

“Traded Dilemma”

A d20 Dragonlance Short Adventure

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Traded Dilemma is a short adventure dealing with an escalating plot that leaves off at a point where the DM can expand the story and use it for further adventures if desired.

This adventure is the story of a group of adventurers who stumble upon an unlikely theft in the Solamnic city of Solanthus. The characters are drawn in not only by the nature of the theft, but because of who is pursuing the theft. At the culmination of the adventure, the players have had the chance to explore, defeat villains, and learn the true nature of the adventure, which may very well lead them on an epic quest if they choose to pursue it farther.

Themes

Traded Dilemma is a Dragonlance adventure, thus it deal with themes familiar and common to Dragonlance:

- **Heroism:** In the race to stop Gredam Kade and recover the temple’s enrollment lists, the party faces danger constantly. This gives the players plenty of opportunities for heroic actions.
- **Good vs. Evil:** The balance must be maintained, and this adventure is no deviation from that theme. The forces of evil (Gredam Kade and his employers) attempt to steal important information on the mystic temple of Solanthus and it is up to the forces of Good (the party and Dallion) to retrieve this information. However, the conclusion optimally leaves the party with more questions than when they started this quest and promises an even greater adventure farther down the road.
- **Epic Story:** While it starts off small, the ending of this adventure leaves the party poised on a cliff of many decisions. They must choose what to do and how to do it, and they may be working off of nothing more than subtle clues. This forces them to choose a path(which ties into the balance between good and evil; their choice representing the free will of neutrality) and decide whether or not they will help Dallion with the epic quest that has suddenly

pulled them in (tying in with the theme of heroism as well).

Preparation

To play this adventure, you’ll need a copy of the *Player’s Handbook*, *Dungeon Master’s Guide*, and the *Dragonlance Campaign Setting*. For additional reference you may want to have the *Monster Manual* on hand for the addition of extra encounters. Players may want to have the *Age Of Mortals Companion* in order to have the most options available when creating their characters, and DM’s can use the book for its wealth of background and source information.

This adventure is best played with a party of four to five 1st level characters. It may also be played by a party of between 3 to 5 2nd level characters, as some of the optional areas of the adventure cater to a higher level party. Low-level parties still have plenty of options to explore, and notations are made at certain points in the story when DM’s are encouraged to steer players away from areas that may be too challenging for their level.

Character Hooks

The characters are drawn to the adventure in what seems a matter of circumstance. Overhearing the pleas of a young mystic, the characters are drawn into her quest to retrieve something from the main villain, a merchant named Gredam Kade. Gredam is much more than he appears to be, and even the mystic’s plight turns out to be more than it seems. The adventure culminates with the PC’s (hopefully) defeating Gredam Kade, retrieving the stolen possession, and uncovering Gredam’s plot which stretches much farther than anyone initially imagined.

Chapter 1 – Solanthus

The date is Linaris (Sunday), the 20th of Fleurgreen (May), about 10 minutes after Third Watch (9:00 AM) in the year 39 SC. The party has been drawn to the city of Solanthus on rumor that a new mystic temple is being commemorated and opened. The event has drawn quite a few tourists to the city of Solanthus, and as the PC’s approach the center of the city to locate

information on the event, they happen upon the following scene.

A. Complaints (EL 6)

This event can occur anywhere in the city, though the most likely place is at the Cleft Spires (see *Age of Mortals Companion*, page 141):

The city of Solanthus is bustling with activity, a sure sign that this city is well on its way to recovery after the tumultuous time of the War of Souls. News of the new mystic temple's opening has spread across the countryside, and the streets of Solanthus are packed with every conceivable sight. Merchants with their horse-drawn, brightly-flagged wagons in tow flood the street amidst the humming crush of villagers and farmers from outlying towns. Knights of Solamnia, their armor shining silver in the early morning sun, walk in groups with an eye for keeping the peace. City guardsmen watch the lanes and avenues and shout orders for those who meander too long to move along.

But the greatest commotion appears to come from the center of the city. Through the crowds, you see a lone woman, clothed in a white and sky blue robe of a Citadel Mystic. She's standing, flushed and fuming, before a collection of Knights and Guardsmen, stamping her foot on the ground and alternating between pleading with them and demanding.

The woman is Dallion Arlen, a young mystic hailing from the Citadel of Light. She has come to Solanthus on behalf of the new temple (which she helped to found), and is adjudicating the event as the Mistress of Ceremony. When the party approaches, they hear snippets of the woman's conversation, starting below:

"No, I don't care about jurisdiction. Don't you understand? Robbed! I've been robbed, and none of you are doing anything about it!" the young woman shouts at the Knights and the Guards.

