

The Lucky Few

Adventure Module



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Acknowledgment

Go to the various playtesters

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Background

This is the second in a small series of three adventures set in Rethem, following the *Lost Generation*. 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.

Preferably, you have played the first adventure, but this is not necessary. You should at least read that adventure, particularly the last sections in order to understand certain events and characters better as they appear in this story. This adventure is located in the northeastern fringes of Rethem and ranging into Tharda and the wilderness.

Recently the party has encountered a Hemorvus, a new type of Morvin in some ruins at the border. This monster's name is solely for the GM and his players, no person on Hârn has any knowledge of this monster. Any speculation is as good as the next, apart from its existence, that it came from a crypt, and that it can be killed, nothing is known.

Erosion has corroded any materials in the ruins and while the entrance through a well may still be intact, the grave has fallen into such decay as to render it useless for investigation. The protection from erosion was part of the magic of the crypt when it was created.



Script taken from the crypt

Player Character Introduction

If the party played the first adventure, then they know the Thardic plan to plant insurgents into the contested Gethel hundred was foiled by a third party, a Hemorvus, that should now be dead. Nothing is known about its origin or whether it has any relations to the Morgathian church. While speculation or inquiry is possible, professing knowledge of such a creature is possibly heresy.

The PCs must have in their possession a copy of the script and imagery from the crypt and their curiosity should inspire them to seek help deciphering it. If they lack interest, their employers will want them to check it out. A trip to the Guild of Arcane Lore in either Golotha or Coranan should be the next step and is where this adventure begins. The 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.

In Golotha or Coranan, or whichever city you choose, they will be introduced to *Moc'alm*, a stranger from a distant land. Moc'alm has very dark skin and generally looks quite different from any regular Hârnian, be they of Pharic, Jarin, or Ivinian stock. That is immediately obvious. The

visiting scholar comes from a place that not many people have ever heard of: Hepekeria. The local scholars of the guild will not know what the script and images mean, but they will show it to the visitor.

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. See below for the actual revelations.

To introduce new PCs you may use any of the following suggestions.

Who is that... the PC is a free information broker or an agent for one of the secretive groups on Hârn (Shek P'var, Sindarin, ...). This foreign scholar is interesting enough to keep an eye on him. Whatever he digs up is likely to provide a political advantage for the group. Or at least it can be sold as such.

In need of a hand... the PC is a notorious adventurer and is looking for some coin. He has overheard that guards and local guides are being sought by Moc'alm. All he has to do is follow his

lead and stay out of trouble.

Greetings from Menekai... The PC has connections in the region around Menekai or the Gomison river valley. Recovering any treasure or cleaning out malevolent creatures is a task they perform for this connection, be it the clanhead, guildmaster, or liege lord. The PC should be able to provide easier access to local resources should the need arise.

Moc'alm of Hepekeria

This foreign scholar actually hails from the western edge of Hepekeria. His people once ruled over a vast empire millenia ago, but their culture has been long lost, remembered only in folktales and in crumbled ruins. Well-funded by merchants, Moc'alm has spent his life researching the old empire, uncovering a number of interesting sites in Hepekeria. He believes that on Hârn there is more to discover.

His sponsors have political motives, seeking relics and powers from the past in order to support

a formenting rebellion against the current ruling class, but Moc'alm knows little about this. He is an independant thinker and doesn't tolerate being anyone's pawn. He tries to play the innocent scholar as best as he can.



Moc'alm

Moc'alm

Hepekerian Scholar

Str	10	Eye	16	Int	15
Sta	12	Hrg	12	Aur	16
Dex	11	Sml	11	Wil	14
Agl	10	Voi	13	Mor	12
Cml	13	End	11	Mov	10

Skills

Awareness/68, Climbing/41, Condition/62, Drawing/66, Folklore/68, Folklore (Old Hepekerian)/92, Intrigue/85, Jumping/43, Law/38, Mathematics/35, Mental Conflict/60, Oratory/67, Rhetoric/71, Riding/43, Ritual(Save K'norr)/32, Singing/38, Stealth/44, Stoneworking/44, Throwing/58

Languages/Scripts

Azeri/29, Hârnic/37, Korlic/94, Numec/45, Old Numec/17, Trierzi/66; Ayaran/75, Lakise/55, Tianti/54, Hekori/55

Combat

Dodge/50, Initiative/49, Unarmed/46, Dagger/57

Armor/Weapons

Normal cloth tunic, vest, leggings and hat, leather shoes; dagger

Where do we go from here?

Once trust is established with Moc'alm, he provides the following information, partially gained from any inscriptions the PCs brought with them, partially from his own historic studies at home and also from some chance discoveries within the Guild of Arcane Lore.

Several hundred years ago, a king or the son of a king sailed north to find a new land, go on a quest or some other unclear business. The presence of an island – Hârn – was known to him and his people, although this knowledge was rudimentary. For instance, the name of the island was not known. He took with him several men and women of skill and importance who would help him survive and fulfill his tasks. He was headed for the center of the isle according to Moc'alms' records.

Furthermore, the records state that his people were builders, interested in stone art and generally drawn towards higher ground. In particular, burial customs dictate that royal family must be laid to rest above the tree boundary for deciduous forests.

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The next passage is a translation of an old dwarven text. The original is not available.

Humans were not welcome in those days. Yet, these were different and they possessed great skill in the art of the stone. So we welcomed them and we let them use our southern roads for their quest. But what became of them, we do not know, for they travelled the high ground as much as they loved the underground. But thither we do not follow. Thus our first encounter with humans ended.

