

## *A Snake in the Grass*

### *Adaptation Sheet for Ket Ver2*

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

#### **Location:**

The Ket version of "A Snake in the Grass" takes place in Falwur, a major city in the Falwur province. The city is ruled by the Graf of the province. The city has several Districts, sometimes referred to as Quarters. 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 Falwur 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 other worldly crimes always demand the involvement of the Threshers.

Due to the nature of a traitor, the Threshers will be involved in situations either before, or soon after the Lower Watch.

There are numerous temples of the True Faith spread about the city, to take care of the spiritual needs of the people.

Falwur has a very high (higher then any other city) percentage of non-baklunish citizens. Most of these are ex-bissel citizens who have been (or are in the process of) naturalized. Thus, there are many temples to eastern gods here as well.

#### **The Locals:**

In Falwur, there are mostly humans.(95%) Occasionally dwarves can be seen doing their trade as well as the odd halfling. Elves and other races are hard to find and are only really seen if looked for.

Travelers are all on edge about the recent bandit attacks that seem to be growing in number and frequency. The Threshers and Lower Watch try to maintain the order as best as possible, but they are quite on edge as well and have heard too many complaints about the bandits and will refer anyone who speaks of them to Captain Javeed of the Threshers. Because the bandit problem has been linked to a traitor - the magnitude of this problem becomes significant to the higher authorities. This is well known and anyone claiming that they have relevant information to the traitor - will be quickly taken in for questioning to find out how valid this information is. (unless Relmar is with them - of course) The priests will also be willing to cast spells to find the truth about this matter.

#### **Names:**

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

<i><b>Name in Module</b></i>	<i><b>Role</b></i>	<i><b>New Adapted name</b></i>
Lord Malendril	Villain	Shah Malchior
Jarrina	Sergeant	Javeed Al'Tresher
Wellerin	Priest of Heironeous	Sorush Al'Mullah
Burnaby	Barfly	Bizhan
Frothy Mug	Tavern	Frothy Cup
Bobcats	Street Thugs	Feral Cats (The Ferals)

### **NPC notes:**

Malchior is Shah in Falwur who has turned traitor and now has ties to the Knights of the Watch. A 'Shah' is someone who has purchased minor nobility using great wealth and influence. Malchior doesn't have a problem with half-breeds but has an irrational prejudice against pure blood Bakluni humans. He is very good at concealing this contempt as he has to deal with the Baklunish quite often. While he uses his special rapier in combat, he ***does not*** wear it when not expecting combat.

The Feral Cats wield scimitars and have Martial Weapon Proficiency: Scimitar instead of Alertness.

The caravan guards are first level warriors with Weapon Focus: Scimitar. They are wearing studded leather, small shields and wielding scimitars.

Caravan guards: HD 1d8, hp 8, init +0, AC 14 (+3 studded leather, +1 small shield), Atks +4 melee (1d6+2 [crit 18-20], scimitar), +1 ranged (1d6 [crit x3], shortbow), AL LN, SV Fort +2, Ref +0, Will +0.

Str 15, Dex 10, Con 10, Int 12, Wis 10, Cha 13

Their equipment is irrelevant other than what is stated because it will be given to family members if they happen to die.

Background NPCs that PCs should not even consider fighting (like the Threshers, the barkeep, etc) are Ketites and are equipped and have skills appropriate for typical Ketites.

### **The Law:**

Treachery against the state or civil authority is a BIG deal in Ket. The punishment for traitors is to be smeared with raw meat, wrapped in a carpet and hung on a hook in Thresher Square until insects and maggots consume the traitorous flesh.

It is not against the law to gamble, but it is against the law to cheat. Magical divinations are admissible as evidence, and so is testimony given under duress. A Jurat (or three) will preside over such crimes. Multiply zones of truth will be used for the more serious cases.

Characters who kill NPCs in this adventure will be in a great deal of trouble as the Threshers frown heavily upon vigilantism. All the NPCs in this adventure either do not deserve to be killed, or they deserve a much slower, painful death than what they receive at the hands of the PCs. Due to the unique circumstances of this adventure, (Malchior's manipulating people) the PCs have a little more leeway than normal. PCs that kill bandits in the heat of battle in Encounter 1 are given a stern warning. This is because it was a failing on the Thresher's part that the caravan was in danger and Malchior is able to smooth things over as he has a use for PCs that rather kill than capture.

The Feral Cates have done nothing illegal or even wrong. They have acted like good little Ketites, and do not deserve to be attacked in their home. PCs that kill any of the Feral Cats have committed murder and are sent to the mines. Lessor crimes against them (such as assault) are investigated but forgiven due the circumstances. This means subdual damage is to be used by the Cats. Replace there weapons with saps if they are skilled with them.

Killing Malchior's henchman results in the offending PC(s) having the weapon they used confiscated and are put in the stocks for at least a week (per henchman killed) (one TU extra per week) for giving the traitorous skum an honourable death. If the death was not in the heat of battle (like letting them bleed to death without trying to save them) then this sentence is in months ( 3 TU per month, but only if sentenced in moonths), not weeks. If the death was caused by multiple wounds (and not a lucky critical hit or something similar) then the PC is also lashed twice for each wound given (no extra Tus).

If the PCs kill Malchior, then they have really messed up as they have killed someone far above their station, but more importantly prevented the authorities from interrogating him. The PCs (all of them) will be interrogated (in a very unpleasant manner with magic and force) by Jurats to ensure that the PCs weren't sent by Malchior's allies to "correct" Malchior's errors. Those PCs that participated in Malchior's death will be put in the stocks after their "debriefing" for a two months (6 Tus) and lashed ten times daily. PC(s) that were directly responsible for Malchior's death are stoned to death by the citizens of Falwur for denying the people their vengeance. One a Jurat as pronounced the PC dead, his body will be left to rot in Thresher Square until someone comes to claim the body. Any free PC from the party can do this. If a PC has to wait his days in the stocks, then count those days for the body. It is possible that a Raise Dead spell will not be powerful enough, and a Resurrection will have to be used instead. The PCs are legally allowed to raise the dead after this particular punishment has been dealt.

Use standard RUP rules and costs for a 1300 population city for spells.

Note: This is not always the case. Many death sentences must stay death sentences.

### **What do we do now?**

The PCs would be wise to covertly seek out a senior priest at a Temple of the True Faith once they have Relmar. If the PCs are not both quick and careful, after Encounter 6, then Malchior and his henchmen will take as much portable wealth as he can and leave Falwur. But still give the PCs a chance to figure things out and confront Malchior.