

# Legion's Storm

## The Storm

*The wind was just beginning to howl across the beach as Don José Rios de Alvarado lay his young son Miguel into bed.*

*"Sleep tight, mi hijo," he whispered, kissing his son on the forehead and pulling the blankets over him.*

*Tap. Tap-Tap. Taptaptaptaptap.*

*The fat droplets of rain began to pound the windows and roof, driven hard by the wind in what promised to be a storm for the ages. It would be a horrid night to be caught outside, thought the Don.*

*As he closed the door to his son's room, he heard a slight sigh over the wind and rain, and turn to see his wife, Mariana, looking at him intently.*

*She wrapped her arm in his, and guided him down the stairs of their modestly appointed home toward the kitchen.*

*"You hide your concerns from your people well, mi amor," she began in her no nonsense manner, "but I am not one of your people. Tell me what bothers you so."*

*"Ah, mi esposa," smiled the Don. He knew there was nothing he could do to hide his concerns from the woman he loved, she read him like a book. "The fishermen have not done well of late," he sighed, "I fear with the small catches and even smaller crops we may not have enough food to last this town the winter."*

*"We've had tough years before..." Mariana began, but was cut off in mid sentence by the wind, howling in a most unholy and unnatural way, as if it were a human voice crying out in anguish and despair. "She is out tonight," her voice trembled, fear tinting her normally pleasant tongue.*

*"Don't be absurd woman, it's only..."*

*A cacophony of breaking glass and howling wind and a young voice screaming interrupted Don Jose. The sound had come from upstairs, and he and Mariana stared at each other for what felt like years, eyes wide with fear and mouths agape, before they both rushed to the stairs, clambering over each other to reach Miguel's room.*

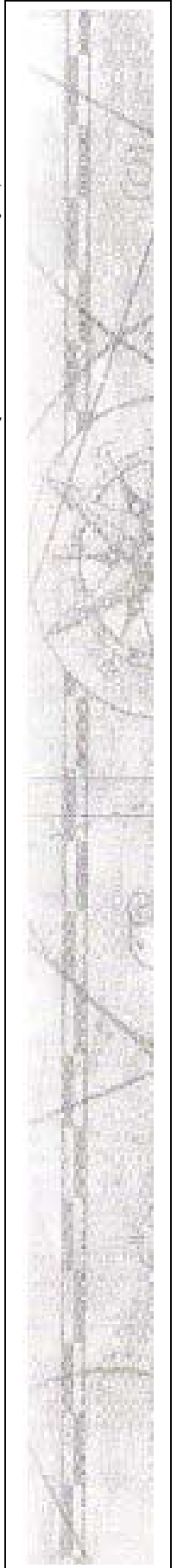
*Flinging the door open they were greeted by a torrent of wind and rain streaming through the broken window, papers and toys flying through the air as if caught in a tornado within the house. Through the maelstrom they could see Miguel's bed, empty.*

*Mariana rushed through the room to the window, screaming in fear and panic, "She took him Jose...She has him...La Llorona took mi hijo!"*

## Background

This adventure is set in the tiny fishing village of Ceiba (pronounced SAY-ba) in the Gallegos region of Castille. Ceiba is located nearly four hundred miles north of Malaca, on the eastern side of the Sierra de Hierro mountain range. Ceiba is isolated, even by Gallegos standards. The village has a single road leading south, which usually washes out during the frequent storms of the rainy season. Most travelers reach Ceiba by ship, but since the village does not deal in trading often, and has little value for pirates, travelers are not seen often.

Ceiba is surrounded to the north, west and south by the dense forests at the foot of the Sierra de Hierro Mountains, and to the east by the deep waters of the natural harbor. A large church dominates the center of the village proper, with smaller shops and



# Legion's Storm

buildings dedicated to the village's way of life spreading out from there. The town is led by a local 'Don', though this title is strictly for show, since the Don is generally chosen from within it's citizenry and carries no real nobility. A sturdy, well-tended dock stretches out into the harbor, with most of the village's fishing vessels tied to its side.

Some of the forest area to the north of the village has been cleared to make room for housing and crop planting.

The primary source of income and food for the small village of about five hundred is fishing. Nearly all of this population is devoted in one way or another to the fishing industry so important to Ceiba. What few ships that do stop in the deep harbor of the village can expect to load up on plenty of salted, cured, and preserved fish, especially Redfins, the village's most abundant catch.

This year, however, the local fishermen have been hard pressed to bring in a decent haul. It seems the schools of Redfins, normally plentiful in the warm waters, have moved on to a newer location. This year's haul of fish amounts to just under a quarter of a normal year's catch. This year has been equally difficult on the crops. An unusually hot and dry growing season has resulted in a poor harvest, leaving the village's food supply in dire straits. The local Don has concerns for his village in the coming winter, but they have survived tough years in the past and this year may be no different than those had been.

To make matters worse for Ceiba, a storm of unearthly proportions has just made landfall on the village. Hurricane force winds,

deadly lightning, and flooding rains are pummeling the little village. Many of the towns residents have temporarily moved into the central church, hoping the stone structure will weather what has been dubbed "Legion's Storm" better than their own homes. The church is currently home to over eighty of Ceiba's populace.

## La Llorona (The woman who cries)

Several hundred years ago, a legend arose of a woman who had committed a great atrocity during a cold winter night when food was scarce. She drowned her children to save them from the agonizing fate of starvation, and then took her own life out of grief. Her unspeakable act would not allow her to pass into the afterlife, and she was sentenced to roam the Castillian countryside forever, bemoaning the loss of her children and wailing with grief for all to hear. This terrifying sound is considered a warning to children, and parents admonish their offspring to lie fast asleep (whether they are or not), lest La Llorona come to take them away.

