

**AA1.2**

FOR ALL CLASSIC FANTASY RPGS  
FOR BASIC-LEVEL PLAYERS AND GMS

# **ADVENTURE MODULE AA1.2**

## **ADVENTURES AT RAINBOW LODGE**

### **AN ADVENTURE FOR YOUNG PLAYERS WITH LEVEL 1-2 CHARACTERS**



Perched at the edge of Bear River, the warm hearth of Rainbow Lodge is a welcome respite from the surrounding wilds. But there are troubles all around. Although Bear Valley is quiet for the moment, the gnomes have been driven from Rainbow Mine, and travellers have reported brigands and worse raiding from the Ghost Forest. Your party has journeyed far to explore the borderlands around Rainbow Lodge. Will all of you return to tell tales of adventure at the end of the day?

This module has been specially designed for use by gamemasters with novice players ages 8-12. It includes maps and a complete description booklet detailing a wilderness lodge and surrounding dangers to form a ready-made scenario for use with all “classic” fantasy roleplaying game rule books and sets for Basic- level players and gamemasters. It can be converted for use with “Advanced” fantasy game rules and compatible systems with a minimum of effort.



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# ADVENTURE MODULE AA1-2

## ADVENTURES AT RAINBOW LODGE

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### INTRODUCTORY MODULE FOR NOVICE PLAYERS



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## INTRODUCTION

This module is intended for 3-4 young, novice players with 1st level characters, although the adventures herein could challenge 2nd level characters if monster numbers are augmented. The group should of course contain a mix of adventuring classes. If few players are available, the adventures can easily be run for one or two characters who could be aided by a pet (perhaps a wolf) or one or two stout warriors from the Bear Valley Patrol. If only one or two players are available, it is probably best to have them play spell-casters and fill out the party with nonplayer character ("NPC") men-at-arms, pets, and so on. While this approach makes it easiest for the player to provide the strategy and make decisions, players should be encouraged to play the type of character they wish to play. In any case, the NPCs should not serve as automatons, slaves, or shields, and novices with bad ideas should find their characters short of friends, long on enemies, and eventually locked in the brig in Bear Valley Fort or held prisoner by brigands or worse in the wilds.

The gamemaster ("GM" hereafter) may also wish to provide a pre-generated character for a younger player and skip the generation process entirely for the first session. This might conserve the young player's attention span for the role-playing and combat encounters to come. Better yet, character generation may be handled in a brief pre-session earlier in the day or week to generate and equip the character and perhaps run a sample combat.

Finally, keep in mind that "basic" fantasy roleplaying rules as written lead to serious combats and, often, the loss of player characters. The GM should consider whether the younger player will react negatively to the loss of a character. The encounters herein are tailored to allow the novice a fair amount of room to make mistakes without immediately losing a character. The GM is encouraged to have creatures take characters prisoner, request errands or missions, or any similar non-lethal recourse when the party is on the losing side of things. Also keep in mind that the Basic-level fantasy roleplaying game is a descendant of tactical war games and that "unit loss" is a part of the game. The hearth of Rainbow Lodge is a ready source for more compatriots, and novice players will learn from the experience of having to start a new character.

**ON NAMES:** There are few proper names given herein, particularly in the text of the adventure. This is intentional. Early fantasy roleplaying adventure modules were written in this manner to allow, and to encourage, the GM to provide imaginative detail consistent with the desired tone of the game and plans for the larger campaign world to ultimately be explored. Where names (or details such as descriptions of churches or temples or orders of knighthood or nobility) are given, such are consistent with the **WORLD OF STRONGHOLD**, a fantasy roleplaying setting to be developed in future releases from Barrataria Games. GMs should (indeed, must) change such details to be consistent with their own ideas.

**ON CONVERTING FOR USE WITH OTHER GAMES:** If this adventure is to be used with a fantasy roleplaying system that calculates defense or armor class based on 20, simply subtract the class listed herein from 20. For example, a character in leather armor is listed in this module as having AC 7; subtracting 7 from 20 gives a converted armor class/to hit number of 13. If the game system to be used assumes that race and class are separate, treat the class as the most appropriate. For example, the dwarf innkeeper becomes a fourth-level dwarf fighter. Character levels should be roughly comparable across systems, but spells available to spellcasters should be carefully adjusted. Alignment designations vary by system and campaign; determining whether a character herein is "good" or "evil" should be fairly straightforward, and those fitting neither category can be assumed to be neutral.

**ON BOXED TEXT:** Throughout this adventure module, certain text appears in boxes. This text is designed to be read aloud to the players when they enter a certain area or a particular event occurs. Beginning GMs often appreciate this convenience. However, the inclusion of boxed text does not relieve the GM of the duty to convey the proper mood or sensory information to the players. GMs that dislike boxed text should, of course, ignore it if they wish.

**ON ENCOUNTER DIFFICULTY AND TREASURE:** This module assumes that the campaign calculates experience based on monsters defeated and treasure amounts recovered. The amounts herein should be adequate to advance a party to 2nd-3rd level. If not, the GM should adjust as desired for the

campaign, particularly to remove treasure that seems excessive. Note that not every encounter herein can be solved with a frontal assault. Retreat is an important skill to learn! The GM should consider periodic experience point bonuses for good play in non-combat situations.

**ON CERTAIN SPECIAL RULES:** This adventure is set in the **WORLD OF STRONGHOLD**, and GMs may wish to apply certain special rules that are assumed herein and will eventually be detailed in the campaign guide. Heavy crossbows fire once every other round; characters must spend one round reloading after each shot is taken. Skeletons move at 40' per round; zombies move at 20' per round. The attacks of bears listed herein do increased damage. 1st-level clerics cannot cast spells. Finally, although this rule is not implemented herein, for complete compatibility with **WORLD OF STRONGHOLD** campaigns, treat silver pieces as gold pieces with respect to purchasing power and in placed treasures, but award experience as normal (i.e. 1 xp/10 sp/1 gp). Treat platinum pieces as gold pieces.

These minor rules are not necessary to run the module but will prepare a GM to run future adventures set in the **WORLD OF STRONGHOLD**.

### **NOVICE PLAYERS: THERE'S ONLY ONE FIRST TIME**

Assuming your players haven't experienced role-playing games before, make an extra effort to keep that fact in mind as you run the game. In fact, spend a few minutes of your preparation time recalling your first play session. What sorts of things were most exciting? What kinds of descriptions were the most vivid? Keep in mind that younger players may have absolutely no idea what an orc is, or any knowledge of Greek mythology, feudalism, or a thousand other things that you always take for granted when running games for adult or teen players.

This module was written in a "linear" format to help channel players through their first session. Use that structure to keep your younger players focused, moving the action along briskly. There are many situations in this module that call for skill checks; this is intended to give players some task to re-engage their attention and to

encourage them to think through non-combat situations. Because your young players are probably more accustomed to dice-rolling or movement-based games, you may be well-advised to skip a great deal of role-playing in the Lodge at the outset, moving the players to one of the adventures right away. Or, you may wish to start the players at the end of their journey to the Lodge, and have them encounter a wolf or a couple of brigands just before they arrive. This can be viewed as a practice combat which will introduce the players to the systems. However, you should be careful to emphasize that a Basic-level fantasy roleplaying game is not a shooting gallery, and that not every NPC in the Lodge needs to be attacked!

Finally, note that the boxed text was written as simply as possible, with extra effort to shorten sentences and simplify vocabulary. GMs should honestly assess their players as the session goes on and adjust descriptions as needed.

## **BACKGROUND**

Built over one hundred years ago, Rainbow Lodge was once a sleepy trading post along a minor trade road, mostly catering to hunters who forayed into nearby Bear Valley and returned with valuable furs (or painful bear wounds). As the surrounding fiefdoms fell into decline and trade routes stagnated, Rainbow Lodge seemed to be a paradox: it became increasingly vital. As defense from marauders became more critical, and the fur and lumber operations in the area were increasingly threatened, merchants from the town of Confluence and Corgh City (capital of the Grand Duchy of Corgh) sponsored the construction of nearby Bear Valley Fort. With the approval of the Grand Duke of Corgh, these merchants sponsored creation of the Bear Valley Patrol to man the fort and defend their interests in the area. This brought a boomlet of construction workers and guards, and since completion military travelers and those seeking to trade with the outpost have filled Rainbow Lodge during most seasons.

These folk have thereafter travelled far and wide, spreading the word about the welcome repose and friendly confines of Rainbow Lodge. This reputation has grown to the point that travellers will journey miles out of their way just to sip cider by the fire or dine on the finer dishes that

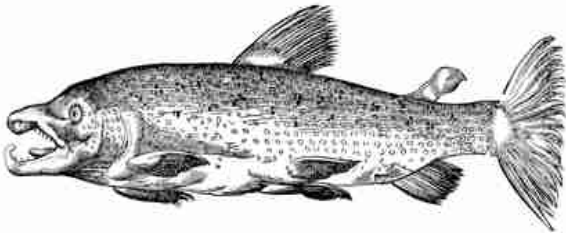
the Lodge offers from the bounty of the surrounding lands.

But as with all things, bounty attracts unwelcome attention from predators in many forms. Bears and worse wander down to snack on the leavings of the Lodge (or guests travelling in or out), brigands skulk around, and nefarious types use the cover of the Lodge to conduct their dirty business.

## PLACING THIS MODULE IN YOUR CAMPAIGN

As noted above, this module was designed to be easy to insert in any campaign. A basic wilderness map is provided, but GMs should not hesitate to change the location (or anything else) to fit with their ideas for adventure. However, place the Lodge carefully so that it is used as intended: a base for adventure on the edge of the wilderness, a safe resting place, and a center for obtaining rudimentary (if expensive) adventure supplies and new companions.

## PART 1: RAINBOW LODGE



### LODGE DESCRIPTION

The Lodge sits next to a stone bridge across Bear River which carries the Bear Valley Trail over its gentle eddies towards Bear Valley Fort. Behind the Lodge, a mountain stream (Silver Creek) cascades down a hill beneath the back deck, passes under a small flower and herb bed and grassy lawn and into a small pond. There is a clearing immediately in front of the Lodge that offers space for the infrequent merchant caravans that pass by in spring or summer, either headed for Bear Valley Fort or, much more rarely, into the wilds of Bear Valley and beyond. This area includes a large stable that usually holds the mounts of guests at the Lodge and a few horses and mules of fair to poor quality (since the best usually go to the scouts of

Bear Valley Fort). Behind, there is another building of similar construction that houses the staff of the Lodge. The Lodge is sheltered at the rear by aspen trees which shimmer in the frequent gentle breezes, and a mixed copse of various sorts of pine and fir trees surrounds the whole area.

The Lodge was built from rough-hewn pine and fir logs from the surrounding copses. It incorporates several chimneys and hearths built from smooth river rock set in mortar, and the roof is green-shingled and steeply pitched to shed the heavy rains (and occasional snows) that are common to the area in winter. The air, particularly in fall, has a smoky quality from the several fireplaces, stoves and ovens constantly in use both at the Lodge and in the staff quarters to the rear.

### LODGE GUESTS/PATRONS

**The Cardsharp, 4th Level thief:** AC 7 (5 in armor), HP 21, S 16, I 13, W 7, D 17, C 16, Ch 15, AL N. He wears leather armor (except when relaxing in lodge), carries a dagger hidden up his sleeve at all times, and wields a long sword and long bow when adventuring. He carries 35 sp in one belt pouch, 13 gp and a **potion of invisibility** in another, and wears a gold ring worth 150 gp. He stands about 6'4", is of lean build, and has short, dark, wavy hair that is slightly gray at the temples and a dark mustache with a few strands of gray therein. The Cardsharp usually travels more civilized areas, rarely coming this far afield. He is an accomplished gambler, but recent gaming reversals in Corgh City have led him to seek the furthest outpost of civilization for a time while his previous marks forget about him. He will charm and flatter player characters and will jovially invite all to play cards. He may try to tag along with smaller parties (particularly those that annoy him), whether or not invited, staying well to the rear until a juicy treasure is found which he will promptly claim for himself or steal outright. He is not above fighting for his loot, but if he doubts his chances for success at all he will grab what he can and risk returning to Corgh City. Despite all this, he enjoys the Lodge immensely, and will be careful not to do anything overt to wear out his welcome here. He will fight eagerly to defend the Lodge or its staff from unruly patrons or boors.

He currently is staying in room 11G, the only single room on the third floor.

**The Trapper, trader** (1st level fighter): AC 8 (5 in armor), HP 7, S 13, I 16, W 8, D 15, C 10, Ch 9, AL N. He wears leather armor and carries a shield (except when relaxing in lodge) and short sword and hand axe when travelling. He carries 27 sp in one belt pouch, and 12 gp, 2 pp, and three gems (turquoise) worth 50 gp each in another. He is about 5'6" and is of lean build. He has short, black, wavy hair, and his skin is very tan from all his travels. He wears a beaverskin skull cap whenever the weather is cool. The Trapper is a good source of information concerning Bear Valley and the area, since his main source of income is fur trapped in the valley and surrounding mountains. He also peddles all sorts of things to farmers and wilderness miners, so all manner of things from thieving tools to holy symbols can be found in his mule's packs. However, the price of all these items is at least TRIPLE the price listed in the applicable rulebook. He is generally friendly, and often can be found plucking a lute in front of the fireplace. However, he has a very bad temper and flies into a rage if things are not as he wishes them to be. It is possible that if the PCs are in trouble in the wilderness that he will appear and assist as best he can.

