THE 7TH EDITION GUIDE TO

CTHULHU INVICTUS

COSMIC HORROR ROLEPLAYING IN ANCIENT ROME

CALL of CTHULHU
HORROR ROLEPLAYING

WRITTEN BY OSCAR RIOS
WITH WILLIAM ADCOCK, STUART BOON, CHAD BOWSER, CHARLES GERARD, JON HOOK, MIKE MASON, AND JEFFREY MOELLER

EDITED BY LISA PADOL

GOLDEN GOBLIN PRESS



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CALL of CTHULHU
HORROR ROLEPLAYING



THANK YOU

To Chad Bowser and Andi Newton, the creators of Cthulhu Invictus—Like Romulus and Remus you two created something that endures, and for that the community is grateful.

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To the Backers of the 7th Edition Guide to Cthulhu Invictus Kickstarter—Thank you all so much for your generous support. Without you, none of this would be possible.

DEDICATION

This book is dedicated to the fans of Cthulhu Invictus, those players and Keepers who kept the setting alive. From players at conventions to those recording and publishing their live play adventures online to everyone playing with their friends at home, this book is for you.

I also dedicate this book to my friends and playtesters, those who traveled from far and wide to the Goblin Lair, to share wine, bread, oil, and olives while saving the Roman Empire from terrifying cosmic horrors and dark alien gods. Fortuna smiled upon me. So, to Matthew Higgins, Earl Gachan, Mike Miley, Regina Nicole, Joel Jackel, Andrew Fattorusso, and Sean Foster: Stand proud as true heroes of the empire.

Last but not least, I dedicate this book to Ryan Roth, my dear friend, superbacker, and the man who would not die. Your inspired roleplaying and fiendish intellect forced me to improve my skills and keep trying (in vain) to create a mystery you could not solve or a challenge you could not survive.

The 7th Edition Guide to Cthulhu Invictus

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...ECHOES IN ETERNITY

Coming from a *D&D* background, I discovered *Call of Cthulhu* in 1981 and never looked back. This was the roleplaying game I had been waiting for. No heroes with unearthly skills laden with magical artifacts here, but ordinary decent folk confronted by unspeakable horrors beyond their capacity to grasp or understand, using whatever means at their disposal to try to stem the tide against terrible odds. I loved it. I also loved, instantly, the Classic Lovecraftian era, and never dreamt I would one day venture into another era. The Twenties and Thirties were then far enough back in time to evoke nostalgia, and yet still near enough that any player or Keeper would be able to understand how society worked in those days. You could simply skim over a few articles and watch a few gangster movies, or delve deep into books and films about the era. Everyone had an instinctive grasp of what shooting a villainous cultist in a tavern, surrounded with onlookers and cops, would entail, while *D&D* (bless its soul) had no such consistency. In some towns you'd hang; in others you'd buy everyone a pint of bitter and be off!

Set in Roman Antiquity, the *7th Edition Guide to Cthulhu Invictus* is an opportunity to battle the occult in a world *very* different from our own; a world at once completely alien, and yet with an obvious consistency. The universe of Cthulhu Invictus is far removed from modern western sensibilities and Judeo-Christian concepts of mercy, humility, and generosity, usually present in typical *Call of Cthulhu* games. Neither Jews nor Christians were very welcome groups in the Roman Empire. In fact, those people were persecuted and decimated.

The Roman Empire and its society were built through hundreds of years of bloody wars and the unspeakable slaughter of millions. Maintained by their firmly held belief in their own superiority, their warlike disposition, and the ruthless tenets that directed their conduct: *"The strong will do what they can and the weak suffer what they must"* (Thucydides), Romans exerted power in ways that only fascists would approve of today. These attitudes will be wildly, and, to varying degrees, incompatible with the players'. They precluded mercy both in war, through the massacre of civilians, and in peace, upholding social hierarchies between freedmen and slaves, citizens and barbarians.

Navigating through such an alien culture, one celebrating violence as the chief instrument of its dominance over the antique world, enriches the roleplaying experience as the players will strive to inhabit characters with principles and convictions very different from their own, individuals who exist in a highly hierarchical society. Individuals who will be less likely to do what is "right" and more what brings honor or glory to their name; individuals for whom the role of a woman is even more strictly defined and constricted than it is today.

One can play the part of a slave, and have limited freedom of action and speech, but still take part in intrigue among those of higher status; the part of a patrician or military officer, and have the power of life and death over your inferiors; the part of a *barbaros,* and strive to be accepted into a powerful civilization that alienates the merits and values of outside cultures. Cthulhu Invictus confronts players with such situations in a gritty historical setting. It enables players to delve into a world foreign yet not entirely alien, one fantastic but fundamentally rooted in reality. And in the same way that law-abiding characters in the Classic Lovecraftian era will sometimes find themselves forced to act against their own morals and the laws of the society around them, characters in Cthulhu Invictus will often have to trespass against the spoken or unspoken laws of their time. Patricians will fight alongside plebs, have to trust an escaped slave or a despised rabbi with their life, working together to stop evils so despicable that knowledge of their existence would bring the Empire crashing down. It is in this dual peril, the horror that threatens to engulf them and the need to trespass against the rigid constraints of their times, that players will find in Cthulhu Invictus an exciting and intriguing renewal of their *Call of Cthulhu* gaming. The thrill of *D&D,* coupled with the moral complexity of the best roleplaying games, await the Invictus player.

Remember, like the Romans, that Truth and Virtue prevail. Sometimes...

CHRISTIAN LEHMANN (NOVELIST)
& BAPTISTE LEHMANN (HISTORIAN)

IN THE BEGINNING, THERE WAS

CHAOS

FROM CHAOS, THE EARTH WAS BORN, AND SHE CREATED THE HEAVENS TO BE HER HUSBAND.

TOGETHER THE HEAVENS AND THE EARTH FILLED THE WORLD WITH THEIR CHILDREN, TERRIBLE MONSTERS MORE POWERFUL THAN THE GODS OF MAN.

THESE MONSTERS WERE THE FIRST BEINGS TO TREAD UPON THE WORLD, BUT NOW THEY ARE GONE.

SOME SLEEP DEEP IN THE SEA, SOME CAST BEYOND THE STARS, AND OTHERS TRAPPED NOT IN THE SPACES WE KNOW, BUT BETWEEN THEM.

WHEN THEIR FATHER, THE HEAVENS, SO DECREES, THESE MONSTERS SHALL RETURN AND RESUME THEIR MASTERY OF THE EARTH.

THE OLD ONES WERE,
THE OLD ONES ARE,
AND THE OLD ONES SHALL BE ONCE AGAIN...

—muttered by Lucius Covis,
once a great philosopher, but now a wandering madman.

AN INTRODUCTION...

The still of the humid Egyptian night was broken as Brita charged forward at a dead run. The massive hunting dog was usually more disciplined than this, but she reacted quite badly to the scent of the man they were hunting. All dogs did.

Racing after her were a trio of figures: a thin elderly scholar, a woman wearing the white robes of a Vestal Virgin, and a man in full lorica segmentata, who was quickly putting on his helmet with the cross crest of a centurion. They were slower than the dog, especially as they'd been hiding in a small antechamber for several hours waiting to see if their gamble paid off.

The three raced through the empty hallways of the Great Library of Alexandria towards a large reading chamber where they could hear Brita barking and snarling, and something else screaming.

By the time the trio arrived, it was all over. Blood oozed from the dog's side, but she kept her jaws locked on the strange form below her. It was him, at last: Vilbis Vatlius. A man of prodigious height with long, donkey-like ears, he was a murderer and a thief, and quite likely a powerful wizard as well, but now he was dead.

Vatlius' toga had fallen open, revealing the true horror beneath. Under the threadbare woolen fabric, it was as if bits and pieces of a dozen exotic animals killed in the games had all been sewn together into the caricature of a man. There were tentacles, patches of multicolored fur, thick plates of crocodile-like skin, and wet patches of snail-like flesh. The stench was unbearable.

Scrolls lay scattered around Vatlius, but not the one he'd been looking for. Zosimos, the aged scholar, smiled grimly at his companions. He had cunningly misfiled it in another section of the library before it closed that evening.

Dexia, the priestess of Vesta, looked over the scrolls littering the floor and saw one out of place. It did not belong to the library's collection. She took it and glanced at it, then nodded.

"This one is his," she said. "It's written in the same cypher we saw in Cyrenaica. We might be able to figure out what he was up to."

The centurion, Galarius Rufus, called off his beloved hound and ran a hand over her side, muttering, "Bastard stabbed my dog..."

Just then, a loud voice called out, "I don't know who you people are, but this is Tribune Septimius, of the Alexandrian Vigilis. We're coming in! Drop whatever weapons you might have and stay right where you are."

Dexia tucked the scroll into her robes, "We have to go! I don't have permission to be in Egypt!"

Galarius Rufus lifted Brita. She whimpered in pain as he carried her, fleeing the Great Library of Alexandria through a back door, with his companions. But soon, the dog calmed down, wagged her tail, and licked her master's face as they escaped.



Welcome to the *7th Edition Guide to Cthulhu Invictus,* and to cosmic horror roleplaying in ancient Rome!


LET OTHERS PRAISE
ANCIENT TIMES; I AM GLAD
I WAS BORN IN THESE.
– Ovid (Publius Ovidius Naso)



CHAPTER 1: SALVE, CITIZENS!

Why Play Cthulhu Invictus?

If you are reading this book, you are presumably already interested in playing in this setting. But perhaps you want to know more of what it has to offer, and perhaps you have players who have questions.

Magic is Real: In many settings, if investigators revealed what they knew and what they dreaded, most would consider them insane. But here, the setting supports the typical investigator's view of the world. No one thinks you're crazy if you accuse someone of casting a spell on you, and if you can prove it, you can have the wizard arrested. Some professions even start with a spell or two. But be careful—most magic is illegal, and those performing it are subject to very stiff legal penalties.

International Appeal: The empire is a vast place, home to lots of different kinds of people. It encompasses many different provinces, each with its own histories and folklore. Travel is also pretty easy due to well established shipping lanes and a well-maintained road system. Your group can be in Egypt one adventure, Britannia the next, and at the foot of the Carpathian Mountains after that.

Pulp or Purist, No Problem: Cthulhu Invictus is perfectly suitable for many different styles of play. You can run a sword-and-sandals game, with flashing swords and loads of combat. You can also run it as a heavily investigative mystery game, with loads of witnesses and clues, and multiple layers of intrigue.

Weapons and Armor: Who doesn't like the security of a sturdy shield, a suit of chain mail, and a gladius when going up against deep ones? Of course, these things won't save you, but they will make you feel more secure before the end comes.

Scrolls and Artifacts: While the *Necronomicon* won't be written for another 500 years, there's plenty to read! The empire has many large and ancient libraries, some of which contain scrolls from Atlantis (home of Dzyan) and Hyperborea (home of Eibon). These ancient pre-human empires also left behind loads of other items lost to history, items infused with enchantments—and curses.

The Monsters of Mythology: So you want to fight the minotaur, gorgon, or a cyclops? Want to chase dryads, party with satyrs, and try to catch and ride a pegasus? Sure, you can do all that—but heed our warning. These creatures are now grounded in the Cthulhu Mythos, and the stories people tell may not match what you encounter in the field!

WHAT IS CTHULHU INVICTUS?

The *7th Edition Guide to Cthulhu Invictus* is the book you are reading now. We use *Cthulhu Invictus* as a shortened title, and Cthulhu Invictus to refer to the setting for the *Call of Cthulhu Roleplaying Game*. The place is the Roman Empire—and what lies beyond. The time is the late age of the Antonines (145A.D.), but with very little effort, these rules can work for nearly any period of Roman history, from the Roman Republic to the Byzantine Empire.

What Cthulhu Invictus Isn't

Cthulhu Invictus is not hard history, nor is it a work of academic research on the Roman Empire. Cthulhu Invictus is a fictional alternate reality of the Roman Empire, where the Cthulhu Mythos is real, and heroes and heroines battle its forces to save mankind. Some of the details listed in this book will not be historically accurate. Some of these deviations are intentional for the sake of storytelling, others are accidental, while still others are a guess between the differing opinions of historians.

A VERY BRIEF TIMELINE

The Roman Empire didn't happen overnight, nor was it a rapidly expanding empire which quickly conquered everything in its path. Its rise from minor city state to one of the preeminent powers of the known world was a slow, methodical, and sometimes difficult path. Here is a very brief overview of the empire's origins.

The Royal Period (800 B.C. to 509 B.C.): A city state called Rome rises, expanding over a set of hills along a bend in the Tiber River. A monarchy, Rome slowly grows in power and confidence to become one of the most powerful city states on the Italian peninsula.

The Republican Period (509 B.C. to 27 B.C.): The Roman city state becomes a republic with the overthrow of their king. This is a period of internal and external conflict as the Romans come to grips with who they are as a people and what their place in the greater world as a nation is, while battling foreign rivals for power, most notably the Gauls, the Carthaginians, and the Greeks. The Roman Republic eventually comes to control all of the Italian peninsula, and territories that are known today as Armenia, Austria, the Balkans, Bulgaria, Egypt, France, Greece, Asia, North Africa, Romania, Spain, Switzerland, and Turkey, as well as most of Britain.

> IF YOU MUST BREAK THE LAW, DO IT TO SEIZE POWER: IN ALL OTHER CASES OBSERVE IT.
>
> – *Julius Caesar*

The Principate of Augustus (27 B.C. to 14 A.D.): The end of the republic comes with the rise and assassination of Julius Caesar. During the ensuing struggle for power, Caesar's nephew Octavius

is eventually victorious, becoming the Emperor Augustus and ruling over what is fast becoming the Roman Empire.

The Imperial Age (14 A.D. to 476 A.D.): With the death of Augustus, power passes to new emperors. Some rule well, some poorly, and others so badly that the empire itself is endangered. Some reigns are long and peaceful, others short and violent, and some end abruptly in assassination. Rome fights foreign threats, such as the Parthian Empire to the east, the Germanic tribes to the north; domestic uprisings, including various slave revolts, as well as rebellions in Britannia and Asia; and civil wars, where Romans fight one another as rivals to see who will rule the Empire.

OUR PERIOD

Our default setting is the Antonine Period (96 A.D. to 180 A.D.). The 17-year reign of Emperor Domitian has ended with his assassination, and the empire seems poised for another round of chaos. Luckily, it gets the opposite: a prolonged period of relative peace and prosperity which will go down in history as the Reign of the Five Good Emperors. There are still wars and rebellions, plagues, and tragedies both natural and man-made, but for the most part, the empire is stable, its people are happy, and its future seems bright. The citizens of the empire have no idea what the future holds for them.

The default year is 145 A.D., the 7th year of the reign of Antonius Pius, who is now 58. This aged homebody from a prominent family was handpicked by the last emperor, Hadrian. Antonius Pius' reign was expected to be a short one, perhaps a decade or so, before he would die and pass control of the empire to Hadrian's nephew, Marcus Aurelius. Young Prince Marcus is clearly gifted and destined for greatness, but is considered too young to "don the purple". The worst emperors were always the younger ones, as they more readily fell prey to vices and outside influences. The reign of Antonius Pius will keep everything intact while Marcus matures—or so everyone thinks.

However, Antoninus Pius likes to avoid risks, has modest tastes, and never leaves the capital. He will live far longer than anyone expects, ruling the empire for a total of twenty-three years before dying at the age of seventy-five. With his death, so too will die peace, as both the Parthian Empire (now called the Sassanid Empire) and a coalition of German tribes will almost immediately launch attacks against the empire. But those dark days are far in the future.

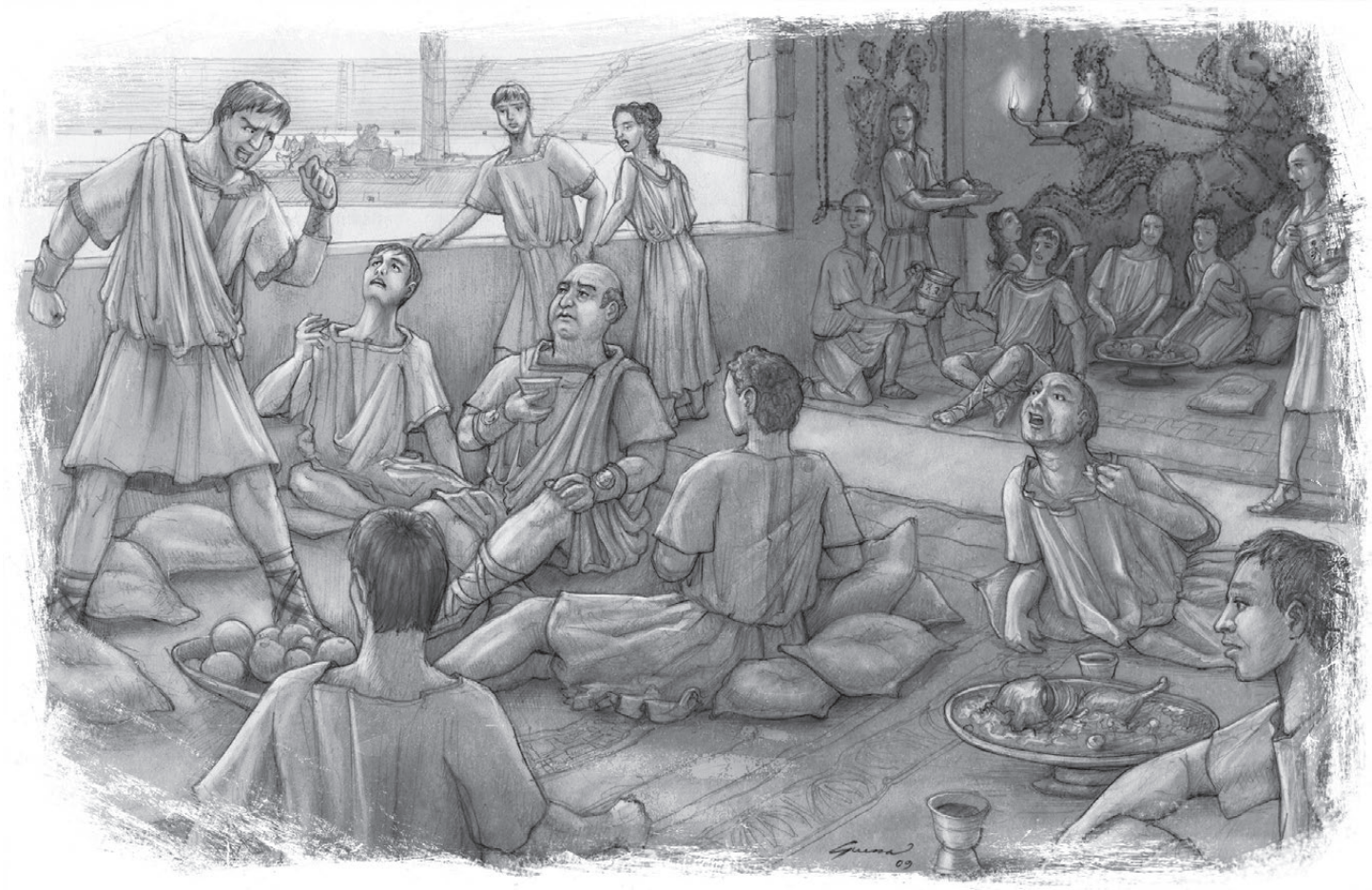
THE EMPIRE TODAY

The Roman Empire is a vast, multinational military dictatorship, encompassing some 2.2 million square miles (5.7 million sq. km). Many modern historians think that 1/5th of all people living on the planet during this time period, some 100 million people, live within the empire. The empire stretches from the Antonine Wall in Britannia to the Euphrates River in Syria. It reaches north to the Rhine and Danube rivers, across the Mediterranean Sea *(Mare Nostrum)*, to the northern coast of Africa, to the Black Sea *(Pontus Euxinus)*. The entire Mediterranean Sea is part of the empire, and Romans often refer to it as their lake.

THE SHADOW WAR

Although our investigators are active early in the long, peaceful reign of Antonius Pius, they know that this peace is just an illusion. Their empire is at war every day, against enemies few can see, even fewer understand, and almost no one can defeat. These enemies threatening the empire are numerous, varied, secretive,





and insidious. Many powerful organizations fight the Shadow War, although most know nothing about the existence of the others. Most are funded and headed by powerful, wealthy, and in some cases politically connected, individuals.

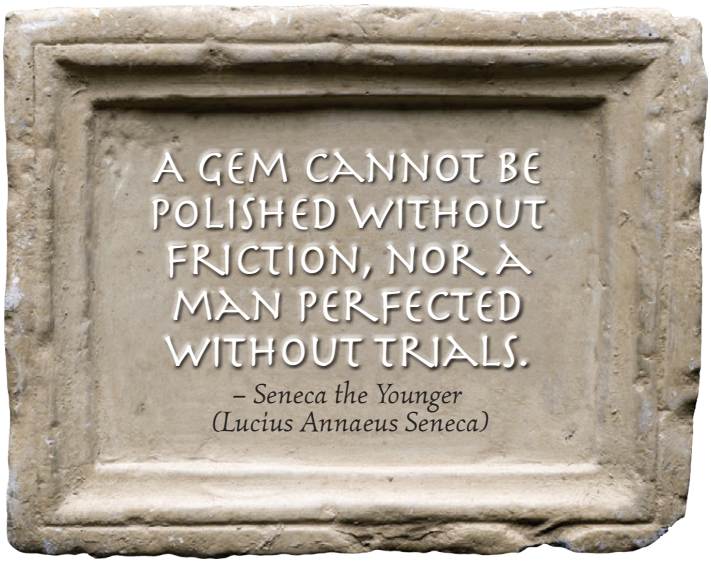
Some are cults dedicated to alien godlike beings: the Great Old Ones and Outer Gods. These organizations marshal networks of servants, assassins, and inhuman servitor creatures. They wield both mundane (wealth, influence, intimidation) and unnatural (magical) powers. Some are directly controlled by alien forces, such as the mi-go and the Great Race of Yith. Many of these cults work to expand their power, grow their numbers, and serve the often unknowable agendas of their alien masters.

In addition to human cultists, there are creatures who only seem human, moving about the empire. Some are predators, feeding upon the unsuspecting, while others pursue even more sinister aims. There are many inhuman races, such as the serpent people, the shan, and the deep ones (while still in human-seeming form). However, the most dangerous of these beings are the Izdonarii, the last surviving citizens of the ancient inhuman Izdonar Empire. These powerful immortal sorcerers are ever expanding their wealth and power, in the hopes of one day ruling the entire Roman Empire and turning it into a second Izdonar.

Moreover, the empire lies atop the ashes of several powerful ancient kingdoms, whose influence can still be felt and whose ruins can still be found. Scrolls and artifacts from Atlantis and Stygia still turn up from time to time, unveiling secrets and granting powers better left forgotten. Fabulous and nightmarish creatures, created by the wizards of Hyperborea and Lomar, still lurk in dark and forgotten places. When they are discovered or disturbed, chaos and death soon follow.

A WORLD OF BELIEF

The average Roman believes in magic, the gods, ghosts, and monsters. These are not laughing matters, but serious concepts ingrained into every citizen. To a Roman, making a sacrifice to the gods, donning a protective amulet, having an augur read the fates before making an important decision, or changing your course of action because of witnessing a bad omen are not only normal and logical actions; they are prudent ones. People who don't do such things are considered foolish or suspect, and they are often disliked, as their dishonor for traditions may put others at risk.



A ROMAN MISCELLANY

What follows is a quick overview of various aspects of life in the Roman Empire. As stated earlier, this is neither intended to be in any way complete, nor intended to be a history textbook.

Certamen Est Verum (The Struggle is Real)

One thing to keep in mind about life in the Roman Empire is that, unless you are very wealthy, life is incredibly hard. The overwhelming majority of Roman citizens struggle every day to provide the basic necessities of survival for themselves and their families. Even when they manage to find themselves in a somewhat stable position, the threat of misfortune always hangs over them. The dangers of fire, illness, and injury are never far away. Childbirth is very risky, and infant mortality rates are so high that children are not even named until 8 or 9 days after birth. Even after this critical period, children still face a high mortality rate. For most Romans, a comfortable life with a spouse and a few children is a nearly impossible dream and one worth risking any amount of hardship to attain.

A Roman Family

The family in the Roman Empire centers on a husband, a wife, and their children. Adoption is common, and usually done to better a family's social standings or fortunes, and not for any altruistic reasons. The father is paterfamilias, master of the family, wielding complete control over the lives of everyone in it. He has the right to kill his children or sell them into slavery if he so chooses, and he retains control over them even after marriage (although he can free them from such control by decreeing it so). Fathers may be loved, or feared, but they must always be obeyed and respected. The murder of one's father, patricide, is one of the most heinous of crimes.

Citizens and Social Classes

Those living in the empire were defined by their social class. Early in the republic, the division was mainly between the patricians and the plebians, but Roman society slowly grew more complex. This section covers seven social distinctions, from the highest born patricians to the lowest slaves of the empire.

The Patricians: These people form the upper class of Roman society, controlling the bulk of the empire's wealth and wielding most of its power. The patricians' wealth, by tradition, comes from land ownership and agriculture. Patricians control the senate, the courts, and the government. Most, but not all, emperors are of patrician status.

The Senators: Also at the top level of Roman society is the senatorial class. Senators control a great deal of political power and wealth. The main distinction between them and the patricians is that senatorial rank is defined by wealth, not birth, and can therefore be earned. A senator's wealth can come from sources other than land ownership or agriculture.

The Equites: The equites or equestrians make up the wealthy business class of the empire. The name means "horsemen" or "cavalry", the elite military class. However, the equites are now the bankers, builders, importers, exporters, mine owners, financiers, tax collectors, and government contractors of the Roman Empire. While equites can and do enter political life, most remain firmly in the field of commerce. This rank is also defined by wealth and property, and can also be earned.

The Plebs: The plebs or plebeians are the common citizens of the Roman Empire. They wield no political or economic power, and are banned from entering certain priesthoods, and even, at times, from marrying into patrician families. They are the mob, looked down upon by the ruling classes. Some, however, through perseverance and commerce, amass great wealth, and buy their way into the equestrian class.

Freedmen and Freedwomen: Freedmen, or libertini, are former slaves who have been granted manumission by their masters. Manumission does not include citizenship, unless formally done before a magistrate. Citizen or not, freedmen cannot hold political office, and most become clients of their former master. However, the children of freedmen are full citizens of the empire and free from their parents' restrictions.

Foreigners: Freeborn non-Roman citizens living in the empire are classified as peregrini. They have only the most basic rights in Roman society, called *ius gentium*, or Law of Peoples. They are not protected by the higher set of laws called *ius civile*, or Law of Citizens. This means that their court cases are tried in a lower court, and that they're not protected from torture, are subject to summary justice (including execution), and are directly taxed each year.

Slaves: Slaves occupy the lowest rung of society in the Roman Empire. While there are laws to protect them from mistreatment and neglect, they have almost no true individual rights.

Slaves

The foundation of the empire's economy is slavery. While the number of slaves varies from place to place, it is estimated that 30%–40% of the empire's population, some thirty million people, live under the yoke of slavery. Slaves are typically either captured during a military campaign against the enemies of Rome, the children of an enslaved woman, or free citizens sold into slavery by their father. Slaves are everywhere, often treated as if they are invisible, but without their labor, the Roman economy would collapse.

The treatment of slaves varies widely. Those working on plantations or in mines typically have the most difficult lives. That said, a slave is a large investment, and extreme abuse decreases both their value and productivity. Mistreatment of slaves is socially frowned upon, and by the Antonine period, there are laws to ensure their protection and humane treatment. A master who is found to neglect his slaves or needlessly abuse them can be fined or even forced to sell them.

Many slaves become well-educated, and serve their masters in highly specialized fields, such as engineering, medicine, the arts, and accounting. Many state-owned slaves serve as civic clerks and wield great power within the government. Some slaves, such as gladiators, become famous across the empire, adored by hundreds of thousands of free citizens. Privately owned slaves are part of the day-to-day running of a household, helping raise children, tending to the sick, and sharing in the joys and sorrows of their master's family. In time, some are considered as close as family by their master. This does not mean that all slaves submit willingly to their bondage, as slaves do steal, run away, and, more than once, revolt against their masters, and in large groups, against the Roman Empire as a whole.

Most slaves are loyal to their owners, and serve them as best they can, because they have a realistic expectation of one day earning their freedom. The act of freeing a slave is called "manumission". Slaves are often freed in their masters' wills, allowed to purchase their freedom by earning extra money, or spontaneously freed as a reward or part of a celebration. Freed slaves become freedmen and freedwomen, and remain in the service of their master or their master's family. Their children, however, have no such stigma, and are born as free citizens of Rome.

Women

The Roman Empire offers few opportunities for a woman. The men in her life—her father, brothers, and husband—typically define her.



If she works outside of the home, it is likely as part of her family's business. A typical Roman woman enters a marriage, arranged by her father, in her teens. If a Roman woman has three children (four for a freedwoman), she is legally considered independent, even if married. Divorce and remarriage are common and carry no social or spiritual stigma. Women have no rights to their children, and in the case of divorce, all offspring remain in the household of their father.

Women are not allowed to vote, hold public office, or serve in the military. However, the few rights they do have are important. Women can inherit, own, and sell property, as well as make a will. They can make legal transactions, with permission from their male guardian, which was only a technicality and seldom denied. Most women control the day-to-day affairs of their household. Moreover, across Roman history, remarkable women did sometimes rise to positions of great power and influence.

Sexuality and Gender in Ancient Rome

It is quite acceptable for a young man to have sexual relations with an older man, and there is no stigma attached to it. It is considered a bit unusual for someone to be strictly attracted to one gender, although of course, they exist. Homosexuality isn't considered shameful so long as you are the dominant partner in the relationship. Nor is it shameful to be the submissive partner if you are much younger than the dominant partner, as society thinks of this as natural youthful experimentation. The Emperor Hadrian is likely the most famous homosexual man in Roman history, and in 218 A.D., there will be a transgender ruler, Elagabalus.

Us and Them: The Barbarians

The Romans had a very clear distinction between their citizens and those living outside of their borders. All peoples living outside of the empire were considered barbarians, be they Picts, Germans, Berbers, Parthians, et cetera. In this book, we will use the term "barbarian" in this way, to identify peoples living outside of the empire. This is not meant as a racial slur or a derogatory categorization.

Measuring Time in the Roman Empire

Hours of the Day

The Roman day is divided into 24 hours: 12 hours of day, and 12 hours of night. This does not account for seasonal variations in the length of daylight. In summer, the length of a daytime hour is longer and the length of a nighttime hour was shorter, with the reverse being true in winter.

The Average Day

The day for your average Roman citizen (and keep in mind that investigators aren't your average Romans) begins at dawn. Without a system of public lighting, whatever needs to be done must be finished before sunset. Most living in the country spend the day working in the fields or on the water (if they are fishermen). The day ends at sunset, where they retire to their homes, have dinner, go to sleep, and begin the cycle once more at dawn.

For those living in the empire's cities, life is a little different. At dawn, citizens rush out to visit their patrons, paying their respects before receiving a few coins. They then go to their place of employment (unless it is a holiday), working until about three in the afternoon. On the way home, they pay a visit to their preferred bathhouse to clean up, arriving home before sunset, to have dinner.

The wealthy receive their clients, hand out coins for the morning, and then busy themselves with whatever diversions interest them

A PARTIAL LIST OF ROMAN HOLIDAYS

Ianuarius

3–5: Compitalia—A movable feast day in honor of the Lares Compitales (guardian household spirits)

9: Agonalia—A religious holiday dedicated to various deities, involving animal sacrifices.

11 & 15: Carmentalia—A pair of feast days celebrated mostly by women, dedicated to Carmenta, a goddess of childbirth and prophesy.

24–26: Sementivae (Paganalia in rural settings)—An agricultural festival to celebrate planting day and praying for a prosperous growing season.

Februarius

5: Founding of the Temple of Concordia Day

13–21: Parentatio—A nine-day period of remembrance of the dead, where altar fires were doused, temples closed, and marriages forbidden until Feralia (Februarius 21st), when offerings were placed in tombs.

15: Lupercalia, the Festival of Wolves—A fertility festival in honor of the She-Wolf who nursed Romulus and Remus. It began with the sacrifice of a goat and a dog, followed by a feast, and ended with a procession of priests whipping any women who came near them with bloody strips made from the animals sacrificed earlier. Blows from such whips were said to render women fertile.

22: Caristia—A communal family meal where everyone brings something (i.e., a potluck), to strengthen family bonds and encourage forgiveness between feuding family members.

Martius

1: Matronalia—A festival celebrating Juno, the goddess of childbirth and motherhood. Women received gifts from their husbands and daughters, and free women cooked a meal for their slaves who had the day off.

14: Mamuralia—A festival dedicated to Mars which involved chariot and horseback racing.

15: Idus Martiae—Feast day to Anna Perenna, the Goddess of the Year, celebrated by feasting, drinking, and dancing.

19–23: Quinquatrus—A five day festival dedicated to Minerva. Women consulted diviners and fortune tellers. On the first day, no blood was to be shed, but gladiatorial matches were held on the final four days.

Aprilis

1: Veneralia—A religious holiday honoring Venus, where her icon was taken from the temple and bathed in the men's baths. Everyone prayed to Venus on this day for help in matters of marriage, sex, and love.

15: Fordicidia—A fertility festival which involved the sacrifice of a pregnant cow to the goddess Terra Mater ("Mother Earth").

23: Vinalia Urbana—A wine festival to bless and sample last year's wine and pray for a favorable growing season. This was a sacred day to both Venus and Jupiter.

25: Robigalia—An agricultural festival in honor of the god Robigus, who protected corn against diseases. It involved sacrificing a dog to Robigus followed by ceremonial chariot races.

Maius

1: Sacrifice to Maia—A sacrifice of a pregnant cow was made to Maia, the goddess of growth, so that she would grant a prosperous growing season.

9, 11, 13: Lemuralia—A festival to appease and drive off the unwholesome spirits, unwelcome ghosts, and the restless dead from one's home with offerings of beans and mola salsa (a salted flower cake which the Vestal Virgins make from the first wheat of the season).

15: Mercuralia—A day to honor Mercury, the god of commerce, where merchants sprinkled water from the sacred wells on their ships, carts, merchandise, shops, and themselves for good luck in the coming year.

23: Tubilustrium—A festival dedicated to Mars (the god of war) and Nerine (also known as Bellona, a Sabine goddess and consort of Mars), wherein military trumpets were purified in order to get armies fit for war, as the end of March usually marked the start of military campaign season.

Iunius

3: Anniversary of the Temple of Bellona—Celebration of the anniversary of the founding of the temple of Bellona.

7–15: Vestalia—A nine day festival dedicated to Vesta, the Goddess of the Hearth and Home. The temple opened the penus Vestae (the sacred offering chamber) and women were allowed to make offerings. At all other times of the year, this chamber was closed and offerings were not permitted.

11: Matralia—A holiday in honor of Mater Matuta, also the anniversary of the Temple of Fortuna in the Forum Boarium (the area between the Capitoline Hill and Tiber River).

24: Festival of Fors Fortuna—A raucous celebration of Fortuna (the Goddess of Luck and Fate), which included games of chance, drinking, and merriment.

Iulius

7: Nonae Caprotinae—A festival celebrating women, especially female slaves, to commemorate a female slave helping Roman forces to win a major victory over the Gauls by climbing up a fig tree with a torch to mark the enemy camp.

14–19: Ludi Apollinares—A day of games in honor of Apollo, followed by five days of market fairs.

18: A Dies Ater ("A Black Day")—A day of remembrance marking the Roman defeat at the Battle of the Allia in 390 B..C, which led to the sacking of Rome by the Gauls.

23: Neptunalia—A festival in honor of Neptune (the god of waters) during which people feasted, drank, and played games within simple huts they built out of branches.

Augustus

13: Nemoralia—A celebration in honor of Diana (the goddess of the hunt), during which hunting is forbidden. People would form a candle and torchlight procession, and women and slaves were given the day off work.

19: Vinalia Rustica—The companion to Vinalia Urbana (see Aprilis 23), which celebrated the harvest, especially wine grapes, in honor of Venus and Jupiter.

23: Vulcanalia—A festival to honor Vulcan (the god of fire), during which large bonfires were built and sacrifices made in hopes he would protect soon-to-be harvested crops from fire.

28: The Games for Sol and Luna—A day of parades, chariot races, athletic competitions, and animal hunts at circuses across the empire to honor Sol (the God of the Sun) and Luna (the Goddess of the Moon).

September

1: Founding of the Temple of Juno Regina—A celebration of the founding of the temple of Juno Regina (Juno the Queen, an aspect of Juno that focuses on war, as she is the mother of Mars).

5–19: Ludi Romani ("Roman Games")—Fifteen days of games featuring parades, races, and other contests, in honor of Jupiter.

October

6: A Dies Ater—A day of remembrance marking the Battle of Arausio, a tragic defeat for Roman forces against migrating Germanic tribes in 105 B.C. resulting in over 80,000 dead and sparking a massive reformation of the Roman legions.

13: Fontinalia—A celebration in honor of Fons (the god of wells and springs) in which all fountains and wells were decorated with flowers.

19: Armilustrium—A religious festival honoring Mars (the god of war) in which weapons were ritually cleansed before being stored for the winter. There were military reviews with soldiers who wore garlands of flowers and marched with torches, and animals were sacrificed to Mars. This ceremony marked the end of military campaign'ing season.

November

4–17: Plebeian Games—A collection of theatrical performances and athletic games to celebrate the freedom of the Roman people from tyranny.

8: Mundus Patet—One of the three days of the year (the others were Augustus 24th and October 5th) where the Mundus Pit was opened. This was to allow ghosts free passage to and from the underworld.

13: Epulum Jovis—A ritual feast in honor of Jove, in which the gods were invited to dine, and statues representing them were seated in places of honor at the dinner table.

December

3: The Winter Festival of Bona Dea—A nighttime celebration in honor of Bona Dea (the Good Goddess). It was attended only by women and involved games, music, feasting, and drinking. All men, male animals, and even imagery of men were banished from the home.

17–23: Saturnalia—A festival dedicated to Saturn, marked by feasting, gift giving, gambling, and a carnival-like celebration in which social norms were turned upside down as masters served their slaves, and people wore colorful Greek style clothing (usually considered to be in poor taste). The cry of "Lo Saturnalia!" would sound out often during celebrations.

18: Eponalia—A feast day in honor of Epona (the Celtic goddess of horses, stables, and fertility), notable for being the only Celtic deity adopted into the Roman pantheon.

25: Dies Natalis Solis Invicti ("Birthday of the Unconquered Sun")—A midwinter festival dedicated to Sol Invictus (the god of the sun) on the shortest day of the year. It was celebrated with feasting and lights.

on this particular day. For dinner, they probably have some guests over, likely wealthy friends, or visit such people, returning home before dark and repeating everything the next day.

Days of the Week

The Roman week had seven days, which are:

- Dies Saturni or Day of Saturn / Saturday
- Dies Solis or Day of the Sun / Sunday
- Dies Lunae or Day of the Moon / Monday
- Dies Martis or Day of Mars / Tuesday
- Dies Mercurii or Day of Mercury / Wednesday
- Dies Jovis or Day of Jupiter / Thursday
- Dies Veneris or Day of Venus / Friday

The Calendar Holidays

The Roman year was 365 days long, broken into 12 months, with an extra day (in late February) inserted every four years. In the Antonine Period the months were Ianuarius (January), Februarius (February), Martius (March), Aprilis (April), Maius (May), Iunius (June), Iulius (July), Augustus (August); and September, October, November, and December (which have the same names today). The numbers of days for each month were the same as they are today.

The Roman work week did not have weekends. Every day was a work day. However, the Roman calendar held a larger number of holidays where most businesses closed and citizens enjoyed a reprieve from their daily labors. Holidays could be religious in nature, days of historic remembrance, or simply community celebrations. Some holidays were affixed to specific dates, some had somewhat fluid dates (like Easter or Thanksgiving in the United States), while others were spontaneously declared in celebration or remembrance of a historic occasion. This meant that the actual number of holidays varied from year to year, but typically, Roman citizens had more days off during the year than the eight days per month (four 2-day weekends) that we have today.

Roman Measurements

(Roman Unit: Modern Equivalent)

Distances

- stadium: 607 feet / 185 meters
- mille passus or mille passuum: 0.9 miles / 1.48 kilometers
- leuga or Roman league: 1.3 miles / 2.22 kilometers

Fluids

- congius: 0.86 gallons
- urna: 3.46 gallons

Weight

- libra or Roman pound: 0.7 pounds / 329 grams

Roman Money

Citizens of the Roman Empire use a variety of metal coins as their currency. The five coins most commonly used in the Antonine Period are, in descending order, the aureus, the denarius, the sestertius, the dupondius and the as (plural aurei, denarii, sestertii, dupondii, and asses).

- **Aureus:** A gold coin, worth 100 sestertii (used for official matters, like payrolls).
- **Denarius:** A silver coin, worth 4 sestertii (used for official matters, like payrolls).
- **Sestertius:** A large brass coin commonly used in day to day transactions.
- **Dupondius:** A smaller brass coin, worth 1/2 a sestertius.
- **As:** A bronze coin. 2 1/2 asses make 1 sestertius.

Education

For most Romans, education consists of whatever their parents and families can teach them, typically connected with how their family earns a living. The children of farmers learn farming, the children of cobblers learn to make shoes, the children of fishermen learn fishing, and so on. There is no free public education system. School is for those whose families can afford to send their children to receive "proper" education. The truly wealthy might opt for a private tutor for their children, preferably a highly educated Greek slave.

Primary school for a Roman student means meeting with a teacher and a group of other students in some public place to receive instruction every single day, except for particular holidays. Students are both male and female, between 7 and 12 years old, and equipped with a wax tablet, stylus, and abacus. The Roman method of education consists of relentless memory drills and repetition. Mistakes are rewarded with corporal punishment, which varies in severity depending on the amount of correction the teacher feels is appropriate. The three basic subjects are reading, writing, and arithmetic. Secondary school teaches grammar, a review of the classics, and rhetoric, the art of public speaking and debate. Students are taught until they reached their late teens.

Food and Drink

Roman citizens usually eat one large formal meal a day, dinner. Breakfast and lunch are small, typically a piece of fruit, some bread, or a handful of nuts. Romans can purchase these informal meals on the go from street vendors, who offer a wide variety of items on the streets of most cities and towns. The Roman diet is based on grain (used in bread and porridge), oil, and wine. Various fruits and nuts are available, as well as vegetables such as cabbage, lettuce, garlic, onions, parsnips, radishes, beets, and asparagus; and legumes such as lentils and beans. Eggs, cheeses, and honey are popular as well.

Meat is a luxury item for many, and those who can afford it enjoy domestic fowl, shellfish, pork, and game. Snails, dormice, fish, and oysters are considered delicacies. Baked goods are also popular and include cakes, tarts, and pastries sweetened with honey and mixed or filled with fruit, nuts, cheese, or meats. Dishes are heavily seasoned with a wide array of herbs, spices, and sauces such as the immensely popular condiment called garum (a fermented fish sauce).

Wine is the beverage of choice. Households typically purchase it as a concentrate and water it down before drinking. Drinking undiluted wine is considered barbaric, as is drinking milk from either goats or sheep (cow's milk is considered inferior). Milk is considered only suitable for making cheese out of. Only people from the northern empire (Britannia and the Germanic provinces) drink beer and mead.

Clothing, Footwear, and Fashion

Fashion in the Roman Empire varied only slightly over the centuries. The primary men's garment is the toga, a large semicircle of expensive, natural white wool, draped about the body in a complicated manner. Part of the toga can be draped over one's head to form a hood. Togas are color coded for various statuses and occasions. Only one person is permitted to wear a purple toga: the emperor.

Toga Type (Pattern/Color): Worn By

- Praetexta (Purple strip on border): Youths of either gender, magistrates, and priests
- Virilis (Plain white): Adult men
- Latus Clavus (Broad purple stripe on border): Senators
- Clavus Angustus (Narrow purple stripe on border): Equestrians
- Candida (Rubbed with chalk to dazzling whiteness): Candidates for office
- Pulla (All black): Those in mourning

For less formal or indoor garb, men wear belted short sleeve tunics reaching to about the knee. Tunics that hang lower than that or have longer sleeves are considered effeminate. Short leather trousers were worn only by cavalrymen, while long woolen trousers (braca) are the garments of barbarians and almost never worn in the empire.

Women wear tunics, and married women wear a stola over them. The stola is a long, full dress gathered by a high girdle and decorated with a broad colored border at the neckline. Wealthy women's clothing might be of fine wool, muslin, or even silk, and dyed in a wide variety of colors. Women also wear a wide variety of hairstyles, jewelry, and cosmetics, depending on their personal tastes, what they can afford, and what styles are in fashion. When traveling in public, decent women cover their heads with a palla, a shawl which comes in various sizes and materials.

Both genders wear undergarments: loincloths for the men, and breast bands or bikini-like garments for the women. Both genders also wore leather or wool cloaks and capes, with or without hoods. There is a wide variety of footwear as well, from leather boots and shoes to slippers and sandals, some of which have soles reinforced with hobnails (metal studs for traction). The more common types of footwear include the solea (toe thong sandals with a hobnail sole), the cabatina (soft leather one-piece sandals tied with laces at the top), and the caliga (heavy military hobnailed sandals).

Entertainment

Romans enjoy many forms of entertainment and recreation. Public games occur several times a year (see "A Partial List of Roman Holidays") and include exotic animal processions, parades, physical sport competitions, and theatrical performances. By far the two most popular forms of entertainment are gladiatorial games and circuses (chariot races).

Gladiatorial Games

Gladiatorial combat grew from its origin in ancient Etruscan funeral rites into a very popular form of entertainment. In addition to matches between gladiators, gladiatorial games also feature animal hunts, animals fighting one another, public executions (including those where animals are the executioners, i.e., when someone is thrown to the lions), battle reenactments, and even naval engagements (during which the arena is flooded).

Gladiators are slaves, war prisoners, or volunteers bound to a ludus (a gladiator school). They are among the best fed people in the empire, with trainers teaching them the finer points of artistic combat while pushing their bodies to the limits of physical perfection. They also receive some of the best medical care available, for gladiators represent a significant investment, as they are difficult and expensive to create and train. Popular gladiators are celebrities, adored and envied, and sexually desirable. Their images are featured on merchandise, and their sweat is sold as an aphrodisiac. Wealthy women often pay for "private audiences" with their favorites after matches.



– Graffiti on the walls of a gladiator barracks, Pompeii

Circuses

If there is one universal obsession that transcends classes in the Roman Empire, it is chariot racing. Nearly every city that dares call itself civilized has a hippodrome (race track). Chariot racing is an expensive and dangerous sport, run by four racing factions, the Reds, Blues, Greens, and Whites. Good charioteers can become very rich and famous, while poor charioteers can easily lose their lives on the track in crashes. Fortunes are won and lost in betting. The popularity of chariot racing cannot be overstated, as the bitter rivalries between the race faction fans are enough to spark full blown riots.

Theater and Odeum

Romans enjoy theatrical performances, one of the many art forms they took from the Greeks. In formal theater, women do not appear on stage, so male actors play female roles, often in masks. Pantomimes and mime performances, accompanied by singing, dancing, music, and visual effects, are also popular, in fact, more popular than formal theater. Pantomimes are performed silently, while in a mime performance, the actors do recite lines. Women are allowed to perform in both mime and pantomimes, which can sometimes be both tasteless and vulgar. For those wishing for something a bit more refined, the Odeum is a performance space dedicated to musical performances and poetry recitation.

Other Forms of Entertainment

Romans enjoy dining together, drinking together, and having lively after dinner conversations. They also enjoy all games of chance, from board games to dice. Many enjoy visits to the local tavern (most towns and cities had several), bathhouse (many of which had full gyms and libraries), or brothel. The wealthy and middle class also enjoy recreational hunting and fishing, although the poor often view hunting as a means of survival, not leisure activity.

GO FORTH!

Now that you know a little of what it is like to live in the Roman Empire, who will you be in this strange, exciting, and dangerous world as you battle to protect the empire from the grave threats of the Cthulhu Mythos? Freeborn or slave? Wealthy or poor, patrician or plebian, citizen or foreigner? A wise scholar, brave soldier, cunning tradesman, streetwise thief, or priestess serving the gods in a shining marble temple? Unlike most mortals born in the empire, you get a choice in the matter.

CHAPTER 2:
CREATING INVESTIGATORS FOR CTHULHU INVICTUS

> IT IS NOT BY MUSCLE, SPEED, OR PHYSICAL DEXTERITY THAT GREAT THINGS ARE ACHIEVED, BUT BY REFLECTION, FORCE OF CHARACTER, AND JUDGMENT.
>
> – *Cicero (Marcus Tullius Cicero)*

In *Cthulhu Invictus,* each player takes the role of an investigator, someone who has learned something of the cosmic horrors threatening the Roman Empire (and the world). The investigators then dedicate themselves to locating these threats, understanding them well enough to defeat them, and then eliminating them for the protection of all humanity. Groups of investigators can come from every walk of life and social class, be rural or urban, Italian or Provincial. What links them together is the cause they serve, the challenges they face, and their loyalty to one another.

Players should reference Chapter Three of the *Call of Cthulhu Investigator Handbook* (Creating Investigators, pp. 40–65) for the complete rules for character generation. All of the steps there should be followed. The rules, tables, charts, and details provided here are specific to Cthulhu Invictus and supersede those in the *Investigator Handbook*.

Birthplace & Language

Players should first decide if their investigators were born in Italia (the home province), another province, or beyond the empire's borders. This has a bearing on what their native language is or even if they grew up speaking multiple languages (see "Language (Other)" and "Language (Own)" page 45 in Chapter Four: Investigator Skills). The choice of birth province should have a bearing on the players' choice of their investigators' Own and Other languages. Investigators born in Britannia could speak Latin or Brittonic or a mix of both, while one from Syria could speak Latin or Aramaic or a mix of both.

Urban or Rural

Players must also decide if their investigators grew up in an urban or rural setting. Investigators who grew up in one of the empire's many cities begin play with a higher Empire score but a lower Natural World score. Investigators who grew up in a small farming village or fishing port begin play with a lower Empire score but a higher Natural World score.

Status

An investigator's Status is determined during character creation, with the minimum possible score determined by their chosen occupation, much like the Credit Rating score in standard *Call of Cthulhu.* Investigators must spend the necessary points to raise their Status score to this level to qualify for that profession. However, Status is an even more important skill in the Roman Empire than Credit Rating is in other eras. In *Cthulhu Invictus,* the investigator's Status score determines social class, in addition to available money, living standard, and available assets. Certain professions replace the Status score with Infamy (see Chapter Four: Investigator Skills).

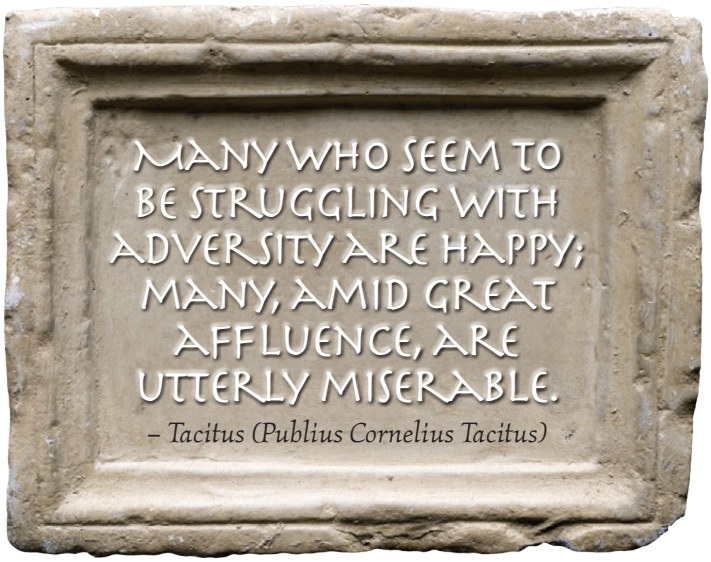
In the Roman Empire, the vast majority of citizens are poor or struggling to make ends meet. Therefore, the breakdown and ranges between the six Living Standards (Vagabond, Poor, Lower Middle Class, Upper Middle Class, Rich, and Super Rich) are arranged differently than they are in the *Call of Cthulhu Investigator Handbook*. Consult the following Social Class table for details on each

Age and Aging

A player can choose any age between 13 and 70 for their investigator. As always, those wishing to create an investigator out of this age range should work with their Keeper to determine the proper adjustments. Otherwise, use the modifiers in the Age Modifiers table.

AGE MODIFIERS

AGE RANGE	MODIFIER
13–17	Deduct 5 points among STR and SIZ. Deduct 5 points from EDU. Roll twice to generate a Luck score and use the higher value.
18–29	Make an improvement check for EDU
30–39	Make 2 improvement checks for EDU and deduct 5 points among STR, CON, or DEX, and reduce APP by 5. Deduct 1 from MOV.
40–49	Make 3 improvement checks for EDU and deduct 10 points among STR, CON, or DEX, and reduce APP by 10. Deduct 2 from MOV.
50–59	Make 4 improvement checks for EDU and deduct 20 points among STR, CON, or DEX, and reduce APP by 15. Deduct 3 from MOV.
60–69	Make 4 improvement checks for EDU and deduct 40 points among STR, CON, or DEX, and reduce APP by 20. Deduct 4 from MOV.
70+	Make 4 improvement checks for EDU and deduct 80 points among STR, CON, or DEX, and reduce APP by 25. Deduct 5 from MOV.



level. Starting coinage is what the investigator begins play with. Daily expenses are the amount an investigator can spend without keeping track of money. Assets represent the monetary value of all the investigator's property and possessions, which can include starting equipment.

Status 01–09: Vagabond

You occupy the lowest rung of the empire, and you are far from alone. You are unemployed, surviving off the grain dole (public assistance from the government supplies you with enough grain to keep you from starving to death), and have yet to acquire any patrons to help support you. To make ends meet, you beg if in the cities, or hunt and gather in the country, and do whatever else you must to survive.

Social Class	You are a slave (dependent on your master for all your needs), destitute freedman, or unfortunate plebeian.
Starting Coinage	1D6 sestertii
Daily Expenses	2 sestertii
Accommodations	You cannot afford a residence of any kind, and sleep on the streets or in the countryside.
Assets	None
Travel	Walking, offering to work on a ship or caravan in exchange for passage.

Status 10–30: Poor

You belong to the largest economic group in the empire, and are among the vast majority of its citizens. You struggle every day to keep a roof over your head and food on the table. Your meager income is supplemented by the government grain dole and one or more kindly patrons.

Social Class	Plebeian, Freedman
Starting Coinage	Status in sestertii
Daily Expenses	25 sestertii
Accommodations	A very shabby home or crowded apartment.
Assets	Status x 10 in sestertii
Travel	Walking, paying for a small spot to sleep on a ship near the cargo or on deck.

Status 31–50: Lower Middle Class

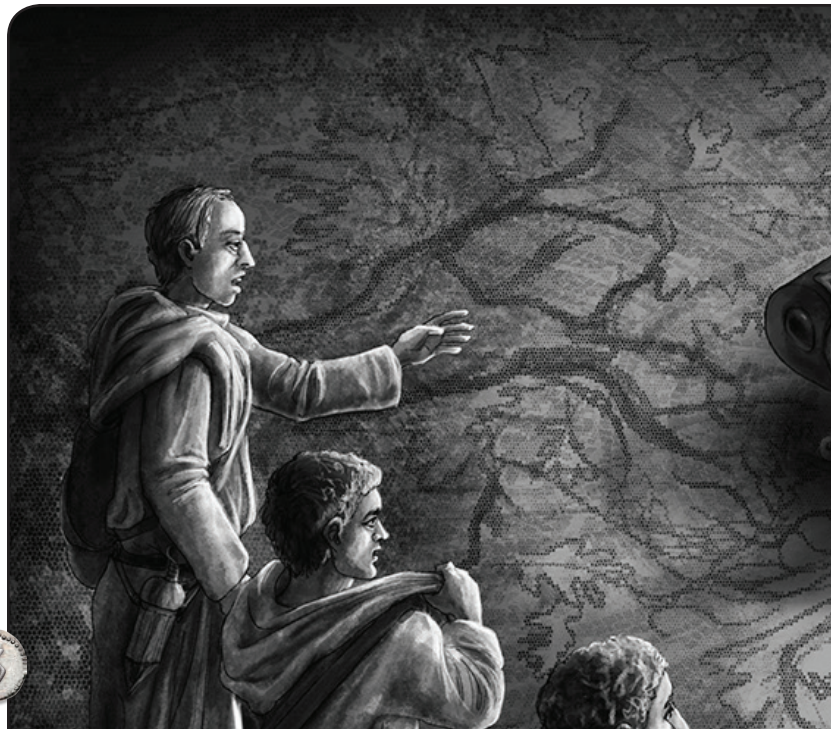
You don't really fare that much better than the poor. While you have a more stable income and a handful of generous patrons, you are also ineligible for any form of public assistance. While the basic struggle to survive is not as acute, you must work hard almost every day to maintain your modest lifestyle. You may also own 1D4 slaves.

Social Class	Plebeian, Freedman
Starting Coinage	Status x 2 in sestertii
Daily Expenses	70 sestertii
Accommodations	A modest home or apartment, possibly over or behind your place of employment.
Assets	Status x 30 in sestertii
Travel	You may own a wagon or cart drawn by an ox or working horse, and can borrow a riding horse if need be. You can afford to rent a bunk space on a ship as well.

Status 51–79: Upper Middle Class

You have amassed, inherited, or were born into enough wealth to qualify for equestrian status. While you still must work and aren't considered "wealthy", you lead a comfortable life. You can travel for leisure purposes, and you enjoy going on holiday in the country or provinces once or twice a year. You likely own a couple of dozen slaves and employ a number of citizens.

Social Class	Equestrian
Starting Coinage	Status x 10 in sestertii
Daily Expenses	700 sestertii
Accommodations	A comfortable home in the city and a rustic villa in the country for when you want to get away and relax.
Assets	Status x 500 in sestertii
Travel	By wagon, your personal mount, or a slave drawn litter. You can afford to hire a boat to take you where you need to go.



Status 80–99: Rich

You don't need to work and are part of the elite in Roman society. Your every need is attended to by hundreds of slaves and freedmen in the service of your family. Your family owns vast slave plantations, blocks of valuable urban real estate, mines, or monopolies on lucrative trade routes. You wear the finest clothes, attend and host the most exclusive parties, and occupy your time with making ostentatious displays of your wealth in an effort to outdo other highly placed Roman families.

Social Class	Patrician, Senatorial
Starting Coinage	Status x 100 in sestertii
Daily Expenses	3,500 sestertii
Accommodations	You own a spacious main estate, 1D4 lavish villas, and 2D4 well-appointed apartments across the empire, each with a retinue of slaves and servants.
Assets	Status x 50,000 in sestertii
Travel	Wagon, chariot, fine mount, or slave drawn litter. You own a ship and employ a full time crew for your personal use. You typically travel accompanied by a group of slaves and servants to ensure your comfort and safety.

Status 100: Super Rich

You are the emperor of the Roman Empire, or one of his immediate family members. This level of status is unattainable by investigators without becoming a member of the imperial family (requires Keeper's permission). It is included only for scale, as the wealth of the emperor dwarfed that of every senatorial family combined.

Social Class	Imperial Domus
Starting Coinage	Status x 10,000 in sestertii
Daily Expenses	1,000,000 sestertii
Accommodations	The imperial palace. Other than that? The entire empire.
Assets	Status x 50,000,000 sestertii
Travel	When you travel, you do so with a small army of servants, civil employees, personal slaves, and the Praetorian Guard to ensure your safety. You own several ships, which are always escorted by elements of the Roman Navy.



Slave & Women Investigators

While they face some difficulties because of their social status, women and slave investigators can be a vital part of any investigator team. Slave NPCs may say things to slave PCs that they would never say to a free person. Likewise, women NPCs may be more willing to speak with a PC who is a woman, and are able to do so privately, whereas they will probably not be allowed to discuss things with male PCs without their guardian or a male family member present.

Slaves

If players are interested in creating slave investigators, everyone should understand that the slave PCs are not anonymous entities to be abused, sacrificed, or abandoned. Slave investigators should have a clear understanding of who they are owned by and why they are taking part in investigations. The shift in power dynamic between players and their investigators can be a very delicate thing and should be handled with both maturity and a clear understanding of a slave's role in Roman society.

Some possibilities to consider for a slave investigator:

- **Owned by Another Investigator:** The slave investigator is owned by another player's investigator, and the two are working together to battle the mythos. The slave could be a bodyguard, a doctor, a scholarly adviser, a guide, or a translator. Slave and owner might be very close, having known one another since childhood.
- **Owned by the Investigators' Patron:** The slave investigator could be owned by the group's wealthy patron. The slave is sent along with the other investigators not only to assist them in the tasks at hand, but also to report back to their patron on their activities.
- **Rented or Borrowed from an NPC:** The slave investigator could be rented or borrowed by the other investigators in the team. The slave receives a share of whatever rewards the investigators earn. This goes to the slave's master to put towards purchasing freedom. The investigators are financially responsible for the slave's well-being, and should the slave investigator die or become gravely injured, that slave's owner will expect, and be legally entitled to, reimbursement for the slave's value or the cost of medical treatment.

Women

There are several ways to work women investigators into a campaign. One is to have them be close family members or associates of one or more of the male investigators. As they are working together, this removes many social restrictions. Wealth, fame, and power also help to bridge the gender gap, as few people would dare discriminate against a wealthy patrician woman, a powerful female crime boss, a famous gladiatrix, a vestal virgin, a famous actress or courtesan, or a respected general's widow or daughter.

CREATING A BACKSTORY• INSPIRATION TABLES

Many players find it helpful to use random tables to flesh out their investigators. The following six tables—Ideology/Beliefs, Traits, Significant People, Why is that Person Significant, Meaningful Locations, and Treasured Possessions—are modeled after the ones on pages 53–57 of the *Call of Cthulhu Investigators Handbook*. Roll 1D10 on each table or simply select a result and make it specific and personal to your investigator.

IDEOLOGY / BELIEFS

ROLL	INSPIRATION
1	The gods see all, guide all, and can be cruel when displeased. One must not only lead a good life, but also pay tribute to them in order to lead a secure life.
2	A single god reigns supreme, and all other gods are merely aspects of the one true god.
3	If the gods exist, they care little for the affairs of men, which is why a person must lead a life according to the rules of the philosophy that best suits their nature.
4	All happens according to the will of the gods; all transpires as it is fated to.
5	You are a member of an organization (trade guild, racing fan club, community group).
6	Immoral behavior is the reason why there is suffering in the world. If people led virtuous lives, the gods would protect mankind from every misfortune.
7	Astrologers, seers, and augurs should be consulted before every major undertaking to ensure the greatest possibility for success.
8	You have strong political feelings (in support of/against) concerning the current emperor, sitting senators, or local governor.
9	Life is too short to let coins slip through your fingers. They must be gathered with vigor for they are the only true power in this world.
10	You argue for and support an underrepresented group in the empire (slaves, foreigners, persecuted religious groups, women).