A young Knight with a stern face holds up his hands to ease the woman and says, "My lady, I understand. We all do, but—"

"But what?" she interrupts. "I cannot abide by any excuses, good sir! I have been robbed. The temple has been robbed. I- we require your assistance at once!"

The young knight looks to his companions, swallows hard and turns back to the woman as if about to speak, but a Guardswoman cuts him short. "My lady," she says curtly, leaning on her spear, "we understand your plight. And I apologize that such a crime has been committed in Solanthus. I truly do. But with all the traffic coming into

the city, the merchants, the clerics, and the mystics, we have no guards to spare. We can set out a patrol in the morning, but no sooner. We have too much to look after here and I'm not going to—"

"Tomorrow will be too late!" cries the young woman. She stomps her foot and declares, "Never mind. I'll search him out myself."

With that, the woman shoves past the guards and into the crowds directly in front of the PC's. Should the PC's question her or offer assistance, she seems hesitant at first. She tells them her name and how she was robbed this morning. She had found a merchant willing to work with the temple for low-cost on decorations and refreshments for the opening ceremony. The merchant, Gredam Kade, met with her this morning, and after the meeting, she realized that she was missing an enrollment list, something terribly important to the ceremony and the temple. She's sure that Gredam took it, and she believes that someone around the city must have a clue as to his whereabouts.

If the party attempts to resort to force for any reason, they're going to incur the heat of the city guards and knights nearby. A melee of this sort, especially for a low level party, is not a good idea.

Guards (3): hp 4 each.

Knights (2): hp 20 each.

B. Searching for Gredam Kade

The PC's and Dallion can search for clues about Gredam in a number of ways:

- They can comb the streets and ask other merchants. Doing so requires at least 1d4+1 hours of searching and questioning and the main character doing the questioning to make a **Gather Information check** (DC 18). Success reveals that Gredam has been acting extremely odd lately, for at least a week now, and has managed to alienate and anger many of his former colleagues and friends.
- Returning to the tavern (the *White Rose Inn*) where Dallion and Gredam met this morning and questioning patrons is a better option. Making a **Gather Information check** (DC 18, takes 1d4+1 hours), or if in personal conversation, a **Charisma check** (DC 15) will reveal that Gredam has been acting odd for the last two weeks. He's been harping on old friends, letting debts go, and has been in a sour mood. Rumors abound that something

has happened and Gredam has changed, but in what way no one can be certain.

All information points to the fact the Gredam was seen leaving the south-west gate of Solanthus this morning. He seemed to be in a rush, and was accompanied by some hired thugs who were armed. The merchant seemed determined, but would stop and speak with no one.

Dallion decides that the only way to stop Gredam and get her possession back is to try and catch up with him on the road outside Solanthus. All reports say he was on foot, which is odd considering the road would best be traveled by horseback. Dallion and the party pursue immediately.

Chapter 2 - The Road from Solanthus

Once the party leaves the city, they'll need to travel the southeastern road that eventually leads to Caergoth. Without any firm leads, the party should try questioning local traffic.

A. The Lead

Questioning local traffic is the only real way to get a lead on Gredam. Tracking is impossible due to the heavy traffic. The party could question anyone, though the responses will differ depending on who they ask.

- If they question locals, farmers, or other commoners, they get a variety of responses, though none useful. Examples include: *"Sorry, I haven't noticed anyone of the sort."*; *"Never 'eard of 'im. Move off."*; *"Gredam who? Nope, no idea. Sorry."*
- Questioning merchants is trickier. Some of them inevitably know Gredam and like him or not, merchants stick together. They aren't likely to rat out their comrade, even if Dallion presses the issue of thievery. Trying to get information out of them if the party appears to be taking a negative interest in Gredam will require successful checks (**Gather Information**, **Charisma**, or the like) with a minimum DC of 20. If the party can bluff their hostility down and come off as though they're just looking to find him for harmless reasons, reduce the difficulty of any **Gather**

Information or **Charisma** checks down by 2 points for every successful **Bluff** check made.

The clues gathered from questioning point out that Gredam was seen with his bodyguards moving along the eastern edge of the road about a mile south of the party's current position. He was seen moving off the road toward the Garnet Mountain range, possibly using game trails to head into the foothills, though why he was heading that way no one knows.

