

# **The Lost Generation**

## **Adventure Module**



**Michael Jung**



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# The Lost Generation

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Acknowledgment

**Go to the playtesters of my gaming group**

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# Lost Generation 1

## Foreword

This is the first of a series of three adventures set in and around Rethem, a region considered by many to be the most oppressing on all of Hârn.

A few years ago, Alun Reeves published his campaign *Dark Rethem* set in western Hârn that showed ingenious use of the officially published material, even enhanced official material, and generally increased the insight into the «dark» region of Harn. If you haven't played it, by all means, do. I can promise that it will be an enjoyable experience, even if you do not have the fortune of witnessing Alun game-mastering or generally orchestrating events.

This in particular and many other Fanon publications have inspired this adventure and I'd like to thank the authors for them. Specifically, I also like to mention the *Sidetrek* series. If you look for Fanon references, I am sure you will find them.

The general background on Hârn is obviously «gritty», infested with social injustice at every corner and the setting does not lend itself to adventures for the knight in shining armor, even less so in Rethem. This may be one of the reasons the region has been ignored in Canon and Fanon alike for a long time. The danger in presenting Rethem as more amicable (in a very loose sense) is clear: do not create an adventure, where the heroes will have saved the day in the end, including more or less the future and prosperity of the whole area. That does not make sense. Rethem will stay sordid and bitter, but light will shine in the strangest of places – without it no shadow can fall.

I hope you will enjoy this Rethem setting as I know you will enjoy or already have enjoyed *Dark Rethem*.

Special thanks go to the playtesters and the editor C Miles. Any errors and problems that remain are my responsibility alone.

If you plan on playing this adventure as a PC stop reading now. If you plan to run this adventure as a GM, please read its entirety before playing.

## Background

*Gerdel Hundred* is the general backdrop in which this adventure plays. It is a hundred that has been the battle ground of a power struggle in the last decade. *Themeson*, the feudal center of the

area, was held by Tharda, the eastern neighbor of Rethem, until it was seized by the *Red Shadows of Herpa*, an Agrikan Fighting Order, 12 years ago. In 714 a new fighting Order called the *Cohorts of Gashang*, took Themeson from the Red Shadows when they seceded from the original order. The Cohorts of Gashang do not pass on any taxes to the king in Shostim, but instead seem to consider returning the fief back to Tharda.

The Agrikans ruling the Hundred are notorious for the torture, mutilation, and sacrifice of captives and are in general oppressive rulers. The conflicts of the past 12 years have reduced the hundred's population considerably. Fallow field are a common sight. Since the split of the Cohorts and the Red Shadows, guildsmen started to leave the Hundred. Any possible income, including from mines and quarries is spent on maintaining the fighting order.

Two orderial companies are active at all times; patrolling against incursions from Tharda, but also warily watching the western border. The Cohorts of Gashang suspect the yeomen in the former Thardic manors of plotting rebellion and have disarmed them all.

This suspicion is not without cause. In fact, restlessness about the situation is boiling in *Kelmeinar*, a village just across the border in Tharda. The hamlet called *Rouhardy* now in Rethem was a family holding and with the change of the province, the latter village was effectively lost to the clan. This affair is not considered past and clan politics have turned to fostering unrest among the local yeomen. The clan sends «insurgents», with the intent to destabilize the region. In the vicinity of Rouhardy a camp was established with the hope that this becomes a nucleus of rebellion.

Reality looks somewhat different. While the camp was indeed established, it had to deal with several difficulties. The first was that the base of operation is not close to the border and any resources must be transported for quite a distance through either hostile territory or wilderness. The second was that the people of Rouhardy only give support grudgingly. Open support is out of the question and even covert support is dangerous. The camp had yet to serve as base for an operation

when it met its fate from the third obstacle – learning about what that was is the main part of this adventure.

### Player Character Introduction

There are several ways to introduce players into the scenario. Some are presented in the next paragraphs, but you can easily make up your own. You do not need a separate reason for each PC, some may have the same as others, and some PCs may just be along for the ride. But whichever you choose, make sure that the relationship to the current rulers of the domain (the order of the Cohorts of Gashang) is not amicable and there is trust possible with the inhabitants of Rouhardy. Do not give the players the poetic map until after they have received the relevant information from the villagers of Rouhardy. None of the inhabitants actually own such a map, possessing it would be dangerous. It is mainly a GM aid.

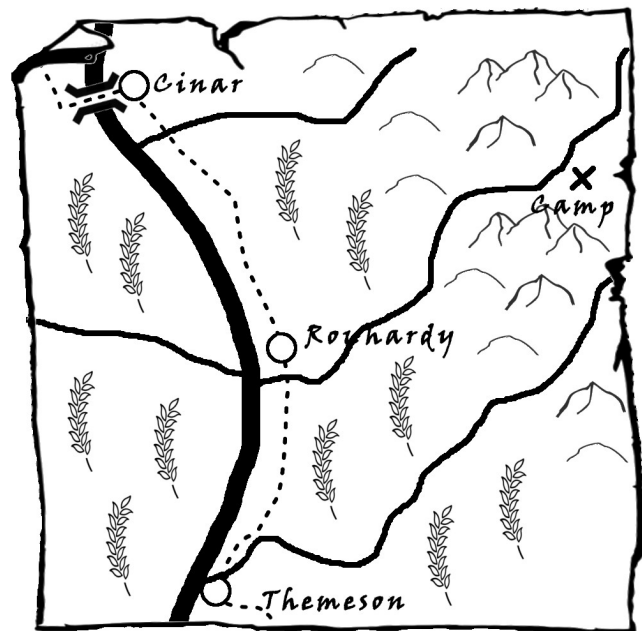
**Where is my brother...** the PC has a relation (brother, cousin) or a close friend that was travelling to the camp and he hasn't been heard from since. The PC fears for the life of this person and is determined to find out what the fates had in store for him or her.

**Looking for group...** the PC is a notorious adventurer commonly known as a vagrant and looking for some coin. He has overheard that troublemakers would be employed by «Robin Hood» (an obvious reference to some forest-based bandits with potential political backing). All he has to go on is the name of the village Rouhardy and his reputation of being at odds with the local Agrikan orders.

**Peacemaker...** Some people are more persuasive than others. If the PC is good with words and has some political connections, he may be hired to find out about the group of bandits before they become active. His patron does not want to make a show of this, i.e. violence is to be avoided, because a show of force would undermine his own plans. A possible patron would be the orderial head that is considering defecting back to Tharda with the fief – but on his terms. A violent interlude would come at a most inappropriate time.

**Official business...** The PC is sent by the

supporters from Kelmeinar, to either increase the forces of the camp, to bring resources or to find out why there has been no feedback. The connection is one of the Yeomen in Rouhardy. Of course, the emissary cannot use official colors once in Rethem and must keep a low profile.