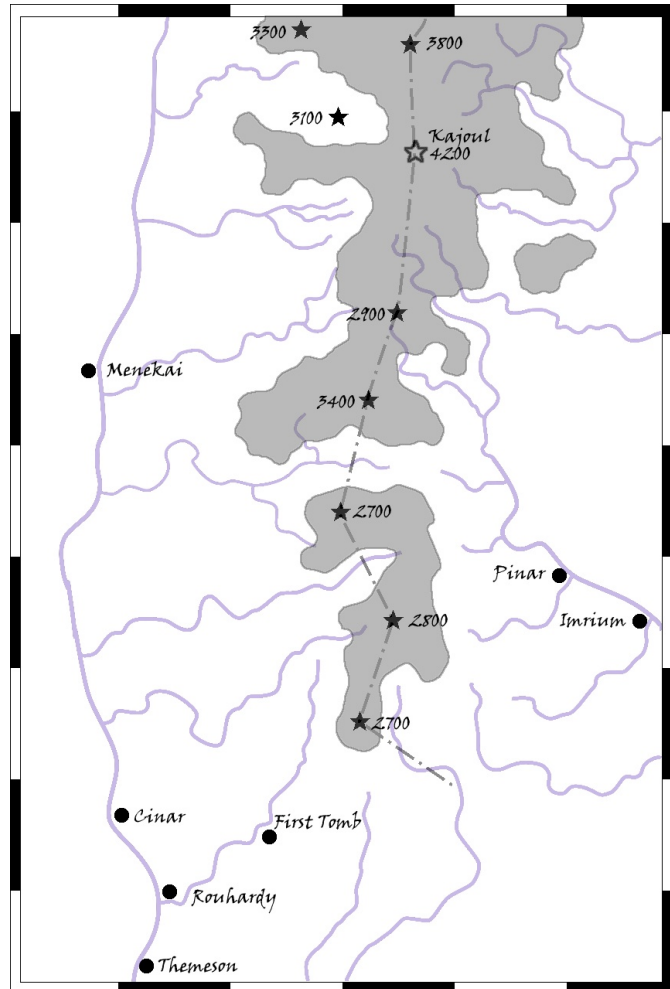
It is common knowledge that a fabled city of the dwarves exists north of Rethem, probably in the Rayesha mountains. The mountains must still be full of dwarven roads.

Moc'alm knows a few more details on the Hemorvus, the creature the PCs encountered in the previous adventure, but he is unwilling to reveal more than sketches yet. He will say that the Hemorvin are a lot less malevolent as Gulmorvin or Amrovin according to his findings. His people were not regular Morgathians. For fear of being accused a heretic, he will not go beyond that. Since he is not familiar with prevalent Hârníc theology and zeal, he will ask for patience until the initial trust between him and the group is deepened. If pressed, he will question the PCs about their knowledge of Morvin and how they have become so proficient in these matters.

It is now time to outfit an expedition into the Rayesha mountains. The next map shows an area of approximately 12 by 18 leagues, each back or white bar section is 2 leagues. That area is not commonly known, so as a GM you should only expose it as the PCs travel through it. You should also keep an atlas map handy, if you want to introduce other locations, e.g. mines.

The Rayeshas

Setting up an expedition correctly can become quite a challenge, particularly if none of the characters have mountaineering experience. Shelter, weather, foodstuffs, and other equipment must all be taken into account, knowing also that the trip has an unknown duration and destination. At the southeastern end, the mountain range can easily be entered, but it provides greater



obstacles once the group gets further north and to higher altitudes.

You should make this trip challenging but bear in mind, that you can easily turn the expedition into the main adventure. The following interludes or options are intended to spice things up but not deter from the main objective. They can be played in any order or even left out altogether.

A note on the weather. Cold and rain can quickly turn a trek into a disaster, particularly in terrain that is already hard to traverse. Unless you feel the party requires a harsh dose of Hârníc climate reality, it is strongly advised to be lenient as far as the weather is concerned and limit muddy and rainy watches.

Let the PCs actions determine which of the encounters make sense and in which order the events take place. Consider where they enter the mountains. Do they immediately start climbing

(perhaps after a local tells them of a «dwarven road» they know of)? Or do they travel up the Gephen valley towards Menekai and start mountaineering midway?

You are encouraged to introduce some local fauna, like wild deer, boars, or cougars. This can spice up the characters' life and diet, bringing some diversion into the daily travel up weather-beaten dwarven roads.

You can also play a few of the events after the main plot has been completed - after all, the PCs still need to get out of the mountains, hopefully unscathed.

Option: An actual dwarven road

The characters encounter a section of dwarven road abandoned long ago. It seemingly starts out of nowhere, continues for a few hours of travel and

ends as suddenly as it began. Identifying a road may take a moment and the ends melt into the surrounding mountainside. This is what the characters will notice:

All roads/trails could be travelled by carts. The image shows one of the best specimens found.

Strange runic markings in the dwarven tongue. If anyone is actually proficient in both, the runes state general directions, distances to locations long forgotten or whether this is a patrol way point.

Natural trails have been artificially widened and leveled. Rock obstacles have been cleared or ravines have been cut.

Option: Former adventurer camp

The PCs discover the remains of a camp. Approximately 5 to 7 people built a small fire and



A dwarven road

pitched tents for shelter, and the signs are no more than several days old. Good trackers can determine that the party headed north. Some possible reasons for a group to be in the Rayeshas include:

Looking for Kiraz. The fabled city of the dwarves is said to be found in the vicinity. Since dwarven road segments are not hard to find here, maybe they are searching for clues to its location? Perhaps they have the skills to understand the runic carvings?

Hunting Ivashu. Monsters for the Pamesani arena always fetch a good price and mountainous regions around Lake Benath always contain good specimens. So it is said.

Gargun Quest. Foulspawn infest the Rayeshas, perhaps this party is seeking them out? They could be amoral merchants engaging in trade, or foolhardy scholars on a research mission, or soldiers hunting Gargun for sport (or vice-versa). Whatever the reason, best be wary.

There are no further clues and the encounter actually only shows that the characters are not alone in the wilderness.

Option: Shrines

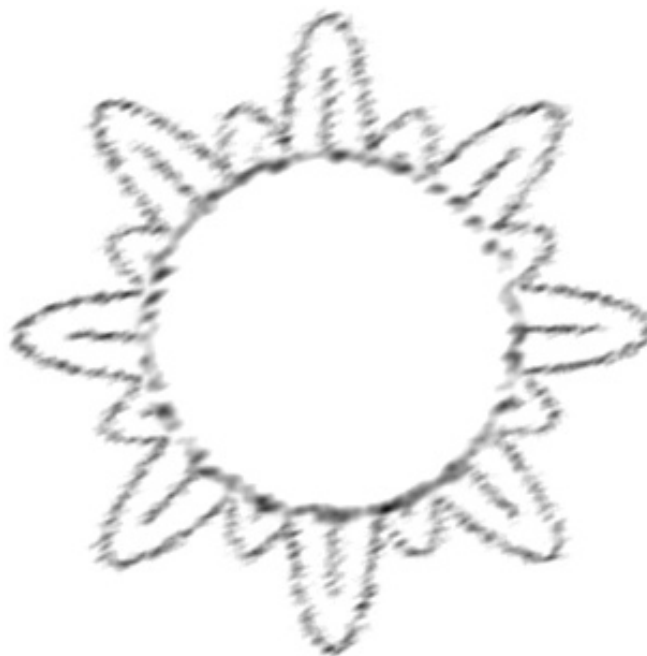
During their travel the Hepekerians left small way marks. While the marks have a spiritual intention, they were intended for back tracking and as guide for those who (they believed) would follow them. They are clearly not dwarven. Once recognized on a stone slab or other wayside structure, it is easily identified. Moc'alm can tell the PCs that the sign is a symbol for the religion of his ancestors.

