

“The Mount”

Stargate LARP for ConCarolinas 2006

Plyomus (anagram for Olympus)

Where: Somewhere in the far reaches of the Pegasus Galaxy

Climate: Earth-like

Gravity: Earth Normal

Location: Capitol City – a massive city set atop a large mountain, overlooking a vast wilderness.

Technology: Mixed. Advanced in some areas, while backward in others. Tech seems to be a mix of different styles and knowledge.

Culture: The culture is a mix of many cultures, except from one over-riding factor. The Church of Oros (Mount), *not to be confused with the Ori*.

The “Rift” anomaly (see below) has been active for centuries, periodically pulling in people from far corners of the universe to this one place. The first people to be drawn here were numerous and worshipped a version of the Greek gods (actually Goa’uld from another galaxy). Seeing their transportation from their homes as a sign from the gods, they settled here and built monuments to their gods for their deliverance to a new world, which they called Plyomus.

Over the past several millenia, things have changed. More and more people were brought to this world and the original Plyomusians integrated them into their culture. As time went on, the infusing of other cultures changed things. The polytheistic worship of many gods eventually evolved into a monotheistic worship of one god, Oros. The religion grew into a church, the church grew into a organized power, and eventually all had to answer to the Church of Oros.

Oros is a merging of the Greek deities into one, representative in 12 spirits of Oros. They hold the ancient names of the old gods.

- Spirit of Zeus is the spirit of leadership and strength, and was the aspect of Oros that brought them here to Plyomus.
- Spirit of Poseidon is the spirit of water and oceans, as well as the free spirit.

- Spirit of Hades is the spirit of death, wrath, and punishment of sin.
- Spirit of Athena is the spirit of wisdom, the arts, inner beauty, and education.
- Spirit of Ares is the spirit of war and heroes.
- Spirit of Artemis is the spirit of the hunt, animals, fertility and chastity.
- Spirit of Hephaestus is the spirit of fire, workmanship, artisans and weaponry.
- Spirit of Apollo is the spirit of light, dance, music, healing and medicine, archery and reason.
- Spirit of Hermes is the spirit of guidance, travelers, shepherds, consolation, reunions and the Gate.
- Spirit of Aphrodite is the spirit of love, sexuality, outer beauty and attraction.
- Spirit of Hera the spirit of marriage, sacrifices and fidelity.
- Spirit of Hestia is the spirit of the home, family and the hearth.
- Spirit of Demeter is the spirit of the land, flowers and plants, food, and agriculture.
- Spirit of Dionysus is the spirit of theater, intoxication, wine and love.
- Spirit of Helios is the spirit of the sun.
- Spirit of Persephone is the spirit of the seasons, harvest, and flowers.
- Spirit of Heracles is the spirit of the Orosian Inquisition and the protection of the Church.
- Spirit of Hebe is the spirit of serfs, youth and servants.

The culture grew around the Church. Also, a twisted version of democracy grew from the original Greek-like culture. Although, all are free to vote, the majority follows what the Church tells them to vote. Candidates work hard to gain the blessing from the church (through bribery and favors).

The Church also plays a big role in the infusing of Newcomers into society. Non-humans are killed or banished for fear they are demons. There are some alien enclaves out in the far reaches of the planet who resist the Church's rule. The Orosian Inquisition hunts them.

The Orosian Inquisition also keeps a watchful eye for Newcomers, either through the gate or through the Rift. They indoctrinate the Newcomers or imprison them. Most that resist indoctrination die in prison.

There is a building resistance to the Church. They call themselves the Hebenites, born of the serfs and poor of the Plyomusian society.

The society is divided by social lines – the Senator Nobles, the Managers and the serfs.

Important Plot points:

The Rift and the Rift Device (Cedalion's Heart/Dimensional Well): There is an Ancient device that has gone haywire. It is powered by a ZPM and reaches out to the far reaches of time and space and plucks random people in transit through gates or in hyperspace or otherwise out of phase with normal space and brings them to this world. In the early years, when it was more powerful, it could pluck people from real space – whole towns and cities. But now it only gets small groups of people who are in transit in some way or another. It does this periodically, almost randomly.

No one knows where the device is. The people just appear somewhere near the Gate. No one has bothered to look for it because most believe it is the power of Oros. *[Some in the Church MAY know where it is].*

Where is the Device? [GM only information] – Those in the church that know about it call it the Cedalion's Heart. It is stored somewhere deep beneath the Capitol Cathedral, in a ruin called the Theseum. It is kept in a vault that only a few know about. Only the church's highest officials are allowed there.

How do the players find out about the Device? – Clues about the device are found amongst some of the older parts of the city, located in the lower levels of the church. There are also ruins out in the wilderness (where they may encounter aliens and/or resistance groups). Finding them would be hard, but perhaps scanning for Ancient tech may lead them to the ruins.

The Stargate: The Stargate is in the courtyard of the Capitol Cathedral, hidden from public. It and its true nature are kept secret from the public. Only Church and government officials know about the Gate. This will be quite a dramatic revelation when the NID/Trust and the SGC people within the population find out.

Bermuda Triangle Connection: Some of the people populating Plyomus are decedents of Bermuda Triangle Victims. One survivor, a very old Lt. Charles Taylor (Flight 19) could be a NPC. Wrecks can also be found in the jungle of aircraft (Gruman TBM Avenger Torpedo Bombers, for example)

Hades Sarcophagus : (see Hades below for information on Hades) – Hades built his own sarcophagus with Phlegyas's help. It not only functions like a standard Goa'uld sarcophagus, but it also effects the age of the symbiot, preventing the maturation of the Jaffa symbiot.

Summit**SECURITY AGREEMENT BETWEEN THE PEOPLE OF PLYOMUS, ATLANTIS, & GENII**

The basic agreement states that no lethal ranged weapons will be allowed in public areas. Security staff are required to carry non-lethal weapons as well as small melee weapons (like knives). Recognizing that the visitors need some level of security while at the same time wanting to protect their people from any unneeded stress, the High Council and the High Church of Plyomus have requested this. Their guards carry only non-lethal weapons, and ask the same of their visitors.

Stone Pillar/Marker part one

(somewhere along the 'road' between the Wilderness and the Church.)

(Side one) At a time after the Trojans Wars, the people of Troy, bitter after losing the Great War, vanish for many years. We, the Greeks were mighty. Our empire grew and grew.

(Side two) However, on the outskirts of the Greek Empire, skirmishes went unchecked. Remaining rogue Trojans forces mount assaults on our beloved land. During a battle, Hades came to claim the souls of the Trojans.

(Side three) A flash of light and the Trojans were gone. Our city was gone. All we could see was untamed jungle. Had the Gods abandoned us? But no, there stands Hades by our side. We still bleed so we must be alive. All that is seen, is a tall mountain, but it is not Mount Olympus.

(Side four) We will call it Oros, brother-mountain to Olympus and this land will be called Plyomus, the sister of Olympia. Hades leads us to the Mount in the hopes of finding shelter and food for the night.

Stone Pillar/Marker part two

(The Council Hall is built around it.)

(Side one) At the base of the Great Mount Oros, in its shadow, a tall ivory white tower stands. Hades commands us to stay outside while he and his Centurions investigate the Tower.

(Side two) As he is a God, we obey. We gather provisions and shelter while we watch the tower for days. Off in the distance, we were able to find caves for refuge from the weather.

(Side three) Hades and his Guard returned to us! Glory to the Gods! His Words - *Although the other Gods seem to be gone, their will and power and protection are still with us.* He holds up a bright object aloft. His Words again – *The Great God Hephaestus brought us here with legendary Cedalion's Heart.* The Heart is as long as half a grown mans arm and as thick as a Warrior's leg. Also, Hades holds twelve scrolls. His Words - *Hephaestus also left us with a scroll for each God of Olympus – the Word of the Gods.*

(Side four) Hades' instructed us to build a monument around the tower in honor of Cedalion's Heart and for Hades for saving us from the Trojans. First a monument was built and then a temple to Hades. Overtime we built other temples to the other gods out of respect and direction of Hades. And so our new

life began, under the protection of Hades and Cedalion's Heart. It is said that the Heart resides in the Theseum to this day.

The Cult of Hades: The Cult of Hades was created the cultural shift away from polytheism and towards the Church of Oros forced the First Prime and the remaining Hades followers underground. The disappearance of Hades caused a major rift in the faith of the Hades followers and with the influx of more and more cultures in the Plyomus society, controlling the influence of other ways of thinking was getting harder and harder with out their deity present. The Church of Oros quickly filled that void, and the First Prime and the few remaining faithful formed the Cult and the first resistance group against the Church, awaiting the Return of Hades.

When the Church would outcast Newcomers, or if 'Demons' came through the gate or the rift, the Cult of Hades would try to intercept these undesirables before the Orosian Inquisition executed them. Also those who did not submit to the indoctrination would sought out covertly and recruited.

The cult is known as the Resistance inside the Capitol. Very few if any at all know the existence of the Cult of Hades. It was not until recent years that the Cult managed to get an 'inside-man' inside the Church to feed information.

The Cult of Hades is headed by Hades' First Prime and several Centurions (Jaffa). Along with Hades, these Goa'uld were transported here years ago, at the time of the First Arrival. The cult worships Hades as a God and await his return since his disappearance. The exact location of the resistance/cult base is unknown. In fact, it moves on a constant basis to avoid discovery from the routine searches of the Inquisition.

The inside people that lead the double life of Citizen and Resistance have helped with not just information but with supplying the Resistance with goods and weapons smuggled out of the Vault. The High Priests do not catalog the Vault and do not monitor it on constant basis.

The Resistance uses a series of underground tunnel networks to gain access to various sections of the City. The Inquisition also monitors these, so traveling in them is dangerous. Capture means death.

The 12 Scrolls of Oros

(Actual Rift Device Manual pages in Ancient, used as The Word of Oros, which the Church simply makes up as it goes along).

There are 12 scrolls of Oros - one for each "Greek god or spirit" according to the Church, but that's not the real truth. The 12 scrolls are the writings of the Ancient that made the Device... Each 'scroll' will have a reference to either the Device or to the Keep (what the Church calls the Theseum).