### Encounter a Patrol

Once you have decided to set up your group, put them on their way to the village. You may spice up the travel with a stop in Themeson or an interception by a patrol. But remember that the odds are stacked against the PCs, so do not kill the group the instance they set foot into Rethem. While the Cohorts are not a tolerant bunch, they also do not kill every peasant idiot because he can't keep his tongue. Give him or them a roughing up and let them find themselves in the mud. Remember that rural folk can find it hard to insult a knight, the social rank and value differences may make it unappealing for a knight to take offence.

A typical patrol will consist of a mounted sergeant, possibly accompanied by another mounted knight and six to ten soldiers on foot. You should scale that group according to the size of your PC group. All men are armed and the PCs should not intend to fight them. They should rather be intimidated. On the other hand, the

patrol should not be big enough to simply kill the group just for sport. It should be clear to both sides that a physical conflict would also give the patrol casualties.

Typical questions from the patrol would be: *Why are you travelling here? Where are you from and where are you headed? Are those arms you are bearing and why should you?*

Typical responses might be: *We are guards for a merchant. We are en route to our mercenary company hired by your Order. We are guild prospectors for a business in town X.* Players may come up with any other plausible excuse.

The challenges may continue, if the patrol is a bit suspicious: *Who is your commanding officer? Who is the guild master you mentioned? Where is the merchant you are guarding?*

Once the patrol is satisfied that the characters are not spies and not dangerous they can be on their way. The patrol is more intent on intimidating the locals and deterring them from running away than discouraging random foreigners. The group are obviously not runaways and escorting them out of the fief or worse would provide some diversion but that is not worth their time unless the PCs annoy them.

## Reaching the Village

The group will eventually reach Rouhardy and want to talk with the village folk. Depending on where they head first or who of the villagers finds the most courage to talk to the strangers, things can turn more or less interesting. Most villagers will simply ignore the PCs or wish them well on their journey wherever to that may be. Some children may be more playful and that can indeed break some ice with the villagers. But the villagers generally know nothing and take some care that it stays the way. I.e. they will not engage in any talk about a hidden camp or other such nonsense and break off such conversations. There are a couple of exceptions noted below.

The local lower class have established the term «evil Agrikans» for the various Rethemi orders and lords that currently rule them to distinguish them from the former good Agrikans. Whenever there is need to make a difference without the presence of the former.

**Derrand of Luhn**, a yeoman, is obviously disenchanted with the current rulers, but is responsible for the proper behavior of the populace. When the reeve needs muscle, he is to provide it. Of course, he has no weapons besides «farm implements». He fancies he will not see more than a wild animal or two and should Tharda ever decide to take back the region, he will surely not fight on the Rethemi side. He will keep a low profile, as most of the other villagers, but he knows what is or should be going on up river and has been contacted. Should the evil Agrikans come to get him and he has sufficient time, this is where he will flee. He has never been there, though. He will be the easiest to trust the PCs.



*Arion of Stans*

**Arion of Stans**, the other yeoman, is a devout Agrikan, but considers the hostile takeover an uncivilized act, time should be better spent fighting against Kanday or the heathen Kuboran. But nobody asked him, nor will anybody ever. He was quite lucky that he survived the change of ownership of Rouhardy. He was too young at the time to be of any consequence and he now plays the bully for the evil Agrikans as cover and enjoys the brittle trust of the steward when he visits. Actually, they despise each other as weak. Arion has visited the camp before, since he also keeps an eye on the forest. He will not betray them and his trust is not easy to gain.

**Toban of Kurl**, the reeve is in his fifties and remembers the rule of the Thardans. He also knows that nostalgia is not going to keep the village alive. He is thoroughly opposed to what is going on up river and thinks that the folly idea will get the whole village killed by the angry Cohorts. Of course, he also realizes that telling the lords about this camp is also going to get everyone killed. His life is miserable, he sees no way out of his dilemma. He is deeply suspicious of all strangers and will rather send them away than tell them anything, let alone the location of the camp. On the other hand, every minute people poke around and ask dangerous questions regarding the camp makes it more likely that the evil Agrikans stumble in and find out so he will send them on their way, if they persist long enough. He has never visited the area since the camp was established there but he knows the area from his youth.



*Fiorina of Aldon*

**Fiorina of Aldon** owns a patch of land by the river that was intended to be the location of a mill. That plan never came to fruition when the Shadows of Herpa took over. The miller she was to marry never came to the war zone when he heard of the situation, nor did any builders show themselves. Thus Fiorina needs help from the other clan members now, when she was destined to give them more wealth. She is most willing to tell the PCs that there is a camp, but she knows little of practical importance. What she lacks in

substance, she makes up in devotion for the «Thardan cause».

Any of the NPCs that are willing to talk to the PCs can confirm that for a few weeks no news have been received from the camp. On the other hand, it is not unusual to have no information for extended periods of time, since such information poses a danger to both sides. However, some minor errand is often exchanged in an irregular, weekly fashion. That anybody who has no business in the woods would go seek them out is not possible. Everybody is up in work for the fields and traveling to the camp would take two days there and back. In other words, the people in the know would start worrying if they had the time.

While the two yeomen are slightly in favor of someone checking out the situation, Fiorina is all for it and Toban is decidedly against it. «Let them rot, that's the best for all of us» he says. «They will sweep from the hills one day to drive out the Cohorts. Give them our warmest greetings» she replies.

Some players may think that it is an easy route by telling the Cohorts of this camp and ask for a reward. Possibly a poster in Themeson said something to that respect. Remind them that the knights of the order may simply kill them instantly and even consider that a reward because they are not handed over to the Eight Demons for torture. The males in the village undoubtedly would. This should discourage the PCs from switching sides.

In the back of this adventure, you will find the village described in more detail and accompanying maps.

### **Finding the site**

The stream running south of Rouhardy flows through the fields and upriver finally crosses into the forest. This forest quickly engulfs the characters. They follow the meandering stream through a few smaller clearings but after an hour or so of travel the woods are much denser. Depending on the time of day, the woods may even give them the «spooks». Strange noises are heard and sometimes awkward silence. Seasoned wilderness travellers may not be impressed, but the PCs should get the idea that this area is well



# Lost Generation 5



*A refreshing glade*

chosen for a bandit camp and they consider the town-folk wiser now than they did earlier for not traveling here.

PCs with premonition or general sensitivity for the supernatural may get the feeling that the forest area feels like a fence or ward for something, particularly once the scenery changes when they reach the site. But this need not be no more than a feeling, no actual spirits or other supernatural entities haunt this forest. On the other hand, if the GM likes to play with magic beyond the rules, the

feeling may well be a magical metaphor of what is coming up.

Close to the spring the forest widens into a larger clearing, roughly circular with a diameter of approximately 50 yards. The other end of the glade converges to a small waterfall cascading over a rocky outcropping of about 14 feet. The cliff extends another 4 above that. In fact, the region seems to funnel into the small pool at the end and in order to proceed a little climb may be involved. The cliff face gets higher and harder to scale

further from the stream, even if less wet. If the PCs decide to take a detour to reach the upper side of the cliff with less climbing, this is possible, but will require probably an extra hour or so.