TRAITS

ROLL	TRAIT	TRAIT DESCRIPTION
1	Generous	You enjoy paying for others' drinks, giving gifts, supplying food, etc.
2	Stoic	You endure what life sends your way because to complain about it changes nothing. Best to live as best you can on the course the fates chose for you.
3	Thinker	You enjoy contemplating the complexities of nature, man, the gods, and all the mysteries of the universe.
4	Risk Taker	Fortune favors the bold, you only live once, make it count, seize the day.
5	Hedonist	The world is filled with good food, sweet wine, and the smiling faces of willing lovers. Sample the pleasures of life because, in the end, what else matters?
6	Ambitious	The only pursuit in life worth striving for is the betterment of one's position, so your descendants have it easier, or wield more power than you do now.
7	Virtuous	In the end, we are judged by the gods, history, and those who remember us by how we lead our lives. Best to lead an honorable life of which one can be proud.
8	Fatalistic	All that happens is fated by the gods; our victories, defeats, and the day of our passing are all established on the day of our birth. There is no use in worrying about it.
9	Refined	Life is too short to drink bad wine, eat sour cheese or stale bread, or wear itchy clothing or ill-fitting sandals. It's the best you can afford, or better, or nothing at all.
10	Crass	You speak your mind, laugh with all of your heart, and love with wild abandon. Those who judge you be damned; this is your life and you'll live it as you choose.

SIGNIFICANT PEOPLE

ROLL	INSPIRATION
1	Parent, stepparent, patron, former master (freedmen only)
2	Sibling or extended family member (cousins, aunts/uncles, or grandparents)
3	Child (son or daughter)
4	Partner (spouse or lover)
5	Favored slave (a personal confidant, possibly known since childhood)
6	Close friend (childhood friend, fellow veteran, slave, freedmen, neighbor)
7	Fellow investigator (player's choice)
8	A famous person whom you idolize and hope one day to meet in person (an actor, author, chariot racer, gladiator, general, or political figure)
9	A mentor or teacher (possibly drill sergeant, trade guild master, or private tutor)
10	A non-player character in the game (Keeper's choice)

WHY IS THAT PERSON SIGNIFICANT?

ROLL	INSPIRATION
1	You are in their debt. How? (Financially. They helped you through a rough time. They helped you gain or granted your freedom. They saved your life.)
2	They taught you something you value. (A trade skill or life lesson that shaped your personality.)
3	They bring meaning and focus to your life. (You want to provide for them, make them happy, emulate them, or be with them)
4	You have wronged them and seek to make amends. What did you do and how will you make it right? (Stole from them and seek to repay the money. Abandoned them when they were accused of a crime of which they were later proven to be innocent and you wish to earn their forgiveness.)
5	They have wronged you and you seek revenge upon them. (They killed a loved one, stole from you, gave false testimony against you, or abandoned you in your hour of need.)
6	Shared life experience. (Survived a shipwreck, barbarian raid, or serious illness together.)
7	You find validation for your own life by gaining their approval. How? (Be the person they know I am capable of being or achieve the success they know I am capable of achieving.)
8	You idolize them. (For their beauty, wisdom, selflessness, achievements, or talents.)
9	The Fates have tied your destinies together. (A respected augur, astrologer, or oracle decreed that your two fates are one, and that if one should thrive or fail, so too shall the other.)
10	You pledged to watch over them. (Someone else, perhaps a family member or war buddy, when dying, made you swear to make sure they were always all right. They could be the dead person's surviving spouse, children, or anyone whose welfare was important to the dead person.)

MEANINGFUL LOCATIONS

ROLL	INSPIRATION
1	Your home city, town, or village.
2	The place you met your first true love.
3	The local bathhouse.
4	The grave of a departed loved one.
5	The temple or shrine dedicated to a higher power you worship.
6	The home you grew up in or now live in, or a vacation home.
7	A place of entertainment (local hippodrome, gladiatorial arena, theater).
8	The place where you practice your trade.
9	The place where you enjoyed your happiest moment.
10	The place where you suffered your greatest loss.

TREASURED POSSESSIONS

ROLL	INSPIRATION
1	The death mask of your most famous ancestor.
2	An item essential to your profession (trusty shield, perfectly balanced smithy hammer, or most impressive formal toga).
3	A memento from your childhood or a departed loved one.
4	A gift from someone you respect/admire.
5	A good luck charm or symbol of your religious devotion.
6	A loyal pet, mount, or beast of burden.
7	A small plot of fertile land in the outer provinces, which has been in your family for generations.
8	A weapon (given to you by your father or mentor on a momentous occasion, which saved your life, or was specifically crafted for you).
9	A family heirloom which commemorated the greatest achievement of your most respected ancestor.
10	Your family's collection of Lares statues (small figures that represent the deities, ancestors, and benevolent spirits which protect your family).



IT IS GENERALLY MUCH MORE SHAMEFUL TO LOSE A GOOD REPUTATION THAN NEVER TO HAVE ACQUIRED IT.

– Pliny the Elder (Gaius Plinius Secundus)

ROMAN NAMING CONVENTIONS

Male Roman Names

Roman men typically have multiple names which follow a specific structure. Lower class men (freemen and plebeians) usually have two names while upper class men (equestrians, patricians, and senators) have at least three. The types of names are:

1. ***Praenomen:*** This is a man's short name, used privately only by his family and closest friends. It is only used publicly in combination with his full name.
2. ***Nomen:*** This is a man's hereditary clan name, his family's name passed down for generations. This is commonly the man's public name, especially if he's from the lower classes. It corresponds to the surname or family name. For example, three brothers could be named Tullius Falto, Tullius Papus, and Tullius Pius. "Tullius" is the brothers' nomen.
3. ***Cognomen:*** This is a man's individual name by which he is also known publicly, in a less formal fashion. In the above example, "Falto", "Papus", and "Pius" are the cognomens of the three brothers of the Tullius clan.
4. ***Honorifics:*** Additional names can be added to describe physical features, or personal achievements, as an individual distinguishes himself throughout his life. These names are known as "Cognomen ex virtue", and serve as nicknames which can be passed down to future generations. For example: Albinus (the pale), Felix (the lucky), Magnus (the great), Africanus/Germanicus/Parthicus (for military victories in Africa, Germania, and Parthia respectively). Strings of honorifics can get rather long, and are sometimes quietly mocked by society as a whole.

Female Roman Names

Typically, women are named for their fathers and other prominent men in their families. Usually, this means that the women can use a feminine version of their father's nomen, followed by the diminutive version of their cognomen. Women of high status can be named after any prominent relative, from either side of their family.

Feminine versions of names are created by adding an -a or -ia (or similar combinations) at the end of the nomen. In modern language, think of the names Alexander / Alexandra, Robert / Roberta, or Phillip / Philomena.

Diminutive versions are created by adding suffixes to make a "smaller" (although it is often longer) more "affectionate" version of the name. One way to do this in Latin is by adding suffixes such as –ana, –cila, –cola, –ella, –illa, –ina, –ola, –ula. In modern times, think of names like Victoria / Vicky, Deborah / Debby, or Marsha / Marcy.

E.g.: The daughter of Fufius Lupis could be named Fufia Lupilla, Fuffa Lupola, or Fufiusa Lupula, while the daughter of Marius Calvus could be named Maria Calvia, Mariana Calvola , or Mara Calvella.

Slave and Freedmen Names

Slaves have a single name, either the name given to them at the birth or a new one chosen by their current owner. Freedmen take their slave name as their cognomen, and use the praenomen and nomen of their former master as their own.

For example, a massive slave named Boves ("Ox") who labored at a quarry for his master, Titus Maccius Lentulus, receives manumission in his master's will. Now a freedman, Boves will be known as Titus Maccius Boves.

Latinizing Barbarian Names

Many foreigners managed to become Roman citizens, and many foreign-born slaves achieved manumission. In several cases, their strange sounding names were discordant to the Roman ear. Such names were often altered slightly to give them a more Latin sounding pronunciation.

For example, a Gothic-born auxiliary named Hermangild earns his citizenship upon his retirement, and changes his name to Hermanius. In the case of our new freedmen Boves, he asks his master's son, who is now his patron, if he may use his birth name of Dederich (after all, who wants to be called Ox?). However, Dederich sounds too barbarian to his new patron, who insists on a slight change, and the freedmen is now known as Titus Maccius Dederis.

RANDOM ROMAN NAME GENERATOR

Directions:

1. Roll 1D6 to determine the praenomen table (if applicable) to use.
2. Roll 1D12 on the selected table to determine the praenomen (if applicable).
3. Roll 1D4 to determine the nomen table.
4. Roll 1D100 on the selected table to determine nomen.
5. Roll 1D10 to determine the cognomen table.
6. Roll 1D100 on the above selected table to determine cognomen.

PRAENOMEN TABLES

Roll 1D6. On a 1–2 use Table I, 3–4 Table II, 5–6 Table III

PRAENOMEN TABLE I

(Roll 1D12)

1	Amulius
2	Appius
3	Augustus
4	Aulus
5	Caeso
6	Caius
7	Cassius
8	Cnaeus
9	Decimus
10	Decius
11	Flavius
12	Galerius

PRAENOMEN TABLE II

(Roll 1D12)

1	Gallio
2	Giaus
3	Gnaeus
4	Horatius
5	Julianus
6	Kaeso
7	Lucius
8	Mamercus
9	Manius
10	Marcus
11	Numerius
12	Oppius

PRAENOMEN TABLE III

(Roll 1D12)

1	Placus
2	Publius
3	Quintis
4	Quintus
5	Secundus
6	Servius
7	Sextus
8	Spurius
9	Tertius
10	Tiberius
11	Titus
12	Vibius

NOMEN TABLES

Roll 1D4. On a 1 use Table I, 2 Table II, 3 Table III, 4 Table IV

NOMEN TABLE I

(Roll 1D100)

1	Accius	51	Capenius
2	Acilius	52	Caprenius
3	Aelius	53	Carausius
4	Aemilius	54	Caristanius
5	Aeteius	55	Carius
6	Afranius	56	Carvilius
7	Albius	57	Cassianus
8	Amatius	58	Cassius
9	Ambrosius	59	Celatus
10	Anicius	60	Celerinius
11	Annaeus	61	Claudius
12	Annius	62	Clodius
13	Antonius	63	Clovius
14	Apollonius	64	Cluntius
15	Appuleius	65	Coelius
16	Apustius	66	Cominius
17	Aquilius	67	Cordius
18	Arminius	68	Cornelius
19	Arrius	69	Cornificius
20	Artorius	70	Coruncanius
21	Asinius	71	Cosconius
22	Atilius	72	Cremutius
23	Attius	73	Crispus
24	Audacilius	74	Curiatius
25	Aufidius	75	Curius
26	Aufidius	76	Curtius
27	Augustus	77	Decius
28	Aulus	78	Decrius
29	Aurelius	79	Decumius
30	Ausonius	80	Desticius
31	Avisius	81	Dexius
32	Babudius	82	Didius
33	Barrius	83	Dillius
34	Blandis	84	Dionysius
35	Bruccius	85	Domitius
36	Bruttius	86	Dossenius
37	Caecilius	87	Drusus
38	Caedicius	88	Duccius
39	Caelius	89	Duilius
40	Caesennius	90	Durmius
41	Caesidius	91	Duronius
42	Calatirus	92	Ecimius
43	Calidius	93	Egnatius
44	Calpirnius	94	Ennis
45	Calventius	95	Epidius
46	Calvinus	96	Eprius
47	Camilus	97	Equitius
48	Cammidius	98	Exomnius
49	Cammius	99	Fabius
50	Camurius	100	Fabricius

NOMEN TABLE II

(Roll 1D100)

1	Fadius	51	Iulius
2	Falerius	52	Iunius
3	Fannius	53	Iuventius
4	Faventinus	54	Julius
5	Favonius	55	Junis
6	Fenius	56	Justus
7	Festinius	57	Juventius
8	Fidelius	58	Labienus
9	Flaccus	59	Laelius
10	Flaminius	60	Laetonius
11	Flavinius	61	Lafrenius
12	Flavius	62	Lampronius
13	Flavonius	63	Larcius
14	Floridius	64	Latinius
15	Florius	65	Liburnius
16	Floronius	66	Licinius
17	Francus	67	Ligustinius
18	Fufius	68	Livius
19	Fulcinius	69	Lollius
20	Fulvius	70	Longinus
21	Fundanius	71	Loreius
22	Fundanius	72	Lousius
23	Furius	73	Lucilius
24	Gabinius	74	Lucius
25	Galenus	75	Lucretius
26	Galerius	76	Lusius
27	Gallus	77	Lutatius
28	Gargilius	78	Maccius
29	Gavius	79	Macrinus
30	Gellius	80	Maecilius
31	Geminius	81	Maelius
32	Genucius	82	Maenius
33	Granius	83	Mallius
34	Gratidius	84	Mamilius
35	Gratius	85	Manilius
36	Gratus	86	Manlius
37	Helvidius	87	Mannius
38	Helvius	88	Marcius
39	Herennius	89	Marius
40	Herius	90	Matius
41	Herminius	91	Maximius
42	Hurtius	92	Memmius
43	Honorius	93	Menenius
44	Horatius	94	Menius
45	Hortensius	95	Mercatius
46	Hosidius	96	Mercurius
47	Hostilius	97	Meridius
48	Ingenuius	98	Messienus
49	Inventius	99	Messorius
50	Irminius	100	Metilius

NOMEN TABLE III

(Roll 1D100)

1	Milonius	51	Petellius
2	Minicius	52	Petillius
3	Minius	53	Petronius
4	Minucius	54	Pinarus
5	Modius	55	Piscius
6	Mommius	56	Pisentius
7	Moravius	57	Placidus
8	Mucius	58	Platorius
9	Mummius	59	Plautius
10	Munatius	60	Plinius
11	Munius	61	Plotius
12	Murrius	62	Poenius
13	Mussius	63	Pollius
14	Mustius	64	Pompeius
15	Naevius	65	Pompilius
16	Nasennius	66	Pomponius
17	Nautius	67	Pomptinus
18	Nectove	68	Pomtidus
19	Nemetorius	69	Pontius
20	Nemonius	70	Popidius
21	Nepius	71	Popillius
22	Neratius	72	Porcius
23	Nestorius	73	Portius
24	Nigidius	74	Postumius
25	Nigilius	75	Praesentius
26	Nipius	76	Praesentius
27	Norbanus	77	Publicus
28	Novius	78	Pupius
29	Numerius	79	Quincticus
30	Octacilius	80	Quintilius
31	Octavius	81	Quintius
32	Octobre	82	Quininius
33	Ogulnius	83	Rabirius
34	Olcinius	84	Ritulius
35	Opimius	85	Roscius
36	Oppius	86	Rubellius
37	Opsius	87	Rufinus
38	Oranius	88	Rufius
39	Ostorius	89	Rufrius
40	Otacilius	90	Rufus
41	Ovidius	91	Rupilius
42	Paesentius	92	Rusonius
43	Papellius	93	Rustius
44	Papinius	94	Rutilius
45	Papirius	95	Sabucius
46	Papius	96	Sacerdus
47	Paternius	97	Sallustius
48	Pellius	98	Salonius
49	Peltrasius	99	Salvius
50	Pescennius	100	Saturius

NOMEN TABLE IV

(Roll 1D100)

1	Saufeius	51	Trebatius
2	Scribonius	52	Trebellius
3	Secundius	53	Tremellius
4	Seius	54	Tuccius
5	Sempronius	55	Tullius
6	Sennius	56	Ullerius
7	Sentius	57	Ulpianus
8	Septimius	58	Ulpius
9	Sepunius	59	Umbrenius
10	Sepurcius	60	Urgulanius
11	Sergius	61	Ursius
12	Sertorius	62	Uulius
13	Servilius	63	Vagionius
14	Servius	64	Vagnius
15	Sestius	65	Valerius
16	Sevilius	66	Valgus
17	Sextilius	67	Varius
18	Sextius	68	Vassinus
19	Sicinius	69	Vatilius
20	Sidonius	70	Vatinius
21	Silius	71	Vedius
22	Silvius	72	Velius
23	Simplicius	73	Velleius
24	Sittius	74	Velvus
25	Socellius	75	Veranius
26	Solanius	76	Verecundius
27	Sornatius	77	Vergilius
28	Sosius	78	Verginius
29	Spurius	79	Verus
30	Statilius	80	Vesnius
31	Statius	81	Vesuvius
32	Stanlilius	82	Vettius
33	Statorius	83	Vibenius
34	Stertinius	84	Vibidius
35	Suedius	85	Vibus
36	Suetonius	86	Victricius
37	Sulpicius	87	Viducius
38	Tabellius	88	Villius
39	Tadius	89	Vinicius
40	Talmudius	90	Vipsanius
41	Tanicius	91	Viridius
42	Tarquinius	92	Virius
43	Tarquitius	93	Vitellius
44	Terentius	94	Vitruvius
45	Tertinius	95	Volcacius
46	Tetius	96	Volcatius
47	Thoranius	97	Volteius
48	Titinius	98	Volumnius
49	Titius	99	Volusenus
50	Titurius	100	Volusius

COGNOMEN TABLES

Roll 1D10. On a 1 use Table I, 2 Table II, 3 Table III, 4 Table IV, etc.

COGNOMEN TABLE I (Roll 1D100)

1 Abercius	16 Agatopus	31 Alypius	46 Apollonarius	61 Aruns	76 Aurelianus	91 Bato
2 Abito	17 Agelastus	32 Amandus	47 Aponius	62 Arvina	77 Aurelius	92 Belenus
3 Acacius	18 Agorix	33 Amantius	48 Aquila	63 Asellio	78 Ausonius	93 Belisarius
4 Acaunus	19 Agricola	34 Ambrosius	49 Aquilius	64 Asina	79 Auventius	94 Bellator
5 Achaicus	20 Agrippa	35 Amor	50 Aquillius	65 Aspernas	80 Auxientius	95 Bellicus
6 Acilianus	21 Agustalis	36 Amphion	51 Aratus	66 Aspernus	81 Auxilius	96 Bellus
7 Adepphius	22 Ahenobarbus	37 Anatolius	52 Arcadius	67 Assanius	82 Avienus	97 Balbus
8 Adranos	23 Albanus	38 Ancus	53 Arcavius	68 Audaios	83 Avitus	98 Bambalio
9 Adventus	24 Albinius	39 Andronicus	54 Archarius	69 Audens	84 Balbillus	99 Banquerius
10 Aeacus	25 Albinus	40 Angelus	55 Arius	70 Augendus	85 Balbus	100 Barbatus
11 Aebutus	26 Albucius	41 Antius	56 Armiger	71 Augurius	86 Balduinus	
12 Aemilianus	27 Alethius	42 Anullinus	57 Arminus	72 Augustalis	87 Bamballio	
13 Aetius	28 Allectus	43 Apelles	58 Arpagius	73 Augustanus	88 Barbatus	
14 Afer	29 Aloysius	44 Apellinus	59 Arrianus	74 Augustus	89 Barbo	
15 Agaptus	30 Aluredes	45 Aper	60 Arruntius	75 Auila	90 Bassus	

COGNOMEN TABLE II (Roll 1D100)

1 Baro	16 Bonifatius	31 Buteo	46 Caligula	61 Cantaber	76 Castorius	91 Cenumalus
2 Bassus	17 Bonosus	32 Caecina	47 Callisunus	62 Capito	77 Castus	92 Cerialis
3 Bato	18 Bonus	33 Caecus	48 Calogerus	63 Caption	78 Catianus	93 Cerinthus
4 Belenus	19 Bradua	34 Caelistis	49 Calpornius	64 Caprarius	79 Catilina	94 Cervidus
5 Belisarius	20 Bocchus	35 Caelianus	50 Calpurnianus	65 Caracturus	80 Cato	95 Cervidus
6 Bellator	21 Bromidus	36 Caelinus	51 Calpurnis	66 Carantus	81 Catonius	96 Cervidus
7 Bellicus	22 Bruccius	37 Caepio	52 Calvinus	67 Carbo	82 Catulus	97 Cethegus
8 Bellus	23 Brucentus	38 Caerellius	53 Calvus	68 Carinus	83 Catus	98 Chlorus
9 Bestia	24 Bruscius	39 Caesar	54 Camerius	69 Carisius	84 Cecilianus	99 Cicero
10 Betto	25 Brutus	40 Calacicus	55 Camilus	70 Carius	85 Celatus	100 Cico
11 Bibulus	26 Bubo	41 Calatinus	56 Campanus	71 Carnifex	86 Celsus	
12 Bitucus	27 Buccio	42 Caldus	57 Candidianus	72 Carus	87 Cenaeus	
13 Blandus	28 Bulla	43 Calenus	58 Candidus	73 Casca	88 Cencius	
14 Bodenius	29 Burcanius	44 Calerus	59 Canio	74 Cassianus	89 Censorinus	
15 Bolanus	30 Burrus	45 Caletus	60 Cansius	75 Castinus	90 Censorius	

COGNOMEN TABLE III (Roll 1D100)

1 Cimber	16 Columbanus	31 Cornutus	46 Culleolus	61 Dannicus	76 Docilus	91 Eborius
2 Cinna	17 Columella	32 Corvinus	47 Cumamis	62 Dardanius	77 Dolabella	92 Eburnus
3 Cinnianus	18 Comes	33 Corvus	48 Cunobarrus	63 Dardanus	78 Dominicus	93 Ecdicius
4 Cita	19 Comitianus	34 Cosmas	49 Cupitas	64 Decebtius	79 Domitianus	94 Eclectus
5 Cittinus	20 Comitinus	35 Cotentinus	50 Curio	65 Decianus	80 Donatianus	95 Egnatius
6 Civilis	21 Commidius	36 Cotta	51 Cyprianus	66 Decmus	81 Donatus	96 Elerius
7 Clarus	22 Commius	37 Crassus	52 Cyprias	67 Dexion	82 Donicus	97 Eliphas
8 Claudianus	23 Commodus	38 Cremutius	53 Cyricus	68 Dexippus	83 Dorotheus	98 Elpidius
9 Clemes	24 Concessus	39 Crescentius	54 Dacien	69 Didicus	84 Draco	99 Elvorix
10 Clement	25 Congrio	40 Cresces	55 Dagwalus	70 Dingus	85 Drusillus	100 Emeritus
11 Clodian	26 Constans	41 Cresces	56 Dalmatius	71 Dio	86 Drasus	
12 Clodianus	27 Constantius	42 Crispian	57 Dama	72 Dioclentianus	87 Dulcitius	
13 Cogitatus	28 Corbulo	43 Crispin	58 Damasippus	73 Diocourides	88 Durio	
14 Colias	29 Cordus	44 Crispus	59 Damasis	74 Disertus	89 Durus	
15 Collatinus	30 Cornix	45 Crotilo	60 Damian	75 Docilinus	90 Ducianus	

COGNOMEN TABLE IV (Roll 1D100)

1 Encratis	16 Eumenius	31 Flax	46 Fimbria	61 Fracus	76 Gala	91 Gennadius
2 Ennecus	17 Eunapius	32 Famia	47 Fimus	62 Fredisius	77 Galarius	92 Gerardus
3 Ennius	18 Eustacius	33 Familaris	48 Firminus	63 Frigidian	78 Galenus	93 Germanus
4 Ennodius	19 Eutherius	34 Fastidius	49 Firmus	64 Frontalis	79 Galerus	94 Germanicus
5 Eonus	20 Evodius	35 Faustillus	50 Flaccus	65 Frontinus	80 Gallio	95 Gesius
6 Epidianus	21 Excingus	36 Faustus	51 Flavian	66 Fronto	81 Gallus	96 Geta
7 Epimachus	22 Exuperantius	37 Faustinius	52 Flavianus	67 Frugi	82 Galvisius	97 Getha
8 Epolonius	23 Exupertus	38 Faventinus	53 Flavillus	68 Frugius	83 Gavros	98 Glabrio
9 Erasinus	24 Exupertus	39 Felissimus	54 Flavinus	69 Frumentius	84 Gavrus	99 Glaucia
10 Esdras	25 Fabianus	40 Felix	55 Florenus	70 Fulvianus	85 Gelasius	100 Globulus
11 Eudomius	26 Fabillus	41 Ferentinus	56 Florentius	71 Furius	86 Gellius	
12 Eudoxius	27 Facilis	42 Ferreolius	57 Florianus	72 Fuscinus	87 Gemellus	
13 Eugenus	28 Fadus	43 Festus	58 Florus	73 Fuscus	88 Generidus	
14 Eugenius	29 Fagus	44 Fidelis	59 Florianus	74 Gaius	89 Genesius	
15 Eulogius	30 Falconius	45 Figulus	60 Fortunatus	75 Gala	90 Genialis	

COGNOMEN TABLES (CONTINUED)

COGNOMEN TABLE V (Roll 1D100)

1 Gluvias	16 Habitus	31 Honoratus	46 Ingenvinus	61 Iustianus	76 Leddicus	91 Lineralis
2 Glycia	17 Hadrianus	32 Horatius	47 Iocundus	62 Iustinianus	77 Lentulus	92 Linus
3 Gordian	18 Hardalio	33 Hortensius	48 Iovinianus	63 Iustus	78 Leon	93 Litorius
4 Gordianus	19 Haterius	34 Hortensus	49 Iovinus	64 Iustus	79 Leontius	94 Littera
5 Gordio	20 Helvius	35 Hosidius	50 Iovius	65 Iuvenlis	80 Lepidus	95 Lutmaris
6 Gorgonius	21 Herenus	36 Humilus	51 Ireanaeus	66 Ivmarus	81 Lepontus	96 Livianus
7 Gracchus	22 Herma	37 Hybrida	52 Isatis	67 Labienus	82 Leptis	97 Livigenus
8 Gracilis	23 Hermina	38 Iacomus	53 Isauricus	68 Lactantius	83 Libanius	98 Longinus
9 Gratian	24 Hiberus	39 Ianuarius	54 Italicus	69 Laeca	84 Liberalis	99 Lovernianus
10 Gratidianus	25 Hilario	40 Iavolenus	55 Iuba	70 Laena	85 Libo	100 Lovernius
11 Grattus	26 Hilaris	41 Igennus	56 Iulian	71 Laevinus	86 Licinianus	
12 Gregorius	27 Hilarius	42 Igatius	57 Iulianus	72 Larcius	87 Licinius	
13 Grumio	28 Hirpinius	43 Indaletius	58 Iunianus	73 Lartius	88 Ligur	
14 Gualterus	29 Hirrus	44 Indus	59 Iuncus	74 Latinius	89 Ligustinus	
15 Gryllus	30 Homullus	45 Ingenuus	60 Iunianus	75 Laurentius	90 Limetanus	

COGNOMEN TABLE VI (Roll 1D100)

1 Lucan	16 Lutherius	31 Mancinus	46 Marsicus	61 Maximian	76 Mercator	91 Montaus
2 Lucanus	17 Lutorius	32 Manlius	47 Marsus	62 Maximianus	77 Mercurialis	92 Mordanticus
3 Lucianus	18 Maccalus	33 Mansuetus	48 Marsyas	63 Maximinius	78 Messor	93 Mucianus
4 Lucilianus	19 Macrinus	34 Marcallas	49 Martial	64 Maxiums	79 Metellus	94 Muco
5 Lucretius	20 Macro	35 Marcellinus	50 Martialis	65 Madullinus	80 Metilius	95 Muncius
6 Lucatacus	21 Mactator	36 Marcellus	51 Martianus	66 Megellus	81 Metunus	96 Murena
7 Lucullus	22 Maecenus	37 Marcialis	52 Martinus	67 Melissus	82 Micianus	97 Mus
8 Lunaris	23 Maecius	38 Marcipor	53 Martius	68 Melitus	83 Mico	98 Musa
9 Luonercus	24 Magentius	39 Marinianus	54 Martyrius	69 Melus	84 Milonius	99 Musicus
10 Lupercus	25 Magnus	40 Marinus	55 Marullinus	70 Meminius	85 Minervalis	100 Mutilus
11 Kupicinus	26 Maius	41 Maritialis	56 Marullus	71 Memmius	86 Minianus	
12 Lipinus	27 Major	42 Maritmus	57 Maternus	72 Memor	87 Moderatus	
13 Lupis	28 Makchus	43 Marius	58 Matho	73 Mercator	88 Molacus	
14 Lurco	29 Mallus	44 Maro	59 Mauricius	74 Mercurialis	89 Momus	
15 Lurio	30 Maltinus	45 Marsallas	60 Mausus	75 Mercurinus	90 Montanus	

COGNOMEN TABLE VII (Roll 1D100)

1 Mutius	16 Nennius	31 Novation	46 Orientalis	61 Pansa	76 Paullus	91 Pilatus
2 Nabor	17 Nepos	32 Novellius	47 Orientius	62 Pantensus	77 Pavo	92 Pilus
3 Naevius	18 Nero	33 Numerianus	48 Orissus	63 Pantera	78 Pelagius	93 Pinarius
4 Narcissus	19 Nertomarus	34 Numonis	49 Orosius	64 Panthera	79 Pennus	94 Piso
5 Narses	20 Nerva	35 Oceanus	50 Osterianus	65 Paponian	80 Peregrinus	95 Pius
6 Nasica	21 Nicasius	36 Octavian	51 Otho	66 Papus	81 Perennis	96 Placidus
7 Naso	22 Nicetius	37 Octavianus	52 Ovidus	67 Paratus	82 Perpenna	97 Placidus
8 Natalinus	23 Nigellus	38 Octobrianus	53 Pachomius	68 Parnesius	83 Perperna	98 Plautius
9 Natalis	24 Niger	39 Olennius	54 Pacuvianus	69 Pascentius	84 Pertinax	99 Pleminius
10 Naucratius	25 Nigrinus	40 Olumpicus	55 Paenula	70 Pastor	85 Petreius	100 Pollienus
11 Nazarius	26 Nigrinus	41 Opilio	56 Paetinus	71 Paterculus	86 Petreius	
12 Nectaridus	27 Niraemius	42 Opimius	57 Paetus	72 Paternus	87 Petrus	
13 Nelius	28 Nolus	43 Opis	58 Palicamus	73 Patiens	88 Phillippus	
14 Nemesianus	29 Nonius	44 Optatus	59 Pamphilius	74 Patricius	89 Photius	
15 Neneus	30 Noster	45 Ordius	60 Panaetius	75 Paulinus	90 Pictor	

COGNOMEN TABLE VIII (Roll 1D100)

1 Pollio	16 Priscian	31 Publicola	46 Quiricus	61 Respectus	76 Ruricius	91 Sanctus
2 Polus	17 Priscillian	32 Publicus	47 Quiricus	62 Restitutus	77 Ruso	92 Sandilianus
3 Pomponius	18 Priscillianus	33 Pudens	48 Quirinalis	63 Rex	78 Rusticus	93 Sanga
4 Poplicola	19 Priscus	34 Pudentius	49 Ramio	64 Ripanus	79 Rutilianus	94 Sarrius
5 Porcus	20 Probus	35 Pulcher	50 Ramirus	65 Rogatus	80 Sabellius	95 Saturninus
6 Porphyrius	21 Processus	36 Pulcherius	51 Ravila	66 Rogelius	81 Sabinianus	96 Saunio
7 Postumianus	22 Proceus	37 Pullus	52 Reburrus	67 Romanus	82 Sabinus	97 Scaevola
8 Postumus	23 Proculus	38 Pustula	53 Receptus	68 Romulianus	83 Sacerdos	98 Scapula
9 Potitus	24 Procyon	39 Quartinus	54 Rectus	69 Romulus	84 Saenus	99 Scaro
10 Praetectus	25 Profuterius	40 Quarto	55 Regillus	70 Roscius	85 Salinator	100 Scato
11 Primanus	26 Propertius	41 Quatruus	56 Reginus	71 Rufinianus	86 Soloninus	
12 Primanus	27 Propertius	42 Quentin	57 Regulus	72 Rufinus	87 Salonius	
13 Primulus	28 Protus	43 Quentin	58 Remigius	73 Rufrius	88 Salvian	
14 Primus	29 Proxsimus	44 Quintilianus	59 Remus	74 Rufus	89 Salvianus	
15 Prisca	30 Publianus	45 Quintilius	60 Renatus	75 Rullus	90 Salvius	

COGNOMEN TABLES (CONTINUED)

COGNOMEN TABLE IX (Roll 1D100)

1 Scaurus	16 Seronatus	31 Silo	46 Sparticus	61 Surus	76 Tasian	91 Tinurtius
2 Schlerus	17 Serranus	32 Silus	47 Spendius	62 Sylla	77 Taurinus	92 Ticinius
3 Scipio	18 Sertorius	33 Silvanus	48 Speratus	63 Sylvian	78 Telesinus	93 Titianus
4 Scrofa	19 Servanus	34 Similis	49 Statius	64 Sylvius	79 Terenteianus	94 Titillus
5 Sebastianus	20 Servatius	35 Simo	50 Stichus	65 Symphorian	80 Tertius	95 Torquatus
6 Secundas	21 Servilius	36 Simplex	51 Strabo	66 Sympronian	81 Tertullian	96 Toutius
7 Segestes	22 Seuso	37 Siricus	52 Sudrenus	67 Synistor	82 Tertulus	97 Traianus
8 Sejanus	23 Severlinus	38 Sisenna	53 Sulinus	68 Synnodus	83 Tertullianus	98 Trailus
9 Sellic	24 Severus	39 Sisinius	54 Sulla	69 Tacitus	84 Tetricus	99 Tranio
10 Seneca	25 Sevso	40 Sita	55 Sulpicius	70 Taenaris	85 Tetullianus	100 Tranquillus
11 Senecio	26 Siculus	41 Sollemnius	56 Super	71 Tancinus	86 Thrasea	
12 Semilis	27 Sidonius	42 Sorex	57 Superbus	72 Tanicus	87 Tiberillus	
13 Senna	28 Sigils	43 Sorio	58 Superstes	73 Tarquinius	88 Tiberinus	
14 Sentius	29 Silanus	44 Sosius	59 Sura	74 Tarsicius	89 Tibullus	
15 Sergius	30 Silius	45 Sotericus	60 Surinus	75 Tasius	90 Tiburs	

COGNOMEN TABLE X (Roll 1D100)

1 Trebellius	16 Tuditanus	31 Urbicus	46 Vatia	61 Verrucosis	76 Vincentius	91 Volturcius
2 Trebius	17 Tullas	32 Ursacius	47 Vedrix	62 Verullus	77 Vindex	92 Volusenus
3 Trebonianus	18 Tullius	33 Ursinus	48 Vegetius	63 Verus	78 Vinicianus	93 Volusianus
4 Trebonius	19 Turbius	34 Ursus	49 Velius	64 Vespasianus	79 Vipsanius	94 Vonones
5 Tremerus	20 Turpilianus	35 Uticensis	50 Velus	65 Vespillo	80 Virginius	95 Vopiscus
6 Tremorinus	21 Turpilias	36 Vala	51 Venantius	66 Vestinus	81 Viridio	96 Voteporix
7 Trenico	22 Turpilias	37 Valens	52 Venator	67 Vestorius	82 Virilis	97 Vulso
8 Trenus	23 Tuticanus	38 Valentinian	53 Ventor	68 Vetranio	83 Virnius	98 Zeno
9 Triarius	24 Tutor	39 Valentinus	54 Venustinius	69 Veturius	84 Vitalinus	99 Zoilus
10 Trifer	25 Typhoeus	40 Valerian	55 Vepgenus	70 Vibennis	85 Vitalion	100 Zodimus
11 Triferus	26 Tyranus	41 Valerianus	56 Veranius	71 Vibius	86 Vitalis	
12 Trimalchio	27 Ulfila	42 Valgus	57 Verecundus	72 Vibullius	87 Vitoricus	
13 Trogus	28 Ulixe	43 Varialus	58 Vergilius	73 Victor	88 Vitulus	
14 Trupo	29 Ulpianus	44 Varro	59 Verinus	74 Victorinus	89 Vitus	
15 Tuccianus	30 Umbonius	45 Varius	60 Verres	75 Victricius	90 Vocula	





CHAPTER 3:
INVESTIGATOR OCCUPATIONS



In a sense, people are our proper occupation. Our job is to do them good and put up with them. But when they obstruct our proper tasks, they become irrelevant to us—like sun, wind, and animals. Our actions may be impeded by them, but there can be no impeding our intentions or our dispositions. Because we can accommodate and adapt.

– Marcus Aurelius

As in any era of play, investigators in *Cthulhu Invictus* are defined by their occupation. This determines their initial skills, income level, and the people they interact with on a regular basis. In many cases it will also determine where they live (city vs. rural, inner empire vs. border province), their social status, and overall world view. This list is just a small sample of the occupations people held within the empire.

Infamous Professions: In *Cthulhu Invictus,* the following professions use Infamy instead of Status—Barbarian, Bard, Bathhouse Attendant, Courtesan, Criminal Collegium Member, Druid, Entertainer, Gladiator, Magus/Saga, Resistance Leader, Skop, Slave, Soothsayer, and Thief (see Chapter Four: Investigator Skills, page 47).

The Outsider Professions: Several professions come from outside the empire, and are most suitable for investigators who are not Roman citizens. These are Barbarian, Bard, Druid, Eunuch, Nomad, Resistance Leader, Skop, and Soothsayer. While challenging to add members of these professions to a group of investigators, it is not at all impossible. Such investigators may first meet the rest of the group when it is traveling along or across the borders of the empire. Alternatively, they may be visiting the empire on an urgent mission or as part of a trading expedition. Either way, the one thing all investigators have in common is their knowledge of the Shadow War being waged against all mankind. When alien gods, inhuman creatures, and sinister cultists threaten all mankind, allies are hard to find. As the ancient proverb says, the enemy of my enemy is my friend.

A BRIEF LIST OF OCCUPATIONS

- Advocate/Jurisconsults
- Apothecary
- Archer
- Artisan/Craftsman
- Astrologer
- Augur
- Auxiliary
- Banker
- Barbarian
- Bard
- Bathhouse Attendant
- Bodyguard/Lictor
- Caravanner
- Cavalry
- Centurion/Legionary
- Charioteer (Military)
- Charioteer (Racing)
- Courier
- Courtesan
- Criminal Collegium Member
- Druid
- Engineer/Builder
- Entertainer
- Eunuch
- Farmer
- Finder
- Gaesatae
- Gladiator
- Horse Breeder/Trainer
- Hunter
- Laborer
- Magus/Saga
- Merchant
- Miner
- Newsreader
- Nomad
- Overseer
- Patrician
- Philosopher
- Physician
- Prefect
- Priest/Priestess
- Publican
- Resistance Leader
- Sailor
- Scholar
- Senator
- Skop
- Slave
- Slaver
- Slinger
- Soothsayer
- Surgeon
- Teacher
- Thief
- Vigilis
- Writer

OCCUPATIONS

WHATEVER YOU DO, DO IT WITH ALL YOUR MIGHT.
– *Marcus Tullius Cicero*

Advocate/Jurisconsults

Civilized people have laws to organize their society, and those laws need to be debated, defended, and, at times, opposed. Like the Greeks before them, the Romans developed professionals (Advocates) and wealthy amateurs (Jurisconsults) whose focus was the law. Your job is to interpret the law, advise people on legal matters, and defend or prosecute cases before judges. You might offer legal counsel to a senator, write up a contract, or defend someone accused of a crime in court. Your fees vary as widely, as do your clients.

Skill Points	EDU x 4
Status	30–60
Suggested Contacts	Vigiles, patricians, court clerks, senators
Skills	Accounting, Charm, Empire, Fast Talk, Insight, Library Use, Oratory/Rhetoric, Persuade, Status

Apothecary

When people want a tonic for a headache, an elixir to help them sleep, or something a bit more potent, you're the person to come to. You have a deep knowledge of the plants, mushrooms, and venomous animals of the natural world, and are able to create all manner of drugs. Most of these are helpful and can be sold openly. The more expensive and exotic items are usually illegal, but fetch very high prices. They include various poisons to be added to food or drink, some to be coated on needles and blades. At times you'll even keep live snakes, scorpions, or bees. You might own a shop, or work out of a hidden workshop and make house calls to wealthy patrons. The authorities might sometimes question you about your customers, who rely on your discretion, so you've had to develop a quick tongue.

Skill Points	EDU x 4
Status	25–60
Suggested Contacts	Merchants, patricians, farmers, caravanners
Skills	Accounting, Art/Craft (Potions), Fast Talk, Insight, Natural World, Medicine

Archer

A skilled hand with a bow is always in demand. You might be hired to guard a caravan or defend a merchant ship from attacks, or to do some other mercenary work. By adding poison or flaming pitch-soaked cloth bundles to your arrows, your skills can become very deadly indeed. If all goes well, the enemy never gets close to you, as your arrows settle most conflicts at a distance.

Skill Points	EDU x 2 + DEX x 2
Status	01–40
Suggested Contacts	Military contractors, legionaries, auxiliaries
Skills	Climb, Dodge, Jump, Ranged Weapons (Bow), Repair/Devise, Ride, Stealth, Throw

Artisan/Craftsman

You are a very highly trained person able to create any number of highly in demand items. You can be a sculptor or painter, a potter or weaver, a cobbler or tailor, a blacksmith or baker. You could make anything from a wheel of cheese to a keg of wine, a racing chariot to a perfectly balanced gladius, a net for catching fish or a fragrance to catch the attention of that certain someone. It's possible you've only recently earned your freedom.

Skill Points	EDU x 2 + (DEX x 2 or POW x 2)
Status	25–40
Suggested Contacts	Patrons of the arts, merchants, caravanners
Skills	Art/Craft, Charm, Empire, Fast Talk, Persuade, Read/Write Language

Astrologer

The course of one's life is predestined on the day and time of one's birth. Everyone's fate is tied to the movement of the stars, the moon, and the planets in the night sky. If one knows the secrets of these heavenly bodies, and how to interpret the meaning of their position, one can accurately predict a person's future. At least, that's what you get paid for. You are an astrologer, able to divine some measure of a person's future by studying the stars using your charts, your maps of the heavens, and your skill at interpreting all of these. Most people in the empire take your profession seriously, although you are not as well respected as an augur. There are always skeptics who scoff at your calling, thinking you little better than a charlatan. Nevertheless, you are widely consulted by people from every level of society. You know the truth: the stars do not lie.

Skill Points	EDU x 2 + POW x 2
Status	10–50
Suggested Contacts	Just about anyone and everyone who wants to know their future
Skills	Charm, Fast Talk, Insight, Natural World, Occult, Oratory/Rhetoric, Persuade, Science (Astrology)

Augur

Your job is the interpretation of omens, signs from the gods giving insight into the future. It takes skill, focus, and no small amount of gift to see clearly the messages in the world around you. They could be found in the flight pattern of birds, or the way a group of chickens eat, where lightning appears in the sky and how long it takes for thunder to follow, or in the entrails of a sacrifice. Sometimes the omen is a little thing, like a child's unexpected sneeze, or an old man slipping in mud. A skilled Augur is always in demand as most people want the fates foretold before any major (and many minor) undertakings. See pp. 63–64 in Chapter Six: The Spiritual World for more information on Augury.

Skill Points	EDU x 2 + POW x 2
Status	10–55
Suggested Contacts	Patrons, merchants, business owners, priesthoods
Skills	Art/Craft (Potions), Charm, Fast Talk, Insight, Library Use, Medicine, Natural World, Occult, Science (Augury)

Auxiliary

You are a soldier of the empire, but not the glamorous legions. You're an auxiliary, part of a unit that serves alongside the legions. What that means is that you are not as well paid, equipped, or trained as the legionaries. What can you expect? You probably aren't a Roman citizen yet. But you have skills the regular legions don't, such as slinging, mounted archery, or reconnaissance, so they do like having you along. They typically show their appreciation by stationing your unit on the exposed flanks, sending you in with the first wave, or having you scout deep into enemy territory. At least you're likely stationed in your native province, so you have more time to see your family and loved ones.

Skill Points	EDU x 2 + STR x 2
Status	01–40
Suggested Contacts	Legionaries, centurions, public officials, local suppliers to the military
Skills	Climb, Empire, Intimidate, Jump, Ride, Stealth, Throw, plus 2 weapon skills

Banker

Coins are your business, and business is booming. You are able to change foreign coins for proper Roman currency, and are an expert at spotting forgeries. You oversee auctions, circulate and exchange newly minted coins for older ones, issue payments between individuals (even those in different cities or provinces) and safeguard monetary deposits. You also give out loans, large ones for things like starting businesses or public works, or small ones for things like keeping a struggling family from losing their property or even their freedom.

Skill Points	EDU x 4
Status	20–60
Suggested Contacts	Patrons, patricians, merchants, business owners
Skills	Accounting, Art/Craft (Forgery), Charm, Fast Talk, Fighting (Short Sword), Persuade, Status, plus 1 skill of player's choice

Barbarian

You are from the lands beyond the empire looking in at all it has to offer. You covet the empire's wealth, comforts, and security for you and your people. To the Romans, you are nothing but an ignorant, vicious, dirty, uncivilized savage. They know nothing of your art, your history, and the achievements of your people, your struggles, or your sacrifices. For now, you learn their language, their culture, and their customs; you join their armies and learn how to defeat them. They hate you, and they always will, but one day things will change, and you will remember every slight.



Skill Points	EDU x 2 +STR x 2
Status	01–35 (Infamy)
Suggested Contacts	Nomads, bards, skops, druids, caravanners, hunters
Skills	Climb, Intimidate, Jump, Other Kingdoms, Ride, Stealth, Track, plus 2 skills of player's choice

Bard

You are part of the druidic faith: a branch of its priesthood focused more on mankind's spirit than the mystical world beyond. You are the voice of your people, their conscience, and their guide. With your stories, poetry, and music, you say what must be said, tell the stories that need to be told, and teach the lessons that need to be remembered. You are the keeper of lineages and history for your people, trained from childhood to have a nearly perfect memory. You serve as the link connecting your people to the spirit world. You live as an open doorway for the spirits to deliver their message to your people, much like a priest, priestess, or oracle. You hold high Status among your people. It is taboo for anyone to attack a Bard, and spilling your blood is said to bring grave misfortune to the offender.

Skill Points	EDU x 2 + (APP x 2 or POW x 2)
Status	20–60 (Infamy)
Suggested Contacts	Druids, barbarian, resistance leaders, skops
Skills	Art/Craft (Instrument), Art/Craft (Poetry), Art/Craft (Storytelling), Charm, Fast Talk, Insight, Own Kingdom, Persuade, Status

Note: *Bards receive +15 Status towards other Celtic peoples, +10 APP, and possess a perfect memory.*

Bathhouse Attendant

Every Roman town or city worthy of calling itself "civilized" has at least one bathhouse (and most have more than one). These are places where the rich and powerful mingle and forge alliances, and where the working class goes to unwind and clean up after a long day at their trade. They are also where the poor and attractive can find steady work, which is where you come in. You're an employee here, a lowly bathhouse attendant. Many of your co-workers may be slaves owned by the bathhouse, but you are free. You hand out towels, help people in and out



of the pools and saunas, give massages, sell oils and perfumes, fetch books from the library stacks, and hopefully make a few tips. You overhear plenty of juicy things every day, as people relax here and often say more than they should. You swim well, you are attractive (you wouldn't have been hired otherwise), and you certainly are not a prostitute (although anything is negotiable for the right price).

Skill Points	EDU x 2 + APP x 2
Status	01–20 (Infamy)
Suggested Contacts	Customers to the bathhouse (which could well be anyone in a given area)
Skills	Art/Craft (Masseuse), Charm, Fast Talk, Insight, Listen, Persuade, Swim, plus 1 skill of player's choice

Note: *Bathhouse Attendants receive +15 to Swim, +15 APP, –20 to their EDU.*

Bodyguard/Lictor

What is it about wealthy people that they always seem to have enemies? They get robbed, are kidnapped and held for ransom, or have a knife stuck in their back. It's gotten so anyone with a few coins bouncing around in their purse can't even walk the streets without someone watching their back. All this suits you just fine. You make your living shadowing someone, keeping an eye out for danger and dealing with any possible threat to the welfare of your client. You're skilled at moving quietly, blending into a crowd, and keeping a sharp eye and keen ear out for anyone suspicious. When a situation does arise, you'd rather deal with it with your fists; bloodshed can be messy business. But if it comes to that, well, you aren't a stranger to a blade or club. You're tough and well paid to ensure your loyalty, and you live by your reputation. Slip up just once and your client ends up dead—just try getting hired after that.



Lictor: Not some mercenary for hire, you are a sacred guardian of the empire's authority. You escort high officials when they appear in public, clearing their path and protecting them (with your life if need be). Not just anyone is trusted with such duties, and you are likely a retired centurion with an outstanding military record. You wear a uniform and carry either a fasces (a bundle of rods with an axe blade projecting from it) if in the boundaries of Rome, or an axe if outside of the capital. You are also the hand of justice, the sword to carry out any punishment decreed by those you are assigned to protect.

Officials are assigned a number of lictors according to their rank (e.g.: a prefect is assigned a pair, while a consul is escorted by a dozen lictors).

Skill Points	EDU x 2 + STR x 2
Status	Bodyguard 20–40 Lictor 60
Suggested Contacts	Merchants, patricians, bankers, diplomats, and anyone with enemies. Lictor only: government employees, senators, prefects
Skills	Dodge, Empire, Fighting (Brawling), Insight, Intimidate, Listen, Stealth, Spot Hidden, Status, plus 1 weapon skill (Axe if lictor)

Caravanner

The markets of the empire are always hungry for luxuries from afar. Wine from Hispania, cheese from Gaul, wool from Britannia, silks from Arabia, or amber from the Balkans, they all need to be carted from one region to the next. That's where you come in. You organize and lead caravans transporting goods along the empire's many roads to cities and towns far and wide. You are a savvy negotiator, able to haggle for the best prices when buying or selling goods. You know how to drive carts and wagons, handle pack animals, and find your way in the empire. The most valuable thing on any caravan is your own life, so you've learned how to defend yourself from the occasional bandit.

Skill Points	EDU x 4
Status	20–40
Suggested Contacts	Merchants, craftsmen, farmers, publicans, guides, barbarians
Skills	Accounting, Charm, Drive/Teamster, Navigate, Other Language, Ride, Status, plus 1 weapon skill of the player's choice

Cavalry

You are an elite warrior, feared by your enemies and admired by those you ride for. Upon your well-trained horse, armed with spear, sword, or even bow, you strike like lightning and vanish like the wind in a storm. You are likely from a province with a long tradition of horsemanship, such as Gaul or Numidia. Skilled people like you are always in demand by the legions, as forward scouts, military couriers, or members of an assault force. You may be specialized for a specific role on the battlefield which requires a specific type of mount, armor, and weapons.

Light Horseman: Rides a smaller, more agile mount, wears no armor, armed with bow and scimitar. No penalties for using a bow while mounted.

Heavy Horseman: Rides a massive powerful mount, wears heavy armor, armed with long spear and sword.

Skill Points	EDU x 2 + DEX x 2
Status	10–40
Suggested Contacts	Legionaries, centurions, auxiliaries, horse breeders and trainers
Skills	Animal Handling, Empire, Intimidate, Navigate, Ride, Status, Track, plus 2 weapon skills of the player's choice

Centurion/Legionary

You are the power and the glory of Rome, a well-trained, disciplined soldier of the empire. You serve within the legions, from the mists of Britannia to the sands of Syria, drilling and guarding the lands along the Rhine, Danube, or Nile rivers. Against foreign invaders, domestic revolts, or traitorous legions, your steel, blood, and bravery have ensured Rome's dominance over all foes. Your shield defends civilization against the barbarian hordes and preserves the Pax Romana.

Centurion: You are one of sixty of your legion's centurions, mid-ranking officers who form the backbone of the army. You are a fighting man and an excellent soldier, likely promoted due to merit. You command about one hundred men who look to you for leadership when the fighting starts. In battle, the enemy will look to you as well, with your signature transverse helmet crest, as their prime target.

Legionary: You are a rank and file soldier, one of the countless marching under your legion's standard. You hope to live out your twenty-five years of service and retire with a nice pension, but until then, you keep your eyes open, your mouth shut, and your kit close at hand. If you're skilled (more than 40%) at a useful craft (such as plumbing, carpentry, forging weapons or armor, cobbling, cooking, etc.), you could be promoted to immunis and ply that trade for your legion. This gets you out of the worst jobs, like latrine duty, hauling firewood, or guard duty.

Skill Points	EDU x 2 + STR x 2
Status	Centurion 30–40 Legionary 0–20
Suggested Contacts	Publicans, civilian suppliers, public officials, archers, cavalry, charioteers (military), slingers
Skills	Art/Craft, Climb, Empire, Fighting (Pilum), Fighting (Sword), Intimidate, Jump, Spot Hidden, Shield, Throw

Note: *Investigators wishing to play as either a legionary or centurion should review Chapter Ten: The Roman Legions before they begin character creation. With the Keeper's permission, starting legionary/centurion investigators may begin play with the skill Fighting (Siege Bows) 0%, or Fighting (Siege Launchers) 0%* *(see pp. 112–113).*

Charioteer (Military)

It takes years of training and nerves of steel to drive a war chariot, a vehicle of the Celtic tribes. Two wheels, a pair or two of powerful horses, the reins in your hand, and death all around you—this profession is not for the weak of heart. You are often partnered with an archer or spearman, and sometimes

transport elite soldiers to and from the front lines. There may be safer ways to fight a war, but none as glorious as yours.

Skill Points	EDU x 2 + DEX x 2
Status	20–40
Suggested Contacts	Horse breeders/trainers, legionaries/centurions, auxiliaries
Skills	Dodge, Drive/Teamster, Fighting (Short Spear), Intimidate, Jump, Ranged Weapon (Bow), Repair/Devise, Throw

Charioteer (Racing)

You're a charioteer for one of the established teams (the Reds, Greens, Whites, and Blues). You're from the lower classes of Roman society or even a slave because, let's face it, who else would take these risks? Death and injury are a constant danger, with drivers cutting themselves free and leaping clear of wrecking chariots a common occurrence. You drive either a two-horse or four-horse chariot as you race around the circuit of one of the half dozen circuses in the empire, as up to a quarter of a million spectators watch. A good day can win you fame and fortune; a bad day means a broken chariot, injured horses, and a battered body. A really bad day means you don't get to see tomorrow. But that's the life of a charioteer, and fortune favors the bold. The roar of the crowds, the thrill of the race, the rewards of victory, and the glory—what a wonderful life it is!

Skill Points	EDU x 2 + (DEX x 2 or POW x 2)
Status	25–60
Suggested Contacts	Racing fans (which could be anyone), horse breeders/trainers
Skills	Animal Handling, Dodge, Drive/Teamster, Fighting (Whip), First Aid, Jump, Repair/Devise, Status

Courier

You make your living delivering messages, sometimes to the next village, sometimes to the next province, sometimes to the other side of the empire. Racing along the empire's fine system of roads on horseback you can cover between forty and sixty-five miles per day! Lining most of these routes are relay stations (called stationes) where you can get food and lodgings, fresh horses, and feed and services for your mount. However, to use these roads, you need the proper license from the government, called a diploma. You are either an honest courier who lives by your reputation, or one shrewd enough to realize that a skilled forgery often works in place of an expensive license. The person sending the message pays you. If you carry good news (e.g., a royal wedding or military victory), you'll often wear a laurel, but if you carry bad news (e.g., the death of a ruler or a military defeat), you'll carry a spear with a feather affixed to it. It's not an easy life; the roads are often unsafe, and you usually travel them alone. Sometimes, people don't want your letters to be delivered, forcing you to hide them on your person. If the message doesn't get delivered, you likely won't be hired again, or even paid at all.

Skill Points	EDU x 4
Status	20–40
Suggested Contacts	Public officials, patrons, stationes employees
Skills	Art/Craft (Forgery) (if dishonest) or Status (if legitimate, due to training and comradery among fellow couriers), Charm, Empire, Fast Talk, Natural World, Ride, Sleight of Hand

Note: *Unlicensed couriers must make a Luck roll when using a stationes. If they fail, they are asked by officials to present their license. If the forgery fails, they may be fined, detained, or even arrested. Investigator begins play with a horse.*



Courtesan

People always crave companionship and are willing to pay for it. You have elevated companionship to an art form. You're not some archway lupe (she-wolf) or brothel worker, but a high-priced escort, well-educated, skilled at conversation, board games, music, or the arts. Best of all, you have mastered the art of weaving your way into another's heart. You may belong to a temple, plying your trade on behalf of a higher power. You are one not easily forgotten, a survivor who always looks your best.

Skill Points	EDU x 2 + (APP x 2 or POW x 2)
Status	20–50 (Infamy)
Suggested Contacts	Patrons, patricians, customers, other courtesans, common prostitutes
Skills	Art/Craft, Charm, Empire, Fast Talk, Insight, Listen, Oratory/Rhetoric, Status, Read/Write Language

Criminal Collegium Member

While a thief may take people's money from them, what you earn is usually just handed over. You're a member of a criminal collegium (club or association) that controls a territory or industry. Your organization helps people when they need a loan a banker won't give or have a problem they can't take to the local vigilis. You and your fellows protect local businesses from violence and ensure everything flows in the proper directions. Of course, there are fees to be paid, and paid on time, if people know what's good for them. Your collegium's curia (headquarters or meeting place) might be a tavern, social club, brothel, or warehouse. Often the leader of your collegium is closely connected to a wealthy patrician, someone who pays well and doesn't want to get his or her hands dirty. You and your fellows have few qualms about dirty hands so long as coin keeps flowing into your pouches.

Skill Points	EDU x 2 + STR x 2
Status	20–60 (Infamy)
Suggested Contacts	Vigiles, public officials, advocates, merchants, other collegium members
Skills	Accounting, Appraise, Dodge, Fighting (Brawling), Insight, Intimidate, Sleight of Hand, Stealth, plus 1 weapon skill

Druid

People live in three worlds. The world they see, the world between, and the world beyond. Balance between these three worlds is important, if man is to live in tune with his surroundings. Men must understand nature, the spirits, the gods, and the fair folk; it falls to you to teach them. You are a member of the druids, a religious order

of the Celtic peoples, a symbol of their culture and identity. Unfortunately, that means you are also a threat to the Romans and all they represent. With the conquest came terrible oppression of your order and destruction of your holy sites. You've had to learn to keep your faith and your place with your people secret, for being a Druid means being hunted. However, most believe your order is all but extinct, so fewer and fewer people pursue the surviving members of your order each year.

Skill Points	EDU x 2 + POW x 2
Status	01–30 (Infamy)
Suggested Contacts	Bards, barbarians, skops, soothsayers
Skills	Insight, Natural World, Occult, Persuade, Science (Astrology), Science (Augury), Status, Stealth

Note: *+20 to Status with Celtic peoples.*

Engineer/Builder

The Roman Empire is connected by roads, receives fresh water via aqueducts, and has its waste carried away by sewers and its rivers spanned by bridges. The empire is full of impressive structures: great temples, palaces, baths, and arenas. All of these make the empire what it is and stand proudly as a testament to your great civilization. These things are your work, your vision, and your calling. More than a simple stonemason or carpenter, you don't just build houses and walls; you build cities, bridges, roads, military fortifications, and aqueducts. Sometimes, you are also employed by the legions to construct siege weapons or advise generals on the best way to destroy an enemy's defenses.

Skill Points	EDU x 4
Status	20–55
Suggested Contacts	Publicans, prefects, centurions/legionaries, patricians, patrons
Skills	Accounting, Art/Craft, Charm, Empire, Natural World, Repair/Devise, Science (Architecture), Science (Engineering)

Entertainer

They may not respect you, but those moments when they love you make it all worthwhile.

You earn your living, if you can call it a living, by making people forget about their lives for a moment and get lost in your performance. You might be an actor or a musician, a juggler or a comedian, a singer or a dancer, a storyteller or a street magician—or all of the above, if the price is right. It's not always an easy life, but when the crowd applauds and tosses coins at your feet, it's just magical.

Skill Points	EDU x 2 + (APP x 2 or DEX x 2)
Status	01–60 (Infamy)
Suggested Contacts	Courtesans, patricians, patrons, fans
Skills	Art/Craft, Charm, Climb, Jump, Persuade, Sleight of Hand, plus 2 skills of player's choice



Eunuch

You are a skilled and loyal advisor, who counsels great pharaohs and eastern royal families. Because of your sacrifice, there are those who think you freed from earthy concerns and possessing a special insight into the aims of others. That may be true. The same people also think you have no desires of your own other than to best serve your master. That most certainly is not true, but you let them think that. The right word, at the right time, in the right ear can bring down mountains. The safest place to wield power is from the shadows.

Skill Points	EDU x 4
Status	20–40
Suggested Contacts	Prefects, senators, patricians, augurs, public officials.
Skills	Charm, Empire, Fast Talk, Insight, Library Use, Listen, Persuade, Status

Farmer

Your life may not be exciting or glamorous, but no other job is more important. You till the earth, plant the seeds, and harvest the crops that feed the empire. You can be found in fields of wheat, oats, and millet; under orchards of fruit and olives; or in vineyards tending to the grapes. Everyone in the empire relies on bread, wine, and olive oil, and all that starts with your two hands. There is no more noble profession, or more honorable calling, than working the land.

Skill Points	EDU x 2 + STR x 2
Status	20–60
Suggested Contacts	Merchants, crafts people, local public officials, publicans, caravanners
Skills	Accounting, Art/Craft, Charm, First Aid, Natural World, Repair/Devise, Track

Finder

Every person has a story, and every story has secrets. Secrets that people would kill to protect are often the sort that others would pay handsomely to learn. That's where you come in. You are a Finder, street smart and confident, able to handle yourself in any situation, from a patrician's dinner party to a back alley brawl. You slip through the shadows and uncover the secrets people want to hide, using whatever means are necessary to accomplish your goal. Whether it's locating a valuable runaway slave, digging up dirt on a senator for his rival, or recovering a priceless statue before it hits the black market, if the coin is right, you'll take the job. But you need to be on your guard—it's a thin line between solving a



mystery and being set up for the crime. Good Finders learn to choose their clients carefully.

Skill Points	EDU x 2 + POW x 2
Status	15–60
Suggested Contacts	Vigiles, patricians, thieves, criminal collegium members
Skills	Charm, Empire, Insight, Intimidate, Library Use, Persuade, Sleight of Hand, Stealth, Track

Gaesatae

There are those who say the sword is the perfect weapon, others that the axe is the ideal instrument of war, a few even that the bow is the master of the battlefield. You have a name for such people: fools. In Gaul (where you are likely from), there is a long and noble tradition of the spearman, the perfect warrior. There is no greater art, no finer tool of war, than a skilled warrior wielding a good spear. From oversized boar spears for hunting to long war spears for killing up close to shorter spears for hurling, you are a master of this weapon. With a shield or without, one-handed or two, give you a spear and you will carry the day against any foe.

Skill Points	EDU x 2 + (STR x 2 or DEX x 2)
Status	0–40
Suggested Contacts	Legionaries/centurions, auxillaries, military contractors
Skills	Fighting (Long Spear), Fighting (Short Spear), Jump, Ride, Sleight of Hand, Spot Hidden, Stealth, Throw

Gladiator

You started out as a slave, a prisoner of war, or a convicted criminal. Maybe you were so poor and so much in debt that this was the only way out. Maybe, just maybe, your life was going fine but you gave everything up to pursue your dreams of glory. You are a gladiator (or gladiatrix if a woman), a killer, a hero, adored by thousands of screaming fans. You face death upon the sands of arenas all over the empire. They may never respect you, but they love you. You are a very valuable entertainer, receiving some of the best food, medical care, and training in the empire. Most of your matches won't end in death, as so much goes into producing a competent gladiator. However, accidents do happen, and sometimes the crowd will demand blood for a poor performance. So you always try to put on the best show, and should death find you, may it be such a death that the crowd never forgets it.

