

Now is a time for... Legends of Heroes!

(A Dread Adventure)

Credits:

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Blurb:

The cheesy TV series "Legends of Heroes" appeared for only one season on the SciFi channel before being canceled. In the past couple of years, it has been embraced by a new generation of fans. For the first time in ten years the cast is reuniting and making an appearance at CON-Fusion, a Sci-Fi, Fantasy, Horror, Gaming convention. As an actor, you've tried to escape the long shadows of the show and your role in it, but you never could. What could possibly go wrong when you have to interact with rest of the cast as well as the legions of Legends cosplayers...

For 5-6 PCs. Beginners welcome.

Story:

An unsettled fan (pick one from **Barbarian 4**, **Prince 4**, **Priest 3** or **Wizard 5**) somehow comes into possession of a real Book of Magic (Necronomicon, Book of Eibon, The King in Yellow, Pnakotic Manuscripts or even the real Ne'Crodex). They attend the convention and send the PCs to Atlantia as envisioned by the series, but darker. Using their new found powers, the players have to escape Felblight Keep (see **Prince 7**). From there they will have many fantastic encounters: faeries (**Barbarian 7**), the Field of Broken Dreams (**Rogue 3**), a pure object (**Priest 2**), and/or a place of refuge (**Wizard 3**). Based on those encounters, they will make their way back to the convention. One there, they discover that the disgruntled fan has become possessed by the spirit of Xor'Lyss and is terrorizing the con. They then should defeat the twisted fan and become heroes.

Act 0: Setup

Questionnaires – Allocate about 30 or so minutes for the players to fill out the questions, except the relationship questions (ones labeled "Social" on the questionnaire). Make sure they understand that the questions are there to help them understand their character. Take notes of their answers to use later during the adventure.

After you have reviewed their questions, have each player describe their character. Then have each player, in turn, share their relationship question as they answer it.

Afterwards, ask the group the below setting questions. If Xor'Lyss is a PC, then skip this step.

- What is Xor'Lyss' gender?
- What kind of monster makes up their armies?

Opening Blurp:

It promises to be a long day at CON-Fusion. Currently you all are seated at the VIP breakfast, making small talk with those fans that purchased the VIP passes. The rest of your day is filled with autographs, picture sessions, and culminating with the reunion panel. It's amazing how your life has changed in the ten years since Legends of Heroes went off the air, both the good times and the bad. You look at the others and realize this is the first time since the wrap party a decade ago that all of you have been together. Promptly one hour later, regardless if the meal has been completed or not, you are whisked away to your next commitment.

Xor'Lyss as a PC?

So if a 6th player is available, or the GM enjoys a challenge, Xor'Lyss can be one of the PCs. Their questionnaire is included. However, having Xor'Lyss be a PC might cause a few story issues.

Who is the Villain?

With the actor playing Xor'Lyss present, who is the main bad guy? Below are two possible solutions, but if a better idea presents itself, feel free to run with it.

1. Use the answer from Xor'Lyss' question number 4. And when the villain appears in Act I, offer the PC playing Xor'Lyss a pull to see if they recognize the character, otherwise the villain seems oddly familiar, but they can't place them.
2. Xor'Lyss remains the main villain, and the magic of the Ne'Crodex just doesn't know how to deal with this possible contradiction. This leads into the next question...

What happens when the actor is sent to Atlantia?

Since Xor'Lyss is the Bad Guy, the character can't be imprisoned with the rest of the PCs. And in fact, according to the season finale, Xor'Lyss left the heroes to their fate. With that being the case, the magic spell is unable to process this paradox, so instead the Actor remains their normal, real world self, with the exception of their voice. It has been changed to that of the actor they chose in question one.

Act 1: Wrath of Con...

Act 1 is a series of scenes that will help the Players get to know their actor characters and explore the Con.

Have the PCs separate themselves into two groups; one for the autograph line and one for a photoshoot (see **Appendix D**). Describe the set-up for the encounter, and then let each player randomly select a confrontation for that encounter. Then have them read it aloud and describe the interaction and how they deal with the confrontation, using the included question prompts as needed. Again take note of their answers for possibilities later on in Acts 2 and 3. Afterwards have them make a pull which represents the stressful nature of the convention.

Instead of placing the brick back on the tower, have them hand it to you. They will be passed out a little bit later during the Panel.