## The Adventure

This adventure is designed for at least two, but no more than four heroes. The game is tailored for a mid-level group of adventurers, though it can be modified to be made more difficult for more experienced gamers.

The GM should run this adventure with a dire sense of urgency; the village of Ceiba is desperate need of their immediate help and they will implore the heroes to lend aid relentlessly.

Because Ceiba is so remote, it is unlikely the heroes are traveling there for any reason. The easiest way to have the heroes arrive in Ceiba is to have them book passage on a Vodacce Merchant ship bound for where ever best fits into your campaign. If this adventure is being run for a group of new characters, then the ship is bound to Montaigne loaded with supplies.

Regardless of where the ship is heading, it will never make its destination. Only a day to sea, Legion's Storm hits. The storm comes up with such speed and intensity the captain of the vessel has barely enough time to prepare the ship for rough seas. Within minutes it is obvious the ship is doomed, water has begun to flood in and the ship is unmistakably leaning to port. Preparations



# Legion's Storm

are made to abandon ship, but before they can be carried out a rogue wave slams into the vessel, capsizing it. The heroes manage to cling to broken timbers, which keep them afloat, but they are otherwise at the mercy of the sea.

## In the beginning

Read the following to one of the players:

“Your eyes flitter open at the sound of wood striking wood. You are clinging tenuously to a large wooden plank that is being battered against a dock by the pounding sea. The wind howls and the dark skies flash with lightning. With each brilliant blaze of light, you see others clinging to the makeshift lifeboat, some barely able to keep their heads above the frothing waves. Most are showing some signs of life, though the one closest to you stares at you with a macabre mask of death. He was the bosun’s mate, that much you can recall, but your memory is as weak as your body, and his name eludes you. Once more the sea and wind slams your raft into the dock, this time splitting it, and sending you back underwater.”

The players should easily make it to shore, either by clinging to the side of the dock or simply swimming there. Though incredibly exhausted, the players are mostly unharmed. They will have with them whatever possessions they could easily fit onto their persons, including sword belts, money pouches, etc. Most items that would be carried in backpacks or trunks, such as bedrolls, ropes, clean clothing, however, are lost with the ship. From where they are on the beach, the group can see a number of small buildings nearby, most of which are heavily damaged by the storm. A large building can be seen a short distance off, with light flickering through the windows.

The players can make it to the church with some difficulty; after all they are trying to walk through a hurricane. Have the players make a footwork or balance check against a TN of 20. If successful, the player manages to stay long enough to make it to church. If failed, the player suffers her share of the storm. They are unable to check or are able to take an additional 1K1 die of wounds for each failure. If the players lash themselves together with rope or some other means, the TN to stay on their feet will be reduced by 5.

### Laerdom

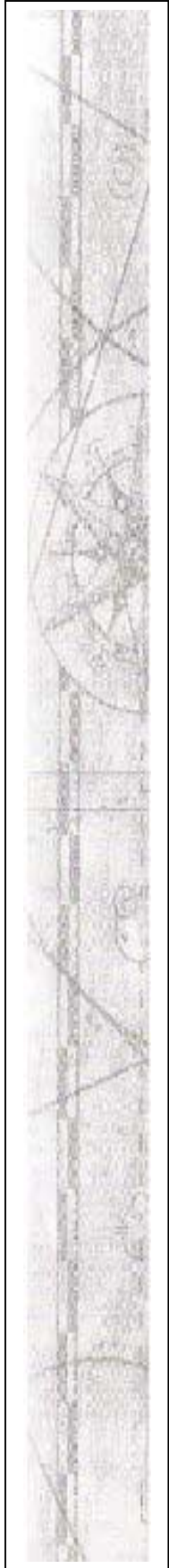
A Laerdom Mage may try to use the Stans Rune to lessen the effects of this storm. This will not work; explain to the mage after he/she attempts to use the power that it almost feels as if something is preventing the power of the Rune from working here, and that in and of itself sends a chill down their spine.

upright enough to the On a check, player is off his or feet, and 1K1 die wounds. will need roll this until they safely make it to church,

Once the group arrives at the church, they will spend several minutes pounding at the locked door before an elderly man wearing priest vestments opens it. Father Ricardo Guzman is easily into his seventies, with balding white hair and a frail build. With some difficulty he manages to secure the door once everyone is inside.

The inside of the church is filled with people. Most of the pews are pushed up against the walls, leaving the center area of the congregation open for the refugees to lay blankets or cots for sleeping. A small room behind the altar has been converted for use as a kitchen area.

After the heroes have had a chance to dry a bit and eat some of the food offered, Father Guzman will begin to question them as to how they arrived and if they happened to see any other survivors still caught out in the





# Legion's Storm

storm. The group now has a chance to introduce themselves to each other if needed, as well as introduce themselves to Father Guzman. By now the party has attracted plenty of attention from most of the people gathered in the church, who crowd around trying to hear what the party has to say. Before long, a middle aged woman pushes her way to the front of the gathered crowd, her obviously pretty face streaked with tears, she drops to her knees in front of the party and begins sobbing.

“Thank Theus you’ve come! You can save him! You must! Theus sent you here to help, I know he did!” Her body starts to tremble as the words rush from her mouth. “You have to get him back from her ...Miguel ...she can’t keep...” With that she collapses to the floor, crying out and slamming her fist into the wood, the only other intelligible words she manages to scream in between the sobbing is “La Llorona.”

Two of the people nearby gather the woman up, and help carry her back toward the rear of the church, muttering assurances to her and trying to calm her down. Father Guzman watches them carry her off, then turns back to the group. He explains the woman is Doña Mariana Castro Juliana de Alvarado, wife of Ceiba’s Don José Rios de Alvarado. He relates to the group what happened two days ago, just as the storm began to blow in.