Upon arriving at the area, the party may attempt to track Gredam down. A **Survival** check (DC 15, will require the Track feat) made to track in the soft grass off the road will show a set of tracks leading into the foothills. Further **Survival** checks or **Search** checks made to search the area around the tracks reveals a discarded scarf which Dallion recognizes as the merchants. She urges the party to set off in pursuit immediately where the nearest game trail can be seen climbing into the foothills some miles distant.

B. The Clearing

The journey into the foothills of the Garnet range will take the remainder of the day. At a suitable clearing, Dallion will suggest setting up camp and settle down to begin her nightly meditations.

Near midnight, if the party has posted watch for that time, make opposed **Listen** checks against the 2 bazz draconians creeping through the brush. If the party is successful and rouse themselves, the bazz leap into the fray, thinking the party weak and helpless. If the bazz succeed in ambushing the party, they question them until either the party attacks or the bazz realize they have made a mistake. The bazz believe that the party is working for Gredam and they have a score to settle with the merchant.

Bazz (2): hp 18 each.

During the fight, the bazz should let slip that there are more of them in the area, though how many are left is unanswered. The bazz, even if brutally overpowered will reveal nothing, preferring to die than disclose their agenda. If taken prisoner they will try to escape east across the mountains at any opportune time and hamper the party with noise and complaining. When defeated, several questions should be hanging in the air:

- What score do the bazz have to settle against Gredam?

- What dealings does Gredam have with bazz draconians in the first place?
- Who are the bazz working for?
- What is Gredam's agenda, and why is he going into the mountains?

Chapter 3 – The Chase

Gredam's trail, with his 3 bodyguards following is easy enough to pick up the next day. A tussled campsite about 3 miles from the party's points the way along the trails heading south-east into the mountains proper, and a pine forest climbs steadily with the rock walls of the hills and mountain.

Throughout the day, various clues will point the characters in Gredam's direction. A dead animal, hit with a rock; footprints left in the mud near streams, and discarded pouches from used ration packs are but a few examples. Gredam and his men are not being careful about hiding their trail; the merchant doesn't believe anyone would be foolish enough to follow him.

A. Challenges & Obstacles

As the day progresses, a number of environmental challenges test the party. Use any of the following challenges below, including their encounters as needed. Keep in mind that for a higher level party, these challenges are trivial. For lower level parties, these low CR encounters are perfect ways to utilize skills and gain some extra XP.

- **(EL 1)** The trail leads up to a chasm in which two cliff edges face each other. The chasm is 30 feet wide, and drops down over 75 feet (7d6 damage if a character falls from the edge of the chasm). A rope and plank bridge was once constructed across the chasm but has long since fallen into disrepair. All that remains is a single length of rope as a handrail, and another span of rope that serves as a foothold. The left side of the cliff faces end against a jagged rock wall (DC 15 **Climb** check to cross the chasm this way). The right sides jut off of the game trails and overlook a bluff that rises 126 feet above the valley floor and looks out west across the Solamnic plains. Using the two ropes as a guide, characters must make **Balance** checks (DC 12) to cross the chasm. The ropes will sustain a weight of 210 lbs. at a time before breaking, so characters may need to cross one at a time.

- **(EL 2)** One of the game trails splits off at a fork. A **Survival** check (DC 15) will show that there are tracks leading in both directions. The left fork will lead down into a narrow bowl-shaped glen wedged between high rock walls. A pair of mated badgers (*see the Monster Manual, page 268*) have made a nest here and will attack any trespassers.

Badgers (2): hp 6 each.

- **(EL 1)** A narrow crag winds its way into the mountain passes surrounded by pine forest. It meets a solid rock wall with a crack running up the side of the wall. Small sized characters can squeeze through no problem, but medium-size or larger characters will have to climb a short cliff face. The cliff face extends upwards on the wall with the crack to a height of 50 feet. **Climb** checks (DC 15) are needed to climb the cliff. Once atop the cliff face, they find the trail easily again.
- **(EL 2)** A **Survival** check (DC 15), or **Spot** check (DC 18) will reveal either a set of tracks leading off of Gredam's path or a pathway off to the side. Following the path, the party finds a clearing in the pines where a shelf of rock sits on the mountain slope. The clearing is 35 feet in diameter with rubble and a few broke animal bones lying about. A rock mound with a cave opening rests directly across the entryway. The cave is 12 feet tall and stretches back into the rock a total of 40 feet. Inside the cave is a black bear (*see the Monster Manual, page 269*) that will attack and defend his home if threatened. Any character's entering the cave will alert the bear and it will attack as soon as it can, chasing the party into the clearing and continuing the melee. A **Survival** check (DC 15) made outside the cave in the clearing will allow a character to determine that the tracks belong to a black bear.