Scutarii (Heavy Gladiator): You are physically powerful, carry a massive shield, and wear a helmet and heavy armor. You are slower than the parmularii gladiators but better protected. Some types of scutarii are:

- **Provocator:** Uses short sword, large rectangular shield, full helmet, single sleeve armor on sword arm, single leg armor on lead leg, and a chest protector.
- **Secutor:** Uses short sword, large rectangular shield, full oval helmet, padded or armored sleeve armor on sword arm, single armored leg armor on lead leg.
- **Murmillo:** Uses short sword, large oval or rectangular shield, full crested helmet, padded or armored sleeve armor on sword arm, single leg armor on lead leg.

Parmularii (Light Gladiator): You are nimble and quick, carry a small shield, lighter armor, and a smaller helmet (if any is worn at all). Some types of parmularii are:

- **Hoplomachus:** Uses short spear, short sword, and dagger, and carries a small round shield of polished metal. Wears a Grecian style helmet, padded sleeve armor on sword arm, padded single leg armor on lead leg.
- **Thracian:** Uses curved long Thracian dagger, small curved rectangular shield. Wears an ornate wide-brimmed helmet, padded sleeve armor on sword arm, and padded single leg armor on lead leg.
- **Retiarius:** Uses net, trident, and dagger. Armored shoulder and lead arm, padded armor on the opposite arm. Legs and head are bare.

Skill Points	EDU x 2 + (STR x 2 for a Scutarii/Heavy Gladiator or DEX x 2 for a Parmularii/Light Gladiator)
Status	0–60 (Infamy)
Suggested Contacts	Other gladiators, trainers, promoters, fans of the games (which could be anyone)
Skills	Dodge, First Aid, Fighting (Brawling), Insight, Intimidate, Sleight of Hand, Stealth, Throw, plus 1 weapon skill



Horse Breeder/Trainer

Your life is tied to horses. To you the care, breeding, and training of these magnificent animals is an art form. You might raise swift stallions for races, sturdy and fearless mounts for the military, or strong and powerful animals for labor. You make your living selling the animals you've bred, raised, and trained, helping your customers get the horse best suited to their particular needs. It's a careful pairing, a person and a horse, and if done correctly, forms a sacred bond between man and mount. You may come from one of the few provinces with a tradition of fine horses, trainers, and breeders (like Gaul, Dacia, Numidia, or Arabia).

Skill Points	EDU x 4
Status	20–60
Suggested Contacts	Nomads, merchants, cavalry, couriers.
Skills	Accounting, Animal Handling, Charm, Empire, Natural World, Ride, plus 2 skills of player's choice

Note: *+20 to Ride or Animal Handling*

Hunter

You make your living by going out into the wilderness and catching animals. This could be to supply your home, village, or local markets with game and pelts. You are skilled in capturing live animals as well; these can be sold as exotic pets or to arenas looking for ferocious beasts to feature in gladiatorial games. You sometimes lead groups of wealthy customers on elaborately staged hunts for a good time or as part of a religious ceremony. This part of the profession requires you to haggle with buyers and keep track of your expenses. Surviving in the wilds when going up against dangerous beasts is one thing; surviving in business is quite another.

Skill Points	EDU x 2 + POW x 2
Status	01–35
Suggested Contacts	Merchants, barbarians, local guides, gladiatorial games promoters
Skills	Accounting, Charm, Other Kingdom, Natural World, Navigate, Ranged Weapon (Bow or Spear or Net), Spot Hidden, Track, Throw.

LIFE GRANTS NOTHING TO US MORTALS WITHOUT HARD WORK.

– Horace
(Quintus Horatius Flaccus)

Laborer

You are likely a freedman or one of the empire's poorest citizens. However, there is always the need for a good worker with a strong back. You aren't fortunate enough to own a shop or have been taught a trade. You move from one job to the next, often traveling far and wide to wherever people are hiring workers. One day, you could be unloading a shipment of wine from a river barge, the next, hauling lumber into a construction site, carting away stone from a field, helping to bring in a harvest, or digging ditches alongside a newly finished road. It doesn't matter what the work is; so long as there is coin at the end of a day, you'll take it. This gives you a wide array of skills, none of which you are truly that gifted in. It's not an easy life, but at least you're free to live it the best you can. If it weren't for the grain dole to supplement this meager income, you'd likely not survive.

Skill Points	EDU x 2 + STR x 2
Status	01–20
Suggested Contacts	Publicans, merchants, patrons
Skills	Art/Craft, Charm, Drive/Teamster, Empire, Fast Talk, Stealth, plus 4 skills of player's choice

Note: +10 STR, +20 CON, -20 EDU, no Skill over 75%.

Magus/Saga

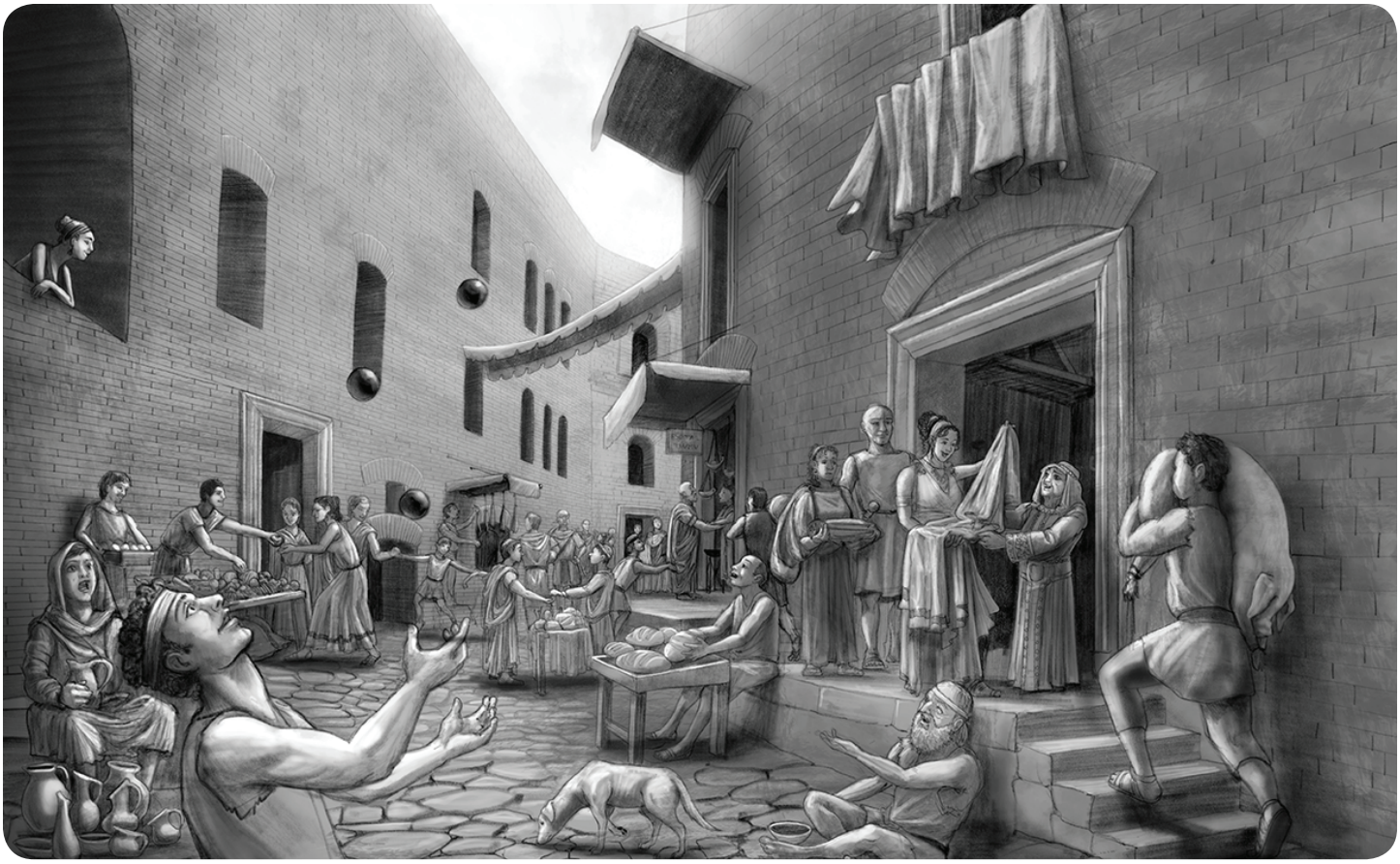
You make your living protecting people from the unseen threats all around them, and healing what conventional medicine cannot. You practice minor magic: constructing charms, casting spells, and removing curses on behalf of your customers. Your craft may have its origins in an ancient pre-human kingdom such as Hyperborea or Atlantis. Or, there may be a body of traditions passed down by your family, from one member in the know to another. Or perhaps you learned through formal training, or picked up pieces of knowledge here and there as you traveled across the empire. However, your trade is technically illegal, so you try to keep a low profile whenever possible.

Skill Points	EDU x 4
Status	20–60 (Infamy)
Suggested Contacts	Scholars, merchants, priesthoods
Skills	Art/Craft, Library Use, Natural World, Occult, Oratory/Rhetoric, Other Language, Persuade, Read/Write Language, Science

We recommend that Keepers grant a Magus/Saga investigator 1D3 spells from the Folk Magic category (See page 24 of *The Grand Grimoire of Cthulhu Mythos Magic*), and 20% in a pre-human language such as Atlantean, Hyperborean, Oparian, or Stygian. The Keeper chooses the spells and language; the 20 points of ancient language are in addition to the investigator's starting points.

Merchant

Goods flow from one side of the empire to the other, and back again. Wine, olive oil, fish, amber, silks, furs, lumber, slaves, grain... there is a market for everything. You buy



these where they are cheapest and try to sell them where they are the most expensive, while trying to keep the transport costs down, making a profit (you hope) off the entire business. You move merchandise along the empire's roads or across the seas, to markets far and wide. You could be a small merchant, traveling along with your goods, a few wagons, and a handful of guards and caravan workers. Or you might be quite successful, commanding fleets of ships, with exclusive contacts and powerful friends in various provincial administrations.

Skill Points	EDU x 4
Status	10–75
Suggested Contacts	Farmers, publicans, caravanners, guides, customers
Skills	Accounting, Charm, Drive/Teamster, Empire, Fast Talk, Other Kingdom, Other Language, Read/Write Language

Miner

The wheels of the empire turn on coins of gold and silver. Precious metals don't grow on trees; they're found deep in the earth, and getting it out isn't easy or safe. That's your job. Be it precious metals or rare gemstones, if it has value and is found underground, you'll bring it to the surface. Thankfully, things are much safer than they used to be. Miners now reinforce tunnels with stone columns to limit the risks of cave-ins. You dig ventilation shafts in order to vent "foul" air and oppressive heat with cooler, fresher surface air. Your profession is not an easy one; you spend time in the dark, doing backbreaking labor while facing deadly risks every day. Mining makes men strong, but it also takes its toll on a person. There aren't many old men working underground. Even worse, you hear stories about miners sometimes breaking into chambers where strange inhuman things might dwell.

Skill Points	EDU x 4
Status	10–40
Suggested Contacts	Merchants, engineers
Skills	Climb, Art/Craft (Smelting), Listen, Natural World, Repair/Devise, Science (Metallurgy), Spot Hidden, plus 1 weapon skill chosen from: Maul, Hammer, Pick, Shovel

Note: +10 STR.

Newsreader

The citizens of the empire need to be informed about the latest military victories, the results of recent senatorial elections, and how Accius Matho has the finest boots in the empire with selections for any budget. You make your living by traveling to the center of your community several times a day to shout out the latest news (supplied by local authorities) to those gathered there. You also announce messages from local merchants (like modern advertisements and commercials), negotiating your fees with them directly. It takes a powerful voice, as well as one skilled in speaking. Sometimes it isn't what's said, but how it's voiced and worded that counts. It's a good job, a respected one, but it does occasionally have its hazards. The crowd sometimes greets bad news with hurled fruit or rocks. You've learned to read a crowd's mood and developed good reflexes in case that mood turns sour.

Skill Points	EDU x 4
Status	10–40
Suggested Contacts	Publicans, public officials, area merchants
Skills	Charm, Dodge, Empire, Fast Talk, Insight, Oratory/Rhetoric, Persuade, Status

Nomad

Your home is what others would call the wastes or the wilds. You never stay anywhere long, as the harshness of the environment

forces your people to keep moving in order to scrounge up enough to survive. This has made your tribe strong, while those living shut away in walled cities and sleeping on soft beds have grown weak. You must exploit opportunities, such as a lightly defended caravan, a lost traveler, or a vulnerable settlement. However, you should try to have more friends than enemies, so doing favors for powerful outsiders is often a wise investment. Periodically, you'll visit settlements openly, to trade for supplies or sell some of your tribe's horses (which the city folk are always trying to buy). Sometimes, outsiders hoping to venture into the wastes try to hire you as a guide, as they know that without the help of someone like you, they'd be as helpless as a lamb in a wolf's den. The wilds are unmerciful to the ignorant.

Skill Points	EDU x 2 + POW x 2
Status	0–25
Suggested Contacts	Barbarians, hunters, merchants
Skills	Charm, Fast Talk, Fighting (Large Knife), Natural World, Navigate, Ride, Spot Hidden, Track

Overseer

Roman society relies on slave labor to function. Slaves do everything from serving in homes to working in fields and toiling away in shops. Someone has to make sure that these slaves are doing what they're supposed to and not just sitting idle to plot insurrection or escape. That's where you come in. You are an overseer. You have a keen eye and sharp ear. You are skilled at reading body language and know how to tell when someone is lying or hiding something. You also know how to motivate people, knowing when carrot, stick, or fear will best accomplish that. You make sure work gets done as smoothly as possible. When your job's done right, everything runs peacefully, and people (the ones who matter anyway) are happy. Do your job wrong and you could have a full scale uprising on your hands. (Ever hear of someone called Spartacus?) You might be responsible for hundreds of slaves on a plantation estate, managing dozens of household slaves in a villa, or instructing (i.e., breaking in) a batch of newly enslaved gladiators, artists, and craftsmen.

Skill Points	EDU x 2 + STR x 2
Status	15–35
Suggested Contacts	Slaves, slavers, patricians
Skills	Art/Craft, Fighting (Brawling), Intimidate, Insight, Listen, Other Language, Persuade, Spot Hidden, Whip



Patrician

You are a member of the fortunate few, the ruling class of the empire who enjoy the fruits of the common people's labor. You enjoy the security of immense wealth and spend your days traveling the empire, attending and throwing lavish parties, reading, and attending plays, games, and chariot races. It's likely that your family has controlled its great wealth for generations, although it is possible you're fairly new to this lifestyle and purchased your way into this social strata by amassing a large enough fortune through (gods forfend) hard work. Your biggest concerns are how many slaves your neighbors own (to be sure you own more), what the latest hair styles are, and what the latest gossip on rival patrician families is.

Skill Points	EDU x 4
Status	71–95
Suggested Contacts	Artists/craftsmen, slaves, senators, anyone who might be a client
Skills	Accounting, Charm, Empire, Other Kingdom, Persuade, Read/Write Language, Status, plus 1 of player's choice

Philosopher

You are both student and teacher, dedicated to learning how to live a good and proper life. You are committed to a specific school of philosophy, such as Stoicism, Epicureanism, or Skepticism, and have made its teachings the foundation of your life. You could be a comfortable and respected teacher, making a living from your many generous students and patrons, while doing public speaking. You might also be poor and homeless, shouting your wisdom at passing pedestrians and surviving on their handouts. However, your teachings may threaten the status quo and make those in positions of power nervous. Prominent philosophers can find themselves arrested or exiled for their teaching.

Skill Points	EDU x 4
Status	10–50
Suggested Contacts	Advocates/Jurisconsults, patricians, Scholars, teachers, writers, vigilis, any students of their discipline
Skills	Charm, Insight, Library Use, Natural World, Oratory/Rhetoric, Persuade, Read/Write Language, Science (Philosophy/Religion)

AT DAWN, WHEN YOU HAVE TROUBLE GETTING OUT OF BED, TELL YOURSELF: "I HAVE TO GO TO WORK—AS A HUMAN BEING. WHAT DO I HAVE TO COMPLAIN OF, IF I'M GOING TO DO WHAT I WAS BORN FOR—THE THINGS I WAS BROUGHT INTO THE WORLD TO DO? OR IS THIS WHAT I WAS CREATED FOR? TO HUDDLE UNDER THE BLANKETS & STAY WARM?"

– Marcus Aurelius

Physician

You follow the teachings of the Greek and Babylonian masters, treating illnesses and injuries, and restoring your patients to health. With salves and tonics, ointments and special diets, time-proven treatments, and sometimes a bit of divine intervention, your methods save lives. You practice real medicine, not that savagery of cutting into people that surgeons are inflicting on their patients. How can slicing someone's flesh do anything but cause further harm? Thankfully the majority of people agree with you.

Skill Points	EDU x 4
Status	31–60
Suggested Contacts	Anyone who needs medical attention, apothecaries
Skills	Art/Craft (Potions), Fighting (Knife), First Aid, Insight, Library Use, Medicine, Natural World, Occult

Prefect

Gifted with power and burdened by responsibility, you are the person who makes sure everything gets done. You are a prefect, a government official or magistrate, with a set of duties you are tasked with enforcing. These could be simple, like supervising the grain supply of a major city, or challenging, such as being the top official of a city, or difficult, like being the emperor's chief administrator governing a province. People rely on you for leadership, expecting you to offer solutions to their problems, and they cast hard eyes on you when dark times befall them. It falls to you to ensure the wheels of civilization keep turning and the citizens of the empire are free to lead safe and prosperous lives.

Skill Points	EDU x 4
Status	50–80
Suggested Contacts	Legionaries/centurions, area officials, prominent merchants, patricians, senators
Skills	Accounting, Charm, Empire, Fast Talk, Insight, Persuade, Oratory/Rhetoric, Status, Read/Write Language

Priest/Priestess

Whether it's laboring in a grand temple in Rome or tending a small family shrine, you make your living serving the will of divine powers (or power, if your religion is monotheistic, like Judaism or Christianity). In the empire, there are plenty of deities to serve. In addition to the traditional Roman pantheon and the worship of the Divine emperors, the empire absorbed hundreds of other faiths and deities from cultures it encountered whenever it expanded its borders. You could serve gods that come from Britain, Iberia, Egypt, Asia, Judea, Arabia, Africa, or Gaul.

Skill Points	EDU x 2 + POW x 2
Status	30–60
Suggested Contacts	Scholars, the faithful, public officials
Skills	Empire, Fast Talk, Natural World, Occult, Oratory/Rhetoric, Persuade, Read/Write Language, Science (Augury or Astrology), Status

Publican

Everyone wants a strong, well-supplied army, new roads, bridges, and aqueducts built. All this takes careful organization, meticulous planning, and money. Lots and lots of money. That's where you come in. You oversee and organize public works or handle the logistical needs of the military. You also collect the taxes needed to make all of these things a reality. You bid on contracts to collect taxes of an area or port, paying the government the estimated tax revenue. You then collect the taxes to recoup your investment, with profits coming from collecting more than you paid for the contract. This means it's in your best interest not to miss a single sestertius due to the empire, because it'll come out of your bottom line. But you need to be careful. As the saying goes, sheep should be shorn, not skinned. This doesn't make you a popular figure. Everyone wants a well-maintained empire, but nobody ever likes paying their taxes.

Skill Points	EDU x 2 + POW x 2
Status	35–60
Suggested Contacts	Prefects, senators, merchants, caravanners, farmers, artists/craftmen
Skills	Accounting, Charm, Empire, Insight, Intimidate, Library Use, Persuade, Status

Note: +10% to Accounting.

Resistance Leader

Just because you live under Roman rule doesn't mean you have to like it, or that it's going to be forever. Your dream is to help your people throw off the bonds of the empire's oppression and lead them to freedom. You may be a bandit chieftain, raiding Roman settlements and caravans, or a highly placed political leader working secretly to loosen the empire's hold on your homeland. One day, when the time is right, all the scheming and organizing will pay off and your people will be free. Until then, you'll plan, do what you can to hasten that day, and ensure you aren't found out and executed for treason.

Skill Points	EDU x 2 + (STR x 2 or POW x 2)
Status	01–35 (Infamy)
Suggested Contacts	Barbarians, criminals, bards, druids, skops
Skills	Charm, Empire, Fighting (Brawling), Insight, Listen, Sleight of Hand, Stealth, plus 1 weapon skill

Sailor

The Mediterranean Ocean is the empire's pool, with provinces surrounding its entire shore. Merchandise travels across the sea, connecting the empire with far off markets for goods and much needed supplies of staples for large metropolitan areas. Often the empire's might must be projected across the sea, transporting troops to the latest uprising or full-scale revolt. This is where you come in. Whether serving as crew for a merchant vessel carrying a supply of grain to market, or a naval warship hauling a detachment of legionaries to the latest hot spot, your efforts help keep the empire running. You are more at home on the deck of a ship than a well-paved Roman road. The sea is your mistress, and you know well how fickle she can be.

Skill Points	EDU x 4
Status	01–40
Suggested Contacts	Merchants, publicans, caravanners, other sailors
Skills	Climb, Natural World, Navigation, Pilot Boat, Repair/Devise, Spot Hidden, Swim, Throw



Scholar

You spend your days in large libraries and other centers of knowledge and learning. A guardian and caretaker of the wisdom of the ages, you work to keep humanity's greatest achievements and advances from fading away. However, some of this

knowledge may at times prove to be better off forgotten, as mystic tomes containing terrible secrets are found among these ancient collections. You stumble upon scrolls of ancient history, magic, and obscure religions from Hyperborea and Atlantis, containing very dangerous secrets. Is the knowledge of such things wrong or only the evil ways such knowledge can be put to use? That is something scholars must decide for themselves. It's likely you are from somewhere such as Aegyptus (Egypt), Arabia, or Achaea (Greece).

Skill Points	EDU x 4
Status	20–55
Suggested Contacts	Magi, librarians, patricians, patrons
Skills	Accounting, Empire, Library Use, Oratory/Rhetoric, Read/Write Language, Science (Any), Status, plus 2 skills of player's choice



Senator

You are one of the elite, honored with the responsibly of running the empire (under the guidance of the emperor, of course). You speak for the people of Rome, to ensure, as best you can, that the empire rules in their best interests, or at least that's what you tell everyone. You may be corrupt, of course, selling your political favor to the highest bidder and directing policy in ways that enrich both yourself and those lucky enough to call you a friend. However, you must always be careful, for public opinion can turn very quickly, and more than one emperor has proven that even a senator is not above the law. It's a very fine line between being one of the most powerful men in the empire to being executed, your estates seized by the state, and your family exiled to Sardinia.

Skill Points	EDU x 4
Status	40–70
Suggested Contacts	Wealthy constituents, patricians, publicans, lictors
Skills	Empire, Fast Talk, Library Use, Oratory/Rhetoric, Other Kingdom, Other Language, Persuade, Read/Write Language, Status

Skop

You hail from the lands beyond the empire's northern borders (typically Germanic territory), where you are the keeper of your tribe's lore, passed down from your most distant ancestors. Your mind is filled with the legends of your people: their achievements, every birth and death of note, every victory and defeat, every sacrifice and instance of good fortune to befall them. Some of these tales speak of places never to go, words never to speak, and questions never to ask. Your wisdom has kept your people safe for generations, but in this new age of writing, science, and civilization, fewer heed your wisdom each year.

Skill Points	EDU x 4
Status	10–20 (Infamy)
Suggested Contacts	Barbarians, resistance leaders, bards, druids
Skills	Charm, Fast Talk, Insight, Occult, Oratory/Rhetoric, Own Kingdom, Persuade, Status

Slave

Your life is not your own, but belongs to another. You are property, subject to the will and whims of your master or mistress. You spend your days working on their behalf and dreaming of one day earning your freedom. Some owners will allow you to work extra jobs to earn coin to put towards purchasing your freedom, while others promise to free you in their will. You avoid starting families if possible, knowing that your children will also be slaves. Best wait and work towards manumission (being freed) and freedman status, so that your children can be freeborn citizens of the empire. Until then... until then... best to keep working and not get on anyone's bad side.

Skill Points	EDU x 2 + (STR x 2 or APP x 2)
Status	01–30 (Infamy)
Suggested Contacts	Slavers, overseers, your master
Skills	Art/Craft, Charm, Empire, Insight, Natural World, Stealth, +3 skills of player's choice

Slaver

The economy of the empire is dependent on the human engines that keep everything running: slaves. There is always a market for a strong back, a comely face, a valuable craft, skill, or education. Slaves are everywhere and always in demand; it's big business. Your business, in fact, and business is good. You capture slaves or purchase prisoners from the army. You care for slaves and train them so they are healthy and more valuable when the time comes to sell them. You bargain with buyers, broker private sales, or take your wares to the public auction.

Skill Points	EDU x 2 + STR x 2
Status	25–55
Suggested Contacts	Slaves, overseers, other slavers, legionaries/centurions, gladiators
Skills	Charm, Fast Talk, First Aid, Insight, Intimidate, Medicine, Persuade, Status, plus 1 skill of player's choice

Slinger

Arrows run out, bow strings snap, and bows break. A skilled slinger, with little more than a bit of cloth and leather, a bag of stones, or clay or lead bullets can kill a man at ranges equal to that of a bow. You carry several different slings for different desired ranges and shot weights. You are likely from one of the empire's regions which have a long tradition of producing skilled slingers, such as Hispania, Thrace, and the lands around the Aegean.

Skill Points	EDU x 2 + DEX x 2
Status	01–40
Suggested Contacts	Legionaries/centurions, auxiliaries, military contractors
Skills	Art/Craft (Leatherworking), Climb, Dodge, Fighting (Large Knife), Ranged Weapon (Sling) Repair/Devise, Stealth, Throw

Soothsayer

You are the conduit between your people (the Scythians) and the gods. Through you, the gods make their will known to your tribe, allowing you to guide them in this life and the next. You practice strange forms of divination (such as casting stones, reading entrails, or astrology), methods frowned on by the Romans. When lives end, it also falls to you to make the dead ready for their final journey into the afterlife.

Skill Points	EDU x 4
Status	10–35 (Infamy)
Suggested Contacts	Barbarians, resistance leaders, bards, skop, druids
Skills	Art/Craft (Potions), Fighting (Large Knife), First Aid, Insight, Natural World, Occult, Ride, Status

Soothsayers begin play with the spell Augury, plus 1 or 2 spells of their choice from those listed under Communication, Folk, or Protection (See pp. 23-24 in *The Grand Grimoire of Cthulhu Mythos Magic*).

Surgeon

Medicine has come a long way, and new methods must be embraced so that lives can be saved. People just don't understand that sometimes when a body is broken, it takes more than a bandage, salve, or tonic to fix things. Sometimes that damage needs to be repaired, directly and physically. If this means cutting into the body to make those repairs, then that is what's required. Most people call you a butcher, and stick to the traditional methods as the pressure on their brain kills them or cataracts steal the last of their vision—all things you could easily fix if they'd just hold still and let you do your job. It's not like you can make things any worse, most of the time, anyway. New methods are being developed all the time. This is a developing field, after all.

Skill Points	EDU x 2 + DEX x 2
Status	35–70 (Infamy)
Suggested Contacts	Anyone who needs proper medical attention (which is everyone), apothecaries
Skills	Accounting, Art/Craft (Potions), Charm, First Aid, Insight, Library Use, Medicine, Read/Write Language

Teacher

You teach a group of children, in a public place, the fundamentals of reading, writing, and math. If fortunate, you could be living with a wealthy family, as part of their household, and privately instructing their children in the basics and finer arts, such as history, science, foreign languages, and rhetoric. You receive payment based on the number of children taught. Lessons are reinforced with threats, fear, and corporal punishment, the traditional Roman method of education.

Skill Points	EDU x 4
Status	10–40
Suggested Contacts	Patricians, patrons, students, scholars, writers
Skills	Empire, Intimidate, Library Use, Natural World, Oratory/ Rhetoric, Other Language, Other Kingdoms, Read/Write Language, Science (Any), plus 1 skill of player's choice

Thief

The only difference between you and a wealthy Patrician is that when you steal from others, you get arrested—that is, if they can catch you. Your methods vary, from picking pockets to cutting purses to sneaking into people's homes, shops, and warehouses. Sometimes your methods may be more direct, like pulling someone into an alleyway after dark and holding them at knifepoint until they hand over their valuables, or knocking them unconscious, taking their belongings, and vanishing into the night before they wake up. It's a living, you suppose, and a more honest one than most.



Skill Points	EDU x 2 + DEX x 2
Status	01–40 (Infamy)
Suggested Contacts	Vigiles, criminal collegium members, advocates
Skills	Climb, Fast Talk, Jump, Sleight of Hand, Stealth, Throw, Track, plus 1 skill of player's choice

Vigilis

Fire has always been a grave danger to the cities of the empire, claiming countless lives and causing untold destruction of property. Emperor Augustus took this threat so seriously that he created the "Corps of Vigiles", regiments of men whose primary duty was fighting fires. You are stationed in richly appointed barracks complete with shrines, baths, and mosaics. You're armed with ropes, picks, saws, axes, and buckets, as well as squirts (large syringe-like devices that project a blast of water). When not fighting fires, you have a secondary role, that of being a policeman. You have the authority to issue punishments, such as delivering a beating with a rod or cat-of-nine-tales, for minor offenses. This other role makes you rather unpopular with most common citizens, who call those of your profession "sparteoli" or "tarred bucket men". They can call you whatever they like, but who are they going to come running to for help when a fire breaks out or when a thief has burglarized their home? Yep, the nearest vigilis, that's who.

Skill Points	EDU x 2 + (STR x 2 or DEX x 2)
Status	25–45
Suggested Contacts	Local officials, merchants, area residents, thieves, criminal collegium members
Skills	Climb, Empire, Fighting (Axe or Pick), Fighting (Club or Whip), First Aid, Insight, Natural World, Spot Hidden

Writer

"A room without books is like a body without a soul," wrote Cicero, and you couldn't agree more. You make your living, or at least you try to, by putting pen to page. Be they works of poetry or politics, histories or fiction, you're the author of books sold all over the empire (if you're lucky that is). However, just because the bookseller is getting well paid doesn't mean you are. Often you'll read your works publicly to spark interest, and hopefully generate some sales. If fortunate, you might attract the attention of wealthy patrons, who will support you and leave you a legacy: a portion of their estate after their death. Powerful men often like to have a writer as part of their inner circle of advisors, so that their history will be written favorably. However, such generous people are rare, and the competition among writers for such patrons is fierce.

Skill Points	EDU x 4
Status	10–55
Suggested Contacts	Patrons, patricians, teachers, scholars, magi/sagae
Skills	Art/Craft (Poetry), Art/Craft (Writing), Charm, Empire, Library Use, Persuade, Status, Read/Write Language

Note: +10 Art/Craft (Writing) or Art/Craft (Poetry), +20 EDU, -10 STR, -10 CON

OPTIONAL RULE:
EXPERIENCED CTHULHU INVICTUS INVESTIGATORS

(See pp. 61–62 of the *Call of Cthulhu Investigator Handbook*.)

Veteran

The investigator is a retired military veteran, possibly having served with the legions, an auxiliary unit, or naval force, or even enlisted in a foreign army against the forces of the empire.

- Minimum age is 40 years
- Deduct 1D10+5 from SAN
- Add one of the following to the investigator's backstory: Injury/Scar or Phobia/Mania associated with their wartime experience
- Add 70 bonus skill points divided among any of the following skills: Art/Craft, Climb, Fighting (Brawl), Fighting (1 weapon of choice), Intimidate, Shield, Status
- Investigator immune from SAN lost due to viewing dead bodies or graphic injuries

Survivor

At some point, the investigator survived a natural disaster, such as a city-wide fire, earthquake, volcanic eruption, famine, plague, or even being a refugee fleeing from war. They managed to rebuild among the ruins and never forgot the hard lessons they learned.

- Minimum age is 30 years
- Deduct 1D10 from SAN or CON
- Add one of the following to the investigator's backstory: Injury/Scar or Phobia/Mania associated with their experience
- Add 60 bonus skill points divided among any of the following skills: Art/Craft, Climb, First Aid, Medicine, Natural World, Repair/Devise, and Spot Hidden
- Investigator immune from SAN lost due to viewing dead bodies or graphic injuries

Freedman

The investigator spent most of their life as a slave and was recently granted manumission upon the death of their master or a part of a family celebration of some sort.

- Minimum age is 45 years
- Deduct 1D10 from Status
- Status score can never exceed 50%
- Investigator begins play with a patron, likely their former owner or one of his descendants, to whom he still owes much service
- Add 60 bonus skill points divided among any of the following skills: Art/Craft, Charm, Insight, Natural World, Repair/Devise, Stealth, plus 1 skill of investigator's choice
- Investigator immune from SAN lost due to viewing dead bodies or graphic injuries

INVESTIGATOR EQUIPMENT DESCRIPTIONS

Nothing but Handmade Items

In the world of Cthulhu Invictus, everything is made by hand. There is no uniformity of quality; every item is unique. Master craftsmen charge more for their work, while apprentices charge less. Materials vary as well, from coarse wool to fine eastern silks, from goatskin to fine leather, from iron and brass to silver and gold. Prices listed are suggested prices, and will vary wildly (up to 25% above and below base price) with the level of craftsmanship, the quality, and the scarcity (or abundance) of the materials used.

Keeping Up Appearances

While a lowly slave, a hard-working plebeian, and an elegant equestrian woman may all wear tunics, the quality and cost of these three garments varies wildly. One cannot dress or shop below, or above, one's station lest one become the target of gossip, scandal, pubic scorn, or legal action. Therefore, base pricing is divided into five categories:

- ***Vagabond to Poor (Status 0–30):*** Low quality or used items, 50% base price.
- ***Middle Class (Status 31–50):*** Quality goods, sold at the base price (give or take).
- ***Upper Middle Class (Status 51–79):*** High quality goods, ornate, of the best materials. Prices are roughly 5 times the base price.
- ***Wealthy (Status 80–99):*** The highest quality goods, made by master craftsmen of the finest materials money can buy, costing 10 times the base price—or more.
- ***Super Rich (Status 100):*** The finest items, made from the rarest materials, by the most skilled artisans of the empire. The imperial family demands nothing but the best, spending at least 100 times the base price.

CLOTHING

Hats: Your basic head covering, useful to keep the sun off your head while toiling away in the fields, which is why slaves wear hats. Some hats are worn as part of religious dress on specific occasions, but most free people simply use a fold of their toga or a hooded cloak to cover their head.

Loincloth: The first thing you put on and the last thing you take off, covering the nether regions.

Paenula: A simple hooded cloak.

Palla: Decent women don't go about in public with uncovered hair, so this shawl is an essential item of clothing.

Sagum: A longer, thicker cloak, worn doubled over. It can also serve as bedding. It is often made of water-resistant wool and is part of standard military dress.

Stola: A long tunic worn by women, which can be sleeveless, half-sleeved, or full-sleeved, sometimes worn over a tunic.

Toga: A traditional form of dress, it is a semicircular piece of cloth, between 12 and 20 feet long, draped over one shoulder and wrapped around the body. It is often worn over a tunic and comes in many varieties, colors and patterns, such as the Toga Virilis (plain white for formal occasions), Toga Pulla (a dark colored mourning toga), Toga Candida (a bright toga worn by candidates for public office), and Toga Picta (a purple toga worn by consuls and emperors)

Trousers: While this garment does keep one warm in colder

CLOTHING

ITEM	BASE COST (IN SESTERTII)
Hats	5
Loincloth	5
Paenula	35
Palla	10
Sagum	60
Stola	200
Toga	15
Trousers	20
Tunic/Tunica	50
Wigs/Toupees	15–150

FOOTWEAR

ITEM	BASE COST (IN SESTERTII)
Calcea	45
Caliga	50
Carbatina	40
Socci	20
Soccus	35
Solea	30

ANIMALS

ITEM	BASE COST (IN SESTERTII)
Bird (common)	10–100
Bird (exotic)	200–1,200
Cat	5
Dog (guard)	10
Dog (hunting)	100
Donkey	50
Exotic Pets	50–2,500
Horse (draft)	1,600
Horse (mount)	2,000
Horse (team)	1,300
Mule	100
Ox	1,000

TRANSPORTATION

ITEM	BASE COST (IN SESTERTII)
Boat, Small Local	150
Carriage, Large	500
Carriage, Small	300
Cart	50
Chariot, Light	1,500
Chariot, Racing	3,500
Litter	950
Riding Gear	20
Ship, Small Coastal	5,000
Ship, Small Ocean	8,000
Wagon, Large	120
Wagon, Small	80

BASIC EQUIPMENT

ITEM	BASE COST (IN SESTERTII)
Camp Cooking Gear	5
Camp Mess Set	2
Candles, 10	1
Diversion	1–5
Flint and Steel	1
Ink (Atramentum Librarium), 1 vial	50
Jewelry, 1 item	5–100
Lamp, Clay	2
Lantern	5
Map, common	2–25
Medical Bag (fully stocked)	300
Mirror	10
Musical Instrument	5–50
Oil, Fish, 1 bottle	1
Oil, Massage, 1 vial	2
Papyrus, 1 sheet	75
Perfume, 1 vial	20
Pouch	1
Quiver	4
Rations, Dried, 1 week	5
Rope, 50 Feet	1
Sack	1
Satchel	2
Scroll Case	10
Signal Horn	5
Signal Whistle	1
Stylus	1
Tent, Pavilion	150
Tent, Small	25
Thick Blanket	2
Tinder Box	3
Tool, Large	2–10
Tool, Small	1–5
Torches, 6	2
Water/Wine Skin	2
Wax Writing Tablet	45
Wax, ball of	1
Whetstone	1
Wine, Common, 1 Urna (3.5 gal)	5
Wine, Good, 1 Urna (3.5 gal)	50

SERVICES

SERVICE	BASE COST (IN SESTERTII)
Augur	5–25 per reading
Barber	1–4 per visit
Bathhouse (Private)	1–10 per visit
Brothel	1–50 per visit
Doctor/Surgeon/Healer	5–20 per HP healed
Entertainer	1–5 per hour/per performer
Guide/Translator	1–10 per day
Messenger/Delivery	1–4 per mile



climates and can be quite utilitarian, trousers are barbarian clothing, so wearing them is generally frowned upon.

Tunic/Tunica: Worn by men and women as an undergarment for the toga or on its own, and by every social class, the tunic is a simple garment, with two sleeves, a hole for the head, and an opening at the bottom for the legs. Tunics can be knee length (for men) or ankle length (for women or for formal occasions).

Wigs/Toupees: Popular with fashionable women and bald men, these hair pieces come in a dazzling array of colors and styles.

FOOTWEAR

Calcea: Sturdy working shoes suitable for long distance travel.

Caliga: Very sturdy military style boots.

Carbatina: A full one-piece shoe which laces closed over the foot.

Socci: Soft cloth or felt slippers, mainly worn indoors.

Soccus: A half shoe, less sturdy but more comfortable that the carbatina.

Solea: A standard pair of sandals.

ANIMALS

Bird (common): Small bird native to the area.

Bird (exotic): Large birds, and those imported from far beyond the place of purchase, such as parrots, falcons, and hawks.

Cat: Ancient pest control at its finest.

Dog (guard): A large, loud, and dangerous canine to watch over your home, farm, or herd.

Dog (hunting): A dog specially bred for hunting, able to travel long distances, track, retrieve small game, and wrestle with larger game as their master moves in for the kill.

Donkey: The standard pack animal.

Exotic Pets: These can be anything from monkeys to snakes to large hunting cats. Best to know a good trainer, as some of these can be dangerous.

Horse (draft): A large, powerful work horse suitable for pulling large wagons, plows, and other heavy loads.

Horse (mount): A horse, trained to be used as a mount.

Horse (team): A horse trained to pull small wagons, carts, and chariots, typically beside other similarly-trained horses.



Mule: A larger, smarter upgrade to your standard donkey, also able to pull carts.

Ox: A powerful beast ideal for pulling the heaviest of loads.

TRANSPORTATION

Boat, Small Local: A small boat, with minimal crew (1–3 people), designed for sailing on calm waters such as rivers, lakes, and bays, suitable for transport and fishing.

Carriage, Small: A comfortable four-wheeled carriage for 1–4 passengers. It can be drawn by one draft horse, or a team of two horses.

Carriage, Large: A large, comfortable four-wheeled carriage for up to six passengers, drawn by a team of two or four draft horses.

Cart: A small 2-wheel cart for hauling goods, drawn by a donkey, mule, or horse.

Chariot, Light: A fast-moving, two-wheeled platform for 1–2 passengers, drawn by 1 or 2 horses.

Chariot, Racing: A very fast-moving, two-wheeled platform for 1 passenger, drawn by 1, 2, or 4 horses. Less sturdy than a standard chariot, as weight is sacrificed for speed.

Litter: A luxurious covered box with a couch, for 1 passenger, carried by anywhere from 2–8 people.

Riding Gear: A basic saddle, saddle blanket, and bridle for a mount.

Ship, Small Coastal: A small sailing ship, with a small crew (3–6 people), able to operate on coastal regions over short distances. Suitable for transport, fishing, and cargo.

Ship, Small Ocean: A small sailing ship, with an average crew (4–8), sturdy enough to operate on the open ocean. It is able to cross long distances and is used for hauling cargo and transport.

Wagon, Small: A 4-wheel wagon for hauling goods, drawn by a pair of horses, a single draft horse, or an ox.

Wagon, Large: A larger 4-wheel wagon for hauling heavy loads, drawn by teams of 2 or 4 horses, or a pair of oxen.

BASIC EQUIPMENT

Camp Cooking Gear: All the items needed to turn a campfire into a small kitchen.

Camp Mess Set: The basic combination bowl/cup/small pot, and a sturdy spoon.

Candles, 10: Beeswax, comes in bundle of

ten. Suitable for lighting a room.

Diversion: This can be a sports ball, a set of dice, or even a board game. Anything to pass the time.

Flint and Steel: Strike together to make a spark, in order to build a fire.

Ink (Atramentum Librarium), 1 Vial: For writing messages on papyrus.

Jewelry, 1 item: A decorative item, such as a ring, necklace, chain, bracelet, circlet, cloak pin, hair pin, pendant, or amulet.

Lamp, Clay: A small oil lamp made of clay, stays lit for two hours when filled.

Lantern: An enclosed portable light source, holding enough oil for four hours of use.

Map, common: A map of a commonly known area, such as a city, town, or province. Rare maps, leading to lost cities or ruins, could cost small fortunes.

Medical Bag (fully stocked): Enough bandages, salves, tonics, drugs, needle and thread, and tools to heal 50 HP worth of damage.

Mirror: A piece of polished metal used to reflect one's image back to oneself.

Musical Instrument: Musical instruments include flutes, horns, harps, drums, tambourines, or castanets.

Oil, Fish, 1 bottle: About enough oil to burn for about 4 hours in a lamp or lantern.

Oil, Massage, 1 vial: A soothing medicinal oil used to ease pain in sore muscles or to make one slick before a wrestling match.

Papyrus, 1 sheet: For recording messages on something more permanent that a wax table, and lighter than a stone slab.

Perfume, 1 vial: An aromatic scent to attract attention or mask unpleasant odors, contains between a dozen and two dozen (depending on amount applied) uses.

Pouch: Comes in leather and cloth.

Quiver: A carrying case for arrows, crossbow bolts, and javelins. Can be of leather or cloth.

Rations, Dried, 1 week: Dried meat, dried fruit, hard travel biscuits. It won't go bad and is better than going hungry.

Rope, 50 Feet: A coil of woven plant fibers, useful for climbing and securing things.

Sack: When you need to carry a lot of things, there is no substitute for a good sack. Comes in cloth and leather.

Satchel: A bag with a cross torso strap, easier to carry than a sack, comes in leather and cloth.

Scroll Case: A sturdy case used to carry rolls of papyrus.

Signal Horn: An instrument used to send signal messages over long distances; this can be made of metal, horn, or even a large shell.

Signal Whistle: A small whistle typically used to sound an alarm.

Stylus: A small metal rod with a tapered point, used to engrave messages into a wax table.

Tent, Pavilion: A very large tent which can sleep more than a dozen people very comfortably.

Tent, Small: A small tent which can be shared between two people.

Thick Blanket: There are times when a thick blanket makes the difference between life and death.

Tinder Box: A small box holding a dozen bundles of flammable material that burns easily when coming in contact with a spark (typically from a flint and steel). A very quick and convenient way to build a fire.

Tool, Large: Any large tool which requires two hands to use effectively (e.g., a shovel)

Tool, Small: Any small tool which can be used with a single hand (e.g., a hammer).

Torches, 6: A half-dozen lengths of wood, each topped with pitch soaked rags and able to burn for 1 hour.

Water/Wine Skin: A large container, made of animal skin, which is used to hold and carry a dayís supply of water (or a good amount of wine).

Wax Writing Table: A tablet with a cover. It contains a layer of wax in which messages can be engraved with a stylus. Such messages can be erased later, as the wax is smoothed over.

Wax, Ball of: A fist sized ball of wax, which can be used in any number of ways.

Whetstone: A handy palm-sized stone used to put the edge back on a blunted blade, ax, or spear head.

Wine, Common, 1 Urna (3.5 gallons): Wine goes with everything.

Wine, Good, 1 Urna (3.5 gallons): Sometimes you just need to treat yourself.

SERVICES

Augur: A professional consulted to see what the gods think before one commits to a particular course of action.

Barber: The daily shave and trim.

Bathhouse (Private): A visit to a private bathhouse.

Brothel: Some time to unwind and blow off some steam.

Doctor/Surgeon/Healer: The slings and arrows of outrageous fortune are sometimes literally slings and arrows...

Entertainer: A group of entertainers could be a troop hired to perform a play, or musicians hired to play music at dinner.

Guide/Translator: It's always best to have someone who knows where you are, how to get where you're going, and what language anyone speaks along your route.

Messenger/Delivery: As one might guess, these people are employed when one doesn't have time to talk to someone or take them something oneself.





CHAPTER 4:
INVESTIGATOR SKILLS

This chapter describes in detail the skills used in *Cthulhu Invictus,* their starting percentiles, and in some cases, a few corresponding specializations (such as the Art/Craft, Other Kingdoms, or Science skills). Skills are also listed with pushing examples and sample consequences for failing a pushed roll. Skills very similar to their standard version are not listed here. For more information on skills, skill specialization, and pushing skills, please see pages 96–121 of the *Call of Cthulhu 7th Edition Investigator Handbook (IH)* or pages 54–79 of the *Call of Cthulhu 7th Edition Keeper Rulebook (KR).*

SKILLS	SCORE	IH PAGE	KR PAGE
Accounting	10	98	57
Animal Handling	10	99	57 (and pp. 43–44 in this chapter)
Appraise	05	99	57–58
Art and Craft	05	100–101	58–59 (and page 44 in this chapter)
Charm (*)	15	101–102	59
Climb	20	102	59–60
Cthulhu Mythos	00	103–104	61–62
Dodge	DEX/2	104	63
Drive/Teamster	20	—	—
Empire	25/15/01	—	—
Fast Talk (*)	05	106	64
Fighting (Brawl)	25	106	64
Fighting (Specialization)	(varies %)	106	64 (and see pp. 53–55 in Chapter Five: Life & Death)
First Aid	30	107	65
Insight	05	—	—
Intimidate (*)	15	108	66
Jump	25	108	66
Language (Other)	01	108–109	66–67
Language (Own)	EDU	109	67
Library Use	05	109–110	67–68
Listen	25	110	68
Medicine	01	111	69

SKILLS	SCORE	IH PAGE	KR PAGE
Natural World	15/30	111–112	69–70
Navigate	10	112	70
Occult	05	112	70
Oratory/Rhetoric	01	—	—
Other Kingdoms	01	—	—
Persuade (*)	15	113	71
Pilot Boat	01	113–114	71–72
Ranged Weapons (Specialization)	(varies %)	—	(Page 47 in this chapter, and also see page 55 in Chapter Five: Life & Death)
Read/Write Language	01	—	—
Repair/Devise	20	—	—
Ride	05	115	73
Science	01	116–118	73–76 (and pp. 47–48 in this chapter)
Sleight of Hand	25	118	76
Shield (Specialization)	(varies %)	(See pp. 52–53 in Chapter Five: Life & Death)	
Spot Hidden	25	118	76
Status/Infamy	00	—	—
Stealth	10	118–119	76–77
Swim	25	119	77
Throw	10	119–121	77–78
Track	10	121	78

(*) In Cthulhu Invictus, these skills are opposed by Insight, rather than by Psychology.



ANIMAL HANDLING

(10%)

In both cities and rural areas across the empire, people and animals lead intertwined lives. In the country, animals like horses, donkeys, mules, and oxen haul loads, power mills, pull carts and wagons, and plow fields. In urban areas, exotic animals like monkeys, parrots, and macaws, are kept as pets by the wealthy, who train them to be docile and entertain guests with tricks. Across the empire, dogs are kept and trained as companions, guards, and hunting partners. On the battlefields, well-trained military horses ignore the chaos of war to carry riders and pull chariots, while trained war elephants are the stuff of legends. This skill allows an investigator to train an animal, using repetition and rewards, to perform specific acts or tasks on command. Most animals can learn a new trick once per week, with one hour of training per day.

Taming a wild animal, or breaking a horse or camel to become a suitable mount, takes one week of training and a Hard difficulty success. Most animals cannot be trained to perform acts that place them in serious danger or threaten their lives. Training animals to function in the chaos of a battle (i.e., military mounts, war chariot horses, war dogs, war elephants) requires 1 month of training and a Hard success. Unless successfully trained, such animals panic in the chaos of battle, sometimes with disastrous results (Keeper's choice).

Pushing Examples: Putting oneself at risk of injury as a show of trust or assertion of dominance, withholding rewards, pushing the animal to the edge of its limits.

Sample Consequences of Failing a Pushed Roll: The animal attacks the trainer or someone else. The animal escapes. The bond of trust is completely broken, and that trainer can never work with that animal again. The animal no longer trusts humans and completely shuts down, becoming useless or even dangerous.



ART AND CRAFT

(Specializations) (05%)

This skill is the standard 7th Edition Art and Craft skill, with a couple of differences. This skill covers any number of specializations for artistic performance, the creation of art, and the production of craft items.

Art specializations include (among other things):

Poetry, creative writing, dancing, singing, playing a specific musical instrument, composing, acting, painting, sculpting, and creating mosaics.

Craft specializations include (among other things):

Carpentry, weaving, pottery, leatherworking, tailoring, jewelry making, gem cutting, blacksmithing, weaponsmithing, armorsmithing, baking, cooking, cheese making, vinification (wine making), apiculture (bee keeping/honey farming), and fletching (arrow making).

Pushing Examples: Use more expensive materials, push your performance to your limit, invest twice the time usually required to produce this item, trust in the muses and deliver the product/performance no matter what the result is.

Sample Consequences of Failing a Pushed Roll: The item is worthless, the performance is so bad that word spreads and damages your reputation, the item produced is dangerous (poisonous, unsafe to use, or offensive) and harms a patron/customer.

DRIVE/TEAMSTER

(20%)

This skill allows an investigator to maneuver a cart, wagon, or chariot pulled by beasts of burden. It also allows the investigator to control such animals when laden with packs to haul supplies. One animal can be controlled per 10% points (e.g., an investigator with 60% in Drive/Teamster can control a string of six heavily laden camels). Skill checks are typically only required in extreme circumstances, such as when racing, when the animals suddenly become spooked or distracted, or when engaging in combat.

Pushing Examples: The driver/teamster pulls hard on the reins to regain control no matter the outcome, tries to physically calm the animal, attempts to force the animal to comply (pulls the ox's nose ring, or switches the donkey's rump).

Sample Consequences of Failing a Pushed Roll: The vehicle crashes, injuring both the driver and animal, the animal panics and attacks the teamster (with a kick), the animal bolts and runs down the teamster, or the animal steadfastly refuses to obey the driver/teamster for the next 30 minutes.

> IT IS BETTER TO KNOW USELESS THINGS THAN TO KNOW NOTHING.
>
> *– Seneca the Younger (Lucius Annaeus Seneca)*

EMPIRE

(25% or 15% or 0%)

This is the investigators' basic knowledge of the empire they live in: its geography, cultures, laws, government, history, religions, and mythology. This skill should be used to find out where to get a permit or license, who needs to be bribed in order to expedite said permits, how to have charges dropped or fees waived, and whether the taxes you are being charged are, in fact, correct. This skill also helps an investigator recall which racing faction did best last year, what the latest fashions in Syria are, what wine is all the rage in Italia, or when the next gladiatorial games are. This skill is used to remember what the next holiday is, when the empire was founded, or where the last military victory was won.

The difference in the default skill rating is determined by whether the investigator is from an urban or rural background. If the investigator grew up in a city such as Rome, Alexandria, Antioch, Londinium, or Massilia, they begin play with an Empire score of 25%. Investigators who come from rural settings, such as small farming villages, fishing ports, or remote mining towns begin play with an Empire score of 15%, as such laws and social details seldom affect their lives. Investigators who are from lands outside of the Empire (such as Caledonia or Parthia) begin play with an Empire score of 0%.

Pushing Examples: The investigator doubles the bribe amount, argues with the official over the tax amount, makes a best guess at when a particular holiday falls or what the local fashion is.

Sample Consequences of Failing a Pushed Roll: The investigator is arrested for trying to bribe an official or avoid paying taxes, or is seen as a social fool for wearing the color that has been out of fashion for three years, or praising a gladiator who died three years ago.

INSIGHT

(05%)

This skill enables an investigator to identify when someone is lying, being evasive, or hiding something by studying that

individual's body language and voice. Investigators must be able to clearly see the person they are trying to use this skill upon. This skill is also used to control one's own body language and voice to enable them to tell very believable lives or completely conceal anxiety or ulterior motives. If two opposing individuals are both using Insight, one to detect a lie and the other to lie convincingly, they must make opposed Insight rolls. The winner of this contest either detects some very subtle clue that the person is lying (while realizing that person is skilled at being deceptive), or lies so convincingly that the deception is undetected.

Pushing Examples: Work something offensive, ridiculous, or deeply personal into conversation in an attempt at disrupting the concentration of the person you are questioning. Stare long and hard for an uncomfortable moment into their eyes to see if they can maintain their composure under scrutiny. Accuse them of hiding something, lying, or being guilty of something in the hopes of causing them to panic, lose composure, or confess.

Sample Consequences of Failing a Pushed Roll: Greatly offend those being questioned, so they are no longer willing to speak to you. Let the person who is lying realize that the you are a possible threat, who may need to be dealt with. Not only believe the person being deceptive, but trust that person so much that you vouch for that individual to others.

LANGUAGE (OTHER)

(01%)

Rome is a vast empire, encompassing many lands and peoples. While Latin is the official language, countless tongues are spoken. Other languages include Greek (widely spoken across the Empire), Aramaic (spoken in Syria and Mesopotamia), Coptic (spoken in Egypt), Punic (spoken in North Africa), Hebrew, Illyrian, Thracian, Dacian (spoken in the Balkans), Gaulish, Basque, Celtiberian (spoken in the western provinces), Germanic (subdivided into east, west and, north dialects), Goth (spoken in Germania and Germanic territories), Brythonic (spoken in Britannia), and Pictish (spoken in Caledonia).

Pushing Examples: Consult a native speaker. Try several slightly different pronunciations. Combine speaking with hand gestures and pantomime to make the point more clear.

Sample Consequences of Failing a Pushed Roll: Badly mispronounce or misinterpret something to mean the exact opposite of what was intended. Say something or interpret something as deeply offensive. Look completely foolish trying to communicate in a language you are unfamiliar with and lose face.

LANGUAGE (OWN)

(EDU)

The default language spoken in the empire is Latin. Investigators may be from a remote area of the provinces or a barbarian land and have grown up speaking the regional non-Latin language. In this case that non-Latin language would be their Own Language. Investigators born in the provinces may come from multi-lingual families whose members spoke Latin publicly, but used their own languages at home. Maybe they came from a union of an Italian-born centurion and his native Briton wife, or were primarily raised by their family's slaves, who spoke nothing but Coptic among themselves. In such cases, the investigator may split their Language (Own) skill across the two languages, with their primary language starting at 3/5ths of EDU and their secondary language starting at 2/5ths of EDU. A language score of greater than 30% is considered conversationally fluent.

E.g.: Livia the freedwoman grew up in Rome, but the rest of her family were Gothic slaves. She grew up speaking a mix of Latin and Gothic. Her EDU score is 70%, so her Language (Own) skill is broken between Gothic (42%) and Latin (28%). She can spend points to improve her skills in either or both languages.

Pushing Examples: See Language (Other) for examples.

Sample Consequences of Failing a Pushed Roll: See **Language (Other)** for examples.

NATURAL WORLD

(15% or 30%)

This skill helps investigators understand, interpret, and predict various aspects of the world around them. This includes predicting when the first day of spring will be, knowing when the tides will rise or fall, or when clouds mean a light rain is coming or a dangerous thunderstorm is about to strike. Knowledge of the Natural World tells investigators which mushrooms are safe to eat, which animals are best to hunt and where to find them (as well as how to identify their tracks), when certain fish swim through certain waters, what the best day to plant and harvest is, and when the next full moon is.

Like Empire, the difference in the default skill rating is determined by whether the investigator is from an urban or rural background. Investigators who grew up in a small rural community, centered on farming, fishing, trapping, herding, or hunting, begin play with a Natural World skill of 30%. Investigators from urban settings, who are insulated from the Natural World by layers of civilization, begin play with a score of only 15%.

Pushing Examples: You consult a more knowledgeable expert in such matters, such as a village elder. You spend a great deal of time studying the clouds, tracks, or pattern of the current to get a clearer idea. You taste the berry, mushroom, or spring water to determine if it is safe.

Sample Consequences of Failing a Pushed Roll: The elder chastises you for not knowing something so basic and you lose face in the community. You badly misidentify the weather pattern, animal tracks, or current and lead yourself (and others) into a dangerous situation. You deem something safe to ingest that is actually unripe, rotten, or poisonous.

ORATORY/RHETORIC

(01%)

This is the art of being a masterful and captivating public speaker, delivering a well-worded argument. Part debate, part performance, and part the ability to hold an entertaining conversation, skilled orators were deeply admired across the empire. This social skill has less to do with the truth of an argument, and more about rousing emotion in your audience.

Oratory/Rhetoric is opposed by the Oratory/Rhetoric and Insight skills.

Opposing skill/Difficulty level:

See Charm, Fast Talk, Intimidate, and Persuade Skills: Difficulty Levels on page 93 of the *Call of Cthulhu 7th Edition Keeper Rulebook*.

Oratory/Rhetoric is used in several specific ways:

- In debate, between two individuals (i.e., two senators arguing about a piece of legislation)
- In court by an advocate, to sway a jury and judge (i.e., a skilled advocate can get an acquittal with a powerful enough argument, even if the letter of the law is clearly against their client)
- To sway the emotions of a gathered mob of people (i.e., to calm or inflame a gathered mob of people, or raise the morale of frightened troops about to face a desperate battle)
- At a social engagement to impress, entertain, and win favor with



the attendees (i.e., being the center of attention at a dinner party, and being viewed with favor by the partygoers thereafter)

Pushing Examples: Stake your own wealth, status, position, or reputation on your argument. Raise the stakes of an argument further to intimidate the opposition. Suddenly change tactics and the tone of your argument, such as injecting humor, irony, or a thinly related anecdote.

Remember, this is about being entertaining and debating in accepted, traditional ways. If the investigator begins to take an alternative approach, the Keeper may ask for a different skill to be used. If outlandish claims are rapidly made to confuse listeners, it may become Fast Talk, or if threats are used (whether personal or about the very fate of the Roman Empire), it may become Intimidate. Switching from one to the other to gain a second roll still constitutes a Pushed roll.

Sample Consequences of Failing a Pushed Roll: The argument immediately comes apart as the attempt came across as desperate or foolish, or simply falls flat. The argument is suddenly heckled, turning the tide against your position. The argument has the opposite of the intended effect, resulting in disastrous results (i.e., a guilty verdict, a rioting mob, panicking troops, or making a complete and utter fool of oneself).

NOTHING IS SO UNBELIEVABLE THAT ORATORY CANNOT MAKE IT ACCEPTABLE.

– Cicero (Marcus Tullius Cicero)

OTHER KINGDOMS

(01% or 10% or 25%)

This skill includes knowledge of the history, geography, culture, government, and natural resources of certain regions or kingdoms beyond the borders of the empire. Only one specific kingdom or region can be chosen for this skill, although this skill could be taken multiple times for knowledge of numerous barbarian lands. Barbarian kingdoms include: the Parthian Empire (the chief rival in the East), Caledonia (the Pict lands north of Britannia/modern day Scotland), Hibernia (the island northwest of Britannia/modern day Ireland), the Germanic lands (north of the Rhine), the Saharan lands (south of the North African provinces/the entire continent of Africa south of the coastal provinces), Tamilakam (the Indian-subcontinent), and Serica (northern China). Native people of these kingdoms begin play with 25% in this score towards their own kingdom. Slaves, freedmen, or peregrini born in these kingdoms, who were at least 10 years old before coming to the empire, begin with a score of 10% in this skill regarding the kingdom of their birth.

Opposing skill/Difficultly level:

- Regular Difficulty: recall geographical information, understand customs, know a kingdom's folklore and superstitions.
- Hard Difficulty: recall a minor official's title or position, recognize a few key phrases, remember an obscure fact.

Pushing Examples: Consult another expert. Try to speak to a merchant, sailor, caravaneer, or soldier who visited this kingdom.

Sample Consequences of Failing a Pushed Roll: Given outlandish and untrue information with no way of knowing it is false. Draw a completely incorrect and possibly offensive conclusion. Attribute

facts about one kingdom to a completely different kingdom in the same region.

RANGED WEAPONS

(Specializations) (varies %)

This skill represents a character's ability with ranged weapons, such as bows, crossbows, and slings. Success using hurled weapons, such as pila, javelins, and spears, are determined by the Throw skill. Skill points may be spent on any specialization; the generic Ranged Weapons skill cannot be purchased.

Bow (10%): Types include the eastern recurve bow and the more common short bow.

Crossbow (20%): The Romans are thought to have based their crossbow design on one used by the Han Empire, although the Greeks also developed their own form of this iconic weapon.

Net (05%): These fisherman's tools come in a variety of shapes and sizes. The ones used by slavers and gladiators are specifically designed for use on other humans (or similarly sized humanoids). A successful hit entangles a target who must then spend a round cutting themselves free before they can take any other action. This requires a successful DEX check and a bladed weapon. Without cutting the net, an entangled target must make a DEX check and spend three rounds untangling themselves from the net. If the attacker gets a Hard or Extreme success with the net, the Keeper may impose 1 or 2 penalty dice (respectively) to the entangled victim's DEX check.