The Panel

After each PC has had an opportunity to interact with their situation, the assistant will whisk them to the Q&A panel. As they are hustled to the auditorium, ask the PCs if they want to make a pull. Any who makes the pull will notice their personal nemesis (one of the unsettled fans mentioned in the questionnaires) staring at them as they pass the various lines. The Rogue, who doesn't have a nemesis, will notice some strange things occurring, like lights flickering, strange purple motes of light drifting around, shadows moving, and/or an almost subsonic chant, etc.

Read the below text box.

You arrive at the green room with just enough time to freshen up. Moments later, you can hear the old opening Legends of Heroes narration start...

"A hundred years ago, the Great Comet was seen in the skies, heralding great change. Shortly afterwards, the free Kingdom of Atlantia was invaded by the dark wizard Xor'Lyss. Aided by the fel power of the dreaded Ne'CroDEX, Xor'Lyss' armies swept across the fair lands, destroying any opposition and enslaving all of Atlantia. The once beautiful and peaceful people were laid low and became desperate. With each passing decade, Xor'Lyss' power grew, and with it darkness, terror and corruption invaded every corner of the land.

Now is the time the Great Comet returns. Now is the time for change. Now is the time for justice.

Now is the time for... Legends of Heroes!!!"

Then the theme music kicks in and you all step onto the stage.

The panel is being moderated by Grae Drake of Rotten Tomatoes. She will welcome the PCs and start off with a joke. Then she will ask a few softball questions to the group. Here are a few to choose from:

- "So what's it like to be back together again for the first time in 10 years?"
- "Let's get this out of the way. There have been rumors about a Legends movie for the past couple of years. Is it going to happen?"
- "How has life been since Legends?"
- "Any fun bloopers you care to share?"

Then she will open it to the fans queued up with questions. Turn to a player and ask them to describe the fan (name, look, etc.; take note as they can be used in Acts 2 (as baddies) and 3 (as victims)). Then read the Fan question for their character. Do this once for each character. At this time pass out the extra blocks you collected earlier.

During the questions, ask the PCs if they want to make a pull. Any who makes the pull will notice a minor disturbance in the crowd. Some of the audience seem to be disturbed, as they seem to look around in confusion for a moment and then settle down. There is an air of unease about.

Transition – Xor’Lyss Appears:

As time for the panel is running out, Grae will attempt to wrap up the questions. Suddenly a Xor’Lyss cosplayer will stand in the audience (if asked, this seems to be the epicenter of the earlier disturbances). The costume itself is exquisite. The person even has a cool dread Ne’Crodex prop. They open the book and read from it, pointing at the PCs. Words not meant for the human throat fill the auditorium.

Suddenly all of the lights go out, except an eerie purple glow coming from the book. Then there is a bright flash of purple light that lasts for all eternity accompanied by the loudest blast of silence ever heard...

Tower Collapse:

Should the Tower collapse, there are many ways to deal with the removal of the character. The nature of the failed task should suggest an exit. The easiest way to remove the character is to make them so queasy from con food or disoriented from the sensory overload that they cancel the rest of their appearance and flee to their hotel room, disappointing their fans.

A better alternative would use the *Dead Man Walking* position. Basically they can still interact with the PCs and story, but they can never make pulls or do anything meaningful. And of course they will be a burden to the rest of the group, possibly necessitating an extra pull at times to help them.

Regardless of how the unfortunate PC is handled, reseed the tower with either 6 or 9 pulls.

Act 2: Not in Con-sas Anymore

This act takes place in the land of Atlantia as the PCs have transported here by the twisted fantasies of the villain made real and their evil book of magic. There is one main scene – Escape from Felblight. From there the PCs can go anywhere. Each PC has a question that could directly impact this act so be prepared to roll with the choices the PCs make. Regardless of what they do, they should end up with a method to get back to the convention.

Have the PCs make pulls for everything. They are actors not Princes, Priests, Rogues, Wizards, or Barbarians. Also the Fantasy World of Hollywood does not at all equal reality. And don't forget their weaknesses...

Escape from Felblight Keep

This scene is directly shaped by the Prince/Princess Player (**Prince 7**). The PCs will appear in the dungeon. Have them each make a pull to quickly recover from the weirdly disorienting effects of dimensional travel.