The cliffs seem to get higher as they angle off into the woods away from the pond. The whole area is filled with dense underbrush, brambles and thickets of blackberry vines crawling up at the edge of the cliffs. Sensitive PCs may find this place foreboding. Except for an expert woodsman, it is impossible to find the hidden passage that the insurgents use. Below some thorny brushes here and along a fallen, cracked tree trunk there, it is not a fast trail, even if found. The GM may consider any number and types of skill rolls appropriate before this obstacle course is mastered.

For a particularly hardy group, a small wolverine den may be in the way, but be careful not to turn this passage to the hilltop into a suicide mission. The dangerously sheer cliff and the menacing look of the foilage may be sufficient for the PCs to be unnerved and figure out that this may indeed be a good location for a hideout. Very perceptive characters may wonder why they haven't noticed a lookout.

When the upper end of the ravine is reached, the camp is within sight. When the camp was still manned, the insurgents kept a watch here, as the clearing can be monitored quite easily from this point. Further along the way, the spring as well as makeshift houses are nearby. Wood has been cut and the site shows all signs of human activity. Someone was turning this area into a light fort.

Looking through the camp, various signs of fighting can be found, including bodies. Details are given with the map below. This map can be handed to the players, running the numbers is not discouraged. In fact, the points noted on the map can easily be spotted as points of interest. The GM can opt to place some other piece of information at an unnumbered spot to ensure that the PCs do not simply rely on the numbered areas and show some initiative when analyzing the clues. For this the following clues should be found somewhere but not without some work and not on the first spot they visit just be accident.

A hastily scribbled note. The author was not accustomed to writing and hid the note between leather sheets to keep it from becoming unreadable. It also looks like an attempt was made to hide the note from cursory examination of the area, it is fixed by stone and cannot be seen extending from underneath from afar. See the reference section for the text in the form of a handout.

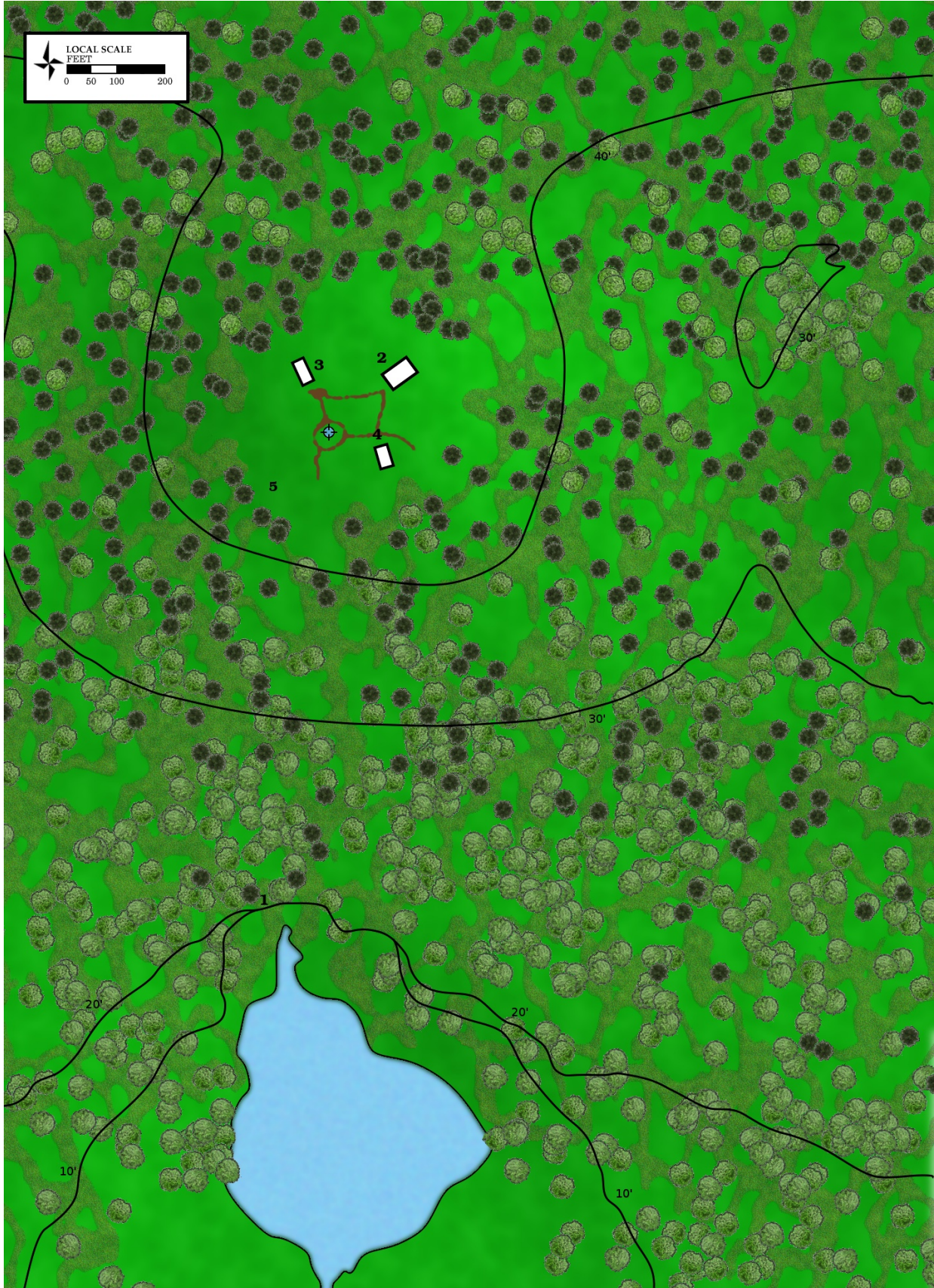
This note was not written with the last dying breath, but was intended as a genuine warning while there was still time. If one of the PCs had a literate relative in the camp, this note should be from him and the PC can recognize the hand writing.

*We have been attacked by monsters. They appear like Morvin from evil stories. We have repelled them once, but had losses. If you read this, we haven't survived the next attack. Leave this haunted place fast, if you can.*

Various unspoiled food containers lie about. Some may have been picked by wild animals, but the PCs should conclude that whoever attacked the compound was not interested in food. This includes some salted meat, nuts, even a few casks of ale. Originally a total of 5-6 people could live on the food for at least a month, but not all is preserved. Those that were opened have indeed been scavenged by animals so there is no evident fear regarding the food being poisoned.

Also a few coins and other valuables can be found. They serve only to indicate that the attackers were not interested in mundane wealth. How much and in which form such items are available depend on the type of campaign you are running. The money should be able to keep 5-6 people afloat in civilized surroundings for a few days. These are the savings of the insurgents that

# Lost Generation 7



died here. Most cash will still be on the bodies but some may have been hidden in the vain effort to stash them away and pick them up later. Whether they have Thardan or Rethemi currency and in what mix is left for the GM to choose.