## LODGE LOCATIONS

1. Entry: The entry doors are heavy and bound with iron, and open into an entry hall. The floor is made of heavy wood timbers that have been marked with the stomping of many boots over many years. The ceiling is open to the pine timbers, and they shine in the light from the lamps hanging on the walls. There are double doors to the left, and to your right is a passage, with a staircase to the second floor next to it. Directly ahead are two half-doors, each with a small ledge that seems to be used as a counter. A book, a quill, and a small metal bell rest atop the ledge.

Ring the bell will bring the Innkeep or a scullion to rent rooms to any interested in lodging. They will require guests to sign the book, but will not inquire too closely into the veracity of the name used. The book is filled with pseudonyms, for the most part.

2. Dining Room: This room is dark and elegant. The floor is covered with a plush red and green carpet. There are several tables of dark wood with matching chairs. Each table has a tiny lantern atop it. The walls are of smooth river rocks that have been covered with some shiny substance that makes them glisten in the low light. A large fireplace covers the rear wall. The windows are small and have red velvet drapes hung over them, adding to the cozy feeling of the area.

This room is used as an overflow when room 7 is booked with a special event, or if some wealthy group passes through and wishes to have a luxurious dining experience. The door in the northeast corner leads to the kitchen.

3. Trading Post/Pawn Shop: This small room is a trading post. The walls are made from rough boards. The front wall is a large window covered with iron bars and split by a barred door. Through the bars you can see a variety of supplies and equipment, including a few suits of armor.

This is the only store (or armory) for many miles around. It contains most of the items on the equipment, weapons, and armor lists in the rulebook. In general, the prices will be double normal (at least), and the GM should not make available any items that seem exotic or hard to obtain in the campaign (such as silvered arrows or wolfsbane). Although the Innkeeper does occasionally get rare or obscure items, he rarely gets decent armor. There are several suits of leather armor, one suit of halfling-sized chain mail, and one suit of dwarf-sized plate mail. There are no thieves' tools or holy symbols available here.

4. Office: The Lodge's office is behind a set of split double doors. There is a desk along the west wall, and a large armoire or cabinet along the east wall. There are shelves with various books and papers piled onto them. A small window at the rear of the office opens onto the kitchen.

The Innkeeper will typically be found here if he is not tending bar (i.e. during the day). The office is closed after sundown, at which time potential lodgers must inquire with whoever is on duty in the Feasthall. The armoire contains scrolls and various papers such as bills of lading and letters from current and former guests.

There is a map of the area around the Lodge (see the Players' Map in Appendix C) in a leather scroll tube, along with a (forgotten) scroll of **cure light wounds**. There is a false bottom in the armoire which conceals a strongbox in the floor below. It is locked (the key is around the Innkeeper's neck) and the lock is trapped with a poison needle. It contains 775 gp, 2250 sp, and 10 gems (topaz) worth 50 gp.

**Innkeeper, 4th Level dwarf:** AC 7 (with **shield +1**; 0 in full armor), HP 37, S 17, I 13, W 10, D 13, C 18, Ch 8, AL L. If serious trouble starts, he will grab his magical shield and his **battle axe +1** and wade into the fray. For nonlethal situations, such as tavern brawls, he will grab one of several clubs he keeps stashed in the office, kitchen, and elsewhere. If time allows him to gird himself for combat, donning his **chain mail +2** and his belt with pouch of potions (**healing, gaseous form, heroism**). He generally carries no treasure at all, but wears the key to the strongbox at all times.

As noted above, the Innkeeper and the Hasher adventured together for many years, and developed a fast, if combative, friendship. Her mercurial temper can clash dramatically with his gruff, dour demeanor. He is a tough negotiator, but also has a soft spot for beginning adventurers. He is also, for all his sourness, a good businessman, and makes sure that guests feel welcome even though he cannot do so with a charming personality. Although he is much less likely to lose his temper than the Hasher, he is much more dogged in his pursuit of those who have wronged him or any of his friends or staff.

5. Kitchen: This large area is obviously the kitchen. A huge wood-burning stove stands against the east wall, and there is an equally-huge fireplace and brick oven. Every other wall in the place seems to be covered with a shelf, hook, or rack. There are many pots and pans and several boxes, casks, and barrels standing about. The whole area is very crowded, although there are windows that let in some light. Best of all, the whole kitchen smells of sweet and savory treats baking and interesting stews bubbling.

This kitchen is the domain of The Hasher, the mastermind of the culinary delights of the Lodge. She is a cleric of a lawful deity (if this adventure is set in the **WORLD OF STRONGHOLD**, she is a member of the

Chapel of the Divine Touch) that had an unfortunate encounter with a female werebear protecting her young. She is therefore now a **werebear**, but still prefers the company of her former adventuring partner, the Innkeeper. They are good friends, but it is a rocky relationship because of the Hasher's mercurial temper. While she is usually of good cheer, the walls of the kitchen resounding with her loud, snorting laugh punctuating the thunder of her chopping or pounding of meals, she can also be moody. In particular, complaints about food (or any "constructive criticism" from The Innkeeper) send her into a tirade that usually spares no one.

In general, although the Hasher can be friendly, she dislikes adventurers because they tend to stir up trouble with monsters and then need to be helped out of difficult circumstances only to disappear with their booty, never to be seen again. She will only cast healing spells or otherwise assist the party if they have rendered some service to the Lodge or needy persons in the area (such as the Miner's Wife in Part 3, below). If for some reason the Innkeeper can't open the trading post, the players should soon learn to hate negotiating with the Hasher.

**The Hasher, C6/werebear,** AC 4 (animal form), 9 (unarmored human form), 3 (with chain mail and **shield +1**), HD 6\*, HP 42, MV 120'(40'), AT 2 claws/1 bite, D 2-8/2-8/2-16, SV F6, ML 10, AL L. When in human form, she stands about 5'2", with scraggly brown hair and pale skin. She wears the armor indicated above and wields a **mace +1** when trouble ensues. She typically prepares the following spells each day:

1. **Cure Light Wounds, Fear.**
2. **Know Alignment, Silence 15' Radius.**
3. **Growth of Animals.**
4. **Cure Serious Wounds.**

She typically carries only 5 gp and 1 pp in a pouch at her belt, but she likely has more hidden somewhere in the forest or her quarters.

Note that she is friendly with **2 grizzly bears** that live nearby, and if she is threatened (or there is a dire situation at the Lodge) she will assume bear form and summon these fellows who will arrive in 1-4 rounds.

**2 grizzly bears:** AC 6, HD 5, HP 34, 30, MV 120'(40'), AT 2 claws/1 bite, D 1-4/1-4/1-8, hug for 2-16 if both paws hit, SV F2, ML 8, AL N.

6. **Library:** This large room is obviously a library. The walls of the room are lined with bookshelves and scroll racks, all filled with materials in a variety of languages. There is a fireplace in the west wall, and several comfortable leather reading chairs are scattered about the room, with a large and opulent carpet beneath it all. A stairway directly in front of the entry leads down.

The Hasher and the Innkeeper both enjoy reading and appreciate the chance to collect rare books and scrolls and to provide the only real repository of information anywhere in the area. Officers from Bear Valley Fort occasionally come here to do research, and although fairly limited, this storehouse of information is vital to learned people in the area. If pressed for details, the GM should improvise as necessary to satisfy inquisitive players. Note that the Innkeeper may wish to buy interesting books or written materials, and might even commission an expedition to recover written materials that may preserve part of the history of the region.

7. **Tavern/Feasthall:** This room appears to be another dining room. A long wooden bar stands along the west wall, and a swinging door behind it seems to lead to the kitchen. There is a large cupboard on the wall behind the bar. The floor here is made of wood, and is much smoother than that in the entryway. The walls have several mounted skins and heads hung on them, including antelope, wild goat, mountain lion, and wolf. There are four round wooden tables with chairs here. Double doors lead to the east.

This room is the feasthall. Despite its name, this area is nearly always open whenever the Lodge is open. Each day and evening, there will be 3d4 patrons in the feasthall. These are typically farmers or woodcutters, but may include members of the Bear Valley Patrol, one or more of the NPCs listed in Appendix III below, or whatever the GM believes will lead to adventure.

The bill of fare is as follows:

**Drink:**

Dwarven Ale: 1gp  
Mead: 2sp

Small beer:<sup>1</sup> 2cp

**Meals:**

Breakfast: 3 sp  
(scones, tea, dried or fresh fruit)  
Lunch, simple: 5 sp  
(soup, bread, dry cheese)  
Lunch, feast: 1 gp  
(fowl, roots, bread, cheeses, small pastry)  
Supper, plain: 7 sp  
(trout stew, bread, cheese, fruit)  
Supper, feast: 5 gp  
(as plain supper, plus roast meat, pastry, cooked or raw greens, nuts and sweetmeats)

**LODGE STAFF:**

**The Schemer,** F2, AC 9 (7 in armor), HP 17, S16, I 13, W 7, D 12, C 17, Ch 14, AL N). She carries a spear and a short bow when dealing with trouble. She is from northern lands, has fair hair and light eyes, and is of middling height and stout build. She was expelled by her adventuring party a couple of years ago and no longer has any interest at all in adventuring. Her main mission is to marry a wealthy passerby. The Lieutenant is smitten with her, but unfortunately she has her eyes on someone of greater station.

**The Medium,** serving girl (MU1, AC 8, HP 5, S 7, I 16, W 9, D 13, C 14, Ch 14, AL L). She wield a dagger when adventuring. She usually prepares a **sleep** spell.

She is from a nearby land (if set in the **WORLD OF STRONGHOLD**, perhaps the Barony of Anchormarsh) and is the daughter of successful merchants. She has always been fascinated with magic, and was disowned by her parents when she refused to give up her interest. She came to the wilds to seek a master wizard to apprentice with, but lacking the coin required to pay apprenticeship fees, she has been stuck here since. She keeps her spellbook (which contains only **sleep** and **read magic**) beneath her bunk.

**The Scullion** (T1, AC 7, HP 3, S 12, I 10, W 7, D 17, C6, Ch 14, AL L). He carries a dagger and short bow when armed for battle. He is very thin, and his dark hair has been dyed to have blond streaks. He is friendly, soft-spoken, and

<sup>1</sup> If the GM is uncomfortable with including alcoholic beverages in campaigns for young players, small beer should be the only item available.



quite handsome. Several years ago he was arrested for stealing, but has since reformed. However, he would accompany a party if approached correctly (i.e. out of the Hasher's earshot) and offered decent terms.

**The Stableboy**, (Halfling 2, AC 3, HP 13, S 15, I 5, W 7, D 17, C 16, Ch 10, AL N). He wears leather armor and carries a short sword and short bow, even when working in the stable. He is very overworked and quite harried, and is regularly harangued by the Hasher for some real or imagined blunder. He is a good stableboy, however, and mounts are treated well in his care. He was once a henchman of the Innkeeper, but would hire on to work with adventurers if granted double shares of any treasure taken.

8. Deck: This deck wraps around the exterior of the Lodge. The stream behind the Lodge runs beneath the deck and out into the adjacent pond. Several old, rough, wooden chairs are here to help Lodge guests relax.

9. Second Floor- Suites: This room is one of the several suites on the second floor of the Lodge. Each has a living room with wooden table and chairs, an easy chair, and a bookshelf. The bedroom has a wooden dresser, and a double bed with matching wood headboard. The bed is made of feathers, and the quilts and sheets are of very high quality.

These suites are largely responsible for the fame of Rainbow Lodge, for their opulence is a welcome respite to weary travelling merchants or successful adventurers. They rent for 10 gp per night. The Innkeeper generally will not reduce the price for these, on the off chance that a wealthy merchant will show up in the middle of the night and pay handsomely. He will, however, be willing to negotiate meal prices as part of an all-in-one package.

Space is provided below for the GM to indicate the location of any guests.

9A.

9B.

9C.

9D.

9E.

10. Dorm: This large room takes up much of the third floor of the Lodge. It is furnished entirely with two rows of bunk beds. Each is made of rough wood, and the mattresses seem to be made of straw. There are hooks around the outer edge of the room.

Dorm beds are available to characters for the reasonable sum of 7 sp per night. If there are few guests, the Innkeeper is likely to discount dorm bed prices to latecomers (as opposed to tying up better rooms with cheapskates).

11. Third Floor Doubles: This is one of the double rooms on the third floor of the Lodge. It is furnished with two twin beds, a dresser, and a chair. The bed is made of rough wood and the mattress is made of straw. The pillows seem to be stuffed with feathers.

The Innkeeper usually charges 3 gp per night for each of these rooms, although he may be willing to discount longer stays (if paid in advance). Space is provided below for the GM to indicate the location of any guests.

