

# HELLAS

## IMMORTAL MEMORY

LEGACY OF THE FIRST AGE VOLUME 5

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# IN FROZEN TWILIGHT - LEGACY OF THE FIRST AGE VOL. 3

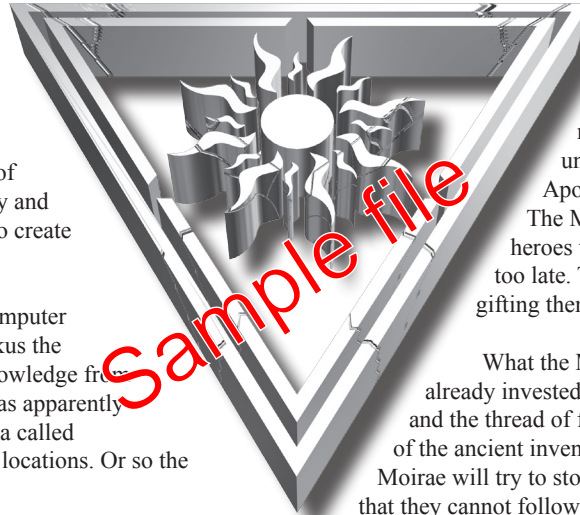
"THINGS FALL APART; THE CENTER CANNOT HOLD; MERE ANARCHY IS LOOSED UPON THE WORLD,"

## A BIT OF HISTORY

In the first four parts of "Legacy of the First Age" the heroes uncovered the existence of five archives containing the data required to build an "Apotheosis Device" that would give the user the ability to re-write all existence. The device was to be constructed from the hundreds of Petroliths that lie scattered throughout the Galaxy and was rumored to be the means used by the Gods to create the universe.

The archives (which were essentially vast computer databases) were compiled and hidden by Telemikus the Explorer, a hero of the first age, to protect his knowledge from discovery by the unworthy. The great scientist was apparently murdered by his own creation, a sentient Machina called Telemachus, before he could pass on the archive locations. Or so the universe thought...

In reality Telemikus, who wished to avoid his fate, went into hiding, sending his Machina "son" out into the world to complete the Apotheosis device before he died of old age. The Machina, Telemachus, constructed the device and but turned on his creator, enabling the Heroes to disable the device and put an end to Telemikus' plot to destroy the universe.



All was not well however as the final battle with Telemachus allowed one of the threads of fate – semi-sentient strands of creation with the power to shred and rework reality – to escape and make it's way into the universe. The thread's very existence outside the Apotheosis device will slowly unravel the universe. The Moirae, guardians of the threads of fate, begged the heroes to help them recover the rogue thread before it was too late. The Moirae invest each Hero with a thread of fate, gifting them with immunity to the rogue thread's power.

What the Moirae did not know was that Telemikus had already invested a great deal of himself into the Apotheosis device and the thread of fate that escaped was actually a manifestation of the ancient inventor, immortal at last. Telemikus knows that the Moirae will try to stop him and so has fled to the one place he believes that they cannot follow: to the Scyllan worlds beyond the Karibdis wormhole. Telemikus cares nothing that his new immortality will unmake creation; he is only concerned about himself. The mad explorer intends to use ancient technology he has found in Scyllan space to stabilize his condition and finally become a God.

### Playing “Immortal Memory” without playing the rest of the “Legacy of the First Age” series

You don’t need to play the previous parts of the Legacy of the First Age series to enjoy this scenario. The adventure begins in media res and so you can introduce your cast of heroes quite easily using a short chorus text to explain how they got there. The Moirae can and will pull heroes from any point in time and space to help them recover the rogue thread.

### Astrape Falling

During the course of this scenario the rogue thread of fate’s effect on the universe becomes more and more evident. Objects and people start to fall apart or develop damage. The heroes and objects they rely on are largely immune to this thanks to the Moirae’s gifts but the GM should make a point of showing the effects on people and places they encounter.