The well should be addressed at last and that is why it was not labelled, although it certainly is of interest. Characters may find it curious that a well was built here. The reasoning by the occupants of the camp was that since the spring is out of reach in case of a siege or attack from the lower lying glade, it would be good to have a water source within the camp. Whether this was sound reasoning or worth the effort can be debated. Certainly Toban would have considered it foolish, but the damage was done. After 2-3 feet stone was reached and that quickly gave in after some serious hacking. (Can you hear Toban say «*the sounds will make you audible for leagues*»?) This provided an exit for the morvin (see below) and still does. The morvin will be encountered, either when entering the underground or when camping in the ruins.

### Local Map Key

**1** This is the lookout over the clearing below. There are positions here that allow surveillance of almost the complete clearing and its border without being seen. Setting up an ambush is also quite easy. The drop below is almost 10 feet. Foot marks can be found, as this post was manned throughout the day.

**2** This building was supposed to be the central hut, crude maps of the surroundings can be found here, provisions and lists with names (a random assortment. People to look out for but also people to trust; the meaning cannot be decoded). Possibly some trader itinerary can be found, but much of the material will be unintelligible. The provisions are mostly spoiled and what is not will become so soon, unless care is taken immediately. Lots of boots have been walking around here. The hut has a wooden wall and a preliminary tarp cover that is torn.

**3** A shelter for most food and material that need to be kept dry. This building also has a wooden frame, with a torn leather tarp. Construction for a better roof was underway. Material that needed to be kept off the damp ground were hung from the beams, i.e. dry cloths. The assorted materials prove that the insurgents were in for a longer stay.

**4** This is the attempts of a barracks and where the insurgents slept. This is also where they made their last stand. The building has battle marks all over and any bunks, stools or tables are in ruins. Several bodies are strewn around from the battle and vermin have started to devour the remains already. Observant characters can decipher the battle. The defenders were barricaded behind the door, but that was broken down eventually. Then close counter melee ensued. There are five dead militia types and three indelible humans. The latter however look like they have been dead much longer and their clothing consists only of leather(!) rags.

**5** This is another gruesome sight. Two dead bodies lie here, apparently waiting to be

# Lost Generation 9



*A hole in the wall*

buried. From the decomposition it looks like the men died at about the same time as the ones in (4). In fact, they died earlier and the survivors had more pressing matter at hand than to properly bury them.

## **The Underworld**

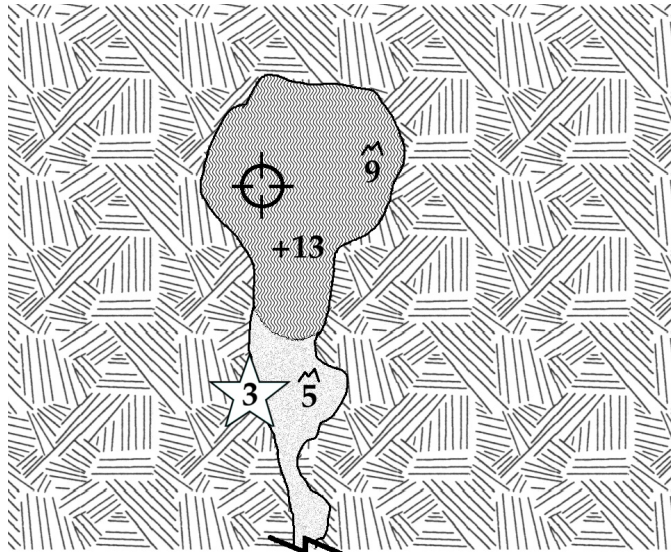
The characters have various options, once they see the ruins and have investigated some hints. They can continue searching until they have found enough. Or they can dig in other areas that seem to have been molested. But besides the clues presented, neither digging nor the wider area provides any further clues. They can stay and camp, maybe trying to improve the barricades after seeing what has happened or reading the note. They can bury or burn the bodies. This is a suggestion that the GM may make, because it is hinted in the Morgathian folk tales («evil stories») that burning would kill any Morvin. They may even try to flee the vicinity in the hopes of avoiding an encounter with the Morvins.


Whatever the PCs do, the Morvins will attack before they leave the general area. If the GM can time it that the attack takes place at night this would be the best option. This can be done by extending the search such that crucial evidence is

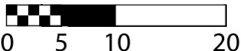
only found later or burning the bodies takes its time or should be done by night, when the smoke cannot be seen from afar. Or maybe the travel itself coincidentally requires them to camp just now. (In fact, the attack can even take place before they search and find any clues.) Make them believe that the body count here, including the Morvin, is so high that the remaining enemies cannot be a match for their stalwart band. But don't construe any deus-ex-amchina, if they insist, they can leave in broad daylight. The range of the Morvin is limited and they are still searching for a sacrificial victim, so they will attack. Since the glen and hill top is surrounded by thick woods, which includes thorns and low branches and other obstacles, the living are hindered quite significantly in their travel speed. The morvin on the other hand will not mind any minor cuts from thorns or sprained ankles from stumbling over roots and will catch up.

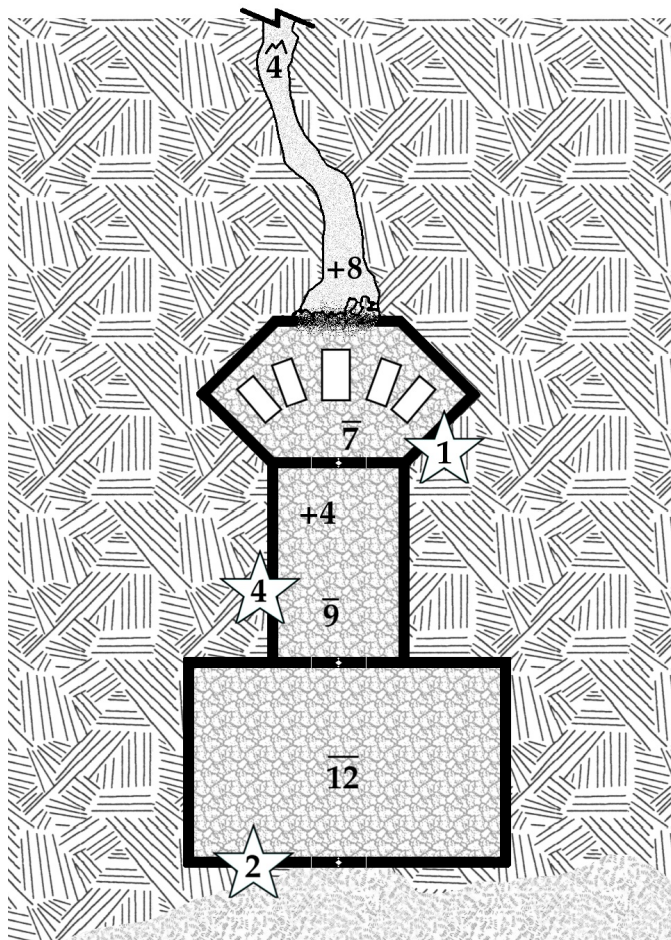
The reason why the Morvin have been wakened is the slow entrance of water into their crypt. The crypt had been sealed for centuries but erosion has taken its toll. The type of Morvin that are buried here are awakened by water. So when the Hemorvus (see below) was finally touched he awoke, he was startled to not find any sacrificial

# 10 Lost Generation




 The pond is ground level  
 The well opening is 32' above ground


 0 5 10 20



victim. Not being fully complete but also confined to his crypt, he was only able to wake his Gulmorvin and wait until such a sacrifice presented itself.

