

Festival Knight- Adaptation Sheet for Ket

Location:

The Ket Version of "Festival Knight" takes place in Adarpa, a medium sized village located in the province of Molvar. The town is ruled by Bey Issa, a minor noble distantly related to the Aldeens of Molvar. There is a small garrison of Bey Issa's men. In addition to that, there is also a small patrol of Threshers in the town for the festival. A small temple dedicated to the True Faith can be found with in the south-west section of the village.

There is no NPC in the village (or the Scenario) that can cast Raise Dead (or higher) spells. Thus a TU will have to be spent to attain such services at the end of the Scenario.

The Villagers:

In Adarpa, the celebrants are mostly human, with an unusually large number of dwarves (about 20%) and an unusually large number of halflings (about 5%). There are no elves, half-elves, gnomes or half-orcs among the crowds (excepting the player's characters, of course).

Festival:

The celebration itself is not directly related to Iuz. Instead, the people of Adarpa are celebrating the anniversary of the defeat of Iggywyl as they have done for decades. This day is particularly special to the dwarven citizens of Ket, as it was the combined army of the dwarven strongholds and Ket that contained Iggywyl's hordes. Some say this action cemented the alliance between Ket and many of the Dwarven strongholds that rim Ket. 591 CY (2001) will mark the hundredth anniversary of Iggywyl's defeat. Iuz's agents have come to punish Ket on this important night of celebration for revoking their alliance with Iuz after the Greyhawk Wars.

To adapt this scenario to Ket, please make the following adjustments:

- Replace all instances of 'Iuz' (in regards to the ceremony) in the adventure with 'Iggywyl, the Witch Queen'. Any reference to 'Knights' in the module should be changed to something more appropriate like 'warriors' or 'dwarves.' 'Knights' are thought of in terms of the Knights of the Watch, and Ketite citizens would rather burn a real 'knight' than a puppet of a knight. It is Iggywyl that is being burned in effigy.
- Drinks are the same prices as in the PH (4 cp per mug). This is double the normal cost for Ket.
- Once a crime has been committed, the Threshers will take over command of Bey Issa's men. The Captain, is actually the lead Thresher. The Second in command, is actually the head of local troop garrison. When it comes to civil unrest, the Threshers will make all decisions. There are 5 Threshers (in addition to the captain) and all other troops are as per listed in the Scenario (except replace longswords with scimitars).
- The Temple to Rao is a Temple to the True Faith (Al'Akbar). The priests have a small supply of wolfsbane (belladonna). During the combat, many of the festival goers will take shelter in the temple, and the priests will stay in the temple to protect them. They have not healed Altrigan because he will recover on his own, and he can't afford to purchase a restoration spell.
- Once Altrigan has been brought to the temple, the priests will provide spells for a small donation. Use standard RUP spell costs. For the benefit of a priest of the True Faith, the cost is half the listed RUP amount. The priests are willing to cast these spells for the RUP prices due the help the PCs are providing. (Assuming they are helping instead of making the situation worse.). Otherwise, the spells casting services will be refused.

<i>Old Name</i>	<i>Role of NPC</i>	<i>New Adapted Name</i>
Venito (pg 4)	Selling hag, and monster masks	Sasan
Darbac Gros (pg 5)	Master of Revels	Hydarns, son of Bey Issa
Caroff (pg 5)	Runs keg cart	Tooraj
Eldubrais Feylight (pg 4 & 9)	Magician entertainer	Mashreza, the Master of Magics
Melick (pg 5)	Melick's pub	Azara's Kitchen
Ebby (pg 5)	Bard in tavern	Sabbar of the Lute
Captain Doran (pg 5)	Captain of the Guard	Parviz al'Tresher (stats below)
Lieutenant Eamon (pg 6)	2 nd in command of Guards	Kaveh (stats below)
Kennik (pg 6)	Temple priest (7 th level)	Ramdin al'Mullah (stats below)
Caertim (pg 6)	Temple priest (2 th level)	Aziz al'Mullah (stats below)

Altrigan Werebane (unchanged)	Werewolf hunter	Altrigan Werebane An obvious foreigner who has followed Markun from Furyondy
Noblish, a goblin (pg 9-10)	Gnomish Lamp Maker	Noblish, the gnome
Brevis (pg 11)	Parade Leader	Banugushnasp (Female)
Krobid and Castcot (pg 12)	Bear Trainers	Koorosh and his assistant, Cotys
Villains	Villains	All unchanged

Law and Punishment

Attacking people in town just because the PCs think it is a good idea, will result in harsh punishment by the law. Astin has not earned a death sentence, especially from the PCs. If a character kills Astin, that character will have his weapon confiscated and go into the stocks for the rest of the adventure. If the PCs kill the shadowclaw agents after they have attacked the townsfolk, then the PCs will only be reprimanded for preventing their proper (more painful) punishments. Killing other NPCs will result in the offending PC(s) being permanently sent to the mines. The were-creatures are considered monsters, not people, so the above does not apply.