Sling (15%): Typically, a leather strap held either in the hand or attached to a staff used to project rocks, lead shot, or other small projectiles.

READ/WRITE LANGUAGE

(10%)

This skill represents the ability to read in all languages one speaks and to write in them as well, creating written messages, notes, or graffiti. Because paper is expensive, most people keep a wax tablet and stylus for making quick notes that don't need to be saved. The starting value of this score is 10%, reflecting the general literacy of the average Roman citizen.

Pushing Examples: Spending twice the average time trying to write a message, referencing other sources while attempting to make a translation.

Sample Consequences of Failing a Pushed Roll: The message is misrepresented or interpreted to deliver the opposite intention, possibly causing grave offense or dire consequences.

REPAIR/DEVISE

(20%)

This skill allows someone to make repairs to an existing item or create a crude, but functional, version of an item. This skill in no way replaces the Art/Craft skill, as any items created by this skill are rough and quite basic, and of little or no saleable value, lacking any true quality or durability. Basic repairs can be made to items, although not to complicated things such as weapons or armor. Investigators can use this skill to create pitfalls and snares; fix holes in roofs; make simple clothing and footwear out of cloth, fur, and ropes; or craft simple tools and shelters.

Opposing skill/Difficulty level:

- Regular Difficulty: repair a simple item, create a simple trap.
- Hard Difficulty: use inferior materials to make repairs, create a complex trap.

Pushing Examples: Use items not intended for task, spending more time than usual to make the repair or create the item.

Sample Consequences of Failing a Pushed Roll: the item breaks, ruining all of the supplies; the item looks functional but breaks at the worst possible moment; the snare backfires and injures the creator or an ally.

SCIENCE

(Specializations) (01%)

This skill indicates the person has knowledge in a field of advanced study. It is a specialized skill requiring a particular focus, although the skill can be taken multiple times to indicate knowledge of several topics. Successful skill checks let one answer a question, conduct specific research, or usefully apply the correct scientific principles to a given task. Some specific fields of scientific study are:

Architecture (01%): This skill allows the investigator to design and supervise the construction of buildings and monuments. This also allows you to determine if an existing structure is sound, perhaps after a fire or earthquake, and how best to tear buildings down, such as enemy fortifications.

Astrology (01%): Through the study of celestial bodies and their relationship to one another, an investigator can predict the future (some of the time, anyway). Observations must be made on at least two consecutive nights in order to gather information. Roman society considered this science both groundbreaking and dangerous, so its use is viewed with much caution. This skill also functions as Astronomy, allowing the investigator to predict the regular positions of planets and stars, and the phases of the moon.

Augury (01%): This is the science of reading the auspices, or signs from the gods, in order to successfully interpret the future.

Methods of augury include:

- Ex Caelo (from the sky): The observation of clouds, thunder, and lightning.
- Ex Avibus (from birds): The observation of the birds. There were Oscines birds (such as ravens, crows, and hens), who delivered messages through their songs and calls, and Alites birds (such as vultures and eagles), who delivered their messages in the patterns of their flight.
- Ex Tripudiis (from the "dance"): The observations of the movement of hens while eating. Refusing to eat is typically a bad sign, while enthusiastic eating is favorable.
- Ex Quadrepedibus (from the quadrupeds): The observation of four-legged animals, such as horses, foxes, wolves, or dogs. Generally not a well-respected form of augury.
- Ex Diris (from Portents): Observation and interpretation of things which do not fall under the previous four categories, such as supposedly common events, like sneezes, stumbling, hiccups, or yawning, the casting of stones or bones, the reading of entrails, etc.

For more information on Augury, see Chapter Six: The Spiritual World, pp. 63–64.

Engineering (01%): This skill allows investigators to design and oversee the construction of complex structures such as aqueducts, mines, roads, bridges, plumbing and sewage systems, water mills,



winches, and pumps. It also allows them to design, maintain, and repair machines like catapults, ballista, and water clocks. This skill also allows an engineer to examine such systems to determine the best way to destroy them.

> ALL WISH TO POSSESS KNOWLEDGE, BUT FEW, COMPARATIVELY SPEAKING, ARE WILLING TO PAY THE PRICE.
>
> – *Juvenal (Decimus Iunius Iuvenalis)*

Geography (O1%): This is the science of the layout of the world, including the countries, people, and cultures within it. Coastlines and inlets, mountain ranges and valleys, rivers and crossings, roads and bridges, caves and canyons—all things geographers eagerly cataloged. They are familiar with maps and able to make precise new ones based on their observations and calculations. While they are very familiar with the lands within the empire, places beyond the borders are less well known, and they are usually eager to learn every detail they can of such barbarian lands.

Mathematics (O1%): The science of mathematics in Ancient Rome is about exactly where it was under the Hellenistic empires they conquered, with no real new developments of note. However, the works of Archimedes, Ptolomy, and Pythagoras are still taught. This science allows users to calculate figures, as well as to create and decode cyphers.

Metallurgy (O1%): This science is vital in mining, the extracting and refining of ore from the earth. It allows for metals to be cast into moulds and the creation of various alloys like bronze and steel. This science is also used to determine the quality and purity (and thereby value) of various metal items, such as a sword or a helmet, or of precious metals being sold on the open market or used in coins.

Philosophy/Religion (O1%): This gives investigators a detailed knowledge of a specific philosophical discipline or religion. They know the primary teachings, history, customs, important days, practices, taboos, and notable figures of the religion or discipline. This does not mean that they are an adherent of said religion or philosophy, only that they have made a detailed study of it. This skill only grants knowledge to a specific philosophy (such as the Cult of the Emperors, Sol Invictus, Epicureanism, or Stoicism), although it can be taken multiple times.

Pushing Examples: Take twice the normal time to complete calculations, predictions, or procedures; consult another expert in the field; make an assumption and move forward without knowing for certain the exact outcome.

Sample Consequences of Failing a Pushed Roll: The outcome is a failure; what is created is unsafe, low quality, incorrect, or offensive. This could result in loss of life, a damaged reputation, or even criminal charges.

STATUS/INFAMY

(Special)

This is the *Cthulhu Invictus* equivalent of Credit Rating. Players must raise their Status score to at least the minimum starting Status score for their investigator's Occupation. Starting Status scores are used to determine what social class investigators fall into (see "Status" on pp. 15–17, in Chapter Two: Creating Investigators). Status can be raised in game to reflect upward social mobility, growing fame, and increasing fortunes. More than social class and wealth, Status reflects your investigators' public reputations, their social connections, and how much weight is attached to their assurances. In the Roman Empire, a person's reputation is everything, and it can be a fragile thing.

Losing Status: Status is hard to gain and easy to lose, and it follows an investigator everywhere. People who have fallen far from the public graces, such as a senator caught taking foreign bribes to vote against the empire's best interest, a centurion charged with cowardice in the face of the enemy, or a person accused of murdering their father (patricide) can have their Status score drop. Investigators publicly pledging to solve a problem, defeat a creature, locate a lost child, or recover stolen property are putting their personal status on the line. They must now follow through on these promises or risk having their Status reduced. Investigators who try and fail should be fine, but investigators who consider the risks too great and abandon their objective will be viewed unfavorably by the public and lose Status.

Infamy (The Anti-Status): Certain professions in Ancient Rome do not use Status, as they are never respected in society. Actors, gladiators, slaves, criminals, and prostitutes may be quite famous and wealthy, even admired and loved, but they are never considered respectable people. These professions use the mirror version of this skill, called Infamy. In fact, in many of these cases, their legal status is that of an Infamis, stripped of certain legal protections granted to most citizens. Infamis are not allowed to provide legal testimony and are subject to levels of corporal punishment typically reserved for slaves. In *Cthulhu Invictus,* the following professions use Infamy instead of Status—Barbarian, Bard, Bathhouse Attendant, Courtesan, Criminal Collegium Member, Druid, Entertainer, Gladiator, Magus/Saga, Resistance Leader, Skop, Slave, Soothsayer, and Thief.

Gaining Status (and Infamy): Status does not advance as other skills do. Changes in an investigator's Status score are made by Keepers at the end of a scenario, with points being awarded or subtracted depending on the investigator's actions. Heroic public acts gain investigators additional Status, while shameful, cowardly, or sinister actions lower Status.

Keepers are free to raise and lower Status awards, depending on the investigators' behavior and level of success at the end of each adventure. We recommend +1D3/–1D3 Status points for shorter scenarios (lasting 1 or 2 sessions, or between 4–8 hours of real time play), and +1D4+1/–1D4–1 (for longer adventures).



CHAPTER 5:
LIFE & DEATH
(COMBAT, POISON, AND HEALING)



WOUNDS, DEATH, DYING, & RECOVERY

The rules for damage, the difference between minor and major wounds, and whether an investigator is knocked unconscious or killed are in Chapter Six of the *Call of Cthulhu 7th Edition Keeper Rulebook* (pp. 119–120), as are the rules for recovery from both Regular and Major Wounds and the rules for First Aid and Medicine (pp. 120–121). However, Keepers wishing to add a further level of detail to their investigators' recovery may use the rules for Infection.

> THE GODS CONCEAL FROM MEN THE HAPPINESS OF DEATH, THAT THEY MAY ENDURE LIFE.
>
> – *Lucan (Marcus Annaeus Lucanus)*

Keeper's Option: Infection

Throughout Roman history, victims of minor injuries or superficial wounds would find themselves wracked with fever and infection, battling for their lives. A simple wound sometimes proved to be crippling, as gangrene would require the amputation of limbs. Worse, an infection could ravage the body, bringing a raging fever, delirium, and finally death. This is a world without effective antibiotics or a firm understanding of infection; even with the best medical care available, the treatment and recovery from wounds was a difficult business.

If regular damage is rapidly and successfully treated with First Aid, there is no chance of serious infection. If a Major Wound is successfully treated with First Aid, the victim must make a CON check. If that is successful, there are no further complications, but a failure means that an infection will soon set in.

Those with regular damage must also make a CON check to avoid contracting an infection if they are not treated for more than an hour, or are unsuccessfully treated with First Aid. Those with Major Wounds that are not treated or are unsuccessfully treated by First Aid are at serious risk for infection. They must make a Hard CON check to avoid infection. If a wound becomes infected, it halts any natural healing until the infection is eradicated.

Infection advances at a variable pace, sometimes slowly, and at other times, with horrific rapidity. The rate of advancement is 1 level of infection per 1D4 days. For example, a wounded soldier, separated from his unit and medical treatment, is suffering from a Moderate Infection. The player rolls 1D4 to see how quickly the



infection advances and rolls a 2. Unless the infection is eradicated, it will take a turn for the worse two days later, becoming Severe.

The levels of infection progress much like Other Forms of Injury (see the *Call of Cthulhu 7th Edition Keeper Rulebook*, page 124).

INFECTION	DAMAGE	SYMPTOMS
Minor	1D3	Swelling, redness, pain
Moderate	1D6	Dramatic swelling, increased pain, fever, heat emanating from infected area
Severe	1D10	Oozing pus, crippling fever, area begins to become necrotic as tissue dies.
Deadly	2D10	Gangrene sets into wounded area, delirium, scent of decomposition from wound site, raging fever
Terminal	4D10	Coma, severe gangrene, necrosis, wound becomes infested (e.g., by maggots)

Fighting Infection

Minor infections can be resisted with a Hard CON check by the victim, or a successful Medicine check by an attending physician or healer. Moderate infections can be eradicated if the victim makes an Extreme CON check, or an attending physician or healer makes a Hard Medicine check. Curing a Severe Infection requires an Extreme Medicine check, or a Hard Medicine check made specifically by a surgeon (who will remove necrotic and severely infected tissue in an effort to halt its advancement).

To cure anything beyond a Severe Infection, a surgeon must succeed in an Extreme Medicine check. Even then, the victim suffers a permanent loss of 4D10 distributed across DEX, CON, and APP as decided by the Keeper.

ARMOR

There are many forms of armor available in this period, from piecemeal suits of soft leather and quilted padding, to state of the art articulated suits of steel plate. Military grade armor is not something an average Roman citizen would ever wear. Even off duty soldiers, in a peaceful urban setting, would get some seriously odd looks if they were to go about in their full military battle dress.

In play, this variable level of protection makes combat a serious threat even to the most heavily armored investigators. Such investigators are not invulnerable during combat with less powerful opponents, although the odds are still in their favor.

Types of Armor

Soft Leather: (1D3 points of protection) This is a suit of supple leather which covers the torso, shoulders, upper arms, waist, and possibly the shins. They are usually accompanied by bracers, protecting the forearms as well. Such armor can easily be concealed under clothing or a cloak, and even if spotted, does not rouse a great deal of suspicion.

Hardened Leather: (1D4 points of protection) This is also a suit of leather, although it is typically thicker and hardened by boiling. It is not as comfortable or easy to conceal but it offers much better protection than untreated leather.

Leather and Rings: (1D4+1 points of protection) This is an improved form of Hardened Leather armor, reinforced with large

Gaps in the Armor

Cthulhu Invictus is a world where everything is made by hand. Thus, there will always be weak points and imperfections in helmets, shields, and suits of armor. Even when perfectly crafted, such items inherently have gaps in their protections. And sometimes, an enemy just lands that lucky shot, despite how well you might be protected. To reflect this, all armor has a variable protective rating. Roll the armor rating each time an enemy lands a successful attack to determine how much damage a victim's armor prevents.

For example, a Roman centurion wearing a medium helmet and chainmail is attacked by a deep one while both are looking for shipwreck survivors. The creature attacks successfully with both claws, inflicting 5 points of damage on the first attack and 8 points of damage on the second. The centurion rolls his armor rating (1D8+1D2) twice, getting scores of 6 and 4 respectively. The Keeper describes how the first claw knocked him off balance as his chainmail absorbed the impact, while the deep one's second claw gashes his unprotected forearm to the bone to inflict 4 points of damage.

ARMOR TYPE	PROTECTION	BURDEN*	FITS OTHER SIZ	ROUNDS TO DON	COST (IN SESTERTII)
Soft Leather	1D3	Light	within 40 points	2	50
Hardened Leather	1D4	Light	No	2	100
Leather & Rings	1D4+1	Light	within 20 points	2	400
Leather Scales	1D6	Moderate	within 20 points	4	375
Chainmail	1D8	Moderate	within 40 points	4	1000
Lorica Segmentata	1D8+2	Moderate	No	6	2000

* Burden: This reflects the level of weight and discomfort of the armor. Light armor can be worn for long periods of time, and allows for a wearer to sleep, climb, and swim in them (with difficulty). Moderate armor cannot be worn comfortably for more than a few hours, and sleeping, climbing, or swimming in it is nearly impossible (Keepers can assign one or two penalty dice, depending on circumstances).

metal rings and strips sewn above critical areas. The metal rings help deflect blows and disperse impact over a broader area, so that an attack is less likely to penetrate the leather (and the wearer) below. It is hotter, heavier, and less concealable than hardened leather.

Leather Scales: (1D6 points of protection) This is a suit made from overlapping panels of hardened leather sewn onto a (hopefully padded) heavy fabric underlayer. Such armor can reach the wearer's knees, mid-calves, or ankles. This is the most effective armor that can be produced without the use of a forge. It is hot, heavy, cumbersome, and uncomfortable, but it provides excellent protection against attacks.

Chainmail: (1D8 points of protection) This armor consists of a tunic or secured drape of small, tightly interlocked metal rings. It is typically worn atop an underlayer of padding or soft leather. When worn correctly it provides an excellent defense against all forms of attack without overly impeding flexibility. When worn or fitted incorrectly, it can be exceedingly uncomfortable to wear for extended periods. It is very difficult and expensive to produce, repair, and maintain.

Lorica Segmentata: (1D8+2 points of protection) This is the state of the art in battlefield protection. This is a suit of curved metal semicircular strips, secured to one another by leather straps. The bands are made of an interior of soft iron overlaid with steel, allowing the armor to be strong without becoming brittle. The bands overlap to completely encase the torso and shoulders while allowing a surprising amount of flexibility. The armor is heavy and typically requires a layer of padding for extended use. A leather belt reinforced with metal studs and armored greaves (shin guards) are usually worn along with this armor to round out its overall defensive coverage. Lorica Segmentata can collapse upon itself when not worn, becoming compact and allowing for easy transport and storage. It is very expensive to produce, maintain, and repair.

Helmets

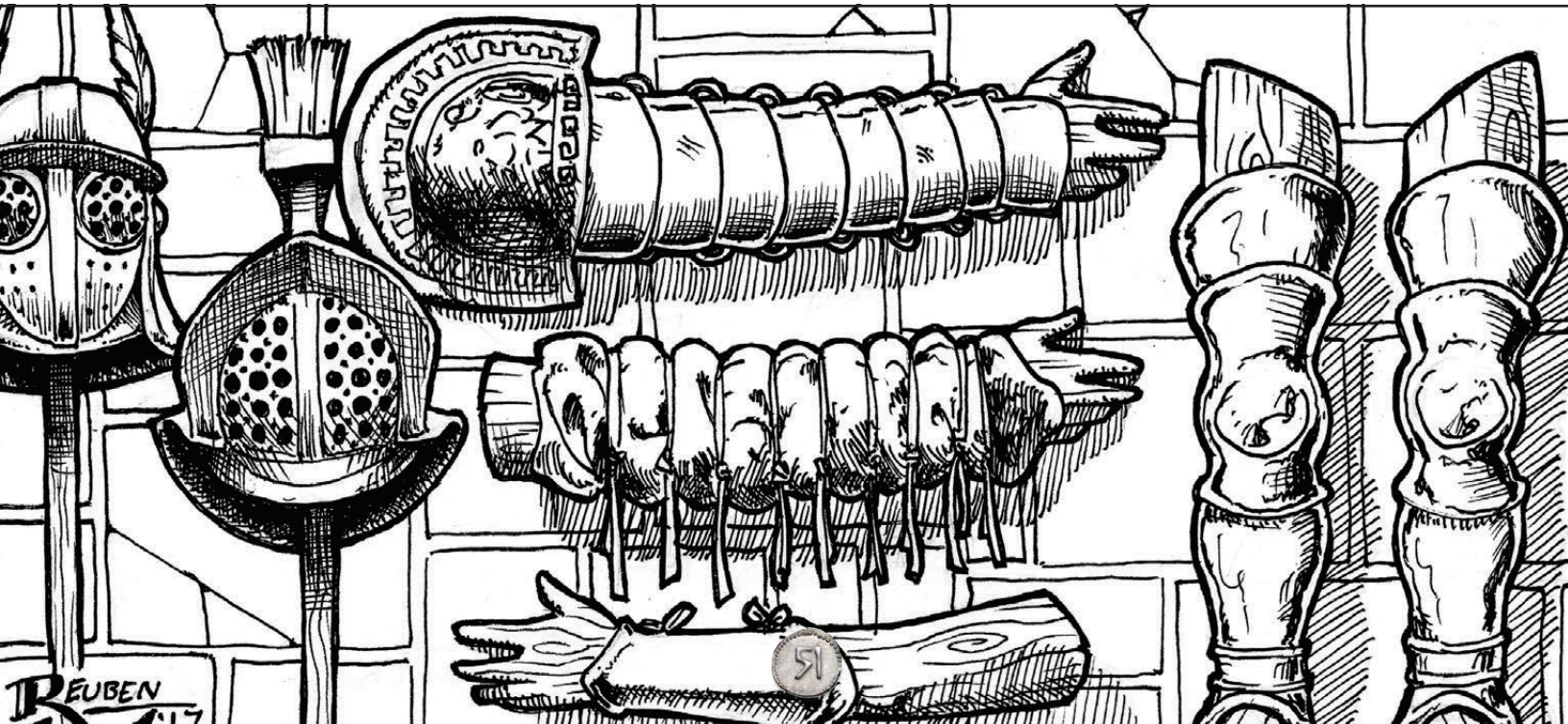
Helmets in the Roman Empire come in many different designs due to a wide variety of regional influences. The top of a helmet



could be rounded (for ease of production and comfort), or conical or crested (to help deflect downward blows). Some helmets extended backwards or had rear sheets of leather or chainmail to protect the back of the neck. Some helmets had extended forward brims to protect the eyes, while others had cheek guards. Some helmets had full or partial face covering, with slits or grills for ventilation and visibility.

For most, the choice of helmet came down to the preference of the military unit a soldier was serving in. For others, such as those serving in mercenary companies or auxiliary units, it was a personal choice. In terms of game mechanics, helmets fall into three

HELMET TYPE	PROTECTION	BURDEN*	COST (IN SESTERTII)
Light	+1	Light	10–25
Medium	+1D2	Light	50–250
Heavy	+2	Moderate	200–400



categories: Light (made of leather, quilting, and padding), Medium (made of metal), and Heavy (a heavy helmet which completely encloses the face). Heavy helmets, while offering the surest protection, limit visibility and impede hearing. Keepers should impose a penalty die on any skill checks that require sight, hearing, or speaking (such as Spot Hidden, Listen, Stealth, Fast Talk, etc.).

Costs of helmets can vary widely, depending on additional protective (i.e., brow brims, top crests or domes, cheek and/or neck covering) and decorative (i.e., finish, cosmetic adornments, artistic embellishments) elements. Keepers and players should agree upon a final price reflective of how elaborate the helmet is.

Piecemeal Armors

Sometimes a person must scavenge what pieces of armor they can find—a leather breastplate here, a pair of iron greaves there, a helmet from somewhere else—and hope for the best. Gladiators also wear piecemeal armor sets, although this is done intentionally, to showcase their skills (and bodies). Individual Keepers should judge the overall protective value of a set of piecemeal armor. A suggested protective value for a suit consisting of mostly metal items is 1D4+1, which is the value of most Scutarri or Heavy Gladiators (Provocator, Secutor, and Murmillo). For those whose armor is primarily nonmetal items (padding and leather), the suggested value is 1D2+1, which is the value of most Parmularri or Light Gladiators (Hoplomachus, Thracian, and Retarius).

Shields

The shield is an integral part of a Roman soldier's equipment, and there are many varieties. Shields add to their wearers' overall armor ratings, can block blows (in lieu of Dodging), or can act as weapons aggressively thrust into opponents.

Using a Shield

Each type of shield has a base score, and investigators can invest points in this skill to use a particular type of shield more effectively. However, when using a type of shield they are unfamiliar with, they must use the base score. They may, through training, learn to skillfully employ multiple types of shields. Investigators carrying a shield into battle gain the benefit of its protective rating.

For example: A warrior carrying a medium shield, wearing hardened leather armor and a medium helmet has a protective value of +1D4+1D4+1D2.

Investigators can employ shields to block incoming attacks and as offensive weapons to bash into opponents (see "Defending with a Shield" and "Attacking with a Shield").

Defending with a Shield

When a shield-user defends with a shield, they are using their shield to block the incoming attack, using their Fighting (Shield) skill (rather than their Dodge skill). Multiple attacks can be blocked this way, but all subsequent attacks on the shield-user are made with one bonus die. This does not apply to missile weapons.

The shield-user gains the value of the shield's armor even if they fail to win the bout of combat. However, each time a shield blocks a blow, it absorbs a certain amount of HP and suffers damage in excess of its absorption score (see "The Life of a Shield").

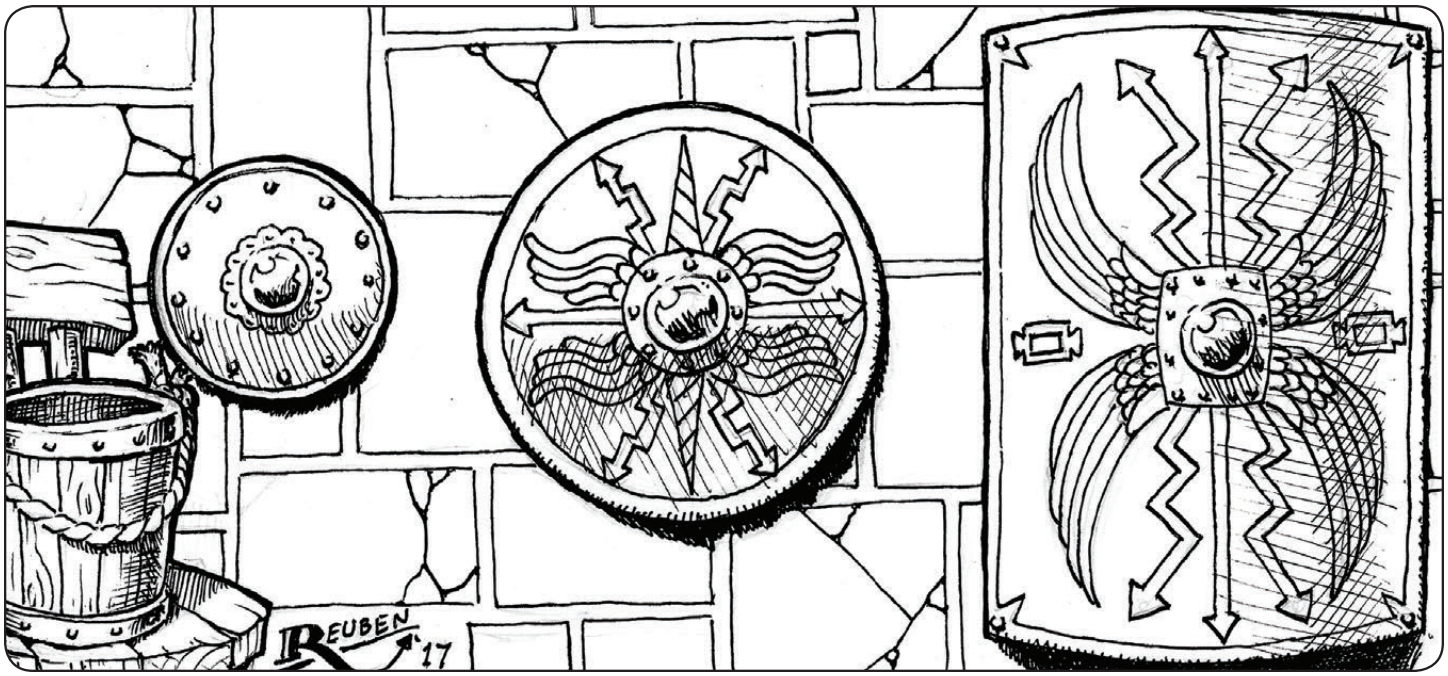
A shield user may, at the start of the combat round, announce that they are only defending this round (they forgo all other actions and will attempt to dodge every attack). In this situation, the shield-user gains a bonus die to each of their Fighting (Shield) rolls for that single round of combat. Essentially, the shield-user is doing all they can to anticipate and block blows, rather than looking for an opportunity to strike their attacker. This can be particularly effective when using medium or large shields to try to defend something, such as covering another person.

Attacking with a Shield

A shield may also be used as a weapon in its own right, using the Fighting (Shield) skill both when making a standard attack and when fighting back.

When a shield-user elects to fight back rather than dodge an

SHIELD	BASE	ARMOR	DAMAGE	ABSORB/HP	DEFLECT MISSILE	STR/DEX	COST (IN SESTERTII)
Improvised	10%	1D2 to 1D3	1D2+DB	2 / varies	No	—	—
Small	15%	1D3	1D3+DB	5 /20	No	—	40
Medium	15%	1D4	1D4+DB	6 / 24	Yes	30 / 40	60
Large	15%	1D6	1D4+1+DB	7 / 28	Yes	40 / 40	80



attack, if their opponent wins the combat with a draw (both achieve the same level of success), the shield-user still benefits from their shield's Armor value. However, if the attacker wins (gaining a higher level of success than the shield-wielding opponent), then the blow has struck past the shield and the shield provides no protection against the attack.

In all other respects, the standard rules for fighting back and attacking still apply.

The Life of a Shield

When a shield successfully blocks an attack, it can absorb a certain amount of damage without issue. When an attack does more than that amount, the shield itself takes the additional damage. The shield can still be used effectively until it reaches zero HP or lower. At this point, while it blocks that final blow, it can no longer be used, as it has been battered, dented, and splintered to the point where it needs repair or replacement. Repairing a shield takes 20 minutes per HP of damage, 50% of the shield's cost in materials, and a successful Repair/Devise roll. A shield's Absorption and HP can be found in the table above.

Types of Shields

In *Cthulhu Invictus,* shields come in four general types: Improvised, Small, Medium, and Large.

Improvised (10%): Anything not specifically designed to be a shield, but used as one (i.e., a chair, a small door, or large oaken branch).

Small (15%): These shields are small, typically reaching to the end of the wielder's forearm and are meant for personal defense only. They are favored by mounted soldiers, slingers, and archers (who only need a shield in extreme circumstances), warriors with limited funds (as they are cheaper to purchase and produce than larger shields), and certain types of gladiators.

Medium (15%): These shields are larger and offer more protection. They can effectively cover the wielder's torso. Groups of trained men can employ such shields to protect companions fighting beside them instead of attempting to block an attack on themselves.

Large (15%): These massive shields are large enough to protect a wielder from their chin to their ankles. Such shields are typically employed by well-disciplined troops forming a battle line. These shields can be used to block melee attacks on companions beside the wielder and melee attacks against the wielders themselves. These are the shields typically issued to Roman soldiers, and often emblazoned with their legion's official emblem. They are large and cumbersome, but also sturdy, and nearly indestructible.

Blocking Missile Attacks with Shields

Medium and Large shields can be used for cover to block incoming missile attacks, such as arrows, spears, and sling stones/bullets. Doing so requires the wielder to crouch behind their shield defensively, losing their action next round. Incoming missile attacks suffer a one penalty die when attempting to hit someone crouched behind a Medium shield and two penalty dice when attempting to hit those crouched behind a large shield.

Calculating Integrated Armor

Investigators' final armor protective value should be a sum of their armor, helmet, and shield values. For example, three soldiers in the same army wear three very different forms of armor:

A centurion officer wears chainmail armor and a medium helmet, and carries a medium shield; his overall armor value is 1D8+1D2+1D4.

A nearby auxiliary archer wears a suit of soft leather armor with a light helmet, and uses a small shield. The archer has an overall armor value of 2D3 (for the armor and shield) +1 (for the helmet). However, the archer doesn't wield the shield most of the time, so typically it's just 1D3+1.

In the front lines stands a legionary wearing Lorica Segmentata and a medium helmet, employing a large shield. The overall armor rating is 1D8+1+1D2+1D6.

WEAPONS

A wide array of weapons is available to investigators in *Cthulhu Invictus.* Most require a Fighting Specialization. These include:

Fighting: Axe (15%): For single-handed and double-handed (Great) axes. If thrown, use Throw score.

Fighting: Brawl (25%): For any type of fisticuffs, wrestling, or fighting with knives and clubs (of any size), and the cestus. If thrown, use Throw score.

Fighting: Bow (15%): For bows and eastern recurve bows.

Fighting: Crossbow (15%): For crossbows.

Fighting: Spear (20%): For short spears, long spears, pilum (if thrust), lances, and tridents. If thrown, use Throw score.

Fighting: Staff (25%): For staves.

Fighting: Sword (20%): For short swords and gladius; long swords (spatha); and barbarian weapons such as the Dacian falx, the Celtiberian falcata, the German seax, and the Egyptian khopesh.

Fighting: Siege Bow (00%): For Gastraphetes, Scorpion, and Cheiroballistra/Manuballistra (see Chapter Ten: The Roman Legions, pp. 112–113)

Fighting: Siege Launchers (00%): For Ballista and Catapult (see Chapter Ten: The Roman Legions, page 113).

Weapon Descriptions

Axe (dolabra): This is your standard single-handed axe, usable with a shield. It can be thrown at opponents. One variation is the dolabra, a dedicated throwing ax with a minimal handle to cut down on weight and improve balance. It is carried by troops in many legions and employed solely as a missile weapon to be hurled into the enemy ranks before closing.

Great Axe: This massive war axe requires both hands to wield effectively and is favored by elite barbarian warriors along the empire's northern borders.

Cestus: This is a weapon of the gladiator arena.



MELEE WEAPON	DAMAGE	HANDS	LENGTH	PARRY/HP	COST (IN SESTERTII)
Axe (dolabra)	1D6+DB	1	Medium	Yes / 15	80
Great Axe	1D10+DB	2	Short	Yes / 25	100
Cestus	1D4+DB	1	Short	No / —	50
Club, small	1D6+DB	1	Short	No / 10	5
Club, large	1D8+DB	2	Medium	Yes / 15	10
Knife, small	1D4+DB	1	Short	No / 10	10
Knife, large (pugio, sica, saex)	1D4+2+DB	1	Short	Yes / 20	15
Pilum (thrusted)	1D6	1	Long	Yes / 20	45
Spear, short (javelin)	1D6+DB	1	Medium	Yes / 15	40
Spear, long (hasta)	1D10+DB	2	Long	No / 15	50
Staff	1D6+DB	2	Long	Yes / 15	5
Sword (falcata, gladius)	1D6+1+DB	1	Medium	Yes / 20	175
Sword, long (great falx, spatha, long saex)	1D8+DB	2	Medium	Yes / 20	200
Sword, khopesh	1D8+DB	1	Medium	Yes / 15	175
Swords, short (falx)	1D6+DB	1	Medium	Yes / 15	150
Trident	1D6+DB	1	Long	Yes / 20	75

It is a gauntlet tipped with one or more knife blades or spikes, and is used to punch an opponent.

Clubs: These include crudely shaped branches or fire hardened lengths of wood reinforced with leather, metal bands, and decorative/functional brass studs. Clubs can also be short and concealable. Some (small) require one hand to use effectively; others (large) require two.

Knives: Across the empire, it is illegal for civilians to carry a knife, but all people have one on their person. Most knives are small utility blades, used in day to day life and in defense when said life is threatened. Other knives are larger, more serious affairs, used for butchering game, splitting wood, or ending an argument once and for all. A few knives are specifically designed for combat such as the pugio (a long, straight, leaf-shaped blade), the sica (a dagger with an inward curving blade), and the Germanic saex (a blade with a thick spine which angles down to a sharp point).



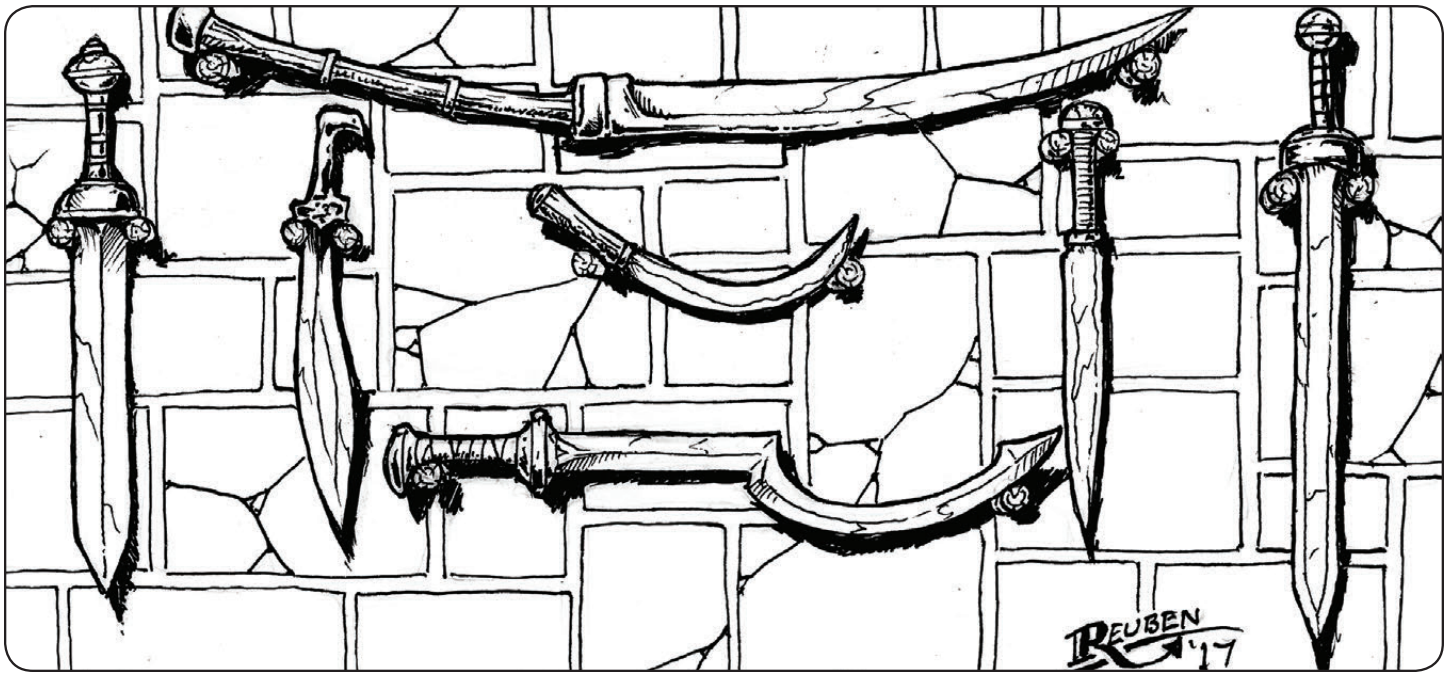
Pilum: This is a heavy, weighted throwing spear, a thick wooden haft topped with a sharpened spike at the end of a rod of soft iron. Its primary use is to penetrate an enemy's shield, and then bend. This makes the pilum difficult to pull out and impossible to throw back (as it is then useless until repaired). Impaled shields cannot be effectively employed until the pilum is removed. In the heat of battle, impaled shields would often be discarded. If the pilum misses an enemy's shield and hits flesh instead, well and good.

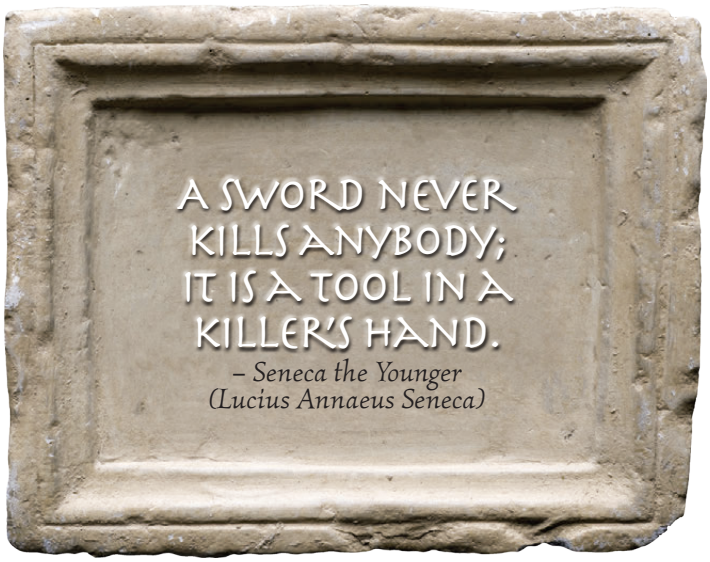
Spears: Once the weapon of choice across the known world, the spear is still popular in many parts of the empire. It is simplicity itself, a length of wood tipped with a metal spike or blade. Some are shorter and well-balanced, ideal for wielding one- (with a shield) or two-handed, and can be thrown effectively, or employed from horseback as a lance. Others are longer, heavier affairs which require both hands, such as those used to hunt large, dangerous game like boars or to impress on the battlefield. A javelin is the smallest and lightest form of spear and was used solely as a missile weapon; it is weighted specifically for balance and the maximum range.

Staff: A thin, sturdy length of wood, ideal as both an aid for walking and breaking the bones of anyone trying to rob you.

Sword: There are many types of swords in the Roman Empire, with various designs from different cultures. Swords differ in length, weight, design, and the method in which they are meant to be used.

- ***Falcata:*** An inward curving blade with a heavier and wider tip, used to deliver crushing downward blows (like an axe). The lower hilt of the weapon extends upward to cover some of the wielder's fingers, and is often quite decorative. This was the weapon of choice during the war against Carthage.
- ***Falx:*** This strange sword, from the Dacian provinces, has a long handle reminiscent of a spear, and is tipped with a long inward-curving blade. It slashes outward, delivers downward blows, and is ideal for pulling an enemy's shield away or out of position and unseating mounted opponents. It comes in two varieties—a standard falx that can be used with one hand, and





a great falx, a larger, heavier weapon with a longer blade which requires two hands to wield.

- ***Gladius:*** A short straight blade with a very sharp point, used for thrusting and stabbing. It is the blade of choice for the Roman Legions, and what gives "Gladiators" their name. This is the blade the Romans used to conquer most of the known world and is based on an Iberian design.
- ***Khopesh:*** This Egyptian blade has a sharp curve along the last 2/3rds of the blade's length, often with a very sharp point and backwards hooks. It is reminiscent of both sickles and axes, and is weighted to deliver powerful downward blows. Skilled warriors can also use the weapon's curve to disarm opponents, pull them off balance, or yank their shields out of position.
- ***Long Saex:*** Another long blade sharpened on one edge while the other is thickened to reinforce the weapon's strength. It tapers to a sharply angled point. A longer and deadlier version of the saex, this is used to deliver powerful downward blows and forward thrusts.
- ***Spatha:*** A long straight sword used for slashing and hacking. It is wielded by mounted troops and those fighting defensively (i.e., manning fortifications or guarding strategic locations). It will eventually replace the gladius as the standard issue sword of the Roman Legions.

RANGED WEAPON	DAMAGE	RANGE	ATTACKS/ ROUND	COST (IN SESTERTII)
Ax (dolabra)	1D6/1D4	5/10 yds	1	80
Bow	1D8	60 yds	1	60
Bow, Eastern Recurve	1D8+1	70 yds	1	120
Crossbow	1D4+1	40 yds	1	100
Knife, small	1D4	10 yds	1	10
Javelin	1D4+1	40 yds	1	30
Net	—*	5 yds	1	60
Pilum	1D8	25 yds	1	45
Rock (thrown)	1D2	20 yds	2	—
Sling, Stone / Bullet	1D4/1D4+1	50/60 yds	1	5
Spear, short	1D6	25 yds	1	40
Arrow (x10)	—	—	—	10
Crossbow Bolts (x5)	—	—	—	10
Sling Bullets (x20)	—	—	—	5

Trident: The quintessential fishing spear, a long haft topped with a set of parallel barbed spikes. Retiarius gladiators often use the trident together with a net.

Bow: A standard length of bent wood secured with a string or cord, used to propel arrows. It is used in hunting and war, and sometimes recreationally by the wealthy. Most are about three feet tall. In typical combat, arrows usually break upon use (65%).

Bow, Eastern Recurve: This bow makes minimal use of wood, as it comes from regions with few trees. It uses bone, leather, and adhesive to reinforce the wood frame (which may be made of multiple pieces of layered wood). The ends of the bow curve away from the wielder, increasing the tension of the drawstring. This propels an arrow with greater force, which translates into improved range and target penetration. Mounted troops armed and trained in using these weapons on horseback are proving to be an innovative and deadly effective new threat on the battlefield.

Crossbow (Arcuballista): A mechanical weapon, it has a horizontal bow mounted on a frame. The bowstring is released via a hand trigger to fire arrow-like projections called bolts. Such weapons are rare, found mostly in the eastern empire, and are based on an earlier Greek design. They are more difficult to construct and maintain than the standard bow. In combat, a bolt is usually broken or lost after being fired (80%), making them very hard to recover in the field.

Net: Your standard fisherman's tool, redesigned for combat and entertainment in the gladiatorial arena. Those entangled in a net (due to a successful attack roll) must spend the next round cutting themselves free. Anyone wishing to free themselves from a net without damaging it must spend three rounds doing so.

Sling: This is a length of cloth and/or leather used to propel stones or cast lead shot called bullets. Sling bullets are deadlier as they are heavier, strike with greater force, and are more accurate as slingers can rely on a consistent weight and aerodynamic properties.

Weapon Parry

A skilled warrior quickly learns that the best way to win a battle is not to be struck by an opponent's weapon. While a shield and armor help, sometimes such things are not available or are insufficient in the press of battle. However, offensive weapons can serve defensively, blocking or deflecting an enemy's attack. This is called a parry, and it is the equivalent of dodging, but it uses the Fighting (weapon) skill instead of the Dodge skill.

Not every weapon can perform this maneuver (see table on page 54).

When using a weapon capable of parrying, the user may, at the start of the combat round, announce that they are only defending this round (they forgo all other actions and will attempt to parry every attack). In this situation, the user gains a bonus die to each of their Fighting (weapon) rolls for that single round of combat, doing all they can to anticipate and parry blows, rather than looking for an opportunity to strike their attacker. This is particularly effective if trying to defend something, such as defending another person. Ranged missile attacks cannot be parried.

However, blocking an enemy's blow puts strain on the weapon making the parry. If the weapon parries a blow greater than its own HP value, that weapon breaks. Otherwise, the blow is skillfully deflected without causing damage to the weapon.

For example, our Roman centurion tracks the missing shipwrecked victims to a sea cave, where the deep ones built a temple. The centurion finds one of them tied to an offering table for

sacrifice. Without hesitation, he charges in. There is a sudden flash of light at this great sacrilege, and there before him is a truly massive deep one, nearly four times the size of the ones he followed into the cave. The creature charges forward, raising a massive marble pillar over its head like a club, as smaller deep ones begin chanting "Dagon! Dagon! Dagon!"

The centurion draws his spatha, really regretting that he didn't bring his shield. He successfully parries the creature's blow, but the massive pillar inflicts 37 points of damage. This exceeds the spatha's HP of 20, causing the weapon to shatter like glass. Armed now with only his puglio, the centurion wisely flees the temple and runs back into the labyrinthine sea cave, praying to Mars that this "Dagon" is too large to follow.

Optional Rule: Exceptional Arms, Armor, & Shields

Every once in a while, a craftsman creates something of truly exceptional quality, a masterwork. Such masterworks are far superior to similar items, and can fetch five times the standard price on the open market. It could be due to the craftsman's outstanding skills, the quality of the materials used, or a combination of both.

To create a masterwork item, crafters (armorers, weaponsmiths, bladesmiths, leather workers, bowers, etc.) must have at least 70% in their related Art/Craft score. They must then invest triple the cost in materials and time in the item's construction. They must then also roll a Hard success. If the roll is a regular failure, the item is still of outstanding quality, but has no special properties. If the roll succeeds, the craftsmen has created a masterwork item. Keepers can then pick one of the following special properties:

1. ***A Keen Edge, Perfect Balance, or Cunningly Weighted:*** The weapon is unusually sharp, has superior aerodynamic properties, is more accurate, and delivers a deadlier strike against opponents. It deals +2 points of damage.
2. ***Impenetrable:*** This item, either a suit of armor, a helmet, or a shield, is incredibly durable, has almost no gaps, or is made of superior materials. It receives +2 points to its armor rating.
3. ***Resilient:*** If a weapon, it has an additional 15 HP (of great use in parries). In the case of a shield, the item either has a +2 to armor rating or a 50% bonus to its Absorption/HP score. For example, a Medium Shield has Absorption/HP score of 6/24. A masterwork resilient medium shield has an Absorption/HP score of 9/36.

Keepers should severely limit the availability of such items in their campaign. Craftsmen could go their entire lives and never produce more than a handful of such items. Such masterworks become family heirlooms, passed down through generations. Each masterwork item should have a history attached to it, tales of its remarkable qualities that give it almost mystical reputation.

POISONS AND MEDICINAL HERBS

Many poisons are available to those living in the Roman Empire. These can be purchased from discrete and unscrupulous apothecaries, or brewed personally by those with the Art/Craft: Potions skill. Animal (such as snake or insect venom) and mineral (such as arsenic, mercury, antimony, and salts of lead (lead acitate)) poisons are known, but almost never employed. The most common forms of poison in use are plant-based ones (such as henbane, deadly nightshade, hemlock, yew, and opium). Below are a few of the most commonly employed toxins.

Belladonna/Deadly Nightshade: Loss of balance, slurred speech, blurred vision, headache, confusion, delirium, convulsions, failure of respiratory and cardiac system, death. Medicinally, it is used to ease pain, reduce inflammation, and treat both ulcers and menstrual problems.

Colchicum (Autumn Crocus): Convulsions, cardiovascular collapse, organ failure, formation of internal blood clots, death. Medicinally, it is used in the treatment of gout.

Datura (Moonflowers, Thorn-Apple): Weakness, dilated pupils, vomiting, seizures, delirium, bizarre often violent behaviors, amnesia, and death. It is used in mostly as a poison, although it is a popular ingredient in many types of love potion. There are rumors that the honey from certain types of wasps who feed upon moonflowers can be used as deadly poison.

Hellebore (both Black and White varieties): Vomiting, swelling of the tongue and throat, vertigo, slowing of the heart rate and cardiac arrest. Medicinally, it is used to treat paralysis, gout, and insanity.

Hemlock: Muscular and respiratory paralysis, death. Medicinally, it is used to reduce swelling, and to ease pain and respiratory problems (i.e., asthma, bronchitis, whooping cough).

Henbane: Elevated heart rate, body temperature, and blood pressure; seizures; vomiting; loss of muscular control; delirium; coma; respiratory paralysis; death. Medicinally, it is used as a sedative and to reduce pain.

Mandrake: Dizziness, elevated heart rate, vomiting, hallucinations, disruption of involuntary body functions regulating digestion and respiration, death. Medicinally, it is used as a sedative, to reduce pain, and to treat melancholy, mania, and convulsions.

Opium: Erratic behavior, stupor, vomiting, coma, respiratory failure, death. Medicinally, it is used to reduce high levels of pain, and, occasionally, in euthanasia.

Silphium: Not typically used as a poison, silphium can cause nausea. Medicinally, it is used to treat fever, coughs, sore throats, and indigestion; to reduce pain; and as both contraceptive and abortifacient.

Wolf's Bane: Numbness, disruption of cardiac function, leading to death. Medicinally, it is used as a sedative, and to reduce fever, pain, and inflammation.

Yew: Accelerated heart rate, convulsions, disruption of the respiratory and circulatory systems, cardiac arrest, and death. Yew has no medicinal uses at this time.

> WHAT IS FOOD TO ONE MAN IS BITTER POISON TO ANOTHER.
> – *Lucretius (Titus Lucretius Carus)*

POISON (PLANT BASED)	SPEED	DAMAGE (1 DOSE)
Belladonna/Deadly Nightshade	2 hrs/2 days	4D10
Colchicum (Autumn Crocus)	5–15 min	4D10
Datura (Moonflower, Thorn-Apple)	2 hrs	1D10
Hellebore	6–30 min	4D10
Hemlock	10–20 min	4D10
Henbane	4–12 min	2D10
Mandrake	30–60 min	4D10
Opium	5–15 min	2D10
Silphium	6–30 min	1 point
Wolf's Bane	6–30 min	4D10
Yew	5–15 min	2D10

CHAPTER 6:
THE SPIRITUAL WORLD

The world of Cthulhu Invictus is one in which people struggle to maintain balance between their lives and the whims of the gods. Roman citizens were especially superstitious about this balance, and these were no small matters to be laughed off or ignored. The auguries are read before major life events, such as starting a business or a battle. Religious rituals are dutifully performed by the state, lest the empire be plunged into ruin and chaos by wrathful gods. In temples, shrines, and holy places across the empire, citizens make sacrifices and lay offerings at the feet of a thousand different gods from a hundred different lands. Countless religions and schools of philosophy offer people a path to protection, enlightenment, and happiness in this life and the next.

ROMANS AND THE OTHERWORLD

Spirits, ghosts, omens and the will of the gods are very serious things. These unseen powers are how people make sense of forces and events they cannot understand and shapes their perception of the world around them. While the more educated people might chuckle and scoff at some beliefs, even they do so quietly and in private, as one never knows just what gods might be listening. Here follow some widely-held Roman superstitions, spiritual beliefs, and a few omens (phenomenon sent as messages from the gods, typically as a warning) people considered very important.

A Few Roman Beliefs

- ***Benevolent and Ancestral Spirits:*** Living things like people and animals, as well as natural features like trees, rivers, springs, mountains, caves, lakes, and stones, and even crafted items like weapons and tools, all contained spirits (numina). Each household and family is protected by a number of spirits—the Lares, the spirits of the family's ancestors, and the Penates, or the spirits of the larder. The Lares, led by the chief spirit of Lar Familiaris, protected the family, and the Penates made sure the family always had enough to eat. Both Lares and Penates were represented by small figurines that were kept in special cabinets and were among a family's most prized and sacred possessions.
- ***Malevolent Spirits:*** In addition to benevolent spirits (like numina, Lares, and Penates), there are a host of malevolent ones, such as larvae, lemures (evil spirits and the restless dead), and Manes (who were once good spirits but became corrupted). Some are thought to be spirits of the murdered people, unwholesome locations, or defiled places. These baneful spirits haunt dark, lonely places and sometimes take residence in a house. Romans take rumors of haunted houses very seriously, and few would enter such places willingly.
- ***Creatures of the Shadows:*** Monsters exist and prey upon humans. Belief in sea monsters is common, as is belief in lamias stealing and devouring children. Wizards, witches, and other creatures are known to change shape and prey upon people. Even the dead are not safe, and corpses are guarded against monsters who would devour, disfigure, or steal the corpses for nefarious ends.
- ***Curses and The Evil Eye:*** People can and do use magic to harm others. Sorcerers and witches curse you, enemies can hide cursed tokens or scrolls on your property, or the spiteful and envious could simply gaze upon you with the evil eye. All sorts of misfortunes can befall those who go about defenseless.
- ***Protective Charms:*** Wearing protective charms to ward off curses and the evil eye is as normal and natural as putting on shoes, or wearing a cloak or a shawl. These are just normal things to protect the bottom of your feet from sharp stones, keep the rain off your head, and protect you from sorcerous attacks.
- ***The Gods:*** The vast majority of gods are not too different in personality and perspective from the humans who worship them. Gods are imperfect beings, bound by the same base lusts, selfish needs, and petty jealousies as mortals. The gods only offer their protection and guidance to mortals if it is in their best interests, which means they need to be bribed. Such bribes take the form of offerings, sacrifices, rituals, and the construction of shrines and temples. Some of the newer eastern mystery religions have only single gods who are of a purely altruistic nature, perfect omnipotent beings governing over all aspects of life. For most Romans this is a difficult concept to accept, as it is drastically different from their understanding of the divine.
- ***Omens:*** Most people firmly believe that the gods deliver hints and warnings about the future to mortals all the time, every

A Really Bad Sign

Romans took omens very seriously, and one such omen caused a national crisis. A Vestal Virgin, part of an elite group of priestesses who watched over the sacred flame of Rome, was struck and killed by lightning. This caused a government investigation and several committees to try to learn what she, or the empire, had done to anger the gods so much. Initially, it was thought that the priestess had broken her vow of chastity and been punished, but such things had happened in the past and the gods themselves had never bothered to get directly involved (of course, such priestesses were usually executed or exiled). This had to be something far graver, far worse, than anything anyone could imagine.

Ultimately, drastic measures were taken in order to regain the favor of the gods. Two couples were selected, one Roman born and the other from the Gallic provinces, to appease the gods with their lives. They were burned alive as human sacrifices, and the crisis came to a close.

day. However, one must remain watchful of the world around oneself, for many of these signs are quite subtle. Bad omens can be anything, including tripping while crossing a doorway, having a nightmare, a sudden bolt of lightning, seeing a shooting star, hearing a rooster crow during a party, someone passing out during an assembly, or a vulture landing atop one's home. Omens are a serious matter, and can sometimes even be used as evidence in a legal case.

• OPTIONAL RULE •
ILL OMENS

Citizens of the Empire encountering ill omens will be filled with a sense of unease, if not outright fear and paranoia. There was no magic, ritual, or action that could change or protect you from an ill omen. A particularly bad omen might cause someone to change their actions planned for that day, or even stay home and wait the day out. Roman history and popular folklore is filled with accounts of people who ignored ill omens and then experienced horrific outcomes—military defeats, assassinations, and other deaths.

Keepers can choose to incorporate ill omens into their game, as a way to heighten both tension and immersive roleplay in the universe of Cthulhu Invictus. Ill omens should be divided into minor and major omens. Minor omens are typically rather common, if unfortunate things, and requires a 0/1 Sanity point check. Major omens are very rare and dramatic events, and keepers should limit them to once per adventure, and require a 1/1D3 Sanity check. A selection of minor and major omens follows. Keepers are encouraged to create their own as well.



Minor Omens are common unfortunate things, such as:

1. Having a nightmare.
2. Spilling some wine, oil, salt, etc.
3. Tripping while moving through a doorway.
4. Tearing a favored tunic on a branch.
5. Having the strap on your sandal break.
6. Unexpectedly encountering a funeral procession.

Major Omens include things like:

1. A black cat or a snake finding its way into one's home.
2. The sudden death of a loved one (even from natural causes).
3. Witnessing someone fainting, choking, or have a fit.
4. Having a vulture land on your roof.
5. A support beam on your house suddenly developing a split.
6. The loss/destruction of a Lares icon from the home.

RELIGIONS

The Roman Empire is rather permissive when it comes to religion. While some religions were periodically persecuted, for political gain or in a reaction to civic defiance, for the most part, Romans took a "worship and let worship" stance on things. As long as people obey the law and pay their taxes, the empire really doesn't much care who or what they believe in. There is no sense that Roman gods are real and foreign gods are not, so when new lands are conquered, many of their foreign gods and their accompanying religions simply become part of the growing tapestry of the empire's dizzying array of religions. A very small sampling of these follows.

Traditional Olympian Pantheon

This group of gods is a variant of the Greek gods (who themselves varied over time). While a complete list would be too extensive, the following are the dozen gods whose statues stand in the Roman Forum, and a thirteenth god (Pluto) whose statue does not.

1. ***Jupiter/Zeus:*** The king of the gods, master of the sky and thunder
2. ***Juno/Hera:*** The protector, counselor, and mother to many of the other gods
3. ***Neptune/Poseidon:*** God of freshwater and the sea
4. ***Minerva/Athena:*** Goddess of wisdom, the arts, warfare, crafting, and commerce
5. ***Mars/Ares:*** God of war and father to the Roman people
6. ***Venus/Aphrodite:*** Goddess of love, beauty, sex, fertility, and prosperity
7. ***Apollo:*** God of the sun, light, knowledge, medicine, archery, and the arts
8. ***Diana/Artemis:*** Goddess of the hunt, the moon, and nature
9. ***Vulcan/Hephaestus:*** God of fire and metalworking
10. ***Vestra/Hestia:*** Goddess of the hearth, home, and family
11. ***Mercury/Hermes:*** God of commerce, travel, communication, luck, and thieves
12. ***Ceres/Demeter:*** Goddess of agriculture, crops, fertility, and motherhood
13. ***Pluto/Hades:*** God of the dead and wealth, and ruler of the underworld

Magna Mater/Cybele

Worship of this goddess began in Asia Minor, and spread to Greece, and then to Rome. "Magna Mater" literally means "the Great Mother." Magna Mater is the goddess of motherhood, fertility, and all creation. She is the mother to all gods and things living upon the earth. Her worship and rituals are often wild and debauched, even calling for self-mutilation and blood offerings while drums, cymbals, and flutes play. So shocking is this that the worship of Magna Mater was forbidden to Romans in days of the republic. But today, such worship is widespread across the empire, and it has a very strong maternal core, with a majority of leadership positions being held by priestesses. Priests of this cult typically castrate themselves upon taking their vows. Unfortunately, in the world of Cthulhu Invictus, this religion has been heavily infiltrated, and in some isolated locations utterly corrupted, by the followers of Shub-Niggurath.

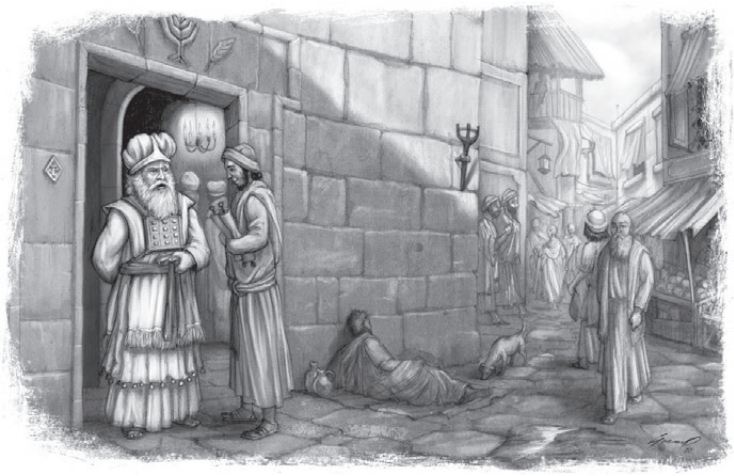
The Imperial Cult

This is a state sponsored religion where dead emperors and members of their immediate family worshipped as demigods. Dead emperors

are elevated to godhood in state ceremonies, joining the ever growing pantheon of gods who watch over the empire they once served in life. Belief that rulers were divine beings was well established in Aegyptus and in the Eastern provinces long before the Romans arrived, so the Imperial Cult became strongest in these areas.

The Cult of Isis and Osiris

This religion was probably brought to Rome during the second triumvirate (with Marcus Antonius's strong ties to Cleopatra). These traditional gods of Aegypt found a welcoming new home in the empire. Worship of Isis, goddess of health, wisdom, and marriage, and mother to rich and poor, free and slave, the virtuous and the sinner, the strong and the weak, was widespread. Isis is said to have resurrected her husband, Osiris, after he was murdered by their brother Set. Osiris is a god of life, death, the afterlife, and resurrection, whereas Set is a god of storms, war, and chaos. The cult of Isis and Osiris celebrates life, wisdom, and fidelity, as well as the cycle of the day and night and the passage of the seasons.



The Jewish Religion

This monotheist eastern religion spread into the empire during the time of the republic. It came with the Jewish people, who settled across the empire during the Diaspora (a general term for the Jews being driven out of their ancestral homeland and scattering). Eventually, Judea became a Roman province as well. Unfortunately, the Jewish religion played heavily into the Jewish resistance to Roman rule. After three major wars over a 70-year period, that resistance was broken in brutal fashion. Today in the empire, the Jewish faith is outlawed, and those practicing it must do so in a clandestine fashion. Certain provinces have a more permissive attitude than others towards peaceful and discreet Jewish (and Christian) worshippers.

Mithraism

This faith, also called the Mithraic Mysteries, came to the empire from the east and is the quintessential "eastern mystery" religion. The specifics of the dogma and rituals are kept secret, shared only by initiates to the faith. Services are conducted in underground (literally, not figuratively) temples, with followers holding secret ranks and titles and greeting one another with secret handshakes. What is known is that followers believe in the struggle between good and evil, between light and darkness, and believe that one's afterlife is either an idyllic heaven or a brutal hell, depending on the life the one leads. This religion is very popular with legionaries, who first picked it up while serving in the eastern empire.

Christianity

A relatively new religion within the empire, the Cult of the Jewish Carpenter has many similarities to the Jewish faith. While some emperors have tried to eradicate this faith, using its followers as scapegoats for natural disasters and fires, today most Christians are tolerated as followers of just one more religion practiced within the empire. Some are still distrustful of Christians, spreading rumors of them drinking blood, eating flesh, and killing children, but most people view Christians as harmless. They are monotheistic, believing in living a virtuous life in order to gain entry to a paradise in the afterlife, and that those who live lives of cruelty and selfishness are punished in an infernal realm. At this time (and for more than two centuries after), women are allowed to become priestesses of the faith, and there is no prohibition against priests or priestesses being married.