Pottery cracks, metal fatigues, rock shatters, machinery falls into a state of advanced disrepair, power dims. In the natural world animals lay down and die, volcanoes erupt, fault lines shudder, and even sentient beings develop ailments for no reason.

## ADVENTURE SUMMARY

The adventure begins in the heart of the Apotheosis device. The heroes are tasked by the Moirae (demigods and masters of fate) to hunt down Telemikus and the Thread of Fate that he has bonded with. The Moirae send the heroes to the Karibdis wormhole via a strange city that seems to represent the heroes own achievements. After besting a sphinx in a riddle contest the heroes fight their way across the Akarnania region and enter the Karibdis wormhole.

The heroes travel to the planet Hel, and find out that Telemikus has set himself up as a God to the Scyllans. The heroes must fight their way past a cadre of Scyllan religious fanatics to finally confront and defeat Telemikus.

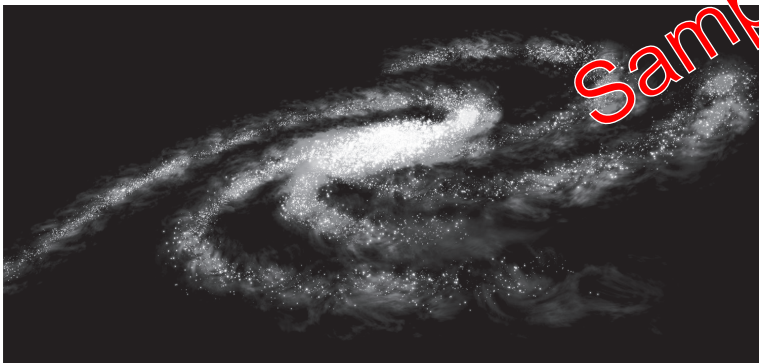


## LOCATIONS

### AKARNANIA REGION

Home to the mobile black hole known as Karibdis and the inconceivably vast asteroid field that surrounds it like a mantle. Karibdis has torn open a wormhole to Scyllan space at least three times in recorded history. The wormhole and the black hole are so tightly integrated in Hellene memory they are often referred to by the same name.

The Akarnania region is highly dangerous to traverse being home to pirates, miners, and rogue Scyllans, not to mention the constant threat of Karibdis. The thing that kills most people in the region is the dense and fast-moving asteroid field surrounding Karibdis; the asteroid field is called “Hadon’s Hand” for this very reason.

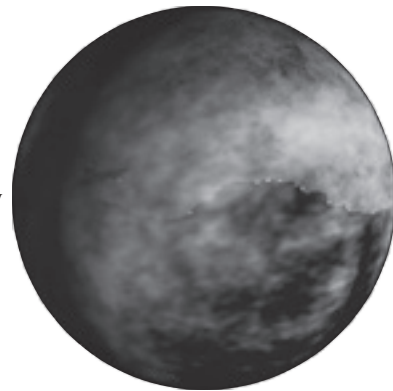


### HEL

Hel is a small, dark world at the edge of Scyllan space, lying close to the Karibdis wormhole. The planet orbits a yellow star and shows signs of extensive terraforming. Impossibly ancient ruins dot the planet’s surface, each one bearing evidence of recent Scyllan archaeological digs.

The planet has a mix of Scyllan and Hellene flora and fauna. The Scyllans believe that this world is cursed by “the dark giants” (Demons from Scyllan legend bearing a startling resemblance to Hellenes) and avoided landing there until Telemikus showed up and commanded them to start excavating the ruins.

Hel is currently surrounded by an energy leeching field that drains the power from any vessel entering its atmosphere. To a ship’s sensors the planet appears to be surrounded by some kind of sensor baffling shield. The Scyllans under Telemikus’ command have unwittingly activated this field by tampering with the ancient ruins.



