

A GENERIC FANTASY ADVENTURE FOR USE WITH
MOST FANTASY ROLE PLAYING SYSTEMS.

Christopher Clark's **Rain of Terror**



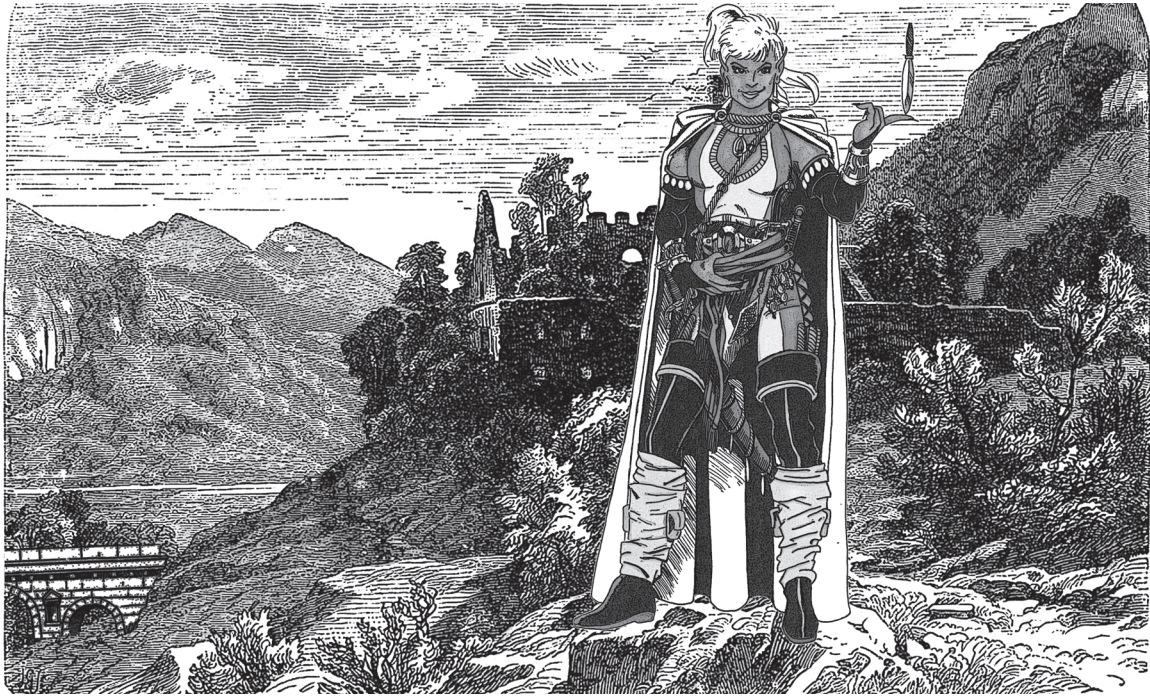
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Rain of Terror

by Christopher Clark



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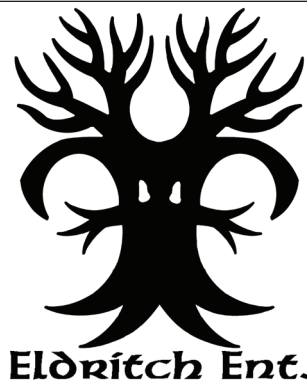
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Rain, or Reign?

Thank you for joining me once again. I shall do my best to entertain you with the fantasy you least expect. Why should this adventure differ from my usual fare?

But differ it does. This adventure will present your players with (what I hope) is a completely unexpected problem to solve. *Rain of Terror* masquerades as a fallen petty kingdom, now rife with banditry and pirates, concealing a forgotten royal treasure. The characters will assume that they should make their way to the deserted keep that once protected this petty kingdom. They will try their best to avoid useless and treasure-bereft encounters in getting there, secure in the knowledge that the ultimate payoff awaits them within the crumbling walls of the once-strong keep that defended this land.

Let them think that.

Encourage them to embrace that misconception.

There are brigands, and there is a ruined keep. There is a treasure, which your characters may well be able to retrieve. With time, it can be accessed; with skill, it can be won. But only with a great degree of luck, or foresight, will it be removed from its current resting place.

You're going to surprise them.

Once they have discovered the rumor of this overlooked treasure, and once they have set their sights upon making it their own...

Wait. Let me explain.

It has been raining the entire time. A hurricane is headed for the ruined border port of Kaufhaffen, and its miserable inhabitants. The Riotous Vale is about to experience a 1000-year flood, and your players will be caught in the midst of it. Under your gentle tutelage, they will require all of their skills to escape this (if we, you and I, do this correctly) surprise threat.

This is not a quest for fabulous loot. It is a life and death struggle to survive the unleashed fury of nature.

Enjoy. I know I did (after my players stopped beating me, anyway.)



Christopher Clark

at Eldritch Enterprises, November 2013



Rain of Terror

Standard Terminology as used in all generic products from Eldritch Ent.

“Flavor text” is printed boldface. This is intended to be read aloud or otherwise shared with the players in whatever manner you wish. Feel free to edit or embellish at your discretion.

“You” refers to the Game Master, the presumed reader of this work. *Facts that are important and relevant to the Game Master* in particular, and which must be discovered by the characters, are printed in *italics*.

The usual abbreviations for feet and inches— ‘ and ’ respectively (e.g. 5’ 6”)—are used throughout. These English units are used in this American edition, while Metric is used in those customized for most of the world.

Percentile statistics are used in some game systems. When divided by five, each percentile rating also applies to systems designed for a 1-20 range. Both figures are given here. Example: Power 30% (6).

In most game systems, the **abilities** of player characters in roleplaying games are usually specified in ranges of either 1-100 or 1-20. Common ‘personal’ stats include the traits of Strength, Agility (Dexterity), Attractiveness, and Mental ability. ‘Tests’ of such traits are commonly used in variable situations, and each will specify a percentage followed by the 1-20 equivalent. Example: cumulative Strength to open: 110% (22)

For a **Ranged weapon**, the range (in yards or meters) is subdivided into Short/Medium/Long categories, given after the Damage. Example: orc spear 1d6 (2/3½/5).

Creature information appears in the following order. **AH** indicates a rating that applies to an **Average Human** (a typical non-combatant), a baseline for comparison.

Appearance is the first impression when a creature is encountered. It may be incomplete (lacking hidden items, for example) but will be sufficient, including general height, garb (if any), and immediately noticeable features.

Demeanor describes the general attitude (and often intelligence) of a creature, which is often helpful in determining its first actions when encountered.

Power is an overall rating describing the comparative degree of challenge a creature presents. A creature with Power 25% (5) presents about 5 times the challenge as one with Power 5% (1). AH Power is 1-5%.

Defense is a measure of the difficulty of damaging a creature. In most systems, a die roll equal to or greater than the Defense stat indicates that an attack is successful and inflicts Damage. AH defense is 1-5%.

In some game systems, a defense rating starts at zero (unarmored) and rises. In others, it starts at a positive number and decreases. If your defense system decreases, subtract the Defense rating given here from the starting number.

Health indicates the amount of damage a creature can withstand before dying. Normally this is 1-2 per point of Power. AH health is 1-4.

Move is how far the creature moves per second, measured in feet. AH is 6-12.

Init (short for Initiative) is a bonus or penalty that may determine the sequence of events in a combat ‘round’ or other segment of time. In extreme cases Init may be listed as an absolute: “always first” or “always last”. AH Init is zero (no bonus or penalty).

Damage is the amount deducted from an opponent’s Health score if an attack roll indicates success when compared to Defense (above). Each attack form is followed by the dice used to determine the damage. Numbers in parentheses indicate multiple attacks of one type. Example: “Claw 1d4 (x2)” indicates two claw attacks, each inflicting 1d4 damage. AH (unarmed) Damage is usually 1 or 1-2.

Special is a brief listing of any abilities not explained previously. AH has none.

Other provides all details not fully specified above. Certain Special abilities may be here described in greater detail.

The Tale of Sir Osgood

Twenty years ago, a mercenary named Osgood attached himself to the caravan of Vendall the Merchant, a wandering trader. The caravan made its way slowly thru several kingdoms, gradually increasing its wealth. Osgood traded in villages and with farmers and trappers, with other merchants and with skilled craftsmen. They encountered their share of highwaymen as well, and Osgood soon became quite handy with a sword. Unfortunately, he was not handy enough to save Vendall's life.

The caravan had travelled for several days without site of a village of any size and was camping in a dell on the outskirts of a large mountain range. They were traversing territory new to Vendall, and he had decided to turn back to more familiar territory on the morrow, making his way back to his home town and then dividing the spoils amongst those that had accompanied his caravan. Osgood was on guard duty when the brigands attacked.

A crossbow bolt had whispered forth from the darkness, narrowly missing Osgood as he stood watch on the edge of the dell. He quickly raised the alarm, shouting to those resting within the camp, as well as the other mercenaries currently on guard. Many of them, Vendall among them, were not as lucky as Osgood in avoiding the crossbow bolts of their unannounced adversaries.

In spite of their losses, the caravan guards and drovers gave a good account of themselves. They fought desperately and managed to drive off the bloodthirsty bandits. Rapidly gathering the remaining supplies, and the majority of the caravan's wares, Osgood lead the survivors in a hasty retreat into the shelter of the nearby mountain range. The bandits pursued.

A week of deadly cat-and-mouse games followed, with those in the caravan losing more than half their number to the marauders, but with the brigands unable to seize their prize: wagons filled with the wares of distant lands. Osgood was ready to surrender the caravan to the bandits in exchange for their lives, when an unexpected avenue of escape serendipitously appeared. The sound of rushing water, and the promise of its cooling refreshment drew Osgood and the caravan like the song of a siren. Moving as quickly as possible through the rough foothills of the mountain range, Osgood rapidly discovered the source of the sound. A narrow river valley formed a pass through the mountains to a sheltered valley on the far side.

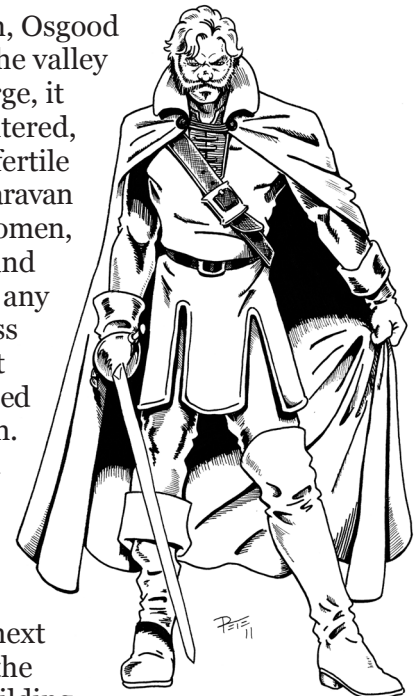
It was here they made their stand. Osgood sent the wagons and the remaining drovers through the pass, while he and the six remaining caravan guards set an ambush for the brigands. It was perhaps fated that the brigands would arrive at night. Not one brigand saw the following morning. Vendall had been avenged.

Unsure of his location, Osgood led the caravan into the valley beyond. While not large, it was peaceful and sheltered, with good water and fertile soil. Osgood and the caravan survivors, men and women, settled in the valley, and established a dock for any vessels that might pass where the stream that led into the valley passed onwards into the ocean.

A small delta-isle had formed there, rooted in bedrock, and it was upon this fastness that they established their town. Over the next decades, Osgood led the caravan survivors, building the dock into a full port, clearing the more dangerous predators from the valley, and encouraging those of the caravan who wished to settle to plant crops and raise livestock. Twenty years after they had entered the valley, the dock was a thriving port known as Kaufhaffen, and Osgood was known as its Lord Protector. He had a small keep situated on the bluffs that faced the island, and the port itself had nearly one hundred inhabitants. Several farms populated the valley, and word of the city-state of Kaufhaffen soon spread. It became a normal stop on most sea-going trader's routes, and the people prospered.

Publicity, however, is a sword with two edges, as Osgood was soon to discover.

Rumor of the riches being accumulated from this prosperous trade soon spread to some of the more nefarious elements in the surrounding area. A group of pirates and cutthroats decided that Osgood had been a bit too fortunate, and that it was time to relieve him of his treasure. They attacked the town in force from the sea.



Rain of Terror



Setting the Stage

At the onset, this adventure is set in the mountainous area near the river that lies just outside the pass that leads into the Riotous Vale. Storms are brewing to the north, and a steady rain is already falling.

As game master, you'll need to create a reason for the characters to find themselves in the inhospitable terrain of this mountain range. Perhaps they are fleeing before the storm, or are seeking valuable ores. They might be pursued into this mountain range by foes either real or imagined. The setting of that stage is left to you.

In addition, concocting a reason for the trip into the valley, outside of the promise of Osgood's lost wealth, should provide you with greater control over the start of this adventure. The valley is secluded and so makes an ideal resting place, hideout, or regrouping point. Again the reasons the characters might be seeking haven are left to you.

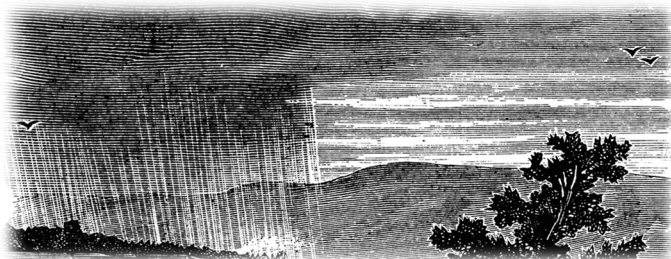
Finally, the weather is a critical factor in this adventure, but it is a circumstance you will want to downplay to your players in order to ensnare them in the trap presented by the Riotous Vale. As the adventure starts, a steady rain is falling. As the story unfolds, the tempo and volume of this rain will increase.

Using catapults, the reavers first bombarded the town and the keep. Most of the townsfolk were killed, although a few escaped by hiding themselves. The keep was destroyed by the siege engines of the attackers. The pirates then came ashore in force, terrorizing the few survivors and pillaging, and Osgood was captured and tortured for information on the whereabouts of Kaufhaffen's treasure, or at least some means of entering the ruined keep. Osgood revealed nothing, and eventually died from the torture. The piratical plot ended poorly, gaining but little for the brigands. Given their losses, they decided to stay until their vessel was repaired and the town fully looted.

To this day, however, the pirates remain. The port is used only as a base for pirates and villains, thieves, and practitioners of the world's oldest profession, and pickpockets. It is known locally as the Riotous Vale, and few with honest work on their minds visit its dark demesne.

Pass this off to your players as an annoyance. Ask for occasional checks of their agility and climbing skills as they navigate the mountainous area and the pass that leads to the valley beyond. Explain that the rain makes these checks necessary. Convince your players that this is only an 'aspect of the weather, that creates additional difficulties in the use of their abilities', that is important.

Do your best to hide from them that the weather is getting progressively worse, and that it should perhaps demand their attention.



Opening Encounter

The Hapless Rogue

As previously mentioned, we need to divert the attention of the players in order to draw them into peril. No intelligent person would willingly walk into a lawless venue such as the Riotous Vale unless a substantial reward beckoned from its dank expanse. I believe I have precisely what is required listed below. Do feel free to embellish as you see fit in order to tailor it to your campaign.

As this encounter occurs near (to the North of) the mountain pass that leads into the Riotous Vale, it needs positioning near a mountain range in your campaign. It should also be close to an ocean or other large body of water in order for the hurricane to logically occur. Any other details as to its positioning are left to you as Game Master.

In order to add verisimilitude to the opening encounter, make it seem as though the party has happened upon it by chance. Begin by explaining:

It is a dreary autumn day under cloudy skies in the rocky foothills through which you have been travelling for two days. Water is running a bit low, although your supplies of food are ample. This causes your party little concern, however, as the light drizzle that awakened you this morning has now increased to a steady rain.



Now allow the characters to explain their actions and explorations rather than making it seem as though they have no choice but to engage in the encounter that is to follow. Let them explore for a mile or so, perhaps throw in a weak (and thus easily defeated) random wandering encounter and allow the characters an hour (*game time not real time, perhaps 10-15 minutes of real time*) of exploration without apparent direction. Then spring the actual opening encounter upon them.

Opening Encounter: Stanley Builder

The characters exploring the rocky foothills of a mountainous area will happen upon a haggard male human resting amongst the rocks in the rain. He appears weak, and makes little effort to protect himself, instead imploring the characters for aid. The cause of his condition is not immediately present, but his movements are feeble, and he is obviously near death.

As you continue your miserable rain-soaked exploration of the rocky terrain, you notice a man lying with his back against a rock. He waves to you feebly and calls in a plaintive voice for your assistance.

“Water,” he gasps, “Please... water.”

This strikes you as strange given the rain that is falling.

If the characters proffer a drink to the man, he relates the following tale, all the time visibly weakening. If the characters roll him over, they find a broken light crossbow bolt buried in his back between two ribs. Attempts to heal the man are only moderately successful unless accompanied by a curative for poison as the bolt is coated with a lethal toxin.

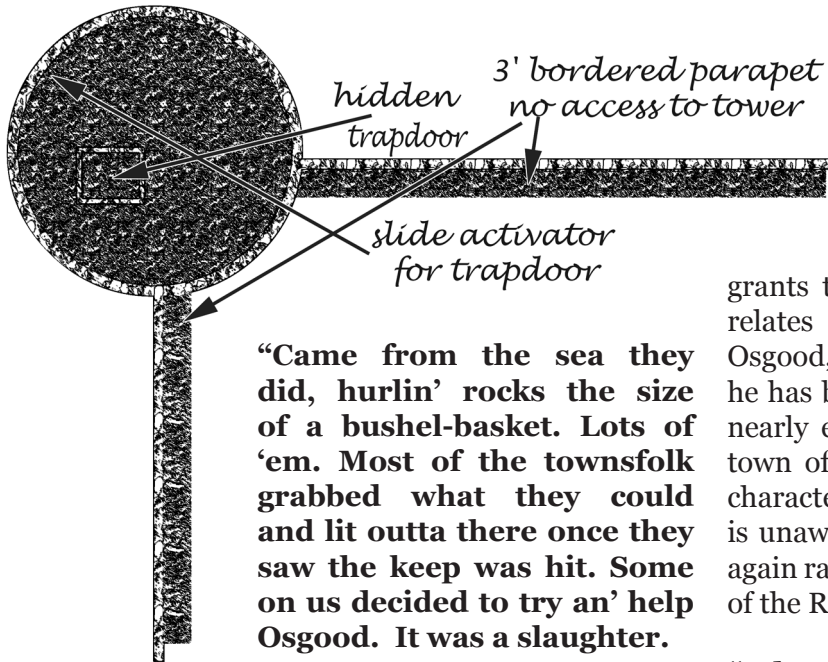
In any event, even should the characters provide healing services, he begins his tale as he knows the end is near.

“I come from what used to be Kaufhaffen through yonder pass. (Here the man points off towards some vague point to the South). Years ago, I was the town’s builder, although the last couple of years I been little more than a lock-picking thief. Ever since them darn pirates killed Lord Osgood, anyway.”

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The man pauses, trying to catch his breath for a moment, and then continues.

They don't know 'bout the secret entrance up top." The man pauses again, pulling a folded and soiled parchment from his pocket. "But it's all right here. No possible way I was gonna let them have it. Over my dead body..." He glances painfully over his shoulder before continuing. "Seems I got my wish."



"Came from the sea they did, hurlin' rocks the size of a bushel-basket. Lots of 'em. Most of the townfolk grabbed what they could and lit outta there once they saw the keep was hit. Some on us decided to try an' help Osgood. It was a slaughter.

If the characters have healed the man, he grants them his name, Stanley Builder. He further relates that he was the mechanical engineer for Osgood, hired by him some 20 years ago, and that he has been busily designing bridges, keeps, docks—nearly every building and edifice that made up the town of Kaufhaffen, during that period. Unless the characters have also healed his poison (and Stanley is unaware that he has been poisoned), however, he again rapidly weakens, finally gasping out a last secret of the Riotous Vale before expiring.

Tortured poor Osgood to death; an' he was a strong man. Hung his body in a cage in the middle o' town. These scum are stone-cold killers. That was two years ago. They kept me around cause I could open stuff they looted from the town – chests-n-such.