The Twelve Scrolls of Oros (Summaries)

Scroll One

Summary: On our journey around the Galaxies, placing the Stargates, we had noticed that the gate system if manipulated against its programming, could create time travel. This was just a side effect of the Wormholes as they passed by large gravity fields. We decided that this could be dangerous and installed a control crystal designed to prohibit time travel. Perhaps there is a way to time travel without the Stargates. I should code this so the others do not know that I have continued my research. (In the upper right corner is – 2)

Scroll Two

Summary: It has been a month since leaving Atlantis. Since then, we found a device that allows access to other dimensions. This device could help in my secret research that I am calling the Dimensional Well. It looks like a mirror. From our early research in wormholes, we know that if two of the same entity is in the same realm, that the foreign entity will die as long as the original is alive in the same realm. Once again, we must hide this from The Wraith and the Ori, for if they can master the side-effects the Universe will be doomed. (In the upper right corner is – 19)

Scroll Three

Summary: We have studied the mirror for about two months. My Dimensional Well will not only transport through time, but through space and dimensions. It has come to our knowledge, through study of the Mirror, that there are dimensions that do not have Wraith and Ori. Perhaps we could colonize those dimensions. (In the upper right corner is – 3)

Scroll Four

Summary: It seems that the High Council has been looking harder into my research. If they found out about the Well....I may have to leave Earth. I am concerned about Weir. It has been six months into her stay at Atlantis, and I just pray that she is still safe. (In the upper right corner is – 17)

Scroll Five

Summary: It has been a year since leaving Atlantis. They have found out about my continued research into Time Travel and my new research in Dimensions. The verdict is in from the High Council. They fear that I may open a gateway for the Wraith or Ori to find us. So they have given me the last ship we had on Earth and exiled me out of the galaxy. I take with me my research on the Well. (In the upper right corner is – 5)

Scroll Six

Summary: I have been using Stargats to fly from world to world for about two months. While on this small transport ship, I continue my research. All the worlds I have passed have had sentient beings on them. I need to find a planet with no sentient beings so that I do not harm anyone other than myself. If the Dimensional Well project goes wrong, it could make a Rift in the Space/Time continuum. (In the upper right corner is – 13)

Scroll Seven

Summary: After eight months of searching, I found a planet able to support life and that has not been colonized or has had made an evolutionary jumps to sentient life. On this planet is a giant mountain unlike any I have seen. This mountain has the same mineral that we used for the Stargates. Perhaps it can act as a focusing point for the Dimensional Well. (In the upper right corner is – 7)

Scroll Eight

Summary: Before I can work on the Well, I needed to make a shelter for not just myself, but for my research. After a year on this planet I have constructed a Spire to live in and to harness the Naquadah in the mountain. It has been some time since I have actually worked on the Well. In the shadow of this mountain, I have built a tower much like that center spire of Atlantis. It seems that in our own construction of Atlantis, we had already built a focusing point for dimensional travel. (In the upper right corner is – 11)

Scroll Nine

Summary: I am very grateful that the High Council left me with two sources of power. What did Dr. Weir call them? ZPMs Zero Point Modules. One ZPM to power my shelter, and one to power the Dimensional Well. It is wonderful that the Human Race has been safe on Earth from the Wraith. I hope that Weir succeeds in task, alone on Atlantis.

Scroll Ten

Summary: It seems that in my haste I have miscalculated how dimensional gate ways work. In the trial runs, the Well opens up near the Gate. Is it because of its construction? Or is it the control crystals that prohibit time travel?

Scroll Eleven

Summary: I have just realized that I will need to make a way to return to my home dimension. I have installed a smaller Dimensional Well into the transport ship. From the main controls I should be able to hop across the Dimensions.

Scroll Twelve

Summary: I have done it! The Dimensional Well is complete. Tomorrow I will turn it on and fly the ship through. One day I will return to this home dimension.

Tablet of Janus

(In Hades' possession)

In the case that another sentient being finds their way to this planet, I have written down on this tablet the location of, how to reach and how to use the Dimensional Well. First let me welcome you to my home, I am Janus. The Dimensional Well is a device that opens portals in Time, Space, and Dimensions much like the Stargate network. My research is all on scroll if you would like to learn more.

In the center of the tower you are now standing in, as a ring pattern on the floor. If you have never seen these in the past, they are a means of transport from one place to another. On the North wall, the side closet to the mountain, there is a panel. This panel will access the rings and transport you to the holding chamber of the Dimensional Well. This is coded so that only those that can understand science will find it. Science surrounds us all and is the prime reason why all things are bound together. (Make a 'pad' for players to use to access the zone)

If you have gained access to the Dimensional Well Chamber, congratulations. In the center of the room you should see a pillar. This is the Dimensional Well. It creates the portal by focusing the powers of the mountain and of the Stargate. The Well emits the energy wave, the Mountain amplifies it and the Stargate focuses it into one point that then opens the portal. If improperly tuned, this Well in conjunction with the Mountain, will rip this planet apart. Removing the ZPM will not stop it. The only way to stop the Dimensional Well and close the portal is to reverse the process. In doing so, the ZPM will then store all of the energy instead of the Stargate releasing all of the energy.

Factions and Why they are here:

SG Expedition

The people of Earth. Looking for ZPMS and other weapons. Atlantis is the First and Last line of Defense of Earth against the Wraith while the SGC still deals with the threat of the Ori. The Players of this Faction seek ZPMs and other tools needed to keep Enemies of Humanity at bay. They will also risk their own lives to save humans from oppression. Players can be Officers, enlisted, Scientists, Medical personnel, or even the some of Teyla's people.

SG-Atlantis will be coming through the Gate and are the locals here. Plyomus is in the Pegasus Galaxy. The Atlantis group comes to Plyomus as part of an invite to a summit of local leaders. The leaders of Atlantis will meet with leaders of multiple worlds while the SG teams they bring will run security (and investigate the plot that develops).

SGC teams will be people that have been transported here by the Rift. They were indoctrinated and either are faking it or truly believe it. When they see the Atlantis team, they will try to communicate to them.

One option for an SGC team is be from a parallel universe. Place in their background a subtle difference (O'Neil is still in charge of the SGC or Hammond is now Head of the DOD or President, or the Gate is public knowledge in their world) and let them figure out they are in a parallel universe (to gain a plot point).

Wraith

The 'Plague' that wiped out the Ancients many years ago - always hungry for a bigger food supply, humans. Players in this Faction will be 'Wraith Worshipers or covert Wraith using the 'Retro-Virus.' They are always looking from ways to find the locations of new 'hunting grounds,' namely Earth.

The Wraith (in the form of worshipper agents and retro-virused agents) are here to spy on the summit, They are also here to possibly assassinate a particular target (Atlantis command). There may even be a single Wraith commander (not retro-virused) lurking in the darkness (as an NPC).

Genii

The military people that Atlantis discovered in the Pegasus Galaxy - ruthless and always looking for weapons for their war on the Wraith. Players in this Faction will be very mind set on taking things with force. Most of these Players are Military Officers or enlisted. On occasion there could be a Military Scientist.

The Genii were also invited to the summit but has heard of some of the wonders of this world, so they seek to steal what they can.

Rogue NID

Angry for being out casted and going from world to world, searching for weapons and technology to stop the Goa'uld, Ori, and Wraith. Also looking for a way to change the course of events and run the SGC themselves. The Players in this faction, will try to act as either 'Natives' of a planet or as regular personnel of the SG programs. Using Covert tactics, Players should try to do what they can to get technology for thier own means. These players will be trained military and some may even have a background in Science.

The rogue NID were also yanked from their own worlds to this world and are hiding out covertly. They have blended in the best way they could and are looking for a way home. They also could be from a parallel universe with subtle difference in their background.

The Trust

Power hungry and rich, The Trust has nearly limit-less power. They buy out anyone and everyone with out regard to Home World Security. Any weapons and technology is just another means of profit for them. Another Covert option, Players will have to sneek into the folds of the SG programs to gain trust and then steal what they can for the higher members in The Trust. These Players may have the backing of wealthy individuals on their side.

See NID.

SG Expeditions

(SGC Teams could be from a parallel Earth I do not know it. It is the intent of this LARP to have the Atlantis team to be from the Earth we know in the show.)

1. Military Officer

- a. This individual will have been hand-picked from the top to lead a team(s) of military and explorers to find technologies, tools, and allies to help in the battle against enemies of humanity.
- b. Years of training are ingrained into this person. This person is "systematic" in every encounter, always 'following by the book.'

2. Scientist

- a. This individual is one of the "best and brightest" in his/her field of experience. (wormhole physics/Ancient Technology/Ancient Civilizations/etc ... this may be at ST discretion)
- b. Curiosity leads this person. Sometimes, their eagerness leads to trouble and sometimes to salvation. This individual is able to read and comprehend the text of Ancients.
- c. Although a civilian, this person will usually follow the 'Officer's' lead unless their curiosity gets the better of them.

3. Enlisted

- a. This individual is a follower, not a leader. Enlisted men and women are the 'cannon fodder, but are also the very backbone of the military.
- b. An enlisted person is dedicated and will at times 'try to be a hero.' This will either result in their death or a successful mission, or both.
- c. Enlisted act as support specialists in varying fields (Demolitions/fire support/Intelligence Specialists).

4. Medical

- a. When you have a broken arm or a deadly virus, you need one of the fine Medical Technicians.
- b. A Medical individual is not of the military but will follow the leader unless the Hippocratic Oath is a factor, meaning that if there are people suffering, it will take a great deal to stop a medic from jumping into the fray to save them.
- c. Medics have knowledge on not just Human physiology but as well as for Aliens they have met previously (Jaffa)
- d. Another possibility is that of a "Combat Medic." Combat medics do not have the extensive knowledge that normal doctors have, but can usually sustain a patient until a real doctor can take over.

The Wraith

Note: All Wraith are using a derivation of the “retro-virus’ to hide as a Human. The Wraith commander these report too is not disguised and is an NPC.

1. Wraith “overseer”

- a. This is the usual suspect that you would see off world. This individual usually commands a squad of three other Wraith.
- b. This (and the queens) are the only wraith that speak.
- c. Overseers will have extensive knowledge on Technology and Science.

2. Wraith Guard/Grunt

- a. This Wraith never speaks.
- b. This Wraith is bigger than the overseer
- c. This Wraith usually carries a Wraith ‘Stun Rifle’

3. Wraith Worshiper

- a. This is a normal human.
- b. This person has submitted to the power of the Wraith and worships them in exchange for their own life.
- c. Worshippers are also used to gather intelligence from other human cultures.