The sites where these symbols are found were not consecrated in any manner and they bear no holy aura or the like. As a GM, use these symbols to get the PCs back on track or strengthen their sense of direction. Wandering aimlessly in the mountains may otherwise be a sure way of losing their sense of purpose.

The emblem is a stylized flower with the proportions of a sunflower, but a more rhythmic crown of small/large petals. A short herblore article for the flower this symbol is based on can be found at the end of this adventure.

Option: The Omen

When the route becomes unclear or the clues are not enough, then one or more of the characters may have a dream. This serves to strengthen the fact that they are actually not following a grand hoax and show them that the goal is near. Since the first peak is not what they are looking for, but a later one, the vision of the right peak can make things simpler. Don't use this ploy, if the PCs already make good progress without it. It should never be Moc'alm that has the dream.



An unusual way mark

The dream sets out with the characters walking along a generic dwarven road in the mountains. The weather is good and their spirits are high. But over the course of an hour or so, the weather becomes harsh. In fact, it feels more like the weather is some entity out to get the group, as they ascend a peak. This mountain looks like the Kajoul. If they haven't seen it yet, describe it as the highest peak around with a barren northwesterly, steep face and slower inclines on the others, with a significant tilt on the last couple of hundred feet. Small coniferous trees reach up to that spot. Fighting their way up the summit, the storm suddenly dies down just shortly before they reach it. The dreamer is the only one left of the party.

The dream is actually not a portent on what will happen to the party, although it may be interpreted as such. It is an allegory of what happen to the original travellers. You may have Moc'alm interpret the dream for them, if they are still clueless.

Option: Gargun

In the later part of their travel, the group is in the vicinity of Gargun colonies and some hunting party has stumbled upon them – or vice versa.

Who surprises whom, heavily depends on the precautions the group has taken.

The Gargun are not particularly attentive, but they are not careless either. They do not hide their tracks, fires, or camp sites, they believe themselves to be the only predators around. But they do scout ahead and look for tracks themselves.

On the other hand, the Yzug colony may be close by, the PCs are not aware of its exact location (let alone its name) and makeup. The PC group should have heard some rumours, of course, and



Kajoul mountain seen from the south

be aware that they are traveling through Gargun-infested lands. But that may not prevent them from blindly stumbling into the foulspawn.

This group is a hunting party of 6-8 Gargun Kyani from Yzug that hasn't found enough meat to turn back home yet. They are equipped as a standard hunting party. These Kyani may be made as challenging as you want, as they may be the only combat encounter in this adventure.

The encounter will only take place north of the Kajoul peak or in its immediate surrounding. This imaginary line is a natural, „hereditary“ border for the Gargun.

Campside Stories

Moc'alm will tell part of his story as the voyage progresses. The duration of the journey depends on many circumstances, but the average expected time is 6 days. Thus his story is broken down into 6 parts. He can answer a few questions on the respective topic each night, but will not delve into any other until the next days, claiming to be tired. If the trip goes faster, he will condense information and reveal «two days worth». But if it takes longer, he has nothing to add. Since nobody knows exactly where and when they reach the destination, it is not unlikely that he spends the

last day in silence. This may be noteworthy, since he contemplates his own sacrifice - of which he will tell the PCs nothing, of course.

Day 1 *The people that we are seeking traveled here a thousand years ago. That is very long ago. I cannot even begin to explain the length of time that has passed. Not even trees grow that old, you know. How then do I know that this happened that long ago? That is a good question. It takes cross-referencing legends from different peoples, folk tales and reading a lot of books and comparing them. Even understanding the stars. Often quite boring, I assume, for young folk like you. Scholastic stuff. You don't want to believe me? Well, what difference are a hundred or a thousand years to you then, anyway?*

Day 2 *The people that traveled were all high ranking nobles in their time. This is what the writing on other crypts said back in Hepekeria. But those crypts have all been robbed long before scholars started to study the lost culture. I sincerely hope that noone has found the place that we are looking for before us.*

Day 3 *The religion that these people followed is quite strange. It was a religion which put the same weight on birth and on death. The old crypt texts repeat that topic many times. Birth is a strange topic for a crypt, don't you think? We should all be expecting Morvins as they are told of in the Morgathian faith. But then they must surely be a different kind after all this time.*

Day 4 *The hints about this expedition in Hepekeria are strong. But they give little reason for why it occurred. Since the people had affinity to stone arts, with crypt building so important, they may have sought out the dwarves to learn from. At least this is the only conclusion that I can reach. Even a thousand years ago, it was known to my people that dwarves lived on this island to our north. Do dwarves still live on Hârn today? In these mountains?*

Day 5 *Some of the crypts I have seen can clearly not have been built by mere mortals. From that I must conclude that our elders possessed some kind of stone magic. Forming and transforming stone beyond what is possible for any normal human. Or perhaps in that age*

the gods still walked the land.