Black Bear: hp 19 each.

The party should have an easy time trailing Gredam up near the first mountain's summit. The journey should easily take most of the day, but with a good pace, the party should catch up to Gredam about an hour before sunset. A **Knowledge (nature)** or **Knowledge (geography)** check (DC 12) will allow a character to understand that Gredam is moving in a south-east direction. It will also indicate that Gredam

has taken the game trails into mountains toward the summit. If remarked on, Dallion may surmise that Gredam must be heading towards something specific, but what she does not know.

Chapter 4 – Confrontation

The party may finally overtake Gredam in one of several ways: They have tracked him down and caught up to him, crept up in attempted ambush, or stumbled upon him and his guards.

- If the party's resources have been spent by previous encounters, it is better to allow the encounter to take place at night and favor the party's chances of sneaking up on Gredam's camp.
- If the party has the majority of its resources from previous encounters, a good idea would be to allow the encounter to take place on equal terms.
- If the party is completely restored or in near-perfect condition, you may wish to allow Gredam's toughness to surprise the party. This is not recommended unless the party is slightly higher level than normal, as an encounter of this sort can be disastrous to a lower level party.

A. The Approach

Gredam and his bodyguards have camped on a rock outcropping overlooking a ravine near the mountain's summit. Pine forest surrounds the camp giving the party ample cover for ambush. In addition, a high bluff overlooks the camp 20 feet above. Two of the bodyguards are in the camp while one remains on the lookout above, watching the forest with a lazy air.

Gredam has not counted on any pursuit, and thus his bodyguards are not their most alert. If you determine the lookout to be watching in the direction the party approaches from, have them make opposed **Hide** and **Spot** rolls. Unless the party is moving at more than ½ their base speed, no **Listen** rolls are necessary for the lookout, as some noise from the camp below will cover the party's noise.

B. The Confrontation (EL 4)

The party can try to take out the lookout if they notice him (opposed **Spot** and **Hide** checks). Unless the party has some means of concealing the act

(*invisibility* and *feather fall* spells on the body), the remaining bodyguards may hear or see the lookout fall dead and will join melee right away.

The lookout, if left active, will remain at a distance and use his bow to attack the party. He will, however, be so distracted with the fight in the camp that he will not notice a party member breaking away from the fight to climb the bluff to attack him.

While the bodyguards attack the party, Gredam unsheathes his bastard sword and spends 1 additional round gathering his packs and belongings. With surprising speed, the hefty merchant races off along the trail away from the melee leaving his bodyguards to deal with the party.

Bodyguards (2): hp 6 each.

Bodyguard Archer: hp 12.

C. A Merchant's Gambit (EL Varies)

After successfully dealing with the bodyguards, Dallion (provided wounds allow her) will lead the chase after merchant. Up until now she has been vague about exactly what it was that Gredam stole, but if asked she will now explain through gasps and pants as she races after the swift merchant.

Gredam has stolen a roster of mystics who will be attending the new temple, though why she does not know. The list gives names and some particulars about the mystics, and their approximate date for arrival at the new temple.

The party will catch up to Gredam at the mountains summit, some 360 feet from the camp site. The pathways ahead of the party open up and converge onto a rock plateau that ends in a cliff overlooking a gorge which stretches down more than 500 feet. Another cliff on the far side of the gorge, some 70 feet distant is the only other way off the cliff except for a side trail stemming from a boulder-strewn patch of forest to the right of the clearing which seems to lead around the summit and to the valley in between the peaks of the Garnet Range. A **Spot** check (DC 15) will allow a character to notice the side trail if anyone bothers to look around once they emerge. This alternate pathway is directly to the right of the clearing exit.

Relay the following scene once the party reaches the clearing:

As you burst from the tree line, a clearing of rock plateau reaches ahead, ending suddenly some 45 feet ahead in a cliff that towers hundreds of feet above the slope of the mountain below! Gredam stands with his back to the cliff's edge, sweat pouring from his face while a shrieking wind,

torn from the jagged rocks below whips his cloak wildly about.

“Come no closer!” he shouts and readies a large bastard sword in his hand – a sword that would appear to be too heavy for the merchant’s unconditioned, flabby arms.