4. Wraith Scientist

- a. This Wraith has been assigned to research Ancient technology.
- b. This Wraith also scans ‘hunting grounds’ for technology that made pose a problem for the Wraith.
- c. This person came up with or has knowledge of the ‘cypher’ that has blocked Asgard beaming of warheads into Wraith hive ships.

The Genii

1. Genii Officer

- a. This person must not sway from the goal of securing (by force if needed) any technology or weapons in the fight against the Wraith.
- b. This person is on the look out for Atlantis Crew
- c. All officers have been briefed with the item call "C-4."
- d. All officers are instructed to whatever means necessary to get C-4 or Intel on Atlantis
- e. This individual may be mentally unstable from prolonged exposure to radiation.

2. Genii Enlisted

- a. The person comes from a strong military up bringing.
- b. Has been told to follow orders unless a higher objective of the Genii requires to disobey. (ie. the requisition of C-4)
- c. This individual may be mentally unstable from prolonged exposure to radiation.

3. Genii Scientist

- a. This person has scientific knowledge equivalent to World War One America.
- b. They are still experimenting with the Atom Bomb.
- c. This individual may be mentally unstable from prolonged exposure to radiation.

4. Genii Medical

- a. This individual may be mentally unstable from prolonged exposure to radiation.
- b. This person has scientific knowledge equivalent to World War One America.
- c. This person does not have the technology or the awareness of 'Radiation Poisoning.'

The Rogue NID

Note: These individual could be from a parallel Earth I do not know it

Note: Rogue NID agents, on Plyomus, have integrated into society after the Church attempted to indoctrinate them.

1. Rogue NID Officer

- a. This person has been trained in the United States military.
- b. This person is corrupted by greed and self-preservation.
- c. This person will do any thing and any costs to ensure the survival of Earth and Earth alone.

2. Rogue NID Enlisted

- a. The Enlisted will have all the same as the Officer but just at a lower stature in the Faction.

3. Rogue NID Scientist

- a. This person knows about some alien technology.
- b. Instead of 'extensive' research, this person will just blunder through a problem to get the device or goal achieved with out regard to the consequences.

4. Rogue NID Medical

- a. NID doctors have been looking into using Goa'uld as a means of medicinal purposes.
- b. These people may have access to a supply of the virus that kills Goa'uld

The Trust

Note: These individual could be from a parallel Earth I do not know it

Note: Trust agents, on Plyomus, have integrated into society after the Church attempted to indoctrinate them.

1. The Trust Officer

- a. This person has been trained in the United States military.
- b. This person is corrupted by greed and self-preservation.
- c. This person will do any thing and any costs to ensure the survival of Earth and Earth alone.
- d. This person knows he has the backing of the rich and powerful and as such is very 'over-confident.'

2. The Trust Enlisted

- a. The Enlisted will have all the same as the Officer but just at a lower stature in the Faction.
- b. This person knows he has the backing of the rich and powerful and as such is very 'over-confident.'

3. The Trust Scientist

- a. This person knows about some alien technology.
- b. Instead of 'extensive' research, this person will just blunder through a problem to get the device or goal achieved with out regard to the consequences.
- c. This person knows he has the backing of the rich and powerful and as such is very 'over-confident.'

4. The Trust Medical

- a. Trust doctors have been looking into using Goa'uld as a means of medicinal purposes.
- b. These people also have developed a larger supply of the virus that kills Goa'uld
- c. This person knows he has the backing of the rich and powerful and as such is very 'over-confident.'

The Goa'uld

1. The Goa'uld First Prime

- a. This person has a higher strength than the average man
- b. This individual will have all the knowledge of the Goa'uld before him/her
- c. Greed, and power drives this individual to subdue humans and other races to have them 'worship' him/her. *Being on Plyomus, however, the need for survival has overridden this desire.*
- d. Can withstand harsh environments longer than the average human
- e. He leads the Cult of Hades, the strongest resistance group against the Church of Oros. He has faithfully maintained the Cult and its followers for his God, Hades, as he thought would please his God. Hades disappeared centuries ago, but First Prime has told his followers that Hades promised to return one day. They remain faithful, even when his faith wavers.
- f. He was the first person to find Hades, disoriented and weak, after being teleported back by one of the Rift Device's malfunctions. First Prime hurried him back to the sanctuary of the Cult as quietly and secretly as possible, where he helped his master regain his wits. One night stay in Hades sarcophagus helped immensely and Hades was back to his own ruthless self. However, seeing his master so weak and disoriented made First Prime realize there was power greater than his own God, and this caused his Faith to waver even further.
- g. It has only been a few days since Hades return and he has yet to reveal himself to his followers. Through the First Prime, he has planned a major strike and prior to this strike, plans to reveal himself to bolster their faith.

2. The Goa'uld Jaffa

- a. This person has a higher strength than the average man
- b. The Jaffa will die to save their God or Lords.
- c. Can withstand harsh environments longer than the average human
- d. On Plyomus, the Jaffa act as the Goa'uld's agents, mingling among the regular population

3. The Goa'uld Scientist

- a. This person has a higher strength than the average man
- b. Can withstand harsh environments longer than the average human
- c. Not very headstrong to lead, the Scientist will please the Gods/Lords with discoveries of new tech to the creation of such.
- d. This person will have an extensive knowledge in Naquadah and Naquadria the more unstable and volatile version of Naquadah.

4. The Goa'uld Medical

- a. This person has a higher strength than the average man.

- b. Can withstand harsh environments longer than the average human
- c. Medical Goa'uld have been trying to find a way to extend the usefulness of the human body by altering the DNA.

The Natives of Plyomus

1. Native Overseer/Noble Senator/Church Leader

- a. This person is either a politician or high member of the Church of Oros.
- b. This person is very strict in the ways of Oros.
- c. This person may have access or knows some one who has access to weapons stores or to the Rift device.

2. Native Guard (part of the Inquisition)

- a. This person is armed with a “stun baton.”
- b. This person is charged with the duty of ensuring that all walk the path of Oros.
- c. This person captures and brings forth to the Church any ‘newcomers.”

3. Native commoner (worshiper)

- a. This person may be a fanatic about the Church of Oros.
- b. This person will point out those that go against Oros.
- c. The commoner will not have much knowledge in Science and will see things proven by science (energy weapons) as magic and power of the Gods/God.

4. Native commoner (resistance fighter)

- a. This person resists the doctrine of the Church of Oros.
- b. The person may have higher skills in Science because they are from a more advanced world.
- c. *May serve the Goa’uld resistance cell, if that option is taken.*

5. Native Medic

- a. This person will have a very limited knowledge on viral and bacterial infections.
- b. More of a ‘witch doctor.”
- c. Uses local herbs and homeopathic remedies to cure

NPC Character Roles

1. Lt. Col John Sheppard

- A.** Major in the United States military and a highly skilled pilot with a checkered past, John Sheppard commands the flagship reconnaissance team from Earth's Atlantis base. He traveled to the Pegasus Galaxy with the Atlantis expedition under the command of Dr. Elizabeth Weir, and became the base's ranking military officer following the death of Colonel Marshall Sumner at the hands of the Wraith. He leads the base's flagship reconnaissance team in exploring other worlds through the Stargate.
- B.** Sheppard was based at McMurdo Air Force Base -- possibly due to the black mark on his record -- and preferred the quiet of the Antarctic. He was assigned to fly General Jack O'Neill to the remains of the Ancient outpost to oversee the research team's latest developments. There he discovered that he possesses the rare gene that allows him to use Ancient technology -- and unlike most others who possess the gene, he is a natural at it. Weir implored O'Neill to allow Sheppard to be a part of her team despite his record, tarnished for disobeying orders to save two teammates in Afghanistan.
- C.** Once in the Pegasus Galaxy Sheppard was sent on a mission to planet Athos in the hopes of recovering additional Z.P.M.s to power the sunken city of Atlantis. He met the Athosian leader Teyla Emmagan and her people, and the two immediately hit it off. He learned of the threat of the Wraith, who had once defeated the Ancients, and witnessed a culling of the Athosians -- including Teyla -- and Sumner, his commanding officer. Sheppard returned to Atlantis with the surviving Athosians, and embarked on a daring rescue mission to recover them. He was successful -- but in the process, Sheppard was responsible for reawakening the entire Wraith civilization when he killed the Wraith Keeper.
- D.** Sheppard enjoys Ferris wheels, college football, and "anything that goes faster than 200 miles per hour." He is kind and generous, and not afraid to voice his opinions, particularly when the end result is in the best interests of a needy teammate.
- E.** Head of Military Operations of Atlantis
- F.** Trained in many weapons
- G.** Has the natural ability to use Ancient Technologies

2. **Dr. Elizabeth Weir**

- A. Commander of the Atlantis expedition to the Pegasus Galaxy. An expert in international politics, Dr. Weir is a civilian and a diplomat who is well known for mediating for the United Nations. When President Henry Hayes took office in 2004, he placed her in command of the S.G.C. after moving General George Hammond to a new position. After standing up to Vice President Kinsey and his agenda to take control of the Stargate program, Weir led a total review of the Stargate program over the following months.
- B. Upon the promotion of Jack O'Neill, Weir was transferred to the Ancient outpost of Atlantis, left behind in Antarctica when the city of Atlantis left the planet between five and 10 million years ago. When Daniel Jackson discovered the Stargate address for Atlantis, Weir led the pioneering team through the gate.
- C. Weir's work in diplomacy was referenced by Dr. Jackson when drafting the initial treaty for the Tok'ra-Earth alliance. She speaks five languages, including Russian and Latin (the latter of which is very similar to Ancient). Weir brokered a dozen of the most sensitive international treaties in modern times, and President Hayes used her mediation in North Africa to sway her into her new job.
- D. Weir has a serious aversion to the military, having started her career as a political activist lobbying against government spending on the military. She concluded that, in her own words, the best way to stop the proliferation of weapons is to try and end the need for them. Now, in the distant Pegasus Galaxy where her expedition is seeking to improve humanity, she commands the base's military contingent.
- E. Elizabeth left behind on Earth at least one person very close to her: a man named Simon.
- F. Head of Civilian and Scientific Operations of Atlantis
- G. Ability to read Ancient.
- H. Excellent ability to negotiate and broker treaties.