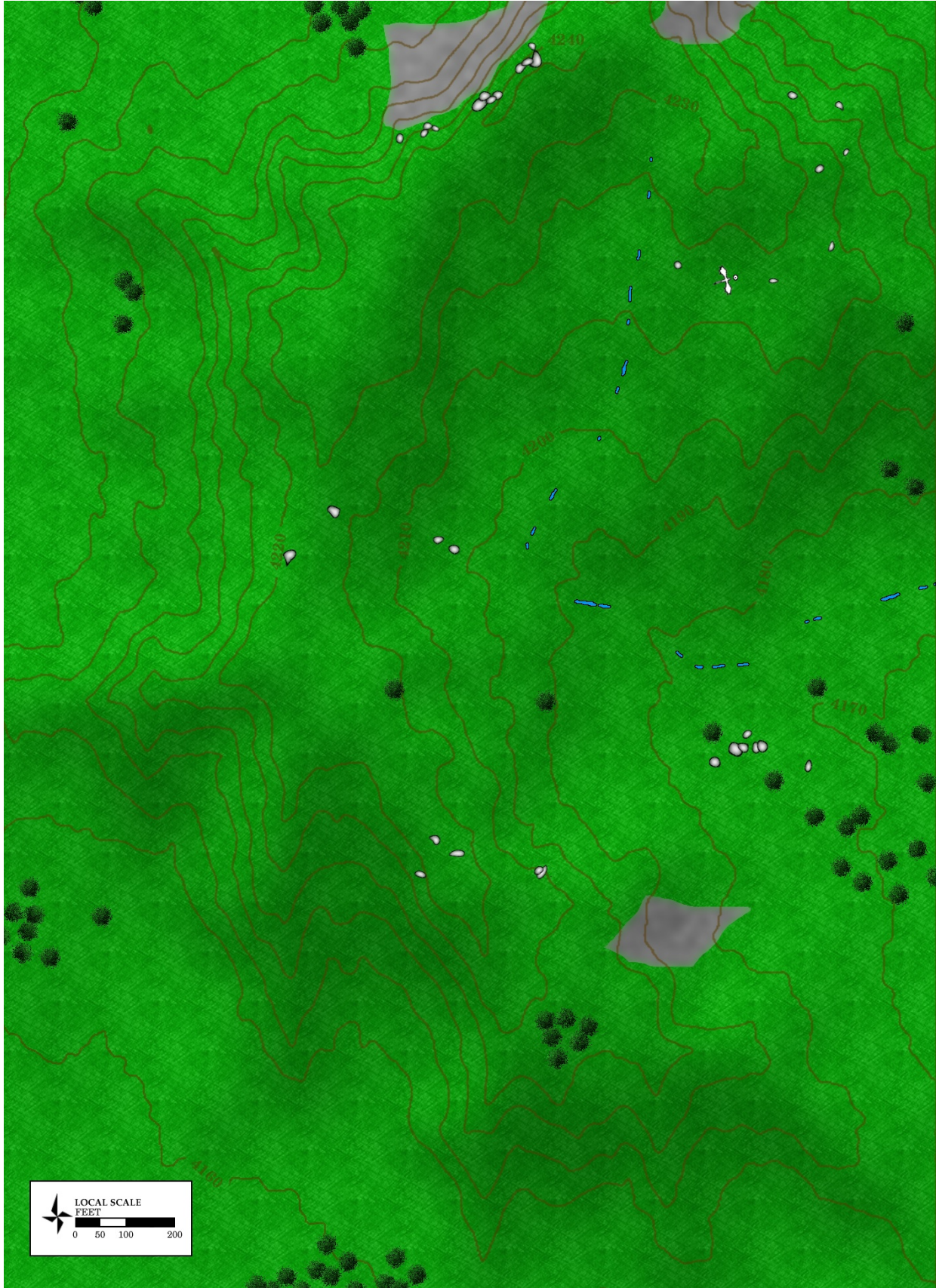
Day 6 *So much wisdom was lost, a proud people is no more. Don't you cherish the advice of your elders, their traditions and their knowledge? If you hold your elders dear, imagine what priceless wisdom can be gained from the elders of your elders. Imagine what we can gain from that crypt we quest for.*

At the Destination

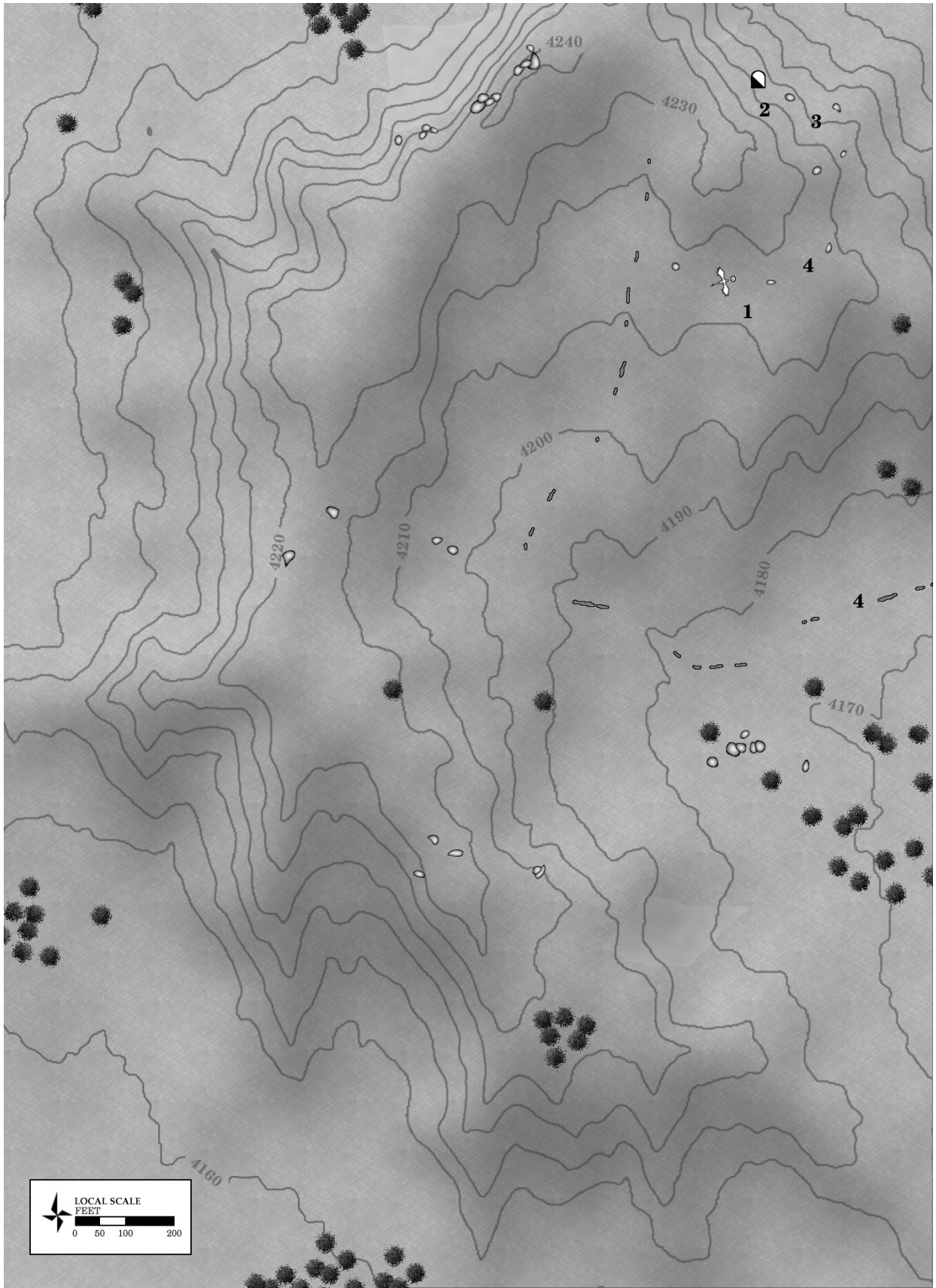
When they ascend to the peak, they will see what looks like the statue of a wyvern along the path. It is a single unit of stone, as if petrified. A human statue is looking at it, as if battling with the creature. From here it is only a few hundred feet to the place where the journey of the Hepekerians finally ended. The intention of the original travellers at this point was to find a suitable burial place for their king as they themselves were only a few left, without hope to achieve anything but be prepared for posterity.