PHILOSOPHICAL DISCIPLINES

> THE ONLY TRUE WISDOM IS IN KNOWING YOU KNOW NOTHING.
>
> – *Plato*

During the age of the Antonines, many people began paying less attention to religion and focused more on simply leading a good life. They didn't need some organized temple or church to guide them; they could control their own life and make their own choices. But just how to lead a good life was not a simple matter, and philosophers debated endlessly on the nature of virtue, humanity, and humanity's role in the universe as a whole. Soon, several philosophical dogmas were being followed by adherents across the empire. Three of the more common doctrines are:

Stoicism

The stoics believe that all that happens in the universe happens for a reason. The universe follows a rational order, and to find happiness, one should try to understand and accept their place in that system. No matter what challenges one faces, one is meant to face them, and worrying over it or fighting against it only leads to unhappiness. Stoics lead diligent, dutiful, and rather fatalistic lives, believing that the only things they can control are their own actions and choices and how they view the world around them. In the universe of Cthulhu Invictus, the current Emperor Antonius Pius' heir apparent and adopted son, Marcus Aurelius, is a follower of Stoicism.

Epicureanism

Epicureans believe that the path to leading a good life is made by doing the things that give you pleasure, avoiding the things that make you unhappy, and not doing anything to harm yourself or others in the pursuit of happiness. They believe that there are gods, but that the gods don't care about good or evil, nor do they pay much attention to the day to day lives of mortals. While many would think the life of an Epicurean was one of drunken debauchery, endlessly pursuing pleasure, such is not the case (most of the time, anyway). Epicureans do not believe in excess, as too much of anything, even something that gives one pleasure, is not a good thing. Taking what you need, leaving the rest for others, and enjoying what you have is not only the key to your own happiness, but also the key to making the world a better place.

Skepticism

This school of thought teaches that mankind cannot know, with any degree of certainty, anything about the nature of the universe. Good or evil, right or wrong, even what is real and not real, are things that mere mortals cannot comprehend. Such definitive knowledge can only be achieved by the gods, and since we are not gods, humanity should not worry over such thing. Skeptics try to let go of worry, to free themselves of earthly concerns, to relax and find peace in the unfolding universe around them. There is no point in doing otherwise, as it is impossible to control something you are unable to understand. Stop fighting the current of the universe, and give yourself over to its course.

Augury, Astrology, and Oracles

To some, religion and philosophy are not tangible enough to invest much faith in. Instead, they place their faith in getting an explicit interpretation of the will of the gods or learning the direction of their fate. They may consult an augur, an astrologer, a fortune-teller, or an oracle. Such people take comfort in knowing their fate ahead of time (or at least thinking that they do). To those who believe, an astrologer's prediction of victory, an augur's proclamation that today is a favorable day for a particular endeavor, or an oracle's prophecy foretelling success is all the encouragement they need.

• OPTIONAL RULE •
FAITH & LUCK

Superstition permeates everyday life for nearly everyone in the Roman Empire. Omens and signs warn of good or bad things to come, the gods needed to be bribed in order to watch over you, and you need to wear magical charms and carry enchanted tokens to protect you from malicious magic. Even those who pay little heed to the gods still struggle to lead a good life according to some philosophical dogma or other, feeling that their chosen philosophy will grant them happiness if they adhere to its tenets.

> LUCK IS A MATTER OF PREPARATION MEETING OPPORTUNITY.
>
> – *Seneca the Younger (Lucius Annaeus Seneca)*

Romans also believe that ignoring the signs, insulting the gods, neglecting your magical defenses, and leading a bad life opens you to all manner of misfortune. Often, a firm belief in something helps shape our reality, giving us a sense of confidence or dread, which then shapes the outcome of our choices. Those who believe the gods protect them because they sacrificed a dove to Mars before a battle are more likely to succeed than those who believe they have received an ill omen when they broke a strap tying their sandals on the way to an important meeting. Belief shapes confidence, and confidence is often a powerful variable in the outcome of any actions.

We encourage players to roleplay this view of the spiritual as part of their investigators' worldview. Investigators should fear ill omens, seek to protect themselves from curses, perform religious rites, make offerings, or try to adhere to the tenets of a philosophical discipline. Most Romans believe that someone who ignores all these things is asking for trouble.

Mechanically, Keepers can make the world of Cthulhu Invictus model the Roman world view by tying investigators' faith (in whatever they have faith in) to the mechanics for Luck in the *Call of Cthulhu 7th Edition Keeper Rulebook* (pp. 99 and 125).

Keepers should decide whether the investigators are devout or indifferent. Devout investigators spend money on protective charms. They support a temple, making offerings and sacrifices. They say prayers and heed omens. Their chosen religion or philosophy is an intrinsic part of their lives. They consult astrologers, augurs, or oracles. They are not necessarily fanatical, but their beliefs influence their lives just as much as people today are influenced by their religious or philosophical beliefs.

Generally, devout investigators will spend 1/10th of their Status in sestertii each week on things such as buying protective charms, making offerings at a church or temple (or simply donating to one) or paying for classes with a philosophical teacher or school. Or they could spend this money paying astrologers to tell their horoscope or augurs to divine their fate. They might even use the money to seek out a trusted fortune-teller, or to journey to a noted oracle, to better learn the plans the gods have for them.

For example, slaves or beggars, who have no status, can lead a devout life simply by saying prayers; poor investigators with a status of 20 would lead a devout life by donating 2 sestertii worth of wine to their temple, while wealthy people with a Status of 80 need to purchase a charm worth 8 sestertii or donate that money to a church, temple, or philosophical school. (This is a rough guideline; Keepers can make adjustments and allowances for circumstances.)

The longer investigators have been indifferent, the more they must spend to make amends, as determined by the Keeper. Typically, this is their weekly requirement times the number of weeks of indifference, to a maximum of their Status X 10 (Again, Keepers can make allowances for outstanding circumstances).

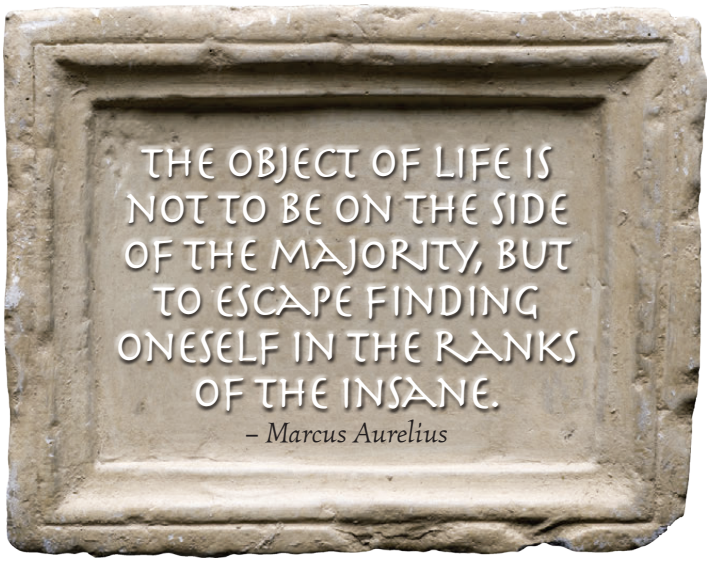


For example, a wealthy man, with a status of 85 who has lived an indifferent life for 10 weeks would need to make a sacrifice worth 85 sestertii (a black ram or a young bull might do the trick). However, the same man who has lived indifferently for two years would need to spend 850 sestertii (the maximum regardless of the duration of his indifference) in order to restore his favor with the gods. This might require a sizable donation to a temple, the building of a shrine, or paying for an elaborate religious rite to be performed on his behalf.

Devout vs. Indifferent: Spending & Recovering Luck

Investigators who are devout, regardless of their belief system, can spend Luck points to alter skill checks at a 1 to 2 basis. That is, every 1% of Luck burned to enhance a skill check, they gain +2% to their roll. Their belief in a divine power, magical protection, or steadfast adherence to their philosophical dogma grants them a confidence that helps fuel their success. Also, at the end of each session, when rolling for recovered Luck points, if successful and Luck points are recovered, devout investigators roll 2D10 instead of 1D10.

However, indifferent investigators suffer steep penalties. Their Luck points are spent on a 2 to 1 basis, so they must spend 2 points of Luck for every 1% bonus to their score. They also take a penalty to the recovery of Luck points, recovering only 1–5 points (1D10/2) at the end of each session.



INSANITY IN THE EMPIRE

Invariably, some investigators will succumb to madness, driven to insanity by the terrible things they witness while protecting the empire from forces older than humanity and encountering creatures who are the stuff of legend or nightmare. Opinions on the insane vary drastically. To most citizens of the empire, the



common images of the insane are a wandering madman, dangerous and prone to sudden violence; an obsessed and creative artist; or infatuated lovers. Madness is commonly thought to be caused by the will of the gods, unfortunate circumstances and events, or an imbalance of humors.

Care for the Insane

Unfortunately, there are very few services offered to the insane. Many of those stricken with madness have been abandoned by society and left to wander about struggling to survive. Some luckier people are cared for by their family and loved ones, often confined so as to not be a danger to themselves or others. Those physicians who consider madness a medical issue try to cure insane patients, using a wide array of treatments. Some methods are humane, involving things like special diets, massage, exercise, drugs, and talking. Some treatments are of a more spiritual and mystical nature, using temple incubation (sleeping in a sacred place in the hopes of receiving healing dreams from a divine power), exorcism, and a mix of magical spells, charms, and tokens. Still other treatments are brutal, meant to shock an individual back to rationality, with methods including bloodletting, starvation, inducing intense fear, beatings, and torture.

In Cthulhu Invictus, insane investigators can regain lost sanity points through these various types of treatment. Each is listed below, with its costs and weekly rate of recovery. At the end of each week of treatment, patients make a Sanity check to see how many points they recover.

Home/Family Care

Cost: Status x 2 in sestertii; +1/1D3 Sanity points

Those suffering from madness are cared for privately, by family, servants, friends, and loved ones. Their days are spent resting, doing the things they enjoy and which bring them peace, while trying to avoid undue stress. They might go to plays, gladiatorial games, or the races, or they might spend a long afternoon at their favorite bath house. Relaxation and being in a stress-free environment is key, and Keepers can negate any benefit if the patient experiences undue stress from things such as losing money while gambling, excessive drinking and carousing, going to work or conducting business, and so on.

Humane Treatment

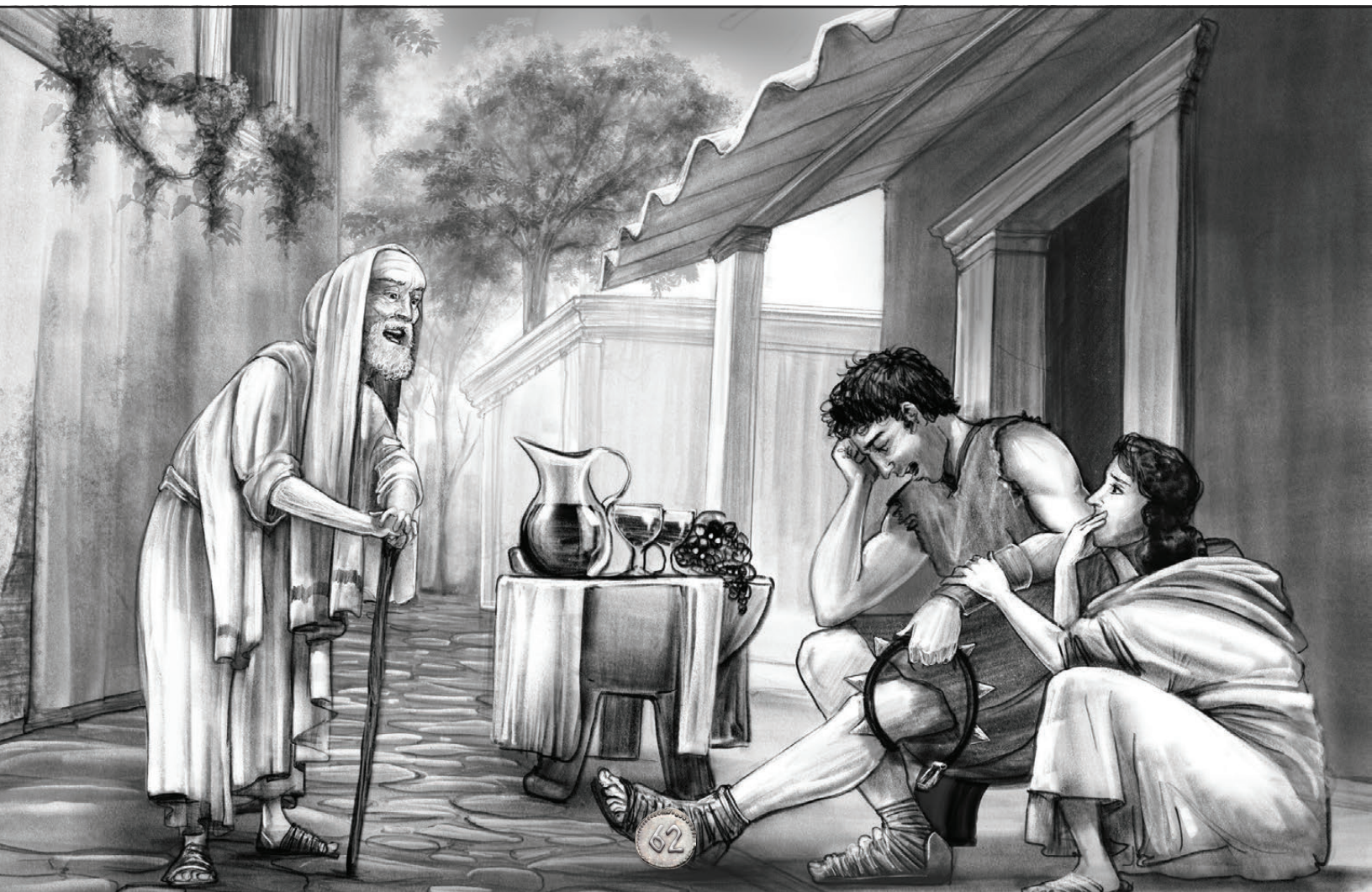
Cost: Status x 3 in sestertii; +1/1D4 Sanity points

Patients receive round the clock care at their home, a private villa owned by the physician, or in a resort community somewhere in the empire (e.g., in the country or seaside). They may follow a special diet, go for long walks, enjoy the country / sea / garden air, and get daily massages or small doses of drugs such as poppy (opium) and hemp (hashish) to keep them relaxed and enhance their mental calm. They meet daily with the physician, who keeps track of their progress and perhaps even engages in long conversations with them, discussing the reasons for their unfortunate circumstances and how best to come to terms with these.

Mystical Treatment

Cost: Status x 4 in sestertii: +1/1D4 Sanity points

Caregivers may be a mix of medical doctors, priests and priestesses, and magi and sagae. The patient may even be staying in the care of a specific temple, or a private villa owned by a powerful magi or mystic. Treatment may include fasting and special diets, attending religious services, taking part in arcane rituals, making





sacrifices, receive blessings and having curative spells cast upon them, or making a pilgrimage to sacred sites. While more expensive than Humane Treatment, patients do get to keep 10% of their treatment expenses, typically in the form of magical charms, protective amulets, and religious icons (such as Lares).

Agitation Treatment

Cost: Status x 2 in sestertii; -1D2/+1D3 Sanity points

Patients are roughly handled, in order to "snap them out of" whatever is causing their madness, which those who treat them consider a mental weakness and personal failing. They are likely confined, with minimal food and water, and possibly rounds of bloodletting to weaken them so that treatment is more successful. Types of Agitation Treatment used by "caregivers" are stoning, beating, starving, and terrorizing patients with the objects of their phobias, all the while making the forceful assertion that patients must return to reason and abandon their madness. Unfortunately, agitation treatment can prove ineffective for "those who are especially weak."

AUGURY

In the empire, nothing of any importance is ever done without first consulting the will of the gods. The gods let their will be known to humanity through the auspices, or signs, which are explained by professional interpreters called Augurs. In other places, people feel the gods deliver auspices through the positions of the stars, the reading of entrails, or the position of sacred items tossed upon the ground. Romans considered these methods to be foreign, suspect, and inferior to their chosen method, called *Prodigia*, or the reading of events in nature.

Augurs are highly trained, organized into colleges, and generally respected. To begin, an augur prepares his area, consecrating it with a lituus (a divining stick) by outlining the area he is reading (such as a section of sky) and the land he is performing the augury on. If interrupted, the augur must redo the entire consecration ritual. Once it is complete, the augur waits for a sign. Signs come in five different varieties, and most augurs specialize in a single type. The five types are:

- ***Ex Caelo (or From the Sky):*** This type of augury, considered the most important, involves reading the auspices from observations of the sky. Lightning and thunder are the most powerful auspices the gods convey.
- ***Ex Avibus (or From the Birds):*** The most well-known and commonly used form of divination, these auspices come from the movements and actions of birds. There are two types of Ex Avibus—Oscines and Alites. Oscines auguries involve reading auspices from the songs of birds. The songs of ravens and crows are the most favorable signs. Alites auguries involve reading of auspices from the motion of birds which do not sing, such as chickens and owls.
- ***Ex Tripudiis (or From the Sacred Fowl):*** This form of augury interprets the auspices from the pattern of sacred chickens eating. This is a popular form of augury for traveling armies, as they can take the chickens with them. The keeper of the chickens is called a pullarius. The chickens are released from their cage before a few handfuls of feed, in the hope that they eat quickly and hungrily. The faster the feed is eaten, the more favorable the auspice. If the chickens are skittish, flapping



their wings, crowing, flying off, or not eating at all, this is considered very unfavorable.

- ***Ex Quadrupedibus (or From the Quadruped):*** Less respected than most types of augury, and never used for civic officials, this type reads the auspices of the movement of four legged creatures. Augurs watch the movement of an animal, such as a dog, horse, wolf, or fox, as it crosses before them.
- ***Ex Diris (or From the Omens):*** This is a catch all for any sort of augury that doesn't fit the other four categories. There are many minor forms of augury, such as haruspicy, the reading of entrails of sacrificed animals; ex acuminibus, the reading of light reflected off spear points; and reading the results of accidental actions, like sneezing, tripping, and stumbling.

The Results of Augury

Reading auguries reveals whether the fates are favorable or unfavorable. Basically, the gods can deliver yes or no answers, but not detailed messages or explanations. For example, an augur could tell you if today was a good day to fight a battle, but give you no help in how to fight said battle or a reason why today is favorable and tomorrow is not. Investigators hoping to use an augur to help plan strategy or find a missing person are likely to be disappointed. This is, of course, different from the Augury form of folk magic described in *The Grand Grimoire of Cthulhu Mythos Magic,* and many of the best augurs do in fact know (and use) that spell.

Keepers should decide just how successful standard, non-magical auguries are, but at worst, the results should be a 50% chance of success, as there are only two results, "yes" and "no". Some less scrupulous or desperate augurs aren't above taking a bribe to read signs whichever way they are paid to do so. Investigators acting against the proclamation of an augur should make a Sanity check for the loss of 0/1 points.

The 6th Type of Augury, Ex Infernis

There are rumors of dark forms of forbidden augury, practiced by cults, madmen, and monstrous creatures. Wild stories whisper of auguries read from the splatter of blood from a cut maiden's throat, the pattern of brains from a child whose skull is crushed, the sound of a person's last breath, and the swarming pattern of lampreys feeding on a youth thrown into their pool. Not only are these auguries rumored to be nearly 100% accurate, some say augurs practicing ex infernis can also deliver brief messages from the dark gods. Of course, the performing of ex infernis augury is extremely illegal, and the punishment for augurs found to be doing this is typically death by torture.

CHAPTER 7:
MAGIC, ELDRITCH TOMES, & MYSTICAL ARTIFACTS

The Roman Empire encompasses much of the known world, with the goods, cultures, and technologies of many people and places traveling wide and far. But the Roman Empire of Cthulhu Invictus is hardly the first, or greatest, civilization to exist. In days long past, the peoples of Atlantis, Hyperborea, and Izdonar lived and died for generations where the empire now stands. Echoes of these civilizations linger still, in the lonely forgotten places.

Remnants of these magical empires still exist, and their arcane books, religious rituals, and fantastic devices can still be found by those reckless enough to seek them. Even today, there are those who read the works of Atlantean wizards, such as Dzyan, and Hyperborean sorcerers, such as Eibon. Such works continue to grant blasphemous knowledge and unlock dangerous powers for those who dare explore this path. The fabulous artifacts of the decadent Izdonarii, as well as the secrets of their construction, have been passed down by cults, cabals, and madmen for thousands of years. These items are just as dangerous now as they were then. The artifacts and tomes listed in this chapter are only a small fraction of what exists in the empire, so Keepers are encouraged to expand the selection as they see fit.

ROME, MAGIC, AND THE LAW

Romans have a complicated relationship with magic and those who practice it. Romans accept the existence of magic as an established fact of day to day life. However, they consider it a violation of natural law, and those who practice the arcane arts are viewed with a mix of suspicion and loathing. Naturally, this doesn't stop people from employing magi (magicians) or sagae (witches or sorceresses), and many make a good living practicing their art. This might seem odd, as the practice of unsanctioned non-state magic is highly illegal in the empire, and could easily get one sentenced to exile, torture, or death. But like many Roman laws, they are only enforced when something goes wrong. Magi and sagae who keep a low profile, don't cause problems, and pay their taxes are usually left alone.

Nevertheless, the law still makes things difficult for those who practice magic in the empire. Not only is it illegal to practice their art; they are also barred from entering any sort of religious establishment, much the same as other infamis (such as prostitutes, actors, and gladiators). As they are violators of natural law, their existence is considered an affront to the gods and their presence on sacred grounds the most grievous of sacrilege.

Most magi and sagae are either no more than hedge wizards, practicing simple forms of folk magic, or outright charlatans, with no real power to speak of, other than lying convincingly. Many earn a living by blessing crops, selling love potions and protective charms, casting and removing curses, telling the future, and healing both injuries and afflictions. Most serve small communities or neighborhoods, and while they cannot openly advertise, everyone knows who they are, what they do, and where they can be found.

The Fallen Kingdoms

As investigators learn about Mythos magic, they will probably become aware of obscure ancient legends concerning civilizations older than recorded history. These civilizations are called "the Fallen Kingdoms," but sometimes also referred to as "the Lost Kingdoms and Forgotten Empires." Across the Roman Empire, various cultures share legends of ancient fallen civilizations whose people wielded mystical powers and advanced technologies. Stories describe the people of these Fallen Kingdoms as cruel and arrogant, wasteful and decadent, morally degenerate beings who worshiped dark and ravenous gods. Most Mythos magic known today in the empire comes from fragments left behind by these fallen kingdoms.

The only one of these Fallen Kingdoms known to the average person is Atlantis, as its legends have been recorded by Plato. However, Atlantis is just one of many such civilizations, which include Stygia, Hyperborea, Lomar, Izdonar, Irem, and Opar (fragments of which still exist). Knowledge of these kingdoms requires a successful Cthulhu Mythos rolls (barring an encounter with a person or artifact from one of them).

Unfortunately, the stories, myths and legends of these fallen kingdoms have become jumbled over the millennia, lumped together into a single concept. A scholar might point to an inscription and say this is written "in the language of the fallen kingdoms," but in truth, each civilization had its own language or dialect. Saying someone speaks "the tongue of the fallen kingdoms" is to accuse them of practicing the darkest sorceries, for many Mythos spells involve chants and recitations in ancient Hyperborean, Stygian, Oparian, or some other ancient language.

Only the wisest, most learned people in the empire know the truth, and are able to read pure forms of these various languages. Unfortunately, these individuals tend to be some of the most dangerous people one might encounter. They are typically powerful cultists or sorcerers who have dedicated their lives to unraveling the secrets of these lost empires. Those few who also speak these languages fluently are even more dangerous, as they are native speakers, undying citizens of these fallen empires.

TO BE IGNORANT OF WHAT HAPPENED BEFORE YOU WERE BORN IS TO REMAIN FOREVER A CHILD.

– Cicero

Many wealthy families even keep an arcane practitioner on staff fulltime.

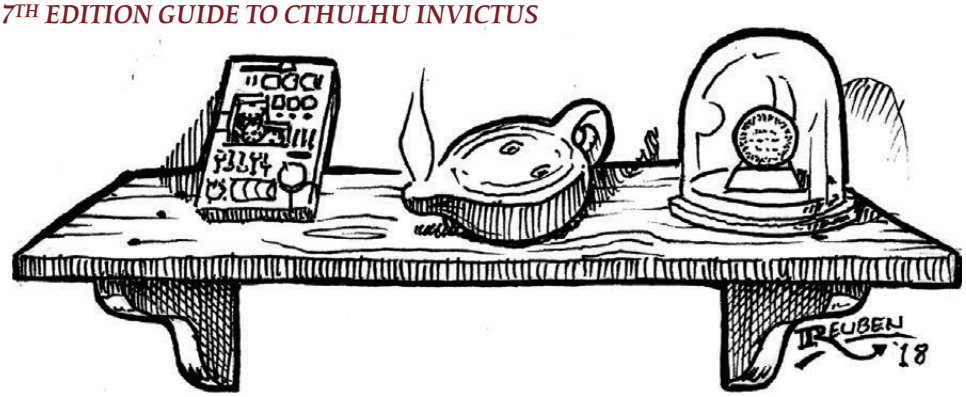
However, when things go badly and their skills are thrown into question, as when blessed crops fail, or a blessed or charm-protected individual suffers an injury or succumbs to illness or death, communities can turn on them. One day they may be serving a community with their art; the next they could be run out of town, assaulted by an angry mob, or turned in to the authorities. The life of a practitioner can be a precarious thing.

However, there is a third type of practitioner (other than hedge wizards and outright frauds), more dangerous to encounter. The individuals falling into this category wield great power, practicing traditions and rituals passed down from ancient Hyperboria, fallen Atlantis, or dread Izdonar. A few are granted powers by powerful, alien patrons, or by gods of chaos, darkness, and death, more ancient than the titans and infinitely more dangerous. Some serve patrons of life and light, using their powers to defend the empire against those seeking to tear it asunder and cast all of civilization into ruin on behalf of their unholy masters. However, the law makes no distinction between "good" wizards and "bad," so even those practitioners trying to do good must perform their arts with the utmost discretion.

SPELLS

Thirteen of the fifteen spells introduced in the original *Cthulhu Invictus* now appear in Chaosium's *The Grand Grimoire of Cthulhu Mythos Magic* and are particularly appropriate to use when creating sorcerous foes or tomes. They are:

SPELL NAME	PAGE IN *GRAND GRIMOIRE*
Ariadne's Twine	29
Augury	30
Awaken Chuma	31
Banish Apep	35
Beseech Charon	38
Child of the Sphinx (Bind)	43
Child of the Sphinx (Summon)	83 (as "Create")
Create Amulet	82
Create Bulla	83
Create Curse Tablet	86
Dionysian Revels	96
Elysian Grace	105
Evil Eye	113
Numantia	146



MYTHOS TOMES

The world of Cthulhu Invictus is filled with many blasphemous and powerful mythos tomes, which are only just beginning to be censored. Librarians and collectors are starting to move such tomes out of their public collections. However, when Roman authorities find a text of arcane lore, the standard procedure is to destroy it, lest its vile knowledge be further spread.

At this time, most writing is done as impressions made into wax tablets. Such tablets are not meant to be permanent records, as they are easily damaged or destroyed. Something of importance, such as a Mythos tome, is typically be inked onto papyrus, thin wooden sheets, or treated animal skins. These would then be rolled into scrolls. However, for something very permanent, writing is also chiseled into stone tablets, although these are quite heavy and inconvenient to use and transport. In some special cases, typically for cursed scrolls and magical texts, the text is carved into thin sheets of lead. Keepers can present the following mythos tomes in any format they wish.

Accounts of Eibon, The Unfathomable

Two versions follow:

This collection of scrolls, translations of an earlier text written by the ancient Hyperborean sorcerer known as Eibon, touches on the races, gods, and religious rituals of his nearly forgotten homeland. Each version contains seventeen old scrolls giving detailed accounts of Formless Spawn and Serpent Men, as well as the Great Old Ones Abhoth, Atlach-Nacha, Rlim-Shaikorth, and, most especially, Tsathoggua. In the centuries to come, this work will become known as the *Liber Ivoni,* and still later as *The Book of Eibon.* At this time, two versions of this work are known to exist, one in Coptic, from Aegyptus, and a later version, in both Punic and Greek translations. Rumor exists of a version of this work in Atlantean, and an even older, more complete version in the original Hyperborean.

Accounts of Eibon, The Unfathomable

Coptic, Translation unknown, 2800 B.C.

Sanity Loss: 2D8

Cthulhu Mythos: +6/+12 percentiles

Mythos Rating: 54

Study: 43 weeks

Suggested Spells: Call/Dismiss Abhoth, Call/Dismiss Azathoth, Call/Dismiss Rlim Shaikorth, Call/Dismiss Zthothaqquah (Tsathoggua), Contact Child of Zthothaqquah (Child of Tsathoggua), Contact Formless Spawn of Zthothaqquah (Formless Spawn), Contact Deity/Kthulhut (Cthulhu), Contact Deity/Yok Zothoth (Yog-Sothoth), Create Barrier of Naach-Tith, Create Gate, Create Mist of R'Lyeh, Eibon's Wheel of Mist, Enchant Knife, Green Decay, Voorish Sign, Wither Limb.

Accounts of Eibon, The Unfathomable

Punic & Greek versions, translations unknown, 750 B.C.

Sanity Loss: 2D6

Cthulhu Mythos: +5/+10 percentiles

Mythos Rating: 45

Study: 40 weeks

Suggested Spells: Call/Dismiss Abhoth, Call/Dismiss Azathoth, Call/Dismiss Rlim Shaikorth, Call/Dismiss Zthothaqquah (Tsathoggua), Contact Child of Zthothaqquah (Child of Tsathoggua), Contact Formless Spawn of Zthothaqquah (Formless Spawn), Contact Deity/Kthulhut (Cthulhu), Contact Deity/Yok Zothoth (Yog-Sothoth), Create Barrier of Naach-Tith, Create Gate, Create Mist of R'Lyeh, Eibon's Wheel of Mist, Enchant Knife, Green Decay, Voorish Sign, Wither Limb.

Adventus Regis Aurati

Two versions follow:

These two works, telling a nearly identical story, were created independently by two different authors. Scholars of forbidden lore believe that a higher power revealed this story to these authors through dreams. Presumably, this mysterious power appears as a character in its own tale. Both versions tell of a decadent royal family ruling a city beside a dark lake. As the members of this family try to hold onto power, a god-king, clad in tattered yellow robes and wearing a pallid mask, usurps their throne and hurls their kingdom into darkness and chaos. Both versions contain a strange yellow three-armed symbol representing the King in Yellow. It seems to move when viewed, requiring a Sanity Check for 1/1D6. Performances of both versions are also rumored to cause madness.

HATEFUL IS THE POWER, AND PITIABLE IS THE LIFE, OF THOSE WHO WISH TO BE FEARED RATHER THAN LOVED.

– *Cornelius Nepos*

Adventus Regis Aurati (Arrival of the King in Yellow)

Latin, by Livius Carbo, 88 A.D.

The newer Latin version is called *Adventus Regis Aurati*. The playwright Livius Carbo wrote it shortly before his death. It takes the form of a play script, and is meant to be performed by a troupe of actors.

Sanity Loss: 1D6
Cthulhu Mythos: +1/+4 percentiles
Mythos Rating: 15
Study: 1 week
Suggested Spells: Call/Dismiss Hastur, Song of Hastur, The Yellow Sign.

A King in Yellow Rises

Aramaic, by Fairuza of Tyre, 420 B.C.

The earlier version of the tale is in Aramaic. It was written by the Syrian poetess Fairuza of Tyre. Her version takes the form of an epic poem set to music and meant to be sung.

Sanity Loss: 2D6
Cthulhu Mythos: +1/+4 percentiles
Mythos Rating: 15
Study: 2 weeks
Suggested Spells: Call/Dismiss Hastur, Song of Hastur, The Yellow Sign.

Animus of Grattidia

Greek, Grattidia of Naples, 35 B.C.

A book of potions, poisons, and instructions for revenge written by the Neapolitan sorceress Grattidia. The tome's explicit intention is to help practitioners of dark arts to mete justice against those who executed thousands of accused witches and Dionysians around 180 B.C. The book invokes Hermes Trismegistus (which is the name by which Grattidia worshipped Nyogtha), and includes incantations, recipes for charms and curses, and a pharmacopeia of hazardous plants and elements, along with detailed descriptions of the deaths they cause. Horace immortalized Grattidia in his poetry, renaming her Canida. He described her as a hag and mocked those who believe in superstitions. The Animus is dedicated to him.

Sanity Loss: 2/1D8
Cthulhu Mythos: +3/+6 percentiles
Potions: +5 percentiles
Mythos Rating: 27
Study: 36 weeks
Suggested Spells: Contact Hermes Trismegistus (Thoth), Create Curse Tablet, Evil Eye, Hex of the Aether (Breath of Pazuzu), Hunger of Limos (Wasting Curse), Touch of Pestis (Maggots).

Arcane Cylinders of Ashurbanipal

Assyrian, unnamed scribes, 620 B.C.

These four barrel-shaped clay cylinders are inscribed with astronomical measurements and omens interpreting celestial phenomena. The Neo-Assyrian King Ashurbanipal, voracious for knowledge of all sorts, sent royal explorer-scribes to gather information from across Mesopotamia. These tablets summarize myths and legends surrounding the Izdonarii, a non-human civilization that lives invisibly alongside humans, as well as (mostly ineffective) incantations and folk wisdom about how to resist their powers.

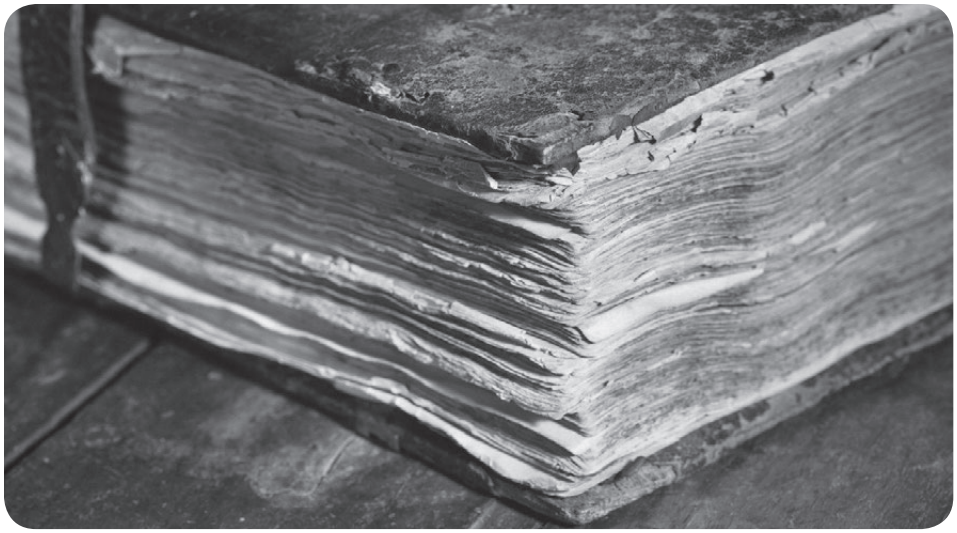
Sanity Loss: 1D4/1D10
Cthulhu Mythos: +3/+7 percentiles
Mythos Rating: 30
Study: 12 weeks
Suggested Spells: Augury, Identify Spirit, Imprison Mind, Telepathy.

The Book of Thoth

Stygian and ancient Egyptian, Thoth-Amon, 10,000 B.C.

Many tomes of the ancient world have claimed Thoth, the Egyptian god





of knowledge, as their author. This book, written by the sorcerer Thoth-Amon of pre-Egyptian Stygia, discusses at length the entity known as The Prolonged of Life, a possible synonym for Charon, the ferryman of the river of Styx. This entity appears as a large, hooded giant draped in cloth, and will later be known as Tawil al-'Umr, an avatar of Yog-Sothoth. This book, like its namesake from Egyptian legend, includes spells used for communing with gods and for speaking with animals, as well as more destructive flavors of Mythos magic.

Sanity Loss: 1D3/1D8
Cthulhu Mythos: +1/+8 percentiles
Occult: +5 percentiles
Mythos Rating: 27
Study: 32 weeks
Suggested Spells: Apportion Ka, Beseech Charon (Contact Yog-Sothoth), Chant of Thoth, Command Animal, Contact Tomb-Herd.

De Operis Dzyan (On the Works of Dzyan)

Two versions follow:

A span of nearly 250 years separates these two translations. Both claim to detail the "lost" scriptures of an Atlantean sorcerer, the eponymous Dzyan. The veracity of this attribution is questioned by Pasicles himself, who—in his vastly superior Greek translation—suggests that the scriptures themselves predate Dzyan and Atlantis itself, being instead from an earlier "χαμένου χρόνου" ("lost time"). The content of both tomes focuses on means of communing with and even summoning otherworldly powers; however, the Latin translation mistakenly seeks to introduce a narrative element to Dzyan's work and, thereby, dilutes it. The original Greek translation is, unfortunately, all but lost to history, whereas a few copies of the weaker Latin translation are known to exist.

The Writings of Dzyan of Atlantis

Greek, Pasicles of Rhodes, 270 B.C.

Sanity Loss: 2D6
Cthulhu Mythos: +5/+10 percentiles
Mythos Rating: 45
Study: 18 weeks
Suggested Spells: Rouse The Forest Shepherd (Summon/Bind Dark Young), Breath Of The Black Wind (Summon/Bind Byakhee), Call The Hidden Horror (Summon/Bind Dimensional Shambler), The Dreaming (Contact Deity/Cthulhu).

The Works of Dzyan

Latin, Aemilianus Cethegus, 23 B.C.

Sanity Loss: 1D6
Cthulhu Mythos: +3/+6 percentiles
Mythos Rating: 27
Study: 14 weeks
Suggested Spells: Rouse The Forest Shepherd (Summon/Bind Dark Young), Breath Of The Black Wind (Summon/Bind Byakhee), Call The Hidden Horror (Summon/Bind Dimensional Shambler), The Dreaming (Contact Deity/Cthulhu).

Deorum Legati (Envoys of the Gods)

Latin, translator unknown, 72 B.C.

An apparent translation of an ancient Egyptian text by author or authors unknown, its brief introduction reveals that the translated text originates from hieroglyphics etched on a series of clay tablets discovered near Aputhek, Egypt. The text of *Envoys of the Gods* recounts stories of interactions between ancient magi and beings said to be able to traverse time and space by means of inhabiting the minds of the gods' chosen. While the text is short, the translation is a challenging one, requiring significant study to master.

Sanity Loss: 1D8
Cthulhu Mythos: +3/+8 percentiles
Mythos Rating: 33
Study: 6 weeks
Suggested Spells: Song of the Envoy (Contact Yithian).

Doctrinam De Tenebris (Doctrine of the Dark)

Latin, authors unknown, 50 A.D.

A series of weathered, vellum scrolls containing the handwritten testimonies of at least 25 authors, and possibly considerably more. Initial testimonies report on successful experiments in contacting and commanding "immania" ("monstrous things"). Further testimonies corroborate the findings of earlier ones and often include vital information for ensuring the success of casting. Virtually every testimony contains dire warnings, but the sheer number of testimonies contained in the doctrines suggests that those warnings are seldom heeded. The last known copy of *Doctrinam De Tenebris* is thought to have travelled to Britannia and may have ultimately inspired Theophilus Wenn's 17th century collection, *True Magick*.

Sanity Loss: 1D8
Cthulhu Mythos: +2/+4 percentiles
Mythos Rating: 18
Study: 24 weeks
Suggested Spells: Summon Aerial Demon (Summon/Bind Star Vampire), Call the Dark Player (Summon/Bind Servitor of the Outer Gods), Command the Winged Steed (Summon/Bind Byakhee), Commune with the Shapeless One (Contact Deity/Nyogtha).

The First and Second Scrolls of Arax

This tome is made up of two parts, each kept separately by guardians who are aware of each other and of their duty to guard mankind from things beyond its ken. Each knows that there are things from long ago, forgotten by all but a few, that lurk at the edges of civilization, and that would

destroy it if they could. These include things from nightmares given life, ancient gods of evil that still live, and madmen that use sorcery for their own ends.

Since the days of the scholarly Emperor Claudius, who found Arax's diary and grimoire after Arax's strange disappearance, *The First Scroll of Arax* is kept in the possession of the current Christian Bishop of Rome, handed down from one to the next. Somehow, Claudius knew that the upstart Popes should be the guardians of this scroll. In our period, these are St. Pius I until 155 A.D. and St. Anicetus until 166 A.D.

The Second Scroll of Arax is kept in the possession of one of the Vestal Virgins at the Temple of Vesta, and handed down within the temple. The Vestal Virgins' sacred flame plays a greater role in safeguarding humanity than most know.

At times of peril, Pope and Vestal Virgin may reach out to a trustworthy soul, and share some of the knowledge from one or both tomes as needed to combat an unusual threat. This is always done with great secrecy and by circuitous means. Usually, those so privileged will be allowed to view an excerpt from the far less dangerous *Second Scroll*. Those permitted to view any portion of either scroll are first required to swear many sacred oaths to maintain secrecy. Then, they are shown a certain prisoner, kept eternally in a vault beneath the Temple of Vesta, who has no need for food or water. Viewing this prisoner inflicts a 1D3/1D8 SAN loss, and has never failed to impress upon visitors the seriousness of their oaths to keep the scrolls' secrets.

The First Scroll of Arax

Latin, Arax the Scythian, 42 A.D.

Arax (d. circa 42 A.D.) was the court sorcerer for Emperor Gaius the Younger ("Caligula"), several generations prior to the Antonine period. The rumors in occult circles are that Arax vanished without a trace on the day of Caligula's assassination, and, despite his employer's identity, he was generally a good person and a friend to cats.

This scroll, written over the course of many years, is comprised of memorized extracts from and summaries of several different Mythos tomes of antiquity, in Latin, with additional commentary from Arax. Which tomes? Pretty much all of them.

Sanity Loss: 3D4
Cthulhu Mythos: +3/+7 percentiles
Dream Lore: +10 percentiles
Mythos Rating: 30
Study: 36 weeks
Suggested Spells: Call/Dismiss The Bringer of Winter (Rlim Slaikorth), Bring Forth the Taker of Sacrifices (Contact Formless Spawn of Tsathoggua), Implore the Black Toad for Favor (Contact Tsathoggua), Make Way to Distant Place (Create Gate), Create Mist of Releh, Deflect Harm, Eibon's Wheel of Mist, Enchant Brazier; Enchant Knife, Levitate, Shrivelling, Voorish Sign, Wither Limb.

The Second Scroll of Arax

Latin, various authors, 42 A.D.–present

This scroll is a running compendium of notes, field reports, rumors, and research that has been conducted since the days of Arax by those who have held the scroll. Among the matters discussed are the true way in which Caligula died (assassinated by a horde of angry cats), a warning to never eat a cat, discussions of the difference between types of dreams and how to tell which are prophetic, the details of battles against certain ancient demons around the Empire, investigations into certain stepped pyramids around the Danube, and conflicts with cults worshipping the minor god Summanus; Tyrian worshippers of Melqart, Lord of the City; and heretics who worship a misinterpretation of the Magna Mater and believe in literal rebirth through self-sacrifice.

Sanity Loss: 2D4
Cthulhu Mythos: +1/+4 percentiles
Dream Lore: +10 percentiles
Mythos Rating: 15
Study: 12 weeks
Suggested Spells: Create Sign of Ancient Hyperborea (Elder Sign), Eibon's Wheel of Mist, and Enchant Knife.

Lost Histories of Herodotus

Rare, copies in Greek, Herodotus or unknown author, 440 B.C.

In the 5th century B.C., the Greek historian and philosopher Herodotus wrote a trailblazing account of his travels in Asia, Egypt, and Africa. *The Histories* is renowned among scholars and learned elite, but many doubt the veracity of his writings because of the many strange and fanciful details. He wrote of fox-sized ants in Persia preying on camels and mining gold, snakes flying with bat wings in India, headless humanoids in Libya, cyclopes filching gold from gryphons in Scythia, and a spectacular exaggeration of the city of Babylon. Unknown to most scholars, there is an unabridged version of *The Histories* that includes even stranger text. Written on papyrus scrolls in Greek, the text describes lost cities in Arabia, the ancient civilization of the Izdonarii, and beings from the stars that wield unthinkable technologies. The few scholars who know of these rare copies warn that those who possess them will be hunted by the monstrous forms described within. This version could be a copy with expanded notes from an unnamed author, or it could be a cache of research notes Herodotus himself found unfit to publish. The Izdonarii are actively, quietly hunting down and destroying every known copy—and any human they suspect might have absorbed the tomes' insights.

Sanity Loss: 1D6/1D10
Cthulhu Mythos: +3/+10 percentiles
Occult: +1/+4 percentiles
Mythos Rating: 36
Study: 48 weeks
Suggested Spells: Mind Transfer, Cloud Memory, Appear Human, Quell Suspicion.

The Parchments of Pnom

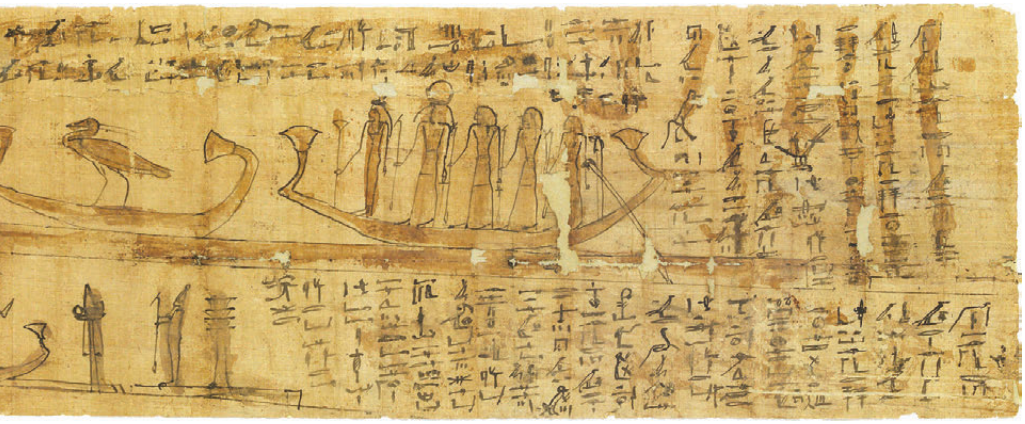
Two versions follow:

Rumors swirl around this enigmatic set of scrolls, its runes scribed in blood-red ink. Some claim that the Parchments were preserved by the same cult that saved the Accounts of Eibon the Unfathomable from destruction when the great ice sheet ground Hyperborea beneath it; others suggest that the Parchments are a fragment of Eibon's great work, and should not be considered a separate text at all. Regardless of their provenance, the Parchments form an elaborate genealogy of the "Great Old Ones", gods or titans that predated the creation of the Earth. The text details their origins in the vast emptiness of space or on distant worlds, their interactions with each other, and their eventual arrival on Earth. Emphasis is given to the lineage that gave rise to, and then descended from, the toad-like Tsathoggua, lending credence to the notion that this text is connected to the wizard Eibon. A Coptic translation is known to exist.

The Parchments of Pnom

Hyperborean, author unknown, of ancient origin

Sanity Loss: 2D6
Cthulhu Mythos: +3/+8 percentiles
Mythos Rating: 33
Study: 31 weeks
Suggested Spells: Animate Mummy, Augury, Spirit Summoning



The Parchment of Pnom

Coptic, translation unknown, date unknown

Sanity Loss: 1D10
Cthulhu Mythos: +2/+6 percentiles
Mythos Rating: 24
Study: 29 weeks
Suggested Spells: Animate Mummy, Augury

Pnakotic Fragments/ The Pnakotica

Two versions follow:

Two versions of this text, said to have originated in the lost civilization of Lomar, are known to exist—a Greek version entitled The Pnakotica, and a fragmentary older translation in the runic script of Hyperborea. Rumor has it that older editions, penned by prehuman races, still exist.

Both versions record a cycle of mythic history, detailing the rise and fall of forgotten human civilizations and of civilizations that predate humanity's origin. While such civilizations as Atlantis and Real-Yea are discussed, the texts' focus is on the lands of the north—Hyperborea and fabled Lomar, as well as legends relating to the prehuman Voormis, the cannibal Gnoph-keh, and the six-legged totem beasts worshiped by the latter. The scrolls also detail the Great Old Ones Rhan-Tegoth and Aphoom-Zhah, as well as the star-headed "Winged Ones."

Pnakotic Fragments

Hyperborean, author unknown, of ancient origin

Sanity Loss: 2D8
Cthulhu Mythos: +6/+12 percentiles
Mythos Rating: 54
Study: 54 weeks
Suggested Spells: Contact Winged One (Contact Elder Thing), Contact Walker in the Wastes (Contact Gnoph-Keh).

The Pnakotica

Greek, author unknown, date unknown

Sanity Loss: 2D8
Cthulhu Mythos: +5/+10 percentiles
Mythos Rating: 45
Study: 52 weeks
Suggested Spells: Contact Winged One (Contact Elder Thing).

Supplications to the Feasters

Babylonian cuneiform, author unknown, of ancient origin

Only a single copy of this work is known to exist, a set of fired clay tablets inscribed with Babylonian cuneiform. Legend claims the text, believed to be a copy and translation of an older Sumerian text, was found engraved on a large and hideous idol taken as plunder by Sargon of Akkad during the Elamite Conquest. Identified as a series of prayers and supplications to supernatural allies, Sargon ordered the text translated and the spells cast. In the aftermath, it is said, he ordered the idol smashed to powder and the magi who translated the inscriptions executed to ensure that the spells could never be cast again. How this copy survived is unknown.

Sanity Loss: 1D6
Cthulhu Mythos: +1/+2 percentiles
Mythos Rating: 9
Study: 8 weeks
Suggested Spells: Entreat the Eaters of Carrion (Contact Ghoul), Entreat Those Who Hide Within the Storm (Contact Sand-Dweller).

The Testament of Carnamagos

Hyperborean, the seer Carnamagos, c. 10,000 B.C.

All known copies are handwritten by the seer Carnamagos in the Tsath-Yo script of Hyperborea, sometime around 10,000 B.C., though it is rumored that a Greek translation was created in the kingdom of Bactria more than three hundred years ago. Whether or not copies of this translation survive is unknown.

Created by a Cimmerian oracle thousands of years ago, all known copies of this rare and little-known text are believed to have been made before the fall of Hyperborea. These copies are preserved as enormous scrolls, two feet wide, composed of vellum, though the animal from which it was made cannot be identified. These scrolls accumulate dust unnaturally fast, becoming coated with a thin layer of dust less than a day after being cleaned—an ominous warning regarding the information contained within. The *Testament* collects Carnamagos' visions of both the future and the past, interspersed with accounts given by other seers and oracles of the age, with an emphasis on the subjects of time, death, and decay. It is also the only known tome to address the Great Old One Quachil Uttaus.

Sanity Loss: 1D10
Cthulhu Mythos: +3/+7 percentiles
Mythos Rating: 30
Study: 32 weeks
Suggested Spells: Apportion Ka, Call Slithering Shadows (Summon/Bind Formless Spawn of Tsathoggua), Call Unseen Horror (Summon/Bind Star Vampire), Create Sign of Barzai, Pact of Quachil Uttaus, Touch of Quachil Uttaus (Wither Limb).

Tilsimati

Copies in Sumerian, Aramaic, and Greek, author unknown, 4th millennium B.C.

Only a few copies of this very rare text are known to exist. The oldest, in Sumerian, is written on clay tablets, and later Aramaic and Greek copies are on parchment scrolls. The text describes a number of powerful symbols and gives detailed instructions on inscribing them to form protective wards, glyphs, and amulets. This text is rare because most copies are deliberately destroyed by members of various cults seeking to limit the defenses against their own dark arts and dread masters.

Sanity Loss: 1D8
Cthulhu Mythos: +2/+4 percentiles
Mythos Rating: 18
Study: 20 weeks
Suggested Spells: Create Amulet, Create Bulla, Create Charm, Create Sign of Barzai, Elder Sign.

ARTIFACTS



BLACK STEEL

Used by: Anyone

These weapons are often carried by high ranking agents working for the Great Race of Yith. However, the technique of making them has also been learned by cells of mi-go agents, the serpent people, and several cults active in Greece and Asia Minor. Black steel is not actually metal, but a form of hardened ceramic made from clay and other materials. Weapons made from black steel are very light (half the weight of what the weapon would normally be), extremely sharp, retain their edge without sharpening, and never rust. Black steel is only used to craft bladed weapons, as their lighter weight hinders their use as bludgeoning weapons. Weapons made from black steel do not do any additional damage to a target, nor are they considered enchanted weapons (they are ineffective against creatures who can only be hit by enchanted weapons). However, the superior edge these weapons carry do allow them to ignore 3 points of an opponent's standard armor.

For example, a Yithian agent wielding a black steel pugio (1D4+2) strikes a guard wearing a suit of chain mail. The guard rolls for his armor's protection (1D8), getting a 5. The Yithian agent rolls a 3, for a total of 5 points of damage. Normally, this would do no damage, but the black steel easily penetrates the rings of the guard's armor, dropping its protective value to just 2 points, and the surprised guard takes 3 points of damage.

BLADE OF THE HARUSPEX

Used by: Anyone

Only a handful of these broad, triangular, double-edged blades have been found, all forged from silver and carefully incised with Etruscan lettering along both edges. The enchantments on these blades render the normally soft silver as hard as steel. If one of these blades is used to cut out the liver of a still-living human being in conjunction with the casting of a Contact (Deity) spell, the 5 POW required to cast the spell is taken from the sacrifice, not the caster. The use of one of these blades also doubles the duration of the spell, allowing longer communion with the god being contacted. It is rumored that certain dark gods (Pazzuzu and Pharol are frequently named) will answer the call more swiftly in response to such a sacrifice, but such rumors remain unsubstantiated.

These are enchanted blades and can injure creatures immune to damage from mundane weapons.

BLOOD BLADES

Used by: Serpent people

These exceedingly rare weapons are found mostly in Germania and Britannia. They can take the form of any bladed weapon and are typically forged by powerful serpent folk sorcerers, or those humans who have served such masters. To form a blade, the iron found in human blood is extracted and processed to create a dangerous black metal with a thirst for blood. A small knife might require two hundred victims, but something the size of a sword could easily require over a thousand. The blood must be harvested from a victim for it to be usable in this process, which requires the death of the typically unwilling donor. Each blood blade is crafted for a specific wielder and, should it be touched by another person, the weapon instantly shatters into uselessness.

These enchanted blades do normal damage for their weapon type and can affect creatures harmed only by magical weapons. Each wound inflicted by a blood blade idoes an additional 1D3 points of damage, as blood is painfully drawn out of the victim and into the weapon. Victims of this attack must make a 1/1D3 Sanity roll the first time they encounter the effect.

Blood blades also grant their wielders a number of powers. Those armed with blood blades take half damage from non-magical weapons and regenerate 1 HP per round. The wielders are immune to any negative effects of shock or pain, feeling it, but not impeded by it. So long as the blood blade is used regularly (taking a life at least once per week), the wielder does not age. However, every death caused by such weapons drains the wielder of 1D4 Sanity points.

As the user's mind begins to erode, a malevolent alien consciousness slowly builds within the blade. Most wielders of these weapons go completely insane as their blood blades become sentient and form a telepathic bond with the wielders. At this point, the wielders have no will of their own, becoming little more than slaves serving their blade's endless thirst for blood.

> SAY NOT ALWAYS WHAT YOU KNOW, BUT ALWAYS KNOW WHAT YOU SAY.
>
> – *Claudius*

THE COIN OF THE TRAVELER

Used by: Sidhe and humans who have done favors for them

These magical coins, hailing from Britannia, are of a strange form of white gold (platinum). They are engraved with intricate knotwork patterns and odd, indecipherable writings. One side always has some sort of animal, usually a strange-looking lion, stag, wolf, boar, or dragon. The other side has a slender, beautiful figure wearing a crown. The coins are given as gifts from the Sidhe nobles to humans who've done favors for them. The Sidhe are a magical and immortal race from the Dreamlands. They travel to the Waking World through weak points between realities; such points are located throughout Britannia.

The coins grant holders the ability to understand any language they hear spoken. To make use of this power, holders must keep these coins in contact with their skin. These coins also allow them to understand non-verbal languages, such as the sign language of the deep ones. However, the coins do not grant their holders any ability to speak any languages, verbal or not.



EYE OF THE KYKLOPS

Used by: Anyone

This one-of-a-kind artifact first fell into Roman hands following the fall of Carthage. Publius Cornelius Scipio Aemilianus Africanus Numantinus (185–129 B.C) took the Eye as spoils of war and possessed it until his death in 129 B.C. Numerous historians, Appian and Plutarch among them, suggest



that Scipio was in fact murdered. What is certain is that the Eye of the Kyklops (Cyclops' Eye) vanished from Scipio's house upon his death. It is rumoured to have resurfaced briefly in Hadrumetum in 114 B.C., and later in Hippo Regius in 78 B.C., before disappearing from all record.

A polished conglomerate of pink and translucent quartz, the Eye of the Kyklops forms an irregular oval and is roughly the size of an adult man's hand. The smaller cluster of pink quartz at the centre of the surrounding translucent quartz is just over an inch in diameter and deepens from a light pink color to a deep orchid at its core. The true origin and purpose of the stone is unknown.

The Eye of the Kyklops grants its bearer the passive ability to see in a 360 degree circle, provides one bonus die to all Spot Hidden rolls, and the owner cannot normally be surprised while awake. Additionally, the Eye allows its possessor to perceive invisible and non-corporeal beings as ghostly pink forms. These abilities are not immediately obvious or available, however, as the Eye of the Kyklops takes a full 24 hours to attune to a new host. For any of these abilities to function, the Eye must be continuously held or in physical contact with the host's body.

As these abilities present themselves, the bearer initially suffers a number of debilitating penalties. Seeing in 360 degrees is disquieting enough to warrant a 1/1D2 Sanity loss. Full acclimatization requires 1D4 days, during which the possessor suffers severe headaches, nausea, and dizziness. All forms of movement suffer two penalty dice and, externally, the bearer appears seriously ill or drunk, prone to losing their balance, vomiting, or falling over entirely. Finally, upon first encountering an invisible or non-corporeal being or element, the bearer must make a 1/1D6 Sanity check. After acclimatization, a user's subsequent encounters normally require a further 0/1 Sanity check, which means that continued use of the Eye of the Kyklops has a chance of leading to eventual madness.

HASTAM DEORUM

Used by: Anyone

The Hastam Deorum appears to be a simple spear, unremarkable apart from its unusual pointed head. The head was forged from the strange reddish ore of a meteorite that landed just outside Rome on 13 Iunius in 28 A.D. The forging of the head was so difficult that it was said to have broken the will of a handful of Rome's best smiths. The true value of the finished product is known only to the few generals who have wielded the spear and guarded its secret carefully.

While its oak shaft has been broken and replaced many times over the decades, the pointed head of the Hastam Deorum has never broken, never dulled. More significantly, the spear has proven remarkably effective against armored enemies. Said to be blessed by Vulcan, the spear's reddish head cuts through opponents' armor. Keepers should deduct half the number of armor points (rounding down) from physical attacks. It is also considered an enchanted weapon with regards to creatures who are immune to non-magical attacks. E.g., a cultist wearing scale mail armor has just been hit by the Hastam Deorum. The Keeper rolls a 5 on his armor, but because of the spear's special powers, the cultist is only protected from 2 points of damage that round.

Many former owners of the Hastam Deorum have died mysteriously in accidents, from sudden illnesses, and occasionally due to foul play by unknown forces. While many thieves have attempted to steal the strange spear, it always seems to be recovered by its current owner. The strange events surrounding the Hastam Deorum have spawned rumors that the spear is cursed. In truth, the mi-go have been sending thieves and assassins after the spear for over a century, desperately coveting the strange metal of the spear head for reasons known only to themselves. They are beginning to suspect that the Hastam Deorum has a will of its own, and that it does not want to fall into their claws.

HASTORANG LAMP

Used by: Anyone

A Hastorang lamp burns continuously without requiring oil or wicks, producing a steady, orange flame. Made from red-glazed ceramic, these lamps appear unadorned at first glance, but closer inspection reveals two inscriptions. The first is a series of symbols incised into the clay surrounding the wick hole of the lamp, which a Cthulhu Mythos roll can identify as a binding ritual. The second, a series of dots and lines, is inscribed into the underside of the lamp. With an Astronomy or INT roll, this can be interpreted as a star chart, with the central point being identifiable as the star Roman scholars refer to as Os Piscis Meridiani, the "Mouth of the Southern Fish." This star was known as Hastorang to the Persian magi who first created these lamps.

While sturdy, these lamps can be broken (30 points of damage dealt to the lamp is sufficient to break it), which has the unfortunate side effect of breaking the binding spell, releasing the Fire Vampire trapped within. Such creatures are seldom grateful for their release.

THE SILKS OF ARACHNE

Used by: Human cultists of Atlach-Nacha

Cults in the service of Atlach-Nacha have long known the secrets of weaving the dark goddess' webs into a luxurious silk-like cloth. This technique began in Hyperborea, but has been passed down through the ages and is now widely practiced by those in the cult of Arachne who secretly worship Atlach-Nacha. The fabric made from the silks of Arachne is incredibly durable, as tough to cut through as hardened leather. This makes tailoring it into garments incredibly difficult, but well worth the effort. A long silken tunic, toga, or stolae and palla (dress and shawl) offer 3 points of protection. As the cult of Arachne is mostly matriarchal, 85% of such garments are women's clothing.

Unfortunately, when the fabric is cut, is it nearly impossible to repair. Once it takes more than 20 points worth of cuts, it loses all protective benefit. E.g., an investigator hurls a spear at a cultist wearing silks of Arachne, doing five points of damage. Three points of damage are absorbed, and both cultist and clothing take two points of damage. Once the fabric takes 20 points worth of damage, its protective value drops to 0. However, it can repair itself, but to do so it must be soaked in freshly spilled blood and stored in complete darkness overnight.

The creation of these garments is extremely difficult, requiring years of training in weaving and sewing, a ritual to summon the Great Old One Atlach-Nacha, and a human sacrifice to the entity in order to be allowed to harvest her silk. They are made for the most senior cultists and passed down as heirlooms. Should one who is not a worshipper of Atlach-Nacha ever gain

possession of such garments, it would bring immense shame to the cultist who lost it. That cultist would make a concerted effort not only to recover the garment, but also to sacrifice the offender to Atlach-Nacha to show penance for failing to prevent the non-believer from touching it.

SOMNIA ELIXIR

Used by: Anyone



A viscid, faintly red liquid with an unpleasantly pasty and earthy taste, Somnia elixir is a powerful hallucinogen and depressant. Five or six drops are all that is required to produce a potent effect. In the field, dipping a forefinger into the solution up to the first knuckle is a helpful means of determining a suitable dose. Once imbibed, the elixir puts the subject into a dream-like state, although the imbiber retains all normal capabilities. The hallucinogenic and depressant powers of the elixir come into effect when the subject experiences high stress and potential Sanity loss.