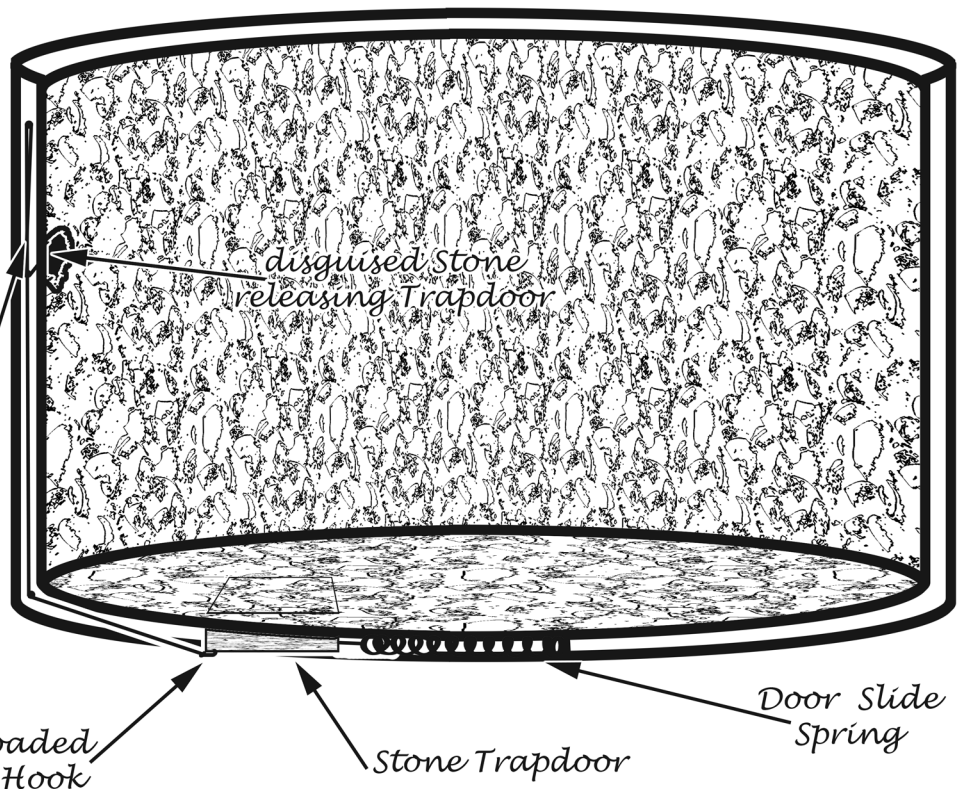
"I know they didn't get Osgood's treasure. Twenny years of fine trading made for quite a pile. Gotta be in the vaults below the keep... but they'll never get it without that there paper."

Stanley then provides the characters with a map of the keep showing the secret tower entrance (see page 44).

They done gimme this," he stops, pointing over his shoulder with his thumb towards his back, "when they discovered I'd kept the blueprints to the keep to meself."

The man pauses again, obviously out of breath. He struggles for a moment, settles, and continues.

"Ya see," he smiles, "they got no clue how to get into the keep now that the entry is all ruined.



Stanley Builder

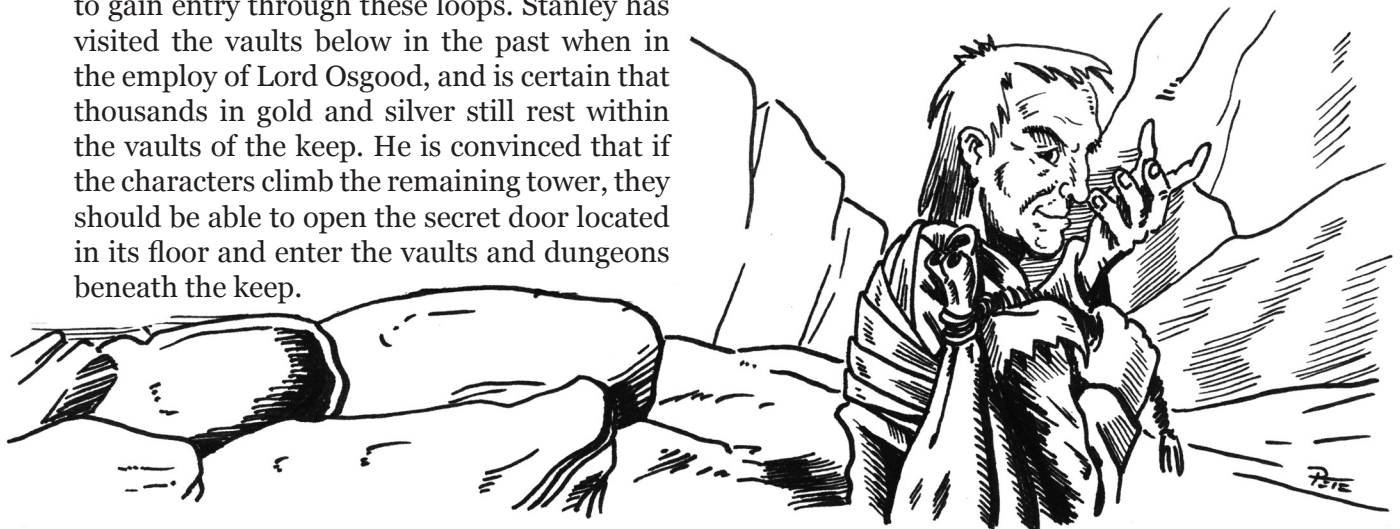
If the characters DO cure Stanley's poison (it's detection being left to your discretion) he might also provide a wealth of further information concerning the Vale:

- One farmer, an independent and tough old bird named Matt Forson, still runs Forson Farm within the vale with the help of his large family. A stockade surrounds most of the farm, and his sons patrol the perimeter regularly with heavy crossbows. They raise cattle and corn, and trust no one that still resides within the Vale. Stanley will advise the characters to watch their step, and will describe the location of the farm within the vale (see Riotous Vale map on page 12).
- One dock and several buildings are still standing in the ruins of Kaufhaffen, but they are all filled with pirates, thieves and slatterns. Captain Gorewick leads them, although she'll let no one address her as other than, "**the Dread Captain Gorewick**". Characters "**... attempting to infiltrate the ruined town as fellow ner-do-wells would do well to remember that.**" Gorewick is always looking for builders and folks that can fix things as she hopes to rebuild the entire town, transforming it into a pirate trading port.
- The keep still stands, but its second story has but one remaining undamaged tower, and the entire first floor is blocked by rubble. Swarms of bats have been seen entering the ruins through the old arrow loops on the first floor, but none of the pirates is small enough to gain entry through these loops. Stanley has visited the vaults below in the past when in the employ of Lord Osgood, and is certain that thousands in gold and silver still rest within the vaults of the keep. He is convinced that if the characters climb the remaining tower, they should be able to open the secret door located in its floor and enter the vaults and dungeons beneath the keep.

- Kaufhaffen is actually on a small rocky island in the delta of the river. It is reached by a broad stone bridge that spans the delta for more than 60'. (Stanley is justifiably proud of this bridge.) The bridge, however, is patrolled day and night by pirate brigands. They can be bribed with gold, but have been instructed to halt any attempting to enter the 'city' until Gorewick has been notified and the visitors identified.
- Stanley had two friends in town: women that were once wives to two of the more successful merchants of Kaufhaffen (now dead) that now eke out a miserable existence as women of loose favor. Stanley is fairly certain that too much has happened to these women and that they cannot be saved. Their names are Maggie and Priscilla.

Stanley will not accompany the party if he is fully cured, but grants them his map of the keep. (A map for this is provided at the end of this adventure. Feel free to copy it and give it to your players). He has had enough of the Riotous Vale, and plans never to return. He will wish the party well, and head off on his own into the wilderness. If his poison is left untreated, he dies.

As he leaves, the rain increases, beginning to interfere with visibility. A steady wind also begins to blow, and the sky will grow visibly darker. The steady rain is now a downpour that shows no signs of stopping during this day. Do not paint this picture too darkly. The players should be annoyed by the rain but not further inconvenienced... yet.



The Riotous Vale

If the characters proceed in the general direction indicated by Stanley, they will quickly (within ten minutes) come to within earshot of the river as it plunges through the gully that leads to the Riotous Vale. There is a trail here, and the characters may readily follow this trail thru the gorge and into the vale on the far side. The distance is only 200 yards or so, and as they reach the center of the gorge, they will catch a glimpse of the valley (*The Riotous Vale*) beyond.

A beautiful rolling vale lies below the gorge. It proceeds as a treeless series of rolling hills that slope downwards from the surrounding mountains towards the river that runs through the center of the valley. The vale extends for only 1/2 mile before reaching the sea, and within the river delta you can just make out the ruins of a small port town sitting atop a rocky islet. A wide stone bridge spans the gap between the shoreline and the islet. To the left of the islet, on a cliff that stands 40 feet above the shoreline, you can also see a ruined keep.

The mountains have blunted the rain somewhat, and within the valley only a light drizzle is falling. The storm front, a wall of black clouds, is now directly behind the characters to the north. Small patches of sunlight are visible on the meadow grasses below.

Encounter Area B: The Brigand Hunters

The two ruffians that were sent to retrieve Stanley when he escaped are still pursuing him, and are exploring the area at the mouth of the pass in the belief that Stanley is hiding there. As the characters exit the pass, their first sight of the valley below should provide a welcome relief to the annoying rain through which they have been travelling.

As you exit the pass, the panorama of a sheltered valley opens below you. To the West lies a broad meadow of grass, a rocky ridge and hills, while to the East, a farm protected by a stockade is next to a road that leads to a wooden bridge that spans the river mid-valley.

The river winds its way through the valley, emptying into the ocean about half a mile from where you now stand. Within its delta you can just make out the ruins of the town described to you by the wounded man you found on the trail, while on a small bluff to the east of these ruins lies the destroyed remains of Osgood's keep, its single remaining tower a finger beckoning to you of forgotten riches. A broad stone bridge still spans the gap between the ruined keep and the island town below. As you scan for movement, your scrutiny is interrupted by the sound of human voices.

"He has to be here. I know I got him. How far could he go with a crossbow bolt in his guts?"

The brigands that attacked the wounded man you found upon the trail are here, and are still searching for their wounded quarry. *It is possible (75%) for the characters to simply avoid the pair, as their tracking skills are scant, or they may decide to engage these two in hopes of garnering information, disguises, revenge for Stanley, or loot.*

Brigands (2)

Appearance: These two brigands are human males garbed in ill-fitting, garish, and stained clothing that was once quite fine. They wear broad-brimmed hats that are likewise stained and ill-kempt, and carry light crossbows. Each is also armed with a cutlass.

Demeanor: Arrogant but cowardly, the brigands will attack until the first wound is received by either of them. They will then retreat with all haste towards the ruined town of Kaufhaffen to the South.

Power: 5% (1)

Defense: 10%

Health: 11 (each)

Move: 12

Init: 0

Damage: Cutlass 1d8 or Light Crossbow 1d4 (range in yards: short-30, medium-60, long-90)

Special: The bolts used by these brigands are tipped with a virulent poison that will cause 1 point of damage every 30 seconds until cured.

If the brigands are killed, and their bodies searched, each carries 6gp (value) in mixed coins of small denomination. If captured they are eager to trade an introduction to their piratical captain for their miserable lives.

Role-Playing the Progress of the Storm

Once the characters enter the Riotous Vale, you will need to track and adjudicate the advancing storm. It should be at first an annoyance, then an actual challenge, and only later perceived as a threat to the lives of the party members. Although as Game Master the actual progression of the storm is left to your discretion, some guidelines as to the effects, timing, and impact of the storm are listed below.

A steady rain has been falling all day at the time that the characters enter the Riotous Vale. It gradually floods this valley and then becomes worse — the rainstorm is a mere squall on the edge of an approaching hurricane. The hurricane, a 100-year cyclic occurrence, will completely submerge the valley before the end of this adventure. The surrounding mountains will only exacerbate this flooding.

Timing is therefore of the utmost importance. As the adventure progresses and the characters near their goal of the treasure sequestered within the ruined keep, the rain will become steadily worse. It is important to engender in your players the feeling that the increasing storm, and its phases, are related not to their progress in the adventure, but simply to the passage of time within the adventure. Glance at your watch or a clock frequently, ask the players what time it is, or use other subtle clues to ensure that they feel that time is their enemy, and that the progress of the storm is not related to the unfolding of events.

From your perspective, however, you might wish to coordinate the progress of the storm and the progress of your players within the adventure. The actual progress of the storm is left to you, although some guidelines are here provided to aid your choices.

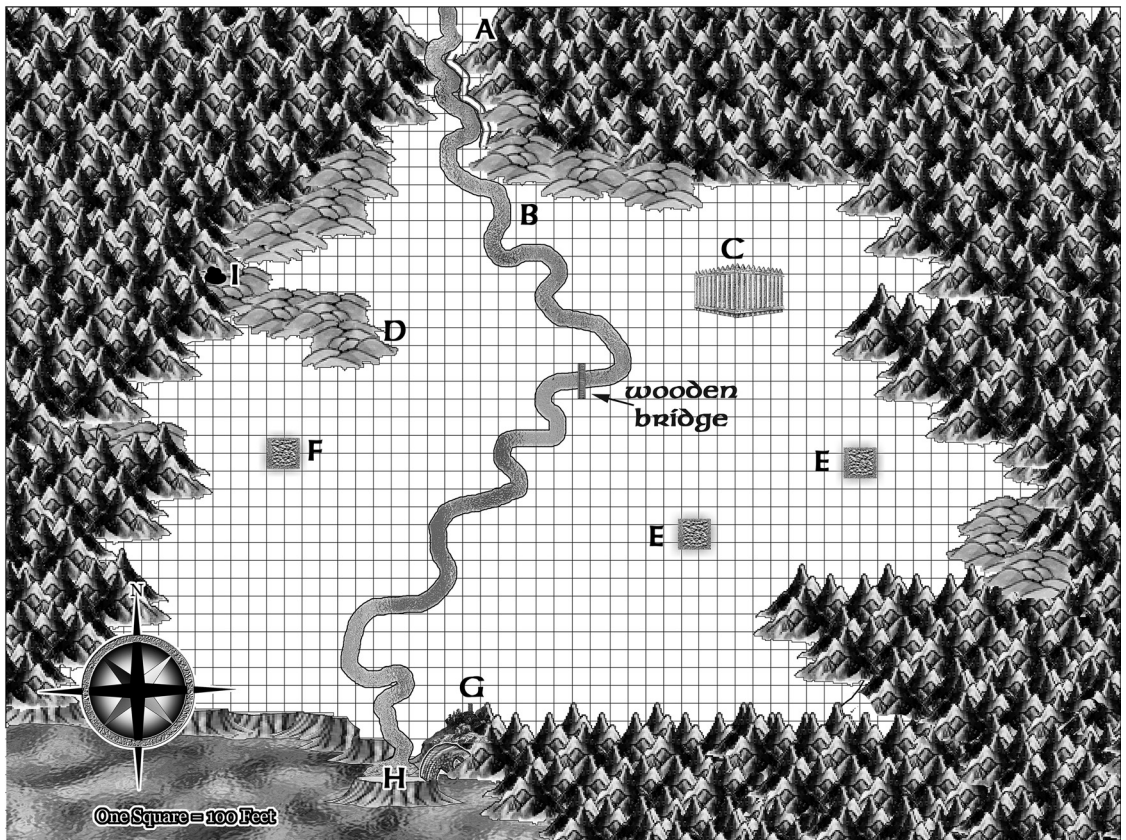
Phase One

Timing: Adventure start **Effects:** 400' visibility maximum

While your players/characters are exploring the Riotous Vale proper, the storm is in its earliest phase.

Visibility is only slightly limited (to 400 feet), and the river, while appearing swollen, is passable.

The wooden bridge (not the stone bridge in Kaufhaffen) depicted on the Riotous Vale map remains intact, and the Forson clan has yet to retreat into the surrounding mountains. No swimming or wading should be required during Phase One.



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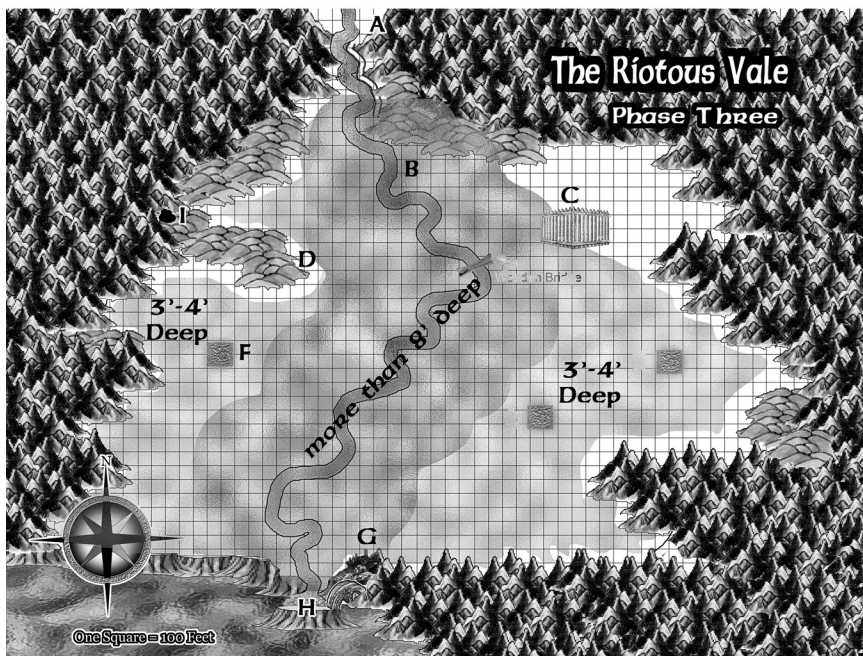
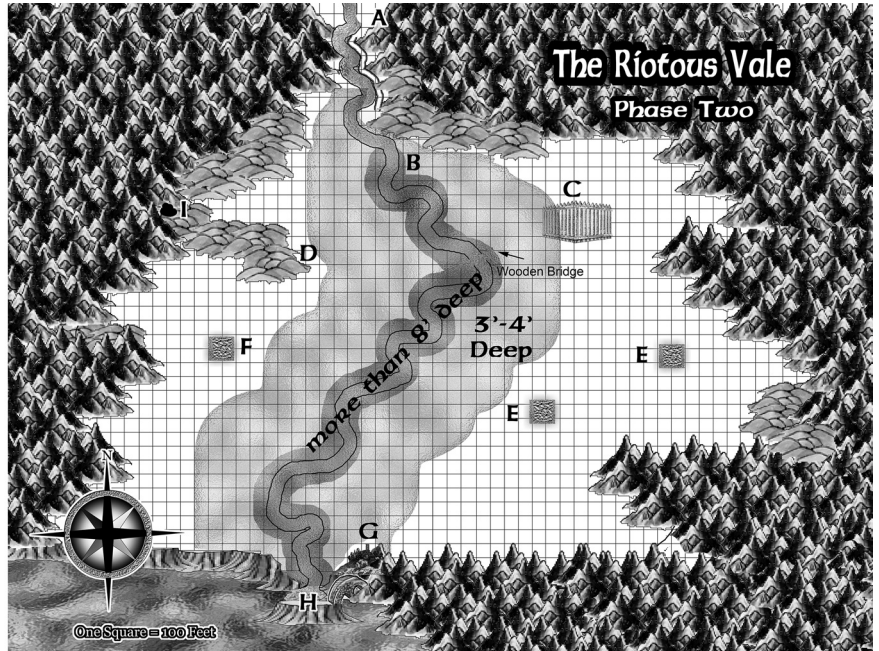
Phase Two

Timing: after 4 hours of in-game (not play) time, or when the characters have 1) scaled the remaining tower of the ruined keep (G), or 2) crossed the stone bridge and entered Kaufhaffen (H).

Effects: 100' maximum visibility, darkness equal to half normal sunlight, limited movement in the Keep (G), and possibility of being swept away.

In Phase 2, the rain increases to a steady downpour. The sky visibly darkens and much of the valley floods to a depth of 3-4 feet (see Phase Two map). The wooden bridge at the valley's center (south of B) is washed away, and the water rises to near the surface of the stone bridge at its two ends (although it remains secure and passable). Partial flooding, to a depth of 2', also occurs within the vaults below the keep.

Any character passing through a flooded section of the valley runs the risk (a check against an agility related statistic or ability) of being swept away (see Appendix A: Surviving the Storm) in the direction followed by the river towards the sea, unless they are within the ruins of the Keep. No directional movement occurs if footing is lost within the flooded area of the keep's ruins, although falling damage and potential drowning are possible (at your discretion) and many activities become more arduous.



Phase Three

Timing: after 5 hours of in-game (not play) time, or when the characters have 1) been sequestered in the cellar below Area E: Wayside Bench (Kaufhaffen Map) in Kaufhaffen, or 2) made their way to Area I: the Docks (Kaufhaffen Map), or 3) have entered Room #4: the Vaults (Keep map) below the ruined keep.

Effects: 30' maximum visibility, darkness equal to moonlight, high chance of being swept away, restricted or prohibited movement throughout most of the valley, and submersion of the Keep's lower level and all below ground areas of Kaufhaffen.