When finally the unhappy well-builder created an entry to the small pool cave, he also created an exit through which the Morvin could escape and consume a sacrifice. Little did he know that the first person he killed was not «blessed» as a sacrifice and therefore did not complete the ritual. Since he is not fully aware of the situation, he continued his quest until all potential sacrifices were dead – and he will continue until he finds one. He has lost many of his guards, the standard Gulmorvin. Depending on the size of your group, you should scale the number of surviving Gulmorvin. Three seems a typical size, always counting the Hemorvus, of course. See the reference section for the stats of the Hemorvus.

In the end the Hemorvus will be killed permanently. When this happens, the crypt will no longer be protected by the rituals that were put in place for exactly the purpose of keeping it intact. This does not mean that it will crumble immediately, but anybody in the crypt at the time should immediately notice cracks that weren't there before. Roots, and earth may fall through and muddy pools will soon follow. The crypt will remain hospitable for a while, so if the Hemorvin is killed outside, it can still be visited for several days. Only as weeks pass by, the structural integrity is compromised and large chunks from the walls are lost or broken off. After a month or so, any of the writings or drawings will become unintelligible even if someone were able to read the script – which apparently noone alive is.

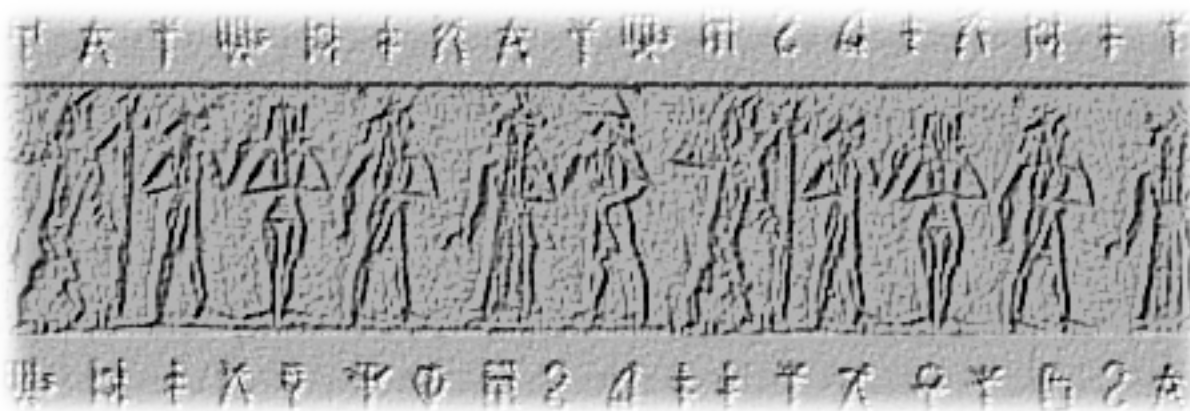
The «treasure» listed in the key below is described in the value terms I used above. You need to turn this into concrete coinage values that suit your campaign. Through the officially published material values in pennys vary widely according to what reference you choose. In my campaigns a person can survive in civilized society on 3d-5d per day. I then round according to whim to keep calculations simple.

# Lost Generation 11

## Interior Map Key

**1** The rear part of the crypt has the main sarcophagus of the Hemorvus and the support of four Gulmorvin, three of which have already been killed (assuming this to be the ratio that the GM chooses for his group as the right challenge). The resting place of the Morvins has the stench of centuries of slow decay and the feeling of dampness from the recent slow influx of water. There is a small trickle from where the water

«falls» from the opening in the crypt wall. Four smaller and one larger engraved gold-covered cups lay on the floor, which in total would yield 80 mandays worth as jewelry. They originally stood in the foot region of the sarcophagi. The opening to the previous room is not locked, the door is simply a revolving wall on stone-hinges. 20 strength points total suffice to move it. The Morvin did not do so. The walls are plain and not covered with scripts or pictures – this chamber would not have been used for rituals.



*An ancient mural*

**2** The exterior exit is almost completely covered through erosion and unless extensive measurements are taken, is lost. The doors cannot be opened from the inside nor from the outside unless at least a ton of earth is moved. The room is covered in pictures and scripts which remain incomprehensible to the uninitiated. The scenes seem to show a ship sailing from a «land with sun» and the people from the ship fight strange monsters (PCs may imagine these to be unique Ivashu) and people, most likely barbarians.

In the center of the room stands a metal 5 feet long staff inside a short stone shaft of about 1 foot. It has incomprehensible scripture on its surface all around it and gold plating. It is worth 20 mandays as jewelry and possibly twice as much to Shek P'var or interested priest of any religion. If you play with magic radiance, it registers slightly, as it could be used in a long lost ritual, even through the magic has almost completely been drained.

**3** This passageway twists and turns for about 300-400 feet. A small rivulet carries almost no water but it is moist enough to be noticed. At the far end the wall has initially been damaged by water but later torn to a bigger opening by greater force. Sometimes the passage is narrow enough to only allow a single person to crawl through while at its widest, two people could almost pass each other crouching. Doing so, however, would give some annoying bruises and cuts from the hard stone wall.

**4** This room is half-way covered in pictures and script. It symbolizes the passage between life and death; this can be discovered from the scenery. Embalming techniques are shown and with a guess a Morvin may be identified. (It would still be a guess.) Specifics cannot be deduced.

### Intermezzo

The plan of the Thardans was foiled by a third party, or at least had a significant setback. Any relatives that were supposed to be at the camp are dead. So what is the party going to do now?

Rouhardy itself will come to peace at least for a while. The insurgents are dead and any danger for the local rulers is gone. The village no longer holds a secret that it needs to keep to stay alive. On the other hand, they don't haste to tell anybody about the camp. Effectively, the fate of the village does not change, whether the PCs tell the residents about the situation at the camp site or not. If they do, some anxiety is lifted, but the actions do not depend on this knowledge. They will all keep their tongue and stick to their usual business.

The PCs hopefully have some of the information from the crypt and their curiosity should inspire them to seek some help deciphering it. That could be attempted in any of the great cities. If they lack interest, their employers or sponsors, such as the Thardan clan from Kelmeinar, will want them to check it out. A trip to either Golotha or Coranan, where they would visit the Guild of Arcane Lore, should be next on their list. The church of Save K'norr may also be a viable option to look for explanations.