Just after putting their son Miguel to bed, the Don and Doña were downstairs when they heard a crash from Miguel’s room. They rushed upstairs, but Miguel was gone and the window had been broken out. Doña Mariana rushed to the window, and claims she saw Miguel being taken up the side of the mountain by a woman in a hooded robe. Don José did not see this, but his wife insists La Llorona took their son, and plans to kill him just as she did her own children. Since then, four other children have been taken in the same manner.

The village has sent a search party to find the children, but so far none have returned, including Don José himself. The town is fearful they might never see their children or the members sent to find them again. They felt their prayers had been answered when the party banged on the church door, but Theus works in mysterious ways, and must have sent the group to Ceiba to save their children.

Father Guzman will introduce three other women; Christina, mother of Andréa and Lupé, Anna, mother of Felito, and Celina, mother of Mateo. The husbands of all three women were with the group sent out to find the missing children.

Father Guzman and the women will insist the group help recover the children and the search party, offering whatever the town can spare as a reward but trying to play on the parties sense of goodness to get their way. If the party agrees to help, Father Guzman will get whatever he can, within reason, to help the party. He’ll explain to the group that the search party went to a cave, about three hundred feet up the side of the mountain, where Doña Mariana insisted she saw La Llorona take her son. If the party refuses, the Father will offer the hospitality of the church for the rest of the night, but will insist the party leave in the morning, whether the storm has passed or not.

## Act 1: The Flood

Immediately after the party agrees to help, before they are able to make any plans for their course of action, a frantic banging echoes from the church door. Father Guzman opens the door to let in a terrified looking villager, Guillermo Maricha de Gallegos.

Guillermo is a local fisherman whom Father Guzman sent out of the church a few hours earlier to check on the status of some of the other villagers that decided not to leave their



# Legion's Storm

homes. He is just now returning with some startling news. He speaks in hushed but urgent tones with Father Guzman for a few minutes before they both head toward the party.

It seems all the rain of the past few days is causing some flooding in the village, specifically threatening the building that houses Ceiba's food supply. With the conditions the village already faces, the loss of their food stores would be devastating. Something obviously will need to be done to protect the building from further flooding, and Father Guzman will once again implore the party for their assistance. If the party hesitates in offering their aid, Father Guzman will direct their attention to those people sheltered in the church. Most are elderly or women, and none are able bodied enough to help save the store building. Should the party still refuse to help, he will gather eight of the villagers in the church, and send them out to what will most certainly be their doom.

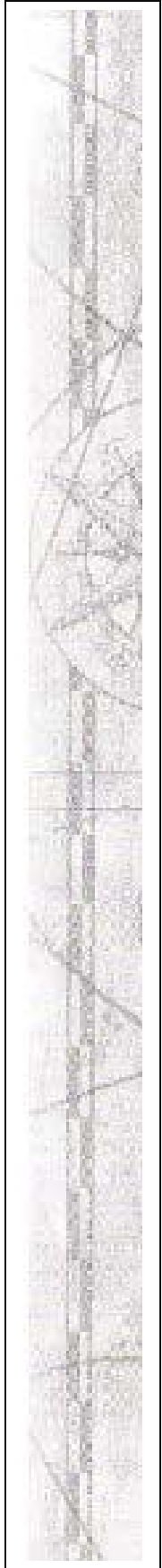
If the party agrees to help, then time is of the essence. Father Guzman will give his heavy cloak to one member of the party, apologizing to the others as he has only one cloak to give. The cloak will allow the person wearing it to ignore any physical damage from the rough weather he/she will be working in, but not the temporary ability loss described below. Guillermo will accompany the group to the store building and lend his help in whatever the party needs.

The store building is located on the western edge of Ceiba, closest to the forest at the foot of the mountains. Once again the party members will need to make a footwork or balance check to remain upright in the winds that are gusting up to eighty miles per hour. The TN for this check is 20, and a failed result sends the player off his or her feet and deals 1K1 die of damage. Lashing themselves together reduces the TN by 5, and as before the players only need to make

a single successful check to make it to the store building.

Once there, the group will notice the building has already been slightly damaged by the torrential rainwater rushing down the mountain. The foundation in the rear of the building is cracked, allowing the water to seep in and flood the floor of the twenty by fifteen building. There is already over two inches of water covering the wood planked floor, and more water is coming in every minute. There are several ways the group can deal with the flood.

- A nearby building is protected from the weather by sandbags the owner placed just as the storm was hitting. The group can borrow a few of those bags to place around the store building to stop the majority of the water from coming in. They will need to carry about forty bags from their present location to the store building. Doing this will secure the building, but will cost the players a -1 temporary modifier from their Resolve and Finesse scores as a result of moving forty heavy sandbags in such rough conditions. Any player with the Engineering skill can reduce the number of bags needed (and the attribute penalty) to twenty-five by making a successful Architecture check (TN 25). If successful, the attribute penalty is a -1 to finesse only. Since this action will take longer than a single hour to complete, all members (except the one wearing the cloak) will suffer 4K2 wounds from exposure to the harsh conditions.
- The party can attempt to move the stored food from the building back to the church or another nearby building, giving up the store building for lost. Each member of the group will need to make ten trips carrying food in order to remove the



# Legion's Storm

usable food to a safer location. Each trip requires a successful footwork or balance check (TN 20) in order to make it safely to their destination. Failed checks not only incur a 1K1 die of wounds, but also cause the player to drop the food items he/she was carrying. Each player must make at least eight successful trips in order for the food stores to be considered 'saved'. Players taking this course of action will suffer 4K2 wounds from exposure to the elements, with the exception of the player wearing the heavy cloak. This course of action will not cause the loss of any ability scores.