Characters under the effect of the elixir suffer half the normal Sanity loss from successful or failed SAN checks. The outright horror of real experiences is lessened and perceived as dream. However, continued exposure to the same horrors—human or Mythos—counteracts the effect of the elixir as the mind can no longer rationalize the fear away. Also, higher doses come with deleterious effects. Imbibing a double or triple dose of the Somnia elixir requires an Extreme CON roll. If this fails, the victims enter a catatonic state for 1D3 (double dose) or 1D6 days (triple dose).

THE STARFINDER

Used by: Anyone

This unique item is a complicated and sophisticated analog calculator/orrery, made of gold-plated bronze and about the size of a man's palm, with many wheels, gears, and interfacing dials within a casing. It offers 32 dial-based changing displays on the front face. A stern warning appears in Greek, Sumerian, and Latin on its back, normally plain casing, warning the user not to try to open it on pain of death. Those who ignore this warning invariably disappear from existence the next time that they are alone.

The device has dozens of intermeshing gears, and it can accurately track the movements of the sun and moon through the zodiac, predict eclipses, calculate sunrise and sunset based on star positions, and precisely track the positions of certain better-known stars and the major planets. Anyone with at least 30% in Navigation, Science (Astronomy), or Science (Augury) who uses this device as an aid gains one bonus die to their check.

The Starfinder is rumored to have originated in ancient Sumeria, and from there, to have passed through the hands of many of science's greatest names, including Pythagoras, before coming into the hands of an eccentric Roman collector of curiosities, Titus Labienus Luscinus. Titus keeps it in a locked cabinet, along with several other artifacts that make him nervous. He is not sure what it is that makes him nervous, exactly, although he has heard disturbing rumors about using it under the light of the full moon.

Another warning, also in Greek, Sumerian, and Latin, not to use the device under the light of the full moon is likewise inscribed on the back. Anyone who disregards this warning discovers that, under full moonlight, a new display, with two additional dials and a button, appears on the back (SAN loss 0/1). Each dial has a set of numbers (in Sumerian cuneiform and base 60), running from 0 to 10,000. Hence, there are 10,000 times 10,000 different possible number combinations. No information on what these numbers may mean can be ascertained from the device itself. However, whatever the setting is, if one pushes the button, the display clicks and then fades, and the user feels pulled to travel in a certain direction. This pull does not fade unless the device is destroyed. The pull costs 1 SAN per day if it is resisted.

The pull is how the Starfinder aids its user to travel safely to a given destination, but at a cost. Each number corresponds to a position north (all the way around the globe) or east (all the way around the globe), with Babylon at (0,0) and the farthest side of the globe from Babylon being (5000,5000). The Starfinder protects the user in getting to his keyed-in destination. Any time that damage or death would befall the user, the user gets a Luck roll to have the harm befall someone else nearby, at random. Magic like this always has a price, however, so the deflected harm is suffered sevenfold: a sword thrust avoided leads to seven deaths. Using the Starfinder once one realizes this costs 1D6 SAN per use.

THE WATCHFUL PET

Used by: Anyone

Appearing at first glance to be an ordinary mummified cat of the sort common in Egypt, a watchful pet is a simple form of undead. Close examination reveals certain irregularities—ligature marks where the cat was not simply strangled, but hanged; Aklo symbols tattooed onto the cat's skin; and amulets bearing the name of the Black Pharaoh bound among the wrappings. Fed a mixture of blood and incense, the watchful pet awakens to a very basic level of existence, aware of its surroundings but unable to move. Once that happens, the pet's creator places it in a location they want observed; for example, a pet may be placed near the entrance to a cult's meeting place if the cult suspects they are being followed. A pet can be keyed to certain individuals by including their blood in the mixture fed to it. Keyed individuals can move through a space watched by a pet without issue; intruders entering the same space trigger the pet, causing it to scream like an injured child. It will scream until destroyed (requiring ten points of damage) or until a keyed individual enters its field of vision.

A pet becomes inert and lifeless if all its keyed "masters" are slain. It can be reactivated via a fresh feeding of blood and incense, resulting in it becoming keyed to its new masters. There may be many inert pets buried in Egyptian tombs, their true nature forgotten.





CHAPTER 8: MONSTERS OF CTHULHU INVICTUS

> GREATER IS OUR TERROR OF THE UNKNOWN.
>
> – *Livy*

Mankind has always shared this planet with countless beings, races, and entities which are beyond its understanding. Some are remnants of ancient non-human civilizations native to Earth, genetically altered or created slave races of the Izdonarii, Lomarian, Hyberborean, and K'n-yanian empires. Some originate from alien worlds, distant galaxies, or other dimensions. Some are newcomers to this planet, while others have dwelled here long before mankind gained sentience. Some of these entities possess vast intellect and godlike powers, while others are more akin to wild animals acting upon their primal instincts.

MANKIND, MYTHOLOGY, & THE MYTHOS

When faced with such fantastic creatures, the human mind has always struggled to comprehend what it is witnessing. Often it fails, and its grip on reality shatters. Should witnesses retain their sanity, their reactions vary wildly as they struggle to cope, to comprehend, or to repress that which they have experienced. In modern times, one might think they were hallucinating, or drugged, suffering a mental breakdown.

In the world of Cthulhu Invictus, however, the average person is very superstitious and has a firm belief in magic, gods, and monsters. Witnesses to Mythos creatures are much more likely to accept what they see. They may try to comprehend their experience by drawing upon the legends, mythology, philosophies, and religious teachings of their day.

Mythological creatures such as centaurs, harpies, gorgons, and cyclopes are actually Mythos entities. However, the specific details of their appearance, creation, and motivations are fictions created by those surviving their encounters with such beings. Their minds filled in the myriad of gaps in their understanding, allowing them to better retain a grip on their sanity. Here are twenty-five truths of the world of Cthulhu Invictus that lie behind the legends created by the rare survivors to make sense of their experiences.

APEPI, SERPENT OF NIGHT

(Avatar of Yig)

This avatar of the Great Old One Yig takes the form of an enormous black cobra. The interior of its hood holds a dazzling display of colorful iridescent scales giving the impression of an ornate pharaoh's headdress and crown. Apepi has blazing red eyes, which are wreathed in fire, and a slender tapered tail, which constantly twitches, swishing about, and cracking loudly like a whip.

Cult: This avatar of Yig is worshipped across the ancient world under various different names.

APEPI, THE SERPENT OF NIGHT

Avatar of The Great Old One Yig

CHAR.	VALUE
STR	150
CON	600
SIZ	500
DEX	80
INT	900
POW	140

CHAR.	VALUE
Hit Points	110
Damage Bonus	+7D6
Build	8
Magic Points	28
Move	8

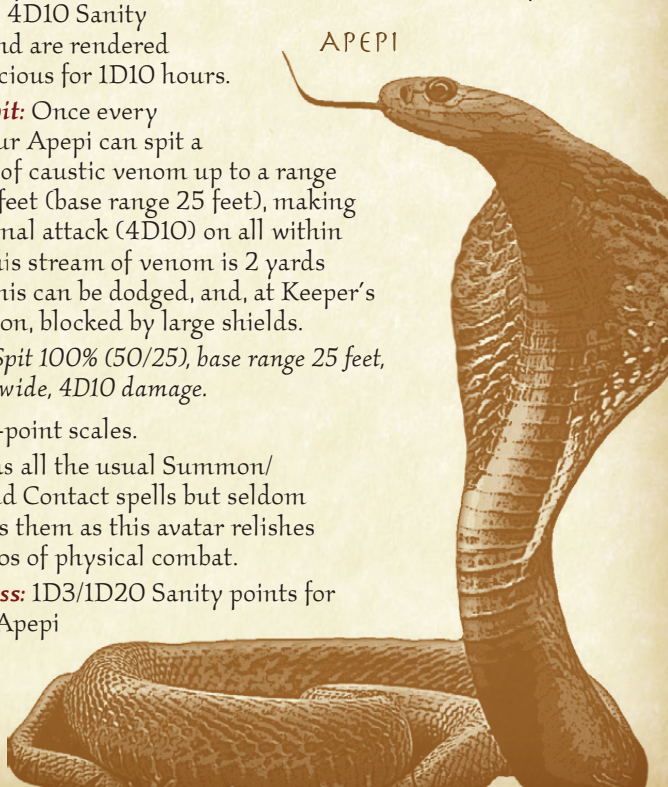
ATTACKS

Attacks per Round: 1

Fighting Attacks: The Serpent of Night can deliver a fearsome bite, constrict victims in its powerful black coils, or strike with its whip-like tail.

Fighting 85% (42/17) 1D4+DB

Hypnotic Gaze: Affects one target per round. Targets must make an opposed POW roll to avoid. Those making a Hard success are unaffected, those making a standard success stand motionless for one round, those who fail are paralyzed for 5D10 minutes, and those who critically fail lose 4D10 Sanity point and are rendered unconscious for 1D10 hours.



Venom Spit: Once every half hour Apepi can spit a stream of caustic venom up to a range of 100 feet (base range 25 feet), making a Terminal attack (4D10) on all within rage. This stream of venom is 2 yards wide. This can be dodged, and, at Keeper's discretion, blocked by large shields.

Venom Spit 100% (50/25), base range 25 feet, 2 yards wide, 4D10 damage.

Armor: 6-point scales.

Spells: Has all the usual Summon/Bind and Contact spells but seldom employs them as this avatar relishes the chaos of physical combat.

Sanity Loss: 1D3/1D20 Sanity points for seeing Apepi

Basilisk

The basilisk is a creature from another dimension, first brought to earth accidentally by ancient Hyperborean sorcerers experimenting with extradimensional travel. These creatures are about the size of a large goose. They have reptilian bodies, forelegs, breasts, and tails; small bat-like wings allowing them to fly for short distances; and heads resembling those of roosters. However, the "comb" on top of the rooster-like head is actually a frilled lid covering a special orb-shaped hunting organ. When uncovered, this orb has a paralysis effect on creatures (see "Paralytic Orb").

Basilisks use their paralytic orb attack both to hunt and to reproduce. To feed, basilisks paralyze their victim, and then leisurely eat the helpless, immobilized prey alive. Basilisks are single-sexed, reproducing by injecting 3D4 larvae into the host's paralyzed body via a sharp phallus-like organ. A chemical extruded by the larvae transforms the host's skin into a firm mineral shell over a period of six hours. This process kills the victim, but preserves the soft inner tissue, allowing larval basilisks to devour the host's flesh as they grow. Before the victim's flesh petrifies, it is possible for a surgeon to save them, removing the larva with a Hard success in Medicine. Immature basilisk larvae cannot survive outside of the paralyzed host into which they were injected.

The larvae mature into miniature basilisks in 8–10 days, then peck their way out of their host's petrified shell. The young basilisks then scatter to find their own territories, as adult basilisks are fiercely territorial and sometimes eat their hatchlings. Young basilisks are fully capable of hunting and feeding themselves, preying on small animals until they reach their adult size, which takes about a year.

The Hyperborean wizards who first encountered these creatures surmise that the basilisks were somehow used as conduits for interdimensional communication by alien wizards or gods, their orbs linking to similar creatures in even stranger dimensions. However, basilisks proved far too dangerous to do a proper study of this.

It is rumored that the basilisk's orb retains some of its potency for a few weeks after the basilisk's death, making it greatly prized by alchemists and sorcerers.

SPECIAL POWERS

Paralytic Orb: The basilisk's black orb is actually a window into their home dimension, a realm of chaos and madness. It draws the attention of those within a 200-degree 50-foot arc. Exposing the organ takes considerable effort in this dimension and is quite taxing. The basilisk can only do this for a brief moment, no more than four times a day. Once used, this attack cannot be repeated for three combat rounds.

Those in range must make an opposed POW roll to avoid glimpsing the exposed orb. Those who do glimpse it must make a Sanity check for 1D8/1D20. Those aware of this attack who take measures to avoid it, such as blindfolding themselves or successfully avoiding looking at the orb make a Sanity check for 1D4/1D10. Those driven mad by this attack are paralyzed, unable to move for 1D3+2 days. This duration can be reduced by half if victims are successfully treated with a successful Medicine roll and receive constant medical care, which includes force feeding the victims fluids to keep them alive and tonics to stimulate them, and periodically massaging their muscles.

BASILISK

Paralytic Brood Parasite

CHAR.	AVG.	ROLLS
STR	35	2D6 x 5
CON	50	3D6 x 5
SIZ	15	D6 x 5
DEX	65	(2D6+6) x 5
INT	70	4D6 x 5
POW	130	(4D6+12) x 5

CHAR.	VALUE
Hit Points	6
Avg. Damage Bonus	–2
Avg. Build	–2
Avg. Magic Points	26
Move	9/25 Flying (4 rounds only)

ATTACKS

Attacks per Round: 1

Fighting Attacks: In combat, these creatures attack with their sharp talons.

Fighting, Sharp Talons 35% (17/7), damage 1D3+DB

Gaze: Target must make an opposed POW roll to resist, special (see above)

Dodge: 55% (27/11)

Armor: Non-magical weapons do only half damage because of the basilisk's extradimensional biology. However, salt acts as a poison attack; as little as a handful does Moderate (1D6) damage to the basilisk on contact.

Sanity Loss: 0/1D6 Sanity points for seeing a basilisk.

Bouda

These creatures appear as normal humans, usually in family groups of between three and eight individuals. Families nearly always practice the trade of blacksmithing, although some groups take on the trades of woodcutting and healing. Whatever trade they practice, bouda are quite skilled at it (scores of 85% or more). 50% of bouda also know 1–3 spells, which are typically connected to their chosen profession. They are most often found in the North African provinces, but some travel to the far corners of the empire. Most bouda become valued, if not fully trusted, members of communities, as their skills are always in demand. However, the exceptional, often supernatural, nature of their skills can be off-putting to many. This fear is well warranted as bouda hide a sinister secret.

Bouda are shapechangers, able to shift freely between their human form and that of an unusually large hyena. In bestial form they remain social creatures, staying in family groups and hunting together to take down prey. Bouda cannot and do not interbreed with humans. While they do not need to hunt and kill humans, most bouda enjoy doing so whenever the opportunity arises. There is usually nothing left of their victims, as bouda in hyena form devour every part of their prey: flesh, bones, and hair. When in human form, they are often armed with finely crafted weapons and armor, and while in hyena form, they use their powerful jaws to dispatch most prey easily.

They are highly intelligent and cunning creatures whose presence seldom gets detected. Sometimes when a community learns of their secret, the creatures are not driven off, but tolerated, as their skills contribute too much to the local economy to lose. Their race is much older than mankind and shall likely be roaming the African continent long after the last man has vanished from the earth.

SPECIAL POWERS

Gifted: All bouda have one of the following

- 85% skill in the various metalworking Craft skills (i.e., Armorsmith, Blacksmith, Weaponsmith, et cetera), with some variation depending on individual or family

interests (i.e., some might be jewelers or goldsmiths rather than weaponsmiths)

- 85% skill in the various healing arts (i.e., Craft (Potion), First Aid, and Medicine)
- 85% skill in the various woodcrafting skills (i.e., Art (Woodcarving), Craft (Carpentry), Craft (Charcoal) (i.e., making charcoal out of wood)), again with some individual of family variation

Spells: 50% chance to know 1D3 spells, typically connected to wood or metal craft or to healing.

BOUDA
The Hidden Hunters

CHAR.	AVG.	ROLLS
STR	80	(3D6+6) x 5
CON	65	(2D6+6) x 5
SIZ	60	(3D6+2) x 5
DEX	65	(2D6+6) x 5
INT	70	4D6 x 5
POW	70	4D6 x 5
APP	50	3D6 x 5

CHAR.	VALUE
Hit Points	12
Avg. Damage Bonus	+1D4
Avg. Build	1
Avg. Magic Points	14
Move	9/20 in hyena form

ATTACKS

Attacks per Round: 1

Fighting Attacks: Bouda have the usual range of unarmed attacks open to humanoids and may use any weapon in human form, and bite when in hyena form

Fighting (as Human) 50% (25/10) 1D3+DB, or by weapon type+DB.

Fighting (as Hyena) 50% (25/10) 1D6+DB

Armor: May wear any armor in human form (often chain mail); 3 points of muscular hide in hyena form.

Sanity Loss: 0/1D4 Sanity points for seeing a bouda change into or out of hyena form.

CENTAURS

This creature's form is a combination of the lower body of a horse fused with the upper torso of a human being. They are often fierce and savage creatures, deeply skittish if not completely hostile towards humans. Most herds of centaurs lead primitive lives, living in caves, fighting with wooden and stone weapons, and having no contact with other species. They live in remote places, such as deep forests, high mountains, inaccessible plateaus, or deserted islands undiscovered by mankind.

They are very rare creatures, and females of their kind are even more scarce (making up only about 25% of their population). They speak their own language, a bastardized form of Izdonarii, but a few (1 in 4) have learned a human tongue, usually Greek, but occasionally Latin (70%/30%). Throughout history there have been instances where herds of centaurs have made peaceful contact with humans. These centaurs are often much more advanced than their wilder cousins, arming themselves with steel weapons and bows, even wearing armor, helmets, and shields (typically nothing heavier than leather and rings).

This race was one of many created by the mysterious Izdonarii, a degenerate remnant of the Lomarian civilization. It amused the Izdonarii to create a beast of burden which they could reason with, and which also possessed hands to manipulate tools with. Centaurs were a slave race, forced to plow fields, haul heavy loads, and draw wheeled vehicles. The centaurs who remain are descendants of escaped slaves from the Izdonar Empire. Most are unaware of their race's origins, and each herd has its own unique creation mythology.

CENTAURS
The Wild Horsefolk

CHAR.	AVG.	ROLLS
STR	140	(3D6+18) x 5
CON	65	(2D6+6) x 5
SIZ	165	(6D6+12) x 5
DEX	60	(3D6+2) x 5
INT	50	3D6 x 5
POW	60	(3D6+2) x 5
APP	50	3D6 x 5

CHAR.	VALUE
Hit Points	23
Avg. Damage Bonus	+3D6
Avg. Build	4
Avg. Magic Points	12
Move	12

ATTACKS

Attacks per Round: 1

Fighting Attacks: Centaurs have the same range of unarmed attacks open to humans, but their kicks are far more powerful than a human's. They can also use weapons as humans do.

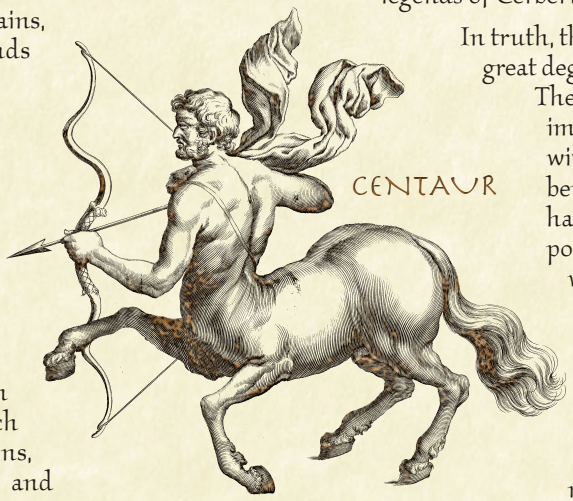
Fighting 40% (20/8) damage 1D8+DB, or by weapon type+DB.

Armor: 1 point of hide, but may be enhanced with additional armor (at 1/2 protective value)

Sanity Loss: 0/1D6 Sanity points for seeing a centaur.

CERBERUS HOUNDS

The most prominent noble families of the Izdonar Empire were constantly competing over who could create the most outlandish slave race, which family owned the most powerful magical artifact, or who had the greatest collection of arcane texts. Families built huge vaults, warded with magical spells and guarded by savage monsters, as theft between these noble houses was widespread (and a form of their competition in and of itself). One family, the house of Corus, specialized in creating savage monstrous hounds, bred to guard their treasure vaults. These guardian hounds gave rise to the legends of Cerberus, the Hound of Hades.



In truth, there are many of these creatures, with a great degree of physical variation between them. The most common variant is that of an immense hound, a bit larger than a bear, with three heads. Other versions of Cerberus Hounds have two heads, and some have as many as seven. Some versions possess a living snake in the place of a tail, while others have several (2D4) snakes erupting from their shoulders, backs, and flanks. However, despite this variation, several traits are constant: these beasts are unwaveringly loyal to the family which created them (or, in the case of the offspring of the original Cerberus Hounds, to whoever raised

them), totally dedicated to performing whatever task they are assigned, ever vigilant, and extremely savage towards any stranger.

One can encounter a Cerberus Hound in ancient ruins, deep in the earth, or in other desolate places where an ancient vault of the Izdonarii might be found. Cerberus Hounds can also be encountered standing guard over important magical gates or portals; these often lead to the lairs of surviving Izdonar sorcerers. Even if the family these hounds served is long dead, they persist in their assigned duties, as they are immortal unless killed with violence. Modern sorcerers and alchemists offer huge bounties for the blood, flesh, venom, and hide of Cerberus Hounds, eager to learn their secrets. The greatest prize of all would be a newborn Cerberus Pup, as it could then be trained to serve whatever master raises it.

SPECIAL POWERS

Resistant Hide: Cerberus Hounds take half damage from non-magical attacks.

CERBERUS HOUNDS

The Guardian Hounds of Hades

CHAR.	AVG.	ROLLS
STR	100	(3D6+10) x 5
CON	90	(3D6+8) x 5
SIZ	120	7D6 x 5
DEX	60	(3D6+2) x 5
INT	40	2D6 x 5
POW	80	(3D6+6) x 5

CHAR.	VALUE
Hit Points	21
Avg. Damage Bonus	+2D6
Avg. Build	3
Avg. Magic Points	14
Move	12



ATTACKS

Attacks per Round: 3

Fighting Attacks: A Cerberus Hound attacks with its bite, two- and three-headed versions biting for 1D6 points+DB each, while those with more heads bite for 1D4+DB each, although the creature cannot coordinate itself enough to deliver more than three attacks total, regardless of how many heads it has. Those with a snake for a tail can also bite with it for 1 point and deliver a Deadly poisonous attack (2D10 points of damage). Those with smaller snakes growing across their bodies bite for a collective 1 point and Moderate poisonous attack (1D6 points of damage).

Fighting 50% (25/10) 1D6+DB (for two- or three- headed varieties) or 1D4+DB (for four- or more-headed varieties) and 1+2D10 Deadly poison attack (for tail snake) or 1+1D6 Moderate poison attack (for snake growths)

Armor: 2 points of fur and gristle, half damage from any non-magical attacks.

Sanity Loss: 1/1D8 points for seeing a Cerberus Hound

Children of the Lamia

The human-seeming children of a lamia mother and human father are hatched from eggs and appear human except for their reptilian eyes and a pair of overlong hollow fangs. They are cold-blooded and spend part of each day basking in direct sunlight to avoid becoming lethargic and unfocused (similar to losing a night's worth of sleep). About 9 out of 10 children of the Lamia are female, as the majority of male offspring are killed and devoured by their mothers.

While children of the Lamia can subsist on any type of food, their most favored source of nourishment is fresh human blood. When they first feed upon human blood, they inherit powers granted to them by the Great Old One Yig: a total resistance to aging and disease, and invulnerability to non-magical attacks. Moreover, snakes of every size and species behave with deference and affection towards children of the Lamia. Most children of Lamia keep serpents as pets and/or guardians.

Once a child of the Lamia feeds upon blood, the desire to do so becomes difficult to resist, and most feed upon a human victim weekly. Theoretically, a child of the Lamia that never feeds upon a human would grow old and die, but in their thousands of years of history, such a thing has never occurred. Children of the Lamia don't need to kill a victim to feed, but the majority of them do, unable (or unwilling) to stop themselves once feeding begins.

Their mothers usually teach them how to fight and how to cast a few spells. Most children of the Lamia worship the Great Old One Yig, although some worship their mother as a divine figure, while others flock to the cult of sun gods, such as Ra and Apollo.

SPECIAL POWERS

Invulnerability: Children of the Lamia are immune to non-magical attacks.

Spells: 80% chance to known 1D4 spells.

CHILDREN OF THE LAMIA

Blood Drinking Daughters of the Serpent

CHAR.	AVG.	ROLLS
STR	70	4D6 x 5
CON	70	4D6 x 5
SIZ	65	(2D6+6) x 5
DEX	60	(3D6+2) x 5
INT	50	3D6 x 5
POW	70	4D6 x 5
APP	75	(1D6+12) x 5

CHAR.	VALUE
Hit Points	13
Avg. Damage Bonus	+1D4
Avg. Build	1
Avg. Magic Points	14
Move	8

ATTACKS

Attacks per Round: 1

Fighting Attacks: Children of the Lamia have the usual range of unarmed attacks open to humanoids, or they may be armed.

Fighting 45% (22/9), damage 1D3+DB or by weapon type+DB

Bite and Hold (Maneuver): A child of the Lamia may attempt to grapple a victim. If this succeeds and the victim fails to break free with an opposed STR roll, the child of the Lamia will bite the victim on her next action, draining 3D10 points of STR each round until death occurs (at STR 0). Once bitten, victims are helpless, unable to struggle and free themselves. If rescued before death, they can rest and regain blood at 1D10 STR per day.

Armor: None, but immune to non-magical attacks.

Sanity Loss: 1/1D6 points to see a child of the Lamia, but only if their eyes and fangs are noticed.

CHIMERAE

These horrific creatures appear as a mix of several animals, most often having the head and body of a lion, the head of a goat (which breaths fire) growing from the creature's back, and a tail that is a living snake. However, there are other variations of this creature's form and no two chimerae are exactly alike. They are created in dark elaborate rituals by the most devoted followers of Shub-Niggurath.

To create a chimera, a follower of Shub-Niggurath must conduct a two-month long ritual. During a full moon, the cultist must sacrifice twin infants who have yet to grow teeth, letting their blood soak into the roots of a tree of at least 100 years old. The same cultist must then slay one of their own children (age is not a factor) on the exact same spot one month later, as they specify a task for the chimera. The task is typically to guard an area, kill a specific person, or go on a general rampage. The following month, the tree splits in half, and the chimera emerges and sets out to perform the task. Chimerae are immortal unless destroyed.

While all chimerae are different, Keepers can use the following guidelines for quick chimera creation: The body and main head of a chimera can be that of a wolf, a lion, or a bear (1D3). The head growing from the back of a chimera can be that of a goat, a sow, a ram, or a deer (1D4). This head can breathe fire, lightning, frost, or acid (1D4). The rear tail can be a snake, an eel, a lamprey, or a worm (1D4). Roughly 50% of chimerae emerge with wings, but of these 75% have only vestigial wings, while the remaining 25% have wings suitable for only gliding and flying short distances.

The blood of these creatures is highly sought after by sorcerers and alchemists. It is thought to be able to cure infertility, heal disease, and even prolong life beyond one's natural span. Chimera hides are also greatly desired for the creation of enchanted armor and cloaks.

SPECIAL POWERS

Breath Weapon: The head growing from the back of a chimera can breathe fire, acid, lightning, or frost at a single target once every four combat rounds. Unless the target successfully fights back, dodges, or blocks with a shield, they suffer a Severe attack (1D10).

"Tail" Attack: An attack from the rear head does 1D3 points of damage plus an additional 1D6 points of Moderate damage, as this head is always venomous. A successful Extreme CON check reduces the venom damage to 1D3.

Enchanted Hide: Chimerae take half damage from non-magical attacks.

CHIMERA

Agent of Destruction

CHAR.	AVG.	ROLLS
STR	155	(2D6+24) x 5
CON	120	(7D6+6) x 5
SIZ	165	(6D6+12) x 5
DEX	80	(3D6+6) x 5
INT	50	(3D6) x 5
POW	95	(2D6+12) x 5

CHAR.	VALUE
Hit Points	28
Avg. Damage Bonus	+3D6
Avg. Build	4
Avg. Magic Points	19
Move	9/12 Flying (1 round only, unless gliding)

ATTACKS

Attacks per Round: 3

Fighting Attacks: Chimerae have many formidable attacks. They can claw with their front legs, bite with their front and rear heads, and once per 4 combat rounds make a Severe attack with the breath weapon from the head growing from their back.

Fighting 45% (22/9), damage 1D4+DB

Dodge: 40%

Armor: 2 points of muscular hide and heals 1 HP every 10 minutes (i.e., 6 HP per hour). Chimerae cannot be dispelled or controlled (attacking even other devoted cultists of Shub-Niggurath).

Sanity Loss: 1D3/1D10 for seeing a chimera

CYCLOPES

The people of K'n-yan were impressed by the primary foot-soldier of the Izdonarii, the giants, and sought to outdo their foe. They captured a number of giants to alter, breed, and experiment upon, and soon created a new race to fight in their name, the race of cyclopes. Cyclopes were similar to the giants in height (roughly 20 feet tall at adulthood), but had only a single eye.

While some cyclopes were sent into battle and used as fodder by their pitiless masters, most were created to fill the role of craftsmen, and were skilled at forging weapons and armor, and constructing fortifications for the armies of K'n-yan. Eventually the war ended and the generals of K'n-yan returned to their lightless realm beneath the earth, abandoning the surviving cyclopes.

Today, isolated groups of cyclopes, who have formed clans and tribes, can be found in remote regions of the Roman Empire and beyond. While many continue to craft weapons and armor, some are herdsmen. Most are violent and cruel, hunting, enslaving, and even eating human beings. However, some tribes are peaceful and

avoid contact with humans. The rarest clans have learned Greek and Latin, and even trade with neighboring human communities.

Most cyclopes still practice the dark religions of K'n-yan, worshipping Cthulhu, Ghatanothoa, Hastur, Nug and Yeb, Tsathoggua, and Yig. A few have adopted the religious beliefs practiced by the humans in their region, paying homage to the Greco/Roman, Celtic, and even Egyptian pantheons.

CYCLOPES

One-Eyed Craftsmen

CHAR.	AVG.	ROLLS
STR	130	(4D6+12) x 5
CON	135	(7D6+3) x 5
SIZ	135	(7D6+3) x 5
DEX	60	(3D6+2) x 5
INT	50	3D6 x 5
POW	50	3D6 x 5

CHAR.	VALUE
Hit Points	27
Avg. Damage Bonus	+2D6
Avg. Build	3
Avg. Magic Points	10
Move	10

ATTACKS

Attacks per Round: 1

Fighting Attacks: Cyclopes have the usual range of unarmed attacks open to humanoids, and are not above biting their opponents. Many, especially those skilled in crafts, arm themselves with weapons and armor. Those who become herdsmen are often armed with powerful fire-hardened staffs. Few cyclopes employ missile weapons, although they may hurl large stones in a pinch.

Fighting 50% (25/10), damage 1D8+DB, or by oversized (by human standards) weapon type (as weapon damage +4+DB).

Armor: 1 point of thick skin, sometimes augmented with armor (1/2 protective value when facing human-sized or smaller opponents)

Sanity Loss: 1/1D6 to see a cyclops.

DRYADS

The seeds of these mysterious creatures fell to earth and took root, adapting to this environment. On their home world, they were half of a symbiotic relationship with another species, but on earth the role of the other half is filled by humanity (whether we like it or not). Dryads are a race of sentient plants that mimic a variety of terrestrial trees, such as oak, ash, willow, and birch. However, these trees never lose their leaves or change color with the passing of the seasons, always appearing as they would in mid-summer.

Dryads produce a simulacrum of a human being made of a sticky mushroom-like tissue. This is an extension of the dryad, able to move about, speak, and take action in the general vicinity of the dryad. A dryad's simulacrum gives off powerful pheromones which attract human beings and causes them to view the simulacrum as the most beautiful woman they can imagine. If one is taken or moves more than 100 feet from the dryad's tree, it dissolves. It takes a dryad about 1 hour to reform a simulacrum after this happens. The process looks like the tree is leaking sap



into a pile which slowly takes a humanoid shape before producing pheromones and changing into a beautiful woman.

Those smelling the simulacrum's pheromones (effective within 60 feet of a simulacrum) must make a success on a CON check each round to resist the pheromones' effects. Plugging one's nose up is no defense, as the toxin passes through the skin as well. The dryad's simulacrum uses the pheromones to compel humans to embrace it, regardless of the human's gender. Once this happens, the simulacrum exudes tendrils (much like roots) into the victim's flesh, in order to drain their bodily fluids, fat reserves, and minerals. While this is happening, waves of euphoria wash over the victims, reducing them to a helpless, drug-induced, semiconscious state.

Half of the time, the dryad's simulacrum drains 10%–40% of the target's CON (1D4 X 10), which takes 10–40 minutes (10 minutes per 10% of CON drained). Afterwards, the simulacrum harmlessly withdraws its tendrils from its victims, who are then released coated in a sweet-smelling tar-like resin. The effects of the toxin slowly wear off over the next hour, as victims wander away from the dryad in a stupor of slowly fading euphoria. Even after the toxin has fully worn off, they are left with only hazy, dreamlike memories of their encounter.

Sometimes (35%), however, a dryad is in desperate need of sustenance, usually when it is preparing to bloom or has recently had its simulacrum destroyed. In these cases, victims are drained of 50%–100% CON (1D6+4 X10%), which can prove fatal. In all cases, surviving victims recover 1D10+5 CON per day.

Those who resist the pheromones and threaten a dryad's simulacrum find it to be fleet-footed. It runs towards the edge of its active zone so it can dissolve back into the soil and be reabsorbed by its tree. Satyrs, who react to a simulacrum's presence much like cats react to catnip, often chase a dryad's simulacrum, trying to catch it before it reaches the edge of the ring. Captured simulacrums are ravaged and eaten by the brutish creatures, who find their flesh intoxicating. (The flesh of a simulacrum is a Deadly toxic to humans.) Should a dryad lose its simulacrum, it must summon a great deal of their energy into creating a new one. This means the dryad's next few attacks on humans are much more likely to be fatal.

Once a dryad blooms, it creates a special simulacrum, which appears as a human child and is able to travel up to 500 feet away. Such simulacrums live only about an hour, are very rich in nutrients, and have at their heart a seed to a new, independent dryad. When reaching a suitable grove, the child simulacrum dissolves, fertilizing the seed, which then takes root and grows into a dryad over the next decade or so. Dryads must be at least 100 years old before they are mature enough to reproduce. After several centuries, there can be dozens of dryads living within close proximity.

To destroy a dryad, one must first determine which tree is its actual "home" (i.e., the dryad itself). Once it is located and its simulacrum dispatched, the tree is defenseless and can be cut down or burned. A dryad may try to negotiate with those threatening it, speaking through its simulacrum. Many dryads are millennia old and have perfect memories; these can offer secrets to the investigators in return for their lives.

SPECIAL POWERS

Pheromone Attack: Victims must succeed on a CON check or be forced to embrace the dryad's simulacrum. The simulacrum can feed on multiple victims at once.



DRYADS

Alien Woodland Seducers

CHAR.	AVG.	ROLLS
STR	50	3D6 x 5
CON	70	4D6 x 5
SIZ	55	(3D6 +1) x 5
DEX	70	4D6 x 5
INT	50	3D6+2 x 5
POW	60	3D6 x 5

CHAR.	VALUE
Hit Points	12
Avg. Damage Bonus	None
Avg. Build	0
Avg. Magic Points	12
Move	10

ATTACKS

Attacks per Round: 1

Fighting Attacks: The simulacrum has the usual range of unarmed combat attacks open to humanoids. The dryad itself, i.e., the tree, cannot attack.

Fighting 25% (12/5), 1D3

Armor: None.

Sanity Loss: None unless one clearly sees a simulacrum's form unaffected by the pheromones, in which case 1/1D6

FURIES

These creatures, always appearing in pairs, are created from cinder, ash, and soot. The ritual requires the caster stand in a bed of glowing hot coals and burn a handful of their chosen target's

hair. Once the ritual has been completed, a pair of extradimensional creatures takes form, visible only to the caster who summoned them and to their assigned target. Once commanded, the furies are single-minded in their quest to destroy their target, having no regard for their own well-being. Furies can only be successfully commanded to seek out an individual human by whom the caster truly feels wronged; otherwise, the spell fails.

Furies appear (to those who can see them) as a pair of nude women whose bodies are burnt black; cracks in their charred flesh expose veins of glowing heat. As they move, ash and cinder flake from their bodies and drift away with the wind. Their eyes glow with a white-hot thirst for vengeance.

Furies walk calmly as they hunt their prey, breaking into a sprint when within 90 yards of their target. They then attack with pummeling blows until the victim's flesh is nothing but a smoking husk.

SPECIAL POWERS

Invisible: Furies are invisible to everyone but the caster and his intended victim. All others attempting to attack them do so with one penalty die. While invisible, the furies do have mass, leaving footprints and so on, and they generate heat (the temperature rising suddenly in their vicinity). They are unaffected by liquids, which vaporize before reaching them. A fury standing in the rain or immersed in water appears to be a cloud or bubble of steam with a vaguely human outline.

THE FURIES

Personification of Fiery Vengeance

CHAR.	AVG.	ROLLS
STR	65	(2D6+6) x 5
CON	70	4D6 x 5
SIZ	50	3D6 x 5
DEX	65	(2D6+6) x 5
INT	65	(2D6+6) x 5
POW	50	3D6 x 5

CHAR.	VALUE
Hit Points	12
Avg. Damage Bonus	None
Avg. Build	0
Avg. Magic Points	10
Move	9

ATTACKS

Attacks per Round: 2 per Fury

Fighting Attacks: Furies strike blows with their flaming hands. If a fury gets a Hard success on an attack, the victim begins burning with the effects of Severe injury. If a fury gets an Extreme success on an attack, the victim is engulfed in flames, suffering the effects of a Deadly injury (2D10).

Fighting 45% (22/9), damage 1D4+DB with Hard success resulting in additional Severe damage (1D10) and Extreme success resulting in additional Deadly damage (2D10).

Dodge: 40% (20/8)

Armor: None, but attacks from non-magical weapons do half damage.

Skills: Climb 65%, Jump 60%, Track 90%.

Sanity Loss: 1/1D8 to see a fury. 1/1D6 to witness the furies' victim consumed by fire.

GIANTS

Created by the Izdonarii as a slave race, giants were used as foot soldiers, general laborers, and entertainment in gladiatorial games. Like other former slave races of the Izdonar Empire, they are unaware of their true origins.

These powerful creatures have a human form but range from 12–20 feet tall. Giants are found in remote and isolated regions where humans have not settled in great numbers. Most giants are savage and warlike, viewing anyone (even other giants not of their clan) entering their territory as an enemy. They typically consider humans as little more than animals, playthings to be tortured and killed in sadistic fashion for their own amusement. Some giants capture and keep humans to use as slaves, while others view them as a food source, hunting them or imprisoning them to raise as livestock.

Regionally, giants tend to be about the same size, indicating possible subspecies. For example, the giants of the Caledonian highlands have red hair and are about 14 feet tall, the giants of Greece tend to be swarthy and 12 feet tall, and the giants of the mountains of Hispania are dark haired and stand nearly 20 feet tall.

GIANTS

Hulking Brutes

CHAR.	AVG.	ROLLS
STR	130	(4D6+12) x 5
CON	135	(5D6+6) x 5
SIZ	130	(4D6+12) x 5
DEX	60	(3D6+2) x 5
INT	65	(2D6+6) x 5
POW	50	3D6 x 5
APP	40	(1D6+6) x 5

CHAR.	VALUE
Hit Points	26
Avg. Damage Bonus	+2D6
Avg. Build	3
Avg. Magic Points	10
Move	10

ATTACKS

Attacks per Round: 1

Fighting Attacks: Giants have the usual range of unarmed attacks open to humanoids. Those who view humans as prey often bite during combat, and seem to enjoy in the terror this causes in other humans. Some giants, especially those groups descended from gladiators and soldiers, often employ oversized weapons such as spears, clubs, and thrown rocks.

Fighting 50% (25/10), damage 1D8+DB, or by oversized (by human standards) weapon type (as weapon damage +4+DB).

Armor: 2 points of thick skin, rarely augmented with armor (1/2 protective value when facing human-sized or smaller opponents)

Sanity Loss: 1/1D6 to see a giant.

> LET THE MIND OF MAN BE BLIND TO COMING DOOM; HE FEARS, BUT LEAVE HIM HOPE.
>
> – *Lucan*

GORGONS

These strange creatures entered our reality thousands of years ago from another dimension through weak points caused by irresponsible Hyperborean experimentation with transdimensional power generators. Since then, gorgons have lurked in lonely places (such as Hyperborean ruins), where they hide, hunt, and slowly multiply. The handful of encounters humans have survived with these creatures gave rise to the mythology surrounding them.

Gorgons are solitary, single-sexed creatures, producing a single offspring once every four or five decades. Such offspring are driven away by their parent on reaching adulthood, which takes about seven years. Fortunately, their low reproductive rate keeps them from becoming a



serious threat to mankind. However, even individually their strange abilities and hunger for human flesh, which they can detect by smell up to 10 yards away, make them deadly opponents.

These creatures have long bodies much like those of immense snakes. Their hides are thick and leathery, and can change hue with their moods or to blend in with their surroundings. One end of their body ends in a tail, which can be tipped with a rattle (1 on a 1D4), a thin whip like appendage (2 on 1D4), spikes (3 on a 1D4), or even a sharp, boney blade (4 on 1D4). The other end of their serpentine body is topped by a humanoid torso with two arms and a head. Gorgon heads are oblong, giving the impression of a rounded snout with a straight-edged, toothless mouth. Their mouths produce no sound and ooze black drool when around prey or when feeding. Where eyes would be on a terrestrial animal's face, they have two large black orbs, which are used in their primary mode of attack (see "Gaze Attack"). Atop the crown of their heads are between one and two dozen writhing tendrils, each with two tiny eyes and a mouth. It is through these writhing tendrils that the gorgons both see and communicate with one another (which happens rarely, given their solitary nature), sometimes supplementing tendril gestures by hissing, puffing air, clicking, and whistling (when particularly agitated or need to get another gorgon's attention).

SPECIAL POWERS

Gaze Attack: Anyone within 30 feet of the gorgon is within range of its gaze attack. This limited range of their attacks is why they seldom venture out into the open. Their heads are shaped like ovals, with one eye on each side, facing forward, taking in 180 degrees with their gaze. The legends are wrong; this attack is effective (albeit to a lesser extent) even if the victim avoids the creature's gaze, is blindfolded, or is blind. Victims of a gorgon's gaze must make an opposed POW check with a penalty dice. Those within the range of the gorgon's gaze who successfully avoid making eye contact with the gorgon must still make an opposed POW check, but receive a bonus dice to this roll. The gaze attack of a gorgon calcifies organic matter, effectively turning the victim's flesh into stone.

The closer one is to the gorgon, the more dangerous the effect is. Those less than 10 feet from the creature are within Terminal range (suffering 4D10 points of damage), targets between 11–20 feet fall within Deadly range (suffering 2D10 points of damage), and those from 21–30 feet away are in Severe range (1D10). This damage occurs every round that victims are in range. It cannot be treated and heals very slowly, at the rate of 1 point per week. Victims may make an Extreme CON check to reduce this damage by half. Those reduced to 0 hit points by this attack are killed and their bodies completely petrified.

The black drool of a gorgon reverses the calcification effects of their gaze. After turning a victim to stone, they break off bite-sized pieces of the calcified victim and suckle upon them. Once mixed with the creature's saliva, the calcified material turns back into flesh, allowing them to eat it. If the saliva is gathered, a physician or surgeon can use it to aid in the treatment of calcification wounds from the gorgon's gaze attack. As little as a few drops of a gorgon's sticky black drool is enough to permit a First Aid or Medicine check on a calcified wound.

GORGONS

Legendary Horrors From Beyond Our Dimension

CHAR.	AVG.	ROLLS
STR	70	4D6 x 5
CON	90	5D6 x 5
SIZ	110	(3D6+6) x 5
DEX	60	(2D6+6) x 5
INT	50	3D6 x 5
POW	90	5D6 x 5

CHAR.	VALUE
Hit Points	20
Avg. Damage Bonus	+1D6
Avg. Build	2
Avg. Magic Points	19
Move	7

ATTACKS

Attacks per Round: 2 (Gaze Attack+Fighting Attack)

Fighting Attacks: Some gorgons (40%) wield melee and/or missile weapons when in close combat with opponents. These gorgons typically wield their weapons and handle their shields skillfully (50%). Such items are taken from fallen victims, as gorgons do not forge their own arms or trade with other races. However, most gorgons rely upon their gaze attack combined with their sharp claws and tails when necessary.

Fighting, Claws 35% (17/6), damage 1D4+DB

Fighting, Tail 35% (17/6), damage 1D4+DB

Weapon Attacks 50% (25/5), damage as weapon+DB

Armor: 4 points of thick rubbery hide. In addition, some gorgons employ shields taken from fallen victims.

Skills: Track (50%, human flesh by scent, within 10 yards), Stealth (40%).

Sanity Loss: 1D3/1D10 Sanity points to see a gorgon.

Griffons

These fantastic and majestic creatures, with the hindquarters of a lion and the wings and front half of a gigantic eagle, were created millennia ago by the sorcerers of Lomar. As the Lomarians retreated from the Waking World into the Dreamlands, they abandoned a segment of their population whom they deemed dangerous, unstable, and both morally and genetically corrupted. These people, who became the Izdonarii, attempted to follow them by force into the Dreamlands. However, their way was blocked by the griffons.

Unlike any other creature in existence, the griffon can pass freely between the Dreamlands and the Waking World. Because they are primarily creatures of the Dreamlands, they must spend the bulk of their time there. Griffons visiting the Waking World cannot remain there for longer than six days, or else they quickly sicken and die. Composed of matter from two separate realities, griffons can fly effortlessly, despite their bulk.

Griffons perform several tasks for the Lomarians. In the Dreamlands, and sometimes between the Dreamlands and the Waking World, they serve as mounts to Lomarian nobility and powerful sorcerers. They can be sent into the Waking World to retrieve something for the Lomarians. They are the guardians of a number of important weak points which the Lomarians use as gateways between the Waking World and Dreamlands. But a griffon's most important task is to kill any Izdonarii they encounter. That said, most griffons in the Waking World live wild, as Lomar has broken off nearly all contact with it.

Periodically, griffons hunt in the Waking World, bringing their prey into the Dreamlands, but this is usually only when they are nesting or raising chicks. Young griffons must eat meat from the Waking World to properly develop, and females must do so to successful lay eggs (typically 1D4+1). Griffons mate for life, and both males and females raise and hunt for their offspring.

Magi, sorcerers, and alchemists all covet every part of a griffon, and even a single feather or piece of eggshell is worth 10 times its weight in gold to them. They hope to learn how the Lomarians created something that is both of the Dreamlands and of the Waking World, a feat never duplicated since. However, after six days in the Waking World, all parts of a griffon fade into unreality, a fact which has severely hampered research efforts.

GRIFFONS

Noble Winged Guardians

CHAR.	AVG.	ROLLS
STR	130	(4D6+12) x 5
CON	90	(3D6+8) x 5
SIZ	165	(6D6+12) x 5
DEX	95	(2D6+12) x 5
INT	35	2D6 x 5
POW	65	(2D6 +6)X5

CHAR.	VALUE
Hit Points	25
Avg. Damage Bonus	+2D6
Avg. Build	3
Avg. Magic Points	13
Move	6/12 Flying

ATTACKS

Attacks per Round: 1

Fighting Attacks: Griffons attack with their beaks and talons.

Fighting 60% (30/12), damage 1D8+DB

Seize (Maneuver): Alternatively, they can, and do, swoop down and pick up prey, soar into the sky for a moment or two, gaining 12 feet of altitude per round before dropping their victim.

Armor: Because of their mix of Dreamlands and Waking World matter, griffons take half damage from non-magical weapons.

Sanity Loss: 0/1D6 to encounter a griffon.

Harpies

The ancient pre-human wizards of Atlantis summoned the first of these strange and loathsome creatures to Earth from the moons of Saturn. The harpies were magically enslaved to be assassins, messengers, and scouts, but soon broke free of their masters. The spells to summon and control these creatures are lost to time, the secret dying with the few wizards foolish enough to attempt this. For ten thousand years, these creatures have roamed free, breeding, hunting, and spreading horror wherever they are found.

Harpies' bodies are similar to those of huge filthy vultures with powerful feet tipped with sharp curved talons. Their heads are vaguely similar to those of human women, with long, greasy hair and long, jagged teeth. Harpies have between two and five swollen glands, similar in appearance to breasts. They are filled with a thick foul-smelling oil that the creatures constantly excrete and rub all over their bodies, which is thought to aid in their ability to fly. This oil gives the creatures their distinctive smell, similar to rotting fruit, and it is greatly prized by alchemists.

Harpy lairs are typically somewhere high and inaccessible to non-flying beings, home to between three and twelve creatures. They are filthy, rancid places, filled with the bones and rotting remains of



their prey. Their preferred prey are human beings, favored above all others, but they'll hunt nearly any warm-blooded animals. Harpies favor brightly colored objects, displaying them in their lairs in artistic piles mixed in with their own thick, sticky droppings.

Among themselves, they converse with a series of chirps, hoots, coos, whistles, and blood-chilling screams. No human has ever learned their language as they have never attempted to communicate with other species. How their ancient sorcerous masters commanded them is unknown.

HARPIES

Filthy Winged Fiends

CHAR.	AVG.	ROLLS
STR	60	3D6 x 5
CON	80	(3D6+6) x 5
SIZ	80	(3D6+6) x 5
DEX	60	(3D6+2) x 5
INT	50	3D6 x 5
POW	50	3D6 x 5

CHAR.	VALUE
Hit Points	16
Avg. Damage Bonus	+1D4
Avg. Build	1
Avg. Magic Points	10
Move	6/16 Flying

ATTACKS

Attacks per Round: 1

Fighting Attacks: Harpies can attack foes with their claws or buffet them with their wings. They are cunning creatures, usually timing their attacks when their prey is most vulnerable, such as when they are crossing a gorge, climbing a cliff, or bedded down for the night.

Fighting 50% (25/10), damage 1D6+DB

Seize (Maneuver): Alternatively, they can carry opponents smaller than themselves into the air, dropping victims who survive the initial attack. Harpies can gain 16 feet of altitude per round.

Armor: 2 points of thick hide and filthy feathers.

Sanity Loss: 1/1D6 for seeing a harpy.

HYDRAE

These deadly creatures appear to be immensely large serpents with a frill along their back and between six and nine heads branching off the spine. Each head has a bit of a neck, gills, a pair of small horns, small dark eyes, and dozens of small, sharp teeth. While mainly aquatic, hydrae are amphibians, able to breath as easily on land as underwater. They are most often found in dank swamps, salt marshes, and tidal caverns. Hydrae spend the bulk of their time sleeping, but awaken whenever prey comes within 100 feet of them unless those attempting to sneak up on it get an Extreme success on a Stealth roll.

Hydrae are sacred to a wide variety of Great Old Ones, such as Cthulhu, Gol-Goroth, Tsathaggua, and Yig. The blood of these gods flows within their sacred hydrae, and the creatures share a bond with their patron Great Old One, much as Dark Young are bound to Shub-Niggurath. The creatures were first summoned to accept sacrifices, serving as proxies for whatever god their cult worshipped. The majority of these cults no longer exist, having vanished along with their original Hyperborean, Stygian, Lomarian, and Izdonarii worshippers.

Many hydrae remain near to where they were originally summoned, which is why there are often ruined temples or shrines in the vicinity of these creatures' lair. However, human cultists have restored many of these ancient places of worship, resurrecting the old cults and the practice of human sacrifice, although the spells to summon more hydrae are lost to history. The hydrae are more than happy to resume their duties.

Each hydra is sacred to a specific deity, and won't harm worshippers of their patron god. It is impossible to fool a hydra by faking being a worshipper, as this protection is conveyed by the deity itself, and these gods know who truly follows them and who does not. Hydrae are intelligent, and although they cannot speak, most come to understand the languages spoken by those who offer prayers and sacrifices to them. They communicate by growling, screeching, and hissing. Hydrae are single-sexed and reproduce very slowly, producing a handful of offspring about once every 250 years. Their blood, teeth, and hides are greatly prized by alchemists and magi.

SPECIAL POWERS

Regeneration: A hydra can regenerate damage at the rate of 1 HP per combat round, so long as it is living. It can heal from any sort of damage, including wounds suffered from fire, acid, or poison.

Amphibian: Hydrae breathe equally well below and above water.

HYDRAE

Sacred Proxies of Dark Gods

CHAR.	AVG.	ROLLS
STR	110	(3D6+12) x 5
CON	120	7D6 x 5
SIZ	185	(6D6+16) x 5
DEX	50	3D6 x 5
INT	15	1D6 x 5
POW	60	(3D6 +2) x 5

CHAR.	VALUE
Hit Points	30
Avg. Damage Bonus	+3D6
Avg. Build	4
Avg. Magic Points	12
Move	7/Swimming 9

ATTACKS

Attacks per Round: 3 or 4

Fighting Attacks: Hydrae bite with either three (if they have six or seven heads) or four heads (if they have eight or nine heads) each round.

Fighting, bite 50% (25/10), damage 1D4+DB

Armor: 5 points of very thick scaly hide. Also, while rumors of these creatures growing multiple heads when one head is severed is false, hydrae do regenerate 1 HP per round and can eventually regrow severed heads. However, if battle seems to be turning against a hydra, it usually tries to retreat, preferably underwater, allow its wounds to heal, and then attack again.

Skills: Listen 85%, Stealth 50%

Sanity Loss: 1/1D8 to see a hydra.

IZDONARII

Before the rise of human civilization in Europe, a great exodus took place. The people of Lomar, who were descendants of fallen Hyperborea, were an advanced race of human-like sorcerers and scientists. They were driven out of their ancestral lands in northern Europe by waves of invaders, mainly the four-armed Gnophkehs, the furred Voormis, and tribes of early humans. They decided to make a new homeland in the Dreamlands.

However, when the time came to depart the Waking World, the Lomarian nobility decided that a segment of their population would be left behind. During the long decades of their retreat, a warrior caste emerged, a savage subspecies of their own people, which had grown strong by mixing its blood with that of the hated Gnophkehs. As the



people of Lomar fled, these savage warriors guarded their rear and delayed their enemies. When the last of the Lomarian nobility were safely in the Dreamlands, the defenders sought to follow, only to find the doorways closed off to them forever and protected by guardian creatures. To the Lomarians in the Dreamlands, this was a fresh start in a new dimension, free from their savage, tainted brethren, who were no longer of use. To those left behind, it was the ultimate betrayal.

The abandoned Lomarian offshoots lost much of their magical knowledge and sophistication, growing more savage and warlike. With no way to escape, these outcasts consolidated their forces, dug in their heels, and fought. Soon, they carved out a new homeland in what would become Europe and Asia Minor, and took a new name, the Izdonar, meaning "The Foresaken" in their native tongue.

The Izdonar Empire became powerful and decadent. The Izdonarii built great cities, massive temples, schools of magic, and arenas to enjoy the spectacle of blood sport. They captured, enslaved, and altered the genes of primitive humans to suit their own needs and whims, creating fantastic new races as a form of art. They grew ever crueler towards those they enslaved and more competitive with one another. Soon, the noble houses of Izdonar began to war with one another over petty disputes and competitions. They raised armies of slave races and summoned creatures to wage war on powerful rivals, such as the Kingdom of K'n-yan and the hated Lomarians in the Dreamlands, and sometimes on one another.

Such a civilization could not last long, and the Izdonar Empire fell after scarcely a thousand years. The infighting among the Izdonarii, the rebellions of their slave races, the mismanagement of resources (e.g., farmland, fishing grounds, supplies of fresh water), and the encroachment of humanity into Europe brought a sudden collapse to their brief civilization.

The Izdonarii Today

All that remains of the Izdonar Empire are a few scattered ruins, legends whispered by magi, and the fantastic creatures the Izdonarii created to serve them. Only a handful of the Izdonarii themselves survive; as few as two thousand live within the Roman Empire, using simple magic to appear human. They are scattered across dozens of provinces, many with little or no contact with one another. Each, while weak compared to the Izdonarii at their height or to their Lormarian ancestors, is a powerful sorcerer by human standards. They remain cruel and arrogant, but they are also cunning and devious. While they know they cannot easily gain mastery over mankind, they use their abilities to exploit the empire to their own ends.

Appearance

In their natural state, the Izdonarii appear as humanoids, about as tall as a human, with an elongated head, and large oval eyes from their Lomarian ancestry, and from their Gnophkeh ancestry, fine fur, large cat-like ears, a second pair of smaller arms, and a single curving horn atop their head. However, few ever appear this way. Izdonarii amputate the second pair of arms from newborn infants, leaving a pair of scars on the sides of their abdomens.

Moreover, Izdonarii have the ability to transform their appearance to be nearly human. This causes their fur to fall out; their claws to retract; their head, ears, and eyes to take on a more human appearance; and their horns to be absorbed into their bodies. In this way, Izdonarii easily pass as human. They can undo this at will, resuming their normal appearance in a few painful seconds. Reassuming their human appearance from their natural state takes much longer, usually about four hours.

The Powers of the Izdonar

Most Izdonarii become immortal after drinking a special medicine once they are fully mature (their normal lifespan being about 180 years). Once it is imbibed, the Izdonar no longer ages, but can suffer illness and injuries, and die through violent means. This strange elixir is from Lomar (and does not work on any other race besides the Lomarians and Izdonarii), but the Izdonarii have lost the ability (or perhaps access to certain critical ingredients) to make it as well as the Lomarians could. Their variant of the immortality elixir renders Izdonarii infertile. Because of this, the numbers of Izdonarii dwindle each generation.

The Izdonarii Threat

Today, many Izdonarii seek to rule humanity by controlling human civilization from within. They are constantly trying to manipulate themselves into positions of power, many quite successfully. Izdonarrii have become appointed governors and senators, and even taken control of the Praetorian Guard on several occasions. However, most are content to use their power to indulge themselves, growing rich, and entertaining themselves on wasteful and sadistic pleasures. They always seek to protect their secrets, expand their magical knowledge, and avenge themselves on those who they feel have wronged them.

The Generation Gap/Population Decline

Izdonarii fall into three categories: the truly ancient ones who remember the original Izdonar Empire, those born the generation after, and those at least two generations removed from their golden age. The ancient ones are grounded in their superiority and consider humans beneath them, thinking of them as little more than animals. The younger generation is more accepting of humans and their ways, adopting many human customs, tastes, and habits, although this generation still treats humans like playthings. Those from the generations after, who are quite rare, are starting to drift away from the traditional Izdonarii values. They are looked at with disdain by their elders, who savagely punish them for any transgressions. A handful of these young Izdonarii have fled their families, intent on living and dying as if they were normal human beings. They resist using magic, taking the immortality elixir, or worshipping the dark gods of their ancestors. These renegades are hunted down, and either killed or forced into breeding programs.

As the Izdonarii population keeps falling, steps need to be taken to boost their numbers. While no Izdonar wants to eschew immortality for the ability to produce offspring, there must be new children if the Izdonarii are to avoid extinction. Therefore, the Izdonarii have initiated a breeding program, imprisoning those considered deviant in dark pens, and forcing them to produce children they never even get to hold. The children are given to wealthy and powerful Izdonarii to raise. Once an Izdonar is sentenced to a breeding program, there is no appeal; the victim remains imprisoned until death.

SPECIAL POWERS

Spells: Regular Izdonarii know 5–10 spells (1D6+4), while sorcerers and priests/priestesses know on average 8–14 (1D8+6) spells. Izdonarii favor spells that kill opponents horribly, cloud the mind of sentient beings, or physically alter their own bodies.

IZDONARII

The Forsaken

CHAR.	AVG.	ROLLS
STR	70	4D6 x 5
CON	80	(3D6+6) x 5
SIZ	70	4D6 x 5
DEX	65	(2D6+6) x 5
INT	80	(3D6+6) x 5
POW	110	(4D6+8) x 5
APP	50	3D6 x 5

CHAR.	VALUE
Hit Points	15
Avg. Damage Bonus	+1D4
Avg. Build	1
Avg. Magic Points	22
Move	8

ATTACKS

Attacks per Round: 1 (2, see below)

Fighting Attacks: While seldom encountered without some sort of bodyguard or escort (anything from a hired bodyguard, a retired gladiator, or summoned/engineered magically controlled creatures), Izdonarii in human form have the usual range of unarmed attacks open to humanoids. In their natural form, they can use their claws and their horn. They can also use any weapon they possess (although they prefer to rely on spells and proxies). An Izdonar likely (65%) carries a magical weapon, item, or artifact of some kind. While it is extremely rare to encounter an Izdonarii with all four of its limbs, such beings can attack twice per round.

Fighting 50% (25/10), damage 1D3+DB (+2 if claws are extended)

Dodge: 32% (16/6)

Skills: Sciences: (Biology) 60%, (Chemistry) 60%, Spot Hidden 45%.

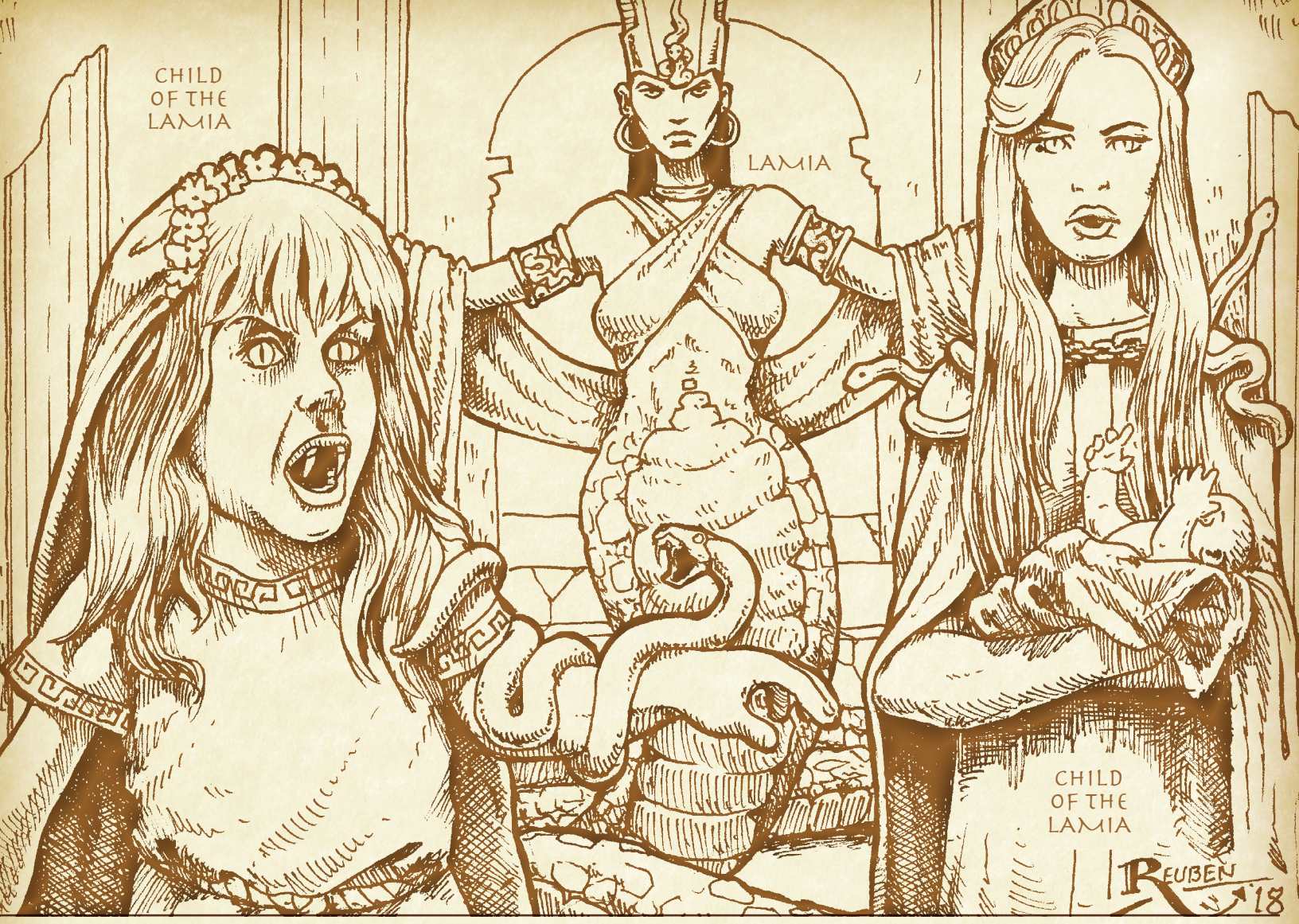
Sanity Loss: 0/1D6 Sanity points to see an Izdonar in its natural state.

