

Legacy of Ash

Synopsis

The heroes are called upon by Basileus Klekus to help him in his war with a Zoran prince named Ikari by going to pay a ransom for people and items that the Zoran prince took in a recent battle.

During the trip home the heroes discover that the items are not as harmless as they appear but have significant importance to the war.

Act One

The heroes are asked by the Basileus Klekus of a small out of the way territory near the Pherai region of space to go pay and retrieve item lost in a battle.

Great Heroes of the known worlds your stories are legend. There are no others I thought to ask when the need for help arrived. As you may know I have been in a constant state of war with a Zoran prince by the name of Ikari. A mongrel bastard who in our recent clash destroyed the peaceful community of farmers on a small colony near our borders. Because I feel responsible to these people and consider them under my guardianship I want what's left returned to the families.

I'm willing to pay the ransom for survivors and items taken in the clash and will gladly pay you for your services in the amount of 1200 drachmas

Long Armed Klekus, Basileus of Pherai

What the heroes know-

- Klekus was a second rate explorer who charmed the young prince into funding his many expeditions into the nether regions of Slispace. Klekus was obsessed with finding weapons and artifacts from the first age.
- Klekus and Ikari were at one time close friends and allies but during a dinner party on Troas the friendship was broken and Klekus and his men escaped with their lives after some slight against Ikari. Soon after Ikari's wife walked out of an airlock aboard her personal yacht and launched herself into the nearby star.
- The war between Klekus and Ikari has run for the past seven years off and on. The latest battle began several months ago on a small colony moon named Aemotons Beard in a distant system. Klekus and his fleet there were defeated and the colony destroyed
- Klekus and his fleet have been steadily pushed back by the Zoran forces but he has sworn to fight to the end.
- The Zoran fleet orbits a small star in the Magnesia region and has sent word that in the coming weeks he will send Klekus to finally meet Hadon.

The Hook-

- The heroes start the adventure coming out of slispace near a glowing red star in a large thick nebula. Zoran fighters immediately take up positions around the ship and escort the heroes in.
- The heroes are welcomed aboard the ship by the fleet archon Emor Light Chaser and a machina called Stragos-481. The heroes are greeted warmly and escorted to Prince Ikari, also known as the Golden eyed one.
- A gift of Gold Stemmed Apples is given to each hero and their feet are washed and their hair is oiled before their appearance before the Prince.
- When the heroes arrive in his presence the prince is backed by 5 heroic figures known to the heroic mercenaries. The mercenaries arrived a week before the heroes did and have pledge their help to the zoran prince
 - Strago-481, the machina with a body of a bronze spider
 - Great Shadowed Durga a Zoran magi
 - Keen Armed Lamachus the goregon
 - Far Reaching Preben the Zoran warrior
 - Euphemia the Goldenskin, Nymphas orator

The Conflict

- The heroes are given a list of thing to demand from the prince. The list follows
 1. Two golden theatre masks
 2. One jar of aged wine rumored to be made by Appolon
 3. 12 men and women of various ages and races. The people are all in cryotubes and asleep*
 4. A rusted spear that hung in the temple of Areson

**=The heroes are told they must get the young Hellene man named Pindar. Nothing else matters to Klekus but he must have the boy and then the other living beings. The boy is the most important prize and the heros are not to return without him.*

- Ikari asks the heroes questions and is generally a good host considering the circumstances but bargains each and every piece probing why his enemy would care about the items. To get all of the items for the money that Klekus has given them the hero involved must make a Diplomacy or seduction roll with a DoD of -8. If they succeed they get all the item on a partial success they get only half the items
- The heroes all have a chance of seeing that Emor is watching the bargaining with a keen on eye on a perception roll with a DoD of -5. If asked he wonders why they take such an intrest in the boy named Pindar.
- After the bargaining the heroes are invited to feast with the Prince in a room with statues of the same lovely woman. They are invited to eat and take any serving woman or boy as their own for the night. The heroes aren't allowed to leave until the next day.