As the storm enters Phase three, the first tidal surge hits what remains of the town of Kaufhaffen, as well as the vale beyond. The entire town floods to a depth of 4', and water covers the stone bridge to a depth of 6". Much of the Riotous Vale now disappears beneath 10'-12' of water, making wading impossible. Any character passing through a passable flooded section of this valley runs the risk (a check against an agility related statistic or ability) of being swept away. Those entering deeply flooded areas must either swim or use a device for floatation (See *Movement and Drowning* on page 37). Characters losing their footing during this phase of the flood will be swept inland (towards the surrounding mountains), but in a random direction that is left to the discretion of the Game Master.

Role Playing the Storm

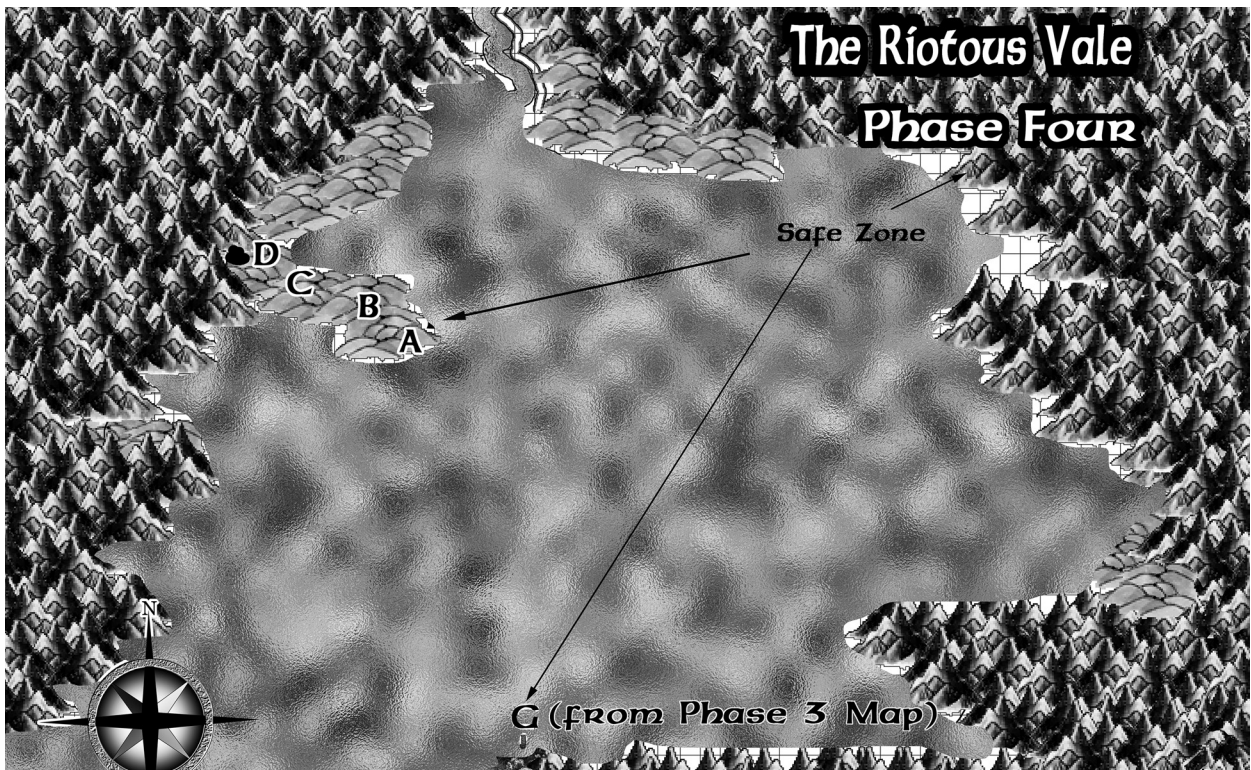
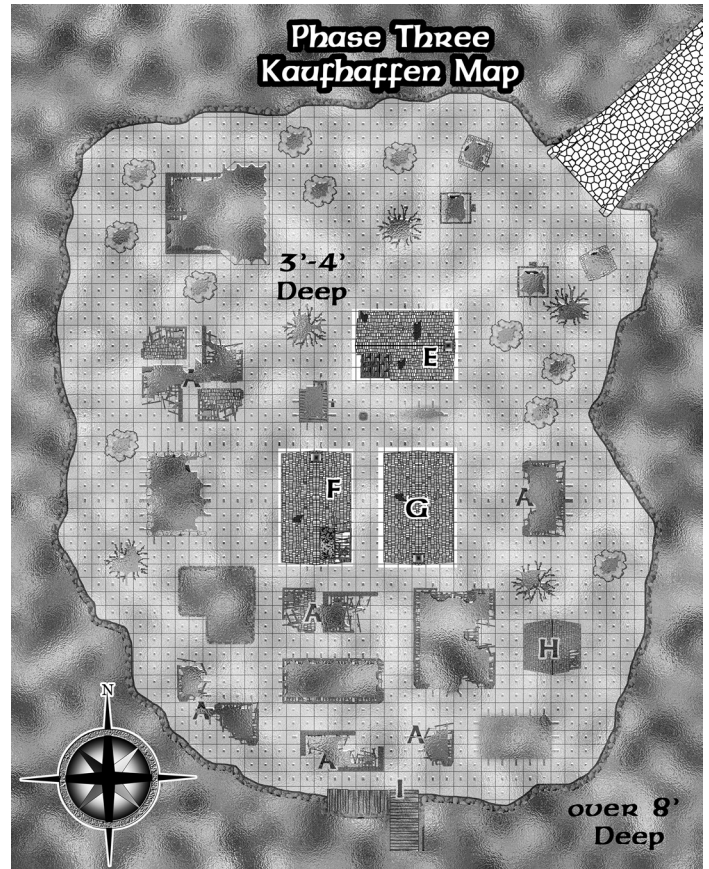
As previously mentioned, the islet upon which the town of Kaufhaffen resides is completely inundated by the first tidal surge of the approaching hurricane. The streets are flooded, and the first level of most buildings becomes passable only through dint of extreme effort. The second floor of several buildings, (Areas E, F, and G), however, remains passable, and might also provide temporary shelter from the ravages of the storm. The map here provided illustrates the 'safe' areas.

Phase Four

Timing: after 5½ hours of in-game (not play) time, or at your discretion.

Effects: 30' maximum visibility, darkness equal to moonlight, swimming or flotation devices required in most areas to allow movement and prevent drowning.

As the storm enters Phase Four, the second storm surge from the ocean-based hurricane will hit. Only characters in boats, with flotation devices or that can swim have a chance of survival, and these will all be swept towards *Encounter Area A: The Wolves* on the *Phase Four* map. When you decide to commence Phase Four of the storm, the adventure has entered its final phase, and you should turn to the last section of this adventure: *Phase Four*, on page 32.



Rain of Terror

Further Encounters in the Riotous Vale

There are ruins, and some remaining people, populating the Riotous Vale. Your players may decide to skip many of the encounters listed here, but should they not, keep close track of the time used by any such investigations. The storm is on its way.

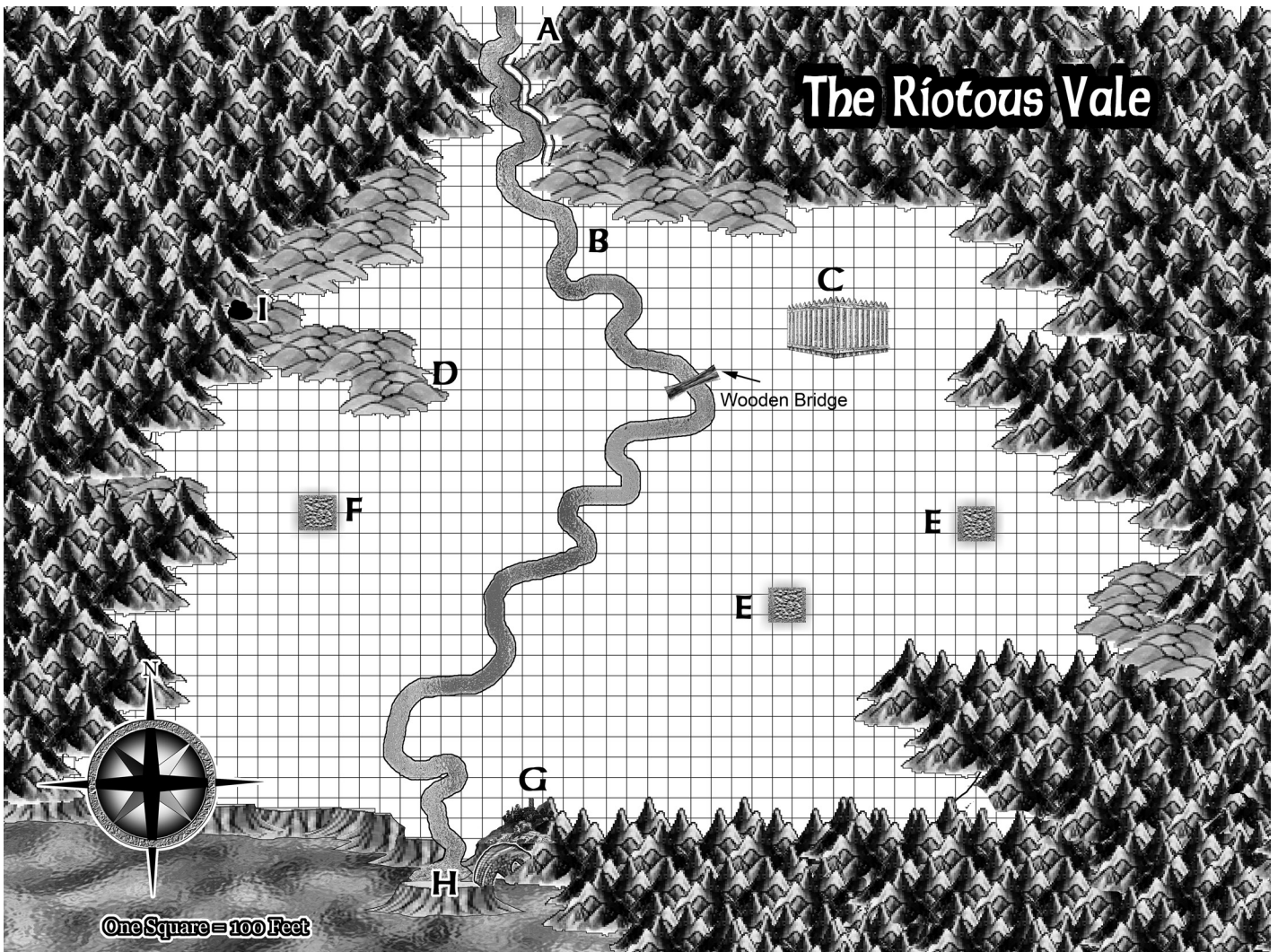
Encounter Area C: Forson Farm

Forson Farm, and the stockade that surrounds it, may be seen from any vantage point in the valley, and will be clearly visible to the characters as they emerge from the mountain pass that leads to the Riotous Vale. It sits atop a set of hills that cover the northeast corner of the valley, and its stockade extends to the foothills of the surrounding mountains. Its 20-foot wide double gate is currently closed.

Within, the Forsons are a hive of activity. They understand the intensity of the coming storm, and are both securing buildings and packing belongings for a retreat to the higher ground of the neighboring mountain range. This activity will be audible to any characters approaching the stockade.

As you approach to within 100 yards of the stockade, the sound of numerous voices, sawing wood, and hammering wafts outwards from the slowly rising hills upon which the stockade is set. Occasional human figures appear near the top of the stockade's far side, scrutinizing you with care and occasionally sighting a longbow at one or more of your party's members.

Should any in the party hallow one of these humans, or should any character approach to closer than 100 yards, continue.



Forson's Farm

“Stop where you are,” booms a voice from the top of the stockade. A menacing looking longbow is pointed directly towards you, and it is soon joined by two others. “We don’t like visitors at our farm, and uninvited guests have a tendency towards being shot.”

The Forsons are concerned about the coming flood, and are ill-disposed towards taking the time to speak with any of the party. They will comment that a great storm is coming from the north, and that they are fleeing to a mountain refuge as a precaution should the river flood. They will not open the gates for the characters, and will share the location of their mountain refuge with no one.

If the party is accompanied by one of the brigands, even though he is likely to be a prisoner at the time, the Forson’s may simply open fire on the party with their longbows (Game Master’s discretion).

Forson Farmer’s (16)

Appearance: These human males garbed in homespun linen clothing and stand between 5’10” and 6’2” in height. They are of universally muscular build (due to their vocation as farmers) and carry themselves with an air of confidence. Each is armed with a longbow and a dagger.

Demeanor: Calm and self-assured, the farmers will not fire upon any approaching their stockade unless they feel threatened. Having experienced years of visitation from the local brigands, however, they are wary of visitors, and leery of strangers.

Power: 10% (2) **Defense:** 5% (1)
Health: 10 (each) **Move:** 12
Init: 0

Damage: Longbow 1d6 (range in yards: short-60, medium-120, long-180) or Dagger 1d4

Special: The farmers are used to defending themselves and fire from the protective cover of their enclosed stockade. This fortification adds 15% (+3) to their defense. They are also very handy with longbows and receive a bonus of 10% (+2) to their attacks.

You may decide that some means might be contrived to convince the farmers to open their stockade. Should this occur, there are a total of 42 inhabitants of Forson’s Farm: the 16 farmers mentioned here, 16 women, 9 children, and Forson, the leader of the clan.

While any situation requiring the use of these statistics should be extremely rare (the farmers will simply not open their stockade), players are unpredictable. The women and children will not fight but the patriarch of this clan, Forson, is an able opponent

Forson

Appearance: Approaching his 50th year, Forson is a powerful human. He stands 6’1” in height, and weighs 235 pounds. He wears a soft leather shirt and pants that provide him with armor as well as mobility, and he carries a hand axe at his belt as well as a dagger.

Demeanor: Bitter over the loss of the community that has become the Riotous Vale, Forson will be annoyed by any intrusion into his private domain, and extremely vengeful should his stockade be breached.

Power: 20% (4) **Defense:** 15% (3)
Health: 34 **Move:** 12
Init: +5% (1)
Damage: Handaxe 1d6 or Dagger 1d4

Special: Due to his ire and skill, Forson receives a bonus of 15% (+3) to his attacks and does an additional 3 points of damage when striking.

If the stockade is ransacked, it contains a vast array of food and useable goods, but little actual wealth.

Encounter Area D: The Wolves Den

With the destruction of Kaufhaffen and the surrounding farms (excepting Forson’s stockade), predators have begun returning to the Riotous Vale. A large den lies here amidst the rocky hills that extend outwards from the nearby mountains. The pack here is comprised of 11 individuals and is led by an oversized and highly territorial male. Should the party cross the river and come to within 500 yards (five squares) of this den, this male alpha-wolf will appear on the hill side and sound an ominous howl as a warning to would-be trespassers.

As you explore the grassy meadow, a loud howling reaches your ears. Standing on a nearby hillside to the west is a large, grey-coated wolf. His howling continues and, eerily, it seems directed at you and your companions.

Rain of Terror

If the characters approach the den more closely following this howling, the alpha male will disappear back into his den, where he will prepare his pack to repel the intruders. The pack will emerge from an alternate exit to the den, attacking the party (achieving ambush 50% of the time) by surprise.

Wolves (11)

Appearance: Wolves look very much like large dogs, but with heavier shoulders and jaws. Those in this forest have coats colored a dismal gray.

Demeanor: Wolves are wily and crafty predators with a fierce loyalty towards members of their pack. This pack is particularly territorial as they have only recently established their lair.

Power: 10% (2)
Health: 7 (each)
Init: +10% (2)
Damage: Bite 1d6

Defense: 5% (1)
Move: 11

Special: Any bite that strikes for a full 6 points of damage will deal an additional 1d6 of rending damage as the victim's flesh is torn by the powerful jaws.



Alpha Male Wolf

Appearance: This oversized wolf stands over 4 feet tall at the shoulder, and weighs nearly 300 pounds. His drab gray coat makes him difficult to spot at night, and his fierce jaws appear capable of severing a limb.

Demeanor: This crafty predator views intruders as enemies and potential prey. He will fight to the death to preserve his territory.

Power: 15% (3)
Health: 13 (each)
Init: +10% (2)
Damage: Bite 1d6+2

Defense: 5% (1)
Move: 12

Special: Any bite that strikes for full damage will deal an additional 1d6+2 rending damage as the victim's flesh is torn by the powerful jaws.

Should the party furnish the den a wide berth (500' minimum; 5 squares on the map) the wolves will be unimportant to the adventure until after the flooding begins. Their pelts are of relatively little value, and there is no treasure within their den.

Encounter Area E: Burned Out Farms

These areas may pique the interest of your players, but little remains at these sites beyond a few blackened foundation stones, and piles of muddy ash. Allow the characters to explore these ruins if they wish, but, especially in this driving rain, all they are likely to find is an ash-like mud that will befoul their clothing.

Not far ahead you can see a square-shaped pile of blackened stones, with a surrounding pile of ash. It appears to be the remains of a burnt-out farm.

Encounter Area F: Lair of the Seelen-Sauger

This burnt-out farm differs from the others in the valley in that the building was composed of stone, and so only the roof, windows, and door are missing. It is also the lair of a rather unusual creature, the Seelen-Sauger. The Seelen-Sauger is the offspring of the Seelendieb. You might wish to review *Phase Four Area C: The Seelen-Sauger* as well as *Phase Four Area D: The Seelendieb* (on pages 35-36), before presenting this encounter to your players.

In the distance you can see a building that has remained remarkably intact. Made from stone, its empty windows and doorways are streaked with black soot, and its missing roof bears mute testament to those that once lived here. Still, its walls appear sound.

If the characters approach to within 50', they will notice that some attempt has been made to repair the roof of the back portion of the structure.

A ramshackle roof covers a portion of the rear of the structure. Made from a chaotic collection sticks, farm-implement handles and half-burned timbers, all covered by rags weighted with other stick and timbers, it seems that there might be a portion of this building that will allow you, at least temporarily, to dry off.

The repairs have actually been affected, not to block the elements, but to block daylight. The rear portion of this structure is the lair of a semi-corporeal and quite rare predator known as a Seelen-Sauger.

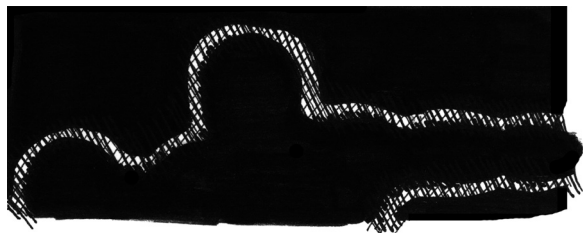
The Seelen-Sauger

Shadow-like, it prefers areas with no direct sunlight, and hunts most often by night. The gloom provided by the current rainstorm has made it quite comfortable. It will sense the characters as they approach, and will attempt to attack the last of the party by remaining in the shadows and attacking by surprise. There is a 35% chance that the Seelen-Sauger will be seen prior to its attack, but only if the characters are looking for potential threats.

Seelen-Sauger

Appearance: The Seelen-Sauger appears to be nothing more than a patch of darkness with a humanoid form. In direct sunlight (or illumination equal to such) it will cringe and reveal the details of its form, an anthropomorphic creature with the skin of a jellyfish, no mouth, and fingers that end in tooth-ridged suction cups.

Demeanor: The Seelen-Sauger is only moderately intelligent and has the outlook of an animal. It feeds to live, and it lives to feed. It is terrified of holy auras (but not unholy auras) and will flee only if confronted by persons or objects projecting these auras. Beyond that, that Seelen-Sauger knows no fear.



Power: 30% (6)

Defense: 20% (4) but Special (see below)

Health: 17

Move: 20

Init: 0

Damage: Life Drain 1d10

Special: Due to the only partially corporeal nature of the Seelen-Sauger, normal weaponry has no effect on this creature. Magical weapons and spells affect it normally, and blessed weaponry and prayer effects always hit for maximum damage.

Other: The Seelen-Sauger attacks but once per round, and will only attack if it has not yet “hit” a victim. Once an attack is successful, however, the life essence of the victim will be drained each turn thereafter at the rate of 1d10 per combat round. Victims are drained to zero health and are left in a catatonic state for the next 2-12 hours. Health which has been drained from a victim is immediately added to the health of the Seelen-Sauger. This creature is, fortunately, incapable of attacking holy warriors and priests (excepting those serving evil gods).

At the rear of the structure the Seelen-Sauger has sequestered those few items it finds valuable:

9 Black Garnets (1245gp value)

A Ring of Darkness that can create a spherical area of darkness 15' in diameter that will persist for 1 hour 1/per day. The darkness moves with the ring.