11A.

11B.

11C.

11D.

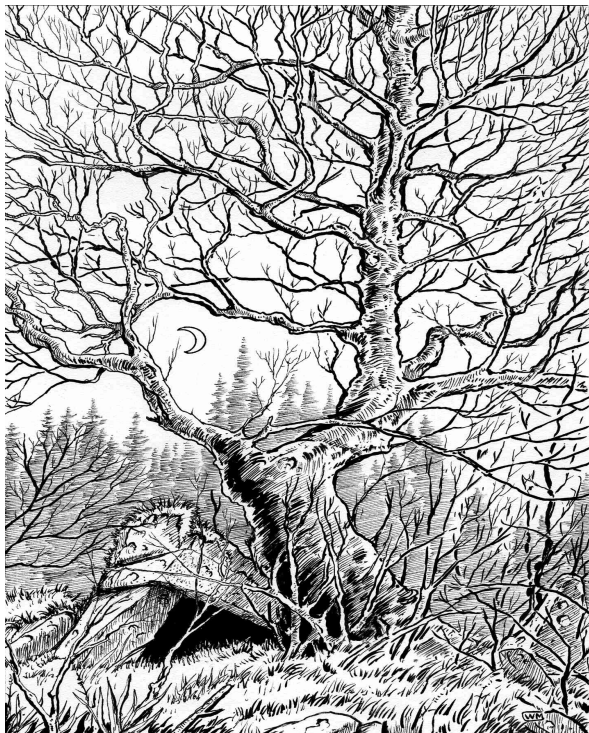
11E.

11F.

11G. This is the only single room on this floor. **The Cardsharp** (see above) usually rents this room whenever he is at the Lodge.

## ADVENTURES

While Rainbow Lodge is intended as a detailed base for extended campaigning and any adventures the GM may wish to throw at the party, there are two scenarios included here for novice/younger players. They may be run in any order, although the GM should begin with whichever seems most likely to interest the particular players.



## PART 2 (AA1): RIDE TO THE GHOST FOREST

This segment is intended for 3-4 characters, one of which should be a thief or fighter skilled at tracking or horsemanship. All the action takes place between Rainbow Lodge and the Ghost Forest in the hexes north of Bear River. See the “Adventures at Rainbow Lodge” map, and give the players a copy of the “Players’ Map” as they begin the adventure.

While relaxing at Rainbow Lodge, or perhaps shortly after the party’s arrival, an armored man enters the tavern. The tall man is clad in a green cloak and tabard with a brown bear paw device on the chest, which the party should recognize as the livery of the Bear Valley Patrol. His armor is brightly polished, and his brown hair is short and worn slicked back on his head. He has a sharp nose and high cheekbones, and he speaks tactfully and carefully, always in a professional manner. He is a Lieutenant, subcommander of the forces at the Fort. The Innkeeper recommended the party as possible candidates to help him with his current dilemma.

The Lieutenant will explain that a group of local brigands has been stealing horses and has now struck too close to home. During the previous

night a group of 8 horses that he had purchased was stolen from the Lodge before they could be taken to the Fort. The Lieutenant is now in a bind, because a military emergency at the Fort requires his presence, but the loss of the horses will both leave the Fort short of mounts and (although he probably will not divulge this to the party) will cause him a great deal of embarrassment.

**The Lieutenant:** F5, AC 2 (**chain mail +2**), HP 35, MV 60’ (20’), AT 1, D 1-10+3 (**two handed sword +1**) or 1-6+3 (**hand axe +1**), or 1-6 (long bow and 10 arrows, SV F5, ML 11, AL L). He carries **2 potions of healing** and a **scroll: ward against undead**, and a purse holding 7 gp and 35 sp.

He requests that the party follow the tracks of the horses east, defeat the brigands or whoever has taken the horses, and return the horses to him at Rainbow Lodge. He knows little of the brigands: only that they are rumored to be dangerous and that they often hide in the Ghost Forest to the west. He also notes that the horses had been branded with the “RL” beneath an arc on the right hip that is used by the Lodge to mark its stock.

He will offer each character 25 gp reward as well as the use of three other horses (old nags the brigands didn’t want to be burdened with-treat as riding horses for carrying capacity and draft horses for movement rate). If the party requires more motivation, he may suggest that the Patrol is looking for new recruits and that success on this mission would look good to his commander.

1. The Trail Begins: The Lieutenant leads your party across the bridge and down the road a few hundred yards west of the river. He points out a thick course of hoofprints in the soft road that lead south, and wishes you luck and speed in your mission.

2. After following the trail for about a mile, the road forks at a very large stagnant puddle, where all the tracks become muddied and difficult to follow.

If a skill system is used in the campaign, any character with a tracking proficiency may try to discern the right path. If not, characters may attempt to track by rolling a d20 and adding their Wisdom modifier, if any, needing a 15 or

better to follow the right track. In either case, success leads the party to 4. below; failure leads the party to 3.

3. The tracks lead to a rocky streambed. This creek is about 10' wide and one of many that flow from the Grimwood and into Bear River. The tracks you have been following go down the steep bank and enter the stream. They can't be followed because of all the rocks in the streambed. Suddenly an arrow flies towards you from across the stream!

There is a **brigand** (AC 6, T1, HP 4, MV 120' (40'), AT 1, D 1-6, SV T1, ML 9, AL C) shooting at the party from behind the tree across the stream. If the party is composed of more than 6 characters, he will mount up and ride to the south to escape; if fewer, he will fire for 2 more rounds and flee when the party crosses the stream. He carries 13 sp and 4 gp (one of which was his bribe to sit here in wait for the party). His horse is 25 yards behind him to the north. In the distance the party can see the knoll and tree described at 3A.

3A. The trail narrows a bit and the tracks become faint. The trail passes under a huge liquidambar tree growing on a small hill. There is a spring in the hillside which has run down to create a large mudhole in the center of the trail. There are tracks and manure of all sorts around the mudhole, from horses to bears. There are a few very large bear paw prints. You can hear a loud buzzing sound that seems to get louder as you approach the tree.

There is a small cave on the opposite side of the knoll which contains a **killer bee** hive. Characters investigating the knoll, climbing the tree, or entering the cave will be attacked by the bees. There are 10 in the hive (along with a queen), and two will emerge every other round beginning in the round the bees are disturbed. The GM may choose to give a character with rural background or relevant wilderness skills a chance to detect the beehive without disturbing the hive.

**10 giant killer bees:** AC 7, HD ½, HP 3 each, MV 150' (50'), AT 1, D 1-3 + poison, SV F1, ML 9, AL N)

**Queen bee:** As above, with HD 2 and 10 hp.

Note that killer bee stings do an additional 1 hp of damage per round until the stinger is removed from the victim; also note that killer bees (except for the queen) die upon administering the sting.

There is no treasure in the cave, but there are two batches of royal jelly that will each cure 1-4 hp of damage if eaten. The GM may wish to give characters a chance to make an attribute check (vs. Intelligence) to recall that royal jelly is a healing agent.

The trail continues southward, returning to the road near area 4.

4. The tracks of the horses are still visible along the road. It curves around an old dead oak tree which is about 25' tall. The tree has a few patches of green and yellow moss growing from it, and many cracks and crevices in its stump and branches. You hear a low rumbling sound, which sounds as if it comes from a sleeping bear or other large creature.

The rumbling sound occurs whenever a brisk wind blows through the cracks in the upper portions of the stump, causing the tree's roots to rub against a boulder deep in the earth. There is a large (3') opening at the base of the tree stump, on the opposite side of the tree (such that the party does not immediately see it as they approach). This hole is the lair of a large **rattlesnake** (treat as a spitting cobra without the spitting ability; AC 7, HD 1\*, HP 7, MV 90' (30'), AT 1, D 1-3 + poison, SV F1, ML 7, AL N). If the snake is disturbed, the horses panic and run unless they have been tied off or, if still mounted, the rider makes a successful skill check (such as rolling 15 or better on a d20, after adding Dexterity bonus of the rider, if any). Horses will run in a random direction for 1-4 turns, and will have to rest for 4 hours after panicking if characters are able to locate them. There is a leather sack that contains 65 sp at the bottom of the snake's burrow.

5. The trail leaves the road here and winds through a small gully between two low hills. On either side of the gully, several rotten wood planks extend out over the gully from two crumbling wood posts. They seem to be from a bridge that washed out long ago. The gap across the gully is about 10' across. The trail leads right to the edge of the gully.

Obviously, the party needs to jump the gap, which should be resolved either with horsemanship proficiency checks or, if no skill system is in use, requiring each character to roll 12 or greater on a d20, including the character's wisdom bonus. If failed, the horse will stumble on the broken boards and skid towards the gully. If the HORSE then fails to make a saving throw vs. Death, both horse and rider tumble into the gully, with the rider taking 1-6 hp damage and the horse taking 2-12 hp damage.

6. After travelling another four miles or so, you reach the edge of the Ghost Forest. This eerie place is thickly covered with old, blackened, skeleton-like trees. A few gray-colored leaves hang from the shriveled branches, and a dry breeze rustles the thick bed of leaves coating the ground. There are so many old branches, dead shrubs, and dried clumps of moss piled and hanging everywhere that it is very difficult to see more than a few feet in any direction. But the tracks you are following lead straight into the forest, with only a small space on either side. You will have to continue single-file if you stay on horseback as you enter the forest. To your left, a small hill seems to hold back the ghostly trees. Some tracks lead to a cave in the side of the hill.

Any inspection will reveal that the fresh tracks leading to the hill were not made by horses; a successful skill check (or a character rolling a 13 on d20, including Wisdom bonus, if any) will identify the tracks as bear tracks strongly resembling those found at the killer beehive at encounter area 3 above. In fact the tracks were made by an **owl bear** (AC 5, HD 5, HP 20, MV 120' (40'), AT 3, D1-8, SV F3, ML 9, AL N) that dwells in the cave. If the owl bear hits with both paw attacks in a round, it will hug its prey for an additional 2d8 points of damage. The owl bear has no treasure.

If the party decides to ignore the owl bear and continue pursuing the horses, each member suggesting this course of action should receive a bonus of 200 xp.

7. As you hunt deeper in the forest, it seems to close around you as you pass. Every step seems to take you deeper into the dark center of this haunted place. Ravens squawk angrily at you, musty and rotten smells seem to follow you.

Make a surprise check; the party is distracted enough by its surroundings to have missed the approaching three **zombies** armed with maces (AC 8, HD 2, HP 9, MV 60' (20'), AT 1, D 1-6, SV F1, ML 12, AL C). One of the maces is a **mace +1**.

8. You continue following the tracks, although they seem to be getting fainter. This makes the tracks harder to follow through the piles of gray, dead leaves that seem to get higher and higher. The leaves are thick in this spot, piled up against the side of a small stone building by the foul forest breezes. The building looks like some kind of tomb.

If the party approaches the tomb, they will note an unhinged stone on one side of the tomb, sealed at the edges with a strange green mortar. If examined carefully, the party will see small black runes carved in the mortar. Any party spellcaster can, with an appropriate skill check or by rolling 14 (including Intelligence modifier, if any) on a d20, determine that the runes are some kind of warding, sealing the tomb's contents in. Foolhardy or brave parties opening the tomb will discover a nasty and ravenous **ghoul** (AC 6, HD 2\*, HP 11, MV 90' (30'), AT 3, D 1-3 + paralysis, SV F2, ML 9, AL C) which will attack immediately. Because of its intense hunger and resentment at being sealed in this tomb hundreds of years ago, the ghoul will doggedly pursue any who attempt to flee.

Note that this encounter is intended as a red herring to distract the party, so no treasure has been placed here. GMs wishing to encourage "easter egg" hunts by players may wish to place a valuable treasure herein.

9. You can see a large, shaded area between the trees just behind the tomb. It looks like the trees here are coated with some kind of net or web.

This area is the lair of a **black widow spider** (AC 6, HD 3\*, HP 15, MV 60' (20')/120' (40') in web, AT 1, D 2-12 + poison, SV F2, ML 8, AL N). It will move to attack anyone that approaches. The ground beneath the web is a sticky mess of leaves and branches, webs, and bones of previous prey. There is a sack containing 700 sp and a **scroll ward against evil** beneath this mess.



10. From a few yards away, you can see and hear a small battle. You see seven horses, each ridden by a man in leather armor. Another mounted man droops over his saddle as if he is dead or sleeping. His companions are locked in combat with four skeletons with swords! As you approach, one of the men turns his horse and rides deeper into the forest.

The brigands have blundered into a nest of **skeletons** that were enchanted long ago to guard this area (which presumably once contained some important item or shrine). Upon sighting the party, any brigands not engaged with skeletons will turn to face the party, whom they assume to be pursuing them. Skeletons that defeat their foes will turn on the party.

**6 Brigands** (AC 6, HD 1, HP 5 each, At 1, D 1-6 (short sword) or 1-6 (crossbow), MV 120' (40'), SV T1, ML 8, AL C). Each brigand (including the dead brigand) carries 45 cp, 17 sp, and 3 gp.