- After eating and drinking the prince suggest that the heroes regale him with a story Oratory DoD-7, or a entertain him with a wrestling match between a heroes and Lamachus, Pankration DoD-10. If successful at any of these the heroes gain 10 Glory. If they fail they loose 5 glory
- With a CHA roll the heroes may ask questions of their servants to get information that night. The heroes learn
 - The prince lost the love of his life a woman named Astar. She was raped by Klekus the Hellene
 - Strago-481 is the prince's military advisor but Emor doesn't like the machine.
 - The prince chopped off his manhood as a vow to his gods and a promise to his dead wife that he would never know the love of another.
 - The prince looks for a terrible weapon that he believes is hidden in slipspace.
- If the items are examined they are all found to be mundane and worthless. The people are fairly mundane except for the boy who sleeps with ice blue eyes wide open.
- The next morning the heroes are bathed and their ship is loaded with the cargo and fresh supplies. They are wished a safe journey and await their clearance to leave the ship. The clearance takes a while to come but are eventually cleared and the heroes are free to go. The ship is loaded and fueled.
- The Heroes are stopped by Emor who wants to have a few words with the heroes about the items and looks like he wants to stop them. The heroes notice that the mercenaries are all hiding in position to attack. When things looks dire Strago-481 turns and blast Emor killing him. He then yells out that the heroes are responsible and must be killed!
- The heroes must fight their way off the flight deck or be killed by the Zorans and the mercenaries.
- Soon as the heroes are outside of the range of the fleet they are told to return. If the heroes ask why they are told that Archon Emor wants to ask them some questions...nothing serious ...just questions. A group of fighters are sent after them. The heroes have a choice; to go back or run.

Resolution

- The heroes are chased by the fighters until they reach slipspace and escape. They must fend off the ships for three rounds and then dive into slipspace with breakneck speed Piloting DoD determined by the pilot (the higher the better).
- The heroes escape into slipspace and gain 7 Glory for the success!

Act Two

The heroes move through slipspace and must refuel before completing their trip. They have used up all their stores and need to find a facility to refuel and replenish their stores.

Hook

- The Heroes are hunted and chased by the Zoran fleet as they travel to Klekus.

- After 3 weeks of travel the heroes must find someplace to restock their supplies and refuel. They have two choices
 - **The Goats Horn:** an abandoned cruise liner turned into a pirate's hideaway that alternates between real and Slispapace.
 - **Hestia's Palm:** the small farming colony located on a small moon orbiting a gas giant.
- The Travel there is uneventful whatever the heroes decide but will take 4 days but the ship only has 3 days of fuel and supplies left. A navigation roll DoD-8 will get them there in half the time and a failed roll will get them there but dehydrated and hungry -6 hit points

Hestia's Palm

- The planet is small but verdant with many small trees, rolling grassland and groves of fruit. No animals live here and grapes are grown on the rocky steps of the nearby cliffs where the farmers make their home.
- The local law is a man named Hemus and he welcomes the heroes but warns them that they are preparing to leave. He offers the heroes all the assistance they need.
- A young woman named Sibyl asks the heroes where they are from and where they are going. She is young and plain looking. She asks about her lover Pindar who was pressed into service by Klekus to fight in his wars. The last she heard he was headed towards the planet Aemoton's Beard.
- If the heroes are forthcoming or even show Sibyl the sleeping Pindar she will tell her story.

Pindar was a good pilot and a natural explorer and scout. He was known in these parts and when Klekus came to recruit we thought the colony doomed. Pindar and a few others took it upon themselves to beg the warlord to spare the colony if he gave himself and his abilities. The warlord took him and pressed him into service. Intermittently I received letters from Pindar stating that Klekus had him searching the deepest parts of Slispapace for something...a weapon of facility of some kind. His last letter stated that he found something and that the war would be over soon...he would return soon.

- A clunky robot called Seras-743 bangs around their ship as it tries to perform its function of repairing and replenishing the craft. He wants to come along and help them in their exploits.

Conflict

- With a perception roll DoD -5 the heroes notice a man named Xemios is acting strangely. If he is investigated at his home he runs for the hills where his small ship is located. Inside his house is a transmitter that is in direct contact with the Zorans. He is calling Emor to tell him where the heroes are located.
- To catch Xemios the heroes must win a SPD test DoD-5. If they catch the man he will pull a small gun and warn them back. Once he is subdued he will state that he was offered money to find the heroes. The sum would make him a prince in this region.

Resolution

- Sybil knows the coordinates of the last place Pindar went and wants only her lover returned.
- The location is deep in slipspace in an uncharted area.