Encounter Area G: The Ruined Keep

Visible from any point in the Riotous Vale, Osgood's ruined keep is little more than a pile of rubble with two partial walls and one tower remaining as the only standing elements. The walls form a corner buttressed by the remaining tower, and no visible means of ingress presents itself. The tower stands 54' tall and has a diameter of 20' at its top. The two walls each have arrow loops that allow some view of the interior, but are a mere 3" in width, barring any ease entry.

The ruin of the keep lies above you amidst the rocky cliffs that border the ocean. Its lower level is an impassable mass of tumbled rock, while its single remaining tower points skyward like a finger of forgotten duty. Given the chaos of the ruin's surroundings, it will require an arduous climb to achieve what remains of the building for a close inspection.

If the characters do wish to approach the ruin, turn to *The Keep* on page 28, and refer to the Keep Map at the end of this adventure.

Encounter Area H: The Stone Bridge and the Ruins of Kaufhaffen

A well-built bridge of stone connects the rocky cliffs that contain the keep and the small island which forms the base for the town of Kaufhaffen (or at least what's left of it). The bridge is 90' long and 20' wide, and is supported beneath by a series of three arches. These arches are anchored on the ocean floor by carved pillars of granite atop which the arches are constructed. Forty feet separates the ocean's surface from the bottom-most portion of these arches, and the construction of the bridge is such that little (although some) mortar is in evidence between the stones.

Rain of Terror

Atop the bridge are two brigand guards armed with Heavy crossbows and wearing chain mail. It is their task to stop any attempting to enter Kaufhaffen via the bridge, then bringing these persons to *Area G: The Wayside Bench*, in Kaufhaffen (see page 23). 'Visitors' that surrender to these bridge guards are despoiled of any visible weaponry and obvious wealth and then escorted to The Wayside Bench and placed in temporary confinement, under guard, in the cellar. Generally, Captain Gorewick confiscates the best of any spoils taken by those exploring the Riotous Vale before allowing them to enter the ruined town beyond.

As the characters approach the bridge, they will undoubtedly notice these guards.

A stone bridge lies several hundred feet from your current location, but even at this distance, you can discern the two guards that patrol its vast expanse. Armed with heavy crossbows, it will be nearly impossible to slip past them and enter the ruined port beyond using the bridge. Unless another means for approaching the island can be found, these guards will have to be confronted.

The guards on the bridge can be bribed (with gold), but remember: these are pirates and brigands, and they are likely to be persuaded only by monetary gain, or at least the promise of same.



In the event that the characters choose to attack these guards:

Brigand Guards (2)

Appearance: These two brigands are human males garbed in garish and stained clothing covered by a low hanging shirt of chain mail. They wear broad-brimmed hats that are likewise stained and ill-kempt, and carry heavy crossbows. Each is also armed with a broad-bladed cutlass.

Demeanor: Arrogant but cowardly, the brigands will attack only if attacked, preferring to escort any approaching the stone bridge to their Captain at the Wayside Bench (*Area G in Kaufhaffen*). They will respond to attacks made against them while retreating to Area C in Kaufhaffen where they hope to get help from their fellows (see page 19).

Power: 5% (1)

Defense: 25% (5)

Health: 11 (each)

Move: 12

Init: 0

Damage: Cutlass 1d8 or Heavy Crossbow 1d6 (range in yards: short-20, medium-40, long-60)

Special: The bolts used by these brigands are tipped with a virulent poison that will cause 1 damage every 30 seconds until either it is cured or the victim dies.

If these two brigand guards are attacked but manage to survive until the fourth round of combat, they will flee to the foot of the stone bridge where they will join their companions from Kaufhaffen in Area C. In any case, once they characters cross this bridge, they enter *The Ruins of Kaufhaffen* and you should refer to that section (page 18) and the *Kaufhaffen Map* at the end of this adventure.

If the two guards are killed, and their bodies later searched, each will be found to have 12 gp value in mixed coins of small denomination on his person.



Cave of the Seelendieb

Encounter Area I: Cave of the Seelendieb

This encounter area is the crux of the adventure, and will be covered in much greater detail further on in this narrative (see *Phase Four Area D: the Seelendieb* on page 36). It is possible, however, that the characters might arrive here prematurely. Should any character explore this area before the flood has reached its peak, a description is here provided.

The Cave of the Seelendieb resides amongst the rocky crags of the mountains on the northwest side of the Riotous Vale. There is a path to the cave, but it has gone unused for more than a century and now appears as little more than an erosion gully. The cave entrance can be seen from the floor of the vale, however, should any of the characters scan the surrounding mountains in the area of the cave.

You can see what is likely an erosion gully leading into the base of the mountains to the northwest. Situated some 200' above the valley floor is a cave entrance to which the gully leads. The cave is small, and the opening no more than an irregular 8'-10' in diameter.

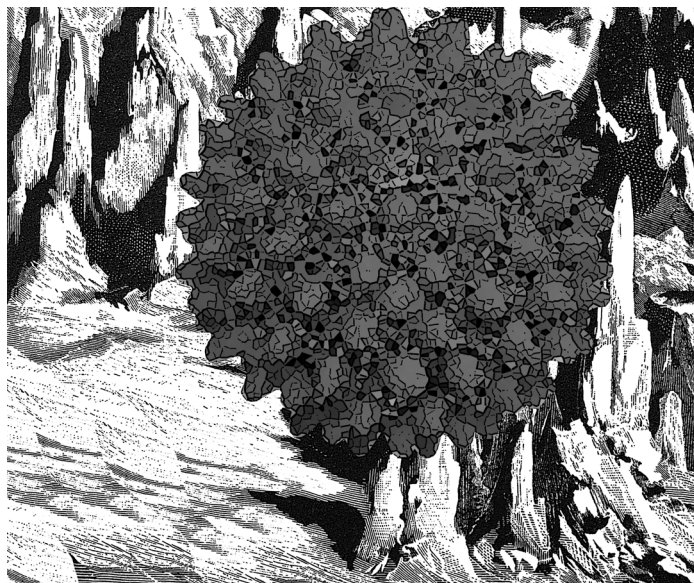
If the characters follow the gully, they will find it remarkably free of loose rocks until they approach a small flat area within the gully some thirty feet from the mouth of the cave. There, in the midst of the flat space, is a small 2' tall statue depicting a hideous frog-like creature with a gaping mouth. This statue is actually an appendage of the Seelendieb. It is currently in its encysted state and is nearly indestructible. As it is attached to the Seelendieb 30'+ away in the cave, it may be neither moved, nor removed. Repeated assaults on the statue will lead to some chipping, but overall it will remain remarkably unscathed.

The gully rises at a fairly steady but steep angle, arcing upwards from the valley floor. As you near the cave, the gully flattens into a more open space some 30' from the cave entrance which you can now plainly see. A 2' tall statue depicting a hideous frog-like creature with a gaping mouth stands as a lonely sentinel in the center of this open space.



Should more than a gallon of fluid be poured into the mouth of the statue, for any reason, the Seelendieb will begin to revive. Consult *Phase Four Area D: the Seelendieb* on page 36 should this occur.

As previously mentioned, until the flood waters rise, the Seelendieb within the cave is in its encysted state. The cave it occupies is not large, measuring some 25 feet in depth, 15 in width, and with a 12-foot ceiling. A hole in the ceiling of the cave leads to a small gully that leads further up and into the mountains to the northwest of the cave. Characters exploring the cave will find only a pile of rock with an oddly regular, and spikey, shape. Should your players decide to attack the Seelendieb in its near-impregnable encysted form:



Encysted Seelendieb

Appearance: An Encysted Seelendieb appears to be a rock formation of generally spherical shape some 8 feet in diameter. The surface of this rock formation is covered in small, 6-inch conical (spikey) projections.

Demeanor: inert

Power: 35% (7)

Health: 100

Init: 0

Defense: 115% (23)

Move: 0

Damage: none

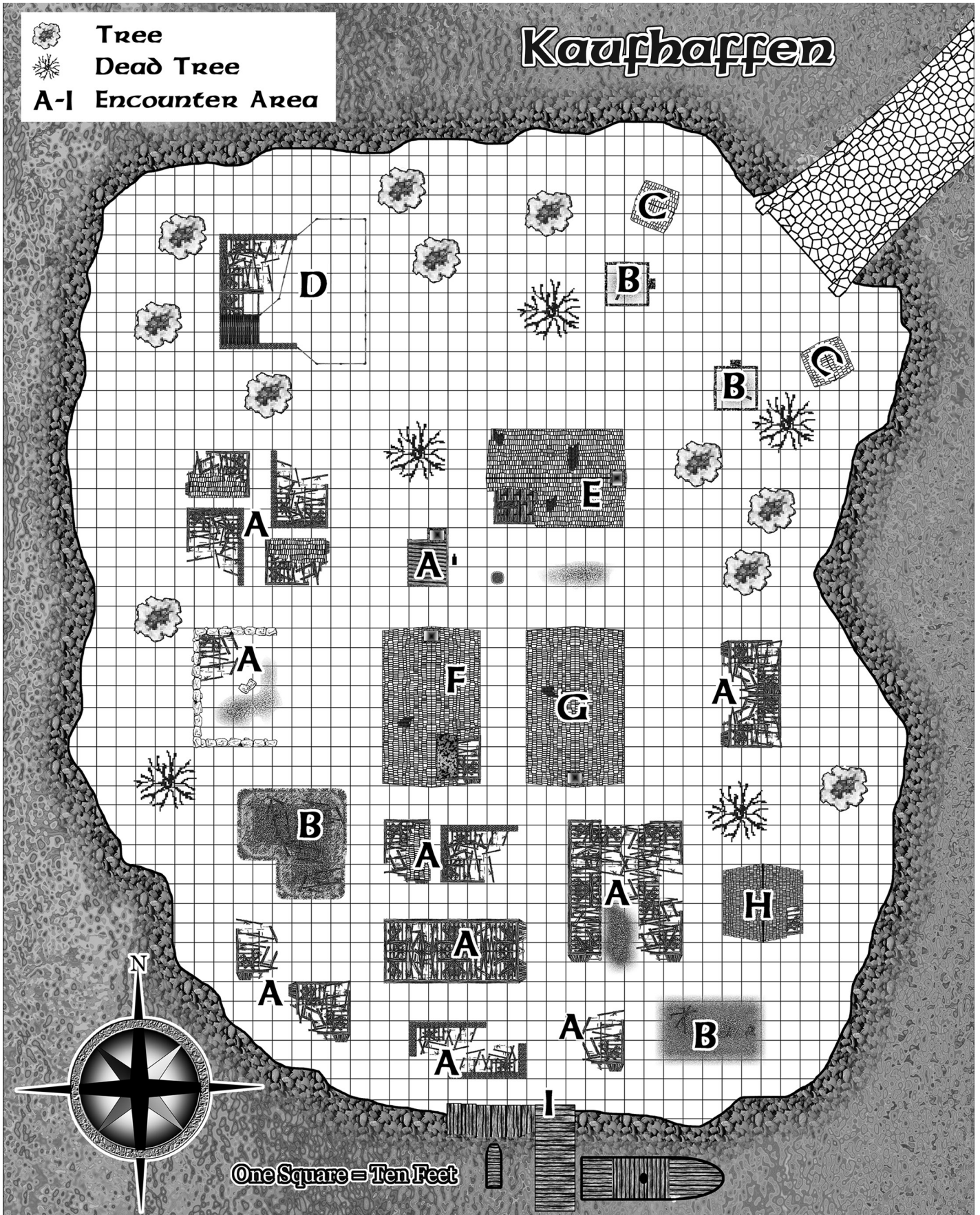
Special: In this form, the Seelendieb is susceptible only to magic related to the banishing of demons, undead, and evil spirits, and enchanted weapons with a bonus of +15% (+3) or greater.

Rain of Terror

The Ruins of Kaufhaffen

Kaufhaffen

-  Tree
-  Dead Tree
- A-I Encounter Area



Kaufhaffen

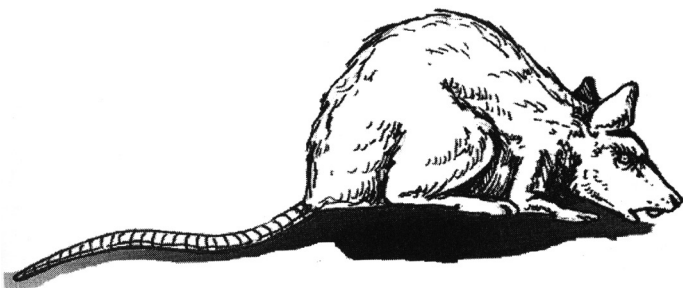
This map assumes that the characters are entering Kaufhaffen during Phase Two, although it is also possible that they have entered the ruins of this town during Phase Three. If the characters enter the town during Phase Three, Areas A, B, D, H, and I have been completely swept away and are no longer accessible. Areas E, F, and G are flooded throughout their first floors and cellars, and only the second floor of the buildings in these areas remains above water.

As the characters have likely arrived here during Phase Two, the descriptions provided here are geared towards that timeline. The streets are passable but muddy and treacherous, and the brigands and thieves are all indoors due to the driving rain. Maximum visibility is 100' (ten map squares).

Area(s) A: Looted Ruins

These areas are typified by a ruined building, often a structure that remains only partly, or just barely intact, with smashed beams, missing roofs, and the general chaotic clutter that follows a building collapse. Your characters may wish to search these areas; a difficult task in the driving rain. For each 10 minutes searching, however, they have a chance of finding something, although it may not always be a desired happenstance. Roll once on the following chart for each ten minutes spent in diligent search (1d20):

- 01-03 Two chipped ceramic plates of good quality but no real value
- 04-05 3 pieces of silver flatware worth 2gp
- 06-07 A brass candlestick worth 1gp
- 08-09 A rotted and unreadable book
- 10 A leather backpack in useable condition
- 11 A cork vest (Intentional Flotation Device)
- 12-14 An empty but intact bottle
- 15 A half-full wine bottle of passable vintage
- 16-17 A broken tool handle
- 18 A silver vase or pitcher worth 4gp
- 19-20 2-12 Giant Rats (see column right)



Giant Rats (2d6)

Appearance: These oversized rodents are commonly 2 feet in length and weigh 20 pounds. Their fur is brown or black and they have red eyes and four fang-like incisors.

Demeanor: curious, hungry and aggressive. These rats will flee when less than ¼ of their number remains alive.

Power: 5% (1)

Health: 3 each

Init: +5% (+1)

Defense: 15% (3)

Move: 14

Damage: Bite 1d4

Special: the bites of these rats carry a 25% chance of infectious disease. Those characters unable to avoid this disease suffer 2 damage per hour until such time as the disease is cured, or the character dies.

Area(s) B: Burned-out Ruins

These locations are piles of ash with but a few remaining timbers and lumps of mostly consumed wood. They contain nothing of value and, in this rain are nothing more than a few foundation rocks surrounding murky pools of ash-filled water.

Area(s) C: Off-duty Guards

Originally some of the newest homes in Kaufhaffen, these stone buildings have suffered only moderate damage, and currently house the brigands that guard the stone bridge. The doors to these dwellings are intact, but the roofs have suffered somewhat, and the windows are covered with mere rags. Each stone house is occupied by two off-duty brigands, huddling miserably around a smoky but warm fire within. Given the rain, lack of window glass, and interior leaks, these brigands are easily surprised by a stealthy approach.

A remarkably intact stone building can be seen through the drenching downpour. Its roof is patched and dilapidated, and rags cover its windows, but a greasy smoke rises from its chimney. As you approach you can see that its wooden door is also intact.

If the characters knock on this door, the brigands will immediately demand their surrender in a noticeably drunken slur. If the characters make an unannounced entrance:

Rain of Terror

Beyond the door you see a room with several chairs, a small table, and shelves filled with foodstuffs lining the far wall. A smoky fire burns within the fireplace, and two of the chairs are occupied by wine-bottle-wielding brigands. They stare at you in mute surprise.

Brigand Guards (2 then 4)

Appearance: These two brigands are human males garbed in garish and stained clothing. They wear broad-brimmed hats that are likewise stained and ill-kempt, and carry a broad-bladed cutlass in a belt scabbard.

Demeanor: Arrogant and at least partially drunk, these brigands will attack if threatened in any way. They will escort any who surrender to an audience with their Captain at the Wayside Bench (Area G). They will also call for help from their fellows in the other house marked "C". These brigands will join the fray on the third round of combat (hence 'then 4').

Power: 5% (1)

Defense: 5% (1)

Health: 11 (each)

Move: 12

Init: 0

Damage: Cutlass 1d8+1

Special: The drunken disregard these brigands have for their own safety causes them to attack with great ferocity, thus causing an additional point of damage as described above.

If defeated, each of these Brigands carries 10gp in mixed coins of small denomination. Each house contains several bottles of palatable wine and three days of wholesome food for 4 people.

Area D: The Stables

Although the building is largely a ruin, the southwest corner remains intact, and a ramshackle roof has been constructed above this remaining section to provide shelter. Three mangy horses remain sheltered within this meager enclosure, and they are tended by a malnourished man that has been chained to one of the building supports. A veritable slave, this man used to own the town's livery, but now tends the horses in exchange for meager supplies of food and water from the brigands. As a result, he is thoroughly cowed, and thoroughly disagreeable.

A partially ruined barn peeks through the gray curtain of rain before you. While the northern section of the building is a pile of broken beams and rubble, the southern end of the barn appears intact, and is covered by a makeshift roof. You see several large figures moving within the dark interior.

If the characters approach for a closer look, the chained slave will emerge from the darkness at the rear of the stable.

"Ere now," a voice from the interior of the building calls. "Who goes? You ain't none o' that theivin' lot now are ya?"

You can now see that the voice belongs to a rather careworn man garbed in soiled white rags with a chain attached to his right ankle. Within the darkened interior of the stable you can also see three bedraggled horses.

If the characters free the man, he flees with all speed in the direction of the stone bridge. Inside the structure, the three horses are tied, and buckets of water stand ready for their consumption. Bits, bridles, saddles, and other tack are also stored inside. Should the characters have any experience saddling horses, they might easily appropriate these steeds for their own use.

Characters riding steeds need not make Wading checks when traversing partially flooded areas.

If the characters attack the man, he will die screaming, potentially alerting the brigands in other portions of the town, at your discretion. No stats are given for this pitiful individual, as he is readily dispatched.

If detained and questioned, the man gives his name, Randolph, and relates that the leader of the brigands is named Gorewick, a man he never met. He knows the brigands are a pitiless and bloodthirsty lot, and these cutthroats questioned him extensively concerning any knowledge he might have of additional ways of entering the keep. Randolph has no knowledge of any hidden doors or secret entrances. He will thank the characters if they free him after any questioning, but leaves immediately, running in the direction of the stone bridge.



Area E: Stanley's Workshop

As Stanley was until recently a resident in Kaufhaffen, albeit against his will, his workshop is still in relatively functional condition. A large 2-level structure, the upper level contains Stanley's former living quarters, while the lower level is consumed almost entirely by Stanley's work areas: benches and tables, grinding wheels, wood-shaping lathes, and tool storage. Although Stanley has been 'missing' for nearly an entire day, the brigands have yet to pillage his workshop.

A large wooden building looms at you from out of the near-impenetrable curtain of rain. It is a 2-level wooden structure and its lower level seems surprisingly intact. The upper floor has several holes in its walls, and one corner of the structure has collapsed, exposing one room to the outside elements. The exposed room is deserted but clean, as though someone had removed all debris. Shattered windows and a large wooden double door beckon from the first floor.

The doors to the workshop are merely latched, not locked, and the characters can easily gain access by opening them.

What lies beyond the 9' x 5' double doors can only be a workshop area. Workbenches with partially finished projects abound, while tools lie about in abundance.

Any standard wood-working or metal-working tool may be found in this area. If the characters wish to purloin them, let them — most will be useless in the coming storm. What will be of use are the coils of strong but light rope stored upon one of the workshop's shelves, and the steel grapples and ladders also found there. Near the back of the shop, a staircase leads to the second floor. If the characters choose to explore the second floor:

As you mount the well-maintained stairs to the second floor, a crashing sound from above causes you to pause.

A solitary thief is pillaging his way through Stanley's personal belongings on the second floor. Intent as he is (and has been) on finding any useful or valuable items Stanley may have left behind, he has taken no notice of the party's first floor exploration.

Any talking following this crash, however, will likely be heard. If the characters proceed with stealth, they will catch this thief by surprise. If not, he will be lurking in the shadows above, and he will surprise them as they arrive at the top of the stairs.

Sneak Thief (1)

Appearance: Clad in black leather armor, this human thief is of slight build, standing 5'9" in height and weighing 145 pounds. He is lithe and agile, and those unprepared for him will think him a moving shadow until he has made his attack.

Demeanor: Crafty and cunning, this sneak thief is a wily opponent.