**4 Skeletons:** (AC 7, HD 1, HP 8, At 1, D 1-6, MV 60' (20'), SV F1, ML 12, AL C). These skeletons are specially enchanted so that edged weapons only do 1 point of damage per successful strike.

The brigands are riding the seven horses stolen from the Lodge, each branded with "RL" beneath an arc on the right hip.

11. The Chase: If the party immediately chooses to pursue the Brigand Leader, they should roll 2d6. The GM should then roll 2d6 and subtract the result from the party's total. The difference is the number of feet per round that the party gains or loses on the Brigand Leader. If the party is further than 50' behind, the Leader escapes. Melee attacks can only be made if the party closes to within 10'.

If the party fights the other brigands and skeletons first, the Brigand Leader will escape. Allow the party to attempt to track him, but have the trail disappear into a stream after a mile or so. Of course, the Brigand Leader will be most unhappy at the loss of his gang and will want to exact revenge upon his new enemies!

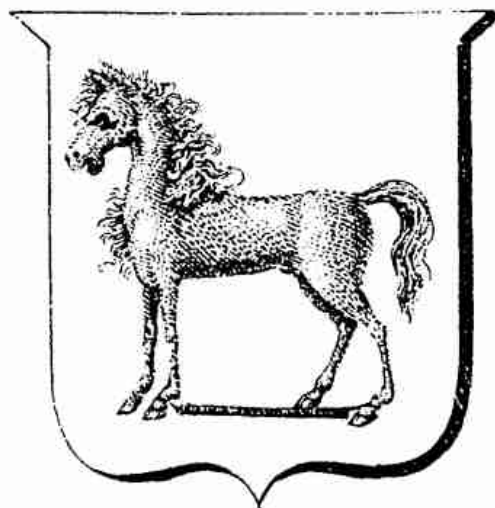
If only one or two party members choose to pursue, the Brigand Leader may stand and fight. If he takes more than half damage, he will attempt to run. If the party is faring badly, he

will happily capture them and hold them for ransom at the brigands' hideout, assuming they can escape the skeletons. The Lieutenant will pay the ransom, but the party will have to perform yet another service in return...

**Brigand Leader:** F2, AC 3 (chain mail armor and **shield** +1), HP 14, At 1, D 1-8+1 (**sword** +1) or 2-7 (short bow and 10 **arrows** +1), MV 60' (20'), SV F2, ML 9. He carries 57 sp, 27 gp, a gem worth 100 gp, and wears a silver necklace worth 500 gp beneath his armor.

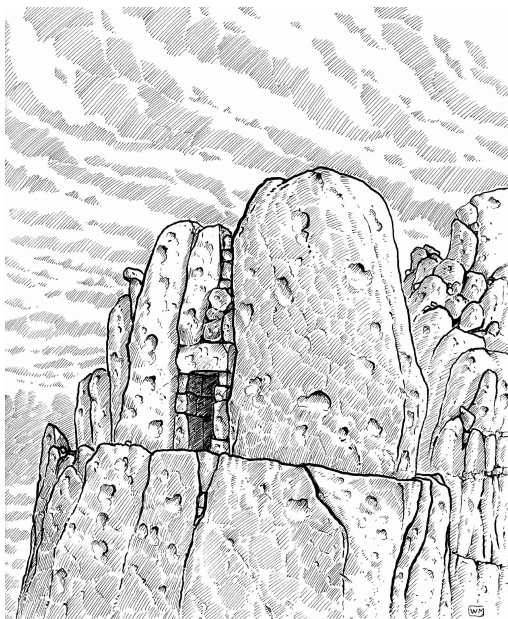
The Brigand Leader is riding his own horse, a very large black mare that is a unique **riding horse** that can carry up to 400 lbs. at normal speed. The Lieutenant will pay 350 gp for this horse, and it may fetch even more (perhaps 500 gp) if sold to a nearby horse breeder.

**Black mare:** AC 7, HD 2, MV 240' (80'), At 2, D 1-4/1-4, SV F1, ML 7, AL N.



## AFTERMATH

If the party succeeds, The Lieutenant will return from the Fort to happily thank the party, take the horses, and treat them to a heroes' feast in the dining hall of the Lodge, where the party will be instant celebrities. If the party returns with some of the horses, the Lieutenant will still pay, but there will be no celebration and the denizens of the Lodge will not pay them any special attention. Finally, if the party returns empty-handed, the Lieutenant will disgustedly ride back to the Fort to get his comeuppance and the Lodge guests will ignore them thereafter.



### PART 3 (AA2): TROUBLE IN RAINBOW MINE

This segment is also intended for 3-4 characters. If that number is not available, the party should meet a friendly dwarf or halfling at the Lodge who seeks adventure...

This adventure begins when the party is assembled in the Feasthall, relaxing from their journey or basking in the glow of their successes in Part 2. Their revelry will be distracted by the sobs of a small, brown-skinned, long-nosed female gnome, sitting alone near the fire, gazing into it between sobs.

If approached politely she will introduce herself as the wife of a gnome miner. She lives with her husband in the hills near Rainbow Mine, and is extremely worried about her husband. He went to prospect in the mine and has not been heard from for over two weeks.

She has heard (and others in the Lodge will confirm) that although there have always been dangers in Rainbow Mine and the bandit-ridden surrounding lands, nothing like this has ever happened before. Late one evening the night guards (including her husband) were attacked by dark, mean figures carrying huge swords and attacking everyone in sight! Some of the guards retreated into the mine bores and have not been heard from since. She only wishes for her husband to be returned, and if he can't be

rescued, for any evidence of him that may be found. She will offer to give the party her jewelry, which she shows them. She wears a ring, necklace, and earrings all of gold with inset emeralds (worth 250 gp each, although the party will not know this without closer examination, which would be unseemly to request).

Unbeknownst to all, a chaotic Renegade Gnome has attacked his own kind, seeking to hoard the valuable ores in the Mines. He has managed this primarily through the use of his cursed **ring of command human**.

If the party agrees to find the husband without payment, the GM should award their eventual success with equivalent experience points.

If the GM prefers a more direct adventure hook, the Lieutenant (see Part 2 above) can recruit the party to help clear the mine as the Patrol is currently otherwise occupied by the continuing emergency and cannot respond for the moment. The trail to Rainbow Mine leads due east from the Lodge along Silver Creek, a tributary of Bear River. After a few miles the trail turns inland, well-marked by a sign and a well-worn track. (The trail and Rainbow Mine are both marked on the Players' Map in Appendix C.)

The trail ends at the base of a small mountain. There are many caves in the side of this mountain, but all save two have been covered up with rocks or dirt. The two caves are about 8' high, and are about 25' apart. Any party member that thinks to look will see many, many tracks around the south tunnel and no tracks at all around the north tunnel.

1. North Tunnel: This tunnel doesn't seem to be used very frequently. There is a bush growing along the west side of the tunnel opening. There are a few bones scattered on the east side of the tunnel. The air smells musty.

There is nothing of interest here.

2. This branch of the tunnel ends in a dank cave. There are two brown furry animals, like gigantic rats with long snouts. Their eyes are very tiny, but they seem to know right where you are as they run at you!

The party has disturbed **2 giant shrews** (AC 4, HD 1, HP 5, 4, MV 180' (60'), AT 2 bites, D 1-

6/1-6, SV F1, ML 10, AL N). The shrews have been tunneling around the old mines and recently found a nice hunting ground among the remains of the various miners. There is no treasure in this cave, although there are a few bones which a dwarf or halfling character can identify as those of a gnome.

3. This cave seems to be empty.

Deep at the rear of the cave there is a crevice in the rock, with a skull stuffed into it. A dwarf or halfling can identify this skull to be the remains of a gnome. There is a small rusty key inside the skull (which will open the chest in area 5).

4. The floor of this cave is very wet, almost muddy. There is a pile of something at the back of the cave, whatever it is covered with some kind of yellow mold or fungus. There is a small leather boot sticking out of the yellow mess.

This was once used as a trash cave when this arm of the mines was being worked, and not long ago one of the shrews ate a gnome here. The boot is small and sized as if for a gnome or halfling. It is normal, but worthless after its time here. The mold is in fact **yellow mold** (AC N/A, HD 2, HP 12, MV 0, AT Spores, D 1-6+special, SV F2, ML N/A, AL N). Yellow mold can only be killed by fire; a torch does 1-4 hp damage per round. It eats through wood and leather, and if touched it is 50% likely to release a cloud of spores that cause choking unless the character affected makes a saving throw vs. Death.

The mold covers the stone secret door to Area 5; if it is burned away the door is readily seen.

5. The secret door opens to reveal a small stone chamber which holds a small wooden treasure chest.

The chest is locked tightly, and is opened by the key in room 3. If the chest is opened without the key, a metal dart shoots out from the lock, doing 1-4 hp damage to the character opening it. The chest contains one vial containing a pink, sticky liquid (potion of **neutralize poison** -see Appendix B for details), one thin, oily, silver potion (**poison**), and two vials of sticky, brown, sweet liquid (**potions of healing**).

6. There is some sort of refuse scattered all over the floor of this large cave. There is a sour smell here.

This cavern is the home of two **crab spiders** (AC 7, HD 2\*, HP 9. 6, MV 120' (40'), AT 1, D 1-8+poison, SV F1, ML 7, AL N). The junk on the floor consists of dry scraps from previous meals, bones, skins, broken equipment, and so on. The spiders will drop on the first two members of the party to enter the cavern.

7. This small cave is much like the other caves in this complex, except for one thing. The north wall is carved into a life-size shape of a gnome miner. He is holding a great hammer, which is a real hammer (not carved from stone like the rest).

There is a secret door hidden behind the bas-relief, which is trapped. If the hammer is removed from the stone hands of the gnome, a crossbow quarrel will be fired from the ceiling above, striking any character in front of it for 1-6 hp damage. If, however, only the head of the hammer is turned, the door will swing open soundlessly.

8. South tunnel: There are many different kinds of tracks scattered in the dirt floor of this cave. You can hear a faint scrabbling sound in the distance.

Characters checking carefully (or making a successful tracking skill check, if such a system is used) will be able to identify one set of tracks as those of a gnome. Other tracks can only be recognized as those of man-sized creatures; elf characters (or others making successful tracking checks) will recognize the large tracks as orc tracks.

9. This cavern has recently been mined, and there is a bit of loose rock and dirt scattered around the chamber. There is a strange red light coming from the back of the cave. It seems to come from three long (2') beetles that are eating something out of a junk pile.

There are three **fire beetles** (AC 4, HD 1+2, HP 8, 7, 6, MV 120' (40'), AT 1, D 2-8, SV F1, ML 7, AL N) in the cave eating some unidentifiable and rancid carcass. If the party is quiet and doesn't disturb them there will be no

attack, but the beetles will come to the sound of any nearby combat in hopes of finding food. There is no treasure in the chamber, but enterprising players may realize that the beetle glands can be used as lanterns. The junk pile consists of broken tools, old rotten wood, and various discarded items of clothing. There is a rusty **shield +1** at the bottom of the pile.

10. This mine shaft is only 10' across. It makes a sharp turn and continues to the north.

This area is normally guarded by 2 **orcs** (AC 6, HD 1, HP 6, 5, MV 120' (40'), AT 1, D 1-6 (short sword or crossbow), SV F1, ML 9, AL C). If the party has fought the fire beetles, these orcs will be alert and waiting for the party; otherwise, check as normal for surprise. The orcs will attempt to fire their crossbows and fall back to their fellows at 11. Note that these orcs are under the control of the Renegade Gnome. They carry no treasure.

11. This cave seems to be a kind of campsite. There are five bedrolls on the floor and five sacks that seem to be full of equipment.

This cave is the quarters for the orcs. Normally 3 of them are relaxing here. 3 **orcs** (AC 6, HD 1, HP 4 each, MV 120' (40'), AT 1, D 1-6 (short sword or crossbow), SV F1, ML 7, AL C) will attempt to stand and fight without alerting their master if at all possible. Despite the effects of the charm, they have pride in their fighting abilities and refuse to weakly fail to keep intruders away from their master. The sacks and bedrolls contain nothing of value.

12. There is a puddle of muddy water across the cave at this point. The walls of this cave seem to be crumbling.

At the north edge of the puddle there is a small wire stretched across the cave, about 6" off the floor. Characters attempting to step over the puddle without checking for traps will trip the wire, which will trigger a small rockfall. The character triggering the trap must roll a d20 (including Dexterity modifier, if any): if the result is greater than 14, the character takes 1-2 hp damage and leaps clear into the hallway ahead. If the save is not made, the character takes 1-6 hp damage and is pinned in the rubble, which will take 6 man-turns to dig out. If the character falls forward, the centipede in 13. will

come to look for a snack. If the character is pinned the guards at 11. will come to investigate in two rounds.

13. This cave looks like it was dug recently. There is a pile of stones and dirt against the northern wall, and a few broken mining tools stand against the east wall.