The dungeon will greatly resemble that of the original set seen at the end of the final episode. However there are a few important differences:

- 1) It is a real dungeon
- 2) It is really dark, both literally and metaphorically. Read the answer to **Prince 7** and then apply a GrimDark filter to it - have the cell be barely illuminated; let them hear some broken whimpers coming from nearby; if appropriate, have them come across a display of grizzly and graphic trophies from prior guests; the place smells palpably of death and despair etc.
- 3) There are absolutely zero comforts of modern life, like hygiene, running water, vaccines, internet, etc. Life in the Middle Ages was rough enough but imagine that same life in a kingdom ruled by a supremely evil wizard who is actively corrupting the very land itself.

When they decide to escape, it will work exactly as described in the Prince/Princess' answer. If the players don't automatically search for their stuff, have them make a pull to remember that their gear (ancestral sword, familiar, weapons, etc.) are stored nearby.

After that they have many options. The Questionnaires can be helpful in giving the PCs direction:

- They could run to a place of Refuge (**Wizard 3**).
- They could run into an old ally – the helpful Faerie (**Barbarian 7**)
- Pure thing (**Priest 2**)
- They could head to the Field of Broken Dreams (**Rogue 3**)

Transition – The Return:

Basically after they escape, the PCs should be on a quest to get back. That quest could take different forms, again depending on their choices. The obvious choice is the artifact in the Field of Broken Dreams, but there are other possibilities. It could be a magical spell that the faerie provides but needs components for. It could be a faerie ring or other magical place that their ally has to take them to.

Regardless of their decision, hound them, hound them, and hound them some more. The forces of Darkness will not let them rest.

Tower Collapse:

Draw inspiration from the goal of the failed pull, but the most obvious outcome is that the character dies. Another fun option is madness. *Dead Man Walking* could work, but a very negative fate is very appropriate for this Act.

The World of Atlantia

Atlantia is mostly the same as portrayed by the TV Show, but it is now being rendered by an evil grimoire. Everything is bleaker, grimmer, darker, dirtier, and more evil.

All of the light sources are dimmer than they should be, including the sun and the moon. Shadows and naturally dark places are darker and more foreboding.

Other visible signs of the evil affecting the land will be victims of executions on display, obviously evil henchman whipping commoners for no good reason, all buildings not of obviously evil origin will show signs of mass neglect, etc.

The people are visibly broken and afraid. They will probably run and hide from the PCs should they approach them. Should they manage to interact with any people, they will discover that, conveniently enough, the commoners all speak English with a stereotypical British accent. And refer to the characters by their TV Show roles.

Remember the most basic trope of all: Good is pretty and Bad is ugly (unless, of course, they are a BBEG).

Act 3: Con-Quest!

Regardless of how much time passed in Atlantia, the PCs will arrive back at the con 3am that night (the Witching Hour), appearing in the main hall.

Chaos is everywhere. The building has been completely sealed off from the outside world by various magical means, trapping the con-goers inside. Evil minions are running rampant, doing evil things to the poor attendees. Here is some sample imagery (don't forget the fans who asked the PCs questions in **Act 1**):

- The convention space is darkened, as if the luminance from the lights was afraid to enter the area.
- Everything is a mess - displays are torn down, sigils and graffiti in the Dark Tongue are painted in blood and ichor; small fires gutter in exhibitor spaces; toys, comics, prints and other bric-a-brac littering the floor; lots of corpses (some of them moving!)
- Con-goers are impaled on great spikes of bone that erupted from the ground. They are still alive, tormented by the cruel laughter of evil shadows that flit about them.
- A cos-player dressed as the Prince has been flayed.
- An artist was converted into a display – their skin a canvas, their blood and viscera the medium of choice.

When the PCs appear they will be immediately set upon by some minions. Amazingly, the Heroes' powers still work, though pulls are nonetheless required. Afterwards they will want to confront the Xor'Lyss cos-player. However they first have to deal with a few encounters (the number depending upon how many pulls you want and how cruel you are feeling). Here are a few ideas:

- Some of the evil minions have surrounded a group of attendees and are preparing to slaughter them for their amusement
- A group of cos-players dressed as minions slink around unscathed. Have the PCs bump into them surprising both groups. Pull to notice they are not real baddies.
- A couple of fans attempt to attack some minions with "authentic" weapons from a vendor. It is obvious they will lose.
- As the PCs ride up the escalator they are attacked by flying minions!