Power: 15% (3)

Defense: 10% (2)

Health: 19

Move: 12

Init: +5% (+1)

Damage: Rapier 1d6+1

Special: If attacking from surprise this Sneak Thief receives a bonus of 50% to his attack and he does double damage. His knowledge of dirty fighting tricks provides him with the bonus noted above: +1 to all damage.

The second floor is partly destroyed, with only two rooms, those at the top of the stairs, being completely isolated from the elements. The other chambers have holes in their walls, leaky roofs, or missing windows, and all are showing signs of wear, especially in the current rainstorm. Describe it to your players as you see fit. Many normal items may be found here, all neatly stacked upon shelves or stowed in crates including:

Male human clothing

Soap, washbasins and towels

Food (various sorts)

Several bottles of mediocre wine

...and, in one locked chest, Stanley's most prized possession, a collapsible plumb bob and leveling scaffold. It was the rumor of this locked chest that drew the Sneak Thief, but these items have little value to any besides a mason or builder. The apparatus is quite large, and difficult to recognize for those without construction skills. Much like the Sneak Thief, the characters may be fooled into thinking it is an item of high value as it fills the large chest (it is disassembled and in pieces). The value of this scaffold is between 200-300gp to a mason or builder.

Rain of Terror

Area F: The Boarding House (Den of Iniquity)

As the characters approach this building, they will note that it differs from most of the others they have seen in several important ways.

The building before you has two floors, and although it has obviously been damaged, it has also been crudely repaired. Several thin metal plates cover holes in the walls and roof, and all of the windows have glass. The door to this edifice stands open, allowing light to pour outward from the interior. It is evidence of an even stranger aspect of this building; lights shine from the windows, and you can hear the sound of revelry and voices from within.

Should the characters approach the open door, continue:

The original business sign is long gone, but over the door has been crudely painted “Hores and Rum”. Although you hope it might be a stable, and the sign merely a typographical error, the sounds within make you think otherwise.

Should the characters enter, they will be greeted by a rather shabbily dressed middle-aged woman who will ask in a raspy voice,

“What’s yer pleasure tonight gents? Drink or something else?”

She will then offer to take them upstairs for 2gp, and introduce them to

“...her girls.”

If the characters agree immediately, they will be ushered into a room with two scantily clad females who claim that their names are Maggie and Priscilla.



If the characters befriend these two, and offer to help them escape, the girls will reject their offer but will soften their demeanor. They will relate the following:

- That the town is ‘run’ by Captain Gorewick and her pirate band. They do deal with other pirates on occasion, and have several treasures tucked away in the Captain’s office in a large, locked oak chest. The chest is guarded day and night by the Captain’s fierce dog.
- Several of the pirates went to explore Osgood’s keep, hoping to find a means to enter the portion that still stands. None ever returned.
- Captain Gorewick generally takes everything from pirates she doesn’t know, let alone decent people such as the characters. Should any of her men report back to her, the characters will be immediately hunted by Gorewick and all of the pirates detailed in *Area G, The Wayside Bench*.

If the characters do not befriend the ladies, or once the ladies have imparted this knowledge, several of Gorewick’s men will notice the strangers as they stroll past the room while walking in the hall. Within two minutes, (and the characters may use these two rounds to prepare or flee), the characters will be attacked.

Drunken Brigands (2)

Appearance: These two brigands are human males garbed in garish and stained clothing. They wear broad-brimmed hats that are likewise stained and ill-kempt, and carry a broad-bladed cutlass in a belt scabbard.

Demeanor: Arrogant and drunk, these brigands will attack with little thought to their personal safety. Unable to feel any less-than-fatal wound, they will continue to attack until killed. If the characters capitulate, the brigands will escort any who surrender to an audience with their Captain at the Wayside Bench (*Area G*).

Power: 5% (1)

Health: 14

Init: 0

Damage: Cutlass 1d8+1

Defense: 5% (1)

Move: 12

Special: The drunken disregard these brigands have for their own safety allows them to attack with great ferocity, thus causing an additional point of damage as described above.

Kaufhaffen

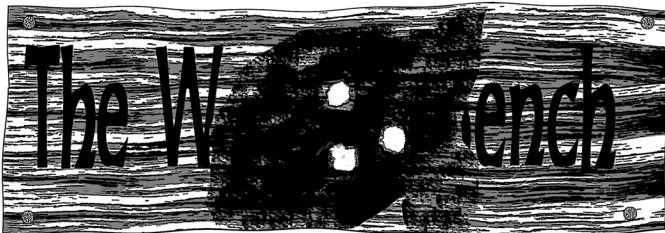
If the brigands are killed, Maggie and Priscilla will flee the brothel, thanking the characters for their help and racing off towards the stone bridge through the storm. The other women will remain within the building, eyeing the characters fearfully (and possibly reporting back to Captain Gorewick at your discretion). If the corpses of the defeated brigands are checked, a total of 40gp in coin is found, but nothing else of any value.

Area G: The W(ayside B)ench Inn (Gorewick's HQ)

The characters may approach this building while escorted by Brigands (either they have been captured or surrendered) or they may approach it during the normal course of exploring Kaufhaffen. Tailor the description below to match the situation faced by your players.

Much like the boarding house, the Wayside Bench, Kaufhaffen's inn, shows signs of repaired damage. The pirates use this building as their base of operations, and so the building is kept in moderately good repair, although these repairs are often haphazard.

A large two-level structure materializes before you out of the heavy rain and mist. Its multiple windows and covered veranda lead you to conclude that this was likely once an inn. A partially destroyed hanging sign hanging before the front door to the building confirms this. The sign has been split down the middle, but two pieces remain, the faded lettering on them suggesting that once this town was more than a mere den of pirates. The sign reads "The W" and then a gap appears where the wood has been destroyed. To the right, the remainder of the sign reads, "ench Inn". There are lights in the windows, and you can just make out the faint sound of voices within.



The door to the inn is substantial but is unlocked. Once the characters enter, continue. *Use the description that follows only if the characters enter unescorted.*

The common room opens before you. Two tables with ten chairs occupy the space nearest to the door while 40 feet away, on the far side of the room, a roaring fire fills the large stone fireplace, quickly dissipating the chill you feel from the rain. A stack of broken furniture rests next to a staircase leading to the second floor, and a dejected woman stands near an open doorway behind a counter that must have once been the inn's bar. Flanking the fireplace are three large upholstered chairs. Two mangy-looking brigands occupy a pair of chairs to the right of the fireplace, but it is the third figure on the far side of the hearth that catches your eye. A she-pirate in gaudy silks reclines there, a rum mug in her left hand while she twirls a slim dagger in her right. Before you can blink, the she-pirate climbs to her feet and addresses you.

"It's a brave man that walks into the Wench unannounced," she cries, flipping the dagger into the air and catching it by the blade as though to throw it. "State your business, or prepare to die. Your choice."

If the characters attack, the she-pirate, none other than Captain Gorewick, will gleefully jump into the fray, her two officers at her side.

Captain Gorewick

Appearance: A dark-skinned beauty, Captain Gorewick stands 5'10" tall and weighs 170 pounds. Her lithe form is muscular and well proportioned, and she is dressed in gaudy, colorful pantaloons and shirt. A wide leather belt at her waist carries an inch-wide rapier, as well as several small leather pouches. Calf-high black leather sea boots complete her ensemble.

Demeanor: Cocky and self-assured, Gorewick is no fool. She will begin combat by throwing her knife with deadly accuracy (+15%/+3 to her attack) before pulling her rapier. She will use guile to put her opponents off balance, and will retreat to the second floor of the inn if pressed. Once there, she will rouse her other crewmates and once again confront the characters, chasing any which attempt escape.

Power: 20% (4)

Health: 24

Init: +5% (+1)

Damage: Enchanted Rapier 1d8+1

Defense: 25% (5)

Move: 12

Rain of Terror

Special: Gorewick's rapier has been magically endowed and grants a bonus of 5%(+1) to both its attacks and damage. Captain Gorewick also keeps several nasty surprises within the pouches found on her belt, including:

- Three small glass globes that, when thrown (up to 30 feet) shatter, releasing a gas that obscures the vision of all within 15 feet of the impact point. The gas also causes sneezing and choking for one full minute before dissipating, incapacitating those caught within the area of effect. The gas causes no actual damage and its incapacitating effects can be avoided by those wily enough to hold their breath.
- Four small darts that the captain is able to throw up to thirty feet. She is very practiced in their use and receives +15%/+3 to her attack roll when using these darts. All who fail to avoid the effect of the darts will quickly (ten seconds) become paralyzed by the toxin with which each is coated. The paralysis lasts 1-6 hours.
- A small vial of caustic acid that Captain Gorewick uses should an opponent attempt to grapple her. She will throw (roll a normal attack) the acid in the face of her opponent (3' range) causing incredible and debilitating pain as well as 1d6+3 damage.

Pirate Officers (2)

Appearance: These two human males wear expensive but filthy clothing and have an unclean and unshaven appearance. Both stand just over 6' in height and weigh over 200 pounds; true bully boys. Each is armed with a cutlass and a belt dagger.

Demeanor: Crafty customers, these pirate leaders have achieved their vaunted status by dispatching any and all who have challenged them. They are swift but cunning, and will circle their opponents, choosing the proper time to strike. They blindly obey the commands of Gorewick, and will follow her to the second floor should she flee.

Power: 15% (3)

Health: 18

Init: +5%/+1

Damage: Cutlass 1d8(+2)

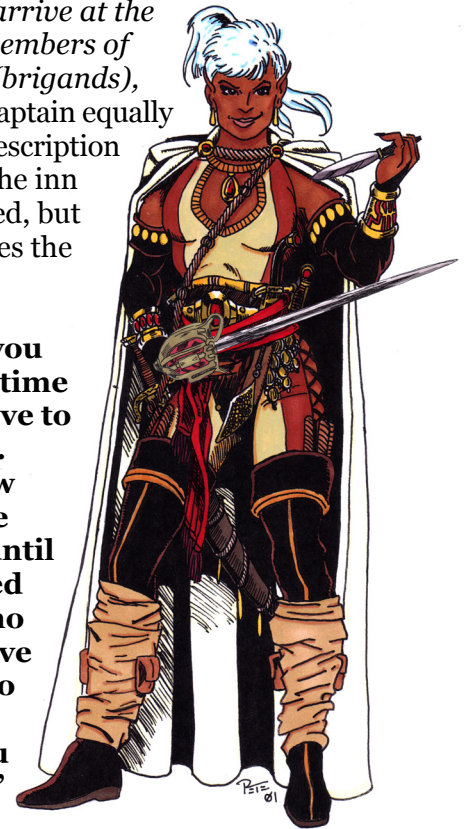
Special: Masters at the art of dirty fighting, the Pirate Officers add a bonus of +2 points to any damage they cause.

Defense: 15% (3)

Move: 12

If the characters arrive at the inn escorted by members of Gorewick's crew (brigands), they will find the captain equally unpleasant. The description of the interior of the inn remains unchanged, but Gorewick addresses the party differently.

“So what have you dragged in this time boys? You’ll have to excuse my men. They don’t allow anyone near me with weapons until they are satisfied they mean me no harm. Please give your weapons to the boys and they’ll show you to your rooms.”



If the characters surrender their weapons (or at least those that are visible), the brigands escorting them will quickly attempt to tie their hands behind their backs. If successful, they will then lead the characters to the cellar below the inn. Should the characters resist when the brigands attempt to tie them, Captain Gorewick, her two lieutenants (pirate officers), and the brigands escorting the party (likely two) will all attack the party. Use the previous combat listing and simply add two or more Brigands (previously listed) to the fray.

Once sequestered within the cellar, the characters will be guarded by but a single brigand. This brigand will taunt them, secure in the knowledge that the characters are both bound (their hands at least) and disarmed. It is entirely possible that the characters have concealed weapons, or have managed to free their hands. Regardless, once the characters are deposited in the cellar, they will be held there until either they escape, or the first storm surge hits (Phase Three begins, at your discretion timing-wise), and the cellar begins to rapidly fill with water. The guard will bolt from the room (up the staircase), and the characters have about 10 turns (or five minutes, whichever is shorter in the system you are using) before the cellar fills with water, and they begin to drown.

Kaufhappen

Gorewick is no fool. When the storm surge hits, she will gather her men and head for the stone bridge with all the alacrity she can muster. She and her crewmates will be headed up the trail towards the wooden bridge when the second storm surge hits the Riotous Vale. Although her crewmates will die in this deluge, Captain Gorewick (if not previously dispatched by the characters) will survive. We will meet her again (barring her demise) in *Phase Four Area B: The Dread Captain*.

The cellar is filled with empty barrels, rope, and loose lumber that might be used to fashion a flotation device. Although time is precious, the cellar door (at the top of the stairs) is unlocked, and characters wise enough to build a raft or similar device will find surviving the storm a far simpler task than those who do not.

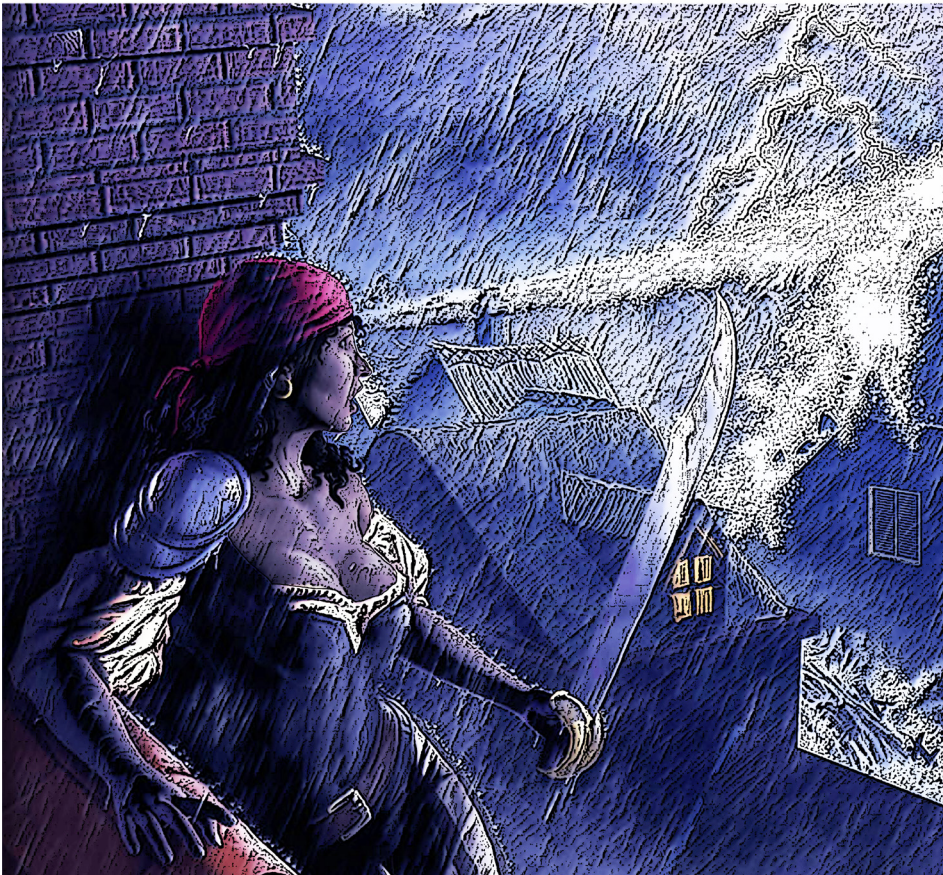
If the characters manage to return to the common room, they will find it deserted, and its floor will be rapidly covered by 3'-4' of water. The stairs to the second floor are accessible (although this is a trap – the water will eventually drown the second level as well) and Gorewick has left behind her 'chest of loot' should the characters deign to search for it. Should they make it out of the cellar without drowning describe the flooded inn:

The common room has changed dramatically. Water pours through the open front door, and the broken furniture that was lying in a pile now floats at ankle level across the room. There is no sign of either Captain Gorewick, or her companions – the inn seems completely deserted. Wind howls through the open doorway, rattling the makeshift window coverings and causing the lanterns which hang still-burning from their ceiling hooks to gyrate wildly. The stairs to the second floor, and the doorway to the back room (perhaps the kitchen?) also invite escape while still providing some shelter from the rising storm outside. You'll have to make your decision in a hurry; the water is now calf deep... and is still rising.

The second floor of the inn has also been abandoned by the brigands, and portions of the roof above are missing as well. There are four rooms on the second floor: two that are empty, and ransacked, one that holds several beds often used by the pirates, and one that holds the Captain's bed and her now-empty chest. Both empty rooms have weather-tight roofs (thus far), but the other two rooms are now partly exposed to the raging storm outside as a portion of the roof has blown away. Characters hoping for a reprieve by climbing to the second floor will indeed receive one... for now.

The first floor will flood to a depth of 3' before the storm surge has run its course, and this water will remain, flooding the entire town to a depth of 3' indoors and 4' outdoors. All of the buildings marked A and B have been swept away by the surge but all others buildings remain. The roofs of the stables (building D), as well as buildings E,F,G & H are above the water, although the boats tied up at the dock now seem to float in place as the docks have disappeared beneath the waves.

The party has approximately half an hour (in game time, not play time) before the next storm surge hits. You will need to determine the timing of the second storm surge, and the beginning of Phase Four of the storm. Let's hope the players use their time wisely.



Rain of Terror

Area H: Brigand's House

This is a somewhat larger house than those which were preserved for the use of the brigands near the stone bridge. While only a single storey, it is a brick building with a front porch supported by marble columns. Once a rather opulent residence of one of Kaufhaffen's more successful merchants, the building now has mere rags for windows and doors, but retains its roof, walls, and interior nearly intact.

A building rises before you through the rain. It is large, but silent and dark. Measuring nearly 40' across its front, the entrance is covered by a protective portico supported by marble columns. Rags cover its missing windows and front door.

There are normally brigands within the building, although these ruffians will have fled if the party approaches this building in Phase Three. If the characters approach in Phase Two, however (before the storm surge hits) they will find the brigands within sleeping.

Brigands (6)

Appearance: These brigands are human males garbed in garish and stained clothing. They wear broad-brimmed hats that are likewise stained and ill-kempt, and are unarmed when the characters enter. They are also barefoot as they have been sleeping.

Demeanor: The brigands here have been sleeping as they are both off-duty, and there is little amusement to be found within the remains of Kaufhaffen due to the rainstorm. They will awaken should they be disturbed in any significant way, but will be shocked by the presence of the characters. They will hastily grab for weapons and attack the characters if awakened.

Power: 5% (1)

Health: 11 (each)

Init: 0

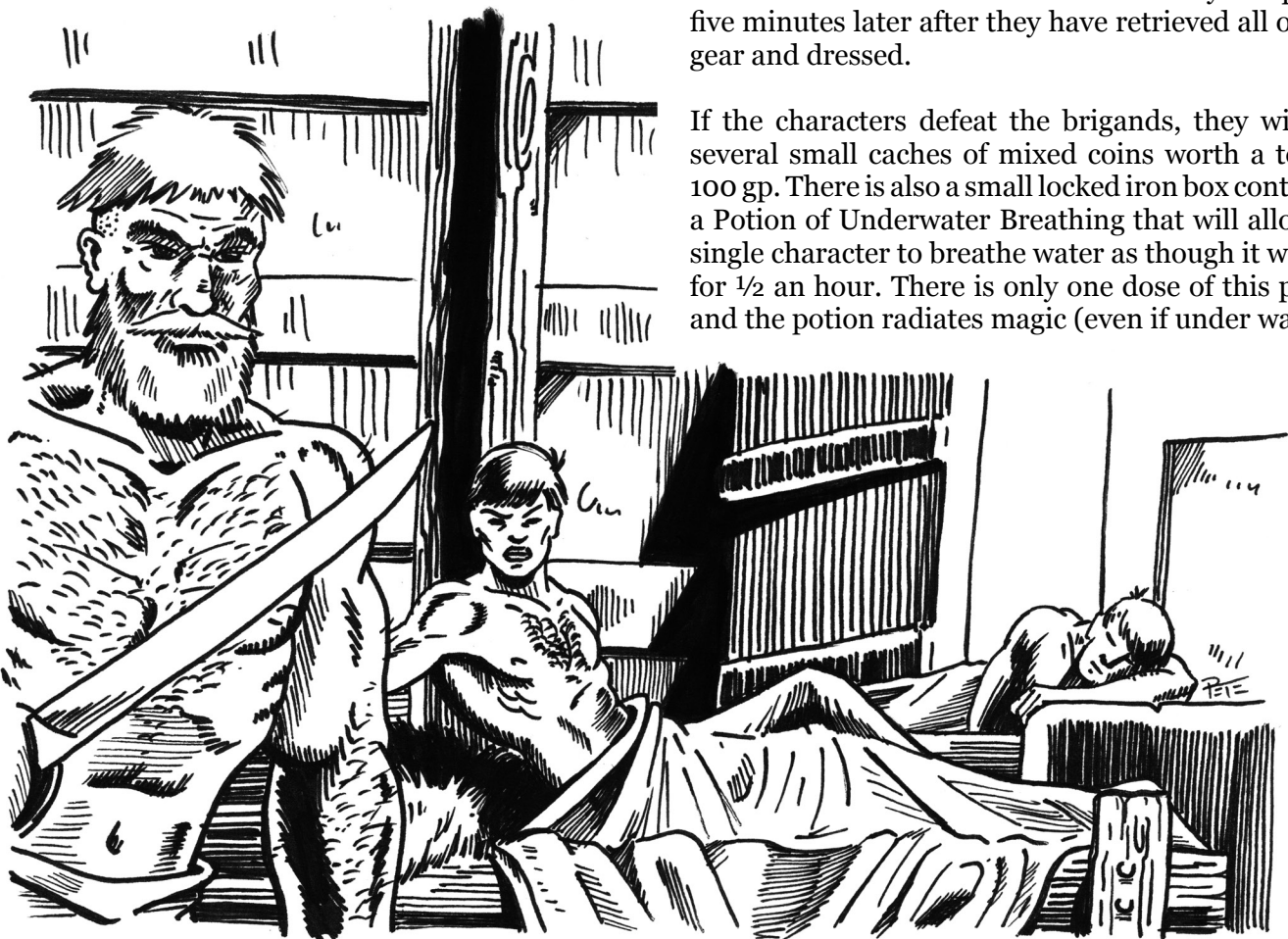
Damage: Cutlass 1d8

Defense: 5% (1)

Move: 12

Special: The brigands will provide no defense until the second round of combat as they are being rudely awakened (from their perspective). If the characters flee, the brigands will not follow them outside as they are barefoot when first encountered. They will pursue five minutes later after they have retrieved all of their gear and dressed.