LAMIAS

The origin of these creatures is far older than the myths of Greece, reaching back to the pre-human civilization of Hyperborea. The Hyperboreans worshipped many dark gods. One cult venerating Yig, the Father of Serpents, arose, calling itself the Daughters of the Serpent. It was a cabal of powerful female sorcerers, passing their gifts and secrets down hereditary lines. Daughters of the Serpent killed their male lovers and cannibalized male offspring as a sign of devotion. The most devoted matriarchs mixed their bloodlines with those of powerful, sacred snakes, vessels of their dark serpentine god. The issue of these unions became the first true lamias.

Lamias have upper bodies that appear to be those of beautiful human women and the lower bodies of immense serpents. Lamia are immortal so long as they devour a human baby as a sign of devotion once a year (typically swallowed live and whole), which is all the nourishment they ever require.

Even before the Hyperborean civilization fell, the power of the Daughters of the Serpent was smashed. Another cult of Yig, one with both male and female members, tore down their temples and hunted their members down as heretics. However, many lamias escaped the purge and now, millennia later, they remain. They are found in isolated ruins (typically within a temple of Yig), caverns, subterranean complexes, and deep impenetrable forests, or hidden away as sacred prophets by snake cults and true worshippers of the Father of Serpents.



Lamias have the upper bodies of beautiful human women and the lower bodies of immense serpents. They can breed with human men (whom they kill shortly thereafter), although the issue from 75% of these unions are stillborn; after copulation, a lamia lays a clutch of about twenty eggs, of which about five successfully hatch. Of these five, only one will be born a lamia; the others are human-seeming children of the Lamia, sons as well as daughters. Some lamias kill all non-lamia offspring, others raise their non-lamia daughters, and a few even raise their non-lamia sons (although such cases are extremely rare).

LAMIAS

Immortal Serpent Women

CHAR.	AVG.	ROLLS
STR	70	4D6 x 5
CON	90	(3D6+8) x 5
SIZ	100	(4D6+6) x 5
DEX	70	4D6 x 5
INT	120	7D6 x 5
POW	70	4D6 x 5
APP	90	(3D6+8) x 5

CHAR.	VALUE
Hit Points	19
Avg. Damage Bonus	+1D6
Avg. Build	2
Avg. Magic Points	14
Move	9

SPECIAL POWERS

Immortal: Lamias are immortal as long as they devour a human baby once a year. Lamia who have gone longer than a year without eating an infant lose 1D10 CON point per year until they either die or they devour an infant (whereupon their lost CON is fully restored).

Affinity for Serpents: Snakes show affection towards these beings, and 75% of lamias keep 1D4 serpents as pets.

Spells: All lamias know 1D6+2 spells, at least one of which is always a powerful charm. (See Influencing Others, page 24 of *The Grand Grimoire of Cthulhu Mythos Magic* for examples.) Lamias who know 5 or fewer spells always have weapons and often (50%) wear some form of armor. (Typically, the fewer spells a lamia knows the more likely she is to arm and armor herself.)

ATTACKS

Attacks per Round: 2

Fighting Attacks: A lamia can constrict a single opponent and can bite or use weapons.

Fighting 60% (30/12) Bite: 1 HP of damage with Deadly poison (2D10), or by weapon+DB.

Constrict (Maneuver): Seeks to wrap around and thereafter crush a victim. With a successful attack, the victim is at a disadvantage thereafter (penalty die) and automatic damage is applied each round unless the lamia is killed or the victim successfully makes an opposed STR roll.

Constriction (Maneuver): damage 1D10+DB

Armor: 2 points of scaly hide and immune to

non-magical attacks. Lamia can also wield shields and wear helmets, as well as armor on their upper bodies, which gives them 50% of the usual protection.

Sanity Loss: 1/1D8 points of Sanity loss for seeing a lamia.

Manticores

This creature has the body of the largest of lions covered with shaggy reddish fur, a tail that ends in a bundle of spikes (or sometimes a scorpion's tail), and a human head. The name means "man eater", and manticores live up to it, having a nearly insatiable hunger for human flesh. Their calls are a combination of piping sounds, bestial roars, and human-like screams. They came into existence thousands of years ago, during the days of the exodus of the Lomarians; the manticores were once human.

In the days when tribes of humans were driving the Lomarians out of their ancestral lands, occasionally a human leader would be captured. Such prisoners, often chieftains, kings, or shamans, would then be magically transformed into manticores. All that would remain of them were their face and their consciousness, although they were a prisoner in their own bodies, unable to do anything more than witness their own savage actions. Manticores would be turned loose against their own people, who would recognize the face of their beloved leaders, as they murdered and devoured their former followers. The method of making manticores was passed down to the Izdonarii, who created a variant of the creature solely for gladiatorial entertainment.



There are rumors of manticores weeping in sorrow as they hungrily eat a human being, or even of some who have regained the ability to speak, but most think these tales are merely wishful fantasy. What is certain is that these creatures are incredibly deadly and a grave threat to any human being they happen across.

SPECIAL POWERS

Venomous Quills/Stinger: With a flick of its tail, the manticore can either fire a volley of spikes or sting with its scorpion tail (depending on variant). A manticore can fire up to six quills per day, regrowing spent quills in as little as 12 hours. Manticores with scorpion tails can sting up to six times per day, whereupon they need 12 hours to refill their poison sacks. Both quills and sting deliver a Deadly poison (2D10).

Immortal: Manticores are immortal unless slain, and heal 1 HP per hour. This power works even after death; the manticore returns to life after 24 hours. To permanently slay a manticore, its corpse must be burned or dissolved in acid.

MANTICORES

The Ravenous Cursed

CHAR.	AVG.	ROLLS
STR	95	(2D6+12) x 5
CON	65	(2D6+6) x 5
SIZ	80	(3D6+6) x 5
DEX	95	(2D6+12) x 5
INT	65	(2D6+6) x 5
POW	65	(2D6+6) x 5

CHAR.	VALUE
Hit Points	14
Avg. Damage Bonus	+1D6
Avg. Build	2
Avg. Magic Points	13
Move	10

ATTACKS

Attacks per Round: 2

Fighting Attacks: In combat, the manticore attacks with its powerful foreclaws and teeth, and with its tail, either firing quills or stinging victims.

Fighting 50% (25/10), damage 1D8+DB

Quill/Sting 40% (20/8), damage 1D8+DB and Deadly Poison (2D10). Base range for the quills is 30 yards.

Armor: Manticores take half damage from non-magical weapons due to their enchanted hides. They heal 1 HP per hour, even if dead, unless their corpse is burned or dissolved in acid.

Skills: Spot Hidden 45%, Stealth 40%, Track 40%

Sanity Loss: 0/1D6 to encounter a Manticore.

Mermaids

Stories of creatures appearing to be beautiful women with the tails of fish are technically true, but much about them is shrouded in mystery and horror. Mermaids are very similar to deep ones, but although the two share a common ancestry, they are fierce rivals and attack one another on sight. Both are aquatic, undergo metamorphic changes in their life cycles, and include humans as part of their reproductive cycle (although deep ones can interbreed with one another). However, their differences are quite striking.

Unlike deep ones, all mermaids are genetically female and cannot interbreed with one another; they require the blood of a human male for that. Mermaids are nomadic in nature, following vast migration routes, while deep ones build permanent cities. Mermaids do not worship Dagon, Hydra, or Great Cthulhu, but

venerate The Floating Horror (an Avatar of Nyarlathotep), building submerged shrines to it near their breeding sites.

Appearance

Mermaids have an upper humanoid torso, with two arms and a head, and the lower half of a fish body and tail. Their torsos are covered with scales, and they have webbed hands, gills on their necks, and fins on their heads, backs, and elbows. Their heads have large, round, unblinking eyes and wide maws filled with dozens of needle-sharp teeth. However, during their nesting cycles, mermaids undergo a drastic metamorphosis.

Nesting Cycle

When a mermaid is ready to lay her eggs, she travels somewhere close to a coastal human settlement or beneath a busy shipping lane or fishing ground. This is nearly always quite close to the place she was herself hatched. Once there, she begins her metamorphosis. Hormones released into the water at this time attract other mermaids (1D4) to assist her in building her nest, protecting her eggs from predators, and securing the human male necessary for their fertilization. Sometimes (40%), several breeding mermaids (1D4+1) lay their eggs together, each joined by a number of non-breeding females, forming large deadly schools of up to twenty-five individuals.

Metamorphosis

As the time to lay her eggs draws near, a mermaid's body slowly (over about a week) changes until her upper torso appears almost fully human. She develops shapely breasts, long beautiful hair, smooth human-like skin (on her upper torso), and the ability to speak with an alluring melodic voice. Breeding mermaids' human(ish) halves typically resembles those of the women living in the communities close to where they nest, and they have a strong family resemblance to their human "father". However, the transformation is not perfect, as the mermaids' neck gills and webbed fingers remain.

Breeding Cycle

Once a mermaid's transformation is complete, she lays her eggs (usually about 100) and seeks out a human male to fertilize them, luring him towards her nest by displaying her beautiful upper half, often singing sweetly to further draw attention to herself. About 50% of mermaids also know 1D3 spells, such as Bait Humans, Come and See Me, or Siren's Song; such spells aid in drawing a man into striking range. When he has been lured close enough, the mermaid usually, but not always (see "Human Relatives"), attacks.

Mermaids most often drag their victims underwater to drown them. If the victim puts up fierce resistance, the mermaids hasten his demise by attacking with their teeth and claws. Once the victim is dead, his body is taken to the mermaid's nest and torn apart. As his blood settles upon the mermaid's eggs, they absorb the genetic material needed to fertilize them. The remains of the body are then devoured by the breeding female and the mermaids who assisted her. Afterwards, the mermaid slowly resumes her fully aquatic appearance and remains in the area to guard her developing eggs until they hatch, about a year later. However, once they hatch the newborns are abandoned and must fend for themselves. Roughly 90% die before reaching adulthood.



Human Relatives

Occasionally, a man is lured close enough to be attacked, but then released unharmed. Mermaids have a natural aversion to inbreeding and are careful to be sure they are unrelated to their victims. A mermaid will not fertilize her eggs with the blood of a close family member, such as a brother, uncle, cousin, or nephew. She can only be certain of her relation to a victim once he is physically touched by the mermaid. If a mermaid cannot find a male victim she is unrelated to, she typically is no longer able to breed, as instinct forces her to only lay her eggs near where she is born.

Should a mermaid every encounter a female relation, they often seem pleased, attempting to greet them warmly, and sometimes presenting them with gifts of beautiful shells, pearls, or treasures lost in human shipwrecks. They do this regardless of their current physical appearance, which can be terrifying when they are in their fully aquatic form. They only harm a female relative in self-defense.

Dark Pacts

Some humans have learned to live alongside the mermaids who nest in their area. In rare cases, male prisoners, criminals, or other undesirable outsiders are left as offerings to the breeding mermaids. These sacrifices are typically bound and gagged and left in an anchored boat chained to rocks near the shore. Often, the sacrifices vanish and in their place is left a payment of pearls, rare shells, items of carved coral, or precious items recovered from shipwrecks. This situation is never discussed with outsiders, and even kept from most who live in the communities which have this arrangement. Those keeping the traditions are usually those whose livelihood is tied to the sea, such as fisherman, sailors, shipwrights, and dock workers. They think they are spared from attack because of these traditions, but in truth, they are too closely related to the local mermaids to be used in their breeding cycle.

SPECIAL POWERS

Breathe Underwater: Mermaids can breathe perfectly well underwater, and can breathe on dry land for up for three hours before needing to return to the water.

Spells: 50% of mermaids know 1–3 spells.

MERMAIDS

Deadly Temptress of the Sea

CHAR.	AVG.	ROLLS
STR	80	(4D6+6) x 5
CON	55	3D6 x 5
SIZ	90	5D6 x 5
DEX	60	(3D6+6) x 5
INT	65	(2D6+5) x 5
POW	60	(3D6+6) x 5
APP	80	(3D6+6) x 5

CHAR.	VALUE
Hit Points	14
Avg. Damage Bonus	1D6
Avg. Build	2
Avg. Magic Points	12
Move	3/14 Swimming

ATTACKS

Attacks per Round: 1

Fighting Attacks: They attack with sharp, webbed claws and with their teeth.

Fighting 45% (22/9), damage 1D6+DB

Drag and Drown (Maneuver): Mermaids attempt to drag their victims underwater to drown (see page 124 in the *Call of Cthulhu 7th Edition Keeper Rulebook*).

Armor: 2 points of leathery hide

Sanity Loss: 0/1D6 Sanity to see a mermaid.



MINOTAURS

These massive, deadly, and territorial creatures are another fanciful creation of the twisted Izdonarii. They were employed as battlefield shock troops in the Izdonarii's battles against the people of K'n-yan, and as personal bodyguards and gladiators. Much like the legends describe them, minotaurs have huge, powerful humanoid bodies with the heads of massive bulls, and some (maybe 20%) have tails. They are always male, have an unerring knack for navigating mazes (useful when raiding the underground cities of the K'n-yan), and have a ravenous hunger for human flesh.

Since the collapse of the Izdonar Empire, the number of minotaurs has declined steeply. Minotaurs are too driven by instinct and not enough by wisdom to avoid large groups of well-armed humans. Most of the creatures have been slain over the millennia, but a few have been captured. These are often kept as pets, guards, and curiosities by powerful cults, half-mad rulers, and evil sorcerers. While they can learn most languages, their speech is limited to bleats, huffs of breath, growls, and roars. Wild, free-roaming minotaurs can be found in remote ruins, on isolated islands, and in the most inaccessible of wildernesses.

In recent years, minotaur sightings have risen. A few cults which keep minotaurs have learned to breed them with human women, although doing so successfully is difficult and requires the creature to be sedated. Labor and delivery of any offspring from such unions always ends in the mother's death. It is suspected that minotaurs in the wilds have occasionally impregnated cows, as there are reports of cows dying delivering very unusual calves, which have the head of a young bull and the lower body of a five-year-old child. Such oddities are usually killed, but if allowed to live, they are often rescued by their father, a wild minotaur, once he hears them bleating for help. Young minotaurs don't require mother's milk and can be raised solely on a diet of human flesh.

MINOTAURS

Bull-Headed Masters of the Maze

CHAR.	AVG.	ROLLS
STR	110	(3D6+12) x 5
CON	130	(4D6+12) x 5
SIZ	100	(4D6+6) x 5
DEX	70	4D6 x 5
INT	50	3D6 x 5
POW	60	(3D6 +2) x 5

CHAR.	VALUE
Hit Points	23
Avg. Damage Bonus	+2D6
Avg. Build	3
Avg. Magic Points	12
Move	10

ATTACKS

Attacks per Round: 1

Fighting Attacks: Minotaurs have the usual range of unarmed attacks open to humanoids. In addition, they can gore with their horns. About half of these creatures have learned or been trained to wield weapons and shields.

Fighting 50% (25/10), damage 1D6+DB, or by weapon type+DB.

Armor: 6 points of thick hide and muscle. In addition, about half of all minotaurs have learned or been trained to use shields. Only those kept by powerful patrons ever wear any sort of armor, typically nothing heavier than leather and rings, as they will not put up with anything too constricting.

Sanity Loss: 1/1D6 to see a minotaur

Nemesis

This goddess dwells in the Dreamlands, but receives most of her worship from those of the Waking World. Known as Nemesis to the Greeks and Invidia to the Romans, this being appears as a handsome woman with a pair of large wings which change color with her mood, but are usually black (as is her mood). She is always armed with a long double-edged blade, and often carries a whip, a dagger, and measuring scales as well. When not traveling under her own power (she can fly after all), Nemesis rides in a flying chariot pulled by a pair of griffons (a gift from the Lomarians in gratitude for safe passage through her territory during their migration).

Nemesis' manner is often cold and calculating, but when her passions are raised she can be a savage and terrifying warrior. The goddess concerns herself with matters of injustice, retribution, and revenge. If one has a fortune to which they are not entitled or a fate of which they are not deserving, the Nemesis may intervene.

Nemesis is the patron goddess of gladiators, especially Bestiarii (gladiators who fight wild animals). The goddess looks kindly on her devoted worshippers, especially gladiators, and sometimes selects the most devoted or deserving to join her cult, the Hands of Vengeance. Such favored worshippers go about their daily life as usual, but while sleeping, they are transported to Ludus Invidia, a gladiator school deep in the Dreamlands. Here, weeks or even months can pass during a single night of sleep as dreamers are trained in the ways of combat, judgment, and stealth. The trainers were all once mortal followers of Nemesis whose consciousness journeyed to the Dreamlands after their death in the Waking World.



Hands of Vengeance

After many years of training at Ludus Invidia, which is usually about a month's worth of normal nights' sleep in the Waking World, Nemesis' worshipers become deadly warriors (80% or higher to Fighting: Brawl, and one weapon skill) and assassins (80% or higher to Stealth). They gain an almost supernatural ability to discern between truth and lies (90% Insight), and learn 1–3 spells as well. After their training is done, cultists become Hands of Vengeance, and they are often sent after targets of Nemesis' justice in the Waking World. The Hands of Vengeance usually work alone, but occasionally in pairs. Few targeted by them escape; indeed, most victims never even see their end coming. The Hands of Vengeance are sworn to pursue Nemesis' agenda with fanatical devotion, to the exclusion of all other concerns.

SPECIAL POWERS

Divine Judgment: Nemesis can always see the truth of a situation and cannot be lied to or deceived.

NEMESIS

Goddess of Divine Retribution

CHAR.	VALUE
STR	240
CON	150
SIZ	70
DEX	180
INT	150
POW	180
APP	99

CHAR.	VALUE
Hit Points	22
Damage Bonus	+3D6
Build	4
Magic Points	36
Move	18

ATTACKS

Attacks per Round: 1

Fighting Attacks: In human form, Nemesis can use any unarmed attack open to humanoids. She can also deliver lightning fast strikes with her deadly blade, a flaming, black, long-hilted sword called "Flame of Vengeance".

She can wield it with one hand or two as suits her.

Fighting 100% (50/20), damage 1D3+DB or by sword 1D10+DB.

Armor: 4 points of lightning fast evasion. Also, when in combat, Nemesis glows with fury, which causes her to heal 2 points per round.

Spells: Any desired by the caster

Sanity Loss: 0/1D4 Sanity points for seeing Nemesis/Invidia

Pegasi

These beautiful creatures have the bodies of horses and powerful feathered wings upon their back. Most are white, but black, grey, bay, any color with large white patches (pinto), and spotted (Appaloosa) individuals have also been recorded. These creatures were once the prized mounts of the Izdonarii, and ownership of these rare animals was a status symbol. Since the fall of the Izdonar Empire, many of these creatures have gone wild, forming herds in the highest mountains, on remote plateaus, and on rocky forgotten islands. While there are many stories of humans domesticating such creatures, there is no evidence anyone has actually managed to do so.

They are skittish around humans and most often flee rather than fight if they feel threatened. Pegasi only become truly dangerous during their breeding season, the timing of which varies from place to place, but is typically the end of summer or the early autumn.

During breeding season, the stallions fight for dominance and territory. The physical demand this puts on pegasi is quite severe, requiring them to augment their usual diet of grass with mineral-rich foods. During this time, therefore, pegasi hunt down other creatures, trampling them to death in order to devour their bones and internal organs. The most favored prey of pegasi is human, as they are plentiful and easy to catch (because most animals flee as soon as a shadow passes over them, while humans tend to stop and look upwards).

PEGASI

Beautiful Winged Steeds With a Dark Side

CHAR.	AVG.	ROLLS
STR	150	(7D6+6) x 5
CON	80	(3D6 +6) x 5
SIZ	175	(7D6+1) x 5
DEX	65	(2D6 +6) x 5
INT	50	3D6 x 5
POW	60	(2D6 +6) x 5

CHAR.	VALUE
Hit Points	25
Avg. Damage Bonus	+3D6
Avg. Build	3
Avg. Magic Points	12
Move	12/12 Flying

ATTACKS

Attacks per Round: 1

Fighting Attacks: Pegasi can kick with their front or rear legs, or dive to make a trampling attack. In a pinch they can also bite, and typically do this to those who have somehow successfully mounted them.

Fighting 40%, (20/8) 1D6+DB

Dodge: 40% (20/8)

Armor: 6 points of muscular hide.

Sanity Loss: 0/1D3 points to see a pegasus.

Satyrs

The existence of these creatures can be traced far back in time, to when alchemist members of Hyperborean cults worshipping Shub-Niggurath experimented with their goddess's milk, taken from her avatar once a year during harvest festivals. The alchemists created a potion to enhance enjoyment of the festivals, but it did not affect women. Called Black Milk, the potion increased stamina and virility while making the drinkers' bodies experience higher levels of pleasure than normally possible—it made wine taste better, music sound better, and sex feel better. Because it was so dangerously potent, it was meant to be taken only once a year, at the harvest festival. Of course, there were those who began taking it more often.

The men who overused Black Milk suffered alarming and irreversible physical and mental changes. In most cases, the drinker's rational mind was destroyed, leaving him with little more than basic animal instincts of eating, drinking, and mating. While a few did retain some of their memories and personality, most lost all traces of any former identity. Their bodies transformed: their lower legs became goat-like, horns grew from their forehead, and their bodies sprouted a coarse coating of hair. One positive side effect was immortality; once fully transformed, drinkers of Black Milk no longer aged or suffered from illness.

These former humans became the first satyrs, wild goatish creatures, rude brutes obsessed with strong drink, crude pranks, and lecherous pursuits. After a series of rapes by these creatures, the creation of Black Milk was banned, all information regarding its creation suppressed, and the satyrs at first imprisoned, then later actively hunted as more and more of them escaped to the wilderness.

Today, satyrs still run wild, stealing wine, playing pranks, assaulting anyone they encounter and beating to death those who try to stop them. Many of the creatures seem to show a gift for playing musical



instruments as well. Despite this, the creatures are generally hated by those forced to deal with them, and most are killed on sight for the threat they pose to any woman they encounter.

Unfortunately, the transformation is hereditary. Satyrs don't breed very successfully, with only 1 in 10 copulations producing a pregnancy, and of those, only 1 in 5 is carried full term. All children are born male and satyr, growing to full adult size in just four years. Often, infant satyrs are killed by the communities into which they are born, but sometimes, their father returns to claim the baby and raise it along with other wild satyrs. The rare satyrs raised by humans either go completely wild and join a band of wild satyrs, or learn to fight their animal urges and become somewhat civilized. Such creatures are exceedingly rare, but often become talented musicians, storytellers, and augurs.

SPECIAL POWERS

Immortal: Once reaching adulthood, satyrs do not age and are immune to disease.

SATYRS

Inhuman Woodland Brutes

CHAR.	AVG.	ROLLS
STR	110	(3D6+12) x12
CON	95	(2D6+12) x 5
SIZ	55	(3D6 +1) x 5
DEX	65	(2D6+6) x 5
INT	40	(2D6+1) x 5
POW	80	(3D6+6) x 5

CHAR.	VALUE
Hit Points	15
Avg. Damage Bonus	+1D6
Avg. Build	2
Avg. Magic Points	16
Move	9

ATTACKS

Attacks per Round: 1

Fighting Attacks: Satyrs have the usual range of unarmed attacks open to humanoids. They favor kicking with their powerful legs, punching with their knobby fists, and headbutting with their horns. The oldest satyrs have thick curved horns, like a ram, but most have smaller horns with sharp points. Some satyrs use weapons, usually clubs, slings, nets (for catching women), or whips.

Fighting 45% (22/9), damage 1D4+DB or by weapon type+DB

Armor: 2 points of thick hairy hide.

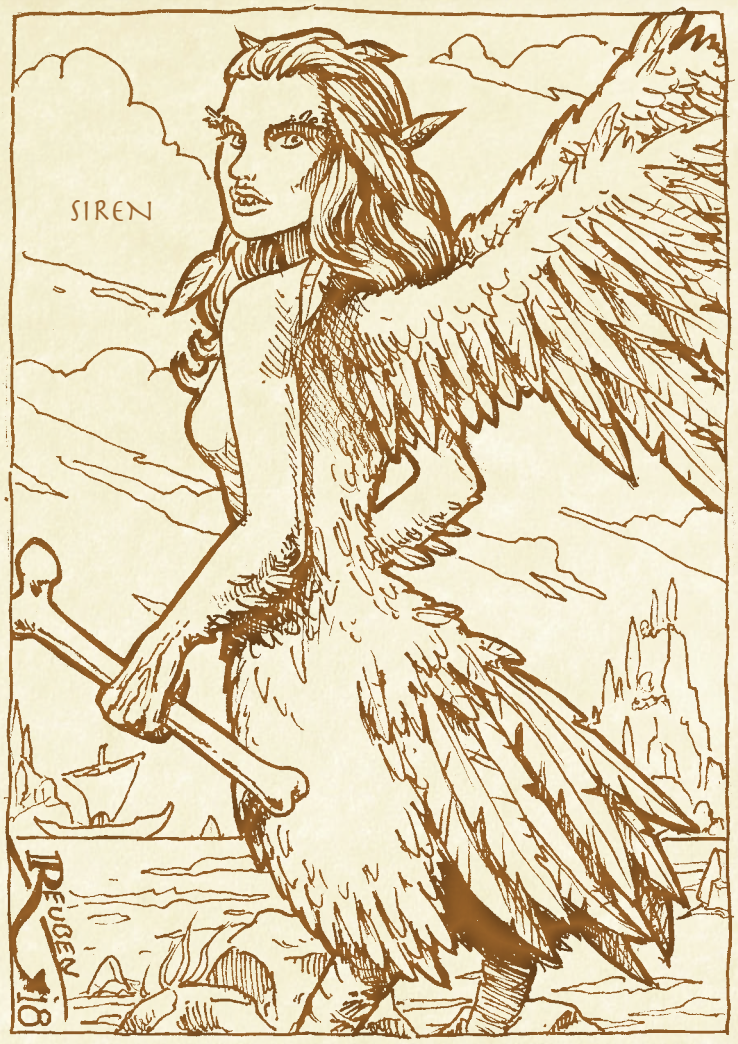
Sanity Loss: 1/1D6 points to see a satyr.

SIRENS

These strange and mysterious creatures are thought to have flown down to earth from a homeworld which no longer exists, but whose remains make up a large part of the asteroid field between Mars and Jupiter. Once an advanced race, since arriving on earth, the sirens degenerated mentally, physically, and technologically. They have lost the ability to fly through space, as well as all traces of their once advanced technology, and have become little more than murderous, if cunning, predators.

Sirens appear as beautiful human women from the waist up, with powerful legs similar to those of predatory birds (though scaled for a human torso), each ending in four oversized razor-sharp hooked talons. Sirens have a pair of massive feathery wings on their backs, with which they can fly. These are so powerful that sirens can carry objects weighing twice their body weight.

Most sirens are solitary creatures, except when raising their young or gathering to mate. While they appear female, sirens have a single gender. Mating requires a trio of the creatures, who then all become pregnant as each parent contributes 1/3rd of an offspring's genetic material to the other two. Each impregnated siren lays 2–4 eggs once every decade or so. Siren eggs typically take anywhere from 9 to 14 months to hatch. Young sirens stay with their birthing parent for only about three years before being driven out to find their own hunting territory.



Sirens stay near open water, making their lairs in high sea caves and cliff faces. They hunt for their favorite prey, drowned human beings, along sea routes near dangerous areas, such as coral reefs, shallows, and jagged outcroppings of rock.

The language of sirens sounds like melodious birdsong. Their voices have a hypnotic effect that draws mature male human beings towards the sound, even at the risk of their own death. Victims of the Siren Song will walk off a cliff or through fire, swim across rough seas, or steer their boat onto jagged rocks to reach the beautiful sound. Those so charmed violently fight anyone trying to stop them from reaching the song. Sirens use this ability to lure humans (mostly sailors) to a watery death, and then feed upon their drowned corpses.

SPECIAL POWERS

Siren Song: Those who hear the Siren's Song must make an Extreme success on a POW check to resist its effects for about five minutes; they must make another check after that if they can still hear the creature's song. Targets can plug their ears with something (e.g., wax, wet cloth, grease), which allows them to make a standard POW check every five minutes. Targets taking the drastic steps

of rupturing their eardrums (which take about three months to heal) are completely deafened and immune to the effects. Due to a quirk of human physiology, female humans and boys who have yet to undergo puberty are immune to the effects of the Siren's Song.

SIRENS

Winged Singers of Doom

CHAR.	AVG.	ROLLS
STR	80	(3D6 +6) x 5
CON	70	4D6 x 5
SIZ	50	(3D6 x 5
DEX	60	(3D6 +2) x 5
INT	80	(3D6 +6) x 5
POW	60	(3D6 +2) x 5
APP	75	(1D6+12) x 5

CHAR.	VALUE
Hit Points	12
Avg. Damage Bonus	+1D4
Avg. Build	1
Avg. Magic Points	12
Move	8/12 Flying

ATTACKS

Attacks per Round: 1

Fighting Attacks: Sirens can attack with their claws, or use weapons, although most sirens avoid physical combat whenever possible.

Fighting 45% (22/9) 1D6+DB, weapon type+DB

Armor: 3 points of tough alien hide.

Sanity Loss: 1/1D6 Sanity points for seeing a siren.

STRIGES

These bird-like horrors closely resemble Earthly owls, but are actually native to Mars, brought here by the Aihai, a race of Martians who use them as messengers and in hunting (much like human falconers use birds). About three thousand years ago, a number of striges escaped from their Aihai owners, who were exploring Earth, and they have plagued our planet ever since.

While it has a bird-like body and is often mistaken for an owl, up close it is clear that a strix is not an owl, as it has olive-colored eyes with no pupils, and its feathers have a metallic sheen and texture. Striges possess a second set of wings, smaller than the first, and they have a short feathered tail, which makes them incredibly agile in flight. These creatures typically make their lairs in caves, dark hollows, and ancient ruins.

Striges are nocturnal carnivores with powerful talons and razor-sharp beaks. Their howl is terrifying and can steal the courage from even the bravest and most heroic hearts. Prolonged exposure to a flock of howling striges can slowly drive victims mad. While striges can subsist on nearly any prey, their most favorite creatures to hunt are humans. Striges hunt in groups of three to eight individuals (1D6+2), coordinating their attacks with their haunting howling and alien screeching. A flock of striges can strip a human body of flesh in less than an hour.

People have learned how to protect themselves from these creatures. Leaving out offerings of pork tend to placate the creatures, who eat the pork and then leave all humans and livestock in the immediate area unmolested. Also, laurels made from the leaves and branches of the Arbutus plant seem to repel the creatures, and an uncured staff or club of Arbutus wood can also be used as an effective weapon against them, somehow able to damage their strange alien feathers.

SPECIAL POWERS

Terrifying Howl: Hearing the howl of a strix costs 0/1D2 Sanity points.

Alien Feathers: Despite their small size, striges are formidable opponents, for their alien metallic feathers grant them immunity to non-magical attacks. These feathers are greatly prized by alchemists, who claim that they can be used in the making of love potions.

STRIGES

Alien Avian Horrors

CHAR.	AVG.	ROLLS
STR	45	(2D6+2) x 5
CON	70	4D6 x 5
SIZ	40	(2D6 +1) x 5
DEX	70	4D6 x 5
INT	55	(3D6 +1) x 5
POW	65	(2D6+6) x 5

CHAR.	VALUE
Hit Points	11
Avg. Damage Bonus	None
Avg. Build	0
Avg. Magic Points	13
Move	3/12 Flying

ATTACKS

Attacks per Round: 1

Fighting Attacks: Bite or Talons

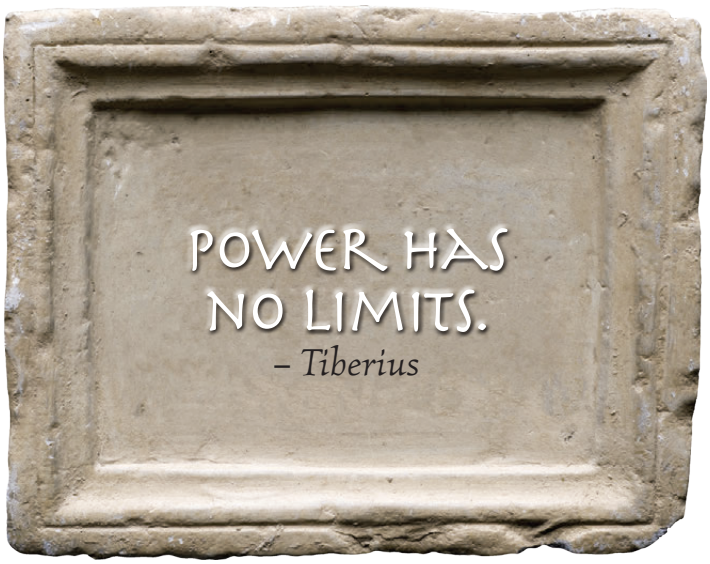
Fighting 45% (22/9) Damage 1D4

Armor: None, but striges are immune to non-magical attacks unless attacked with an uncured staff or club of Arbutus wood.

Sanity Loss: 0/1D4 Sanity points to see a strix; 0/1D2 to hear a strix howl.



CHAPTER 9:
CULTS, PATRONS, & INVESTIGATOR ORGANIZATIONS



Across the Roman Empire are people whose lives become intertwined with the cosmic horrors of the Cthulhu Mythos. Many willingly bow before the horrors, pledging their service, or seeking to exploit these powers for their personal gain. Their cults, covens, and cabals infest the empire like a cancer. There are some wealthy individuals that indirectly oppose such dark forces by financing and directing certain clients to act on their behalf. Without such patrons, many investigators simply couldn't afford to continue their campaign against the Mythos. There are also associations of investigators bound together by a common cause and history, secretly waging their own shadow war against the dark forces bent on the empire's destruction and the end of all mankind.

This chapter gives Keepers five sinister cults for their investigators to oppose, five organizations their investigators can be members of, and five generous patrons to help finance and organize their efforts. The cults and organizations are active throughout the empire, and Keepers can place the patrons in any urban center best suited for their campaign. The examples here are only a small sample of the countless cults, patrons, and investigator organizations active within the empire at any one time.

CULTS

The Eternal Fellowship

This vast network of scholars, physicians, philosophers, engineers, and sorcerers are bound together by a common goal: to break free of the cycle of life and death. The Fellowship believes that, with advances in medicine, technology (such as clockwork and steam powered machines), chemistry, new ways of perceiving reality, and magic, a mortal human lifespan can be extended indefinitely. The Fellowship is made up of individuals doing personal research and sharing their findings, as well as small organized groups working in collaboration.

Methods of prolonging life vary. Priests and priestesses from Egypt delve into the magics of their ancient past, especially rituals prolonging life beyond physical death. Philosophers from Greece expand their consciousness, discovering ways that one can shift one's perception to understand that time, and therefore death, is just an illusion, a fallacy of perception made to protect a mind unwilling to see the truth. Medical doctors and apothecaries try new surgical and medicinal techniques to halt aging, surgically transplant consciousness into a new body, replace failing organs with clockwork devices, or create potions that return life to dead flesh. Some even experiment in shifting consciousness into the body of a younger relative or even a distant descendant, while others seek to restore life to the dead countless times after reducing a corpse to a quantity of essential salts.

Many of the members are thought to be hundreds of years old, employing various methods to cheat death. The Fellowship is divided into six regional groups. Representatives from three of these six groups meet yearly, at a different location each time, to



share information. No more than three groups ever convene in a single location, in case they are betrayed to the authorities. Even if those attending the annual conference are all killed or captured, at least half of the Eternal Fellowship would remain free to rebuild the order and continue its research. Groups combine multiple techniques, blending medicine, magic, technology, and philosophy together in new ways.

What the Fellowship is attempting has been deemed illegal by the state, as it seeks to violate the natural order (and, therefore, the will of the gods), so the cult has become a secret society. This has done little to curb its dangerous efforts, as countless wealthy patrons fund its efforts and help hide its facilities. They do this so that when their time of death approaches, the Fellowship shall step in and employ their latest techniques to prolong their lives indefinitely.

Children of the Dark Venus

This cult is popular with morally corrupt Epicureans and degenerate hedonists. Members of the cult come from every level of society, from scheming slaves to decadent patricians. Their philosophy is that death, life, and the creation of life are the wind that fills the sails of the universe. Enjoying the pleasures of life, especially the actions connected to creating new life, are the gateway to true power. However, so too is the taking of life. Sexual contact between close blood relations also holds great power. If two or more of these acts can be combined in a single ritual offering, various gods and goddesses will reward the faithful. This leads to rituals involving the murder of a lover mid-coitus, the murder of an infant at the moment of its birth, or other horrific variations on this theme.

For Children of the Dark Venus, giving birth, committing murder, and having sex all feed the power of their great goddess and her servitor gods and goddesses. In return, the cultists gain magical knowledge, extended lives, enhanced beauty (minimum of 70 APP), and experience waves of ecstasy far beyond what a normal human being can typically endure. Members of the Children of the Dark Venus are typically quite charming, appearing youthful, vibrant, and sexually desirable. They also are usually able to instantaneously dispel the effects of intoxication and toxins (which they use in rituals and recreationally). During formal rituals, many of the cult members wear masks to hide their identity.

The magics these cultists wield are considerable, and most know at least 1D3 spells. Spells involving pleasure and pain, birth and death, healing and youth are most common. The magics and powers they receive, as well as the offerings they make, are connected to a number of different Mythos entities. Chief among them is the Outer God Sub-Niggurath, whom they worship as the Dark Venus. The Great Old Ones Abhoth and Gol-Goroth are also revered as Lucina of the Pit and Cupid of Blood and Shadows.

The Claw

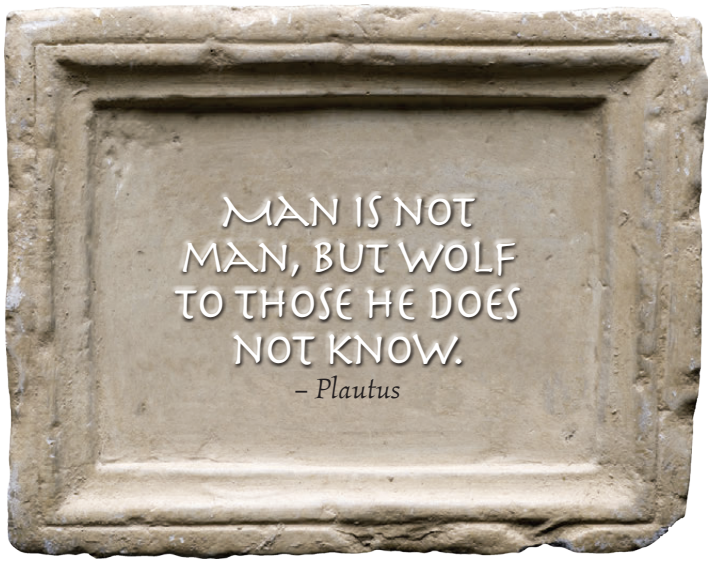
Across the empire come reports of mysterious massacres, unstoppable barbarian warriors, and strange beasts that walk upright like men, and rumors of bodies being hacked apart, victims eaten alive, and bloody handprints left behind. It began in Gaul, Britannia, and Germania, but has spread as far south as North Africa, and east into the Aegean and Asia. At first thought to be the work of a few barbarian extremists waging a terror campaign in the provinces, the authorities slowly came to consider The Claw an empire-wide problem. Roman authorities do everything in their power to silence any stories or rumors about The Claw and its atrocities out of fear of causing a panic. They are quietly trying to eradicate this cult, but so far, efforts have been ineffectual.

The Claw started out as a handful of desperate druids, shamans, and priests among the native peoples of Gaul, Germania, and Britannia. As the Roman Republic, and then the Roman Empire, began to conquer their lands and subjugate their people, they made pacts with dark forces such as the Dark Demon (an avatar form of the Outer God Nyarlathotep) and the Great Old Ones Gog-Hoor and Ithaqua. These holy men can use their primal impulses, enhanced by their connection to their dark gods, to enter a type of berserker rage. They then become savage and unstoppable warriors, able to ignore what would normally be crippling pain for extended periods of time. Members of the cult also benefited from enhanced health, longer life (three times the normal span), and heightened senses. However, the power is addicting, and the urge to use it grows over time. Eventually, physical changes begin taking place, transforming the cultists into creatures similar to the area's predators, such as foxes, bears, wolves, lions, and hyenas (depending on the region).

As time went on, The Claw shifted from being a political group resisting Roman rule to one focused on the primal pleasures of violence, murder, and cannibalism. Soon, loyal Roman citizens started to become members of The Claw, attracted by the power and exhilaration of entering an altered state of being. Members of The Claw stopped seeing themselves as human, instead considering themselves predators and the rest of humanity prey.

Today, the wiser elders of The Claw struggle to control the younger and more reckless members, who are often responsible for the sensational public massacres. The elders organize controlled human hunts, where there will be no witnesses or evidence, but the savage nature of their members makes self-control a constant problem for the leadership. Induction of new members into The Claw is highly controlled, and initiates must prove themselves worthy before being indoctrinated into the cult and taught the spells needed to channel the savage gifts granted them by the dark powers. This initiation usually involves various acts of murder, hunting humans for sport, and cannibalism.

Cultists of The Claw gain +25 CON (which also raises their hit points), and +20% to Listen, Spot Hidden, and Track (by scent). They gain a bonus die in combat, and always choose to fight back, rather than dodge. They do not fall prone or unconscious from suffering a Major Wound, but remain completely active. When reduced to 0 hit points, they must make a CON roll. Those who fail fall unconscious; those who succeed typically try to withdraw from combat, but can continue to fight. A conscious cultist of The Claw can remain active and deadly until reduced to –5 hit points, whereupon the cultist dies.





Heralds of the Deep

This mysterious and dangerous group continues to grow in power, threatening communities whose economy is tied to the sea. They appear suddenly, clad in robes, hoods, and masks to hide their identity and demand various tributes from merchants, sea captains, fishermen, government officials in charge of coastal communities, and most recently, a commander in the Imperial Navy. They claim to be emissaries of a freed titan who lives in the sea and requires tribute from all who cross its domain. Those who comply are unmolested, while those who defy the titan are destroyed.

These outrageous demands would seem ridiculous if not for the cult's ability to follow through on its threats. Countless ships have been lost at sea, from fishing boats to merchant ships to fully armed and crewed imperial warships, all belonging to those who refused to give into the Heralds' demands. The few survivors rescued from the wrecks of such vessels speak of sudden storms and massive tentacles smashing their boat to splinters or pulling it under the waves.

Those who have attacked the Heralds have paid dearly, being poisoned in their homes, knifed in public, driven mad by horrible nightmares, and even seeming to drown (their lungs filling with sea water) when on dry land and many miles from the ocean. In one case, an entire village was destroyed in a massive wave. The few survivors found were clearly mad, babbling about "a winged dragon with a squid-like head".

The Heralds' demands have ranged from goods (such as grain, wine, and olive oil), slaves, and condemned prisoners, to property rights to certain stretches of coastline. Currently, some communities are beginning to comply with these demands, out of fear. Few know much about the creature the cult controls or the dark gods of the sea it serves, although they have overheard the masked cultists speak the names of Great Lord Kuthlewtoo, the Princess Kathlyah, The Leviathan, the Messenger Daygen and his wife, the Handmaiden Hydrania.

The Heralds of the Deep are an empire-wide cult serving the Great Old One Cthulhu and its avatar The Father of Sharks (Leviathan), The Great Old One Cthylla (Daughter of Great Cthulhu), and the greater servitors Dagon and Hydra. About a third of the Heralds are Deep One hybrids, a fact concealed by their robes and hoods. They control a number of small coastal communities which have close ties to Deep One settlements off the coast.

A number of the Heralds are powerful sorcerers and use magic to drive the cult's enemies mad or assassinate them outright. The cult currently controls a Star Spawn of Cthulhu, which it summoned about a century ago, but has only recently started communicating with and exerting any control over the creature. The Heralds' goals include creating new hybrid communities, controlling all the shipping lanes in the Mediterranean, summoning and controlling more Star Spawn, and ultimately freeing Great Cthulhu from its slumbering prison.

Cult of the Dark Sun

Most think this odd sect of wandering zealots and proselytizers are an offshoot of the worshippers of Helios, Ra, or possibly Apollo, as all seem to worship the sun. However, the god worshipped by the Cult of the Dark Sun is totally unrelated to those existing sun worshipping faiths. They are the only sun cult that conducts its worship at night. When asked how they can worship the sun at

night, they explain that their sun is a dark sun, whose light cannot reach us....yet.

These strange, raggedy worshippers are usually poor, wandering homeless, with wild unkempt hair and long beards, barefoot and dressed in rags. Cultists of the Dark Sun wander about humming strange discordant tunes while dancing to music only they can hear. They preach about the end of the world and the paradise of oblivion while begging for handouts and spare coins. Almost everyone thinks that they are harmless lunatics, which is only half true. Cultists of the Dark Sun are often insane, but they are far from harmless. They are, in fact, one of the most dangerous threats not only to the empire, but to the entire world.

Somehow these worshippers have connected with the most powerful of all Outer Gods, Azathoth, the Daemon Sultan, the seething nuclear chaos, the blind idiot god at the center of the universe. They hear the music of his pipers and his insane babbling across the cosmos, and they are forever changed. They become freed from worldly concerns, happy to abandon their lives and wander penniless, so long as they can gain the attention of their lord and master.

By spreading the knowledge of their master's existence, they hope to lead others into the enlightenment of the Dark Sun. Azathoth becomes more aware of their attention and opens himself to the worshippers on the far off planet Earth. When a group of these cultists gather to dance, chant, and conduct rituals, gateways to chaos form. Comets are pulled from the sky, waves of madness ripple across the countryside, and Servitors of the Outer Gods sometimes even cross the gulf of space to investigate. They often appear playing their pipes and strengthening the links between the Daemon Sultan and its cultists. If enough of the Outer God's attention were drawn to our world, it would be catastrophic. All life would be consumed in waves of madness, chaos, and fire. The Cult of the Black Sun not only knows this; they work tirelessly to achieve it in hopes of embracing the radiance of their god if even for a moment.

PATRONS

> THERE IS NOTHING MAN WILL NOT ATTEMPT WHEN GREAT ENTERPRISES HOLD OUT THE PROMISE OF GREAT REWARDS.
>
> – *Livy*

About Patrons

In the days of the republic, wealthy patricians—patrons—started giving daily gifts of money to poor plebeians—clients—in order to secure their loyalty and votes in upcoming elections. With the emergence of the empire, such votes and favor are no longer needed, but the tradition continued as a form of status between wealthy individuals. Patricians not only want to own more slaves than their rivals; they also want to support even larger groups of clients. Clients visit the homes of their patrons every day, pay their respects, receive a few coins, and go on their way. (The duties of patrons who are away from home are often handled by their house steward, eldest son, or wife.) There is an understanding that, in return for their generous financial support, patrons may call upon their clients for favors. These are tasks that the clients typically cannot refuse. If they displease their patron, they risk losing not only their patron's support, but the support of other wealthy patricians as word of their ingratitude spreads.

Unless Keepers want to start with investigators working for a particular patron, they should not begin play with one, but should meet or catch the attention of potential patrons through roleplaying. Investigators with a Status of greater than 51% do not need the financial support of a patron, although they can still interact with such NPCs as friends. For each patron an investigator acquires, they gain a bonus of 1D6% in their Status score to reflect their patron's financial support. Investigators can have a number of patrons at the same time, as long as these patrons live close enough to one another that their clients can pay each of them a short visit every morning.

Clara Modillia

This wealthy equestrian is one of the most glorified "astrologers" in the empire. She has a group of fans that follow and stand by her and her accurate predictions. Clara Modillia relies on the stars when making even the smallest predictions, and many take her word over some of the empire's most trusted scholars, augurs, and imperial advisors.

Clara is almost always right. She has been banished by the authorities (twice from the city of Rome, and once from the empire) three times for making very unpopular predictions. However, when her predictions ultimately came true, she was invited back. Various gifts of properties, jewels, and silk garments (which she uses to hide her face) were given to her upon each return as an official apology.

Although she is a friendly old woman, she chooses to keep her face covered and to spend most of her time alone. Clients claim to have seen wisps of white hair or her soft, sweet smile. She is a short, stout woman with gentle hands.

Clara is not an astrologer, but an oracle. She leads the life of an astrologer so that she can interact with her clients and the people of the empire directly. Oracles, when identified, never lead normal lives, usually becoming veritable prisoners of some religious order, government, or king.

Her predictions, which come to her as visions, sometimes take a physical toll. Some visions are so horrific that spasms rack her body, for she feels the pain of the people she sees being harmed. Clara always secludes herself when a vision comes because if anyone witnessed her spasms, they would believe her to be cursed by the gods. She sometimes gets cuts and gashes on her face, sometimes self-inflicted during her fits but sometimes simply appearing on her body without any explanation. She covers her face and most of her body to hide the scars and cuts she bears after most visions so as not to frighten her clients.

Clara has an immensely large group of clients who visit her daily, and she respects them all equally, no matter their social standing, as they respect her. Most of her visions are of common, everyday things, and they come to her without any physical discomfort. This allows her to give her followers glimpses into their

future. But, when her predictions are particularly grave, they bring with them the terrible physical ordeal she has learned to live with. These visions often direct Clara to the best people to prevent the disasters she foresees.

Flavius Pollius Captio

This generous and very wealthy equestrian is one of the most successful merchants in the empire. While he deals in everything from Iberian steel to Britannian wool, from Germanic amber to Arabian spices, his main focus is on high-end wines and cheeses. He is a man of endless energy, numerous friends, and countless business associates with whom he keeps in constant contact. Likewise, he has many clients who visit him daily, but the long line moves quickly and efficiently. Pollius Captio is a generous and jovial patron.

Every so often, Pollius Captio asks one or more of his clients to remain until the morning tribute line is finished, often by saying he wishes their opinion on the latest wine or cheese he's thinking of trading in. Everyone knows this is a code for needing them to fulfill a task, which clients are obligated to take on. However, such clients are always treated to a few glasses of truly excellent wine and a plate of outstanding cheeses while he "requests" their assistance with something.

In his dealings with people across the empire, Flavius Pollius Capito offers favors, to be redeemed at a later date, in order to get favorable prices, exclusive contracts, or other advantages in his business dealings. When a messenger arrives from someone he owes a favor to with the details of their particular problem, the merchant quickly selects a client best suited to accomplishing the task quickly. To Flavius Pollius Captio, a man's word is binding, and keeping promises a matter of honor. Also, his reputation as a businessman depends on his paying back the favors he owes in a timely and effective manner.

Clients of Pollius Captio may find themselves almost anywhere in the empire, sent by their patron to repay a favor he owes. The number of people he owes favors to is very large; in fact, he keeps two slaves with ledgers near him at all times, just to keep track of such things. Many people never need to call in these favors, or when they do, it is for some trivial business concession. However, sometimes a request comes in concerning something mysterious, possibly dangerous, or otherworldly, and in these cases, the investigators are at the top of his list of people to send.

Gallio Pinarus Simo

This up and coming equestrian is just two generations removed from his freedmen grandparents, who were carpenters. They instilled in him a hardy work ethic, a deep-seated need to better his position, and a willingness to take risks. These traits have helped him amass a decent-sized fortune, mainly through the field of real estate (as a speculator and investor). Pinarus Simo took over as paterfamilias after his father's death just four years ago, and has since continued the family's upward rise.

He purchases undervalued buildings and lands in need of repair, makes the necessary restorations and improvements, and sells them for a profit. He employs a small army of carpenters, plumbers, engineers, and farmers, typically avoiding enslaved labor for personal (and, to some, obvious) reasons. Gallio Pinarus Simo has taken more than one crumbling insula, rat-infested warehouse, and unproductive weed-choked plot of farm land and turned it, under his (sometimes personal) direction, into



something beautiful, valuable, and productive again. He then sells these properties and acquires new ones.

From time to time, Pinarus Simo acquires an undervalued property that has a dark reputation. A villa where people have vanished into thin air, an insula where those who take the northern corner apartment end up killing themselves, or a farm where the livestock always end up torn apart in the middle of the night, no matter how securely they are penned or how many guard dogs standing watch. The prices on such properties plummet due to their sinister histories and the average Roman's strong perchance for superstition.

Like any good builder, Pinarus Simo knows that if a roof is bad, you call a thatcher; if the floor is bad, you get a carpenter; if the pipes are bad, you send in a plumber. So, if a property is haunted, cursed by dark gods, or infested with monsters, you send in an expert to deal with that, too. The supernatural may be one thing, but equity is another. Pinarus Simo regularly offers patronage to those with a reputation for dealing with the uncanny and supernatural. After all, such properties can often be purchased at rock bottom prices, and then, once cleansed of whatever evil permeated them, sold for fabulous profits.

Lucretia Cloelia

This beautiful patrician woman is the twin sister of Lucretius Cloelius, the current paterfamilias of her family. She is unmarried, despite being almost thirty, and has refused all matchmaking efforts. Her brother is a high priest within the Temple of Fortuna, Goddess of Good Fortune. This requires him to be at the temple before dawn each day, so Lucretia receives the family's clients and manages all household affairs. This includes raising his three young children, as her sister-in-law, Bellatrix, takes no interest in them. To many people, Lucretia seems cold, but those who befriend her soon discover that she is kindhearted and very intelligent. However, very few come to realize how utterly manipulative she can be.

The twins are inseparable, Lucretius outgoing and personable, and Lucretia thoughtful and responsible. Today, her brother is "responsible" for his temple's success with a generous and faithful congregation. He often makes elaborate sacrifices, which requires a sizable donation, on behalf of his temple's most desperate members, which often result in a favorable change of their fortunes. Many times, hopeless situations are miraculously resolved after such offerings: a missing child found, an angry ghost suddenly dispelled, or the effects of a sinister curse removed.

Almost no one realizes that, while good-natured and well-meaning, Lucretius is rather dim. Since their earliest days, Lucretia has influenced the majority of his decisions (she failed in the case of Bellatrix) and keeps him out of trouble. Each night at dinner, she asks her brother about his day, and should he mention an important sacrifice or promise to a wealthy patron, she takes action on his behalf. She'll choose one or more of the family's clients to "become the instrument of Fortuna's divine favor", directing them to solve whatever problem her brother committed the Goddess Fortuna to resolving. Her brother has no idea she does this and feels he actually has a divine connection to Fortuna.

When Lucretius became paterfamilias, the family fortune and reputation were in shambles. Under Lucretia's clandestine guidance, the family has regained much of its wealth and prestige. This is the reason Lucretia refuses offers of marriage, as she fears that without her guidance, her brother's good-natured but ill-conceived promises and his self-centered wife will surely bring the family to ruin.

Publius Solanius Castorius

This aged Roman patrician is from one of the founding families of the republic, with a long history of honorable military and civic service. Solanius Castorius served in the senate for nineteen years, and did two terms as proconsul. During his long and distinguished career, he earned a reputation of being a skilled public speaker and shrewd politician. Since retirement, he is known for being a generous host and patron of the arts. Solanius hosts troupes of performers at his villa at least once a month, especially those performing pantomimes. Currently, his sons handle the family's affairs, including his former seat in the senate. Despite his seventy-one years, he remains in surprisingly good health.

Solanius Castorius enjoys strange and mysterious tales that involve dark magic, horrifying monsters, sinister curses, evil cults, and the restless dead. Should he learn of those who have had such experiences, he invites them to his home for dinner to relate their strange tales firsthand. If they are truthful in their reports—and he can easily tell when someone is lying to him (a skill earned by serving in the senate for nearly two decades)—he typically offers them his patronage.

He sometimes asks such clients to look into mysterious stories that come to his attention, such as strange vanishings, sightings of monsters, or reports of a ghost. If they accept, he generously funds their expedition with certain conditions. First, they never use his name when investigating such things. Second, when the mystery is solved, they return to his villa and relate every detail of their fantastic adventure at an intimate feast in their honor. And lastly, after that feast, they never speak of the incident again.

Typically, a season or two later, some pantomime troupe performs a frightening new piece, featuring a dashing young hero battling dark forces, solving mysteries, and defeating the forces of evil. Invariably these performances closely mirror key elements of a former adventure which the investigators related to Publius Solanius Castorius. If they question the performers or troupe manager, they learn that the scripts were donated anonymously, along with a hefty sum to cover the production's expenses. These troupes are always among those who perform at the villa of Solanius Castorius, who enjoys ghost writing these scripts as a hobby.

INVESTIGATOR ORGANIZATIONS

The Awoken

Every so often a tragedy strikes a city, town, or village. At a celebration, or in a tavern or brothel, or at a feast, the wine goes bad, or the wrong mushrooms are served, or the opium being used is a bit too potent. The result is dozens dead from poisoning, with a handful of stricken survivors slowly recovering. Some never recover, their minds damaged by the incident, and they live out the rest of their lives as simpletons or lunatics. However, a few, maybe just one in

ACCEPT THE THINGS TO WHICH FATE BINDS YOU, AND LOVE THE PEOPLE WITH WHOM FATE BRINGS YOU TOGETHER, BUT DO SO WITH ALL YOUR HEART.

– *Marcus Aurelius*

ten, make a full recovery, but their lives are never the same.

After nearly dying of poisoning and then slowly recovering, these survivors can suddenly sense things about the world around them, knowing instinctively that something is wrong. They know things about ancient alien gods and sinister cults that they simply shouldn't. How could they? They can somehow sense that reality is a façade, that truth is a nightmare, that mankind is ultimately doomed. Worse still, they know that the servants of these alien gods suddenly know about them as well. They know they will soon be hunted.

Then suddenly someone appears who is like them, a survivor of a poisoning, awoken to the truth. They are told that most people can live in safety and ignorance. But for them, that is no longer an option, for they know too much. They are told, however, that this is not a curse, but a gift to all mankind, and that there is hope for a future, for a world where these dark forces are kept at bay. And they are invited to join The Awoken, a group of individuals with heightened sensitivity to Mythos threats, who use their ability to thwart the aims of the Great Old Ones, the Outer Gods, and their sinister servants (at least so long as they retain a grasp on their sanity).

The Awoken operate in small groups all across the empire, and come from every segment of society. They all share the same history of a near death experience from poisoning, where 50% of the victims died, 40% went insane, and only 10% recovered as Awoken. They are governed by a trio of senior members, who meet twice a year to discuss the direction of the group's efforts. These three are the only ones who know the dark truth of their organization, the story of how the first Awoken was created and every Awoken since then, and why so many Awoken who go insane die peacefully in their sleep.

The first Awoken was Elissa, a Phoenician alchemist, apothecary, and saga. She was experimenting with the blood of a creature she had summoned and imprisoned, a thing with many arms and a round body, playing strange music upon a mystical pipe. Her experiment failed, and she was exposed to fumes that nearly killed her, but when she recovered, her mind was opened to many dark truths. She banished the creature and began working to oppose the many threats she was now aware of, but she could not do so alone. No one would believe her, or help her, so she took drastic measures. She recreated the substance that nearly killed her in a liquid form and tainted the wine at a feast. Half the guests died, and four out of five of the survivors went insane. But the others, a tenth of those exposed, were now Awoken like her. With them, she now had the help she needed.

This practice continues to this day, under the direction of the senior Awoken counsel which sees it as a necessary evil. Nine people's lives are lost or destroyed to create one Awoken agent, but that one agent can save hundreds, if not thousands, of lives. In a battle for the fate of mankind, the world, and reality as we know it, this is an acceptable loss, a necessary sacrifice. When the number of operatives falls below a certain level, a recruitment mission is launched and another mass poisoning takes place somewhere in the empire.

Keeper's Notes: Awoken can be of any profession, gender, or social status, so long as they share the history of surviving this poisoning. They begin play with 15% in their Cthulhu Mythos score, reflected in a form of instinct, intuition, or ancestral primitive memory. However, they also gain Cthulhu Mythos points at a 50% higher rate than non-Awoken, as their minds are quite receptive to this knowledge (e.g., a Mythos scroll normally grants +4 points to Cthulhu Mythos, but Awoken who read it gain +6 points). Many Awoken eventually go mad and are then quietly and painlessly euthanized on the order of the council.



The Army of Metilius

In the early days of the Roman conquest of the island of Britannia, the stiffest resistance came from the druids. Many tribes were divided by clan loyalty, but the druids, a religious institution among the Celtic peoples, could, and did, unite them. The druids called for resistance to Roman rule and incited insurrection at every turn, so in 60 A.D., Rome launched a war against druid strongholds across the islands of Briton. This was a scorched earth campaign to shatter the druids for all time; no prisoners were taken and no sacred site spared.

One of Rome's greatest heroes of this campaign was Quintus Metilius Trogus, a tribune of the 14th Gemina Legion. He was a soldier's soldier, a dangerous swordsman, and a brilliant tactician. From captured members of the Ordovoician and Silure tribes, he learned the language, customs, and tactics of his enemy, and from captured druids, he learned the secrets of their faith. He used this knowledge against them, tactically and ruthlessly, dismantling the druids in a cruel and relentless campaign.

If the druids said a tree, spring, grove, or set of standing stones was sacred, Metilius burned it down, drained it, or toppled it over. Under his orders, hundreds of druids were killed and countless holy sites destroyed. In the end, the campaign was very successful, severely weakening the power and influence of the druids over the native peoples of Britannia. He did not know that his actions weakened many magical prisons which the druids had built and maintained for thousands of years. This allowed dozens of dangerous entities to gain in strength and in their ability to influence mankind, including at least three Great Old Ones.



The last druid he killed cursed him with her dying breath, calling upon Epona (goddess of horses) and Morrigan (goddess of war) to grant her vengeance. Her curse was for Tribune Metilius never to know rest and to be forced eternally to right all he had undone. The next day, while riding after a band of fleeing Silures, his horse took a bad step, fell, and crushed him to death. His spirit did not reach Elysium, but was trapped in our world and granted the knowledge of all the evils his actions had unleashed upon mankind. Although he was cursed to try to undo this, in truth, his sense of guilt and duty would have compelled him to do the same. Because of him, the empire, and the world, was now a more dangerous place. It was only right that he try to fix it.