Dallion skids to a halt, pebbles skipping away and glare at Kade. “Gredam! Gredam Kade! You- you vile... How dare you? Do you have any idea what you’ve put us through? You’ll have a lot to answer for, merchant!”

“Answer?” laughs Kade. “You want answers? To the Abyss with your answers, woman. I have no time for this!”

Dallion flushes crimson and clenches her fists around her staff. “Time? No time? What are you-“

Dallion’s word cut off in a gasp as a group of three bazz draconians emerge from a side-trail about 20 feet to the right. They emerge onto the plateau with short swords unsheathed, their scales gleaming like tarnished metal in the light of Solinari. One of the bazz gestures to Kade while the other crouches towards you as if waiting for an attack.

“Enough games, Kade. You made promises. We want our end of the bargain.” croaks the lead bazz. He jabs a finger at the merchant and clenches his other hand around the hilt of drawn sword.

Kade darts a wild-eyed glance to the bazz, then to you. The lead bazz shrieks and leaps toward Kade, swinging his sword with abandon!

A melee breaks out between Gredam and the bazz while the other bazz will leap to attack the party. While the party combats the other two bazz, Gredam will down the other bazz in one swipe of his blade. The sword becomes lodged in the bazz’s stony corpse, and Gredam, in a fit of rage, strips off his pouches and dives for the cliff:

In a flash, Kade’s sword chops into the bazz sending a spray of green ichor into the air. The bazz’s body stiffens, and a grey hue creeps along the scales covering the body in a stony embrace. Kade pulls at the sword to little avail. With a shriek, the merchant rips his pouches off and races for the cliff edge!

If the party can somehow stop Gredam before he gets to the cliff, they’re in for a fight. Gredam reveals his true nature as a sivak draconian and will fight to the death to protect the enrollment lists of the Solanthus mystic temple. **This is not a good situation**, especially for a lower level party; a single sivak draconian, played properly and placed in a desperate situation, could possibly slay the entire party. You may want to avoid this for lower level parties, or if unavoidable, force Gredam off the cliff where he can use his wings to fly to safety.

Bazz (3): hp 18 each.

Nerme (Gredam Kade): hp 51.

Chapter 5 – Conclusion

There are many possible outcomes to this adventure, each with a unique story arch that can potentially prolong this story into epic proportions. Several possible conclusions are listed below:

- If Gredam is slain by the party a search of his belongings will turn up nothing unusual except a cloak brooch made of a strange black metal. A **Craft** check (DC 18) will reveal the material is actually an iron alloy found only in the regions near Taman Busuk and Khur, usually near volcanic ranges. It will also reveal that the craftsmanship is not draconian in nature. A search of Gredam will also reveal papers signed by several high ranking officials of Teyr proclaiming that the sivak, Nerme (who has been impersonating Gredam) was expelled from the nation of Teyr in exile for crimes against his fellow people, thievery being the most listed offense.
- If the party has successfully shot down Gredam, his body will fall into the valley below and become entangled in the trees. Using the side trail, it will take a day’s journey for the party to wind their way down to the valley floor in order to search Gredam... if there’s anything left by that point.
- If the party somehow manages to form a truce with the bazz, the bazz will reveal that Gredam (Nerme) was supposed to recover the enrollment list for them – it was part of a deal they struck. They had plans to sell it to dark knights in Neraka if the chance came up, but are willing to walk away with their just their lives (and Gredam’s head) if it means not dying at the party’s hands.
- If the party is defeated, they will be taken prisoner by the bazz and force marched down the side trail and into the valley. The bazz have a camp site set up about 6 miles down the mountain and into the valley. There are no additional draconians but the remaining draconians will be very wary of any surviving party members.
- If Gredam gets away, the party has the option of either tracking him down or returning to

Solanthus. A clue (enough to trail Gredam) should be left behind if the party searches in order for them to pick up his trail.

Story Arch

The party will likely have several clues to follow. While they won't know the full story, there are a few story facts that you should be aware of in order to flesh out the next chapter of the story.

A merchant named Durgess in the city of Jelek in Taman Busuk is the one who hired Nerme and the bazz. He was purportedly approached by a group of renegade dark knights who wished to infiltrate the new temple in the city of Solanthus. Durgess hired Nerme to kill one of the mystics and infiltrate the temple. Something must have gone wrong and Nerme was forced to take Gredam's identity which means the real Gredam is dead. Gredam was supposed to rendezvous with the bazz in the mountains as part of an agreement struck, but it seems he decided to betray the deal at the last minute. This leaves the story with several interesting leads:

- Who is the merchant Durgess?
- Who were these renegade dark knights who contacted him?
- Why do the renegade knights want to infiltrate the temple?
- Why did Nerme choose Gredam Kade to impersonate?