NPC Stat Blocks (Townsperson only)

Parviz al'Thrasher, human baklunish male

Ftr4/Clr1: CR 5; Medium Humanoid (6 ft. 1 in.); HD 4d10+1d8+5; hp 33; Init +1 (Dex); Spd 30 ft.; AC 16 (+5 Breastplate, +1 Dex); Atks +7 melee (2d4+5 [crit 18-20], falchion) or +5 ranged (1d8 [crit 19-20], light crossbow); AL LN; Fort +7, Ref +2, Wil +4.

Str 14, Dex 12, Con 12, Int 10, Wis 13, Cha 12.

Skills: Handle Animal +5, Intimidate (cc) +4, Jump +4, Knowledge (Local) (cc) +3, Knowledge (Religion) +2, Ride +5; Feats: Cleave, Expertise, Great Cleave, Power Attack, Weapon Focus (falchion), Weapon Specialisation (falchion).

Possessions: falchion, crossbow, 20 bolts, breastplate armour, money pouch with 32 gp, 4 sp.

Domains: Law, Protection.

Spells Prepared: (Clr 3/1+1+d) 0-level: Guidance x3, 1st-level: Bless, Divine Favour, Protection from Chaos (d).

Kaveh, human baklunish male Ftr4: CR 4; Medium Humanoid (5 ft. 6 in.); HD 4d10; hp 26; Init +2 (Dex); Spd 30 ft.; AC 19 (+5 chainmail, +2 large steel shield, +2 Dex); Atks +6 melee (1d6+1 [crit 18-20], scimitar) or +7 ranged (1d8+1 [crit 19-20], light crossbow); AL LN; Fort +4, Ref +3, Wil +2.

Str 12, Dex 15, Con 10, Int 11, Wis 12, Cha 9.

Skills: Climb +7, Forgery(cc) +3, Handle Animal +5, Ride +5; Feats: Dodge, Far Shot, Point Blank Shot (included above), Weapon Focus (scimitar), Weapon Focus: (crossbow).

Possessions: scimitar, crossbow, 20 bolts, chainmail armour, large steel shield, money pouch with 15 gp.

Threshers (5) human male Ftr2: CR 2; Medium Humanoid (5 ft. 8 in.); HD 2d10+2; hp 16; Init +1 (Dex); Spd 30 ft.; AC 17 (+5 chainmail, +1 small steel shield, +1 Dex); Atks +4 melee (1d6+1 [crit 18-20], scimitar) or +3 ranged (1d8+1 [crit 19-20], light crossbow); AL LN; Fort +4, Ref +1, Wil +0.

Str 12, Dex 13, Con 12, Int 8, Wis 10, Cha 9.

Skills: Search (cc) +1, Spot (cc) +3, Knowledge (Local) +2; Listen (cc) +3; Feats: Alertness, Quick Draw, Toughness, Weapon Focus (scimitar).

Possessions: scimitar, crossbow, 10 bolts, chainmail armour, small steel shield, money pouch with 15 cp.

Ramdin al'Mullah, human baklunish male Clr 7: CR 7; Medium Humanoid (5 ft. 6 in.); HD 7d8; hp 33; Init +0 (Dex); Spd 30 ft.; AC 10; Atks +5 melee (2d4 [crit 18-20], falchion); AL LN; Fort +5, Ref +2, Wil +8.

Str 10, Dex 11, Con 10, Int 11, Wis 16, Cha 12.

Skills: Concentration +2, Diplomacy +3, Heal +9, Knowledge (religion) +6, Knowledge (Local) (cc) +5, Spellcraft +4; Feats: Martial Weapon Proficiency (Falchion), Extend Spell, Enlarge Spell, Maximize Spell.

Possessions: Priestly robes, falchion, money pouch with 9gp, 9sp, 10cp.

Domains: Healing, Law.

Spells: 6/4+1+d/3+1+d/2+1+d/1+d: 1st lvl- Cure Light Wounds (d), 2nd lvl- Cure Moderate Wounds (d), 3rd- Magic Circle against Chaos (d), 4th lvl- Order's Wrath (d)*.

* See below

Aziz al'Mullah, human male Clr 2: CR 2; Medium Humanoid (5 ft. 6 in.); HD 2d8; hp 11; Init +0 (Dex); Spd 30 ft.; AC 10; Atks +1 melee (1d8, morningstar); AL LN; Fort +3, Ref +0, Wil +5.

Str 10, Dex 11, Con 10, Int 11, Wis 15, Cha 12.

Skills: Diplomacy +5, Heal +4, Knowledge (religion) +7, Spellcraft +5; Feats: Skill Focus (Knowledge: Religion), Extra turning.

Possessions: Priestly robes, morningstar, money pouch with 9sp, 10cp.

Domains: Healing, Law.

Spells: (4/2+1+d): 1st-level: Protection from Chaos (d)*.

* The remaining spells are unprepared and thus can be cast after 15 minutes of preparation time. This gives the priests maximum flexibility in their spell selection.