If the characters defeat the brigands, they will find several small caches of mixed coins worth a total of 100 gp. There is also a small locked iron box containing a Potion of Underwater Breathing that will allow any single character to breathe water as though it were air for ½ an hour. There is only one dose of this potion, and the potion radiates magic (even if under water).



Kaufhaffen



Area I: The Docks

The brigands and their leader, Captain Gorewick arrived at Kaufhaffen in their piratical sloop several years ago. The sloop is still here, although it has fallen into disrepair and is little used as a result. Two longboats that were originally dragged behind the sloop, however, see regular use by the brigands now occupying Kaufhaffen. These longboats (22', 6 passenger) are in fair shape; water tight and containing all of their oars. The longboats are now tied individually to the dock.

The dock itself has decayed but little. Its original and quite sturdy construction has resisted the elements well in spite of years of neglect.

If the characters approach the dock area during Phase Two:

You hear the crashing of the surf above the wind and rain as you approach the shoreline. The dim outline of a single-masted sloop is the first object you can discern through the murk, but two smaller boats also become visible as you approach. The smaller boats are almost half-filled with water due to the rain, but they appear serviceable. Approaching yet closer, you note that all are tied at a sturdy wooden dock that extends along the shoreline for a distance of 60' and out into the bay an additional 50'.

The sloop is decrepit; its rigging hangs in tatters, its sail a mere rag hanging from the yards. It rides a bit low in the water, suggesting that its bilge (and perhaps more) is filled.

The door to the single cabin that lies on the aft deck stands open, while the hatch to the hold is shut.

If the characters explore this area during Phase Three, Alter the description:

The flooding keeps you from seeing what lies beneath the water, and you are certain that the cliff side, and the ocean, are close. Ahead you can see a single-masted sloop with its stern towards you; it appears dilapidated but seaworthy, and two longboats that also face stern towards you but that ride so lowly in the water they appear swamped. Only the gunwale of these longboats appears above the surface of the water. Why they should remain stationary in the midst of this storm is a complete mystery.

Both the longboats and the sloop are still tied to the dock, which is now under water. Tied at the prow, the influx of water from the sea has caused their aft-first attitude (from the characters' perspective). The longboats, as previously mentioned, are the more seaworthy vessel type; they are simply filled with water due to the torrential downpour. If emptied, they are entirely serviceable.

The sloop is deserted after the storm surge, its one inhabitant, a slovenly brigand named Carl, will also jump ship and head for the inn if the characters approach the sloop, even though he is meant to be guarding it.

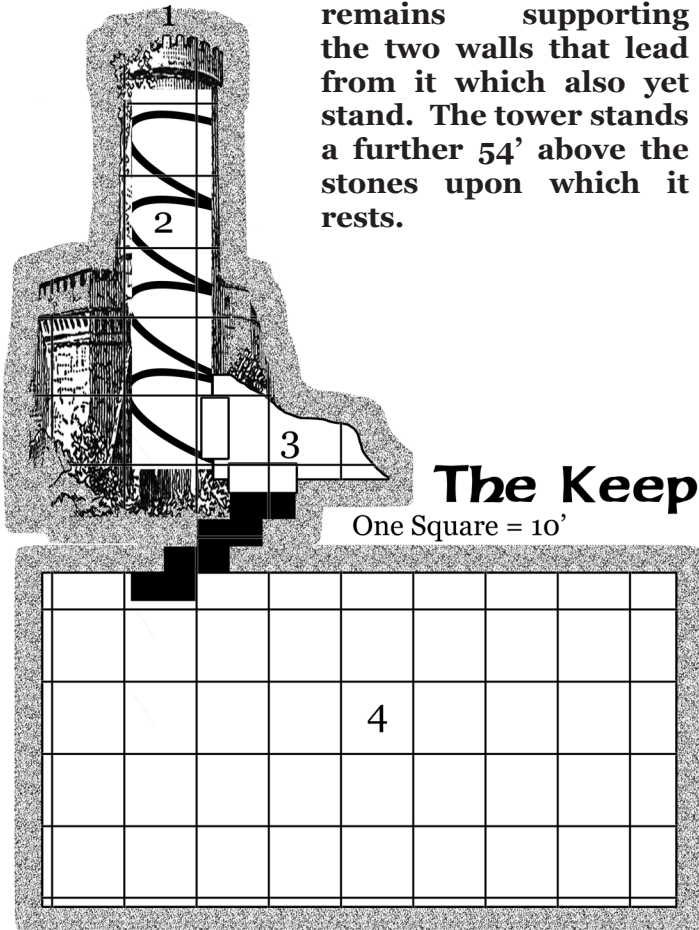
Rain of Terror

The Keep

The keep is the old stronghold of Lord Osgood, destroyed by the brigands when they attacked from the sea several years ago. Now only one tower, a small portion of the roof, and two walls of the edifice still remain standing. Unable to enter these ruins due to the rubble blocking any means of ingress, the keep has remained deserted since the day it was attacked by the pirates (brigands). Even in its pristine state it was a small fortress, and the only access to the interior that remains are two small arrow loops that penetrate the tower at a height of 12'. These loops are only 3" wide, and, as such, prevent anything larger than rodents and small animals from gaining entrance. The top of the tower is crenellated, but its 54' height has discouraged any would-be plunderers to date.

The ruined fortress lies atop a small ridge that juts out from the surrounding mountains at the point where those mountains meet the sea. Its once-proud stones lie in a jumbled mass some 50 feet above where you now stand. Weeds and brambles grow profusely between the stones.

A single intact tower remains supporting the two walls that lead from it which also yet stand. The tower stands a further 54' above the stones upon which it rests.



The two walls are intact for only 6' feet or so, and the roof that once covered the entire building has collapsed along with the front of the structure in a cliff-like mass of ruined masonry. If any portion of the interior remains intact, it is quite small.

The characters will either need to climb the rocks (no simple task; at the very least a check against the character's agility is warranted) or else approach the fortress from Kaufhaffen via the stone bridge that leads from the town to what used to be the front gate. In either case, they will arrive at the base of the structure, and will be able to perceive greater detail concerning the ruin.

The original entrance is now a mass of jumbled masonry. The only current access to the interior now appears to be a pair of arrow loops that pierce the intact tower at a height of 12'. These loops are narrow, measuring a mere 3" in width.

If any character manages to scale to the height of an arrow loop and peer within add:

You see a flurry of undefined movement within the darkness, and a putrid smell assails your nostrils.

The interior of the tower is populated by a hoard of bats, as well as scores of centipedes and other vermin that feed upon their droppings. This is covered in greater detail under *Area #2: The Tower Staircase*.

Characters attempting to scale the tower will need to be particularly adept at climbing (possessing a unique skill of this nature) although it is possible that the characters retrieved some climbing gear from a successful exploration of *Area E: Stanley's Workshop* in Kaufhaffen or that they brought such gear with them as part of their equipment, thus ameliorating this requirement.

The tower is of round, vertical construction. It is made of field stones and mortar, and measures 20' in diameter.

The Ruined Keep

Area #1: The Eagle's Nest

If the characters manage to scale the tower they will find themselves within its bastion, an open air observatory and defensive position with crenellations every 6'. It is a lonely and windswept place, exposed to the full force of the storm.

A hidden (secret) 6' square trapdoor in the floor of this bastion leads to a staircase that descends through the interior of the tower. It is disguised to look exactly like the rest of the flagstone flooring of this area, and may only be opened by pressing a unique stone found in the bastion's surrounding parapet. This stone may be detected by characters with skill in finding hidden portals, or the characters may be alerted to the unlocking device by Stanley's map (see Opening Encounter: Stanley Builder, on page 5). Once activated, the 6' square trapdoor slides easily open under its own weight.

Having scaled the sheer side of the tower, you find yourself at the defensive position at its top. A 20' diameter stone floor is surrounded by a crenellated wall that varies from 3' to 6' in height. There is no apparent egress from this tower beyond the climb that brought you here.

***Game Master Note:** Should the characters decide to ride out the storm in this area, they will be battered by the storm, but will likely survive. The top of the tower never falls below the uppermost level of the flood, and the tower itself is built to withstand the fury of the storm.*

Area #2: The Tower Staircase

Should the party manage to open the secret trapdoor, or devise some means of penetrating the keep through the rubble, a 5' wide staircase with two landings (archer's perches) fill the tower. Here also lives a hoard of bats, as well as the vermin that feast upon their guano. The description that follows assumes that the party is entering the main body of the tower through the trapdoor at its top.

Beneath the trapdoor you see only a spiral staircase leading downwards into darkness. A horrific smell assails you as well; ammonia mixed with some foul excrement you cannot identify. As you ponder its origin, you hear faint, high-pitched screeching from the darkness below.

Characters with nature skills will readily identify the screeching below as the sound of bats – a lot of bats – and would likely (at your discretion) know that these bats are mortally afraid of fire, and are agitated by light. Once the first character with a light of any kind has descended 20' into the tower, the bats will attack.



Bats (32)

Appearance: These are standard carnivorous bats that live on small rodents and insects. They measure no more than 2' from wing tip to wing tip, and weigh between 1 and 3 pounds. They are dark black in color, with red eyes. Their tiny fangs also reflect the light.

Demeanor: These bats are frightened, but territorial, as the characters have invaded their nest. They will attack any character holding a source of light, but they fear flame and will attack a torch bearer while avoiding his torch. If all lights are extinguished for 6 rounds, the agitation of the bats will subside.

Power: 5% (1)

Health: 3 (each)

Init: 0

Damage: Bite 1 point + Disease (Rabies – see Special)

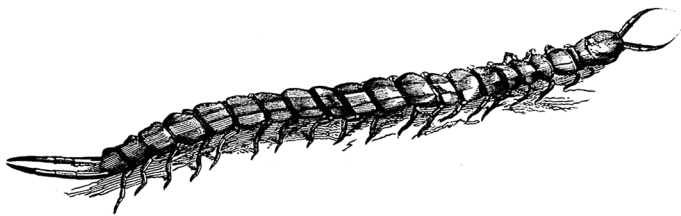
Defense: 15% (3)

Move: 15

Special: The bite of these creatures, while barely more than annoying, carries with it a 50% chance (per bite) of contracting rabies. Any character infected with this disease will lose 1 Health per hour until cured, and will become increasingly paranoid. Characters infected for more than 2 days become insane, attacking any that come near them.

Rain of Terror

Once the characters have subdued the bat hoard, a far more disgusting revelation awaits them at the foot of the tower. The base of the tower is covered in bat guano that lies 2' deep in some places, and is rife with Giant Centipedes. The guano radiates heat, although its denizens do not. Any character stepping into this guano will need to avoid catching one or more debilitating diseases, with the effect of the disease, its name, and the chances for avoiding it, left to your discretion. In any event, the Giant Centipedes will attack any character setting foot in the guano.



Giant Centipedes (12)

Appearance: These disgusting predators live on other insects and offal. Their sickly white bodies are 12" long and 2" wide. Their large mandibles are capable of delivering both a painful bite, and a bothersome toxin.

Demeanor: The centipedes are mindless, hungry, territorial insects. They will continue to attack until either they or the characters are dead. They will not pursue fleeing intruders.

Power: 5% (1)

Defense: 25% (5)

Health: 1 (each)

Move: 8

Init: 0

Damage: Bite 1 point + poison(see Special below)

Special: Although the poison of the Giant Centipede can be avoided, those who fail to avoid will suffer a burning itch that causes an additional 1d6 damage per bite. The itching lasts for up to ten minutes, with possible side effects left to your discretion.

At the bottom of the tower staircase is a sturdy wooden door. It is unlocked but will require some strength to open due to the quantity of bat guano that blocks its normal function. If the characters manage to pry open this door (a check against a characters strength or ability to lift is appropriate), they will find themselves staring into the darkness of what remains of the ruined dining hall.

Area#3: The Ruined Dining Hall

The description below is written from the perspective of the characters entering this area from the tower (Area #2). If they manage to enter this area via some other ingress, alter the description accordingly.

In the darkness beyond you can just make out a staircase that descends to untold depths below on your left. The rest of the room is a mass of rubble with only a few feet of free area around the staircase being passable.

Should anyone attempt to search the rubble in this room, there is a 50% chance per minute of searching of disturbing the pile and causing an avalanche of rubble. Should this occur, only the nimble will avoid the effects of the crashing masonry, and those who do not will suffer 2d6 damage from the falling debris. The 25'-long staircase leads to the vaults 15' below.

Area#4: The Vaults

This entire area was used by Lord Osgood for storage. It is a wide and open hall, with the roof supported by arched columns that appear throughout the vault at intervals of ten feet. The bottom step also carries a glyph that causes sleep to all characters on the staircase if it is unknowingly trod upon (the effect can be avoided). The glyph may be both detected and removed normally by any character possessing trap-disarming skills.

A vast colonnaded area opens before you. The floor is made of laid stone and the ceiling is vaulted and groined, varying from 7'-10' in height. The chamber appears to extend beneath the entire keep, although you can see but a portion of it from your current vantage. What you can see is rather promising: chests and barrels, as well as crates; all stacked in neat piles.

The vault does contain large quantities of sundry materials: cloth, dried foodstuffs, nails, wine, rope, lamp oil, etc. – all of the sundries required to keep the fortress functioning when in normal use. Two items are, however, of particular interest.

The vault contains 22 empty barrels with both lids and bungs that might be used as flotation devices, and that will hinder character movement (degree left to your discretion) should the vault start to flood.

The Ruined Keep

Three locked steel chests are also very prominent as they are both near the staircase and of substantial size.

There are three chests in total, and each has a prominent padlock. They are made of steel with brass fittings and each measures 3' tall x 3' wide and 2' deep.

The locks are standard padlocks that may be circumvented by any normal applicable means such as picking or breaking with a pry bar (albeit a large one). Careful characters will also note a small stud lying behind each padlock once they are removed. If this stud is not pressed prior to the opening of any of these three chests, the would-be pillager will suffer an attack from a poisoned needle that always hits (although the poison may be resisted normally), and causes 3d6 damage every 10 seconds until cured. Pressing the stud on a chest will deactivate this poisoned needle for that chest. The three chests contain:

Chest #1: 27,135 gp in gold coins minted in various countries. This chest weighs 2713 pounds.

Chest #2: 9876 gp in silver coins minted in various countries. This chest weighs 4093 pounds.

Chest #3: contains 6 large drawstring leather pouches, and a flask.

Pouch #1 contains 12,500 gp worth of rubies and weighs 23 pounds.

Pouch #2 contains 18,900 gp worth of diamonds and weighs 11 pounds.

Pouch #3 contains 9900 gp worth of turquoise and weighs 26 pounds.

Pouch #4 contains 6600 gp worth of amber and weighs 17 pounds.

Pouch #5 contains 10,340 gp worth of fine emeralds and weighs 19 pounds.

Pouch #6 contains 11,400 gp worth of pearls (various colors) and weighs 20 pounds.

The flask contains a single-dose potion of Cure, and is marked with holy writing that may be easily identified by any (good) priestly character. The potion will cure any poison, disease, or other ailment, and will restore all but 1d6 of a single character's original Health.

Should the characters find the means to remove any of these treasures from the vault (the chests are quite heavy), keep track of their encumbrance. Pockets full of gold are very dangerous if a character should stumble into deep water.



Rain of Terror

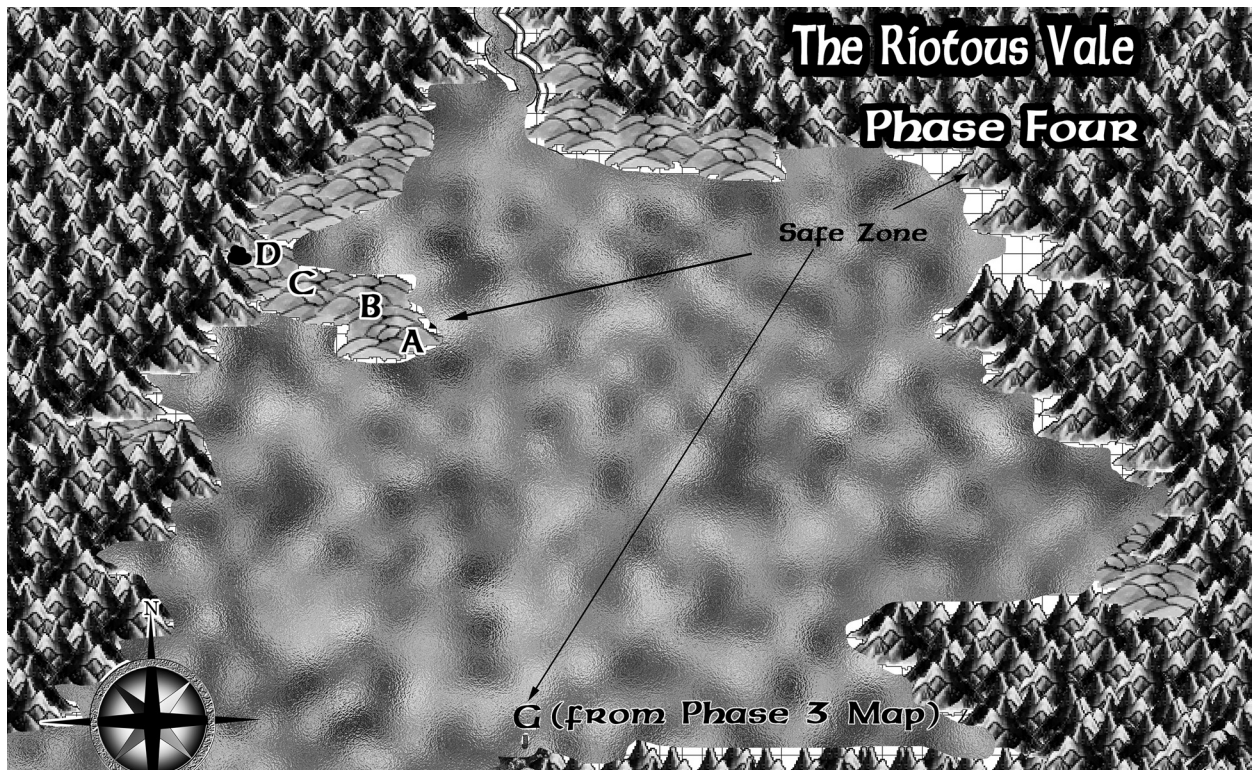
Phase Four

The progress of the storm in this adventure is predicated upon the actions of the players, but it is your job, as Game Master, to make them believe that they are racing the clock, and that every moment spent investigating, fighting, or looting is a precious moment lost in the battle to outrace the storm. While this will likely not become apparent until Phase Three, it should be well communicated to the players by Phase Four.