The Goats Horn

- The station is alive with villains of all sorts and every vice and scheme is played out on the streets and in the damp corners of the murky soot walled ship.
- With a etiquette roll the heroes find out that there is a price on their heads.
- Supplies can be purchased and it takes a day to load the ship by a clunky robot named Seras-743 who loves to talk and asks where the heroes are from and where they are headed. He wants to come along and help them in their exploits.
- The heroes are approached by a prostitute named Sybil who warns them of the danger and give the story of Sybil from the above.

Conflict

- In a bar Preben and Euphemia arrive with a small group of Zoran soldiers looking for the heroes.
- Preben asks that the heroes come with them but know that they will not come peacefully.

Delivering the Prize to Klekus

- The heroes escape the station with the coordinates and are soon contacted by Klekus who wants to rendezvous with the heroes in a week. He gives them coordinates and tells them not to be late.
- When the heroes arrive at the large fleet of Hellene ships they are met by the gruff and boorish Klekus. With Klekus is a sterling silver machine named Stavros-968.
- Klekus has his men search the hero's ship and brings all the cargo onto the deck. When he finds Pindar he will disregard the rest of the items and tells his men to throw it overboard. If asked about the living people he will say its none of his concern. He will give the heroes only two thirds of the promised reward (800 drachma). They are tersely thanked and told they are welcomed to stay and fight in his employ against the coming Zoran fleet.
- Pinda is awakened and immediately starts to babble numbers and letters. A pilot will know these as coordinates.

Resolution

- If asked about the coordinates Stavros-968 will say it is the location of the first age weapon known as the Ash Spike. A weapon able to burn entire planets to a cinder or incinerate the crews of a fleet without damaging the ships that they are in. It was searched for by both Klekus and Ikari but the Zoran found it first.
- Ikari's desire is trivial revenge for a whore says Klekus but my ambitions are much more grandiose.
- Klekus boasts that soon he will crush the Zoran catamite and then he will expand from this backwater sector of space and take his rightful place as ruler of the known worlds.
- The heroes are given leave to do what they want as long as they stay out of Klekus' way. If they decide to defy him and take Pindar they will have a fight on their hands.
- For their heroic the heroes receive 5 Glory or 10 if they save Pindar

Act Three

Hook

- The heroes arrive at the Ash Spike deep in slipspace. The Spike is large as a space station, gray and tapered at one end.
- Deeper down in slipspace a growing storm rages and the deep black eye of the storm lies just underneath the Spike.
- When the heroes arrive in the immediate space around the spike they see that the spike is dead in space and no life can be seen aboard.
- When the heroes dock at any of the many access ports they find assorted machines inside who are either asleep or powered down. The ship is old and dust covers everything inside the ship.
- If Seras-743 is with the group he will slip away from the group (a normal perception check is needed to notice he is gone) and goes to the highest peak of the ship and his back opens up revealing a large communications disk. The machine will broadcast his whereabouts to the other machine. If confronted he will attack the heroes and fight to the death now that his mission is done.
- If captured and interrogated he will only say that his people have been looking for this ship for 1000 years and now there is nothing the heroes can do.
- If the ship is examined they find that the ship speaks in an alphanumeric code once a control helmet is put on. The AI computer says that it imprinted on one other when he found the ship a month ago (Pindar).
- The Zoran and Hellene fleet arrive at roughly the same time (Zorans first) and begin to fire upon one another
- Both the Zorans and Hellenes hail the station and demand the station be given to them.

Conflict

- Strago and Stavros-968 will both be on the ship trying to rest control from everyone else. Durga, and the rest of the mercenaries arrive to take the ship from the heroes Followed by the Hoplite commandos send by the Hellenes. The heroes must fend off all of these threats as everyone fight one another.
- Outside in Slispace the two fleets do battle and on every radio wave Ikari taunts and challenges Kelkus to a one on one fight to the death.
- The battle rages as the nearby storm grows larger and larger threatening to envelop everyone involved.
- Just when things seem to be at their worst A Machina fleet arrives and all the Machina join their side. Seras, Stavros, and Strago are all working for the Machina fleet and are looking for the Spike. They want it because in the 1st age it belonged to them and was lost during a great battle. It does no harm to any machinery but destroys living creatures rendering them ash.
- Strago-481 and his machine brothers will turn on all living creatures, friend and foe and kill them

Resolution

- The heroes must find a way to stop the 3 way battle
- If the heroes surrender the weapon to the Machina they leave with it and all die when the Spike explodes.
- If the heroes do nothing Kelkus will finally defeat Ikari and then turn his forces on the Machina. They will both fight to the death
- Pindar can stop all the Machina because of the machine code that lies in his head. He has to speak over some form of communication and they will stop in their tracks. If left with Kelkus he will use this to his advantage.
- The heroes are stuck in the middle with no easy options.
- Ideally the heroes should stop the machina and get Ikari to Kelkus so that he can avenge himself on the man that raped his wife. If that happens the heroes gain 20 glory and are hailed as the heroes of the day.

