)

This walled off tower and fort estate keeps the Archons secluded and private, just the way they like it. Getting in is by appointment only for non members. Even low ranking members can have a hard time gaining entry.

(20) Bey District (Upper Class)

City nobles and rich merchants (or rich anything) live in this posh section of the city. The large houses are a mixture of very small walled estates, to pushed together town houses. The architecture for these homes are very Baklunish, compared to the mix styling of the rest of the city.

(21) Mill District (Granaries and Mills)

Ox powered mills grind the daily shipments of grain into flour here and it is then stored in one of several city Granaries. A city official keeps tracks of who owns what amount of grain. To some degree, the quality of grain is separated to different granaries and that 'grade' is recorded by the clerk as well. This grain is then moved to the Bakery District as needed, but usually stays in storage for the winter months.

(22) The Foreign Quarter (Ever city seems to have one).

Where there is trade, there are foreigners. The architecture is a hodgepodge of local and imported stylings. Several Inns, taverns, a theater, stables, and other amenities a non-local may need, usually provided by non-locals who have decided to stay indefinitely. Though there is no law keeping foreigners here (they are free to move about the city), they typically prefer to stay amongst their own instead of risking the harsh realities of Ket culture.

(23) The Lowpoint drain (where the sewer water exits the city)

This is the lowest point of the city and the sewer tunnels merge here and the water drains out and through another submerged portcullised gate. The water at this end smells pretty bad, but it keeps the city pretty regular.

(24) The graveyard. (and crypts in the hill sides).

The dead of the city, be they burned and placed in a silver inlaid urn, or more commonly, interned as a corpse, end up here. The road leading to this small valley of death is called The Mourner's Procession. It winds through the middle of the sprawling graves and tombs that have been nearly 1000 years in the making. Rumours speak of more ancient burial sites hidden amongst those of the Bakluni and Oeridians. More eloquent crypts occupy the hillsides. The Graf's family is kept under the palace and not here. During the day, a patrol of Lower Watch check both the valley graveyards and the hillside crypts. At night, no right minded person enters the valley of the dead for an awful howl of a wind echoes about. To protect from grave robbers, magical protections and guardians have been installed, some as old as the city, some rumored to be older.