By the time the PCs enter the auditorium, the Evil Book has completely enthralled the villain. They will still be in the auditorium and still bathed in the eerie light, however they are now hovering in the air with shadows orbiting around them. Each PC will need to make a successful attack (pull) to defeat Xor'Lyss. If you feel more pulls are needed, have Xor'Lyss magically lash out using the power of the book.

Tower Collapse:

Like the previous Act, draw inspiration from the goal of the failed pull. Death and/or madness are still very tasty options. *Dead Man Walking* could work, but a very negative fate is very appropriate for this Act.

Finale:

With the final attack is made, Xor'Lyss falls to the ground, dropping the book and finally revealing who the true villain is. All of the magical weirdness fades away, including the PCs' magical powers. However the con is still a wasteland and those who died are still dead. Sirens can be heard in the distance. Then fade out...

Alternate Ending:

For a slight twist, have everything above happen. Then fade in to an asylum, focusing on the Priest (remember Legends ruined their career – **Priest 4**). He/She is in a strait jacket staring blankly at a TV which is showing reruns of Legends...

The CON-Fusion Experience

Now is probably a good time to think a bit about the layout of the con. A map is not really necessary, but it helps to have a good vision of the layout.

Basically think of any massive convention space you have ever seen and that should suffice for this adventure. But if you are drawing a blank here is a brief description to get you started.

CON-Fusion is held at the Expo Centre. The main Exhibitor space is a giant concrete and steel cavern with many entrances/exits surrounded by a belt of atriums that serve as massive walkways.

Access to the Main Exhibitor Hall is restricted to area C, while official exits from the same hall are numerous.

The vendors occupy the first half of the space. Artists are the next fourth and the last quarter is where the autograph and photograph booths are.

The auditorium is a long escalator ride up to the second floor. The escalators are located in the belt of walkways outside of the convention space proper.

Appendix A: PC Questions

Actor playing the part of the Barbarian

1. What was your character's name and what did they look like?
2. What happened when you let loose your infamous Battle Cry when you are berserk? What do you say?
3. You have avoided all comic and fan conventions in the past. Why did you decide to go to this one?
4. You recognize the personal assistant the Con has assigned to the group of Legends actors. Where do you know them from and why are you afraid of them?
5. What hobby do you and the Actor who plays the Rogue still do together?
6. How did Xor'Lyss' curse on your character in episode 13 affect you for the rest of the season?
7. What was the name of the faerie that rescued you in episode 3? How did it save you?
8. What is your Actor's name?

Actor playing the part of the Priest(ess)

1. What was your character's name and what did they look like?
2. In episode 6, you saw a vision from your Deity about a thing that remains pure and untouched by Xor'Lyss' corruption. What is it and where did the vision reveal your character finding it (supposedly in Season 2)?
3. Why did you not sign that fan's autograph at the last con you were at? Why was it a big deal?
4. What was the drawback to your character's healing powers?
5. How did the series ruin your acting career?
6. Why do you owe the Actor who plays the Prince(cess) a lot of money and how do you plan on getting the money to pay them back?
7. What happened last night that has caused you to be impaired (either mentally or physically)?
8. What is your Actor's name?

Actor playing the part of the Prince(cess)

1. What was your character's name and what did they look like?
2. What was the name and special power of your character's ancestral weapon? Where did you see an awesome reproduction of it at the con and why didn't you buy it?
3. The season (and as it turned out, series) finale left off with a cliffhanger where the heroes were all imprisoned in Felblight Keep, castle of one of Xor'Lyss' Lieutenants. According to your stolen copy of the writers' bible, what was the resolution supposed to be?
4. Why do fans blame you for the cancellation of the series? What is the name of one of the more aggressive trolls on social media?
5. Why did you vow to never work with the Actor who plays the Wizard again?
6. What was the nature of that on-set accident that still gives you nightmares today?
7. Why do you honestly miss the series?
8. What is your Actor's name?