The Adversaries

Zoran Infantry

INT +0 PER +0

WILL +0 CHA +0

STR +1 DEX +0

CON +0 SPD +0

Ability Level: 6

Attacks/Damage: Hoplite Assault Carbine DR 10, Sword DR9

Armor: Heavy Leather Vest PR 4

Hit Points: 20

Hero Points: 0

Special Abilities

Glory 1

Hoplites

INT +0 PER +1

WILL +0 CHA +0

STR +2 DEX +0

CON +2 SPD +0

Ability Level: 9–15

Attacks/Damage: Hoplite Spear DR 7, Hoplite Assault Carbine DR 10

Armor: Hoplite Mesh Vest PR 5, Hoplon Shield

Hit Points: 22

Hero Points: 0

Special Abilities

Advanced Militia Training

Glory 5

Zoran “Immortal” Trooper

The best of the best.

INT +1 PER +2

WILL +2 CHA +0

STR +3 DEX +2

CON +3 SPD +2

Ability Level: 12

Attacks/Damage: Hoplite Spear DR 7, Hoplite Beam Rifle DR12, Blast Grenade (1) 20 DR 18, EMP Grenade (2) DR 8

Armor: Hoplite Plate Vest PR 6, Light Leather Belt PR 3, Hoplon Shield

Hit Points: 34

Hero Points: 5

Special Abilities

Advanced Militia Training, Hardiness x2

Glory 10

The Mercenaries

Great Shadowed Durga a Zoran magi
 Keen Armed Lamachus the goregon
 Far Reaching Preben the Zoran warrior
 Euphemia the Goldenskin, Nymphas orator

INT	+1	PER	+2
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WILL	+2	CHA	+2
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STR	+3	DEX	+2
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CON	+3	SPD	+2
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Ability Level: 12

Attacks/Damage: Hoplite Spear DR 7 (Iamachus), Hoplite Beam Rifle DR12, Blast Grenade (1) 20 DR 18, EMP Grenade (2) DR 8 (preben) Others have daggers DR3 and hoplite pistols DR8

Armor: Hoplite Plate Vest PR 6 and shield(For Preben) all others none

Hit Points: Durga (20),Llamachus (35), Preben (35), Euphemia (18)

Hero Points: 9

Special Abilities

Hardiness x3, Advanced Militia Training, and several other talents and in some cases a god's favor.

Durga has All the Modes at +5

Glory 60

Strago, Stavros and Sera, the Machina

INT	+3	PER	+3
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WILL	+3	CHA	+3
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STR	+3	DEX	+3
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CON	+3	SPD	+3
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Ability Level: 5-20

Attacks/Damage: Spear 10 DR, Torch Pistol 10 DR

Armor: Ceramic Skin: This makes the Machina very durable PR 12

Hit Points: 40

Hero Points: 2

Special Abilities

Tech Senses: Machina see by sonar and heat signatures

Weakness:

Machine Interface: The machina can control simple machinery by plugging directly into the machine. This is done by the machine placing the palm of its hand on the machine and allowing the small control tendril to insinuate itself. This gives the machine an additional +3 when operating the item. If control is contested by someone for the item (like a Hellene trying to keep control of their ship), the machina must oppose WIL versus the appropriate operating skill roll with the opponent
Weakness: (-4) Machina must make WIL rolls when presented with a puzzle or riddle or be compelled to solve it. If an opponent tells a riddle the machine must beat the opponent in a WIL skill versus the opponent's CHA skill. If they fail the roll they lose an action each round and suffer a multi-action penalty because of the distraction

(-2) Electromagnetic pulses deactivate the machine for a 1D20 rounds if they fail a CON roll DoD -4

Glory 5 – 50

Zoran Asp

MAN	+0	HUL	+2
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SEN	+0S	SPD	+40
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ACL	+10	DCL	+5
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SD	0	SIZ	3
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Scale: fighter

Crew: 1

Passengers: 0

Cargo: 250Kg.