3. **Kra'Dar Va'lorne, Chief of City Council**

- A. One of the two people that knows the whereabouts of Cedalion's Heart
- B. Listens to the Church Of Oros and does their will.
- C. Maintains order and peace through us of the Oros Inquisition.
- D. The Chief of City Council is a member of a secretive cult that has members in many of the elite positions throughout the government and is ultimately ruled by the church. This is cult is of a very exclusive class and very limited in number. Members do not even know all the members for they must stay shrouded during meetings. These meetings occur in the depths of the Church of Oros. Those that are not involved in the daily Church activities use hidden tunnels and access points to reach the Chambers.
- E. There maybe a bond between Kra'Dar and Kra'Neer, both having the same 'last name.
- F. Kra'Dar is very pompous and arrogant. Thinking that no other civilization is as grand as Plyomus. However he is willing to admit that the Wraith pose a serious threat.

4. **Kra'Neer Va'lorne, High Priest of Oros**

- A. One of the two people that knows the whereabouts of Cedalion's Heart
- B. Uses the teaching of Oros (and perhaps alien technology) to convert 'Newcomers' to the Oros Faith.
- C. In charge of punishing non-converts and demons.
- D. The Chief of City Council is a member of a secretive cult that has members in many of the elite positions throughout the government and is ultimately ruled by the church. This cult is of a very exclusive class and very limited in number. Members do not even know all the members for they must stay shrouded during meetings. These meetings occur in the depths of the Church of Oros. Those that are not involved in the daily Church activities use hidden tunnels and access points to reach the Chambers.

5. Wraith Commander

- A. Gives direction to the Wraith Worshipers and the Covert Wraith
- B. Must hide in Shadow or risk being taken by the Inquisition.
- C. Feeds on those foolish enough to go into the wilderness or wander the dark backstreets of the Capitol.
- D. A vampirous, hive-based species that harvest on the life-force of other beings for nourishment through suckers on their palms. Countless worlds in the Pegasus Galaxy live in constant fear of the Wraith, who return periodically to cull their human herds. The Ancients first encountered the Wraith many thousands of years ago. At that time, the Ancients had established a vast network of Stargates with thousands of worlds in the Pegasus Galaxy, which they seeded with human life. They had never before encountered a race with technology that rivaled their own, until they met the Wraith.
- E. Once awoken, the Wraith fed upon the people on these worlds -- until the city of Atlantis was all that remained untouched. The Wraith attacked Atlantis with their powerful weapons, but the Ancients' shield held. Defeated, the Ancients decided to submerge the city and leave through the Stargate to Earth.
- F. The Wraith have a frighteningly efficient regenerative mechanism in their genetic makeup, allowing their bodies to heal themselves. Even bullet holes quickly seal themselves like evaporating water. Their regenerative abilities are so powerful that it is unlikely that the Wraith ever die from natural causes the way that humans do. The species also has advanced telepathic abilities: they can force their prey to see things that are not there, and can use their mental powers to forcefully interrogate humans.
- G. The Wraith as a collective species go through long hibernation cycles, sometimes lasting centuries. Their massive hive ships contain untold numbers of hibernation pods. During this time only a small number of them move about, enough to keep their victim worlds on edge. The sleeping masses are watched over by the Keeper, one Wraith designated with their care whose death would signal their premature awakening -- as it did when she was killed by Major John Sheppard.
- H. The Keeper interrogated Colonel Marshall Sumner and learned that a plentiful feeding ground - Earth -- exists elsewhere in the universe, but she was unable to determine where. Upon her death, the entire hive reawakened. Now that the species is moving, feeding on planets throughout the Pegasus Galaxy, no one is safe.
- I. The Wraith use stun weapons to incapacitate their prey, so that they can feed on their victims later. Their ships include the hive ships, which can land on planets during an extended hibernation cycle, and Wraith Darts -- small, fast-moving ships capable of travelling through Stargates and equipped with culling beams for transporting their prey aboard.

6. Vala Mal Doran

- A. Vala has come to Plyomus because she has heard of a treasure beyond her wildest dreams.
- B. When Vala is around, trouble is sure to follow. She loves to just in head first without thinking.
- C. Vala still has the memories of her host and as such has the ability to sense other Goa'uld.
- D. A thief and a con artist, Vala Mal Doran is an ally of SG-1. She makes a living trading, stealing, and selling things, and though she provides weapons to shadey characters, she is something of a morally conscious arms dealer. She is brash and self-confident, and disguises her true, sensitive character with humor and innuendo. Because of their history together, Vala and Daniel Jackson have a special, love-hate relationship.
- E. Vala was once host to the Goa'uld Qetesh, who ruled over her world. Ten years ago the Tok'ra incited a rebellion on her world and the Goa'uld was overthrown, according to her story. Vala, as its host, was tortured and beaten by her former subjects. But the Tok'ra took pity on her, as a helpless host, and removed the symbiote and nursed her back to health.
- F. Jackson and Vala first met when the thief, disguised as a Kull warrior, got on board the Earth ship Prometheus (bound for Atlantis) and hijacked the ship, transporting its crew to her disabled Al'kesh. Only Daniel was left on board, and after going head-to-head (and lips-to-lips) with Vala he managed to retake the ship. Contrary to Vala's noble claims that she wanted to use the ship to save refugees from her world, she simply wanted to sell the ship to an alien named Tenat, an employee of the Lucian Alliance.

7. Lt Charles Carroll Taylor

- A. Was plucked out of time and space by the Heart when he got lost in the Triangle.
- B. (October 25, 1917 - December 5, 1945?) was a United States Naval Lieutenant who commanded the Flight 19 squadron that disappeared in the area known as the Bermuda Triangle on December 5, 1945.
- C. He may be involved in the Resistance. Charles Carroll Taylor, born in Corpus Christi, Texas in 1917. Charles Taylor was the veteran pilot in charge of Flight 19, which in one of the strangest incidents in naval aviation flew to its doom over the Atlantic Ocean in 1945.
- D. Born in Corpus Christi on Oct. 25, 1917, Charles Taylor excelled at nothing but mediocrity, in the public schools, at college, or in the military. According to author Kusche, Taylor's father ran away and left him as a small child to be raised by his protective mother and a female relative. Although he has defenders, Taylor on the whole appears to have been a lackluster pilot with a somewhat irresponsible attitude. Kusche presents believable evidence, in fact, that Taylor left on Flight 19 without taking a watch and without taking a basic navigational instrument (the plotting board.)
- E. But the most interesting fact about Taylor's undistinguished career is that twice in WWII he was forced to ditch his airplane in the ocean because he had gotten lost, but luckily he was in each case able to ditch safely, enter a raft, and survive until rescued. Taylor ditched safely in the water a third time in WWII, but this time it was not his fault. This, then, was the man, with a proven record of getting lost and being forced to crash-land in the water, in command of Flight 19.
- F. Mistakes in judgment by Charles Taylor led to its tragic fate. The mistakes are amazing, but they do explain what happened, unlikely as it was. The mistakes include: (1) getting lost in the first place, after taking over from a student pilot; (2) mistakenly thinking he knew where he was when he didn't, and broadcasting that he didn't need help; (3) mistakenly thinking he was in the Florida Keys when he couldn't possibly be, and even after ground radio told him of his error; (4) causing the flight to proceed on a generally northerly and easterly direction, and causing the flight to sometimes change directions 180 degrees back and forth; and (5) refusing, despite repeated requests, to change Flight 19's radio frequency to the more audible emergency channel.
- G. Incredibly, published transcripts show that as late as 6 p.m. Taylor was instructing his men to fly east! Those transcripts also indicate that at least two of the student pilots wanted to fly west, but followed orders to the contrary issued by Taylor. There is, then, no longer a need to envelop the loss of Flight 19 in mystery or the occult. Fatal errors by Charles Taylor, compounded by errors committed by the rescuers (which will not be recounted here), were what caused the disappearance of Flight 19.

- H. Unfortunately, however, the hapless members of Flight 19 will never come back. These 14 young men, including Lt. Charles Taylor, died in the Atlantic Ocean, almost certainly on that Wednesday, Dec. 5, 1945, probably around 8 p.m-at the time of or shortly after ditching in the cold, dark, violent sea-as a direct result of monumental but nonetheless human errors committed by Charles Taylor, who lived only 28 years.

8. **Hades (Greek God – Goa'uld)**

- A. The Greek God Hades, really a Goa'uld, was transported, along with his First Prime and a handful of other Centurions, here years ago with the first rift transfer. Seeing the device as a way of creating his own empire (but not completely understanding it), Hades modifies it to transport more often and in bigger quantity. Sections of towns and villages, whole buildings began showing up all around Plyomus. He called it Cedalion's Heart in an attempt to keep the original Greeks mindful of the Greek Gods, and knowing he could not force them to abandon their polytheistic faiths and worship him alone right away.
- B. **Malfunction:** After years of building Plyomus, Hades attempted to return the Device to normal operation. However, there was a malfunction that caused a major Rift anomaly localized around Hades. This transported Hades to a non-corporeal limbo where he remained for centuries, unaware of the passage of time or his own conscious thought.
- C. Without Hades, Faith in the old Gods faltered quickly with the influx of new cultures. Over time, the peoples of Plyomus learned from the other 'Newcomers' about other religions especially monotheistic ones. As the years went on, less of the people remained loyal to Hades, seeing his power weak (with his gone). Out of this conglomeration of religions came the Church of Oros. Many weaker religions fell to the 12 Scrolls of Oros. The might of the Church was felt swiftly.
- D. **Hades Return:** A few days (or weeks) prior to the time of the LARP, Hades will return. The fortunate for Hades. First Prime was the first person to find Hades, disoriented and weak, after being teleported back by the Rift Device's malfunction. First Prime hurried him back to the sanctuary of the Cult as quietly and secretly as possible, where he helped his master regain his wits. One night stay in Hades sarcophagus helped immensely and Hades was back to his own ruthless self.
- E. In Hades' absence, the Resistance has had only minor success and many defeats. It was only recently that a few members of the Church became members of the Resistance. These members inform the Cult Leaders of the "Summit" on the Wraith Threat. Hades, now back and ready for action, sees this as the opportunity to take back Plyomus for himself.
- F. In the early years, Hades managed to fashion a new "sarcophagus" for him to re-generate and rest his human form. With some knowledge on Ancient technology, he has been successful in stopping the negative effects of prolonged use.
- G. Promises 'power' to those that he seeks to use for his own ends without intention to really give. Hades will never give power to anyone but himself.
- H. It has only been a few days since Hades' return and he has yet to reveal himself to his followers. Through the First Prime, he has planned a major strike and prior to this strike, plans to reveal himself to bolster their faith.