Any character examining the rubble on the north wall (or triggering the trap at 12.) will be attacked by a **giant centipede** (AC 8, HD ½, HP 3, MV 60' (20'), AT 1, D Poison, SV NM, ML 7, AL N). Note that a character failing a save against poison becomes violently ill and can only move at half speed (and take no other action) for 10 days. If characters sift through the pile, they will find 500 sp worth of silver nuggets. There is a sack of 20 gp among the tools, beneath a broken shovel blade.

14. This cave is almost cozy. There is a bedroll in the center of the floor and a small brazier (like a barbecue) burning warmly. There is a small chest next to the bedroll. There is a rough wooden door with an iron bar and lock across it in the north wall of the chamber.

This chamber is the Renegade Gnome's quarters. Unless alerted to the party's entry, he will be sitting on the chest sharpening his sword. He will order his pet **giant ferrets** to attack the party immediately, since he knows the orcs would not have willingly let anyone disturb him. The Lost Gnome is also here; he has pretended to be enthralled by the Renegade's ring but will instead grab a dagger from the Renegade's bedroll and assist the party.

**Renegade Gnome** (AC 5, HD 2, HP 11, MV 60' (20'), AT 1, D 1-6 +1, SV D2, ML 9, AL C). He is clad in chainmail and wields a **short sword +1**. He carries a crossbow and 6 **quarrels +1** and wears a **cursed ring of command human**. Note that he can control one more HD of humans, so he could charm a character, or more than one if his orc allies have previously been dispatched by the party.

The ring is **cursed** to drive the wearer to lust after precious metals in all forms. If one of the members of the party dons it after the battle, they should immediately save vs. Spell. Failure indicates that the individual is struck with all-consuming lust for precious metals, coins and



ores, likely refusing to leave the mine. Even if the wearer saves, an additional save is required each time the **command** power is used. Once cursed, the bearer will not willingly relinquish the ring or entertain plots to have it stolen or otherwise “disappeared”. The curse can be removed with a **remove curse** (which might be cast by the Hasher from Rainbow Lodge if the party is successful in this segment of the adventure.

The Renegade Gnome carries a belt pouch with 38 cp, 3 gems (rubies) worth 100 gp each, and 47 sp. He wears two keys around his neck, one large and one small.

**3 Giant Ferrets** (AC 5, HD 1+1, HP 4 each, MV 150' (50'), AT 1 bite, D 1-8, SV F1, ML 8, AL N).

**Lost Gnome** (AC 6, HD 1, HP 6, MV 60' (20'), AT 1, D 1-4, SV D1, ML 8, AL L).

The chest is locked (opened with the smaller key the Renegade Gnome wears around his neck) and contains various silver nuggets worth a total of 1,250 sp. Beneath these nuggets is a small tube that contains a **wand of fear** with 2 charges.

The door leads to area 15 and is locked and barred from the INSIDE. The lock (opened with the large key around the Renegade's neck) and bar are obviously quite new.

15. Behind the door, you see a stone chamber with smooth walls. It looks like miners accidentally dug into this room. Set in the center of the floor is a large open stone box (sarcophagus), with a stone lid standing against it. There is a passage out to the north that is blocked by stones.

This area is a long-forgotten tomb that was accidentally uncovered by the miners. The miners unearthed an **undead troll-goblin** (AC 6, HD 3\*\*, HP 18, MV 120' (40'), AT 2 claws or 1 weapon, D 1-3/1-3 or weapon, SV F3, ML 10, AL C). Because of its anger at its long imprisonment it will eagerly attack any who enter. It may wield the stone sarcophagus lid, throwing it for 2-12 hp damage.

The sarcophagus has a false bottom, concealing 700 sp, 100 cp, and a silver ring set with tiny diamonds worth 700 gp.

## AFTERMATH

If the party fails utterly, the Miner's Wife will dejectedly return to her clanhold, and the denizens of the Lodge will treat the party coldly. If the party returns her husband's remains, she will somberly welcome them and solemnly pay the expected fee. Under the circumstances the celebration will be subdued, but the Innkeep and the Lodge regulars will treat the party for the rest of the week at the Lodge in gratitude for re-opening the mines. If, however, the Lost Gnome is returned, his wife will warmly greet him and the party will thereafter be forever welcome in the Lodge and among the nearby gnome clans. In addition, the Hasher will be willing to heal party members or perhaps even bring her bear friends along to rescue them from a dire situation in the wilderness.

## APPENDIX A: BEAR VALLEY FORT AND THE REGION

There are three wilderness area maps included with this module. The first is a detailed map showing the immediate area surrounding Rainbow Lodge at a scale of 2 miles per hex. There is also a players' map of the same area, with only a few locations and terrain features indicated. Players should be encouraged to map the area as they travel through it, as this will develop mapping skills and help to keep younger players focused during periods of wilderness travel. The GM may wish to place additional encounter areas on the small-scale map, particularly if the party needs additional experience before attempting another adventure. The third map is scaled at 10 miles per hex, and includes several natural features and monster lairs that can be detailed as needed by the GM to provide further adventures for the players (or to locate other adventure modules). Several of these locations (such as Bear Valley and Icevale) will eventually be detailed in one or more future adventure module releases from Barrataria Games, including **BA1 Bandits of Stonefang Peak**.

Locations on both maps are listed herein in alphabetical order.

### BEAR RIVER

This river is one of the largest in the Grand Duchy. Its flow is swollen by many tributaries that carry melting snow down from the

mountains surrounding Bear Valley, often overflowing its banks during spring thaws. By late fall its flow slows to an eddy, particularly in front of the Lodge. It is known for the rich stocks of trout found along its course; these are a major source of food for the bears which give the valley its name.

### **BEAR VALLEY FORT**

This fortress is an outpost of Law staffed by a group of doughty wilderness fighters known as the Bear Valley Patrol. Besides journeying into the wild region for which they are named, they keep the peace in the area, battling monsters and bandits alike. The fort is manned by 24 heavy footmen, two detachments of 24 light horsemen, 24 archers, and 10 “scouts” (treat as thieves unless a scout or ranger class is used in the campaign). Each detachment of 24 is commanded by two 2nd level fighter Serjeants, and the officers at the fort include a 7th level Commander, a 5th level fighter Lieutenant (detailed above), four 3rd level Serjeants-major, a 6th level Lawful cleric Chaplain, and a 7th level magic-user.

The fort is protected by a 20’ deep ditch and earth rampart topped with a 12’ high palisade of rough-barked pine logs. It is rectangular, with blockhouses at each corner. The gatehouse in the center of the southern wall holds a stout wooden gate and iron portcullis. There are several inner buildings, all built from the same pine logs. There is a chapel, and one building serves as officers’ quarters and the jail for the Lodge area (where malfeasance at the Lodge will ultimately be punished). Note that the Fort is built in a clearing naturally shaded by a nearby mountain peak. It is covered in moss and lichen, and sentries regularly dampen it with water from a nearby tributary of Bear River, making it very difficult to ignite and near-impossible to burn.

If this adventure is set in the **WORLD OF STRONGHOLD**, the fort is an example of the several privately-sponsored outposts in the Grand Duchy of Corgh. In this case, the Corgh City Merchants’ Guild desired to protect the fur and log trade in Bear Valley and to ward the approach to the Barony of Glendarry. The Guild received a special patent from the Grand Duchess to keep the peace in the area; pursuant to its terms all crimes save treason are punishable by the Commander. Small merchant

trains from Corgh often meet at the fort or Rainbow Lodge to purchase furs and contract for log and lumber deliveries. These merchant trains can be a good plot device enabling the GM to introduce urban intrigues or to entice the party to travel to other locales for adventure.

### **BOGWATER FARM**

This small farmstead was abandoned several years ago, and its fields are overgrown and its outbuildings ransacked by monsters and brigands.

### **CAVE BEAR (LOCATION 4)**

This indicates the lair of the vicious, voracious **cave bear** listed in the random encounter table above. This bear roams as far as the Mushroom Fields and even the trash heap behind Bear Valley Fort. It has killed several travelers and locals, and the Fort Commander and Innkeeper will pay bounties for its proven destruction.

### **CRYSTAL FALLS**

This waterfall marks the point where Bear River falls from the plateau of Bear Valley down to the level of the western plains of the Barony of Glendarry. It gets its name from the winter frosts that form glassy sheaths over surrounding trees and shrubs.

### **DEAD HAMLET**

This small grouping of cottages has been abandoned for decades. It has been repeatedly looted and burned, and is now completely overgrown with a variety of vines. If the adventure takes place in the **WORLD OF STRONGHOLD**, it is suggested that the GM leave this location uninhabited to demonstrate the effects of the Tortured Century on small areas. There are not enough monsters and outlaws to fill every ruin!

### **FARM HAMLET**

These are very small groups of 1-3 family farms. They trade their produce with the halflings as well as the Fort and Lodge. These farmers are often threatened by dangerous creatures from

the Grimwood, Scale Mire, and the Ghost Forest, and are always grateful to adventurers who assist them.

## **GHOST FOREST**

This area was blighted by some nefarious magic-user long ago and has become a haunt for all sorts of fell creatures, particularly undead. It is frequently used as a hideout for bandits and outlaws, who are often accosted by the undead (particularly hungry ghouls) found there.

## **GHOST RUN AND GHOSTMERE**

This rushing river flows down from the Thunderspires, fed by several smaller streams in the adjoining foothills. Rumors suggest that certain tombs in the Ghost Forest connect with a large underwater aquifer that drains into Ghost Run, and it is said that incorporeal undead often seem to rise from the dark waters of Ghostmere, the mountain lake source of the Run.

## **GNOLL CAMPS**

These locations indicate campsites favored by the dreaded Blackmane gnoll tribe that ravages the area from time to time. Roving bands of these marauders use them as necessary as they hunt throughout the area. From 3-18 gnolls (with one leader with additional hit dice) will be found if the campsite is occupied (20% chance on any given night). Blackmane gnolls are able to move silently as do bugbears.

## **GRIMWOOD**

This large forest is a thick growth of conifers (pines) and deciduous trees (mainly oaks). It is a vast expanse, populated heavily by foul humanoid tribes rumored to serve a nefarious master. South of the Scale Mire, the forest covers hillocks that eventually become the steep bluffs framing Bear Valley.

## **HALFLING VILLAGE (LOCATION 7)**

This is a small village of halflings (approximate population 150). They are on good terms with the locals in the area. Patrols from Bear Valley Fort often stop in to enjoy the halflings'

legendary hospitality. However, the village is often bedeviled by gnoll hunting bands (see "Gnoll Campsite" above). The halflings' leader is a 6th-level Undersheriff.

## **"HAUNTED" MANOR**

This massive building is covered in vines and is a ruined shell of its former glory. It is shunned by all in the region, and many problems in the area are thought to originate from the ghosts, spirits, dragons, etc. rumored to live within. In fact, it has been uninhabited since a passing spellcaster, offended by the merchant who once owned the place, cast a powerful and permanent **cause fear** enchantment here. All who approach within 120' must make a saving throw vs. Fear or flee in panic. Servants eventually fled, and even the merchant and his family gave up the place as cursed. Although this effect makes it an ideal lair for undead creatures, when play begins in the area none have yet discovered it.

## **ICEVALE**

This valley is the subject of many rumors. Legends say it is the homeland of the white dragons; others say it is the location of a mysterious and magical diamond that is the source of the Bear River.

## **KOBOLDS (LOCATION 1)**

This a small cave containing a band of cowardly kobolds. They venture forth as little as possible, although they happily waylay any who intrude into their small cave lair.

## **LIZARD MEN (LOCATION 2)**

This is a partly-submerged cave complex inhabited by a foul tribe of lizard men. Every few years, the Bear Valley Patrol is summoned to thin their ranks, especially after a raid on a farm or on the halfling village. It has been speculated that they may be in collusion with some nefarious character(s) in the ruins to the west, but no evidence of this has yet been found.

## **ORCS (LOCATIONS 3 AND 5)**

The southern cave (Location 3) is a small outpost of the fierce Mistlayer Orcs, whose chief dwells in the large northern cave (Location

5). These monsters dislike the Blackmane gnolls, and bands often fight whenever they come in contact. Mistslayer orcs can hide in mountainous terrain with the same chances for success as halflings have in wooded environments.

## RAINBOW FALLS

Silver Creek cascades over rocky cliffs as it rushes down past the Lodge into Bear River. The falls are named for the blowing mists that coalesce around its run, which create myriad rainbows when sunlight touches them, especially at dawn.

## SILVER MINE

This site is the location of a silver mine which was played out years ago. It is occasionally used as a hideout by passing outlaws.

## STONEFANG PEAK

This high mountain gets its name from its distinctive shape and is highly noticeable because it towers over the smaller mountains surrounding it. A notorious clan of bandits (a few of whom cause the trouble in Part 2 of this adventure) makes its den in a cave at the foot of the mountain. (This location will be detailed in **Adventure Module BA1 Bandits of Stonefang Peak**, a forthcoming title from Barrataria Games).

## VIGIL OF THE ACOLYTES

This location marks a holy site. There is a group of acolytes and their Vicar here keeping watch over a glowing obelisk they believe to be imbued with divine power. The small encampment of clerics here is charged with guarding the site continually. The Vicar assigns pairs of acolytes to take turns at vigil in 6-hour shifts. The GM might play the clerics as rivals of the party, as comic relief, or as possible allies, rendering aid if the players encounter serious difficulty.