Supplies: 7 days

Hit Points: 30

Armament: Two Linked Light Pulse Lasers DR 10 (forward firing arc), One Light Disrupter DR 4 (forward firing arc), Light Missile Rack with 4 Light HE Missiles DR 15 (forward firing arc)

Shields: Light Shield Generator PR 8

Cost: 25,000 dm

Additional Hard Points: 6

GREAT HEROES OF THE KNOWN WORLDS YOUR STORIES ARE LEGEND. THERE ARE NO OTHERS I THOUGHT TO ASK WHEN THE NEED FOR HELP ARRIVED. AS YOU MAY KNOW I HAVE BEEN IN A CONSTANT STATE OF WAR WITH A ZORAN PRINCE BY THE NAME OF IKARI. A MONGREL BASTARD WHO IN OUR RECENT CLASH DESTROYED THE PEACEFUL COMMUNITY OF FARMERS ON A SMALL COLONY NEAR OUR BORDERS. BECAUSE I FEEL RESPONSIBLE TO THESE PEOPLE AND CONSIDER THEM UNDER MY GUARDIANSHIP I WANT WHAT'S LEFT RETURNED TO THE FAMILIES.

I 'M WILLING TO PAY THE RANSOM FOR SURVIVORS AND ITEMS TAKEN IN THE CLASH AND WILL GLADLY PAY YOU FOR YOUR SERVICES IN THE AMOUNT OF 1200 DRACHMAS

LONG ARMED KLEKUS, BASILEUS OF PHERAI

I have given you a sum of 70,000 drachmas for the safe return of the items below. Please do your best to bring all the items home safe. If you get the items back for a more reasonable price I'm sure the mothers and fathers who raised the money will be overjoyed at their good fortune.

There are two golden theatre masks in the zoran's possession. They are gifts from Hermia herself and considered priceless. They ensure the alliances of the Delphoi legion will be honored in the future assuring our security.

One jar of aged wine sipped by the All Father Heuson himself. The wine is needed to heal the sick children of our world.

A blood tipped spear that is said to have pierced the liver of the zoran champion Phegius the Lion in the battle of Imerias' Gates. The Spear is a gift of Areson and is rumored to have the ability to kill a titanoi. The zorans are not aware of the gift they have in their possession, keep it that way.

12 men and women are in cryogenic sleep tanks. They are the last survivors of the destroyed colony; bring them home to their mothers and fathers.

Tedra is a young Nymphas seamstress

Kilotus is the administrator and brother of an important banker

Cholen is a gorgon weapon smith

Mette and Pindar are farmers

Hycanthese is teacher and mother of 3

Xolon a freight driver and brother of my best warrior.

Myra and Busirs to thespians

Gilos the mad is a criminal; He must be brought to justice

Echo is a young courtesan of mine

Angele The great speaker of Argos, This old woman was caught while on holiday

Most important of all the survivors is a young man named Pindar. He is very important and must be brought to walk the soil of his home world again. Without him all is lost and you need not return.

THE BALEFUL SHADOW

Synopsis

The heroes are all called to the funeral of the great hero Staros. A man they traveled with seven years ago. When they arrive they find that the village and colony he built is in dire straights and the heroes must stop the creeping menace.

The Cast-

Staros- a 50 year old hero who traveled with the players several years ago. He retired a few years ago to spend time with his family as a farmer and fisherman. He is strong and burly and was known for his might.

Jocasta- the oldest daughter (24) who is known for her great beauty and haughty disposition

Tyraminee- the youngest daughter (21) is a bright smiling girl who is known for her mirth and smile.

Oleos- The youngest (19) and only boy in the house. He was moved by great poetry and lovely words. He is thin and sickly.

Doran the Fisherman- an old man who lives in the woods around the great house.

Mica – an old woman who has lived in the fishing village for as long as anyone can remember. She plants lettuce weed every where.