From here, the party has many options and you have the tools to take this adventure into an epic quest of your own design! Good luck!

Appendix

The following information supports the adventure and contains essential statistics.

Non Player Characters

Dallion Arlen: Female human Mys 1; CR 1; Medium humanoid; HD 1d8; hp 8; Init +2; Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; Atk +1 melee (1d6+1/x2, quarterstaff); SA Domain (Meditation, can use the Empower spell feat once per day at no cost); AL LG; SV Fort +2, Ref +2, Will +7; Str 12, Dex 15, Con 10, Int 11, Wis 16, Cha 9.

Skills and Feats: Concentration 4 ranks, Spellcraft 4 ranks, Heal +5, Survival +5; Iron Will, Self-Sufficient.

Possessions: Quarterstaff, mystic pendant, spyglass (a memento given to her when she left Schaller).

Young and slightly haughty, Dallion is a strong and capable woman. Only 22 years old, Dallion is the only daughter of a Caergothian shipwright. Dallion's mother died during birth and she is very close to her father.

Standing 5' 10" tall and weighing 130 lbs., Dallion has never been what most people deem pretty. Her face is uncommonly plain with a steeply sloped nose and a thin mouth, but her deep brown eyes are clear and oft her most commented feature. Her skin is the color rich, dark caramel hinting at an ancient Solamnic or Ergothian lineage and her thick mane of slightly curly hair is always tied tightly against the nape of her neck.

Dallion is headstrong and fiercely independent. She doesn't like feeling dependent on anyone, but is willing to hold her stubbornness when caught in situations where she is clueless. She's quick to anger and seeks greater control over herself through her mystic powers of Meditation. Dallion is also deep and insightful and very attuned to her surroundings. She's quick to pick out mistruths and falsehoods, possessing an almost eerily accurate sense of someone's honor just from speaking to them.

Nermezleck: Male Sivak draconian (see the Draconian, Sivak entry in the *Dragonlance Campaign Setting*, page 221).

Possessions: Bastard sword, dagger, enrollment list for the temple of Solanthus, letters of exile, cloak clasp made of black iron.

Nermezleck (Nerme for short) is not your typical sivak draconian. Instead of using his innate martial prowess and commanding presence to get things done, he uses stealth, thievery, and cunning to achieve his goals. Though possessed of a strong skill with the sword, Nerme's best ploy is his use of his shapeshifting abilities to infiltrate his enemies and recover what he needs. Preferring secrecy and stealth to open conflict, Nerme is far more dangerous than most sivaks; he understands the incredible advantage that stealth holds over his opponents.

Nerme's greatest flaw is his carelessness; though incredibly tactful in his methods, Nerme is quick to lose discipline when he thinks he has achieved his goals. If Nerme believes himself to be free and clear of danger, his methods and practices become sloppy. Nerme also underestimates the abilities of the so-

called 'lesser' races; it is this combination of contempt and sloppiness that enables the party to track this villain so easily.

Elevated Encounters

While the adventure is written for a party of 1st level characters, this listing provides an easy means of increasing the challenge rating for each of the encounters to provide a greater challenge for higher-level parties.

Chapter 1 Encounters

A. Complaints (EL 5)

Guards (3): hp 10 each.

Knights (2): hp 20 each.

Chapter 2 Encounters

B. The Clearing (EL 8)

Bazz (4): hp 18 each

Chapter 3 Encounters

A. Challenges & Obstacles (EL Varies)

By varying the obstacles faced in each challenge, you can increase the EL of the challenges faced. For encounters involving skill checks necessary to avoid damage or survival, you can up the EL by 1 for every 4 points of difficulty you add to the DC of the necessary skill checks (figure that maxed class ranks will only be able to go up by 3 each time a character acquires new skill points).

For combat encounters, use the following guidelines based on which obstacles are faced.

(EL 4) Badgers (4): hp 6 each.

(EL 4) Black bear (2): hp 19 each.

Chapter 4 Encounters

B. The Confrontation (EL 6)

Bodyguards (4): hp 6 each.

Bodyguard Archers (2): hp 12 each

C. Merchant's Gambit (EL Varies)

(EL 10) Bazz (5): hp 18 each.

(EL 6) Nerme (Gredam Kade): hp 51.

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