Actor playing the part of Rogue

1. What was your character's name and what did they look like?
2. Your character was known for their almost preternatural ability to brew a poison for any occasion. Which was your favorite and what did it do?
3. What artifact did the legends say is buried at the Fields of Woe that will ultimately lead to Xor'Lyss's defeat?
4. Pick another PC Actor. What caused you two to break up? Why do you still love them?
5. What opportunity did you give up to be in this series that turned out to be so awesome that the people always bring it up?
6. Your character was the only non-human in the cast. What were they and set them apart from humans?
7. Despite the writers' protests, why did you insist on having your character lose an eye early in the season?
8. What is your Actor's name?

Actor playing the part of Wizard

1. What was your character's name and what did they look like?
2. Your character's familiar helped you cast spells. What kind of creature was it and what other cool thing did it do?
3. In episode 7, where did your characters seek refuge from Xor'Lyss' minions?
4. What secret are you keeping from the Actor who plays the Barbarian?
5. A couple of years ago, you had a restraining order taken out against a fan. Why?
6. Legends of Heroes launched your spectacular career. Why do you now regret it?
7. What about faeries always made your character mistrust them?
8. What is your Actor's name?

Optional PCs

Actor playing the part of Xor'Lyss

1. What famous actor was used to dub over your dialog? Why did the studio do it?
2. It was hinted throughout the series that the Ne'Cradox was supremely powerful, but it was never demonstrated. Which one of its powers did you read about from the writers' bible?
3. What kind of monster made up Xor'Lyss' dread army?
4. Also in the writers' bible, Xor'Lyss is beholden to another (to have been revealed in Season 3). Who or What is it? Describe them.
5. Pick another PC Actor. Why are you jealous of their career and what have you done to try and outclass them?
6. What have you been doing to try and quell your fear of crowds?
7. You have been in correspondence with a fan and, having struck up a great relationship, you set up a meeting here at the convention. Why are you now dreading the encounter?
8. What is your Actor's name?

Xor'Lyss Question Notes

Weakness – What have you been doing to try and quell your fear of crowds?

Adventures in Atlantia – What kind of monster made up Xor'Lyss' dread army?

Adventures in Atlantia – Also in the writers' bible, Xor'Lyss is beholden to another (to have been revealed in Season 3). Who or What is it? Describe them.

Villain – You have been in correspondence with a fan and, having struck up a great relationship, you set up a meeting here at the convention. Why are you now dreading the encounter?

Appendix B: GM Question Notes

Their Weakness

Barbarian – How did Xor'Lyss's curse on your character in episode 13 affect you for the rest of the season?

Priest – What happened last night that has caused you to be impaired (either mentally or physically)?

Prince – What was the nature of that on-set accident that still gives you nightmares today?

Rogue – Despite the writers' protests, why did you insist on having your character lose an eye early in the season?

Wizard – What about faeries always distracted your character?

Adventures in Atlantia

Barbarian – What was the name of the faerie that rescued you in episode 3? How did it save you?

Priest – In episode 6, you saw a vision from your Deity about a thing that remains pure and untouched by Xor'Lyss' corruption. What is it and where did the vision reveal your character finding it (supposedly in Season 2)?

Prince – The season (and as it turned out, series) finale left off with a cliffhanger where the heroes were all imprisoned in Felblight Keep, castle of one of Xor'Lyss' Lieutenants. According to your stolen copy of the writers' bible, what was the resolution supposed to be?

Rogue – What artifact did the legends say is buried at the Fields of Woe that will ultimately lead to Xor'Lyss's defeat?

Wizard – In episode 7, where did your characters seek refuge from Xor'Lyss's minions?

The Villain

Barbarian – You recognize the personal assistant the Con has assigned to the group of Legends actors. Where do you know them from and why are you afraid of them?

Priest – Why did you not sign that fan's autograph at the last con you were at? Why was it a big deal?

Prince – Why do fans blame you for the cancelation of the series? What is the name of one of the more aggressive posters on social media?

Wizard – A couple of years ago, you had a restraining order taken out against a fan, why?

Appendix C: Fan Questions

Question for **Prince/Princess**

You know there is a debate between the two main 'ships: (PCy+Prince) and (PCz+Prince). Which one do you think Prince/Princess would choose?

Question for **Barbarian**

So in Episode 8, you ventured into the kingdom of Yarlq to rescue the Oracle. But in the pilot, it was mentioned that Yarlq was destroyed by Xor'Lyss. So how were you able to rescue the Oracle?

Question for **Wizard**

So on your new movie, what's it like working with <famous Actor>?