If the module is set in the **WORLD OF STRONGHOLD**, the clerics are members of the House of Splendor. They believe the glowing obelisk to be a legendary relic that will spontaneously emit gemstones on a preordained holy day! Unfortunately, the Vicar's continual attempts to divine the date have been fruitless, frustrating him and demoralizing the acolytes.

**Vicar, cleric 4** (AC 3 (chain mail and **shield +1**), HP 17, MV 60' (20'), AT 1, D 1-6 (mace), SV C4, ML 12, AL N). He carries 17 gp, 14 sp, and 8 gems (aquamarine) worth 50 gp each. He typically prepares the following spells: **cause fear, cure light wounds, bless**.

**8 Acolytes, C1** (AC 4, HP 5, MV 60' (20'), AT 1, D 1-6 (mace), SV C1, ML 11 (7 if the Vicar is not present), AL N). They carry no treasure, but each has a small pack with meager rations, thin blanket, and waterskin.

The clerics have made a rough lean-to from pine boughs. At any particular time 4 acolytes will sleep therein, two will be at vigil, and two will be doing some sort of menial labor around the campsite (mending the lean-to, gathering firewood, skinning animals, etc.). The Vicar is usually sleeping, meditating, or reading near the lean-to. Note that the Acolytes are beginning to tire of their duties, and if the Vicar is not present for some reason or falls in battle, the morale of the remaining novices is unsteady at best.

## WILD ONION FIELDS

This location is treasured by most creatures in the area. These vast fields are covered with wild onions, both sweet and acidic. Although stock and herd animals avoid it, many halfling expeditions visit from the Halfling Village and bugbear bands from the Grimwood can be found mounting expeditions to harvest the goodies. The Blackmane gnolls are known to follow halfling bands for many miles just to catch and devour them after the small ones have visited the fields and eaten many of the onions.

## APPENDIX B: NEW MAGIC ITEMS AND MONSTERS

### NEW MAGIC ITEMS

#### Potion of Neutralize Poison

Imbibing this potion has the same effect as the cleric spell **neutralize poison**.

### NEW MONSTERS

#### Badger

	Normal	Giant
Armor Class:	4	4
Hit Dice:	1+2	3
Move:	60' (20')	60' (20')



Attacks:	2 claw/1 bite	2 claw/1 bite
Damage:	1-2/1-2/1-3	1-3/1-3/1-6
No. App:	1-3 (2-5)	1 (1-4)
Save As:	Normal Man	Fighter: 2
Morale:	10	10
Treas/Hoard:	Nil	Nil
Alignment:	Neutral	Neutral

Badgers are burrowing mammals, omnivorous like bears. They move very quickly, despite their portly shape. They fight viciously to defend their nest. Their pelts have some small value to trappers or hunters. Giant badgers are merely larger (6'-long) versions of the normal variety.

### Elk

	Normal	Giant
Armor Class:	7	6
Hit Dice:	2	8
Move:	140' (50')	120' (40')
Attacks:	1 head butt	1 head butt
Damage:	1-8	1-12
No. App:	0(1-12)	0 (1-6)
Save As:	Fighter: 1	Fighter: 4
Morale:	7	7
Hoard/Treas.:	Nil	Nil
Alignment:	Neutral	Neutral

Elk are large herd animals found in hills, plains, and mountain and forest meadows. The giant variety is usually found only in prehistoric settings, and measures 10' from antler tip to antler tip and nose to tail.

### Goat

	Giant	Normal
Armor Class:	7	7
Hit Dice:	3	1+2
Move:	150' (50')	120' (40")
Attacks:	1 head butt	1 head butt
Damage:	2-16	1-4
No. App:	1-4 (2-16)	2-24
Save As:	Fighter: 2	Normal Man
Morale:	10	7
Hoard/Treas.:	Nil	Nil
Alignment:	Neutral	Neutral

Goat: These animals are commonly found in rocky and poor pastures, hills, mountains and scrublands. Their meat is prized by many humanoids.

Giant Goat: These creatures are larger (4' at shoulder) versions of the normal variety. They attack only if pressed (or during mating season), and if they can charge more than 40' before attacking, they do so at +2 to hit and +4 to damage.

### Pony

Armor Class:	7
Hit Dice:	2
Move:	210' (70')
Attacks:	2 hooves
Damage:	1d4/1d4
No. App:	0 (1d10X5)
Save As:	Fighter: 1
Morale:	6
Treas. Type:	Nil
Intelligence:	2
Alignment:	Neutral

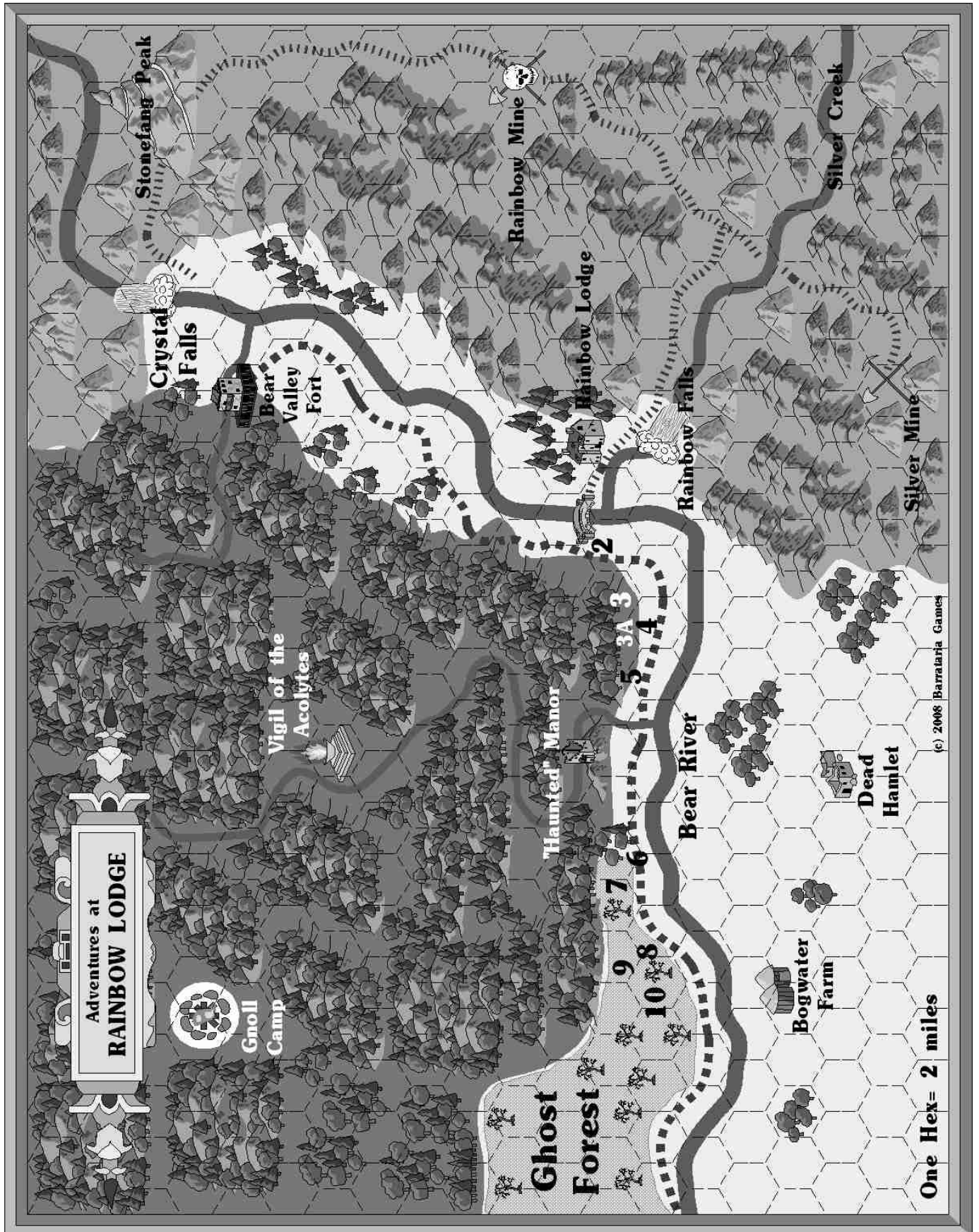
Ponies are small horses favored as mounts by children, halflings, and dwarves (when circumstances force them to ride). They can carry 200 lbs. at normal speed or 400 lbs. at half speed. Ponies are easily frightened, and can only be ridden in combat if they are specially trained to do so.