- I. Hades has learned that only through his First Prime has any semblance of his power has remained. His First Prime has shown great Faith in Hades. But now Hades even doubts himself after seeing the true power of the Rift Device.

Faction: Goa'uld

Role: Hades

In Greek myth, you are Hades, ruler of the Underworld and the dead. However, your real identity is that you are a symbiote, a parasite, living in and controlling a human host. You know of Ra as he was the founder of Earth. However, long ago the Greek God Goa'uld decided to separate themselves from the 'Egyptian System Lords.' They left the 'known' galaxies of the Goa'uld to form their own system of ruling and their own worlds to rule over.

Little did they know that they were heading toward the Pegasus Galaxy. Zeus, who led the charge to leave Earth, found worlds rich in human slaves. The slaves welcomed these 'Gods' for it was far better to serve a God than to be served to a Wraith. The Greek Gods did come across the Wraith a few times and suffered much loss.

On a planet that Hephaestus ruled, he found a hidden trove of technology beyond him. This 'outpost' had writings foreign to him and through trial and error, managed to integrate the technology into his own. His ships were now equal matches to a Wraith hive ships. A spy for Zeus on board Hephaestus' ship during a Wraith encounter witnessed the Greek God's performance against a Wraith ship. Hephaestus' modified ship disabled and destroyed a Hive ship. Zeus soon demanded that the knowledge be given to all the Greek God.

Under threat of having all the Greek Gods turning on him, Hephaestus agreed to Zeus's demands. He also agreed to do so in the hopes that together, the Greek God Goa'uld could wipe out the Wraith threat. Despite the advanced technology in all Greek star ships, the Wraith outnumbered them. Using the new found cloaking technology, the Greeks left the Pegasus galaxy and found a nearby cluster of systems that the Wraith had not reached.

For a long time afterwards, the Greek Empire flourished. However in time came descent. Some of the lesser Goa'uld began to feel pity for those they enslaved. They called themselves the Trojans. The Trojans formed an underground network of Goa'uld and some human leaders that sought to overthrow the Greek Empire. They failed. For years after the Great Trojan War, the remnants of the Trojan network would strike on the out skirts of the Empire, and remained a underground guerilla resistance.

On a planet under your control, you heard tale of a Trojan attack mounting. This planet was also the home of your trusted First Prime, Cerberus. You sent him and many legions of Centurions to intercept the Trojans. The Trojans target was the home village of Cerberus. In an attempt to prove your Godliness to the people of this world, you joined the battle and took along with you Phlegyas, Ixion, and Centaurus to witness the defeat of the pathetic Trojans and perhaps collect some of these Trojans for Phlegyas and

Ixion's experiments. Some time during the battle, a bright flash of light came out of nowhere. When you regained sight you realized you were not on the same field as before.

You shook yourself from the daze and discovered the survivors of the battle still with you along with humans from the nearby village. The Trojans were gone and so to be the village. You turned to see a great mountain. Taking command of your followers, you ordered them to follow you towards the mountain. At the base of the mountain, you found a tall white Spire.

As you approach the Spire, you order your followers to stay here as you investigate. You take with you Cerberus and three other Centurions. You know this is not of Goa'uld design, but the look of it seems familiar to you somehow. The Spire has several rooms.

In one room, you find twelve scrolls and a stone tablet. When you open the scrolls, you then realize that this text was written by the same people whose technology you used to modify your ships against the Wraith – a language you never took the time to understand. Only Hephaestus cracked the key. You tell Cerberus to place a guard over the scrolls as you explore more of the Spire.

Cerberus follows you into another Chamber. This room is mostly empty, save for the ring pattern on the floor. This being very familiar to you, you knew they would transport you to other locations that are in line with this platform. You look around and see a console that might control the ring device. When you approach you see twenty one tiles and only a limited number of 'slots' to place them in. You realize it's a door code. On a closer look of the tiles you notice that the characters have a pattern, they are numbers, one to twenty-one. Seeing as how this advanced race relied heavily on science, remove the numbers that are the 'prime' numbers. The number of tiles matched the number of slots. You place them in, lowest to highest and then highest to lowest, but nothing happens. After a few more tries you recall that the scrolls you looked over had these numbers in a certain order. You place them in the order you remember and tell your First Prime to stand in the center of the rings and to be on guard for any attackers. You press the activation button and join him.

The rings surround you and transport you to a dimly lit room. Cerberus scans the area, no one is here. In the center of the room were a pillar and a glowing light. You walk to the center of this room and look over the glowing object. You command your First Prime to turn his head for looking into a God's Heart could prove fatal. You inspect the device. It too was built by these other people. You see a section that may be removable and remove it. You call Cerberus forth and hand him the multi-colored object. You tells him *that it is called Cedalion's Heart and that the great God, Hephaestus has left it here for protection from the Trojans. The Greek God may have left us, but their might, will and strength is still with us.*

The two of you use the rings and return to the previous room. You take the Heart and re-enter the room with the scrolls. You dismiss the guard watching the scrolls. You tell Cerberus that no one is to enter the Spire and no one is to disturb you while you study the Word of the Gods. After two days, you come out of the chamber and inform Cerberus that you must address the people.

Cerberus escorts you outside carrying the Scrolls and the Heart. You tell all about Cedalion's Heart and the twelve scrolls called the Word of the Gods. You instruct the other survivors that the Word dictates them to build a grand city at this very location. Also, they are to build a monument around the spire so that it may be protected for all time and a shrine to You for You will be our only link to the gods from now on.

The construction of the city commenced and during the nights, most retire to caves along the mountain side a fair distance away while you retire in the Spire. A constant guard is placed to secure the Spire. A scribe has even begun to detail the history here and has titled this new world Plyomus, Sister to Olympia. The mountain was also named, Mount Oros, brother to Mount Olympus.

As the City was being built, sections of it would appear from nowhere. You had finally learned some about the device in the lower chamber. You used it to rip sections of other civilizations to your new Empire. These new sections were from across space and time and new peoples also came with it. You informed them that through the Heart, the Will of the Gods was taking effect. You said that the Heart not only will protect us from the Trojans but will help in building a new Empire on the empty world.

All was well for some time. New people, new cultures and new ways of thinking began integrate with the existing Plyomusian/Greek culture. You watched as cultures changed and faith began to waiver in places, but your presence maintained the core Olympian believers. That all changed with one of your regular trips to the Spire. You went down into the Chamber to return the device to normal operation, but something went wrong. That day, about 500 years ago, you vanished from Plyomus

Then, a few weeks ago, you returned. But not quite in the thunderous glory a God to return in. You were found by Cerberus, weak and disoriented in an alley in the Capitol city that now surrounds the Spire. You were ragged and torn, unaware of your surroundings... vulnerable. Cerberus brought you back in secret and placed you in a sarcophagus. Soon you were back to normal. After being informed of what has happened, you begin plot to overthrow the Church.

The Mount.

Timeline (Preliminary)

9am.

- During this, players are disarmed or imprisoned or forced to submit to Oros unless they are guests (Genii, Atlantis) or they are covert (Wraith)
- Stargate Atlantis teams arrives at the Gate in the Church court Yard. All are disarmed of all lethal weapons. The NPC Stars are escorted to the council chamber while the security teams (players) are told act as security.

10am

- Lightning and Thunder crash as the Rift causes the sky to turn color
- Natives think it's a sign of Oros
- The Cedalion's Heart is malfunctioning
- Confusion ensues and the resistance take a chance to enact a 'plan'

11am

- The Inquisition quells the upheaval
- Resistance members are captured/tortured
- Player investigate clues to the Cedalion's Heart

12pm

- Prostration to Oros
- Church Doors close
- The Players can journey out to the wilderness to investigate ruins

1pm

- Prostration concludes
- Natives go about normal activity
- Church doors re-open
- Town crier announces a Council Meeting

2pm

- Council Meeting begins
- Members discuss the actions to take against the Resistance
- Discuss the Demons outside the city.

- Discuss the Restoration of the older buildings such as the Great Library

3pm

- Open the Great Library to the 'U.N.'
- Deliberations on the Wraith Threat may commence in the main hall of the library.
- Tapestries and paintings fill this place and speak of the history of Plyomus.
- On some Tapestries and/or Paintings the Heart is depicted in a chamber underground as if it were the Heart of the Mount/Planet. Upon closer inspection, you see the heart's real power source, a ZPM.

4pm

- Deliberations break for a recess and will continue at 6pm
- The Head of Church and the Head of Council find that some of the visitors seem too interested in the Heart. (These Factions see that the heart is powered by a ZPM)

5pm

- Night begins to fall
- Natives become edgy for they fear the wilderness and the demons outside the city.

6pm

- The Resistance returns and kidnaps one of the two people that know where the heart is.
- The other person that knows of the heart hides in fear

7pm

- The head of the Church or the Head of Council opens the Theseum and finds the Heart.
- Feeling that the Heart is in trouble of being stolen, he/she removes it from its resting place.
- This destabilizes the Rift, which causes the Mountain, and all of Plyomus to tear apart in earthquakes as all realms and times rip at Plyomus.

8pm

- The heart continues to rip Plyomus apart.

9pm

- Either power is restored and the Heart fixed saving the planet Plyomus, Or
- The power is never restored and all reality shatters.

General Flow of the Adventure

Pull: The pull is the initial event that gets the ball rolling.

The Arrival of the SG Atlantis team. The Atlantis team as well as the Genii, will arrive and walk freely from the Church to the Council Chambers. Their arrival will stir up the locals, and the word will spread fast. Each faction will react differently to the arrival of the Atlantis team.

The Atlantis players are told not to speak with any local natives. It would be considered sacrilege to speak to a follower of Oros, if you are not one. Of course, this will not stop certain natives to contact them. They just have to avoid the Oros Inquisition.