Act One

- The heroes arrive by ship the small colony world of Hipocampai for the funeral of a great hero. The colony was once a very prosperous place made even more so by the great hero
- Staros. The planet consists of a great number of large mangrove type rivers forested with huge trees and shallow rivers. Rope bridges link each clump of land and the main village sits in the center of the largest.
- The heroes arrive at the port and are greeted by Jocasta. The sleepy colony is very quiet as the ships in the arbor look as if they haven't moved in weeks. In the distance howls can be heard from roaming beast.
- The colony is surrounded by a powerful force field that keep out the wild beast that lie beyond. At night the faint bluish glow can be seen and a low hum can be heard.
- The homes are all covered with thick red vines and the village smells like rotten fish. The vines creep up out of the water and cover most of the homes in the small area. Jocasta apologizes for this and says that much of the perishable food stores have gone rotten.
- Jocasta explains that the colony is under some sort of curse and that she and her family have not been spared.

- The heroes pass an old woman making an offering to Aemoton to spare the town and to free the sleepy people from the curse. The statue that she prays in front of is covered in vines and the head is snapped off and rolls to the feet of the one with the highest glory.
- Even though Mica (the woman) is old she doesn't look as sick as the others and her home is free of the plants.
- When the heroes arrive at the house they are greeted by the other children and see the father in repose on a large table dead and wrapped for burial. He has all his weapons arranged around him but what the heroes notice is that he is drawn and gaunt and a shadow of his former self. He stinks because he has not been buried and he is starting to decay. When asked why hasn't he been buried the heroes are told that oleos forbids it.
- If questioned about the burial Oleos says that he can't bear to part with his father and that he will have it done soon.
- If the heroes ask what happened they are told that two month ago he became ill and wasted away over a matter of weeks. The family all look gaunt but the son doesn't look sick
- They are all given the opportunity to say something about the man, they feats and shown their rooms. The person who says the most heart tugging thing about the father receives a visitor that night and gains 5 glory.

Hook

- The wind bangs open the window and a figure in the room tells them this:
 - "Old Friend it has been too long...unfortunately so long that I can not properly greet or welcome you as a friend. I will soon make the long trip to Hadon's realm but ask you but one favor as friends who have traveled and spilt blood together. There are rules that govern how A shade may interact with the living and I can say only this....Kill the seed before it grows...the seed"
- When the lights are turned on all that's in the room is a tree branch with a coat hanging from it.

What the people of the town know-

- *A month after Staros died the strange vines grew up out of the water and started to infest the homes.*
- *The next village over (Korokos) has completely disappeared. No one is found there only the building, and the red vines.*
- *The Old fisherman tells a story about finding a wreckage of a ship and finding a strange large crystal in the ship. He took it to Oleos who bought it and swore him to secrecy. (the ship can be found with directions. It is an ancient Atlantean ship. All on board are dead and the ships looks like a medical or science ship.)*
- *Mica the old woman was told by Aemoton to plant a special root around her home to ward off the vines. She has taken it upon herself to plant the vine in as many places as possible.*
- *Young boys named Hylel and Furion say that Oleos pays the children to dig up a weed and for each bushel they will be paid 1 drachma (the plant is the special weed that mica has been planting)*

Conflict

- The son will be seen speaking to the trees beyond the shield perimeter. He can be overheard saying in a one sided conversation: “I understand what you are saying and I’m appreciative for what you’ve done. The heroes will soon not be a concern I will handle it. I will keep my part of the agreement, make sure you keep yours.”
- If he is seen he will run deep into the swampy woods SPD vs. DoD -3 to capture him. If he is made to speak he will only say that they must leave and that they jeopardize all he’s worked for.
- A Chimera rises out of the swamp and attacks the heroes allowing the young man to make his escape to a fishing house in the woods. At the fishing house are two hover boats and Oleos takes one deeper into the swamps.

Act Two

- The heroes head into the swamps and find a large mound with a small house on it. The house is used by trappers and hunters who come out deep into the swamps. It has a force field that completely covers the building. Oleos’ boat is moored out front.
- The heroes have to either overload the shield or wait for Oleos to come out.
- If the heroes wait they see Oleos wild eyed and desperate. He runs to his boat and tries to take off.
- If captured he will say “I only wanted to help my father. It promised me a way to resuscitate him. All I need do was allow it to feed from the people living in the village! I now understand what it wants done and I have doomed the village. Please, we must return to the village make sure the shields are raised!”
 - Oleos Explains: Doran the Fisherman brought the heart to me and when I touched it spoke in a sweet voice. It told me it understood my sorrow at my fathers passing and promised it could revive him if only it had the life-force to do so. It promised that no one would be permanently hurt and that once it took but a fraction of the life-force it needed it would revive my father. When I went into the house I kept it in I knew that its machinations were more sinister and I brought doom to my people. I was wrong in thinking I could have my father back” With that he breaks down and cries.