The local map shows the surrounding area with entrance and the petrified wyvern.

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Local Map Key

1 The Wyvern. The creature is exquisitely carved and looks almost as if alive, a master craftsman must have sculpted the image. The warrior statue that opposes the creature is not crafted nearly as skillfully. A keen or knowledgeable observer can see that the two statues are made of slightly different materials. The wyvern is actually a truly petrified beast, while the warrior is a statue sculpted from a local stone.

2 The entry to the tomb. The door has two wings and is approximately 6 feet wide by 7 feet high with stone rungs to pull. It is not adorned in any way and constructed to appear as natural as possible. They cannot be identified as doors from more than 100 feet away. The only thing that betrays this entrance is the faint trail (4) that leads up to this point.

3 A tablet inscribed with worn but readable Dwarvish runes. It is half-covered in earth and grass. The tablet is heavy and cannot be moved. In case it is completely uncovered and someone has the skills to read it, it says

The dwarven people are bound by contract and

oath to close the doors to this human tomb and those within it until the mountain peak crumbles. If you are here, you must comply. Do not remove or destroy anything. Any expenses or losses within may be subject to compensation by the King in Kiraz. The contract and oath are perpetual.

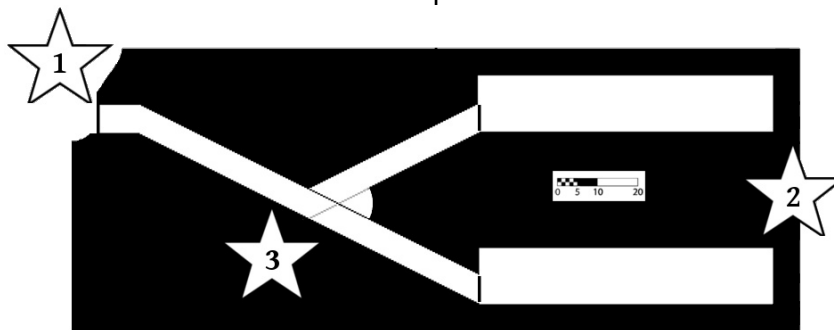
4 The natural trail is hard to discern and is more a rivulet for water running down the mountainside than anything. A few stones are in convenient places to step on and that completes the picture of a «trail».

The Tomb

Finding the tomb should not be hard. Assuming the characters will investigate the wyvern, spotting the trail will be obvious to all but the most oblivious. Following the trail up the slope will allow the party to spot the doors or the tablet, unless poor weather decreases vision considerably.

The whole crypt is a marvellous piece of stone masonry as will become apparent when exploring it. At the time of construction it even impressed the dwarves. The air is humid and stale and particularly in the upper chamber almost turns into mist.

Throughout the complex, the corridors are 6 feet wide and 7 high with a slightly arched ceiling.



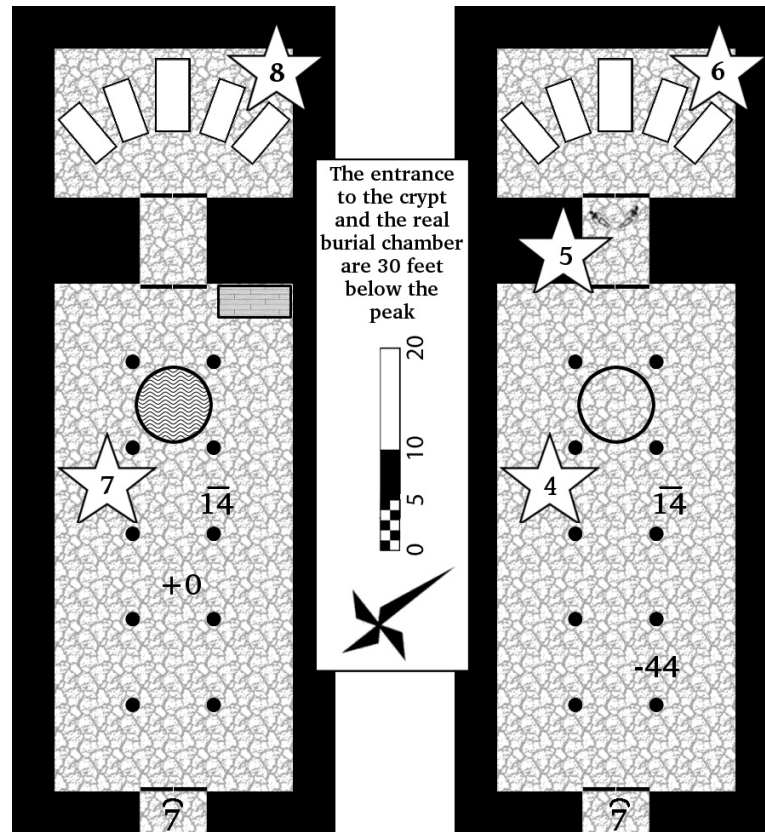
Interior Map Key

1 The tomb's double doors are made of stone, including the rungs. There is a good amount of soil and grass (about 8 man-hours) that will require moving before the doors can be opened. Pulling with a combined strength of 40 will force the open slowly. The doors are almost a foot thick

and cannot be broken without specialized mining equipment. They are not magically reinforced. They are not magically reinforced.

