

Plea From Beyond The Grave Adaptation Sheet for Ket Ver 2

Location:

This module starts in the village of Camfast in Falwur Province. It is located in the Bramblewood Gap and was part of Bissel before the Greyhawk wars. Although Camfast is not on the major trade routes, it is fairly close to them. At one time a fair sized village, it has shrunk to a small hamlet. Many people decided to leave Camfast for good, both before and after it was taken by Ketite forces. As a result, there are a fair number of buildings that have simply been abandoned.

The tower is about 4 miles (probably 2 hour journey on foot) from Camfast to the north east, and the decrepit church (at one time to St. Cuthbert) is about a 5 miles north of Camfast and 3 miles from the tower.

The Locals:

Although some inhabitants view Camfast as occupied territory, generally the inhabitants are grudgingly coming to terms with life in Ket. The people who were truly unhappy left years ago. Those who remain just want their lives to return to normal and don't care whose flag their community is under.

Due to the economic problems, items over 50 gp are unavailable. Additionally the sale of armour and martial and exotic (but not simple) weapons has been restricted to Ket military forces. Weapons and armour are permitted to be worn, but not in locations where the public gathers such as the marketplace or the inns and taverns. There are both Threshers (a squad of 5) and a garrison of footsoldiers (20) in Camfast. Wherever people are prone to gather, there are armed Ket soldiers in the background.

There is no Jurat stationed here. One travels between the different small towns in this region. Problems that the Threshers are not to deal with, are left in holding till the Jurat arrives for judgement.

The NPCs

The "Ghost" claims that he worshiped Al'Akbar and that the chalice was a replica of the Cup of Al'Akbar if he believes that story will carry more weight with the PCs. If the PCs don't appear to be typical Ketites, he uses the story in the adventure. The 'ghost' can speak ancient baklunish (which is the language of the upper class in Ket). Note: In game mechanics, there is no difference between 'modern baklunish' and Ancient Baklunish. The later is the proper name of the language, unless a Scenario explicitly says differently.

Ploellin is a priest of Rao. His temple was accidentally burned down during the invasion. He does not hold a grudge. For those few who still frequent him for services of faith, he uses the back room of his home. His weather beaten house blends in with the other buildings, which are not temples but residences.