The Church's official word of the Newcomers is that they are representatives of other neighboring nations who wish to talk about converting to Oros. This should tell people that they did not arrive here through the means they are used to seeing ... just appearing. This should be the first clue that there is something in the Church and it could be a Gate.

Even though the players are told not to speak, "natives" will probably talk to them and ask how they got here. Since the Church assumes that even if the word of a Gate gets out, it would be meaningless to most, they do not try hard to keep the information contained. However, when certain "Natives" get the word there is a Gate, it will mean something.

NID/Trust: The Trust and NID will both react similarly. They will try to get more information about the Gate and how to get there. The best way and most characteristic way they can do this is to kidnap a Atlantis team member.

Other SG team members in the Native Population: These players will want to contact the Atlantis group right away. He may have theories about what is going on. He may know about the Goa'uld past (but not know about the return of Hades)

This part of the plot will develop between the interaction between the groups. The STs and the proper prodding of players with the slow dissemination of information will control it. Once these interactions are coming to a peak, the game should move on to the Push.

Push: This is one of the events in the plot that carries everyone into the “next phase” of the plot. In our case, we have a couple.

1. **There are other Earthers here.** The Atlantis team will soon learn there are others here on Plyomus from Earth or from an alternate Earth. Weir will want to know way and assign them to the mission. This sets them on a path of investigating the planet, its history and eventually to the Rift Device/Dimensional Well.

This will lead to a **Push Further** as they discover the nature of the Dimensional Well, it gets moved and then begins to disrupt the planet.

2. **The Return of Hades:** Hades will have returned and things will be set in motion by his people to over throw the Church.
3. **The Wraith make their move:** The Wraith want to capture a high ranking member of Atlantis.

Finale:

The world is shaking, chaos is every where as the device is ripping apart the world. The SG teams should be searching for this device, the NID/Trust can either be teamed up with the SG teams or doing their own thing searching for the Gate. Hades is trying to kill the priest and get the device himself. The Genii will probably learn the same information that the SG team has learned and try to get the device themselves.

The device will be found and there will be a big battle over it and the DG team will have to repair it.

Encounter Notes:

Charles Taylor and Free Plyomus Movement

When: Sometime during late afternoon

The Free Plyomus Movement attempts to kidnap or covertly communicate to one of the Atlantis personnel (preferably one of the military personnel). The resistance wants to introduce their leader to the Atlantis player. The leader is **Lt Charles Carroll Taylor**, survivor from Flight 19. He is Air Force and still adhere to his military discipline. If the chosen Atlantis player is of higher rank, then he will salute. He is a leader of one of the resistance groups, but no longer takes an active role because he was wounded in a battle sometime ago and stuck in a wheel chair as a result.

There are a couple of things that makes this encounter significant.

- (1) His age. He was 28 when he disappeared. A scientist character might know this. That would be almost 60 years ago. But the Lt. does not look over 60. This denotes that the Rift also pulls things from random time streams.
- (2) There may be others from other points in time with Earth.

Information he may have:

- (1) He will inform them of what he knows of the anomaly and what's happening with the city.
- (2) His theories of others from Earth in the city.
- (3) That there is an alien (Goa'uld) leading a rival resistance group.

Pandora's Box – Vala Plot

Basics: Vala will also be here searching for a lost Treasure she has gotten information on. She is unwilling to share where she got the information (it is stolen from a Lucian overlord), but she has followed clues all the way to the Pegasus galaxy. What she seeks is what her information calls Pandora's Box. It disappeared from a far off world and she followed several legends of things disappearing similarly and eventually was brought to Plyomus.

Pull: Vala will arrive on Plyomus to find Pandora's Box. She will seek out any allies she can find. She will also learn that the Inquisition will try to capture her because she appears to be a Newcomer. She is now searching for the treasure while at the same time avoiding being seen by the Church Inquisitors.

She will approach anyone she sees as different or the resistance may reach out to her. If she sees the Atlantis team she will try to approach them at a good time. She is to tempt the "greedier" members of the players with the promise of treasure and riches. She needs locals to help her find the caves and interpret some runes (??). She also needs help getting away from Church guards

Finale: Through her information, she will lead any tempted player to the caverns where she says the treasure lies.

Enigma: What Vala does not know is that this is trap set up by someone hunting her - the overlord she stole the information from. The treasure is in fact here, and he used her to lead his men to it. They got it before she did, and now two bounty hunters want to capture her.

Key Locations Needed.

1. Stargate - *(The Stargate setup)*
2. Council Chambers - *(Cardinal Room)*
3. The Church of Oros (to gain access to the Theseum) – *(Tent Outside near the gate)*
4. The Ruins / The wilderness (References to the Heart/ZPM) – *(out back, deck/pool area)*
5. The underground (Hades' Lair) – *(2nd Floor Conference room or 2nd Floor Hallway)*
6. The back streets (The NPC Wraith hides and moves) – *(Con hallways or 3^d Floor Hallways)*
7. The Theseum (Location of the Heart) - *(Tent Outside near the gate)*
8. The Market Place (Place to NPC and PC interactions) – *(Dealer's Room)*
9. The Great Library (Players can find References to the Heart/ZPM) – *(This is an area people say they go to in order to take a break, go to a con event or otherwise step out of the game for a set amount of time. The time must be stated up front. Once the time is up, the player is expected to return to the game, and if not, is assumed capture by the Inquisition and tortured for heresy.)*

Faction: Goa'uld

Role: Cerberus - First Prime of Hades

For years you have been the First Prime of Hades. Strong of heart, will and desire, this is what you and your family had always wished of you as a Centurion. Many lesser Centurions have challenged you for the right to become First Prime, but all have failed. With each act you performed for Hades, he rewarded you with even more gifts and luxuries. Your family, wife and many children no longer have to worry about food, clothing, or shelter.

It was a calm, summer day, when Hades calls you to arms. The Trojans have returned and are striking at the fringes of the Greek Empire. Hades also tells you that he suspects the Trojans to attack very close to your village. You take many legions of Centurions with you to intercept the Trojans in a field just beyond your village. The battle began and many on both sides have losses. Hades himself even arrived to claim the souls of the Trojans in a show of force of his Godly powers.

There was a bright flash of light and then nothing. The Trojans were gone. You are victorious. You turn to see that Hades still stands with you. You turn again and see that your home, your village is gone. In fact, the field you were doing battle is not the same field you now stand in. Hades too looks disoriented. What manner of spell did those Trojans use?

Hades spoke up and commanded that all in earshot to follow was he heads toward what looks like the Mount Olympus. Nearing the base of the mountain, you saw a tall spire. Hades orders the group to stay here and tells you to gather a handful of your most trusted Centurions to follow him into the spire. You, three other Centurions and Hades enter the spire. The construction is not from your Greek world; however, Hades seems relieved at the findings inside.

On a table, alone, are twelve scrolls. Hades studies these over and over. You and your guard stand watch for any unwelcome guests that may suddenly show up. Hades informs you to keep watch on the scrolls as he moves into another room. He tells you that the scrolls are from the other Greek Gods, detailing what has happened and gives orders from the gods themselves. You place one of your Centurions on the scrolls and follow Hades to the other room.

Now you see that Hades also has found a stone tablet. The room you are now in is mainly empty in the center but the walls are lined with book shelves and other odds and ends. On the floor in the center, is a 'ring' pattern. Hades walks over to a panel, touches a few buttons and orders you to the center of the ring. Hades taps the last button and joins you as he warns you to be ready for possible enemies. Rings surround you and another flash of light. You and Hades now stand in a different room, dimly lit. You

quickly pull up your Centurion Staff to ready and scan the room. All Clear. Hades walks to the center of this room and looks at the glowing object. He commands you to turn your head for looking into a God's Heart could prove fatal. You do so as Hades continues circling the object. You now notice a humming in the room that suddenly stops. Hades calls you forth and hands you a multi-colored object. He tells you *that it is called Cedalion's Heart and that the great God, Hephaestus has left it here for protection from the Trojans. The Greek God may have left us, but their might, will and strength is still with us.*

You and Hades return to the previous room. He takes the Heart from you and re-enters the room with the scrolls. Hades dismisses you and the guard watching the scrolls. No one is to enter the Spire and no one is to disturb Hades while he studies the Word of the Gods. After two days, Hades comes out of the chamber and tells you that he must address the people.

You escort Hades outside carrying with you the Scrolls and the Heart. Hades tells all about Cedalion's Heart and the twelve scrolls called the Word of the Gods. Hades instructs you and the other survivors that the Word dictates us to build a grand city at this very location. Also, we are to build a monument around the spire so that it may be protected for all time and a shrine to Hades for he will be our only link to the gods from now on.

So, we set about building a city. During the nights, most of you retire to some caves along the mountainside a fair distance away while Hades retires in the Spire. A constant guard is placed to secure the Spire. A scribe has even begun to detail our history here and has titled this new world Plyomus, Sister to Olympia. The mountain was also named, Mount Oros, brother to Mount Olympus.

As the City was built it seemed that the build of it did not take as long as first thought. Hades informed us that through the Heart, the Will of the Gods was taking effect. Hades said that the Heart not only will protect us from the Trojans but will help in building a new Empire on the empty world. Whole buildings and town sections would just magically appear. Also, new peoples appeared. Some we knew, but most were from distant lands.

All was well for some time. New people, new cultures and new ways of thinking began integrate with the existing Plyomusian/Greek culture. You watched as cultures changed and faith began to waiver in places, but Hades presence maintained the core Olympian believers. That all changed with one of Hades regular trips to the Spire. That day, about 500 years ago, was the last time you saw Hades for a long time. He vanished, leaving you to maintain the believers and the people. That proved to be easier said than done.

The Cultural shift saw the rising of a monotheistic religion, the Church of Oros. Despite your efforts to assure believers that Hades was still with them, many believed that great Oros, God of all Gods,

devoured Hades and is the supreme God. This belief appealed to many within the diverse society of Plyomus, driving the believers of Hades to cult status. Eventually, the oppressive Church of Oros became the official church of Plyomus and belief in Hades was proscribed teachings. The Cult of Hades was driven underground, with you as its only leader.

For years, you did what you could do to maintain the faithful. Your constant presence, lack of aging and general health proved to some that some power was present, but many fell to the oppression of the Orosian Inquisition. To those that stayed, you promised Hades return on day, even though your faith began to waiver. Why would your God leave you behind... his First Prime?