- The group may decide to dig a trench around the store building to form an earthen wall, effectively staving off the water. This is the most taxing course of action, and will require at least four hours of digging. The group, except the member wearing the cloak, will suffer 4K2 wounds every hour of exposure, but this course will keep the building from flooding further. Any player with the Engineering skill can reduce the time need to dig the trench by one hour (no roll necessary), but all player participating in the dig will temporarily lose one point from Brawn, Resolve, and Finesse.

Regardless of what actions the party takes, they should be able to save the store building without losing too much of Ceiba's food supplies. Any temporary ability losses are regained after a full nights uninterrupted rest.

Once the building is secure, the players can return to the church to inform Father Guzman of the situation. He will be extremely grateful to the party for their aid, and offer what dry clothing he has available. There will be enough dry clothing for

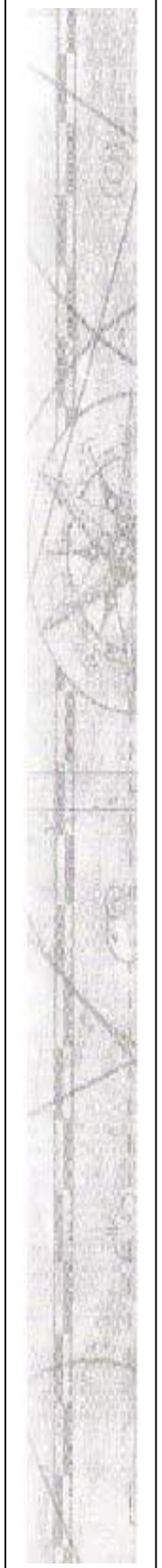
everyone in the group, unless they have the Large Advantage. Players with that will unfortunately have to walk around in their wet clothing, as no one in Ceiba has anything that would fit them. Father Guzman, though still expressing gratitude to the party, now insists they set out immediately to find the missing children and rescue party. He doesn't necessarily believe La Llorona took the children, but he believes every minute they spend out in this storm puts their lives in greater and greater peril.

## Act 2: The Cave

Having had little to no time to rest or prepare for a rescue mission, the party may be a bit hesitant to strike off immediately. Father Guzman, as well as the mothers of the other children (Doña Mariana has been taken to a back room and is sleeping) will do everything they can to speed the party on their way, effectively not allowing the group to rest long enough to recover any lost ability scores.

Once the party agrees to set out, Father Guzman will give the group simple directions to follow on how to reach the cave. Not far from the store building they were just working at is a small trail leading up into the forest. The group should be able to follow this trail for almost a mile where it splits off in two directions. To the left the trail leads to a small pass further into the Sierra de Hierro, and to the right the trail leads to the ledge below the cave Doña Mariana believes La Llorona took her son. Father Guzman will give the group the rope attached to the churches bell (about forty feet worth), since they will need to climb the mountain in order to reach the cave.

As the group sets out they will once again need to make a balance or footwork check to stay on their feet, with a 1K1 wound die for every failure. Once the party reaches the forest, however, they will no longer need to make this check, as the dense foliage of the forest is blocking most of the wind and rain.



# Legion's Storm

Just before the group reaches the split in the trail they notice a body lying a slight distance off in the trees. The body is that of Don José Rios de Alvarado, though the group doesn't recognize him. Inspecting the corpse reveals several claw marks and bite wounds, and the area surrounding the body shows obvious signs of a struggle. Clutched in Don José's hand is his sword, a fine Gallegos Blade. There are no signs of whatever attacked and killed Don José, nor are there signs of any of the remaining members of the rescue party.

## Gallegos Blade

Gallegos blades are well balanced and durable. They can be bent nearly double and will spring straight again. *A Gallegos Blade is a 2K2 Fencing Weapon and adds 2 to any Attack Rolls made with it. In addition, 5 is added to the TN of any attempt to break a Gallegos Blade.*

The group should reach the cave with no further incidents, but you might want to throw in another footwork or balance check due to heavy flooding near the trail fork.

Once the group reaches the clearing below

the cave, they will need to climb forty feet to reach the cave's entrance.

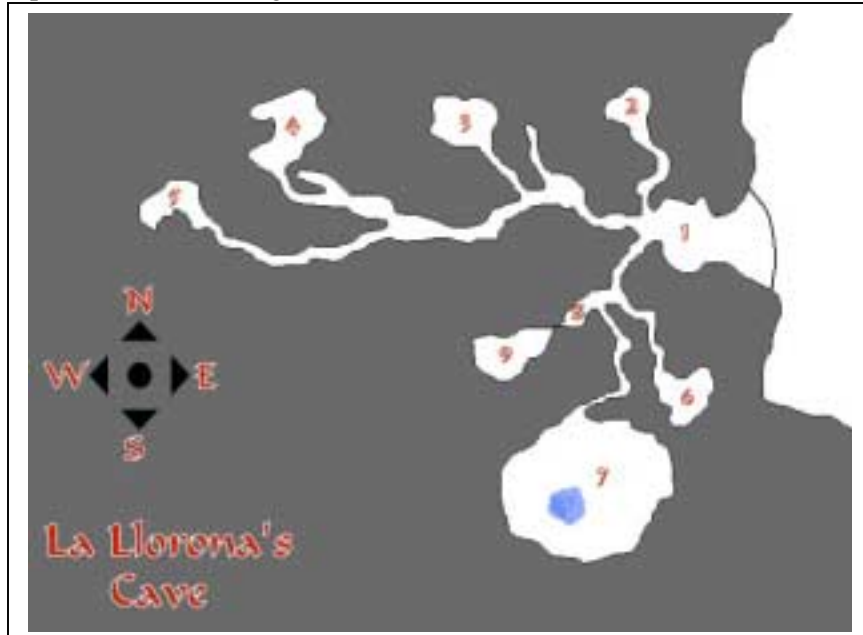
The players will need to make a climbing check (Finesse + Climbing knack keep Finesse)

against a TN of 25 for every ten feet they climb, which represents the difficulty of

climbing the wall in the middle of a hurricane. A failed check results in the player falling, taking 1 die of wounds for every ten feet he/she falls. Once a player reaches the top, (s)he can secure the rope for the other members to climb, lowering the TN by 5.

