



SIDETREK ADVENTURE WEEKLY #11

SECRETS OF TRODOON MOUNTAIN

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LPJ9658

Trapped on the Trodoon home world, the heroes finally find the key to bring them home...broken in half! Entering an ancient frozen magical station, they discover the power source behind the Trodoon's artifacts and the secret to their world-spanning empire. Can they repair the artifact and return safely to their home world before the station's latest inhabitant returns?

Welcome to Sidetrek Adventure Weekly -- all the heart-pounding, adrenaline-pumping action your players can handle! Each Sidetrek Adventure Weekly episode throws characters into an action-packed encounter designed to electrify your game. Drop any Sidetrek Adventure Weekly directly into your adventure as a stand-alone combat. Or, if you dare, link all 12 into one pulse-racing, white-knuckle sidetrek adventure series. Jump aboard Sidetrek Adventure Weekly tonight!



ADVENTURE
LEVEL:
LOW

NPC
INTERACTION:
LOW

THREATS &
TRAPS:
HIGH

MAGIC
REWARDS:
MEDIUM

ADVENTURE
LOCATION:
DUNGEON

PLAYERS
NEEDED:
4 TO 6

REQUIRES THE USE OF THE DUNGEONS & DRAGONS PLAYER'S HANDBOOK, THIRD EDITION, PUBLISHED BY WIZARDS OF THE COAST, INC. THIS PRODUCT UTILIZES UPDATED MATERIAL FROM THE V.3.5 REVISION.

SIDETREK ADVENTURE WEEKLY RATING SYSTEM

These following icons have been development to make it easier for GMs and players to understand what type of adventure they will be playing in, what perils that might exist; as they may be either physical, mental or even political dangers; and the rewards that await them during and at the completion of this adventure. Each icon is broken down by color and text information which determine the intensity of the adventure.

ADVENTURE LEVEL: EXTREME	This Adventure Level is for expert level game-play and adventuring normally reserved for character from 16th level or higher.	THREATS & TRAPS: MEDIUM	The Threats & Traps at this level are dangerous and may cause a loss of up to 25% of the party members.
NPC INTERACTION: EXTREME	This NPC Interaction means the PCs will have to deal with an tremendous amount of non-combat interaction with NPCs in this adventure.	MAGIC REWARDS: MEDIUM	The Magic Rewards at this level are common and PCs will have reasonable chances to acquire and use magic and magical items.
THREATS & TRAPS: EXTREME	The Threats & Traps at this level are the most lethal available and can easily result in a TPK (<i>Total Party Kill</i>).	ADVENTURE LEVEL: LOW	This Adventure Level is for beginner game-play and adventuring normally reserved for character from 1st to 5th level.
MAGIC REWARDS: EXTREME	The Magic Rewards at this level are the highest magic and magical items available with several chances for PCs to acquire and use them.	NPC INTERACTION: LOW	This NPC Interaction means the PCs will have very little non-combat interaction in this adventure.
ADVENTURE LEVEL: HIGH	This Adventure Level is for advanced game-play and adventuring normally reserved for character from 11th to 15th level.	THREATS & TRAPS: LOW	The Threats & Traps at this level are intimidating and may cause a loss of up to 10% of the party members.
NPC INTERACTION: HIGH	This NPC Interaction means the PCs will have to deal with an above average amount of non-combat interaction with NPCs in this adventure.	MAGIC REWARDS: LOW	The Magic Rewards at this level are few and far between. Rarely will PCs see or use a magic or magical items.
THREATS & TRAPS: HIGH	The Threats & Traps at this level are very dangerous and may cause a loss of up to 50% of the party members.	ADVENTURE LOCATION: DUNGEON	This Adventure Location will take place in an underground location such as a dungeon or cavern.
MAGIC REWARDS: HIGH	The Magic Rewards at this level are very common and PCs will get several chances to acquire and use magic and magical items.	ADVENTURE LOCATION: EVENT	This Adventure Location will take place based on particular occurrence or incident including a raid, assassination or trial.
ADVENTURE LEVEL: MEDIUM	This Adventure Level is for experienced gameplay and adventuring normally reserved for character from 6th to 10th level.	ADVENTURE LOCATION: JOURNEY	This Adventure Location will take place during the events of traveling from location to another.
NPC INTERACTION: MEDIUM	This NPC Interaction means the PCs will have to deal with an average amount of non-combat interaction with NPCs in this adventure.	ADVENTURE LOCATION: URBAN	This Adventure Location will take place in a civilized based population center or location as a city, village or town.
		ADVENTURE LOCATION: WILDERNESS	This Adventure Location will take place in an uncivilized based location as a forest, desert or jungle.