Phase Four is the height of the storm. A second storm surge will flood the entire Riotous Vale, erase most of Kafhaffen, and will bring this adventure to its final challenge: a challenge that will pit your players against the forces of nature in a fight for their very survival. The choices they have made up to this point will be critical, and will generally result in one of three outcomes:

- They players take note of the worsening storm and 'hole up' somewhere: securing a place of refuge where they hope to ride out the storm. They only safe places to do this are Area I: Cave of the Seelendieb (Riotous Vale Map), Area #1: The Eagles Nest (Ruined Keep Map) or by fleeing (if the players were able to convince them they should be allowed to so do) with the farmers from Area C: Forson'Farm (Riotous Vale Map). ALL other areas will be covered by water before the end of Phase Four. Should this occur, the Seelendieb will be awake, and the characters will likely encounter it as they escape and as the flood recedes. With the exception of the workers and family on Forson's Farm who will not return to their holding for several days, all other inhabitants of the Vale, and Kaufhaffen, have died in the flood.
- The players drown, or,
- The players manage to not drown and wash up at Area A: The Wolves (Phase Four Map). Should this occur, the descriptions that follow will portray the trials they are about to face.

As has been previously described, the characters that survive will wash up at Area A: The Wolves, on the Phase Four Map (close to Area D on the Riotous Vale Map). They will be disoriented by their ordeal, and will but slowly realize that, by luck, they have made it to higher ground. Unfortunately, as they will discover, there are other survivors of the flood that have chosen this same avenue to safety.



Area A: The Wolves

If the party has previously killed all of the wolves in area D: The Wolves Den within the Riotous Vale, there will be no further encounter here. Skip the description below and proceed to the one that follows it. If these wolves were not dispatched previously, they will appear now.

The surging flood waters deposit you near the base of a rocky ridge that rise slowly to a height of 8'-10' above the water. A quick survey reveals it is the rocky ridge you saw winding its way from the mountains that ring the valley on the west side of the river. The ridge rises slowly, eventually gaining the foothills of the mountains beyond. You could not have asked for a better means to escape the advancing waters.

...except for the growl you suddenly hear... a rather insistent growl that is soon joined by others. It seems a local wolf pack has also managed to swim here for safety, and they seem annoyed at your presence.



Wolves (6)

Appearance: Wolves look very much like large dogs, but with heavier shoulders and jaws. These have coats colored a dismal gray.

Demeanor: Wolves are wily and crafty predators with a fierce loyalty towards members of their pack. This pack is particularly territorial as they have only recently established their lair.

Power: 10% (2)
Health: 7 (each)
Init: +10% (2)

Defense: 5% (1)
Move: 11
Damage: Bite 1d6

Special: Any bite that strikes for a full 6 points of damage will deal an additional 1d6 of rending damage as the victim's flesh is torn by the powerful jaws.

Alpha Male Wolf

Appearance: This oversized wolf stands over 4' tall at the shoulder, and weighs nearly 200 pounds. His drab gray coat makes him difficult to spot at night, and his fierce jaws appear capable of severing a limb.

Demeanor: This crafty predator views intruders as enemies and potential prey. He will fight to the death to preserve his territory.

Power: 15% (3)
Health: 13 (each)
Init: +10% (2)

Defense: 5% (1)
Move: 12
Damage: Bite 1d6+2

Special: Any bite that strikes for full damage will deal an additional 1d6+2 rending damage as the victim's flesh is torn by the powerful jaws.

Should the character's escape the wolves, continue.

The ridge seems eerily regular, and it suddenly occurs to you that this may indeed be an ancient path. Unfortunately, your choices currently seem limited to either drowning, or taking the path, as the fury of the storm continues unabated.

Characters skilled in woodcraft and tracking will confirm that the ridge does indeed have an ancient path running across its top. The water will now again begin to rise however, forcing the characters to either move up the ridge along the path (to higher elevation), or take their chances swimming in the hurricane-tossed maelstrom.

The wolf pelts have value, but I would personally kill a character out of hand for being so stupid as to try and field dress the carcass of a wolf in the middle of a hurricane. You may, of course, decide otherwise.



Rain of Terror

Area B: The Captain

As the party follows the path along the ridge, they will top a somewhat steeper rise and find behind it a small dell. There, within the dell, lies Captain Gorewick. She is binding a wound she has taken to her right arm. If the characters have yet to meet Captain Gorewick, she will feign friendship, following the party to the Area D: The Souleater but joining the Seelendieb when it reveals itself in hopes of preserving her own, worthless hide. She will also feign friendship, or at least surrender, if the characters have encountered her previously, but should that be the case, she will attack them when they least expect it, although at a time of your choosing.

As you top a steep rise, you see a small dell lying beyond in which a female Brigand lies, rapidly binding a wounded arm. She springs to her feet and smiles at you, extending her left hand.

“Captain Gorewick,” She says, smiling, “I guess you made it outta there too, eh?”

Captain Gorewick

Appearance: A dark-skinned beauty, Captain Gorewick stands 5'10" tall and weighs 170 pounds. Her lithe form is muscular and well proportioned, and she is dressed in gaudy, colorful pantaloons and shirt. A wide leather belt at her waste carries an inch-wide rapier, as well as several small leather pouches. Calf-high black leather sea boots complete her ensemble.

Demeanor: Cocky and self-assured, Gorewick is no fool. She begins combat by throwing her knife with deadly accuracy (+15%/+3 to her attack) before pulling her rapier. She then uses guile to put her opponents off balance, and will retreat to any convenient hiding place if over-matched.

Power: 20% (4)

Defense: 25% (5)

Health: 24

Move: 12

Init: +5% (+1)

Damage: Enchanted Rapier 1d8+1

Special: Gorewick's rapier has been magically endowed and grants a bonus of 5%/+1 to both its attacks and damage. Captain Gorewick also keeps several nasty surprises within the pouches found on her belt, including:

- Three small glass globes that, when thrown (up to 30 feet) shatter, releasing a gas that obscures the vision of all within 15 feet of the impact point. The gas also causes sneezing and choking for one full minute before dissipating, incapacitating those caught within the area of effect. The gas causes no actual damage and its incapacitating effects can be avoided by those wily enough to hold their breath.
- Four small darts that the captain is able to throw up to thirty feet. She is very practiced in their use and receives +15%/+3 to her attack roll when using these darts. All who fail to avoid the effect of the darts will quickly (ten seconds) become paralyzed by the toxin with which each is coated. The paralysis lasts 1-6 hours.
- A small vial of caustic acid that Captain Gorewick uses should an opponent attempt to grapple her. She will throw the acid in the face of her opponent (3' range) causing incredible and debilitating pain as well as 1d6+3 damage.

Captain Gorewick will not lead the party forward, but will accept any other position within the group (or at least seem to). The characters have a short break here as the water will not begin spilling into the small dell, forcing them onward, for about 15 minutes time.



Area C: The Seelen-Sauger

If it was not earlier dispatched by the characters, the Seelen-Sauger (Area F on the Riotous Vale Map), also fleeing the flood, will be lurking here. It is drawn by the totem of the Seelendieb, its 'parent' that lies on the clearing here. It will try to remain hidden, which is easily accomplished in the driving downpour.

The ridge becomes unusually level as you continue your climb to the top. A rounded and flat area, almost circular, occupies the center 10' of the path you have been following, and it contains a small stone statue resembling a grotesque frog with a huge and open mouth.

The Seelen-Sauger will allow the entire party to pass, attacking only the last person in line to restore its reserve of energy. It will do its best to distract the last person, separating them from the party before attacking, and using the rain as a part of its concealment plan.

Seelen-Sauger

Appearance: The Seelen-Sauger appears to be nothing more than a patch of darkness with a humanoid form. In direct sunlight (or illumination equal to such) it will cringe and reveal the details of its form, an anthropomorphic creature with the skin of a jellyfish, no mouth, and fingers that end in tooth-ridged suction cups.

Demeanor: The Seelen-Sauger is only moderately intelligent and has the outlook of an animal. It feeds to live, and it lives to feed. It is terrified of holy auras (excepting those granted by evil gods) and will flee only if confronted by persons or objects projecting these auras. Beyond that, that Seelen-Sauger knows no fear.

Power: 30% (6)

Defense: 20% (4) but Special (see below)

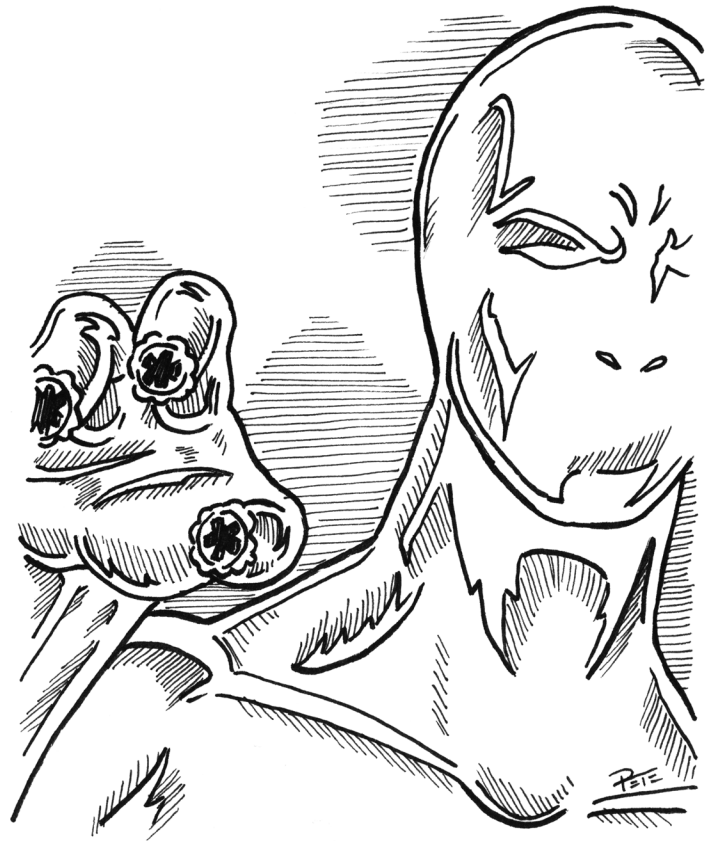
Health: 17

Move: 20

Init: 0

Damage: Life Drain 1d10

Special: Due to the only partially corporeal nature of the Seelen-Sauger, normal weaponry has no effect on this creature. Magical weapons and spells affect it normally, and blessed weaponry and prayer effects always hit for maximum damage.



Other: The Seelen-Sauger attacks but once per round, and will only attack if it has not yet "hit" a victim. Once an attack is successful, however, the life essence of the victim will be drained each turn thereafter at the rate of 1d10 per combat round. Victims are drained to zero health and are left in a catatonic state for the next 2-12 hours. Health which has been drained from a victim is immediately added to the health of the Seelen-Sauger. This creature is, fortunately, incapable of attacking holy warriors and priests (excepting those worshipping evil gods).

If the Seelen-Sauger is successful in draining one of the characters, it will studiously AVOID the cave of the Seelendieb when the water rises to the base of the totem/statue and will instead simply flee into the mountains beyond.

Ten minutes after the party has entered this flattened area, the water will slowly begin to cover its surface as it begins to rise. Should the characters remain, they will note that the water rushes into the mouth of the totem/frog statue at a continuous rate; that far more water pours into the frog than it should possibly hold.

Rain of Terror

Area D: The Seelendieb (Souleater)

The ridge dead-ends at the mouth of a cave. Water pouring into the mouth of the frog totem in Area C (as it rises) will awaken the Seelendieb, alerting it to the fact that it is the time of feeding; the time of the 100-year flood. It will awaken but will remain hidden in the darkness at the back of the cave.

Just ahead (20 yards), the ridge abruptly dead-ends at the black mouth of a small cave. The entrance is 10' high and about 7' wide, and the path you have been following leads straight to it. The path rises steeply as it approaches the cave, which should at least buy you some time, if not providing a safe haven from the rising water.

Once inside the cave, the characters will note a small opening at the back of the cave in its roof. While small, it is more than large enough for the entire party to squeeze through, albeit one at a time. Unfortunately, the Seelendieb occupies the entire floor of the cave that leads to this much-needed exit. Worse still, it is now fully conscious, and hungry.

Seelendieb (Souleater)

Appearance: Appearing as an anthropomorphic worm, the Seelendieb has six arms and a prehensile tail that it uses to ensnare its victims. Measuring 9' in length, its grossly fat torso occupies the full 7'-8' width of the cave. Its skin is the color of rock, and has a pebbled surface, making it difficult to detect in a low-light environment. Its arms (and prehensile tail) end in hollow, hooked claws with which it stabs its victims, drawing out their life force as though through a straw.

Demeanor: The Seelendieb is attracted to the life force of all living beings. It feeds upon this life force, giving birth to Seelen-Saugers every time it ingests 50 or more Health from its victims. It knows no fear, but is used to frightened, exhausted prey. A creature of the negative (anti-life) plane, the Seelendieb has high, but alien (it does not think the way we do), intelligence.

Power: 45% (9)

Health: 90

Init: 0

Damage: Hooked Claw 2d12 (X7)

Defense: 45% (9)

Move: 0

Special: The Seelendieb is highly susceptible to priestly prayers and holy magic that is based upon good or noble deities. Attacks utilizing these powers cause double damage to the Seelendieb. The Seelendieb is immune to attacks made using wooden weapons, and takes only half damage from cold and water based magic.

Should the party defeat the Seelendieb, a large pile of ancient and wondrous items, left behind by its victims over hundreds of years, lie beneath its corpse. The floodwaters will rise to the level of this cave, but will only flood the cave to a depth of 3". The treasures found beneath the Seelendieb include:

A magical adamantine shield (+20%/+4)

A leaf-shaped short sword made from a strange black metal (+15%/+3)

A bracelet made from carved and articulated green stone (grants full protection from all types of fire)

A bronze necklace with mounted rubies (2800 gp value)

A golden sceptre topped by a 6 carat diamond (shoots forth a lightning bolt in a 10' wide by 80' long swath causing 8d8 damage to all in the path of the bolt once per day)

A blue metal helm (always mentally provides the correct answer to one question per day when worn)

A small pile of platinum scales from some long-extinct creature (12,300 gp value)

A large pearl (1200 gp value)

...various other bones, teeth, and jewelry bits amounting to 650 gp in value.



Appendix A: Surviving the Storm

As the challenge imposed by the storm is rather unusual, some guidelines on adjudicating movement and survival are here provided. Please consider these to be guidelines only, and feel free to substitute any rules that better fit your campaign.

Movement and Drowning

Characters moving through the progressing flood of Kaufhaffen, the Keep, and the Riotous Vale, have three choices: they may walk in the areas still above water, wade through partially flooded areas, or swim through completely flooded areas. Walking occurs normally, with only a reduction in visibility based upon the phase of the storm.

Wading is far more treacherous. Any character traversing a partially flooded area should make a check against either an agility-type statistic or an agility-based ability (dependent upon the system being used for play) for each 100' of movement through a partially-flooded area. A failure during this check indicates that the character has lost their footing and has been swept 100' away in the direction of *Encounter Area I: Cave of the Seelendieb*, and has been drowned and battered for 1d6 damage. The player will then need to make subsequent checks on behalf of their character to see if they have regained their footing, with each follow-up check being made at a penalty of -10% (-2) as compared to the previous check.



A character swept away that fails their first agility-based check would therefore take 1d6 of damage and be swept one map square in the direction of the Cave of the Seelendieb, and would then need to make a second check at -10%, and if that failed a third check at -20%, and so on, until such a check is successful, OR the character is swept to an area that is still above the water. If the character is swept away to an area that is completely flooded, they suffer the effects of drowning as listed under *Swimming and Flotation*.

Swimming characters entering areas that have completely flooded must swim in order to survive and move. Characters that are caught in completely flooded areas must make an ability-based check for each map square they attempt to traverse, and will suffer 2d6 suffocation/submersion damage for each failed check. As with wading a failed check creates the need for a secondary check, but in the case of swimming this secondary check indicates that the character has gone under, and no movement occurs, although the damage still accrues.

If, for example, a character is near the docks, and is wading towards the stone bridge, they would need to make an agility-based check or be swept in the direction of Area A on the Phase 4 map by one square, accruing as well 1d6 damage. They would then check again, at a penalty of -10% to the check, with success indicating no further involuntary movement, and no additional damage, but with failure causing a further one-map-square movement towards area A and an additional 1d6 damage, as well as the need for yet another check.

A character swimming (starts in a completely flooded area) from an area near the docks, in contrast, would make the same agility-based check, but with failure indicating the loss of 2d6 damage, and no movement occurring. As with the wading example, a second subsequent check, at -10%, is indicated if the first fails, with an additional 2d6 damage occurring if this check also fails. Checks continue when swimming until either the character dies, is rescued, or makes a successful check.

A successful check allows the character to continue swimming in the direction of their choice, but this movement will need to continue until such time as the character moves to a sector with higher ground that is NOT completely flooded.

No fatigue penalties are included here, although as Game Master you might wish to add such on your own.



Flotation Devices

There are a number of devices a character might use that will improve their chances of swimming, or at least floating, and surviving the flood. For the purposes of this adventure, these devices fall into three categories:

Small Impromptu Flotation Devices like logs, chairs, small tables, or buoyant cushions,

Large Impromptu Flotation Devices like wagons, doors, or portions of buildings, and

Intentional Flotation Devices like inflated airbags, barrels with harnesses, and the like.

Characters using **Small Impromptu Flotation Devices** may use one with each hand (maximum 2) and receive a bonus of 20% to their agility-based check for each such device vs. either drowning or being swept away. As the character's hand (s?) is not free, no other activity involving the use of a character's hand is available when this type of flotation device is in use.

Characters using **Large Impromptu Flotation Devices** may only use one such device at a time, but retain the use of one hand. They receive a bonus of +35% to their agility-based check vs. either drowning or being swept away. Single-handed activity is possible while using a Large Impromptu Flotation device.



Intentional Flotation Devices may be either discovered or prepared by a character, and offer a bonus of 50% to a character's agility-based check vs. either drowning or being swept away. Normal activities are possible, but may suffer a penalty (at your discretion) based upon the bulkiness of the item used.

Treasure might also be made retrievable by careful planning. Should empty barrels or other flotation devices be attached to chests, they can be made to float. In addition, ropes attached to chests, and then attached to flotation devices such as an empty barrel will pinpoint the location of any treasures so marked once the storm has subsided, even if the flood remains within the Riotous Vale.

Boats

If the characters inspect the Docks (Area I on the Kaufhaffen map) they will discover two types of boats that are still used by the pirates and brigands that currently inhabit the ruins of the town: **longboats**, and a somewhat dilapidated, single-masted **sloop** with two large catapults mounted, one fore, one aft. Should the characters be aboard either of these types of vessels when a storm surge hits, no agility-based rolls are immediately required.

In the case of the **longboats**, the characters will be swept inland by the advancing wave of the storm surge. The longboat (and its character/passengers) will be swept inland 2-12 squares in a straight line towards *Area D: the Wolves Den (Area A on the Phase Four Map)*. After this first turn of movement, whichever character is at the tiller of the longboat should roll either against any sea-faring related skill, or against an agility-based skill or statistic to see if they have maintained control of the longboat.

Success indicates that control has been maintained, and that the boat moves an additional 2d6 squares closer to the Wolves Den.

Failure indicates that the boat has overturned, and all characters within the longboat now proceed as though either wading (if the area occupied by the longboat is partially flooded) or swimming (if the area occupied at the time is completely flooded). This procedure continues (repeated checks with continuous movement at 2d6 per turn) until either the longboat grounds itself at the Wolves Den, or the characters wind up in the water.

In the case of the **single-masted sloop**, the vessel is too large for any single character to control. Unless three or more characters have sea-faring related skills, they will be unable to control this vessel. It will, however, ride the second storm surge (Phase Four) the entire distance to Area D: the Wolves Den, where it runs violently aground, disintegrating into splinters. All passengers aboard (characters) suffer 2d20 damage from this impact, but are deposited upon the still-dry land at the Wolves Den. Characters may avoid the worst of this collision (at your discretion) and take only half damage.

If sufficient skilled characters are available to pilot the vessel, it arrives at The Wolves Den sans mishap.

Appendix A: Surviving the Storm

Weight (Armor & Treasure) Modifiers to Movement and Swimming

Anyone that has gone swimming in all of their clothes and with their shoes on will tell you: the more you are wearing, the more difficult swimming becomes. By the same token, however, this is a fantasy world, and the characters in your game are not mere mortals, they are heroes. For them, swimming in light armor, or while clutching a broadsword, might be entirely possible. In any event, it's going to be more difficult. Below are listed the modifiers incurred when lugging equipment and treasure while trying to swim. I have tried to keep the categories of equipment generic to allow for use with many different role playing systems.