## Act 3: La Llorona

Once the group has climbed to the cave entrance, they can begin exploring. The entrance, marked as room 1, is about thirty feet at its widest point, and about the same distance front to back. The ceiling is low, only about seven feet high. Scattered along the southern wall of the room are numerous boxes and bags. Searching through them reveals mostly rotting grain, fruit, and spices, though there are three torches in still usable condition in one of the bags. There are no markings of any sort to identify whom the goods used to belong to. Some of the bags have been ripped open, their contents spilled on the rock floor. Everything in the boxes and bags smells of mold and decay.



As the group searches through the items, they hear a noise coming from the back of the cave's entrance. They turn to see a small girl in the dim light, no older than four

or five years old. She is dressed in a tattered red sleeping gown and is clutching a small



# Legion's Storm

rag doll. She stares at the group for a few moments, but doesn't say anything. If any of the party moves towards her, or says anything to her, she turns and flees down the passageway. She disappears so quickly into the darkness of the cave that there is no telling which way she went. Her passing left no trail for any of the group to follow, it's as if she was never there at all.

Room 2 on the map is located at the end of a sixty-foot passageway. The closer the group gets to the room, however, the lower the ceiling gets. By the time the party reaches the room, the ceiling is only four and a half feet high. The room itself is only about ten by ten, and there are two Kobolds using this room as a den. They will attack the party as soon as the first person enters the room. Due to the low ceiling, fighting in this room is going to be difficult unless a person has the Small advantage. Any person with the Large Advantage or wielding a weapon larger than a fencing weapon will have to add 10 to the TN to attack or parry due to the limited space. The kobolds will continue to attack until dead or an opportunity to escape arises. If they are able to escape, they will flee to room 5.

Room three is a large thirty-by-twenty room. The ceiling is at least twelve feet high, which provides plenty of room for the group to stand. In the center of the room lies a body, torn to shreds by claws. It's impossible to tell who the person might have been by what's left. There is no sign of the attacker anywhere in here. The only possession the body has is a broken knife.

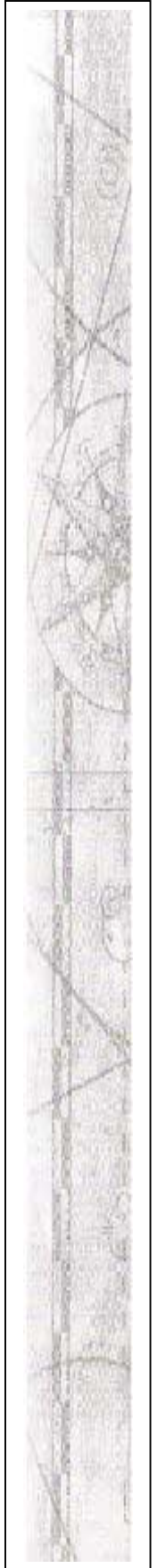
Room four is a huge room fifty feet long by forty feet wide. The ceiling of this room stretches above what light is cast by the torches the group carries. As soon as the party enters the room they begin to hear a soft crying. From the tone it's difficult to tell where the sound is coming from, as it's echoing throughout the room. After searching the whole place, there is nothing and no one in here at all, but the sobbing

still exists, growing louder. The sound continues for as long as the group is in the cave, getting louder every minute until all they can hear is the weeping and sobbing.

Room five is thirty feet long by ten feet wide. This room is home to three Kobolds, plus the two from room 2 if they escaped earlier. If the group has already visited room four, then the kobolds do not attack the group as they enter. Instead, they seem to be fearful of the crying sound echoing throughout the cave. They will only attack if the party does first, or if they feel threatened by the group, this includes if the party tries to search through the kobolds nest. There are two items of interest in the room. The first is a small gold locket buried deep with the kobolds nest. The group will remember being told that Lupé was wearing a similar locket by Cristina, her mother. The second item is an old, tattered rag doll similar to the one the little girl was clutching earlier. The only difference between the two is this rag doll looks as if it's been here for quite awhile, while the one the girl was holding looked new.

Room six is twenty feet long and fifteen feet wide. In the center of the room are two bodies, though unlike the other body in room three, these two appear to have died fighting each other. A knife is still sticking out of the chest of one of the men, while the other is sitting near the first clutching a sword he was run through with. Neither weapon appears to be of great quality, but the both appear usable if removed from their current locations. Nothing else of value is in this room.

Room seven is a massive, roughly circular room easily a hundred feet around. Near the southern edge of the room is a small pool of water that seems to be collecting from a drip in the ceiling. The water appears to be only about three feet deep and about twenty feet across at its widest point. There appears to be something shiny glinting in the torchlight at the party approaches the pool, but it is too





# Legion's Storm

far out to reach with anything the party has on hand. If any player wades through the water to find out what it is, the floor beneath them will collapse and they will fall twenty feet into a pit filled with water. The fall deals them no damage, but almost immediately they feel something grabbing at them. The hero will need to pass a swimming check upon initially hitting the freezing water. The TN for this check is only 10, but must be remade every number of minutes equal to the hero's brawn. If this check fails, the hero begins to drown immediately. Four skeletons will attack the hero, though each is diminutive. The skeletons will attempt to grapple the hero and drag him or her underwater, but because of their size the TN to successfully grapple the hero is raised by 5. If successfully grappled, the hero will be drug underwater until they drown or until they can free themselves and escape. If the rest of the group lowers a rope, the party member in the water can make a successful attack roll to grab it. He or she can then climb out of the pit. The skeletons are incapable of leaving the pit, so they will not follow any hero escaping.