2 The upper layer is the real burial chamber, while the lower is the fake chamber. They are depicted left and right, respectively, in the horizontal plan (next page). The doors to the

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chambers are similarly constructed as (1) but only require a combined strength of 30 to open. As far as all the regular stone features are concerned, the two chambers appear to be identical copies of each other.

3 Ten feet from the exterior doors, this six foot wide corridor starts to descend at a 30 degree angle. It is also an unusual stairwell, with steps that angle downwards at 15 degrees (i.e. they are not horizontal). Due to the humidity and mold, the floor is slippery. Ask each player for an S2 stumble roll at the beginning, midway and at the end while descending. A falling character will not slide, only take minor impact damage. The cross-section of the hallway is the same all the way as is depicted in the horizontal maps for the entry section.

Halfway down the corridor there is a hidden swinging ceiling that conceals the entrance to the upper level of the tomb. The PCs must be very observant to notice this feature, which operates like a seesaw. A PC pushing upward on the lower end of the section will force the ceiling to pivot.

The mechanism is well-constructed and only 10 points of STR need to be applied to engage the seesaw. Walking up the seesaw into the real burial chamber requires a bit of mechanical insight. If an insufficient counter-weight is placed on the lower end, the upper end will pivot as soon as a player crosses the fulcrum. This will trap the player in the upper corridor.

4 This room holds an empty stone basin of about one foot depth and raised 4 feet of the ground. See (7) for the purpose of this construction. The mural relief shows script and pictures in a similar manner as the crypt from *The Lost Generation*. A very observant eye (roll a CS on Awareness) can note that the text is slightly different and the pictures less pronounced than in (7). When they were created, it was clear that this chamber was not going to be the real one and it only needed to deter grave robbers. So the text says something about the king being lost and this being only a symbolic grave. There's nothing here to see, really. Moc'alms skill is sufficient to get the gist of it. This text may strike the characters as odd.

5 The door leading into the burial chamber is trapped. The floor is a pressure plate, and if 20 points of STR is used to move the door it will cause a block of stone to drop from the ceiling, crushing anything standing in the hall. Several crushed skeletons on the floor should be sufficient warning for the party. The stone block will raise back into its resting place via a hidden mechanism that uses water pressure. The process is extremely slow, however, and takes many weeks.

It is possible to bypass this trap with some serious engineering, but any simple approach will most likely fail. Putting in supporting beams will take two engineering rolls (or mining rolls with a -20 penalty), one for estimating the height of the descending block correctly and one for calculating the beams' cross sections. If the PCs decide to go with failed rolls or guess, 200 square inches of local coniferous wood will be sufficient. Remember that harder deciduous wood would be better, but will take days to get here. Just felling the local fir trees to sufficient length would occupy the party for at least a day, even if they had the proper tools.

Alternatively the doors may be smashed and even used as support for the crushing stone coming down. This takes at least a day and unless stone-working tools are at hand, other less applicable tools will be ruined. Without tools, simply «banging» stone on stone may cause hearing loss for some time and is really tiring. It will take two days to release and use one wing this way

6 This empty inner sanctum looks exactly like (8). The goblet on the central coffin is worth 10 man-days of food. There is nothing else of value here. The five coffins are all empty, although they still have the lids in place.

7 This chamber contains a stone basin four feet high and one foot deep and a low stone bench. The basin contains a few inches of water replenished by a cleverly engineered hydraulic upwell. The evaporation of this water makes this chamber extremely damp and humid. Under the bench, observant PCs will find sealed jars of

embalming ointment and wrapping bandages that were inadvertently left behind. They are worth two man-days of food to an embalmer.

The script and murals on the wall tell the king's story of arrival on Hârn and his meeting with the Sindarin and Khuzdul. Since these visitors posed no threat to the Elder Peoples, their interactions were peaceful. The tale highlights his party's journey though the mountains around Lake Benath searching for the highest peak, and their encounters with local creatures (note, this predates the Gargun's arrival on Hârn). Through wounds and ill-luck, the party was reduced to six members, just enough to construct this tomb. After the wyvern attack slew one of their party, the survivors sought the help of the Khuzdul and prepared themselves for the final transformation into morvin.

The script also refers to the proper ritual to awaken the Hemorvus, though the exact steps are omitted. «*When the need for ancient aid arises, do what must be done and observe the honorable course*».

Moc'alm can decipher and translate the entire text at 10% per hour (up to 50%) with MS; 20% per hour (up to 80%) with CS. An MF yields 5% per hour (up to 30%). For each day he intensely studies the mural he gains 1% on his skill and may try again. (GM discretion applies; this rule will turn the text readably within in days. For a more realistic approach, only allow a reroll after a week or month.)

Note that Moc'alm already knows most of the story and understands some of the ritual necessary to reawaken the Hemorvus. Moc'alm does not know what «the honorable course» is, however, and that might make things interesting. He will not tell this to any of the players, and plans on invoking the awakening ritual at a better time. If the party leaves him alone to study, he will make this attempt.

8 This chamber consists of one large central tomb flanked by two smaller ones on either side. A large dusty chalice (part of the honorable

reawakening ritual) rests atop the center tomb. These tombs are where the Hemorvus and his Gulmorvin honor guard rest. The chamber has been undisturbed for millenia; the occupants of the tombs are in pristine condition outside of a thick layer of dust. The remarkable craftsmanship of the door has prevented any humidity or moisture from entering. Any sentient creature entering the chamber and staying more than two minutes without performing the honorable ritual will awaken the Hemorvus into a semi-dormant state. This will also rouse the Gulmorvin, who will emerge from their tombs assuming the intruders are hostile. The Hemorvus will scan the auras of those in the room before emerging from his tomb, searching for a willing sacrifice.