Whether they undertake that voyage immediately or at a later date is not important, the following adventure is not tied to any date or season that it must take place in. Of course, the dead of winter would be a bad time.

But when they do, they will be introduced to *Moc'alm*, a strange visitor from a distant land. This scholar has come from a far away place, that not many Hârnians have even heard of: Hepekeria. The local scholars of the guild will not know what the script and drawings mean, but they will show it to him. *Moc'alm* has a very dark skin and generally looks quite different than any regular Harnian, be they of Pharic, Jarin, or Ivinian stock. That is immediately obvious.

He will reveal that some centuries ago a ship sailed north from his land towards a coast unknown to his people, which turned out to be Hârn. The writing is hard to decipher and he is not a master of the script that has only survived through sheer luck. The story of the travel and the

results are news to him and extremely interesting. It tells of a journey further north in the *Rayesha* mountains that should be investigated. Are the PCs willing to travel there with him?

Whether they immediately visit a major city or let years pass, a revisit to the crypt already discovered will not reveal any further information. By now, erosion has corroded any materials and while the ruins may still be identified as such and even the entrance through the well may be intact, the grave has fallen into such decay as to render it useless for investigation.

Stats, motives and other particulars for the Hepekerian visitor are found in the next adventure called *The Lucky Few*.

### Hemorvin - The Lost Generation

In a time, when Morgathianism was young, indeed when most early religious institutions were only beginning to be formed, another type of free-willed undead, the Hemorvin, existed. The oaths and rituals by which such undeads are created are no longer known to man.

Hemorvin are mostly embalmed and preserved as the *Dalkeshi Gumora*. They preserve attributes like *Amorvin* and engage in combat in a similar fashion.

As with all Morvin, the singular for the new type is Hemorvus and the plural is Hemorvin. The relationship between a Hemorvus and his Gulmorvin is the same as for an Amorvus and Gulmorvin. The Shadow of Bukrai plays a different role in the sustaining this type of Morvin. There are no scholars yet that would have any theories what this role is.

The Hemorvin have three states: *dormant*, *semi-dormant* and *awake*. After the initial ritual the Hemorvus becomes dormant until a certain condition is met. Usually this meant entering the inner crypt. But enacting part of the secondary ritual like sprinkling water on the dormant undead would also bring him into the semi-dormant state. In this state the Hemorvus will wake his guard Gulmorvin and seek his sacrifice. He has no other purpose and during that time is equivalent to a Gulmorvin except that exerts power over his honor guards. Once the secondary ritual is completed, he is awake. The secondary



# Lost Generation 13

ritual does not require special knowledge, a handful of water and a willing sacrifice is all that is needed, the Hemorvus will intuitively do the rest.

The rules regarding AUR and SHA apply to Hemorvin as they do to Amorvin. The extent of the Bukrai from an Hemorvus is six feet during his dormant and semi-dormant phase and zero after the ritual of awakening.

Hemorvin use Shadow Conflict as Mental Conflict, a separate Shadow Strength does not exist. Neither do they use Bukrai Points (BPs). A resting place is only needed during the dormant phase, after awakening they live regularly. During the semi-dormant phase, they engage in classical Morvin-like combat immediately. Hemorvin do not use Bukrai blades nor are they reincarnated should they be killed in any phase.

The *Hepekerian Gulmorvin* still have INT and WIL and do not serve *Klyss* directly but the Hemorvus they have sworn to defend. Should they survive their Hemorvus, they will turn into regular Gulmorvin immediately. Otherwise they have regular human senses.

They do not engage in Shadow Conflict unless explicitly ordered. Any results thereof are as for the Hemorvin itself, except that they cannot extend their own life or the life of their master. They engage in conflict as they did in their original life. Due to their servient nature, they appear to lack personality and they appear sullen and sometimes even lethargic.

Encounters with the Shadow for these Morvin is the same as for the classical ones, except in its dire consequences when the Shadow is victorious:

**Accept the Shadow:** the character's soul is sent to Bukrai and the Hemorvus has the choice to take any attributes from the body as his own. The Hemorvus can then complete the «life» the character has given as his own.

**Refuse the Shadow:** regular death, the soul can receive (and indeed requires) the usual rites of safe passage to its deity's realm.

Hemorvin do not require Bukrai points to maintain their existence. But without having a new life to complete, they remain either dormant or in the half-conscious, semi-dormant state seen in this adventure, seeking only a willing sacrifice. More

details will be given in the next installment of this series.

## References

The following background material, available from *Columbia Games* and *Lythia.com*, can provide more insight into the setting. The adventure is written such that you do not need to read any of it but the colorful atmosphere can greatly add to the enjoyment of adventures such as this.

Canon material: *Kingdom of Rethem*, *Themeson Keep*, *Agrikan Orders (in particular the Cohorts of Gashang and the Eight Demons)*, *The Republic of Tharda*

Fanon material: *Dark Rethem Adventures (all)*

# 14 Lost Generation

## Gulmorvus

Str	11	Eye	10	Int	10
Sta	13	Hrg	10	Sha	10
Dex	11	Sml	10	Aur	12
Agl	11	Voi	06	Mor	10
Cml	06	End	13	Mov	10

## Skills

Awareness/62, Climbing/57, Condition/71,  
Jumping/60, Shadow Conflict/61,  
Throwing/65

## Languages/Scripts

Old Hepekerian (Language)/76, Khuzdul/10,  
Runic/10, Old Hepekerian (Script)/83

## Combat

Dodge/40, Initiative/46, Unarmed/40,  
Spear/80, Dagger/60, Sword (Falchion)/60,  
Shield (round)/65

## Armor/Weapons

Kurbul Halfhelm, Leather Coif, Cloth Tunic,  
Leather byrnie, Linen Surcoat, Linen Breaches,  
Leather Calf Boots

## Hemorvus

Str	13	Eye	14	Int	14
Sta	11	Hrg	11	Sha	11
Dex	12	Sml	11	Aur	14
Agl	13	Voi	09	Mor	12
Cml	11	End	11	Mov	13

## Skills

Awareness/62, Climbing/57, Condition/71,  
Jumping/60, Shadow Conflict/71,  
Throwing/65

## Languages/Scripts

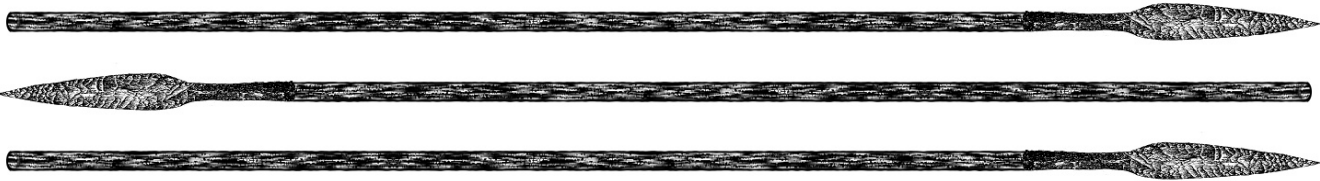
Old Hepekerian (Language)/89, Khuzdul/12,  
Runic/12, Old Hepekerian (Script)/86