Section eight is a blockage of the passageway. The ceiling appears to have collapsed some time in the past, and most of the rubble is still blocking the way. There is just enough room for a player to squeeze through, but any player with the Large Advantage will be unable to proceed, regardless of how hard he or she tries to fit through. Conversely, any hero with the Small Advantage can get in and out of the

rubble without any difficulty. All other players will need to make a Finesse check (Heroes with the advanced Contortion Knack from the Acrobat skill can add their ranks in that knack as unkept die) against a TN of 25. Failure means the hero is stuck and will need to be pulled free, which will require a Brawn check against a TN of 25 from a player *other* than the hero who is stuck.

## Skeletons

### *Henchmen*

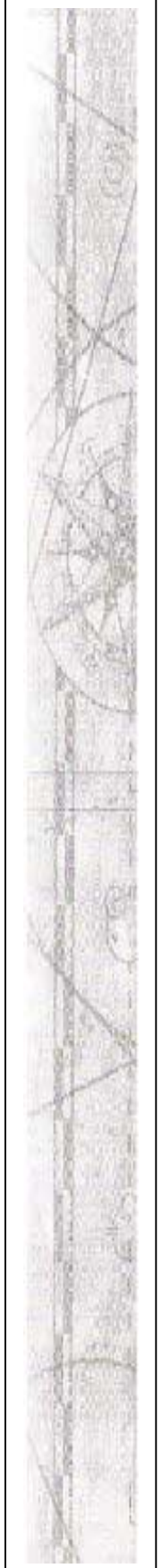
TN: 20  
Brawn: 1  
Finesse: 3  
Resolve: 2  
Wits: 1  
Panache: 2  
Attack roll: 3K2 Grapple, 3K2 claw  
Damage: 3K1 claw  
Skills: Swimming 4, Grapple 2  
Fear Rating: 2

These are small, child-sized skeletons. They attack with their claws and try to grapple an opponent and drag them underwater. They do not, obviously, suffer drowning effects. All heroes viewing these skeletons must make a fear check or suffer from the effects of fear in their presence.

Room nine is a large room fifty feet in length by twenty feet at its widest point. The crying and sobbing that has echoed throughout the cave is deafening in this room. As the players move into the room, they get the distinct feeling that something is watching them, and they occasionally catch a glimpse of movement just beyond the light from their torches. As they reach the rear of this room they see, huddled in a corner, a small child with his hands clasped over his ears and his eyes tightly shut. He will not respond to anything the players say, but if they move within ten feet of the child, the deafening crying will suddenly turn into a wail and La Llorona

will attack (see La Llorona's description in the NPC section for special abilities). She will continue to attack until all the heroes are dispatched, flee, or until one of them touches the boy huddled in the corner. When her grip is lost on the child, La Llorona will flee through the blocked passageway, ignoring all the other members stuck in the middle or waiting on the other side. She will simply disappear once out of sight.

The boy in the corner is Miguel. He is tattered and bruised, scared and hungry, but otherwise he is fine. La Llorona had him paralyzed with fear, but the touch of another person snapped him out of it and caused La Llorona to flee. The heroes are unable to



# Legion's Storm

locate any of the other missing children, regardless of how thoroughly the search the cave. They simply are not there.

## Aftermath

The heroes are able to return to Ceiba with Miguel, and the way back seems a lot easier as the storm has seemed to lose some of its intensity.

Back at the church Doña Mariana is waiting expectantly for the heroes return, and rushes to scoop Miguel into her arms as soon as the heroes walk in the door. Father Guzman listens intently as the heroes describe their encounters in the cave, and is saddened when they tell him of the bodies they found. He is truly thankful that they at least found Miguel alive, offers a prayer for the deceased, a blessing for the heroes who bravely helped a poor village and comforting words to those who's loved ones did not return.

After this, Father Guzman directs the party to a back room adjacent to the one Doña Mariana is in with Miguel. He has someone bring in warm clothing and blankets and something hot for the party to eat. He tells the heroes he has to attend to the rest of his flock, but they should be comfortable in this room and can get the rest they so rightfully deserve. With that he closes the door behind him and leaves to let them eat and get some sleep.

In the morning, read the following to one of the players.

"You wake the next morning to a blissful quiet. The winds from the storm howl no more, the rains no longer pound the roof and windows. In the peace you are almost tempted to fall back to sleep, but you notice that it's almost too quiet. You stir, stretching and filling your lungs with air that smells musty and old. You stand and cross the room, forcing the rusted hinges of the door to open, you stare out into the congregation

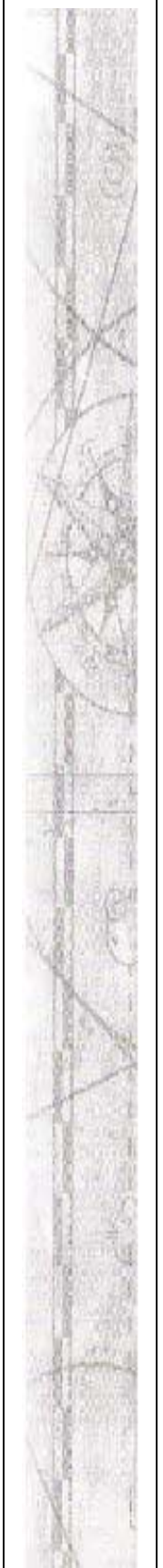
room of the church in disbelief. Where yesterday eighty people huddled together for protection from the storm beneath the sturdy walls of the church, today there stands nothing but broken walls and rotting timbers from the roof. Mold and decay permeate the air, and there is no sign of Father Guzman or any of Ceiba's residents to be seen."