Then, a few weeks ago, Hades returned. But not quite in the thunderous glory you expected a God to return in. You found him, weak and disoriented in a alley in the Capitol city that now surrounds the Spire. He was ragged and torn, unaware of his surroundings... vulnerable. Something more powerful than your God brought him back? This caused your faith to waiver even further. However, for the sake of the faithful, you brought him back in secret and placed him in his sarcophagus. Soon he was back to normal. After informing him of what has happened, he began his plot to over throw the Church.

Faction: Goa'uld

Role: Ixion – Medical/Doctor of Hades

In Greek Myth, you were the son of Phlegyas. The reality of the situation is that you are a Goa'uld and that Phlegyas is your superior in the feudal system under Hades. Together, you and Phlegyas, have conducted many experiments on the human race. Your goal in this has always been to advance the human body so that they lived longer, grew stronger, and were altogether several steps up in evolution.

Many years ago, a battle was to occur on the fringe of the Greek Empire. The enemy was the Trojans. You were never really a fighter, however wherever Hades went, you followed. Hades would do what the humans called "claim the souls" which you and Phlegyas would then 'claim their bodies' for your own research. Hades left for the battle with you close behind. Sometime during this particular battle, there was a bright flash of light. When you came to, Hades, the First Prime, several others of your army as well as several villagers from the local village under Hades's protectorate stood around you dazed. The Trojans were gone, but so were the village and the battlefield. Everyone including Hades seemed dazed but all recovered quickly. Taking command, Hades ordered the group to follow him toward the only visible landmark, a huge mountain not dissimilar to the great Olympus.

Near the base of the mountain, stood a tall white Spire. Hades ordered the group to stay outside as he and four Centurions, including Cerberus, the First Prime, went into the Spire. Examining its construction from a distance, you conclude that is not of Greek origin. Without knowing how long Hades would take in the Spire, Phlegyas began to gather some of the humans to look for possible shelters and food sources. Taking the group away from the mount to the Southeast, you and Phlegyas found a freshwater stream and wild fruit. You helped the survivors set out to collect food and water with fashioned buckets. On the northeast side, a scout group found a series of caves that could provide shelter. There too was also found creatures that proved to me good game.

After about two days, Hades returned from the spire and called for a gathering to address the people. The First Prime stood by Hades holding twelve scrolls and a glowing object. Hades spoke of Cedalion's Heart as a gift from the Gods and the twelve scrolls called the Word of the Gods. Hades instructed you and the other survivors that the Word dictates us all to build a grand city here, with monuments around the spire so that it may be protected for all time and a shrine to Hades for he will be our only link to the Gods from now on.

So, the survivors set about building a city. During the nights, most of you retire to some caves along the mountainside a fair distance away while Hades retired in the Spire. A constant guard is placed to secure

the Spire. A scribe has even begun to detail our history here and has title this new world Plyomus, Sister to Olympia. The mountain was also named, Mount Oros, brother to Mount Olympus.

As the City was built it seemed that the labor did not take as long as first thought. Hades informed us that through the Heart, the Will of the Gods was taking effect. Hades said that the Heart not only will protect us from the Trojans but will help in building a new Empire on the empty world. Whole buildings and town sections would just magically appear. Also, new peoples appeared. Some we knew, but most were from distant lands.

However, you and Phlegyas knew buildings do not just suddenly appear. Hades has left you and Phlegyas out of the loop on this new technology. This frustrated Phlegyas who considered himself very wise and knowledgeable about things scientific. So you both follow Hades' orders, waiting for the day that his secrecy and selfishness will come back on him.

All was well for some time. New people, new cultures and new ways of thinking began integrate with the existing Plyomusian/Greek culture. You watched as cultures changed and faith began to waiver in places, but Hades presence maintained the core Olympian believers. That all changed with one of Hades regular trips to the Spire. That day, about 500 years ago, was the last time you saw Hades for a long time. He vanished without a trace. The First Prime took charge over the people. You dared not challenge him for Cerberus is stronger than most Goa'uld hosts and he is still mostly human, save for the fact that he carries a symbiote in his gut.

Without Hades around and new people and new cultures still arriving, a cultural shift began. The cultural shift saw the rising of a monotheistic religion, the Church of Oros. Despite The First Primes' efforts to assure believers that Hades was still with them, many believed that great Oros, God of all Gods, devoured Hades and is the supreme God. This belief appealed too many within the diverse society of Plyomus, driving the believers of Hades to cult status. Eventually, the oppressive Church of Oros became the official church of Plyomus and belief in Hades was proscribed teachings. The Cult of Hades was driven underground, with the First Prime as its only leader. With you being so close to Hades before the arrival to Plyomus, you felt the only safe place was to follow the Cult, hoping that Hades would in fact return.

The First Prime did what he could to maintain the faithful. The fact that he (nor you) aged as the other humans did, helped to show that Hades' power was still present, but many fell to the oppression of the Orosian Inquisition. You have the feeling that Phlegyas may be planning his own rise to power, too literally replace Hades as God and Sovereign.

Then, a few weeks ago, Hades returned. You are not sure where he came from, but one day he and the First Prime came from the Chambers that held his sarcophagus. After the First Prime informed him of what has happened, he began his plot to over throw the Church.

Faction: Goa'uld

Role: Phlegyas - Scientist of Hades

In Greek Myth, you were the one who would ferry the dead across the River Styx to enter the land of the dead. This of course is not entirely true. You are the 'scientist' for Hades. The ferrying of the dead was really you taking humans (dying or not) into the 'land of the dead' (Hades' ship or stronghold) and experimenting on them, killing them in the end. You also have an assistant in the medical experiments, Ixion. Your goal in this has always been to advance the human body so that they lived longer, grew stronger, and were altogether several steps up in their evolution.

Many years ago, a battle took place on the fringe of the Greek Empire, near a village under the 'protectorate' of Hades. The enemy was the Trojans. You were never really a fighter, however wherever Hades went, you followed. Hades would "claim the souls" which you and Ixion would then 'claim their bodies' for your own research. Hades left for the battle with you close behind. Sometime during the battle, there was a bright flash of light. When you came to, Hades, the First Prime, several others from the army and the near by village stood around dazed. The Trojans were gone, but so were the village and the field you were in. Hades seemed dazed but recovered quickly. Taking command, he ordered the group to follow him toward the only visible landmark, a huge mountain.

Near the base of the mountain, stood a tall white Spire. Ordering the group to stay outside, Hades along with four Centurions, Cerberus, the First Prime went in to the Spire. Examining its construction from a distance, you concluded that is not of Greek origin. Without knowing how long Hades would take in the Spire, everyone began to gather food and search for shelter. To the Southeast of the mountain freshwater stream and food was found. Northeast, a group found a series of caves that could provide shelter.

After about two days, Hades returned from the spire and called for a gathering to address the people. The First Prime stood by Hades holding twelve scrolls and a glowing object. Hades spoke of the Cedalion's Heart (the glowing object) as a gift from the Gods, and the twelve scrolls as the Word of the Gods. Hades instructed all that the Word dictates the building a grand city with many monuments around the spire so that it may be protected for all time. Also a shrine to Hades was built, for he would be our only link to the Gods from now on.

The people set out building a city. During the nights, most of you retire to some caves along the mountainside a fair distance away while Hades retires in the Spire. A constant guard is placed to secure the Spire. A scribe has even begun to detail our history here and has title this new world Plyomus, Sister to Olympia. The mountain was also named, Mount Oros, brother to Mount Olympus.

The building of the great city seemed to take less time than the people expected. Whole sections of town would appear where there was none. Hades informed us that through the Heart, the Will of the Gods was taking effect. Hades said that the Heart not only will protect us from the Trojans but will help in building a new Empire on the empty world. Whole buildings and town sections would just magically appear. Also, new peoples appeared. Some we knew, but most were from distant lands.

Deep in your mind you knew that Hades was up to something. Buildings do not suddenly appear, but Hades has left you out of the loop on this new technology. So you bid your time and follow Hades' orders, waiting for the day that it comes back on him. And on that day, you will take command of Plyomus for your own.

All was well for some time. New people, new cultures and new ways of thinking began integrate with the existing Plyomusian/Greek culture. You watched as cultures changed and faith began to waiver in places, but Hades presence maintained the core Olympian believers. That all changed with one of Hades regular trips to the Spire. That day, about 500 years ago, was the last time you saw Hades for a long time. He vanished with out a trace. The First Prime took charge over the people. You dared not challenge him for Cerberus is stronger than most Goa'uld hosts.... and he is still mostly human, save for the fact that he carries a symbiote in his gut.

Without Hades around and new people and new cultures still arriving, a cultural shift began. The Cultural shift saw the rising of a monotheistic religion, the Church of Oros. Despite The First Primes' efforts to assure believers that Hades was still with them, many believed that great Oros, God of all Gods, devoured Hades and is the supreme God. This belief appealed too many within the diverse society of Plyomus, driving the believers of Hades to cult status. Eventually, the oppressive Church of Oros became the official church of Plyomus and belief in Hades was proscribed teachings. The Cult of Hades was driven underground, with the First Prime as its only leader. With you being so close to Hades before the arrival to Plyomus, you felt the only safe place was to flow the Cult.

The First Prime did what he could to maintain the faithful. The fact that he (nor you) aged as the other humans did, helped to show that Hades' power was still present, but many fell to the oppression of the Orosian Inquisition. Your plans of taking Plyomus fell short due to the disappearance of Hades and the rise of the Church of Oros.

Then, a few weeks ago, Hades returned. You are not sure where he came from, but one day he and the First Prime came from the Chambers that held his sarcophagus. After the First Prime informed him of what has happened, he began his plot to over throw the Church and your plots to take over after he takes Plyomus resurface in your mind.

Faction: Goa'uld

Role: Centaurus – Grunt/Soldier of Hades

You are one of Hades' elite soldiers. Some Goa'uld fear you as do most Centurions and humans. The only Centurion that you know of that fears nothing, including you, is Cerberus, First Prime of Hades. You are an Ashrak.

An Ashrak is a highly trained, highly dangerous Goa'uld assassin, usually employed by a System Lord. Ashrak exhibit such techniques as technically advanced rings, which can alter memories of those it is used upon, and cloaking.