Conflict

- The creeping vines dart out of the swamps and attack the heroes. The Vines have an ability level of 5 and will try to grapple first and then impale the held opponent (DR 5). 5 will attack each hero and once they are done they hear a shriek from something like a chorus.
- The heroes must race back to the village making 3 consecutive driving rolls with a DoD of -3, -6, -10. For each one that fails the heroes are lashed by vines and take 5 pts of damage. If they fail them all the ship is held and crush. Heroes must make a evade roll DoD -2 or take 20pts of damage from crushing and the subsequent explosion.
- The heroes will then make it back to the village on foot.

Act Three

Hook-

- The heroes make it back to the village and find that the shields are flickering on and off. The shield house is covered in vines and the technicians there are all gone and leaving a bloody smear of a trail.
- Everyone is huddled around the statue of Aemoton where a large ring of the lettuce weed has suddenly grown up.
- Mica offers the heroes the lettuce to eat and says that it will protect the heroes from the vines and its sinister master.

Conflict-

- The shield finally flickers out and great howls go up out of the woods and vine covered men (8) bound out of the woods to attack the heroes.
- After the first wave the trees will part to allow the great wicker-like man to come forth to kill everyone in the village. The thing is composed of a vine body filled with the inhabitants of the village or Korokos and at its center is a glowing red heart.

Resolution-

- When the heroes defeat the beast the heart drops to the ground and shrivels up. Inside is the embryonic thing that controls it. The people of the village will eventually get better and the people will thank the heroes.

The Adversaries

Dark Hearted Oleos

INT	+4	PER	+0
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WILL	+0	CHA	+1
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STR	+0	DEX	+3
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CON	+0	SPD	+2
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Ability Level: 10

Attacks/Damage: Aether Sword DR9

Armor: Heavy Leather Vest PR 4

Hit Points: 20

Hero Points: 0

Special Abilities

Knows attack, defend, and movement modes at level 10

Glory	20
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The Wicker beast

INT	+0	PER	+1
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WILL	+0	CHA	+0
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STR	+5	DEX	+0
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CON	+2	SPD	+0
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Ability Level: 12

Attacks/Damage: Swat DR15, Tendril attack DR5 (drains attributes)

Armor: PR2

Hit Points: 65

Hero Points: 0

Special Abilities

Attribute Drain: the impaling attack drains 10 attribute points from the victim. It start with INT and Then PER and so on.)

Fire does double damage

Glory	50
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The Vine Men

INT	+0	PER	+1
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WILL	+0	CHA	+0
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STR	+5	DEX	+0
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CON	+2	SPD	+0
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Ability Level: 6

Attacks/Damage: thorns DR8

Armor: PR2

Hit Points: 15

Hero Points: 0

Special Abilities

Fire does double damage

Glory	5
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The Crimson Vines

INT	+0	PER	+0
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WILL	+0	CHA	+0
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STR	+0	DEX	+0
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CON	+0	SPD	+0
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Ability Level: 5

Attacks/Damage: grapple and impale DR 5

Armor: none

Hit Points: 8

Hero Points: 0

Special Abilities

Attribute Drain: the impaling attack drains 10 attribute points from the victim. It start with INT and Then PER and so on.)

Glory 0

Khimira

INT -5 **PER** +0

WILL +0 **CHA** +0

STR +7 **DEX** +0

CON +6 **SPD** +8

Ability Level: 12

Attacks/Damage: Rending Bite 12

Armor: Scaly Hide PR 4

Hit Points: 65

Hero Points: 2

Special Abilities

Spike Tail: The tail of the khimira is a large bulb covered in hollow spikes. Upon a successful hit the tail does 8 DR in armor-piercing damage. If the tail does damage it will then release a fiery liquid into the wound, doing an additional 5 DR (no armor)

Acidic Excrement: The khimira may hurl gouts of acidic matter at a target, doing 10 DR per round for 3 rounds unless extinguished. Those standing within 2m of the original target may be splashed as well but receive only 4 DR damage for 2 rounds

Weakness: (-3) At the base of the tail are two large glands that produce the acidic gel. If punctured and ignited the khimira may burst into flames. The glands are difficult to target (-3 difficulty). If punctured the khimira must make a CON roll DoD - 6 or suffer the effects of its own volatile excrement

Glory 150