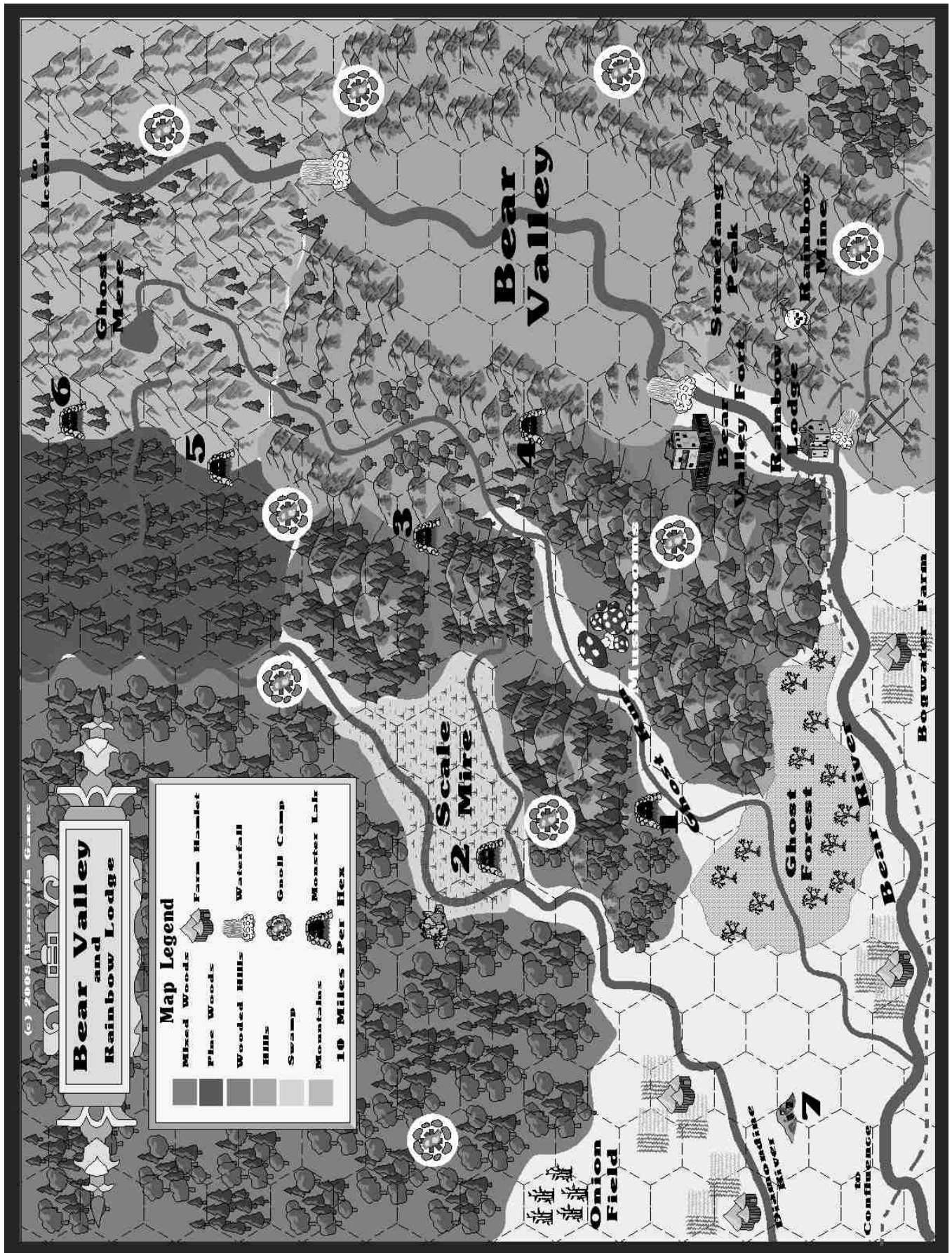
### Skeleton Hero

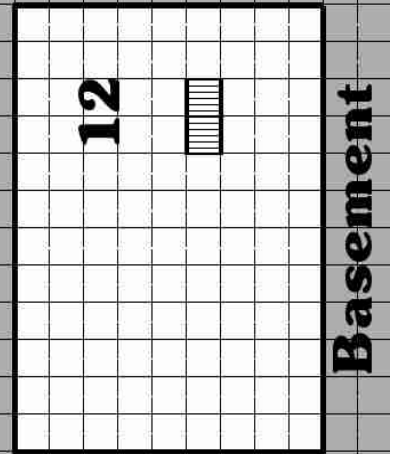
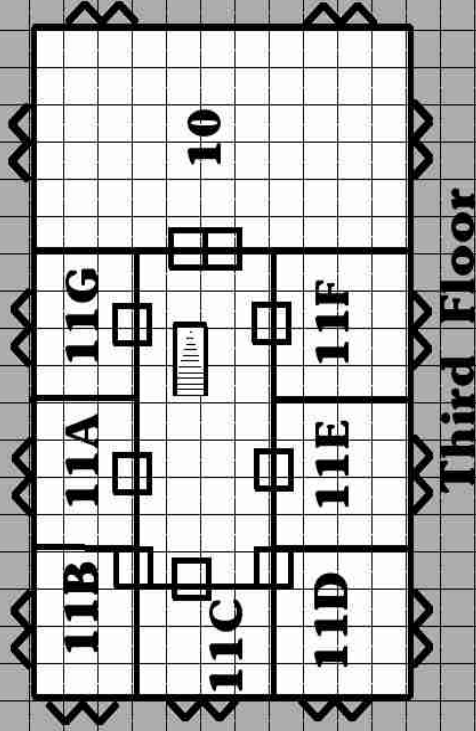
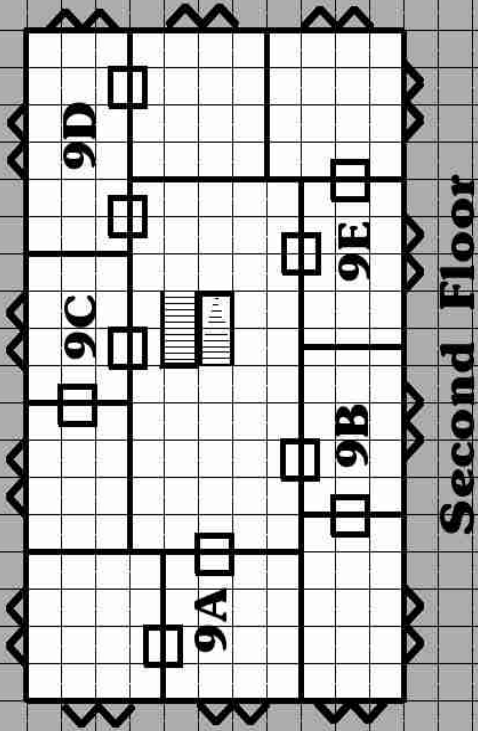
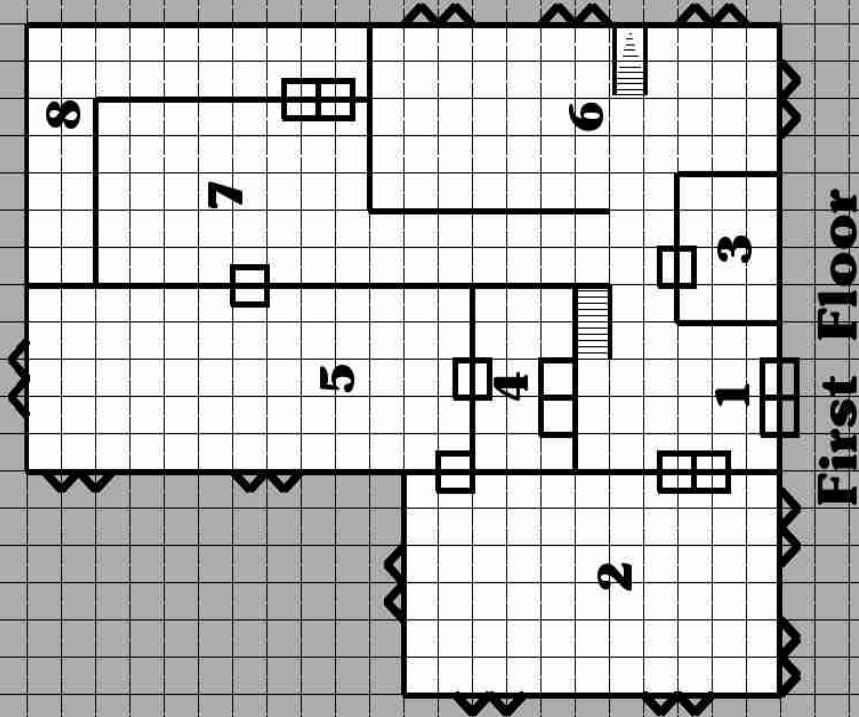
Armor Class:	5 or 3
Hit Dice:	4
Move:	120' (40')
Attacks:	2
Damage:	By weapon (Sword or Long Bow)
No. App:	2-8 (4-24)
Save As:	Fighter: 4
Morale:	11
Hoard/Treas.:	XXI/B
Alignment:	Chaotic

Skeleton heroes are animated remains of certain able fighters, often created by liches and spell-casting vampires to serve as bodyguards or soldiers. They usually wear their original armor, which may be chain or plate mail. They are immune to **sleep** and **charm** spells and the effects of cold or electrical damage. Skeleton heroes only take one point of damage per hit from edged weapons, but full damage from blunt weapons. They take 2d8 damage per hit with holy water. Skeleton heroes can command up to 8 hit dice of skeletons and zombies. They are turned as if they were wraiths.