## Combat

Dodge/60, Initiative/77, Unarmed/47,  
Dagger/46, Sword (Falchion)/55, Shield  
(round)/50

## Armor/Weapons

Fine cloth robe and leggings, leather calf boots,  
Kurbul cowl and breastplate, round shield,  
falchion, dagger



## Locations

### *Village of Rouhardy*

**Population:** 278 (64 HD)

**Holder:** Telmen / Cohorts of Gashang

**Acres:** 3190

Rouhardy has a long history of being ignored. Its origin have been lost to civilized records, but the river widens a bit here, which is why passage is usually sought higher up or further down river. Since the soil is fertile here, the region itself grew prosperous nonetheless, trade was not necessary. When mining came to the vicinity, Rouhardy was mainly left alone. It was too far away from the mines themselves and any travellers would rather continue their trek than rest here.

The economy was therefore rural only. When Tharda became aware of the village it was put under the financial control of a clan originally located in Kelmeina. The clan built a villa here but basically left the village to its own devices. Since the Rethemi have taken over, this freedom was severely curtailed.

The Cohorts haunted the relatively rich village for a while. Trying to extract any potential revenue as quickly as possible lead to a rapid decline of the village in the years 714-715. A more sensible management was installed and the focus of the Cohorts has shifted more to the mines. The village has recovered in the last five years but resentment for the new rulers is palpable.

Most existing vegetable patches have been hedged by thorny brush. While outwardly these hedges should protect against animals grazing off the commons, they are actually grown, because the mounted patrols would make it a sport of trampling the patches down when patrolling. The thorns are now a sufficient deterrent for this pastime.

The village extends toward the north of the map provided, where it tends to be a bit more clustered. Only 17 households of the total are shown on the map. There are no free tenants in the town, all are indentured. The village is in dire need of a mill.

## Map Keys

**1** This «villa» has a stone base and a second story made of wood. The rural builders only had a very vague idea of what a villa should look like and the building was constructed accordingly. Rouhardy was considered a secondary holding. The hedge that surrounds the villa used to enclose an apple orchard as well. When Rethem took control the clan members where either put to the sword or had fled before. The garden was destroyed as an example of the new authority. Today the stewardship resides with Themeson, but the responsible figure is rarely seen. Three household servants keep the mansion in repair for those occasions.

**2** Derrand of Luln, 38 years old, is a yeoman since Tharda had to relinquish its rule. He has lost the right to bear arms, but still needs to provide protection to the village. While the village sympathizes with him, the Agrikans regularly ridicule him, His smouldering hate is hard to contain. He has a wife 4 years younger than he is and two children, aged 14 and 10.

**3** The Half-Villein Tenu of Denell, 39 years old, is a huge man and the brother of Angfil (7), and is married to the sister of Zumlik (8). They have a 19 year old daughter, who has her eyes on Arion (6). Nobody in the village suspects this, including Arion himself.

**4** The cottar Gerrin of Snill, 29 years old, is trying to improve his meager livelihood by selling information to people in the «North». They are agents from Menekai, who are interested in the situation of this shaky fief. Of course, he has little to give nor are they willing to pay much. Derrand of Luln (2) suspects the cottar and plans an «accident».

**5** The Half-Villein Thorram of Unfir, a sturdy 58 year old man, has lost his second wife during childbirth last year. He is a hot-headed old man, his first son was abducted 20 years ago by (Thardan) Agrikans for the fire that runs in his family. A 16-year old boy from his second marriage is helping him with the farm.

**6** Arion of Stans (26) is another yeoman for Rouhardy. He has been single for quite a while now and lives somewhat isolated, if this is possible in such a small rural community. He inspects the surrounding woods as part of his feudal duties. He is a devout Agrikan and not trusted a lot by the rest of the village; and therefore seems to be the person most trusted by the current steward. However, he all but openly despised him and the order from which he hails, because he expected more civilized behavior from them. Not being able to bear arms makes him furious, but he will not join the Cohorts.

**7** Angfil of Denell is the younger and smaller brother of Tenu (3). He is 33 years old and will probably not marry, his cottar status barely keeping him alive. Of all oddities, he has learned to play a simple string instrument, which he sometimes plays in the evening. Most villagers consider him weird and unlucky, but Tenu protects his brother from any jests getting out of hand or worse.

**8** Half-Villein Rian of Zumlik and his wife and two minor children struggle to make ends meet. His oldest son that had only become of age last year was recently abducted by the Agrikans for unknown reasons. Rian is too busy keeping the rest of his family alive for him to have time harboring hatred.

**9** Kerem of Fulgren is a Half-Villein and supports his small family of 3. Kerem also feels responsible for Jalya (10), which is almost impossible. He tries to keep a low profile and doesn't like being included in this roster.

**10** Jalya of Turan, aged 48, is the widow of the brother of Kerem (9). Since she has a lame left leg, she can hardly tend the fields her former husband has left her. Even though Kerem helps as best as he can, she will probably be relieved of the fields soon. Her prospects for the future are bleak and that makes her bitter.

**11** Fridof of Menet is a Half-Villein. His eldest son has managed to gain an apprenticeship

with a smith in Menekai. This makes him very proud. In particular this eases his feudal obligations, since he only has to feed himself and his wife (aged 34). Besides his eldest son, however, none of his children have survived the first 3 years. His wife is currently pregnant.

**12** The cottar Idomes of Reta has recently moved here with his wife. They are both 20 years old and hope to gain a larger lot through hard work. Idomes is optimistic about the future, thinking, if he doesn't upset the lords, things will look good. However, his somewhat opportunistic view has not gained him the trust of the other villagers. His wife is pregnant and due to deliver in two months,

**13** The widow Arike of Lehk, aged 36, officially keeps a Half-Villein lot, which she maintains together with her son Ofgwal, who is aged 19 and trying to take over as the male heir to his father, who was killed 5 years ago in some Agrikan «sporting» event. The Steward is reluctant to grant the lot, because the son will probably bear ill-will towards the Agrikans and seek revenge. But there is nobody else to give it to and what harm can a simple peasant do?

**14** This hut remains empty and the villein-size field lot falls fallow this year. The family of five that kept it died last winter. It was a combination of disease, bad luck, and the harsh levies by the Agrikans that caused this. It is one of the main signs for the steward that the lands of Rouhardy are not effectively used and therefore not generating enough «revenue». He hasn't found anyone to take this lot, in particular, since it obviously brings bad luck.