In fact, if the heroes explore the ruins of the church at all, it will appear as if the place had been abandoned and neglected for years. The only things in the church still standing are the two anterooms near the back, one the heroes slept in and the other where Doña Mariana slept with Miguel. When the heroes explore this room, the only things they find in it are two skeletons lying on a ruined bed. One is wearing the tattered remains of a dress similar to what Doña Mariana wore last night, and the other a much smaller skeleton, huddled close and embracing the first. They appear to have been here for quite some time.

When the players leave the church they will find the rest of the village in the same state of disrepair as the church, including the store building they worked so diligently to save. It appears as if a hundred years of neglect and exposure to the elements has occurred in Ceiba in the span of a single night. No living creature, save for insects and birds, can be found anywhere within the village. Even the sturdy wooden dock is rotted and collapsed, reclaimed by the sea.

The heroes can search through the village, but will find nothing that indicates anybody has lived here within the last hundred years.

The heroes can leave the village by taking the southern road leading to Malaca, the road is washed out in places but it can be traveled. It will take a few days for the players to reach Malaca, and if they relate the story of what happened to them in Ceiba they will get some very strange looks. They will be told that the village of Ceiba was destroyed over a hundred years before in a



# Legion's Storm

storm similar to the one that swept through the region in the past few days. Nobody has lived in Ceiba since that time, and perhaps it would be wise for the players to stop telling that story lest they wind up in an asylum somewhere. Most people dismiss the story of La Llorona, but a few give strange looks that are difficult to decipher.

If the heroes search through archives, they will find out that Ceiba was indeed lost to a brutal storm over a hundred years past. The archive contains a list of names of the villagers lost, including Father Guzman, Doña Mariana, Don José, Guillermo, and many others the players recognize. Most names are recorded as being 'Lost to Storm', but a few, including the names of the children the players tried to find, are listed as 'Missing-Presumed Lost to Storm'.

## NPC's and Monsters

The following is taken directly from the Eisen Sourcebook™

### Kobolds

#### *Brutes*

**Threat Rating:** 3 (4 if winged)

**Usual Weapons:** Claws and Teeth (small)

**TN:** 20 (25 if winged; 15 if winged but on the ground)

**Skills:** Footwork 3, Tracking 3, Ambush 3

**Description:** Kobolds are nasty, fanged beasts about the size of a large dog with tough, scaly skin and evil yellow eyes.

While specimens can be found throughout Théah, they infest the *Schwartzan Walden* and have spread to all corners of the ruined Eisen countryside. Their exact appearance varies between individuals: some crouch on all fours, some walk upright; some are gaunt and skeletal, others are corpulent and thick. Some even have wings which they use to fly; flying kobolds are generally known as "gargoyles," and can be found most commonly in the Weissberg mountains of western Eisen.

Kobolds run in packs, ranging from three or four to several dozen. They attack from ambush if possible, using their numbers to outflank opponents, then run them down. Their bite is mildly poisonous, and can cause illness if not treated (1k1 die of Flesh Wounds every three days). Kobold packs are very territorial, and won't move into a particular area if another pack occupies it. The practice of placing stone gargoyles on buildings began in Eisen as a ward against the encroaching beasts.

They hoard shiny objects like magpies, filching them from the bodies of their victims and collecting them in a common lair – a cave, burrow, or hollowed out tree. Some of the bigger kobold packs have amassed a king's ransom in gold and jewels...mixed in with piles of gleaming junk, of course.

Though killing a kobold is no easy task, many rural villages take pride in dispatching the beasts. Stuffed kobold heads are common decorations in roadside taverns, and some towns even mount them on their ramparts as a warning to potential foes.

### La Llorona

#### *Villain*

**TN:** 25

**Brawn:** 2

**Finesse:** 5

**Resolve:** 2 (See Special Abilities)

**Wits:** 1

**Panache:** 2 (See Special Abilities)

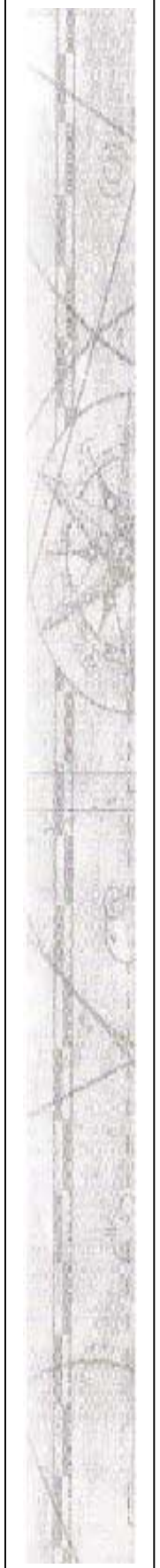
**Attack Roll:** 6k3 Claws, 2k1 Bite

**Damage:** 3k3 Claws, 2k1 Bite

**Fear Rating:** 5 (2 when not attacking)

**Skills:** Stealth 3, Swimming 7, Climbing 2, Ambush 3

**Description:** La Llorona appears to be the hideous image of a once beautiful woman. She wears a tattered black cloak, most often with the hood up to cover her sickeningly pale face, which is gaunt and skeletal and always streaked with tears. Her body is





# Legion's Storm

bloated, as if she just crawled from the bottom of a lake. Her bluish-green skin is scored with hundreds of cuts and slices, all of which ooze thick green water. Her fingers are clawed and her teeth are sharpened, allowing her to use them as weapons in a fight. She is constantly crying, even as she strikes out at an opponent. Her wailing and sobbing is unnerving to hear, and results in her fear rating above.