How the party reacts and who is present in the room matters at this point. If Moc'alm is present, the Hemorvus will appeal to him to sacrifice himself. If Moc'alm is not present, the Hemorvus will make the same entreaty but none of the party members will be able to understand him. Forgiving GMs could have the Hemorvus speak rudimentary Khuzul or Sindarin. In any event, the Gulmorvin will fight to protect the Hemorvus. It should be a chaotic scene.

If the party kills the Gulmorvin and the Hemorvus much of the king's story will be lost. The party should find a small, carefully preserved but fragile notebook that contains some of the information found in the *Hemorvus Revelations* section. Of course, the party will need Moc'alm to translate the text (use the same success percentages as area 7, but only one page per day can be attempted). If both Moc'alm and the Hemorvus are killed all information is irrevocably lost, though the notebook would still be valuable (10-20 mandays of food) to scholars or the church of Save K'nor.

If Moc'alm willingly sacrifices himself (this will result in his death), the Hemorvus will undergo a radical transformation as he becomes fully awakened. He can take on any of Moc'alm's physical characteristics, and also inherits all of his intellectual abilities, including languages spoken. He will order his Gulmorvin to stand down, and

communicate with the party that he wishes to stop fighting and negotiate. The Hemorvus is a shrewd and canny politician, as well as a tough warrior. Though overwhelmed by his recent rebirth, he will not easily part with any of the treasure found in the chamber; the party will need to earn it. He also doesn't take kindly to grave-robbing or looting his follower's corpses. See the following *Hemorvus Revelations* section for information he is willing to share; GMs can create more details if necessary.

The Hemorvus will reveal information as he thinks is prudent. None of the particular details noted here are secrets for him that he needs to keep and more details can easily be fleshed out.



An Hemorvin King

The chalice is worth 50 man-days of food. Since the Gulmorvin were nobles in their past life, they have various jewelry (rings, necklaces, torcs, etc.) worth 40 man-days each; the Hemorvus has items worth 100 man-days. Clever negotiators could get the Hemorvus to allow the party some compensation for damages sustained from the Gulmorvin, or pay for escorting him back to civilization, but any attempt to forcibly separate him from treasure will result in more fighting.

Conflict Note

If this confrontation would likely result in destruction of the Hemorvin this will also result in the last part of this adventure series to be unplayable. A GM can introduce a single-use arcane item as suggested by the editor; a medallion of jadeite or some other precious stone.

As the party encircles the Hemorvus, it will place one hand on the stone wall, and the other clutches an intricately carved medallion hanging from its belt. The creature utters low commands, and his hand sinks into the stone wall as the medallion begins to glow with an unearthly light. Before the party can act, the morvus steps into the stone like an otter into water.

Later on, as the party tracks the Hemorvus, they could discover this now-useless medallion.

Hemorvus Revelations

The following are bits of information known to the Hemorvus that he would share with the party. GMs should add more as necessary.

When asked about his homelands civilization, treat it as a Egyptian- or Sumerian-like culture. The PCs are not anthropologists and anything you imagine it to be is sufficient. He does not lie about Hepekeria, but his knowledge is quite outdated. He and the PCs don't even have a common time reference, since he was entombed around 1000 BT.

Attempting to found a colony per his culture's custom, occupying the terrain's highest point grants ownership over the surrounding territory. A crypt, in his opinion, is occupation and he believes Hârn to be his domain, or at least any land in a circle around this peak. He also explains that the dwarves agreed to his claim. The Hemorvus is smart enough to know that he has no chance of enforcing this claim. Yet.

If asked about the Khuzdul, the Hemorvus will describe them as annoyingly savvy negotiators but generally an honorable people. He had to part with the majority of his treasures to secure their help in constructing the crypt and also to swear an eternal and perpetual oath to maintain the crypt. Once he sees the condition of the crypt, in particular the preparation chamber, he will express his displeasure that this contract was not

fulfilled and ask to be escorted to their kingdom.

Among the king's companions was a powerful stone mage. He singlehandedly constructed most of the crypts the party encountered so far, though the Hemorvus will also admit, if pressed, that the dwarves were involved as well. The king will insist that the Khuzdul learned more from the stone mage than vice versa. Unfortunately, the stone mage turned himself into a willing sacrifice instead of a Gulmorvin in the end. He sought to serve his king better that way than as an honor guard.

Any questions regarding his religion, Morgath or his morvin state will be tactfully avoided. Thanks to Moc'alm's memories he's aware enough to know this is a perilous subject. If the party presses he will reveal only the following: that in his pantheon Morgath was the neutral guardian of the dead, and that the morvin created by his people do not require human sacrifice to stay «alive». Anything he still holds to be valid theology has morphed over the centuries that passed and must surely be considered heresy by current adherents of any religion.

The next and last adventure in this series, *Stay-Behind*, will give more details on the religious nature as it will play a more important role then.

If asked about the crypt discovered in the previous adventure, he explains how his most trusted advisor perished during their journey. With the help of his stone mage, that crypt was built to be sufficient for his advisor's station.

At this point the Hemorvus king just wants to stay alive. He has amassed a few powers during his previous lifetime(s), so he is quite able to sustain himself at least for the first few weeks. He hopes to come up with a plan before he reaches civilization. If things did not go extremely bad, he should still have at least 25 days of subsistence in Rethem or Tharda.

The memories and abilities of his former sacrifices are slowly waning thinner as they seem not to be applicable any longer. No spells are given for him, consider him to be able to cast any stone manipulation spells from Jmorvi or other convocation (canon or fanon – anything you can get your hands on) and then some. After a week he will lose any such super-powers and after every

other (odd) week he will lose another level set of spells starting with level VI until he reaches level II. His ML for any skill, spell, or ritual not from Moc'alm will decrease by 5 until he reaches the standard starting ML (e.g. SBx2). He will never go below that.

Aftermath

The situation that remains should be ambiguous for the characters. Should they leave a Morvin running around in the country side? Should they undertake the obviously dangerous task of ridding the world of this «abomination»? There is likely also some heresy involved. Should they introduce the Hemorvus to current civilization and it to him? Could this be a repetition of the Lothrim legend? Solutions to this conundrum will be explored in the last adventure of this series.