Question for **Rogue**

Everyone loved how in every show you kept getting things dumped on your head after the bucket gag in Episode 3. Was it planned? Did it ever get old?

Question for **Priest**

In EW, it was mentioned that you were a bit of a prankster during the show, can you tell us any pranks that stood out?

Question for **Xor'Lyss**

I had read on the internet that they planned for Xor'Lyss to be redeemed in season 3. What was supposed to happen and would you have still been involved with the show?

Appendix D: Fan Encounters

Act 1 has two events with each event having up to three possible encounters. Have the PCs separate themselves into two groups. Each group gets one encounter, which each individual player within the encounter dealing with a single confrontation. That being said, the characters that are together can interact and help each other..

Autograph Encounter

You all are each sitting at individual tables that have long lines stretched out before you. Whose table is next on your left and right? How much space separates you from the “hordes”?

Cut out the Encounters and pass them out to the players during Act 1. Take note of the answers for inspiration in other scenes.

Encounter 1 – PC:

Who:

What Happened:

Encounter 4 – PC:

Who:

What Happened:

Encounter 2 – PC:

Who:

What Happened:

Encounter 5 – PC:

Who:

What Happened:

Encounter 3 – PC:

Who:

What Happened:

Encounter 6 – PC:

Who:

What Happened:

Handouts – Autograph Line Encounters

You all are each sitting at individual tables that have long lines stretched out before you. Whose table is next on your left and right? How much space separates you from the “hordes”?

<p><u>Autograph Line Confrontation 1:</u> At the autograph table, an attendee approaches with a large bag full of Legends memorabilia and they have enough tickets to have them all signed. Describe what happens and how you handle the encounter. Below are some questions to fire the imagination.</p> <p>Who are they? What do they look like? What rare piece of memorabilia are you surprised to see?</p>	<p><u>Autograph Line Confrontation 2:</u> At the autograph table, an attendee who seems to really, really love you approaches you for an autograph. Describe what happens and how you handle the encounter. Below are some questions to fire the imagination.</p> <p>Who are they? What do they look like? How do you persuade them to move on? How is their love for you obvious? What do they over share?</p>
<p><u>Autograph Line Confrontation 3:</u> At the autograph table, you see a harried parent approach for an autograph accompanied by several young, bored kids all hopped up on adrenaline and con food. The kids are singing an annoying song over and over again. One of the kids suddenly stops singing, looks at you and vomits.</p> <p>Who are they and what did they look like? What song did they sing? How do you avoid getting sick?</p>	

Handouts – Photograph Shoot Encounters

You are in a curtained off area with bright lights illuminating a picturesque backdrop. What is the scene depicting? Why are your characters asked to be shot together more than the rest?

<p><u>Photograph Shoot Confrontation 1:</u> At some point you experience a wardrobe malfunction at the photoshoot and unfortunately there are witnesses. Describe what happens and how you handle the encounter. Below are some questions to fire the imagination.</p> <p>What failed? Who witnessed it and how did they react? How did you recover?</p>	<p><u>Photograph Shoot Confrontation 2:</u> During the photoshoot, an overzealous fan leans in too close and is overly “handsy” during the photo. Describe what happens and how you handle the encounter. Below are some questions to fire the imagination.</p> <p>Who are they? What do they look like? Were either of you physically harmed? Did you insist on ejection?</p>
<p><u>Photograph Shoot Confrontation 3:</u> At the photoshoot, an attendee has a great idea for a photo and would like you to reprise that particular pose from one of the episodes. Describe what happens and how you handle the encounter. Below are some questions to fire the imagination.</p> <p>Who are they? What do they look like? What was the pose and what was happening in the scene at the time?</p>	

Appendix E: Notes

CON-Fusion

Dark lord Xor'Lyss and the Dread Ne'Crodex
Free lands of Valeria

Now is the time for... Legends of Heroes!

Barbarian
Prince
Rogue
Wizard
Priest

Xor'Lyss as optional 6th PC

Tie events to the PC Questionnaire.

question panel - have pcs ask each other one fan question.
autograph
pictures
episode watching and live commentary?
costume contest judging

Spit-ball ideas for the convention part:

- Pull for resisting upset stomach from bad con food and/or avoid sickness from other attendees (hugs/handshakes)
- Pull to stay awake from late con nights
- Pull to prevent eye strain from too many camera flashes

Loyal Retainer???