La Llorona's whole point of being is to reclaim the children she drowned years ago. She wanders the countryside of Castille, snatching children from their beds and holding them in a cave or burrow, hoping they will grow to love her as their new mother. More often than not, the children wind up starving to death and La Llorona will move on, looking to find another child to raise as her own.

**Special Abilities:** Normal weapons cannot harm La Llorona. Most weapons can strike her, but she ignores the damage from such attacks. It is said La Llorona was only ever truly hurt by one weapon, a Zepeda blade said to have been bathed in holy water from the Vaticine City while it was being forged, and blessed by the Hierophant. Whether this is true, or where that blade is at now, remains a mystery.

La Llorona can sense the fear in other people, and will generally use that to her advantage. She can cause a person with the *Cowardly* hubris to attack one of his compatriots, believing his friend to be her. She can only do this once per day, and the effects only last for one round. The person so inflicted truly believes his friend is the real La Llorona, and will attack him as if he was.

Though La Llorona has a low Panache score, she will *always* act in the first phase of the first combat round, regardless of what her initiative score is. Subsequent rounds of combat will be handled normally, with La

Llorona only able to act on the phases dictated by her initiative.

La Llorona also has the ability to vanish at will, which she uses most often when fleeing from combat. When she does this, however, she returns to the lake where she drowned herself and her children and must remain there for a period of one week. It is here that she is most vulnerable. While in the waters of the lake, normal weapons can actually kill her, and she loses her ability to vanish from combat. Where the lake is, like the location of the rumored Zepeda blade, is a mystery.

## Father Ricardo Guzman

*Hero*

**Brawn:** 1

**Finesse:** 1

**Wits:** 4

**Resolve:** 2

**Panache:** 2

**Arcana:** Friendly

**Advantages:** Faith (4), Ordained (2), Théan (R/W) 3, University (1)

*Scholar:* History (3), Philosophy (2), Theology (4)

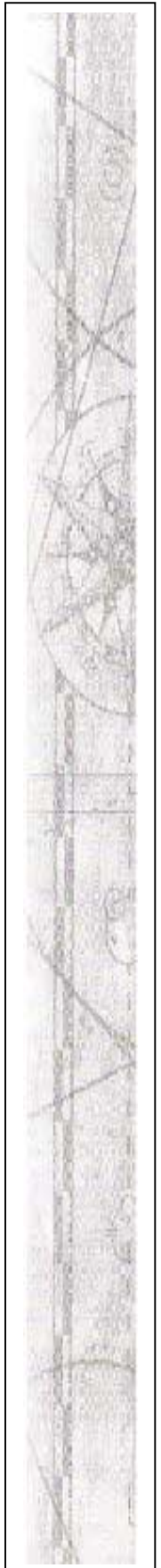
*Doctor:* Diagnose (2), First Aid (4), Quack (1), Surgery (1)

*Athlete:* Climbing (1), Footwork (3), Sprinting (1), Throwing (1)

Father Guzman is a gentle old soul, comforting the peoples of Ceiba with spiritual guidance and firm words, when the need arises. He is late in his life, but will still faithfully fulfill his duties to his town without hesitation. His kind voice and gentle urgings have caused many men to do his bidding without them being aware it was his hand guiding them the entire time.

## Doña Mariana Castro Juliana de Alvarado

*Hero*



# Legion's Storm

**Brawn:** 2  
**Finesse:** 3  
**Wits:** 2  
**Resolve:** 4  
**Panache:** 2

**Arcana:** Willful

**Background:** Lost Love (3)

**Advantages:** Dangerous Beauty (3),  
Indomitable Will (3), Castillian Accent  
(Gallegos)

*Scholar:* History (3), Mathematics (2),  
Philosophy (1), Research (2)  
*Streetwise:* Socializing (4), Street  
Navigation (2)  
*Dirty Fighting:* Attack (2), Eye Gouge (2),  
Throat Strike (2)

Doña Mariana is a beautiful woman in her mid thirties with long, flowing black hair and smooth soft skin. Her and her husband oversee the town of Ceiba, even though their titles of Don and Doña are not actual nobility. Her light laughter and easy manner are generally apparent in everything she does, though of late her eyes show the rolling storm that's tearing her up inside.

## Guillermo Maricha de Gallegos

*Scoundrel*  
**Brawn:** 3  
**Finesse:** 3  
**Wits:** 1  
**Resolve:** 2  
**Panache:** 2

**Arcana:** Courageous

**Advantages:** Castillian Education (10),  
Castillian Accent (Gallegos)

*Sailor:* Balance (3), Climbing (2), Knotwork  
(1), Rigging (2), Pilot (2), Swimming (2)  
*Athlete:* Climbing (2), Footwork (3),  
Sprinting (1), Throwing (2)  
*Pugilism:* Attack (3), Footwork (3), Jab (1)

Guillermo is a tall, handsome man in his late twenties. His sense of duty to his town is unflappable, as is his desire to impress Father Guzman, whom he views as a real father. Guillermo had a rough childhood in Ceiba, always getting into trouble after his real father passed away in a boating accident. Since that time Father Guzman has taken the young troublemaker under his wing and is getting him on the right path.

## Credits

### Story and writing:

Grayman Stole

### 7<sup>th</sup> Sea System Creation:

John Wick, Jennifer Wick, and Kevin Wilson

### Special Thanks:

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