The more imminent problem may be the return to civilization, as resources are thinning. This can be a small adventure in its own right. Consider the Gragun not far off. To spice things up, the weather may turn bad now, whereas it was quite friendly before the Hemorvus was woken. Maybe the world rebels against his existence?

The Hemorvus king will try to stay in the vicinity of the PCs. He considers them his best bet to bring him into contact with civilization again. He also prefers company over solitude. But if necessary, he can stay in the wild and bide his time.

Hemorvin - The Lucky Few

Information for this adventure is repeated here. Read the *Lost Generation* for more details on the Hemorvin.

The Hemorvin and Hepekerian Gulmorvin do not age slower than regular humans. Any additional age is received from the sacrifice. The Gulmorvin of Hepekeria are intelligent and free-willed. They are bound to the Hemorvin by a sacred oath, however, and will obey any order from him. Whether they can be controlled by Morgathian rituals is unknown, but it seems possible, since their original creation process was Morgathian in nature. An order from the

Hemorvus would always take precedence.

The Hemorvin and Hepekerian Gulmorvin cannot enter any area consecrated to any god but Morgath or Peoni. Both creatures suffer wounds regularly but are not affected by fatigue and shock rolls. They die when Injury levels exceed END. Slain Hemorvin and Hepekerian Gulmorvin die as regular humans do.

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. The original ritual to prepare a Hemorvus or Hepekerian Gulmorvus for their new life has been lost, the awakening rituals runs semi-automatic as described in the adventure.

Hemorvin use Shadow Conflict as Mental Conflict, a separate Shadow Strength does not exist. Neither do they use Bukrai Points (BPs). They also do not sacrifice to *Klyss*, they accrue piety to the holy pair Morgath/Peoni as any human would. A resting place is only needed during the dormant phase, after awakening they live normally. During the semi-dormant phase, they engage in regular 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.

These Gulmorvin 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 this way. They engage in conflict as they did in their original life. As Hemorvin and Amorvin, they are hard to distinguish from regular humans. Due to their servient nature, they appear to lack personality and they overall appear sullen and unlively.

Herblore: Holishe

Travellers' Delight

Holishe is a perennial flowering plant growing 3 to 6 inches tall found mainly in partly shady fields clearings at altitudes between 2,000-5,000 ft. Some specimens are found as low as 500 feet, or in exposed sun (or permanent shade), but this stunts their growth. It produces a single bloom in late spring for an extended period of three months. It can be found in mountainous terrain all across western Lythia outside of tundra and desert regions.

Its flower consists of a dark red circular corolla with alternating small and long whitish-yellow petals. Both the petals and root of the plant have medicinal properties. The plant can be gathered year-round for the root; in late spring for the flower. It is a robust breeder and can replenish over-harvested areas quickly, but it does not take well to domestication and relocated plants lose their properties and will wither within a year.

Garin's Tea

Tea made from the dried petals increases fertility and healing for the next few hours. Using more than one flower's petals does not increase the effectiveness. Prices are low, because the effects are rather minor.

Pimsy's Distraught

The fresh root can be shredded, dried and ground into a black/brown powder. When mixed with any other wound healing balm or tea, the powder will reduce the other concoctions's

potency significantly. The powder must be expertly blended, however, or it leaves a bitter, earthy aftertaste and a distinct odor. Otherwise, a potion compromised by Pimsy's Distraught is indistinguishable from the original. Garin's Tea, made from the same flower's petal, is the only healing herb immune to this effect..



An uprooted Holishe

Holishe	
Type	Perennial
Habitat	Highland
Rarity	Rare
Light	Part Shade
Season	Year Round
Forage	1d6 Plants
Price	1d per Plant

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*, *Gargun*, *Harn Religion*, *The Republic of Tharda*, *Harnmaster Magic*

Fanon material: *Dark Rethem Adventures (all)*, *Spell Grimoire*

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Hemorvus *

Str	14	Eye	15	Int	15
Sta	12	Hrg	12	Sha	12
Dex	13	Sml	12	Wil	15
Agl	14	Voi	13	Mor	12
Cml	12	End	14	Mov	14

Skills

Acting/80, Agriculture/30, Agriculture/30, Awareness/62, Climbing/57, Condition/71, Dancing/43, Drawing/49, Folklore (Old Hepekeria)/51, Intrigue/87, Jumping/60, Mathematics/44, Oratory/56, Physician/33, Rhetoric/63, Riding/76, Singing/38, Stealth/45, Survival/55, Throwing/65

Languages/Scripts

Old Numec (Language)/89, Khuzdul/15, Runic/15, Hekori (Script)/86

Religion

Ritual (Holy Pair)/31, Piety/39

Combat

Initiative/87, Unarmed/57, Dodge/70, Dagger/56, Shield (round)/60, Sword (falchion)/65

Armor/Weapons

High quality cloth robe, leggings, and cloak, Leather knee boots and gauntlets, Great helm, Kurbul cowl, gambeson, and hauberk, dagger, round shield and falchion

* this is the Hemorvus before merging with Moc'alm. After the merge, he will take the higher of his or Moc'alm attributes and skills.

The equipment held by the Hemorvus assumes that the ancient preservation magic for the undead extends to personal possessions in graves. The intention of the rituals were to enable the Hemorvus self-preservation for extended periods of time.

Gulmorvus

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

Skills

Animalcraft (Horse)/34, Climbing/69, Drawing/36, Embalming/33, Folklore (Old Hepekeria)/51, Herblore/30, Intrigue/78, Oratory/37, Physician/37, Rhetoric/48, Riding/40, Shadow Conflict/71, Survival/42, Weaponcraft/25, Weatherlore/43

Languages/Scripts

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

Religion

Ritual (Holy Pair)/39, Piety/34

Combat

Dodge/45, Initiative/51, Unarmed/40, Spear/85, Dagger/65, Sword (Falchion)/65, Shield (round)/70

Armor/Weapons

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

The equipment held by the Gulmorvin assumes that the ancient preservation magic for the undead extends to personal possessions in graves. The intention of the rituals were to enable the Gulmorvin to serve as Hermorvus guards for extended periods of time.

An expedition into the Rayesha mountains hot on a trail reportedly a thousand years old. The foundations of Hârnîc society may be at stake.