1. What is your Actor's name?
2. ???
3. Tie to PC
4. Weakness
5. ???
6. What skill did you learn for your brief roll in Legends of Heroes that you maintain to this day?
7. Your character, who only appeared in three episodes and only spoke two lines, never had a last name. What did you always imagine it to be?
8. What was your character's name and what did they look like?

Appendix F: Question Ideas

Fan questions (for Act I)

- Question for **Prince/Princess**
You know there is a debate between the two main 'ships: (PCy+Prince) and (PCz+Prince). Which one do you think *Prince/Princess* would choose?
- Question for **Barbarian**
So in Episode 8, you ventured into the kingdom of Yarlq to rescue the Oracle. But in the pilot, it was mentioned that Yarlq was destroyed by Xor'Lyss. So how were you able to rescue the Oracle?
- Question for **Wizard**
So on your new movie, what's it like working with <famous Actor>?
- Question for **Rogue**
- Question for **Priest/Priestess**
- Something about running gag
- Question for **Xor'Lyss**
So, in the show, we have heard it pronounced NEcrodex, NEEcrodix, necroDEX or neCROdex, so which is it?

Actor stuff

- Why do fans blame you for the cancelation of the series? (Prince)
- The season (and as it turned out, series) finale left off with a cliffhanger where the heroes were all imprisoned in Felblight Keep. According to your copy of the writers' bible, what was the resolution supposed to be? (Barbarian)
- Why did you not sign that fan's autograph at the last con you were at? Why was it a big deal? (Rogue)
- A couple of years ago, you has a restraining order taken out against a fan, why? (Priest)
- Why did you choose to dress as your character (including the uncomfortable prosthetics) for the con? (Wizard)

Career stuff

- Why do you honestly miss the series? (Prince)
- How did the series ruin your career? (Priest)
- You have avoided all comic and fan conventions in the past. Why did you decide to go to this one? (Barbarian)
- *Legends of Heroes* launched your spectacular career. Why do you now regret it? (Wizard)
- What opportunity did you give up to be in this series that turned out to be so awesome that the people always bring it up? (Rogue)

Actor - to - Actor tie in

- Why did you vow to never work with ??? again? (Prince)
- Pick another PC Actor. What caused you two to break up? Why do you still love them? (Rogue)
- Why do you owe ??? a lot of money? (Priest)
- What secret are you keeping from ??? ? (Wizard)
- What hobby do you and ??? still do together? (Barbarian)

Fantasy Land stuff

- RACE QUESTION (Priest)
In episode 7, where did your characters seek refuge from Xor'Lyss's minions? (Wizard)
- What do the legends say is buried at the Fields of Broken Dreams that will ultimately lead to Xor'Lyss's defeat? What is the significance of the Fields? (Rogue)
- ANOTHER QUESTION (Prince)
What is the name of the faerie that rescued you in episode 3? How did it save you? (Barbarian)

Character Power stuff

- What happens when you let loose your infamous Battle Cry when you are berserk? What do you say? (Barbarian)
- What the name and special power of your character's ancestral weapon? Where did you see an awesome reproduction of it at the con and why didn't you buy it? (Prince)
- Your character's familiar helped them cast spells? What is it and what other cool thing can it do? (Wizard)
- Your character was known for their almost preternatural ability to brew a poison for any occasion. What was your three favorite? (Rogue)
- What was the drawback to your character's healing powers? (Priest)

Weakness

- How did Xor'Lyss curse your character in episode 13? (Barbarian)
- What was the nature of that on-set accident that still gives you nightmares today? (Prince)
- Despite the writers' protests, why did you insist on having your character ??? (Rogue)
- What happened last night that has caused you to be impaired (either mentally or physically)? (Priest)
- Why was your character always distracted by Faeries ? (Wizard)

Misc.

- What running gag happened to your character in every episode? (Rogue)
- Who is you handler and why do they scare you?
- What was the name of Xor'Lyss's dread fortress? Where was it located? (Prince)
- During legends you were known for your horemanship, what happened since to make you deathly afraid of horses?
- Met your spouse because of legends and later got divorced. Why do they still hate you?

Character Questions:

Fluff question

Strength

Weakness

Plot tie in

Character tie to another character

Carrying

Looking forward to

Fluff Question

Name