## CAST OF CHARACTERS

### Telemikus, the Rogue Thread of Fate

Telemikus had a body once, one that he abandoned to merge with one of the Threads of Fate in a last desperate attempt to cheat death. The merging did not go as Telemikus would have hoped; while he is immortal he cannot touch the universe around him without destroying it. The mad explorer had planned to use the Apotheosis device to recreate the universe in his own image, he desired immortality so that he could create and build forever, but now he is cursed to forever destroy.

The thread's power is slowly causing the universe to fracture and fall apart, in a few short decades the entire universe will collapse unless he can be reintegrated with the Apotheosis device. The worst thing from Telemikus' point of view is that the thread itself will unravel with the universe, dooming him to death.

Telemikus is not about to give up; he is determined to seek a means to control his newfound power. The explorer's great knowledge of ancient technologies has lead him to believe that he can use the ancient ruins of Hel to stabilize his form long enough for the rest of the universe to be annihilated and for him to figure out a means to channel his destructive power for other uses. Posing as the Gatekeeper, Telemikus has convinced the Scyllans to excavate the ruins on Hel, activating the ancient technology.

Telemikus no longer has a physical form; instead he exists as a hovering, vaguely man-shaped rift in space, surrounded by multi-colored corona. Threads of energy lick out from the rift from time to time, tearing deep gouges in objects or beings standing close to him. The shell form that the heroes meet when he first appears to them on Hel is a dark-skinned giant.

<b>INT</b>	+5	<b>PER</b>	+3
<b>WILL</b>	+5	<b>CHA</b>	+2
<b>STR</b>	+0	<b>DEX</b>	+2
<b>CON</b>	+5	<b>SPD</b>	+0

**Ability Level:** 15

**Attacks/Damage:** Anything Telemikus touches suffers catastrophic damage (DR25) with no scale modifiers or PR applied. This damage is also applied to anything striking him, except of course the Oracle Lens.

**Armor:** The mad explorer is immune to almost every form of harm except for巫毒巫毒 Modes or Divine Gifts which effect hurt him normally.

**HP Points:** N/A

**Hero Points:** 11

#### Special Abilities

Tech Savvy, Natural Talent (Engineering), Natural Talent (Science).

<b>Glory</b>	100
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## ACT 1: ALL IS LOST

And so it came to be that Telemikus the Explorer passed from the world on the eve of his greatest triumph. The monster who sought to murder the universe in his quest for immortality was brought low by a handful of heroes. Now the Moirae called upon these men and women once again to save the universe from Telemikus' last act of villainy.

### ACT 1, SCENE 1: THE BEST LACK ALL CONVICTION

The heroes stand in the heart of the Apotheosis device in a chamber nearly 500 yards across with a holographic representation of the known universe shimmering in the air. The chamber is ringed with pillars of marble, each one carved to represent one of the gods or titans. The three Moirae stand before the heroes, their faces impassive. The Moirae are identical to each other; each appearing to be a woman in her thirties wearing a plain white shift. The Moirae answer to their commonly known names: Clotho the Spinner, Lachesis the apportioner, and Atropos the inevitable.

The three Moirae ask the heroes to recover the rogue thread of fate. They explain the situation with the thread, and that if it is not recovered the universe will suffer. The Moirae are unaware of Telemikus' connection to the thread of fate. They seem puzzled by the thread's action, unable to explain why it has fled beyond their reach. The Moirae plead with the heroes to recover the thread before it causes the universe to unravel. These ancient beings are unable to follow the thread and must action through the heroes. If the heroes agree to help the Moirae give the heroes a great treasure: the Oracle Lens known as Cybelle, the forever shifting citrine lens. This is the oracle lens once used to close Karibdis and has the power to allow passage through the wormhole. The Moirae have instilled an additional power into the Lens; the

ability to trap and contain the rogue thread once it has been tracked down. Note that the Lens must be touched to Telemikus' true form (See Cast of Characters) in order to work, touching it to his "Dark Giant" disguise will not work.