**15** The Villein Heenu of Aldon, aged 48, is one of the influential people in this village. He is the brother of Urlika, who is married to the reeve (16). His other sister is Fiorina (18), who is supposed to be married to a miller. He is well respected and has no trouble holding his clan together. His family consists of his wife of age 42 and two sons and one daughter, of age 20, 10, and 13, respectively.

**16** Reeve Toban of Kurl, aged 46, has a villein holding and is married to Urlika, a sister of Heemu (15). He has held the reeve position for a long time and is well respected, He is constantly worried that the smouldering discontent of the other villagers with the Agrikan lords will put the whole village into jeopardy. He has two children aged 7 and 14 living with him. An elder son (aged 18) has left the household the previous year and found a holding in a village further north,

**17** Harek of Lethim is the «richest» villein in terms of land held and would like to become reeve. This political move is very difficult, since trying to gain the trust of the Agrikan lords would immediately lose all his trust with the villagers. And that he cannot afford. He is 40 years old and his wife has given birth to a another healthy son last spring. His other children are aged 4, 7 and 12. He is the head of the «greater» family, which includes two more cousins in the village, whose huts are not shown on the map.

**18** Fiorina of Aldon is the younger sister of Heenu (15). She is a young widow, aged 28. When her former husband died, she took over his obligations. Since hers is a rather generous acreage, but still a Half-Villein lot, she has trouble maintaining it. Her husband died 5 years ago and she was supposed to marry a miller two years ago, who was looking to settle in the area. However, some recent activities of the Agrikans have left the miller reluctant to relocate, as well as the Agrikan steward to bestow the obligations as free tenant and the mill charter to him. Fiorina is rather vocal about the destructive Agrikan lot. She also supports a 11 year old son and is in turn supported by the numerous members of her clan in this village.

**19** Some villagers augment their diets by fishing along the river close to the village. The boats used are moored on this beach. Fishing is traditionally allowed for a only minor fee and this rule is upheld by the current lords.

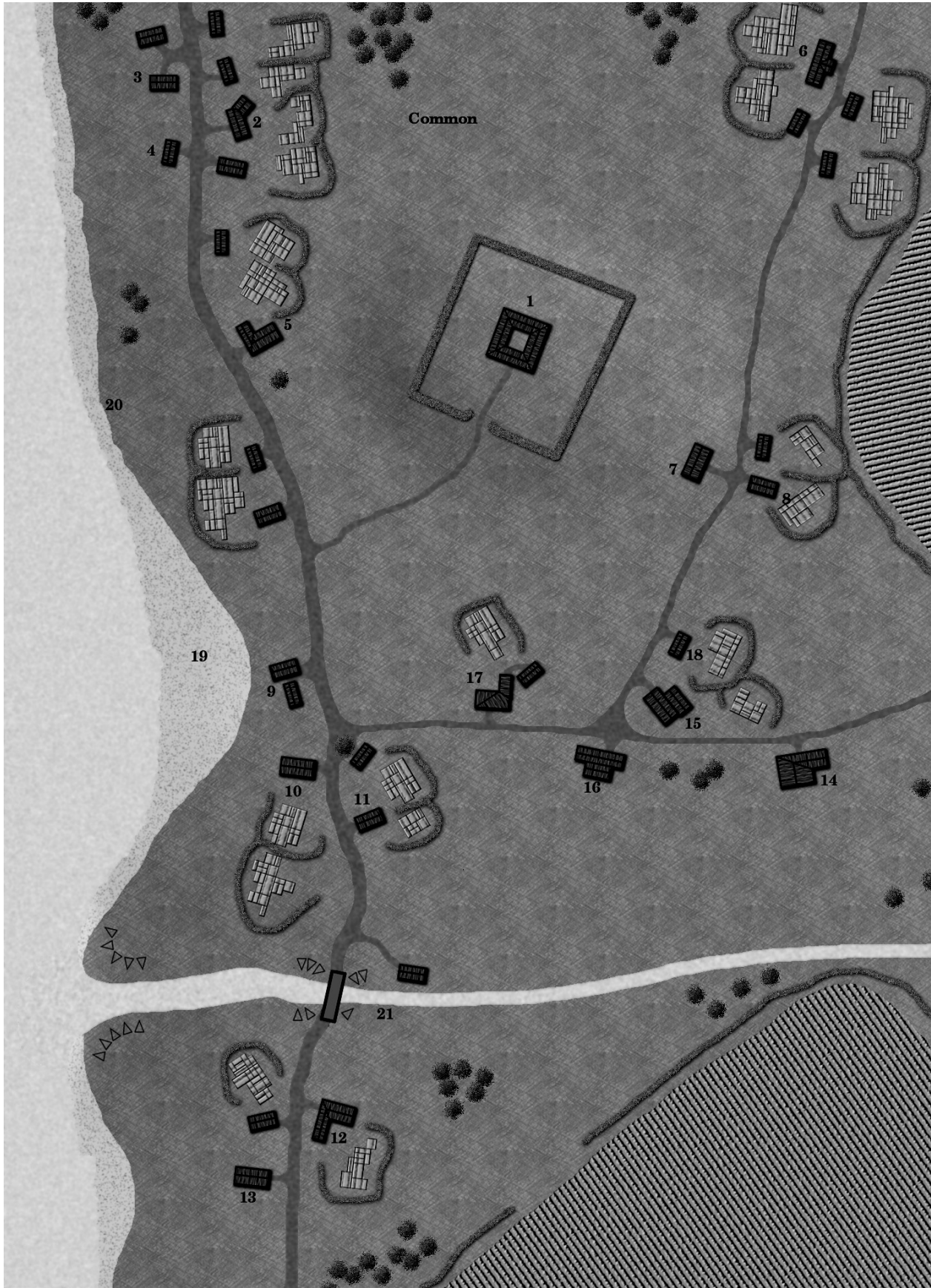
**20** This is the site of the prospective new mill that has not been built for two years now.

The village is desperately in need of one. While the Agrikans are divided about this, the millers guild has not found a willing candidate. The original candidate that was to marry Fiorina (18) was appalled by some violent outbreak of the Agrikans and chose not to take the charter.

**21** The cottar Tryn of Onsel is aged 62 and probably going to die in the next year or so. He lives close to a small trench that only has standing water that has also not been maintained for years, since evidently there is no time for that. Originally built for drainage, nowadays only (surplus) waste is dumped there and it has become a breeding ground for diseases. It probably has played a significant role in the demise of one family living close by (14). Tryn enjoys a exceptionally hardy constitution, but now old age has joined the filthy trench in assailing his health.

Tryn is also responsible for the maintenance of the bridge, which is little more than a couple of wooden boards. Cart wielders fear this crossing. Several have proposed to fill up the trench with earth, since it serves no purpose anyway, besides hindering the traffic and providing an awful stench. But the Agrikans won't have it.

# GM Map Rouhardy



# Rouhardy Player Map



A minor Rethem village suddenly becomes embroiled in politics. But then much older claims arise that may cost more than just the lives of those involved.