Weapons (each):

- One handed: -5% (-1)
- Two-handed: -15% (-3)
- Any if slung or in scabbard: -5% (-1)

Armor:

- Cloth: -10% (-2)
- Light/leather/ringmail: -5% (-1)
- Heavy/plate/scale: -25% (-5)

Other stuff:

- Backpack: -10% (-2)
- Boots: -5% (-1)
- Per 10 pounds of treasure or other gear: -5% (-1)

Mountain Climbing

While mountain climbing to achieve safety beyond the reach of the flood is possible, few activities are as hazardous as scaling jagged cliffs during an intense storm.



If you wish to allow your players to make the attempt, include a chance for rock and mudslides, and a significant penalty for wind and rain to any normal climbing ability.

Endnote

Should your players be extremely smart, and recognize the danger of the approaching storm early enough to take precautions, there are a number of innovative ways by which treasures discovered during the storm might be retrieved after the storm. Tying marker buoys to ropes anchored to chests, securing treasures within weighted coffers marked by floats, etc. Reward this innovative behavior as you see fit.

The waters will completely recede within 24-36 hours of the inception of Phase Four. Kuafhaffen has been obliterated, and the island upon which it once resided shows no sign that any habitation was ever present. The Keep, however, and the stone bridge remain once the flood has subsided. If the treasure was not previously looted, it is still there. It is likely that the bat hoard will also survive, but the centipedes will have perished in the flood. Perhaps this adventure has yet one last chapter.

I leave that to you.

Appendix B: Bestiary

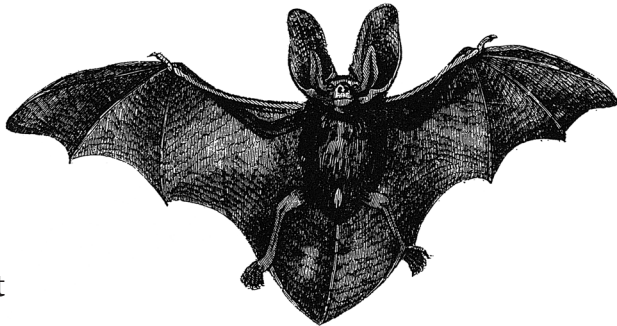
Alpha Male Wolf

Appearance: This oversized wolf stands over 4' tall at the shoulder, and weighs nearly 300 pounds. His drab gray coat makes him difficult to spot at night, and his fierce jaws appear capable of severing a limb.

Demeanor: This crafty predator views intruders as enemies and potential prey. He will fight to the death to preserve his territory.

Power: 15% (3) **Defense:** 5% (1)
Health: 13 (each) **Move:** 12
Init: +10% (2)
Damage: Bite 1d6+2

Special: Any bite that strikes for full damage will deal an additional 1d6+2 rending damage as the victim's flesh is torn by the powerful jaws.



Bat

Appearance: Standard carnivorous bats measure no more than 2' from wing tip to wing tip, and weigh between 1 and 3 pounds. They are dark black in color, with red eyes.

Demeanor: Bats are territorial, but easily frightened. They will attack any character holding a source of light, but they fear flame and will attack a torch bearer while avoiding his torch. If all lights are extinguished for 6 rounds, the agitation of the bats will subside.

Power: 5% (1) **Defense:** 15% (3)
Health: 3 (each) **Move:** 15
Init: 0
Damage: Bite 1 point + Disease (Rabies – see Special)

Special: The bite of these creatures, while barely more than annoying, carries with it a 50% chance (per bite) of contracting rabies. Any character infected with this disease will lose 1 Health per hour until cured, and will become increasingly paranoid. Characters infected for more than 2 days become insane, attacking any that come near them.

Brigands (2)

Appearance: Brigands are human males garbed in ill-fitting, garish, and stained clothing that was once quite fine. They wear broad-brimmed hats that are likewise stained and ill-kempt, and carry light crossbows. Each is also armed with a cutlass.

Demeanor: Arrogant but cowardly, brigands attack until the first wound is received by any of their number. They then retreat with all haste to safety.

Power: 5% (1) **Defense:** 10%
Health: 11 (each) **Move:** 12
Init: 0

Damage: Cutlass 1d8 or Light Crossbow 1d4 (range in yards: short-30, medium-60, long-90)

Special: The bolts used by these brigands are tipped with a virulent poison that will cause 1 point of damage every 30 seconds until cured.

If the brigands are killed, and their bodies searched, each carries 6gp (value) in mixed coins of small denomination. If captured they are eager to trade an introduction to their piratical captain for their miserable lives.

Captain Gorewick

Appearance: A dark-skinned beauty, Captain Gorewick stands 5'10" tall and weighs 170 pounds. Her lithe form is muscular and well proportioned, and she is dressed in gaudy, colorful pantaloons and shirt. A wide leather belt at her waist carries an inch-wide rapier, as well as several small leather pouches. Calf-high black leather sea boots complete her ensemble.

Demeanor: Cocky and self-assured, Gorewick is no fool. She will begin combat by throwing her knife with deadly accuracy (+15%/+3 to her attack) before pulling her rapier. She will use guile to put her opponents off balance, and will attempt escape (to return with a vengeance later) if over-matched.

Power: 20% (4) **Defense:** 25% (5)
Health: 24 **Move:** 12
Init: +5% (+1)
Damage: Enchanted Rapier 1d8+1

Appendix B: Bestiary

Special: Gorewick's rapier has been magically endowed and grants a bonus of 5%(+1) to both its attacks and damage. Captain Gorewick also keeps several nasty surprises within the pouches found on her belt, including:

- Three small glass globes that, when thrown (up to 30 feet) shatter, releasing a gas that obscures the vision of all within 15 feet of the impact point. The gas also causes sneezing and choking for one full minute before dissipating, incapacitating those caught within the area of effect. The gas causes no actual damage and its incapacitating effects can be avoided by those wily enough to hold their breath.
- Four small darts that the captain is able to throw up to thirty feet. She is very practiced in their use and receives +15%/+3 to her attack roll when using these darts. All who fail to avoid the effect of the darts will quickly (ten seconds) become paralyzed by the toxin with which each is coated. The paralysis lasts 1-6 hours.

A small vial of caustic acid that Captain Gorewick uses should an opponent attempt to grapple her. She will throw (roll a normal attack) the acid in the face of her opponent (3' range) causing incredible and debilitating pain as well as 1d6+3 damage.

Forson

Appearance: Approaching his 50th year, Forson is a powerful human. He stands 6'1" in height, and weighs 235 pounds. He wears a soft leather shirt and pants that provide him with armor as well as mobility, and he carries a hand axe at his belt as well as a dagger.

Demeanor: Bitter over the loss of the community that has become the Riotous Vale, Forson will be annoyed by any intrusion into his private domain, and extremely vengeful should his stockade be breached.

Power: 20% (4) **Defense:** 15% (3)
Health: 34 **Move:** 12
Init: +5% (1)
Damage: Handaxe 1d6 or Dagger 1d4

Special: Due to his ire and skill, Forson receives a bonus of 15% (+3) to his attacks and does an additional 3 points of damage when striking.

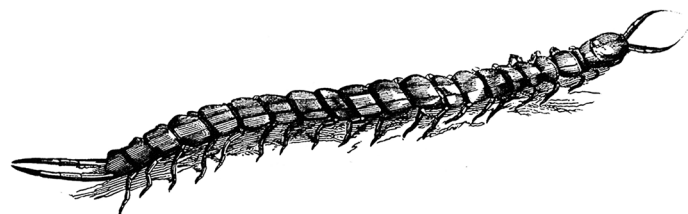
Forson Farmer's

Appearance: These human males are garbed in home-spun linen clothing and stand between 5'10" and 6'2" in height. They are of universally muscular build (due to their vocation as farmers). Each is armed with a longbow and a dagger.

Demeanor: Calm and self-assured, the farmers will not attack unless they feel threatened. Having experienced years of visitation from the local brigands, however, they are wary of visitors, and leery of strangers.

Power: 10% (2) **Defense:** 5% (1)
Health: 10 (each) **Move:** 12
Init: 0
Damage: Longbow 1d6 (range in yards: short-60, medium-120, long-180) or Dagger 1d4

Special: The farmers are very handy with longbows and receive a bonus of 10% (+2) to their attacks.



Giant Centipedes

Appearance: These disgusting predators have sickly white multi-legged bodies 12" long and 2" wide. Their large mandibles are capable of delivering both a painful bite, and a bothersome toxin.

Demeanor: The centipedes are mindless, hungry, territorial insects.

Power: 5% (1) **Defense:** 25% (5)
Health: 1 (each) **Move:** 8
Init: 0
Damage: Bite 1 point + poison(see Special below)

Special: Those who fail to avoid the poison of the Giant Centipede suffer a burning itch that causes an additional 1d6 damage per bite. The itching lasts for up to 10 minutes, with possible side effects left to your discretion.

Rain of Terror

Giant Rats (2d6)

Appearance: These oversized rodents are commonly 2 feet in length and weigh 20 pounds. Their fur is brown or black and they have red eyes and four fang-like incisors.

Demeanor: curious, hungry and aggressive. These rats will flee when less than 1/4 of their number remains alive.

Power: 5% (1)
Health: 3 each
Init: +5% (+1)

Defense: 15% (3)
Move: 14
Damage: Bite 1d4

Special: the bites of these rats carry a 25% chance of infectious disease. Those characters unable to avoid this disease suffer 2 damage per hour until such time as the disease is cured, or the character dies.

Pirate Officers

Appearance: These human males wear expensive but filthy clothing and have an unclean and unshaven appearance. Always large in size, these are true bully boys. Each is armed with a cutlass and a belt dagger.

Demeanor: Crafty customers, these pirate leaders have achieved their vaunted status by dispatching any and all who have challenged them. They are swift but cunning, and will circle their opponents, choosing the proper time to strike.

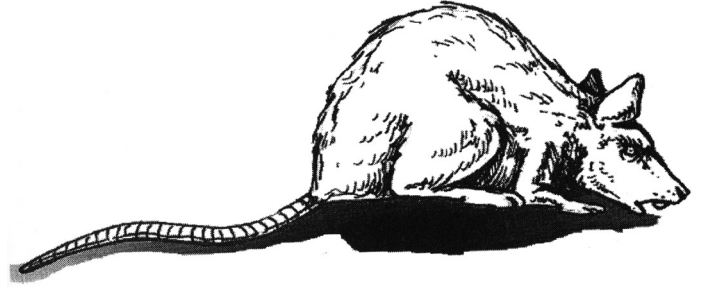
Power: 15% (3)
Health: 18
Init: +5%/+1
Damage: Cutlass 1d8(+2)

Defense: 15% (3)
Move: 12

Special: Masters at the art of dirty fighting, the Pirate Officers add a bonus of +2 points to any damage they cause.

Seelendieb (Souleater)

Appearance: Appearing as an anthropomorphic worm, the Seelendieb has six arms and a prehensile tail that it uses to ensnare its victims. Measuring 9' in length, its grossly fat torso occupies the full 7'-8' width of the cave. Its skin is the color of rock, and has a pebbled surface, making it difficult to detect in a low-light environment. Its arms (and prehensile tail) end in hollow, hooked claws with which it stabs its victims, drawing out their life force as though through a straw.



Demeanor: The Seelendieb is attracted to the life force of all living beings. It feeds upon this life force, giving birth to Seelen-Saugers every time it ingests 50 or more Health from its victims. It knows no fear, but is used to frightened, exhausted prey. A creature of the negative (anti-life) plane, the Seelendieb has high, but alien (it does not think the way we do), intelligence.

Power: 45% (9)
Health: 90
Init: 0
Damage: Hooked Claw 2d12 (X7)

Defense: 45% (9)
Move: 0

Special: The Seelendieb is highly susceptible to priestly prayers and holy magic that is based upon good or noble deities. Attacks utilizing these powers cause double damage to the Seelendieb. The Seelendieb is immune to attacks made using wooden weapons, and takes only half damage from cold and water based magic.

Seelendiebs are normally encountered only in watery or flooded areas. Those found in dry areas are most often encysted (see below).

Encysted Seelendieb

Appearance: An Encysted Seelendieb appears to be a rock formation of generally spherical shape some 8 feet in diameter. The surface of this rock formation is covered in small, 6-inch conical (spikey) projections.

Demeanor: inert

Power: 35% (7)
Health: 100
Init: 0

Defense: 115% (23)
Move: 0
Damage: none

Special: In this form, the Seelendieb is susceptible only to magic related to the banishing of demons, undead, and evil spirits, and enchanted weapons with a bonus of +15% (+3) or greater.

Appendix B: Bestiary

Seelen-Sauger

Appearance: The Seelen-Sauger appears to be nothing more than a patch of darkness with a humanoid form. In direct sunlight (or illumination equal to such) it will cringe and reveal the details of its form, an anthropomorphic creature with the skin of a jellyfish, no mouth, and fingers that end in tooth-ridged suction cups.

Demeanor: The Seelen-Sauger is only moderately intelligent and has the outlook of an animal. It feeds to live, and it lives to feed. It is terrified of holy auras (but not unholy auras) and will flee only if confronted by persons or objects projecting these auras. Beyond that, that Seelen-Sauger knows no fear.

Power: 30% (6)

Defense: 20% (4) but Special (see below)

Health: 17

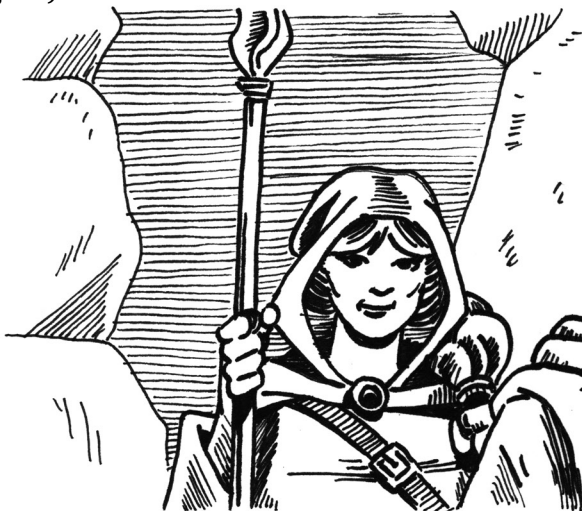
Move: 20

Init: 0

Damage: Life Drain 1d10

Special: Due to the only partially corporeal nature of the Seelen-Sauger, normal weaponry has no effect on this creature. Magical weapons and spells affect it normally, and blessed weaponry and prayer effects always hit for maximum damage.

Other: The Seelen-Sauger attacks but once per round, and will only attack if it has not yet "hit" a victim. Once an attack is successful, however, the life essence of the victim will be drained each turn thereafter at the rate of 1d10 per combat round. Victims are drained to zero health and are left in a catatonic state for the next 2-12 hours. Health which has been drained from a victim is immediately added to the health of the Seelen-Sauger. This creature is, fortunately, incapable of attacking holy warriors and priests (excepting those serving evil gods).



Sneak Thief (1)

Appearance: Clad in black leather armor, this human thief is of slight build, standing 5'9" in height and weighing 145 pounds. He is lithe and agile, and those unprepared for him will think him a moving shadow until he has made his attack.

Demeanor: Crafty and cunning, this sneak thief is a wily opponent.

Power: 15% (3)

Defense: 10% (2)

Health: 19

Move: 12

Init: +5% (+1)

Damage: Rapier 1d6+1

Special: If attacking from surprise this Sneak Thief receives a bonus of 50% to his attack and he does double damage. His knowledge of dirty fighting tricks provides him with the bonus noted above: +1 to all damage.

Wolves

Appearance: Wolves look very much like large dogs, but with heavier shoulders and jaws.

Those in this forest have coats colored a dismal gray.

Demeanor: Wolves are wily and crafty predators with a fierce loyalty towards members of their pack.

Power: 10% (2)

Defense: 5% (1)

Health: 7 (each)

Move: 11

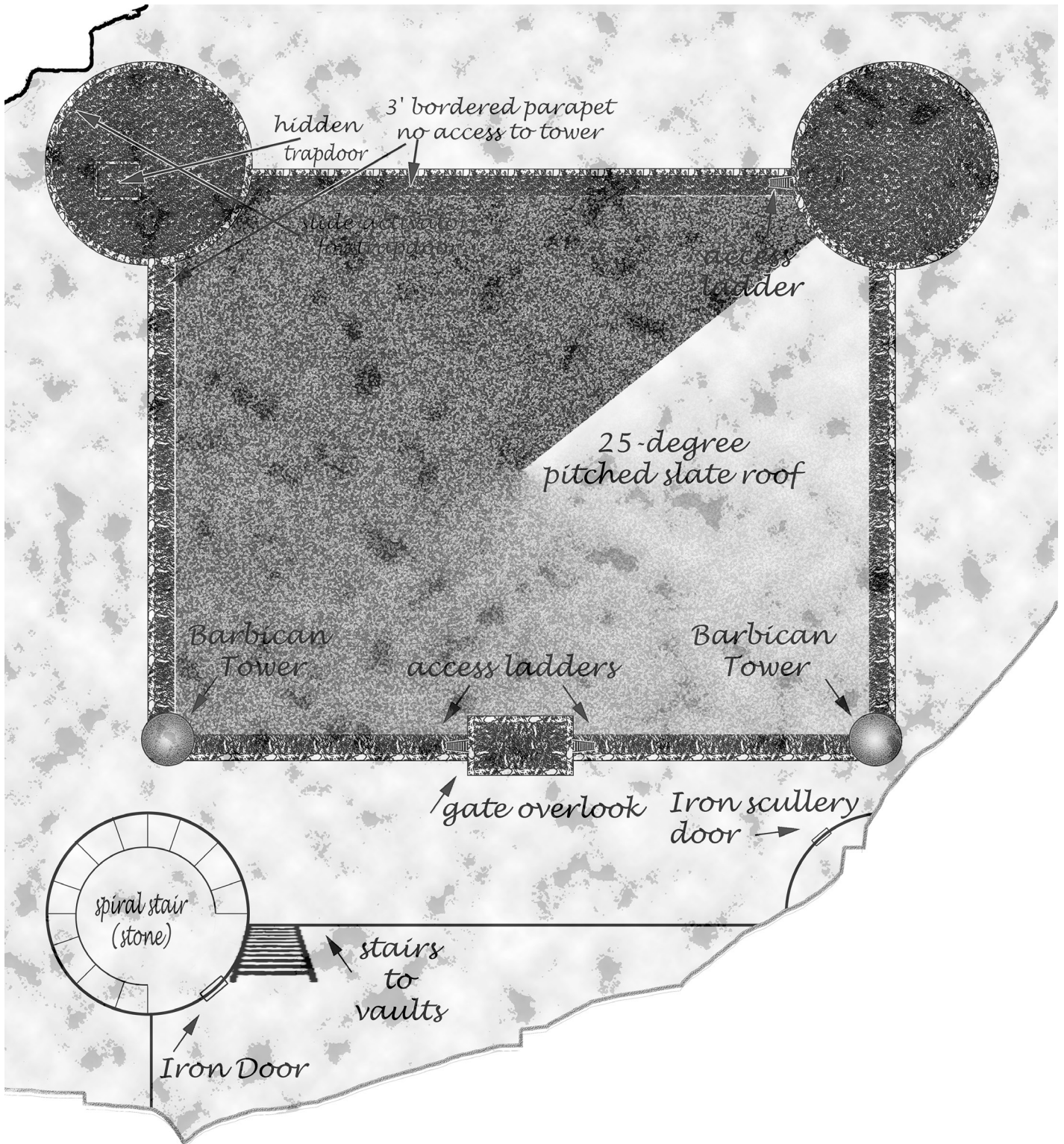
Init: +10% (2)

Damage: Bite 1d6

Special: Any bite that strikes for a full 6 points of damage will deal an additional 1d6 of rending damage as the victim's flesh is torn by the powerful jaws.

Rain of Terror

Player's Map of the Keep (as given by Stanley Builder)



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Into every Life...

... a little rain must fall. We all face challenges, setbacks and trials.

For the residents of the Riotous Vale, and the port of Kaufhaffen, there has been a deluge of misfortune for the last decade.

Pirates captured the town ten years ago, destroying the keep that protected its welcoming harbor, killing, torturing, enslaving or terrorizing all of its residents, laying waste to the fertile valley beyond and instituting a reign of terror .

But they overlooked the treasures locked beneath the ruins of the now-shattered keep.

That was the first mistake made by the brigands.

Allowing the builder of the keep to fall into your hands was the second. Perhaps their final mistake will involve having this treasure spirited away under their very noses by a party of savvy adventurers.

Rain of Terror is a fight against two forces: an evil pirate band that has enslaved an entire town, and an approaching hurricane that will test the survival skills of your players to their utmost. It is designed for exploration by 3 or more well-equipped characters of low to moderate levels supported by both clerical and magical assistance. It is written in a generic language to allow its use with nearly any fantasy role-playing game system.

Here's hoping they know how to swim.



Fatality Rating: 40%

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