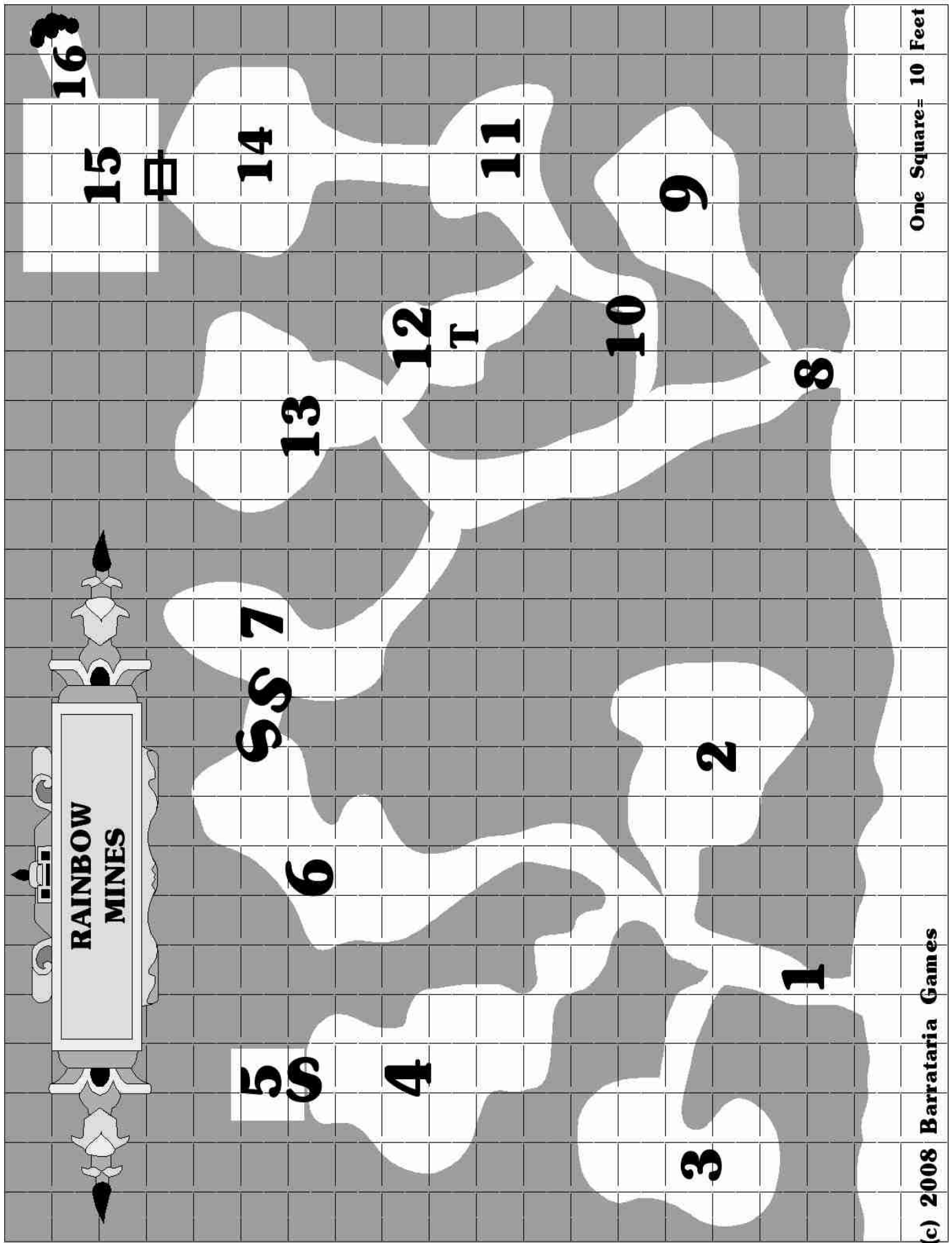
## APPENDIX C: MAPS

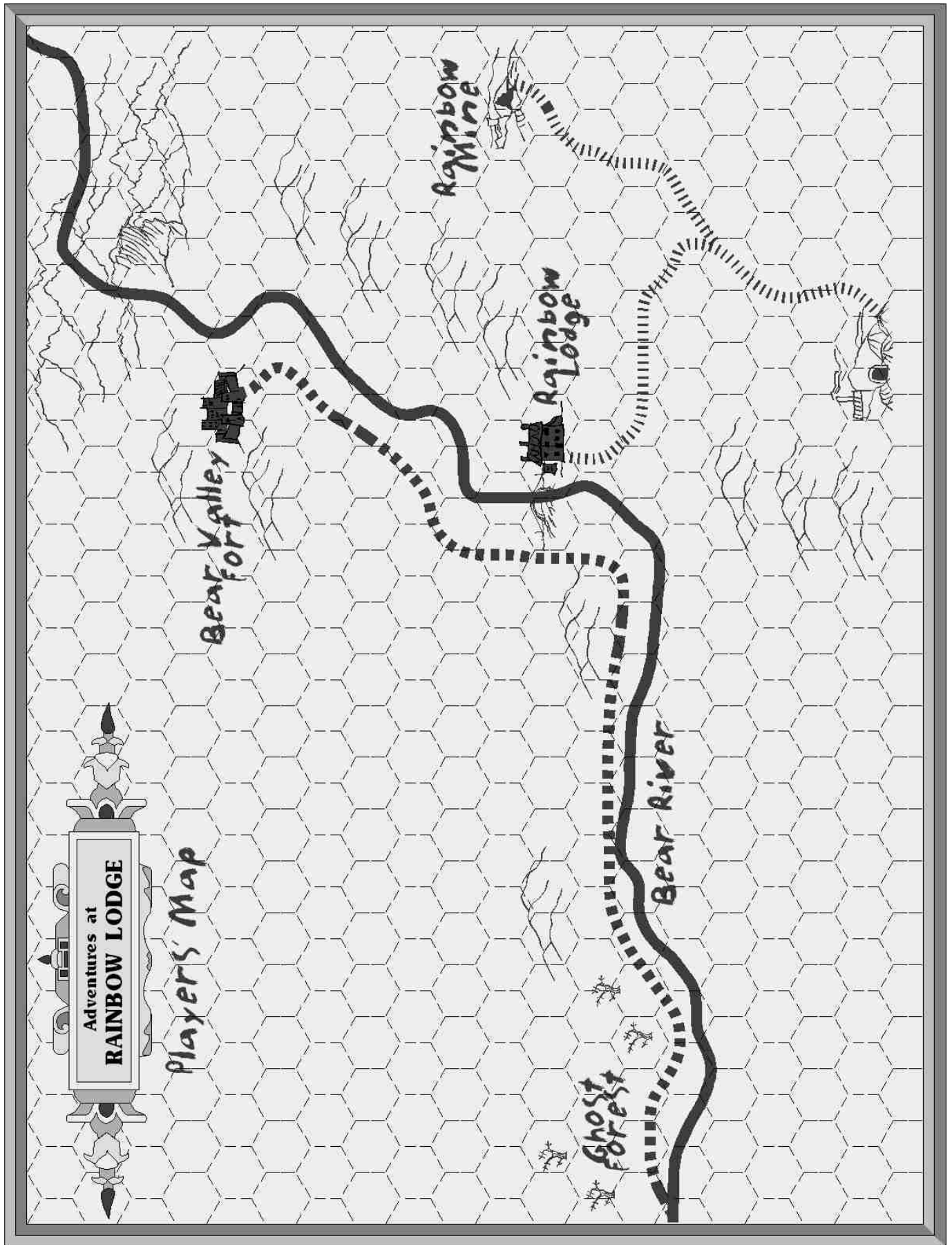




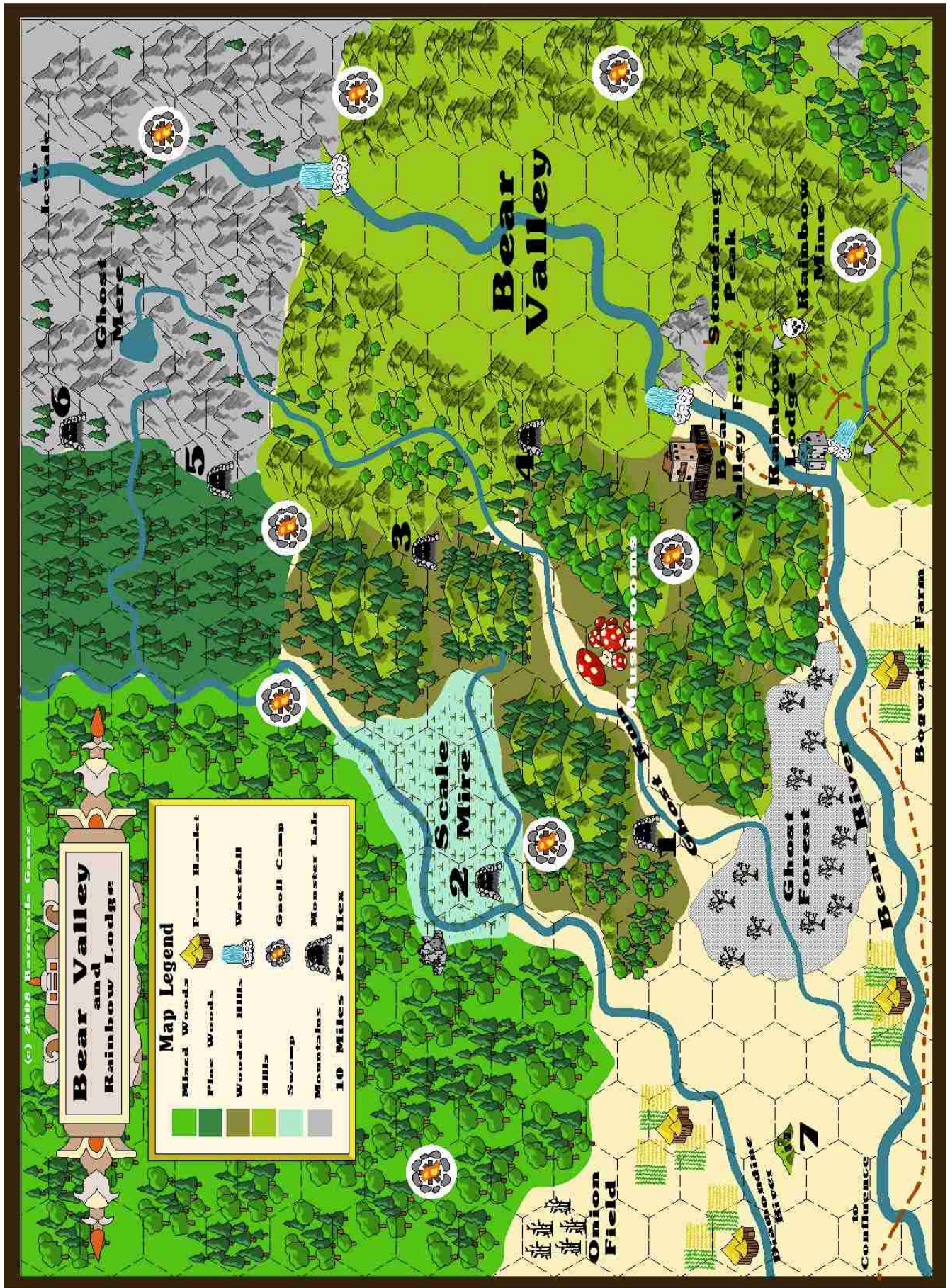




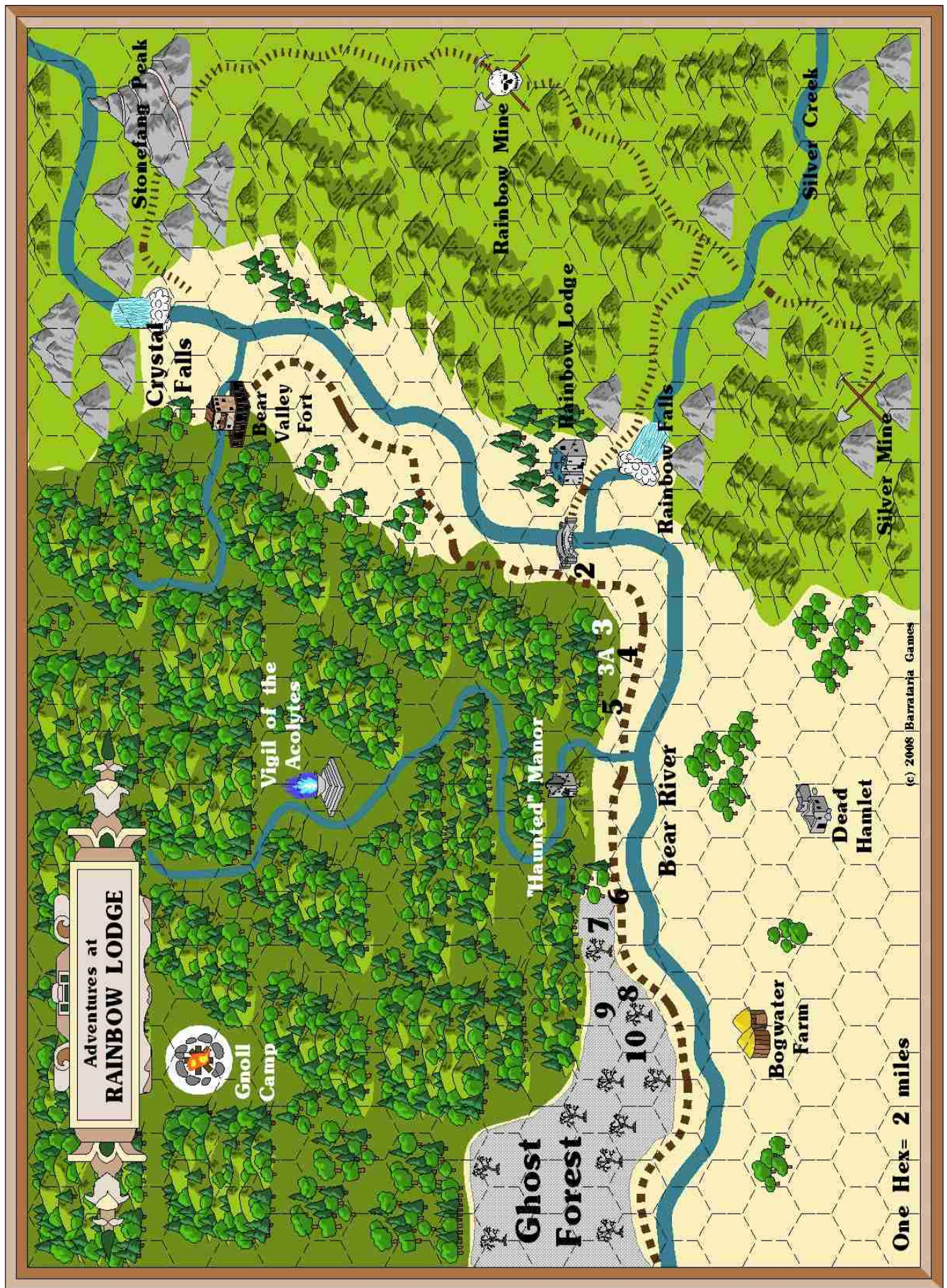














## APPENDIX D: SAMPLE NPCs OR PLAYER CHARACTERS

The following characters are provided for the GM to use in any way necessary during play. One or more may be found in the common room at the Lodge, or held prisoner by monsters, or as replacement player characters or hirelings. All are 1st level characters except where noted.

Kas Tree-Tall, Fighter, AC 6, HP 9, S 15, I 5, W 9, D 13, C 13, Ch 12, AL L, wears leather armor and carries a two-handed sword and long bow. He carries a pouch with 17 sp, 6 gp, and a 50 gp gem.

Ulgü Ironhead, Dwarf, AC 5, HP 9, S 15, I 11, W 11, D 13, C 15, Ch 9, AL N, wears leather armor and carries a shield, battle axe, and (light) crossbow. His pouch contains 56 sp and 9 gp. He hates horses and will only ride mules or donkeys.

Rothgore, Cleric of the Lady of Fire, AC 6, HP 7, S 13, I 8, W 15, D 11, C 15, Ch 10, AL N, wears leather armor and carries a shield and a club. His large belt pouch contains a wooden holy symbol, 25 sp, and 2 gp.

Nimble DeAncia, Level 2 Thief, AC 5, HP 9, S 10, I 11, W 6, D 16, C 13, Ch 13, AL C, wears leather armor and carries a (long) sword and short bow. Her pouch contains 76 sp, 15 gp, and she wears two gem-inlaid silver rings worth 50 gp each.

Theodorus, Magic-User, AC 7, HP 4, S 8, I 17, W 12, D 16, C 12, Ch 12, AL N, carries 6 daggers in a brace across his chest beneath his robes. His pouch contains 27 sp, 5 gp, and a scroll with the magic-user spell **charm person**.



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**one hex = 20 miles**

## APPENDIX E: RANDOM ENCOUNTERS AROUND RAINBOW LODGE

Note: Check for encounters (roll 1d6) three times per day, except in forest or woods, where encounter checks should be made four times per day. The number in parentheses lists the chance an encounter occurs in the listed terrain. **DO NOT USE THESE ENCOUNTERS WHILE THE CHARACTERS PURSUE THE ADVENTURES PRESENTED HEREIN.** They are only included for further adventures and travels in the area around the Lodge AFTER the included adventures have been completed.

<b>d20</b>	<b>Plains (6)</b>	<b>Hills (5-6)</b>	<b>Mountains (5-6)</b>
<b>1-4</b>	Herd Animal (1-4)/Elk# (5-6)	Wolf (1-3) / Bear, Black (4-6)	Bear, Black
<b>5-7</b>	Patrol (1st level fighters)	Goat# (1-4)/Elk# (5-6)	Hawk (1-4)/ Horse, Riding (wild) (5-6)
<b>8-10</b>	Wolf (1-3) / Boar (4-6)	Miner (see below)	Goat# (1-4)/ Wolf (5-6)
<b>11-13</b>	Trader (see below)	Cat, Great: Mountain Lion	Badger#
<b>14-15</b>	Cat, Great: Mountain Lion	Brigands (AL: N)	Neanderthals (1-4)/ Dwarves (5-6)
<b>16-17</b>	Killer Bee	Orcs (1-3)/ Trader (4-6)	Spider, Tarantella
<b>18</b>	Ghouls (1-4) / Wights (5-6)	NPC (see below)	Manticore(1-3)/ Trolls (4-6)
<b>19</b>	Halflings(1-4)/ Brigands (AL:N) (5-6)	Chimera	NPC (see below)
<b>20</b>	NPC (see below)	Giant, Hill	Giant, Cloud (1-4) / White Dragon (5-6)

<b>d20</b>	<b>Forest or Woods (5-6)</b>	<b>Bear Valley (5-6)</b>	<b>Ghost Forest (6)</b>
<b>1-4</b>	Elves	Herd Animal (1-3)/Elk# (5-6)	Wolf (1-4) / Wolf, Dire (5-6)
<b>5-7</b>	Spider, Crab (1-3)/ Black Widow (4-6)	Bear, Black	Skeleton (1-3) / Zombie (4-6)
<b>8-10</b>	Wolf (1-4) / Bear, Black (5-6)	Killer Bee	Brigand (AL: N)
<b>11-13</b>	Cat, Great, Panther	Bear, Brown	Ghoul
<b>14-15</b>	Snake, Pit Viper	Trader (see below) (1-4)/ Giant Carnivorous Fly (5-6)	Spider, Black Widow
<b>16-17</b>	Bugbears	Horse, Riding (wild)	Shadows (1-2) / Skeleton Hero# (3-6)
<b>18</b>	Centaur	Orcs	Lycanthrope, Werewolf
<b>19</b>	Unicorn	Cave Bear (1-4) / Lycanthrope (Werebear) (5-6)	Wight (1-4) / Wraith (5-6)
<b>20</b>	Treant	Giant, Frost (1-5) / Pegasus (6)	Spectre (1-4) / Vampire (5-6)

### **NPC Subtable**

- 1-2. NPC Party (see rules, or use characters in Appendix D)
3. Magic-Users (1-4 in number, all 1st level, led by 3rd level magic-user)
4. Clerics (1-6 in number, all 1st level, led by 3rd level cleric)
5. Fighters (1-10 in number, all 1st level, led by 3rd level fighter)
6. Cardsharp (see Rainbow Lodge description above)
7. Chaplain (see "Bear Valley Fort" in Appendix I)
8. Trapper (see Rainbow Lodge description above)

# = New Monster, see Appendix B.

Miner, Trader: This indicates an encounter with 1-8 1st level fighters who are small-scale merchants, often prospectors, tinkers, fur trappers, and so on. They wear leather armor and carry shields (AC 6) and usually lead 1-4 pack mules each. Treasure/hoard VI+VII/U+V.



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