An Ashrak usually uses a Harakesh (aka Ashrak device), which is a smaller version of the Goa'uld hand device, taking the form of an elaborate ring. Its function is to kill the Ashrak's victim, but it is also frequently used to torture victims into releasing information. It is also capable of affecting other people to make them obey the Ashrak's commands. Afterwards the victim remembers nothing of the Ashrak.

Your abilities were always in use by Hades. You are the reason and source of information that alerted Hades of the Trojans' advance and a small village many years ago. You, along with Hades and many others engaged in battle with the Trojans. During battle, there was a bright flash of light. When you sight returned, the Trojans were gone, the village was gone, and the battlefield was not the same. Those that had survived the onslaught of the Trojans stood all around, Hades, the First Prime, Centurions, villagers. . Hades seemed dazed but recovered quickly. Taking command, he ordered the group to follow him toward the only visible landmark, a huge mountain.

Near the base of the mountain, stood a tall white Spire. Ordering the group to stay outside, Hades, four Centurions including Cerberus the First Prime, went in to the Spire. From a distance you examine its construction and conclude that is not of Greek origin. Hades' scientist decided to send packs of humans around looking for shelter and food. Being the assassin you are, you mix and mingle in with the population and follow one of the groups.

The group moves its way Northeast toward the mountain. A series of caves are found and used for shelter. The group decided to leave two people at the caves and the rest would backtrack to the Spire. You and a scribe stay at the caves. As the remainder head back to the Spire, the scribe has already begun to write out the events of today on the walls of the cave.

Rather than sitting and waiting, you decide to explore the cave network. Once you were out of sight and earshot anyone, you decided to test the **Helmet of Cyclopes** (a version of the **Harakesh**). The test of

the cloaking function resulted in nothing. There is something interfering with the cloak of the Cyclopes. Deciding to try out the other functions later, you continued deeper into the caves. As you venture further, you and your symbiote sense something about the caves - Naquadah. The Caves, the mountain is filled with pure Naquadah.

You return to see more survivors arriving with some food and water. For two days, the survivors made the caves home. On the second day, an assembly before Hades was called at the Spire and all are ordered to attend.

The First Prime stood by Hades holding twelve scrolls and a glowing object. Hades spoke of the Cedralion's Heart (the object) as a gift from the Gods and the twelve scrolls as the Word of the Gods. Hades instructs all that the Word dictates the building of a grand city with monuments to the Gods around the Spire, so that it may be protected for all times as well as a shrine to Hades for he will be our only link to the Gods from now on.

The building of the city commences. During the nights, most retire to the caves along the mountainside a fair distance away while Hades retires in the Spire. A constant guard is placed to secure the Spire. The scribe continued to detail our history. In his writings, he named the new world Plyomus, Sister to Olympia. The mountain was also named, Mount Oros, brother to Mount Olympus.

Like others, you noticed that the city seemed to take less time to build. Whole sections seemed to rise up overnight where there was none. Hades informed you that through the Heart, the Will of the Gods was taking effect. Hades said that the Heart not only will protect you from the Trojans but will help in building a new Empire on the empty world. Whole buildings and town sections would just magically appear. Also, new peoples appeared. Some we knew, but most were from distant lands.

As a servant of Hades, you have been aware of technology beyond the device you use for your assassin ways. How is it that Hades is creating full structures and bringing in these people from nowhere? Hades not called for your services since before the Trojan battle that brought you here and this makes you feel useless to the Goa'uld.

All was well for some time. New people, new cultures and new ways of thinking began integrate with the existing Plyomusian/Greek culture. You watched as cultures changed and faith began to waiver in places, but Hades presence maintained the core Olympian believers. That all changed with one of Hades regular trips to the Spire. That day, about 500 years ago, was the last time you saw Hades for a long time. He vanished without a trace. The First Prime took charge over the people. You dared not

challenge him for Cerberus is stronger than most Goa'uld hosts....and he is still mostly human, save for the fact that he carries a symbiote in his gut.

The Cultural shift saw the rising of a monotheistic religion, the Church of Oros. Despite The First Primes' efforts to assure believers that Hades was still with them, many believed that great Oros, God of all Gods, devoured Hades and is the supreme God. This belief appealed too many within the diverse society of Plyomus, driving the believers of Hades to cult status. Eventually, the oppressive Church of Oros became the official church of Plyomus and belief in Hades was proscribed teachings. The Cult of Hades was driven underground, with the First Prime as its only leader. With you being so close to Hades before the arrival to Plyomus, you felt the only safe place was to flow the Cult.

The First Prime did what he could to maintain the faithful. The fact that he (nor you) aged as the other humans did, helped to show that Hades' power was still present, but many fell to the oppression of the Orosian Inquisition. Your plans of taking Plyomus fell short due to the disappearance of Hades and the rise of the Church of Oros.

Then, a few weeks ago, Hades returned. You are not sure where he came from, but one day he and the First Prime came from the Chambers that held his sarcophagus. After the First Prime informed him of what has happened, he began his plot to over throw the Church. Perhaps you may be useful again in overthrowing the Church.

Faction: Natives of Plyomus

Role: Kra'Dar Va'lorne; Chief of City Council

The Va'lorne family has always been a leader in the government and religious spectrums through money and pressure. They still have to answer to the High Priest of Oros and to the Church's Doctrine, Will, and the Inquisition. The Va'lornes finally one day managed to put one of their own into the City Council Chief seat, You.

You are as power hungry as your ancestors. Once you were elected you sought to ensure that your family would never again be 'low man on the totem pole.' The only authority that you had to answer to was the High Priest.

In your family, you have only one sibling, a younger brother. Your brother is Kra'Neer Va'lorne. Growing up, you were always bullying him and the other kids. This is how you won the seat, bullying. And now you plan on bullying the council to enact things you want and to use blackmail with hidden secrets of council members and of church officials. You are the corrupt of the corrupt.

If someone in the city, council, or church stood up against you, you did what ever it took to tear this person apart, even call the Orosian Inquest to toss them out of the City in the name of Oros. Your self-righteous and arrogant ways have overpowered and made the city population fear you.

Your brother then decided to join the church. You saw this as cowardice, for one day he just vanished. In fact he had disappeared from public sight, but no matter to you, for he was a worthless excuse and not worthy to be your brother. You saw him as weak in mind and body but his faith you could never crush.

A year had passed since he left and you had solidified your position as the political leader as you had 'eliminated' any competition. The day then came when the Church of Oros was going to announce the new High Priest. The previous High Priest had died from "natural causes." As the Chief of City Council, your role in the ceremony was to stand at the base of the Church steps and submit your 'loyalty' to the church and the new High Priest. When the time came for the new High Priest to appear, you stood there, in shock of what you saw.

Your brother exited the Church doors, wearing the robes of the High Priest. Hate, anger and disgust filled you inside. For the first time ever, you had to submit to someone that felt that was lesser than you. On that day, you swore that you would do whatever ever it took to over throw your brother and place your self as High Priest.

Little did you know that the 'old ghost stories' of a God named Hades and his underworld cult were true. You had heard of sporadic accounts of demons and demi-humans lurking underground, in the wilderness, and in the old caves.

About a week ago, you were going home from a late night conspiring against your brother in Council Hall. Three "men" jumped you; blind folded you, and took you out of the city to one of the nearby ruins. When your sight was given back to you, you were surrounded by demons. Before you stood two that you came to know as Hades and Cerberus. Hades somehow knows of your desire to overthrow your brother and asks you join the Cult of Hades to overthrow the Church.

Faction: Natives of Plyomus

Role: Kra'Neer Va'lorne; High Priest of Oros

From as early as you can remember, your older brother, Kra'Dar, has always had a mean streak. He would always bully the others, including you. On several occasions, your brother would beat you up for no apparent reason other than that he could. When asked what happened by your parents, you would tell them that you had an accident at school.

All through life, your brother treated you like a third-class citizen and to the rest of your family, you became invisible.... living in the shadow of your brother. Ridiculed by all, you found solace in the teachings of the twelve scrolls and of the Oros Faith.

So one day, you finally had enough of the 'politics' within your life and left everything behind. You pledged yourself to Oros and were granted an audience to the High Priest. Kneeling before him, you asked to be admitted to seminary school to become a member of the priesthood. He granted your request. The deacons, your teachers, and the High Priest himself took note of how voracious you were in the courses and tests of priesthood.

The High Priest always seemed interested in your progress and after about eight months in the program, he took you under his wing. It was at this time where the elderly High Priest informed you that he would not live for much longer. The High Priest went on to say that he has been searching for someone young in body, strong in spirit to take over as the next High Priest. During this speech, you and he had been heading toward the center of the Church, which is forbidden to only the High Priest himself. The Orosian Inquisition Guards were waved off by the High Priest and allowed you to enter the center Chamber of the church.

The High Priest turns to you and says, "I am naming you as my successor and as such you must know the truth. Guards please leave us and close all the doors. No one is allowed access until I say." And so all the doors slammed shut and locked into place.

"Kra'neer, come please," asks the High Priest. He unrolls the twelve scrolls. These are our sacred scrolls. For many centuries, the Church has quoted these words, however, the Church has never really known what they truly say. This is perhaps just one of the many secrets you will have to keep....and that will change your view of the Oros Faith.

At these words you began to realize that everything you thought you knew were now false. The Early Priesthood had 'made up' the Faith to fashion their own way to control the people. They were no different

than you brother. "There's more," the High Priest says. Over a console he shows you twenty-one tiles. "Place these tiles here and press here." You do so and watch as...rings...come from no where and then disappeared. The High Priest walks to the center of where the rings were and tells you to press it again and join him quickly. You do so.

The rings surround you and then disappear. You are now in a different room. The High Priest tells you of the room and that this is where the object known as Cedalion's Heart is said to be. You and the High Priest return to the upper room. From that day forward, your studies are done along side he High Priest as he reveals to you all the secrets of the Oros Church and Faith.

Then two weeks ago, the High Priest, vanished. No one in the Church knew what happened to him but since you had now been among the deacons and they trusted you, you as a group decided to put out a bulletin that the High Priest had died of old age and 'natural causes.' On that same day, you were announced as High Priest and made your first public appearance, where you own brother had to submit to you as his superior. You saw the same hate in his eyes as he kneeled before you could tell that he would love to kill you on sight.