He returned to the world as a lemure—a spirit of the dead. The ghost of Tribune Quintus Metilius Trogus began appearing to people who were at grave risk of becoming a victim of a Mythos entity or cult. The tribune would offer them enough advice and assistance to save their lives, but only if they swore to join his army. With the choice between almost certain death and joining the Army of Metilius, most joined, and the ranks slowly grew. When he had gathered a few dozen members, he began directing them towards more dangerous Mythos threats.

Today, the ghost of Tribune Metilius Trogus haunts hundreds of people all across the empire. He appears before his "soldiers" to issues orders, typically sending them on missions to oppose various Mythos forces or save (i.e., recruit) an individual facing almost certain death from such dark powers. Even in death, he remains a masterful tactician, skillfully directing his soldiers. The Army of Metillius has several secret training camps, hidden supply caches, safe houses, and an empire-wide logistical network to support his soldiers. Not everyone he recruits becomes a soldier; many bankers, wealthy merchants, and even a few key politicians are members of his army. For every person facing the enemy, there are several others supporting them from behind the front lines. The mandate of his hidden army is to defend the empire (and mankind, but mostly the empire) against the otherworldly threats of the Mythos.

Keeper's Notes: Members of the Army of Metilius can be of any profession, gender, or social class. The ghost prefers those with a military background, but beggars cannot be choosers. He typically gives the members of the organization military ranks, such as legionary, centurion, and tribune (he retains the rank of general for himself).

The Honored Freed

A generation after the Third Punic War, in the time of the Roman Republic, there lived a very wealthy and kindhearted patrician named Caius Servilius Corbulo. He was the son of a senator and paterfamilias of his family, living on a vast plantation estate in Sicilia. Over a thousand slaves lived on the plantation, but unlike many slaves who toiled under miserable conditions, those owned by the House of Servilius were quite well treated and enjoyed a comfortable life.

They worked hard for their master in return for his soft treatment, and their plantation was prosperous. He allowed them to marry and raise families, provided them with good medical care, and instructed his overseers to govern with a fair hand. Most slaves were freed after putting in a dozen years of loyal service, and continued to labor on the same plantation as freedmen (many becoming overseers). It was rumored that Servilius Corbulo was saved from drowning by a slave when he was a boy, and some whispered that his grandmother was actually a slave belonging to their house, but whatever the reason, all were grateful to be owned by such a kind and generous master.

This all changed one day, when people were digging a new well on the plantation and uncovered a strange stone. The stone seemed to dissolve after being exposed to the open air, and after a few days, no trace of it remained. Then, everything went wrong. Crops were tainted, animals grew sickly and twisted, and people began to slip into madness. Caius Servilius Corbulo sent for doctors and scholars, requested the help of the governor, but no one could stop it. Soon, the help stopped coming. Everyone feared the wasting disease, the sickliness of the land, and the strange colors seen moving about the property.

Finally Caius Servilius Corbulo ordered everyone off the plantation, evacuating all of his slaves and freedmen and their families to a newly purchased property many miles away. He remained at the estate, with his family and a few freedmen who refused to abandon him. Those who remained tried to find a way to stop the mysterious evil which befell the plantation. As they slowly slipped into madness, Caius Servilius Corbulo recorded as much as possible of what he saw, learned, and became aware of as an alien consciousness seeped into his mind. He sent these records, along with a new will, to his lawyer, in the care of the youngest freedmen who'd remained with him.

These records said that the battle was lost, that everyone was dying, that there was no hope, and that if this message arrived safely, the lawyer was to assume that everyone who remained on the plantation was now dead. In his will, Caius Servilius Corbulo granted manumission to every single one of his slaves: a total of six hundred and thirty-four men, women, and children. He also ordered all his remaining assets, which were considerable, to be liquidated and be divided among them. In return, he asked only one thing from them: that one member from each family learn what they could from his records and try to protect others from similar dark forces. It became a badge of honor to be chosen to represent one's family, as well as a tradition, and through the decades, this group of chosen people evolved into a hereditary organization called The Honored Freed.

Keeper's Notes: Today, members of the Honored Freed come from families across the empire and can be found in every level of society. They all share one thing in common—they are descendants of the six hundred and thirty-four slaves freed by Caius Servilius Corbulo nearly two and a half centuries ago. One child from each family is chosen on their thirteenth birthday to represent the family and join The Honored Freed. Most grow up with the story of their ancestors' former master, and his act of kindness in granting freedom to their families. They are informed of their responsibilities and obligations, as well as educated about what the order knows about the supernatural enemy, thus starting play with 5% Cthulhu Mythos. Some serve willingly, others reluctantly, while others refuse the honor and bring disgrace to their family within the order.

Bibliothecari (The Librarians)

As the republic formed, scholars began traveling between the greatest centers of knowledge in the known world. Great libraries, both public and private, existed in Italia, with the Libraries of the Forum in Rome and the collection of Lucius Calpurnius Piso Caesoninus in Herculaneum; Aegyptus, with the Great Library of Alexandria in Alexandria; Greece, with the Library of Pantainos and the Library of Hadrian in Athens; and Asia, with the Library of Celsus in Ephesus. A group of scholars began noticing a frightening and dangerous pattern; there were records of similar otherworldly events, studies of dark cults, and accounts of encounters with fantastic creatures from the far corners of the empire.

They knew it could not be a coincidence and that something greater, and dangerous, must be at work. They also knew that such information needed to be both expanded and controlled, so that they could properly oppose dark forces and contain the insidious and corrupting taint of such knowledge. This learned cabal of men and woman, scholars from across the empire, began working to place themselves in control of these great collections of knowledge, so that they could lock the truly dangerous works away from casual readers. They also began to share information with one another, using coded messages and discreet couriers. Then, they began sending out people to conduct field research, to observe and infiltrate cults, to search for signs of unnatural entities, and to investigate preternatural events. This was when the enemy struck back.

Several facilities were destroyed by fire, flood, and even volcanic eruption. To the public, these seemed to be simple accidents and natural disasters, but the scholars knew better. The signs of arcane magic were clear in each instance; this was a counterattack to their probing. They had lost much, but they were not beaten, and the surviving members decided they could not remain just observers and researchers any longer. It was time to start pushing back, fighting, and putting a stop to these threats. Bibliothecari was born.

They began learning some of the dark rituals and spells their enemy used. They cultivated a network of support and logistics. They trained their young field researchers in the basics of self-defense, and recruited those they deemed trustworthy warriors (i.e., former gladiators, discharged soldiers, even criminal thugs) to protect them. They still observe and study their enemy, but when a weakness is discovered or an opportunity presents itself, they strike to eliminate the threat.

Bibliothecari operates clandestinely from some of the most notable libraries in the empire. They control a network of researchers, couriers, and guards tasked with finding, researching, and ultimately stopping Mythos threats anywhere they might be found. Their most important task is the recording of the information discovered, so that it can be compiled and shared with the organization as a whole. There is no telling what small, seemingly insignificant bit of information might one day be the key to saving the empire. In the long history of Bibliothecari, this has happened more than once, so members of the organization are tasked with reporting their findings back to the organization first; opposing the threats is a secondary concern. Innocent people and fellow team members alike are expendable, so long as the information reaches the order.

Keeper's Notes: Members of Bibliothecari can be from any profession and social level, although scholars, couriers, and those skilled at combat are most desirable. All members begin play with 10% Cthulhu Mythos and a bonus of 10% to their Read/Write language score.

The Retired

The empire was always a place for great intrigue, rife with plots and conspiracies. The Emperor Hadrian decided to form an agency specifically tasked with gathering information within the empire, a domestic spy network. This network came to be called the Frumentarii, and its members operated clandestinely under the guise of being wheat collectors. This allowed them to travel broadly and come into contact with people from every segment of society without arousing suspicion. It was a position of high honor, but one never spoken of while a Frumentarius was alive. Typically their position was revealed to the public on their grave markers.

Gathering information and uncovering dangers to the empire meant that it didn't take the Frumentarii long to stumble onto a

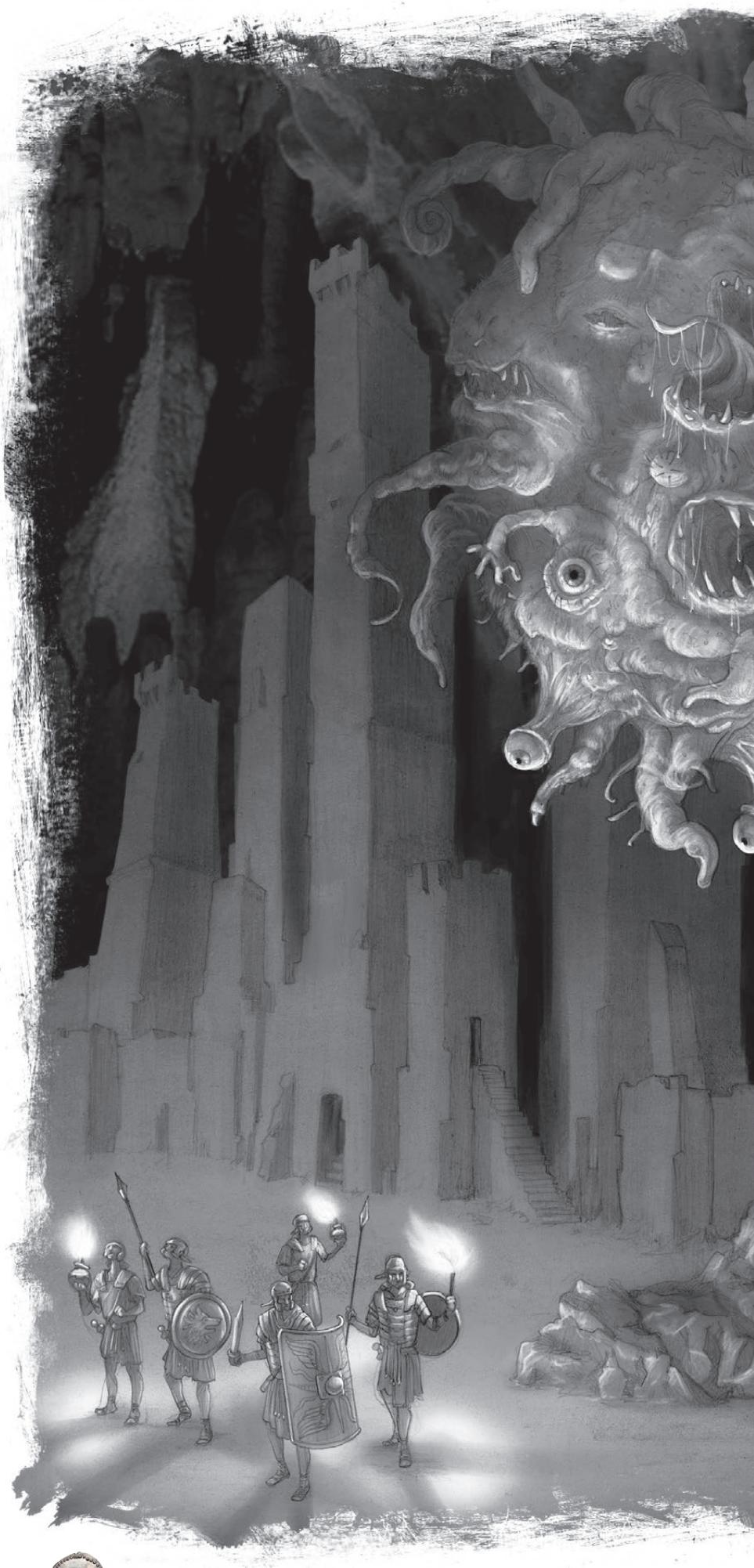
number of Mythos cults, monsters wearing human forms, and dangerous lunatics wielding arcane powers. Wisely, they decided to keep these things out of their official reports, out of fear they'd be considered mad. Their official duties and heavy workload kept most Frumentarii from actively moving against these unusual threats, but the agents never forgot what they were.

When the first Frumentarii retired, some had a problem returning to civilian life. After working in the clandestine services for so many years filled with lies, danger, and travel, to some, a small farm or quiet shop seemed like a prison cell. They yearned for a return to their glory days, serving the empire from the shadows, doing what they were so skilled at, and using their tradecraft in the service of Rome. There were threats, dark and dangerous threats, lurking in every corner of every province—inhuman creatures, sinister powers, and nefarious cults. Moreover, these forces were not just a threat to the citizens of the empire, but to all of humanity.

One day, a retired Frumentarius was meeting for drinks with several of his fellow retired agents. They traded stories, reminiscing about their past, and talking about the unusual and otherworldly cases they just couldn't report on or dedicate time to. One noted that they had time now, and after a fourth amphora of wine, they were off. Within a month, the retired agents dismantled a dangerous cult that was worshipping a sleeping alien god and trying to awaken it with a grand ritual. It was thrilling, rewarding, and necessary. Somebody needed to do this, for the good of the empire, and why not them? Thus, the Retired were born.

Today, small bands of Retired agents are at work across the empire, gathering information, uncovering plots, and putting a stop to dangerous conspiracies—basically, doing what they did when they were Frumentarii. They utilize their former skills, contacts, and informants while operating secretly to achieve their goals quietly and efficiently. They only recruit former Frumentarii into their ranks, as trust is a liability in their line of work. Their motto is "Lumen ab umbris vindicandum" ("[One must] Champion the Light from the Shadows").

Keeper's Notes: The Retired can have a vast number of contacts across every level of society, from criminal bosses to senators, from small farmers to wealthy merchants, and from petty thieves to learned scholars. An investigator working with the Retired can be of any profession, but must be a retired Frumentarius, with at least two skills suitable for such work (such as Persuade, Fast Talk, Stealth, Sleight of Hand, Listen, etc...) of at least 60%. Retired operatives can be of any profession and gender, as female operatives often operated safe houses, acted as deep cover agents, or alongside male agents in the role of their wife, daughter, sister, or lover. Lastly, members of The Retired must be a minimum of 35 years old, and begin play with 5% Cthulhu Mythos.



CHAPTER 10:
THE ROMAN LEGIONS

> WHERE THERE IS UNITY THERE IS ALWAYS VICTORY.
> – *Publilius Syrus*

What turned a city state of seven hills around a river bend into a multi-national empire that spanned most of the "known world"? Some would say destiny, others ambition. Still others would say greed, and a few might say that people from across many different lands wished to embrace the civilization it represented. All those things may be true, but one key fact is undeniable—the Roman Empire is a military dictatorship. The reasons not only for its success but also for its survival are the strength, discipline, and training of its legions.

In the world of Cthulhu Invictus, twenty-nine legions are active within the empire, from the northern borders of Britannia to the sands of Syria, from the Rhine and Danube rivers, to the northern coasts of Africa. These legions spend their days patrolling the borders, guarding against invasion, keeping the peace, assisting with civic construction projects, and endlessly drilling. In bad times, they put down uprisings; in worse times, they repel barbarian invasions. In the very worst times, they are called upon to fight each other during civil wars. Despite their very busy schedule, a few legionaries find time to fight in another war: the secret battle against the forces of the Cthulhu Mythos, which are often the gravest threats to the empire and mankind as a whole.

HISTORY & INNOVATION

The Roman legions have a long and proud history, marked by tactical and organizational innovations, the adaptation and implementation of new technologies, and commitment and dedication to the art of war above all else.

The Roman Empire was one of the first major powers of the classic world to create a professional standing army. Most armies of this age were made up of farmers, herdsmen, and craft and tradesmen answering the call of their country in times of crisis. After the crisis ended, they put down their swords and spears and returned to their plows, herds, tools, and shops. This was not the case for the Roman Empire. To a legionary, soldiering was his trade, something he trained for constantly, to the exclusion of all else. It was this commitment to soldiering that gave the Roman legionary a confidence, a competence, and most importantly, a sense of discipline that often turned a nearly hopeless battle into a Roman victory.

At first, only Romans who owned land were allowed to bear arms in defense of Rome, but this soon began to hinder military recruitment and limit the size of the nation's armies. The Romans did away with this tradition and granted even the poorest citizens the opportunity to serve in the military. The Roman military leadership also began promoting based on merit, which meant that the underprivileged had an opportunity to better their position and social standing. Low birth was no hindrance to a brilliant officer's rise through the ranks.

This allowed Roman legions to recover from their defeats quickly, replenishing their numbers by recruiting new troops. The enemies of Rome soon learned that you could defeat one legion, but another would come, then another, and another. For the Roman legions, most wars ended in victory or they didn't end at all.

The Roman Empire was not the most creative of civilizations, but the Romans knew a good thing when they found it. When an enemy impressed them, they adapted, mimicking the enemy's tactics, recreating weapons and redesigning armor for their own troops, or outright hiring former enemies to serve alongside the legions as auxiliary forces. When the Romans needed to build a navy, they captured an enemy ship and built copies. When they faced an enemy formation said to be unbeatable (such as the Greek phalanxes), they experimented with a new, smaller, more mobile formation (the maniple) to counter it and changed the face of warfare in the classic world.

They built a system of roads across the empire and trained their legionaries to carry everything they needed on their back. This made the legions extremely mobile. Armies could cover vast distances at speed and arrive with everything required to conduct military operations. The legion would even set up a fortified camp each night. The next morning, the army would dismantle the camp, taking everything of value, and march off, repeating the process each night. This kept the army safe from surprise night attacks.

TRAINING & DISCIPLINE

Roman recruits do a lot of training before becoming legionaries, and legionaries continue to train for their entire career. For legionaries, forced marches, weapons drills, sparring, and even agility training in full armor become second nature. The legionary has a hard regimen to maintain, enforced by a brutal code of discipline. Punishment for minor offenses include beatings, loss of pay, or extra duties. Punishment for major offenses include demotion to a lower rank, loss of privileges, flogging, or even (for very serious offenses, such as falling asleep on watch while on campaign) being beaten to death by one's fellow legionaries. Group punishments include reduction of rations, being told to set up the group's tents outside of the camp's protective earthen ramparts, or even exile without pension. This mix of training and discipline enforced by brutal punishment made Roman legionaries some of the best soldiers the world has ever known.



RECRUITMENT & RETIREMENT

A recruit needed to be a male Roman citizen in good health, with good eyesight, over 5 feet 10 inches tall, without a (serious) criminal record. A letter of recommendation was a good idea too, from someone of good social standing or a retired veteran of the legions. Unmarried men were the rule; married men who joined a legion were officially declared to be divorced.

Where one joins the legions is also important. Different legions draw recruits from different parts of the empire. Typically, the province people join the legions in will be very far away from the province they end up serving in. The legions find this helpful in minimizing requests for leave and desertions, as the recruits' friends, families, and sweethearts are too far away to visit easily, or assist or harbor a deserter.

Retirement comes at the end of 25 years of service and is called *Misso Honesta,* an honorable discharge. The soldier receives a full pension and all the honors that go with military service. At this point, the soldier has the option of re-enlisting and becoming an Evocatus. Evocati were usually invited to remain on staff by their commanders (often with a huge monetary bonus), who found them too valuable to lose to civilian life. Evocati were exempt from common duties, such as standing guard and building roads or fortifications.

Those crippled while serving in the legions and deemed medically unfit receive *Misso Causaria,* a medical discharge with full pension and honors. However, those who commit major offenses are thrown out of the army in disgrace, not only being stripped of their pensions but having this publicly announced. This is *Misso Ignominosa,* and is a badge of lasting shame and dishonor on the individual. The fourth and final way to retire from the legions is *Mortuus Est,* dying while serving the empire.

Status Bonus/Penalty for Military Service

Misso Honesta, Evocatus: +25%

Misso Honesta and Misso Causaria: +20%

Misso Ignominosa: –50% Status

Mortuus Est: +15% in memory, +10% to surviving dependents.

BASIC MILITARY KIT

Roman legionaries are required to purchase a number of standard items, which are deducted from their pay if the recruits cannot afford the cost. Legionaries are required to ensure that their equipment is clean, in good repair, and ready for use at all times. They are responsible for replacing or repairing any equipment which was lost, damaged, or in poor condition. Items such as weapons and armor can rust quickly without regular polishing. Woe be the legionaries found by their centurion with a broken caliga strap or rusty gladius, or missing their dolabra during an inspection. Standard military kit is as follows:

Caliga: A good pair of well-fitting hobnail sandals

Tunic: Color and fabric being specific to each legion

Cloak: Typically waterproof wool

Armor: Chainmail (25%), Leather Scales (15%), or Lorica Segmentata (60%)

Heavy Helmet: Iron, with cheek flaps, and neck guard. Gallic style is most common.

Shield: Size, type, and design to match legion standards, typically Large

Sword: Gladius (90%) or Spatha (10%, typically for fortification duty and cavalry)

Pilum: Standard, usually 3 in number

Flask, Gourd, or Skin: For water

Rations: A supply of food

Patera: A multipurpose metal cup, bowl, or pot for personal use

Dolabra (an entrenching tool): A sharpened spade for digging and chopping

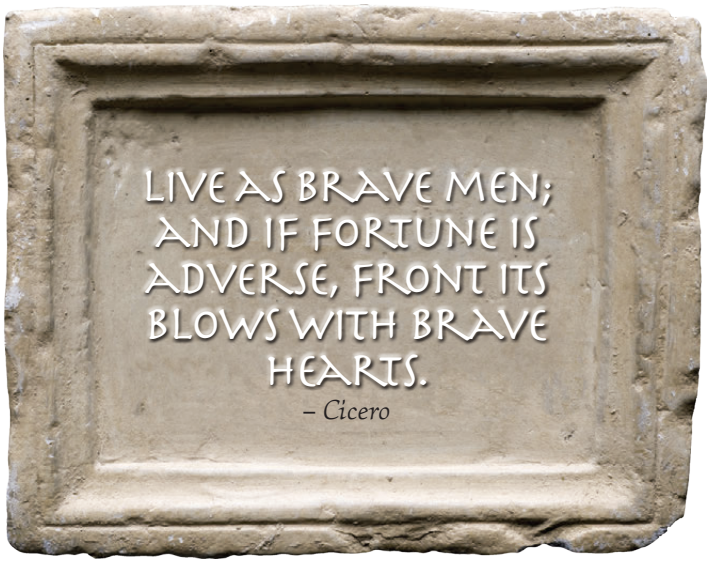
Furca: A long pole with a T-shaped cross for carrying a backpack, much like carrying a bindle.

Backpack: To be strapped to the furca, allowing the pack to be easily dropped in case the legionary is suddenly attacked

RANKS & COMMAND STRUCTURE

In the military, unpleasant duties seem to follow a downward path, so every legionary strives for promotion. Even legionaries technically of the same rank are divided into a hierarchy of centuries and cohorts within the legion, so it's a good idea to know whom you are speaking to before hurling an insult or issuing an order. Here is a general listing of rank, from low to high, within a Roman legion:

- ***Munifex:*** An untrained recruit
- ***Legionary:*** A trained soldier
- ***Immunis:*** A trained soldier with special duties (blacksmith, leatherworker, carpenter, etc.)
- ***Principalis:*** A particularly skilled soldier who assists centurions. Think of a modern sergeant. The types of principalis are—
  - ***Tesserarius:*** Captain of the watch, in charge of guard duty and passwords
  - ***Signifer:*** The cohort standard bearer and treasurer
  - ***Cornicer:*** The signal officer, in charge of blowing coded trumpet messages
  - ***Optio:*** The highest non-centurion rank, expected to take over the centurion's duties if the centurion is killed or wounded.
- ***Centurion:*** The commander of a centuria, or a unit of roughly 80 men.
- ***Primus Pilus:*** Meaning "the first spear", commander of the 1st century of the 1st cohort, the highest ranking centurion in a legion.
- ***Tribune:*** One of five officers commanding the entire legion.
- ***Prefect:*** He is typically the longest serving centurion in a legion and usually a promoted primus pilus. The camp prefect is a career soldier, dedicated professional, master tactician, administrator, and historian to his legion. He outranks the tribunes because of his practical experience in the field, and few would question his judgment or ignore his advice.
- ***Tribune Laticlavius:*** The second in command of the legion, in charge when the legate is away from camp. Those of this rank usually only serve for about four years in any one legion so that men won't grow overly fond of or loyal to them, as that makes sitting emperors uneasy.
- ***Legate:*** The commander of the legion, the general in charge, appointed by the emperor himself and serving for as long or short a time as the emperor wished. In many cases, the legate will also be the provincial governor of the territory the legion is stationed in.



Structure of a Legion

A Roman legion has roughly 5,500 men. A legion is divided into ten cohorts, and each cohort is divided into six centuria or centuries. A centuria contains 80 men and is commanded by a centurion and his staff of principalis (principle officers). The first cohort only has five centuria, but these are double strength, containing 160 men each. Legionaries in the first cohort were the elite troops, the finest men in the legion.

A legionary would identify himself by rank, then name, then century, then cohort, then legion.

For example, Dulius Nasia would identify himself to a commander as "Legionary Dulius Nasia, 4th Century, 2nd Cohort, 7th Gemina, Sir!" Or Menius Pavo would introduce himself as "2nd Tribune Menius Pavo, of the 20th Valeria."

THE ENEMIES OF ROME

The enemies of Rome are as varied as her citizens. This is only a general overview of the people who pose the greatest threats to the empire at this time, touching on the foreign enemies of Rome and not the domestic threats Roman soldiers also often face. While most borders in the empire are currently quiet, peaceful times never seem to last and a good soldier is always prepared to defend his life, his comrades, and his nation.

Domestic Threats

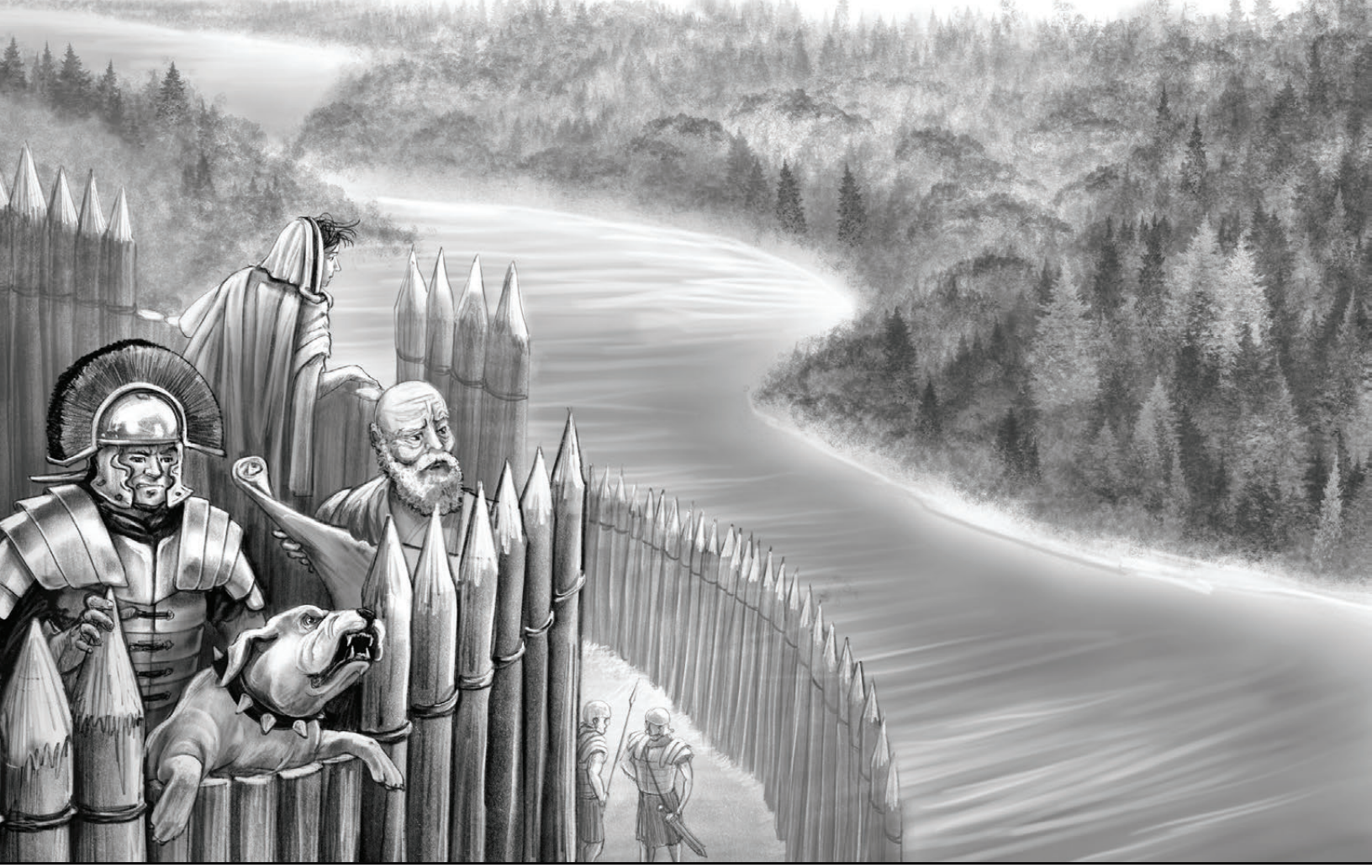
There are seditious local populations within the empire in provinces such as Britannia, Aegyptus, Judea (since renamed Palestinia), and the recently conquered Dacia that need to be policed; any small revolts must be crushed before they grow into full scale rebellions. Roman legionaries are sometimes called to battle renegade Roman legion(s) attempting to "replace" the sitting emperor. Thankfully it seems the dark days of civil war seem to be a thing of the past (for now…)

The Picts

Called the Picts by the Romans, this is a slang term meaning "pictured", because of their use of body paint and tattoos. The Picts are the people living in Caledonia, located in the northern reaches of the island of Britain. They are a tribal people, with clans fighting one another as often as the Romans. They favor hit and run tactics, striking with terrifying fury, then melting away into the mist and vanishing among the rolling hills. They can be dangerous opponents even in small numbers, and a serious threat when multiple clans band together. The biggest problem in fighting the Picts is finding them, as they wisely avoid engaging in traditional battles against the legions. If they would just stay on their side of Hadrian's Wall and respect the border, everything would be fine. However, ambushes, raids, and small-scale attacks continue to be a problem. The typical Pict warrior has blue skin, red hair, and a crude shield and spear, and attacks as if appearing out of thin air and vanishes just as quickly.

The Germans

On the north side of the Rhine river are the lands of the German tribes, populated by a myriad of tribes such as the Chatti, Cherusci, Cimbri, and Bructeri. They are typically large, hirsute warriors. Germans have a proud warrior tradition, and most have been



fighting all of their adult lives, against other German tribes, and both against and beside Romans. German warriors are masters of ambush, knowledgeable of the terrain and how best to exploit it to their advantage in battle. Their war parties are well led by brave and intelligent commanders. They even know how to fight and beat the Romans, because many have served in the legions and taken Roman training (and weapons, and armor) back to their people. The usual attack is a savage mass ambush lasting just a few minutes before the Germans retreat into the forest. Legionaries who survive such attacks quickly learn to respect their German opponents. When the German tribes unify, they can be an incredibly dangerous threat. Luckily, they battle one another quite often, which keeps them from turning their weapons against the empire.

The Parthians

To the empire's east stands one of its greatest rivals, the vast and mighty Parthian Empire. Parthian armies are large, well organized, and led by their elite nobility. The Parthians are masters of archery and horsemanship. The Parthian, or eastern recurve, bow has greater range than those used by the Legions and is the primary weapon of both Parthian infantry and cavalry forces. Parthian warriors ride Turkoman horses, bred for their large size and incredible stamina. Their cavalry comes in several styles, including light mounted archers, heavily armored warriors carrying lance and bow, and the ultra-heavy cavalry where even the horses are protected by chainmail. A unique and devastating maneuver is the famous Parthian Shot, where a fleeing Parthian horseman turns in the saddle and fires his bow behind him, usually into the ranks of pursuing Roman cavalry. In their long histories, both empires have invaded one another, with devastating losses to each side, while the border remains mostly constant. Because of political instability within the Parthian Empire, things have been quiet, but as new nobility consolidates its power, that is likely to change very soon.

The Berbers

These nomadic peoples hail from the lands of Barbary, south of the Roman North African provinces. The border is defended by a line of Roman fortresses stretching from the southern half of the Pillars of Hercules to the province of Aegyptus. The Berbers call themselves "The Free People" and come from dozens of different tribes, such as the Lotophagi, Maces, and Garamantes. The fortunes of Berber tribes shift as quickly as sand dunes in this harsh environment, and they often exploit any advantage to better their chances of survival. A tribe could be peacefully trading with the Romans one day only to launch a raid against a Roman settlement the next. They are outstanding horsemen, riding some of the finest horses seen anywhere. Berber warriors can perform complex combat maneuvers while mounted without the benefit of a saddle or bridle. They are lightning fast raiders and experts at hurling javelins at legionaries while staying beyond pilum range. To counter this tactic, area legionaries have begun wielding slings, considered a lowly herder weapon by most. Luckily, Berbers lack any sort of siege equipment, so the Romans have begun stationing their forces in numerous small, but sturdy, fortresses.

LEGIONS OF THE EMPIRE

The Roman Empire is currently defended by twenty-nine legions, although this exact number does fluctuate from year to year. While life goes on peacefully in the interior provinces, those citizens living in the border provinces face the threat of invasion on a daily basis. For the last decade or so, the empire has been at peace, but who knows how long that will last?

The Rhine Legions

Number of Legions: 4

Reputation: Some of the toughest, most effective fighting men in the empire serve in the Rhine legions.

Recruitment Area: The eastern empire

Expect to be doing...: Manning the Limes Germanica (a system of forts along the Rhine), patrolling, occasionally skirmishing and being ambushed by Germanic tribes. Earning your pay.

Name: XXII Primigenia
- ***Emblem:*** Eagle
- ***Province/Posting:*** Germania Superior, Mogontiacum

Name: VIII Augusta
- ***Emblem:*** Bull
- ***Province/Posting:*** Germania Superior, Argentoratum

Name: XXX Ulpia
- ***Emblem:*** Neptune's trident, thunderbolts, twin dolphins
- ***Province/Posting:*** Germania Inferior, Ventera

Name: I Minervia
- ***Emblem:*** Head of a Gorgon
- ***Province/Posting:*** Germania Inferior, Bonna

The Legions of Britannia

Number of Legions: 3

Reputation: They are good fighting men, and they have to be. However, the legions of Britannia are also more diplomatic with the locals than those elsewhere, as failed diplomacy has nearly led to total ruin more than once.

Recruitment Area: Italia, Syria, and the Iberian provinces

Expect to be doing...: Patrolling, manning the Antonine and Hadrian's Wall, and hunting for Pict warriors who just ambushed you and then vanished into the hills. Getting rained on.

Name: II Augusta
- ***Emblem:*** Pegasus
- ***Province/Posting:*** Britannia, Isca

Name: XX Valeria
- ***Emblem:*** Boar
- ***Province/Posting:*** Britannia, Deva

Name: VI Victrix
- ***Emblem:*** Bull
- ***Province/Posting:*** Britannia, Eboracum

About Recruitment Areas

Legions tried to recruit new soldiers far from where they were traditionally stationed whenever possible (sometimes, it's not possible). New recruits would find themselves serving far from their home, often on the other side of the empire. This was done intentionally. It reduced the chances of desertion, as soldiers would have little hope of getting all the way home on their own. However, the primary reason for this policy was security. Soldiers born in border provinces could have clan, family, or cultural ties to those they were expected to be fighting against. Indeed, this policy was put into place after the Battle of the Teutoburg Forest in Germania (9 A.D.), during which high ranking military officers of German descent (chief among them a Roman citizen named Arminius) betrayed three legions, leading them into an ambush. All three legions were completely destroyed, with Roman casualties estimated at 20,000.

The Legion of Hispania

Number of Legions: 1

Reputation: These legionaries look good on parade, but are not a serious fighting force. They are stationed here mostly as a show of Roman power to the wealthy citizens here. This is a choice assignment.

Recruitment Area: Tarraconensis

Expect to be doing...: Not much actually, which is why you pulled a lot of strings to get posted here.

Name: VII Gemina
- ***Emblem:*** Bull
- ***Province/Posting:*** Tarraconensis, Vasta Legionis

The African Legions

Number of Legions: 3

Reputation: Effective urban troops, putting down riots and minor uprisings in Aegyptus. Busy and sometimes dangerous posting, but an exotic location.

Recruitment Area: Cappadocia, northern Italia, and Germania Inferior and Superior

Expect to be doing...: Patrolling, putting down riots and uprisings in Aegyptus, being ambushed by and chasing down Berber raiders.

Name: III Augusta
- ***Emblem:*** Lion
- ***Province/Posting:*** Africa Proconsularis, Lambaesis

Name: II Traiana
- ***Emblem:*** Hercules' Hammer, lightning bolts
- ***Province/Posting:*** Aegyptus, Nicopolis

Name: XXII Deiotariana
- ***Emblem:*** Eagle
- ***Province/Posting:*** Aegyptus, Elegia

The Eastern Legions

Number of Legions: 6

Reputation: Widely considered lazy drunkards who go "native", while at the same time being the stalwart defenders of the empire in every conflict against the Parthian Empire. The truth lies somewhere in between.

Recruitment Area: Mostly the Iberian provinces, with some recruitment in Cyrenaica and Syria.

Expect to be doing...: Enjoying the perks of being stationed in some of the richest provinces in the empire, patrolling a very hostile border with Parthia, hoping you don't catch the latest plague coming out of the east.

Name: III Cyrenaica
- ***Emblem:*** Ammon/Jupiter's head
- ***Province/Posting:*** Arabia, Bostra

Name: X Fretensis
- ***Emblem:*** Bull, warship, dolphin
- ***Province/Posting:*** Palestinia (formerly Judea), Aela

Name: VI Ferrata
- ***Emblem:*** Bull
- ***Province/Posting:*** Palestinia (formerly Judea), Caparcotna

Name: III Gallicia
- ***Emblem:*** Three bulls
- ***Province/Posting:*** Syria, Raphanaea

Name: IV Scythica
- ***Emblem:*** Bull
- ***Province/Posting:*** Syria, Zeguma

Name: XVI Flavia Firma
- ***Emblem:*** Lion
- ***Province/Posting:*** Syria, Samosata

The Anatolian Legions

Number of Legions: 2

Reputation: A good post for sitting around and watching a mostly peaceful border with the Kingdom of Armenia, but there is no guarantee it'll stay that way. Armenia lies between the Roman and Parthian Empires, and should war break out, all bets are off.

Recruitment Area: Gaul, Raetia, and northern Italia.

Expect to be doing...: Drilling, doing public works projects, watching the Armenian border for signs of Parthian activity.

Name: XV Apollinaris
- ***Emblem:*** Griffon
- ***Province/Posting:*** Cappadocia, Satala

Name: XXII Fulminata
- ***Emblem:*** Mars' thunderbolts
- ***Province/Posting:*** Cappadocia, Melitene

The Danube Legions

Number of Legions: 6

Reputation: Hard fighting and hard marching, these legions shield the inner empire and the Anatolian provinces from the threat of German and Gothic invaders along the Danube River to the coast of Pontus Euxinus (The Black Sea).

Recruitment Area: Dalmatia, Moesia, Asia, Italia, and Gaul.

Expect to be doing...: Patrolling the mountains, defending against Germans trying to cross the Danube, chasing said Germans back across the Danube, and keeping the newly conquered province of Dacia from trying to rebel.

Name: XI Claudia
- ***Emblem:*** Neptune's trident and thunderbolts
- ***Province/Posting:*** Moesia Inferior, Duosturum

Name: V Macedonica
- ***Emblem:*** Bull
- ***Province/Posting:*** Moesia Inferior, Oescus

Name: I Italica
- ***Emblem:*** Boar
- ***Province/Posting:*** Moesia Inferior, Novae

Name: IV Flavia Felix
- ***Emblem:*** Lion
- ***Province/Posting:*** Moesia Superior, Singidunum

Name: VII Claudia
- ***Emblem:*** Bull
- ***Province/Posting:*** Moesia Superior, Viminacium

Name: XIII Gemina
- ***Emblem:*** Bull
- ***Province/Posting:*** Dacia Traiana, Sarmizegetusa

The Illyrian Legions

Number of Legions: 4

Reputation: The soldiers of the Illyrian legions are tough as iron and take military traditions very seriously. They are known for promoting for merit rather than birth possibly more than any other set of legions in the empire. They are the fast reaction force of the legions.

Recruitment Area: Northern Italia.

Expect to be doing...: Defending the crossroads of the empire, the gateway between the eastern and western provinces. Staying ready to march at a moment's notice should the Dacians or Germans to the north, or the Parthians to the south, ever cross the border in force.

Name: X Gemina
- ***Emblem:*** Lion
- ***Province/Posting:*** Pannonia Superior, Vindobona

Name: XIV Gemina
- ***Emblem:*** Eagle wings
- ***Province/Posting:*** Pannonia Superior, Carnuntum

Name: I Adiutrix
- ***Emblem:*** Pegasus
- ***Province/Posting:*** Pannonia Inferior, Brigeto

Name: II Adiutrix
- ***Emblem:*** Pegasus
- ***Province/Posting:*** Pannonia Inferior, Aquincum

WAR MACHINES

The Roman legions also employ a number of powerful war machines, especially when attempting to capture enemy cities or fortifications. These bulky machines are extremely difficult to transport and come in two varieties: siege bows and siege launchers. They are mainly designed to be used against stationary targets or packed formations of troops, and even a slowly moving target requires a Hard success roll to be successfully struck. War machines are difficult to use and legionaries must be specially trained in their operation. Starting legionary/centurion investigators may begin play with the skill Fighting (Siege Bows) 0%, or the skill Fighting (Siege Launchers) 0% with the Keeper's permission.

Siege bows resemble massive crossbows and launch large metal-tipped projectiles via the limbs of a bow under tension. They come in three varieties:

- ***The Gastraphetes:*** A large antipersonnel crossbow. Its bowstring is often retracted with a hand winch. Bolts from this weapon do 5D6 points of damage with a range of roughly 250 yards.
- ***The Scorpion:*** A larger spring-loaded crossbow with four limbs under tension mounted on a stand or tripod. Bolts from this weapon do 6D6 points of damage and have a range of roughly 400 yards.

- ***The Cheiroballistra/Manuballistra:*** A larger version of the Scorpion, mounted on the ground and supported by a bipod. Its massive limbs are drawn back via a double pulley torsion system, and its large projectile inflicts 8D6 points of damage to targets with a range of roughly 600 yards.

Siege Launchers are designed to hurl large heavy projectiles in an arc, smashing into buildings, ships, troop formations, or sailing over a defensive wall to impact into the unprotected settlement beyond. Stone projectiles could be anywhere from the size of a grapefruit to something the size of a large pig weighing nearly 200 pounds.

- ***The Ballista:*** These machines are similar in appearance to the Scorpion and Cheiroballistra, but instead of firing arrow-like projectiles, launch smaller stones in a much shallower arc at great velocity. They have between two and four limbs under tension with stones placed in a sling-like holder. Those struck by a stone shot from a Ballista suffer 8D6 points of damage with a range of roughly 400 yards.
- ***The Catapult:*** These machines hurl a stone in a high arc using a single arm drawn back under tension, with the shot loaded into a basket or holder. A successful hit with this weapon inflicts 12D6 points of damage and has a range of roughly 700 yards.

SIEGE BOW	DAMAGE	RANGE
Gastraphetes	5D6	250 yards
Scorpion	6D6	400 yards
Cheiroballistra	8D6	600 yards

SIEGE LAUNCHER	DAMAGE	RANGE
Ballista	8D6	400 yards
Catapult	12D6	700 yards



HOW TO GET LEAVE

Being a legionary is a full time job. This doesn't leave a lot of time to go sneaking off to investigate strange happenings and fight in the secret war against Mythos horrors threatening the empire. Luckily, Roman legionaries do get between one and two weeks of leave each year. The exact number of days depends on a myriad of factors, basically boiling down to how favorably their commanding officers view them.

Time can be added for exceptional performance of duties, or subtracted as punishment for infractions. The legionary's superior officer has the authority to grant or deny specific leave requests, and his decision on these matters is final. A legionary sneaking away to investigate Mythos horrors while he should be on duty is labeled a deserter, and faces as much peril from the Roman military authorities as from any cultists, alien creatures, or ancient god of darkness threatening the empire.

Players whose investigators are active duty legionaries will need to stay on good terms with their superior officers. A written request from a well-connected patron to have the legionary be granted leave to help with "an important matter of a personal nature" might also be very helpful. Keepers are encouraged to make their legionary investigators roleplay asking for leave from their commanding officers, but not to have this be a major obstacle which would keep a legionary investigator from participating in an adventure.




SARMATIA EUROP
GERMANIA
BRITANNIA
Londinium
Verulamium
Rhenus Fl.
Tamesis
Noviomagus
Novesium
Britannicus
Germanica
Belgica
Lugdunensis
GALLIA
Aquitania
Narbonensis
Gallia Mediolanum
Liguria
Cisalpina
Italia
Venetia
Aquileia
Verona
Ravenna
Ancona
Etruria
Roma
Latium
Corsica
Sardinia
Baleares Ie
Major
Minor
Mare Adriaticum
Apulia
Lucania
Brundusium
Tarentum
Hydruntum
Corcyra
Epidaurus
Scodra
Dyrrachium
Pella
Thessalonica
Philippi
Amphipolis
Apollonia
Dalmatia
Narona
Salona
ILLYRICUM
Sirmium
Siscia
Mursa
Sirmium
PANNONIA
Viminacium
Singidunum
Viminacium
Ratiaria
Oescus
Nicopolis
Odessus
Apollonia
Dardania
Naissus
Sardica
Philippopolis
MOESIA
Inferior
Superior
THRACIA
Hadrianopolis
Byzantium Po
Constantinopolis
Bosporus
Chalcedon
Nicomedia
BITHYNIA
Nicaea
Propontis
Enos
Troas
Mysia
Pergamum
Smyrna
Lesbos
Thessalia
Larissa
Pharsalus
Eubœa
Hellas
Athenæ
Thebæ
Cephallenia
Zacynthus
Peloponnesus
Cythera
Cyclades
Sporades
Rhodos
Carpathos
Cydonia
Gnossus
Creta
Claudos
ASIA
Phrygia
Lydia
Sardis
Ephesus
Philadelphia
Caria
Miletus
Mylasa
Halicarnassus
Cibyra
PAMPHYLIA
Side
Attaleia
LYCIA
Myra
Xanthus
Patræ
Corinthus
Argos
Sparta
Messana
Rhegium
Fretum Siculum
Panormus
Lilybæum
SICILIA
Syracusæ
Agrigentum
Mercurii Pr.
Cossyra
Neapolis
Adrumetum
Thapsus
Melita
Hippo Zaritus
Hippo Regius
Utica
Carthago
Zama
NUMIDIA
Thevestis
Lambæsis
Capsa
Thenæ
Syrtis Minor
Tacape
Sabrata
Oea
Lepcis-magna
MEDITERRANEUM MARE
Ptolemais
Apollonia
Arsinoe
Cyrene
Barca
Paliurus
Alexandria
Carpates M.
Porata Fl.
Tyras Fl.
Hypanis Fl.
Borysthenes Fl.
Olbia
Tyras
Tauric
Chersonesus
Eupatorium
Acallis I.
Napoca
DACIA
Marisus Fl.
Apulum
Tibiscus
Sarmategetusa
Astropolis
Tomi
Dionysopolis
Odessus
PONTUS
Heraclea Pontica
Vistula Fl.
Viadrus Fl.
Albis Fl.
Visurgis Fl.
Amisia Fl.
Flevo L.
Iuthungi
Helvetii
Iazyges
Taurisci
Vindelicia
Noricum
Rhætia
Vindobona
Lauriacum
Juvavum
Carnuntum
Arrabo
Aquincum
Ratoria
Virunum
Teutoburgiensis Saltus
Batavi
Batomagus
Aug. Trevir.
Remi
Lutetia
Sequana Fl.
Genabum
Augustobona
Cæsarodunum
Vesontio
Aug. Rauracorum
Argentoratum
Moguntiacum
Val. Romanum
Danubius Fl.
Rhenus Fl.
Ligeris Fl.
Limonum
Lemovices
Nemossus
Lugdunum
Vienna
Alpes Penninæ
Alpes Graiæ
Divona
Elusa
Tolosa
Narbo
Massilia
Arausio
Alpes Maritimæ
Nemausus
Genua
Luna
Pisæ
Arnus Fl.
Rubicon Fl.
Ariminum
Picenum
Ancona
Hadria
Aesculum
Salona
Epidaurus
Scodra
Scardus M.
Scupi
Dyrrachium
Pella
Philippi
Thessalonica
Pydna
Lemnos
Imbros
Olympus M.
Pessinus
Ilerda
Barcino
Tarraco
Saguntum
Valentia
Elmusus
Pityusæ Ie
Caralis
Consentia
Croton
Corcyra
Buthrotum
Cephallenia
Zacynthus
Ithaca
Corinthus
Argos
Sparta
Cythera
Cydonia
Gnossus
Carpathos
Rhodos
Myra
Xanthus
Patræ
Messana
Rhegium
Fretum Siculum
Panormus
Lilybæum
Syracusæ
Agrigentum
Mercurii Pr.
Cossyra
Neapolis
Adrumetum
Thapsus
Melita
Hippo Zaritus
Hippo Regius
Utica
Carthago
Zama
Thevestis
Lambæsis
Capsa
Thenæ
Syrtis Minor
Tacape
Sabrata
Oea
Lepcis-magna
Ptolemais
Apollonia
Arsinoe
Cyrene
Barca
Paliurus
Alexandria
Rusuccurium
Saldæ
Igilgilis
Cæsarea
Auzia
Sitifis
Cirta
Tingis
Sexi
Lixus
Volubilis
Tamuda
Abila
Septem Fr.
Tingi
Carteia
Gades
Malaca
Sexi
Abdera
Baetis Fl.
Anas Fl.
Tagus Fl.
Durius Fl.
Minius Fl.
Nabrissa
Emerita Augusta
Olisipo
Salacia
Ebora
Pax Julia
Myrtilis
Ossonoba
Lacobriga
Caletra
Castra Julia
Toletum
Complutum
Segobriga
Caesaraugusta
Bilbilis
Numantia
Clunia
Pallantia
Segovia
Uxama
Asturica Augusta
Lucus Augusti
Bracara Augusta
Aquæ Flaviæ
Cale
Portus Cale
Talabriga
Conimbriga
Aeminium
Olisipo
Salacia
Ebora
Pax Julia
Myrtilis
Ossonoba
Lacobriga
Caletra
Castra Julia
Toletum
Complutum
Segobriga
Caesaraugusta
Bilbilis
Numantia
Clunia
Pallantia
Segovia
Uxama
Asturica Augusta
Lucus Augusti
Bracara Augusta
Aquæ Flaviæ
Cale
Portus Cale
Talabriga
Conimbriga
Aeminium



CHAPTER 11: ROMAN PROVINCES

The provinces of the Roman Empire stretch from the Black Sea in the west to the Spanish coast in the east, from the sands of Upper Egypt in the south to the forested mountains of Germany and Romania in the north. This vast area was home to 70 million people, about 20% of the planet's population at the time.

This chapter provides a brief glimpse at forty Roman provinces that existed during the early reign of Antonius Pius, around 145 A.D. Our tour follows a general counterclockwise route, starting at the home province of Italy.

Be aware that the borders were constantly shifting; provinces were continuously being combined, divided, and even renamed. So, a precise accounting is not an easy thing to accomplish. That being said, this overview should give players and Keepers alike a good grasp of the regions and provinces of the Roman Empire—and the Mythos threats lurking within each. We wish everyone safe travels, but knowing what's in store for the Roman investigators, we doubt that they will be so fortunate.

THE HOME PROVINCE

The very first people the Romans conquered were themselves, as the Italian peninsula was at one time a number of different and rivaling tribes, city states, and nations. Eventually, the city state of Rome, built on seven hills on the bend in the Tiber River, defeated the Etruscans, Latins, Volsci, Hernici, and Gauls to unite the peninsula under Roman authority, forming a new unified people. Today, Italia is divided into seventeen semi-autonomous administrative districts centered on urban hubs. Roman citizens living in the province of Italia are relatively exempt from taxation as well, enjoying many benefits of being the center of a vast multicultural empire.

Mythos Threats: The most insidious and cunning Mythos entities operate in Italia. Various cults are active here, worshipping the Great Old Ones Atlach-Nacha, Hastur, Cthulhu, Bokrug, Yig, and Tsathoggua, as well as the Outer Gods Azathoth and Yog-Sothoth. More dangerous than cults, a handful of nearly immortal (or undead) sorcerers live in Italia, whiling away the decades and centuries, furthering their dark plots while hiding in plain sight. Ghouls are abundant, but many Mythos creatures in Italia are able to move about freely in human society. These include the children of the Lamia, the daughters of Atlach-Nacha, the men of Leng, the people of K'n-yan, the serpent people, the shans, and the shoggoth lords.

Italia

Modern Day Territory: Italy
Natural Resources: Copper, iron, gold, silver, lumber, marble
Major Cities: Rome (capital), Ravenna, Rhegium, Brundisium, Neapolis
Legion(s): None, other than the Praetorian Guard
Description: While most of the Italian peninsula is blessed with fertile soil, much of the land is mountainous, requiring imports of nearly all major foodstuffs. Citizens of Italia consider themselves the center of the civilized world, and they have the empire to prove it. Goods, religions, customs, philosophies, and people from across the known world can all be found in Italia. It is, for the most part, a wealthy and secure part of the world, insulated from poverty and threat by the provinces of its empire.

THE ISLAND PROVINCES

The island provinces of Sicilia, Corsica, and Sardinia were among the earliest territories brought into the expanding Roman Republic (now Roman Empire). They were once a vital source of grain and of great strategic importance, but that was many centuries ago. Today, the islands are boring backwaters, places to raise crops, keep vacation estates, and exile political prisoners to.

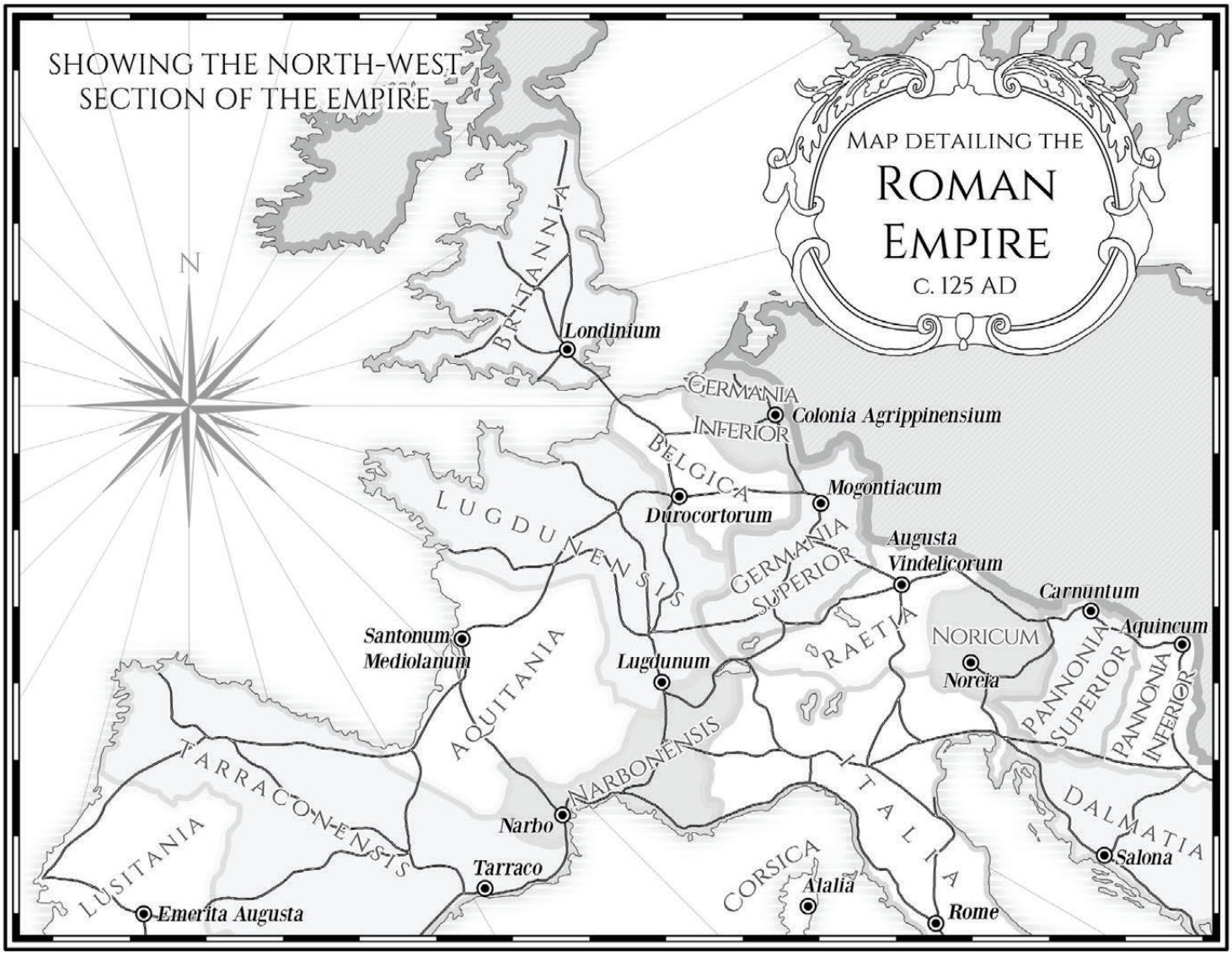
Mythos Threats: The Island Provinces may be a forgotten corner of the empire to most, but they are very important to the rising cult of Cthulhu. Deep ones have set up breeding colonies here, and are always seeking to expand. Sirens and merfolk lure sailors to their death, and larger, deadlier monsters pull whole ships beneath the waves.

Sicilia

Modern Day Territory: Sicily, an island region of Italy
Natural Resources: Rich farmlands producing wheat, corn, almonds, various fruit
Major Cities: Syracuse (capital), Messana, Catania, Lilybaeum
Legion(s): None
Description: The island of Sicilia, just off the coast of the Italian Peninsula, has a long history reaching back far before it entered the Roman Republic. The native people were completely absorbed by first Phoenician, then Greek, and then Roman waves of settlers. The island was the location of many battles between Rome and Carthage during the Punic Wars, but today, it is a rural backwater of little strategic importance. Rome has taken little interest in exerting control over Sicilia, allowing it to retain much of its Greek culture. The island is dominated by massive agricultural slave plantations, and it has a dark history of slave uprisings and corrupt governors.

Corsica

Modern Day Territory: Corsica, an island region of France
Natural Resources: Grain, salt, lumber, honey, iron, silver
Major Cities: Alalia (capital), Urcinium, Rubra, Mariana, Portus Favonii



Legion(s): None

Description: This rugged island was settled by the Greeks, conquered by the Carthaginians and the Etruscans, and became part of the Roman Republic during the Punic Wars. Unlike Sicilia, the island became very Romanized in character. It once housed naval bases due to its strategic importance, but nowadays, it is mostly used as a place to exile political prisoners too popular to execute outright. Corsica's poor soil keeps the island from becoming an agricultural hub, but it is blessed with iron and silver deposits.

Sardinia

Modern Day Territory: Sardinia, an island region of Italy

Natural Resources: Grain, salt, wine, olives, gold, lead, silver

Major Cities: Caralis (capital), Tharros, Olbia, Fanvm Carisi, Neapolis

Legion(s): None

Description: This mountainous island with high rocky coastlines was settled by Phoenicians, who pushed the natives inland and controlled the island's coasts. Eventually the island fell to Carthage. The Carthaginians were also unable to conquer the inland natives, whom they called the Barbagia. Sardinia was then ceded to Rome at the end of the first Punic War, and Rome's armies finally managed to defeat the Barbagia people. Eventually, all traces of earlier culture vanished as the island became totally Romanized. Today, Sardinia is a major producer of grain, a few cash crops, and salt, and is home to a number of silver, gold, and lead mines.

THE GALLIC PROVINCES

This huge area of the inner empire, with its fertile fields, forests, and rolling hills was once the site of incredible violence and warfare. Before conquest by the Romans, these lands were home to dozens of independent tribes who fiercely resisted foreign encroachment and even sacked Rome itself in 390 B.C. Rome never forgot, or forgave, and the issue was finally settled in 50 B.C. when Roman Proconsul Julius Caesar defeated the Gauls. Since then, Gaul has been a relatively peaceful and prosperous part of the empire, thoroughly Romanized, although bits of Gallic culture were adopted by the Romans over time.

Mythos Threats: The former Gallic lands hold many dark and ancient secrets. Some of the former Gallic tribes worshipped Mythos gods such as the Great Old Ones Gog-Hoor, Nyogtha, Tsathoggua, and Vulthoom, while cults venerating the Outer God Shub-Niggurath were also quite active. Today, sacred places and secret cults to these gods still dot the Gallic provinces.

Mythos creatures who serve these gods, such as formless spawn, hydras, and dark young, are also far too abundant here, guarding sacred shrines, overseeing worship, accepting sacrifices, and serving various nefarious cults.

Narbonensis

Modern Day Territory: Southern France

Natural Resources: Various crops, wine, outstanding cheese, pottery, glass, metalwork, lumber

Major Cities: Narbo (capital), Massilia, Valentia Julia, Arausio, Tolosa

Legion(s): None

Description: The first of the Gallic territories brought into the empire, this region was initially settled by the Greeks. This area of Gaul borders the Mediterranean and has numerous coastal community and trading ports. The Greeks of Massilia requested Roman protection from the Gauls to their north, and when the Romans answered that call, they never left. It was once home to the Atacini, Allobroges, Volcae, and Tolosates tribes.

Lugdunensis

Modern Day Territory: Northern and eastern France

Natural Resources: Various crops, wine, outstanding cheese, pottery, glass, metalwork, lumber

Major Cities: Lugdunum (capital, today's Lyon), Augustodunum, Rotomagus, Lutetia Parisiorum (which becomes Paris)

Legion(s): None

Description: This is the largest and most important of all the Gallic provinces. Lugdunum is one of the largest cities in the empire, the most important west of Italy, and home to an imperial mint. It is less Romanized than Narbonensis, and Gallic customs and language can still be found here. The area has many rivers, some of which lead to the Atlantic Ocean. Part of this province borders Germania Superior.

Aquitania

Modern Day Territory: Southwest France

Natural Resources: Various crops, wine, outstanding cheese, pottery, glass, metalwork, lumber

Major Cities: Santonum Mediolanum (capital), Burdigala, Lemonum, Avaricum

Legion(s): None

Description: This province was always known for its wealth, even when it was Gallic territory. It was once home to the Vocates, Elusates, and Tarbelli tribes. It has coastal access to Mare Cantabricum (the Atlantic Ocean) and borders Hispania to the west.

Belgica

Modern Day Territory: Sections of Belgium, France, Luxembourg, Germany, and the Netherlands

Natural Resources: Various crops, wine, outstanding cheese, pottery, glass, metalwork, lumber

Major Cities: Durocortorum (capital), Gesoriacum, Divodurum, Nemetacum

Legion(s): None

Description: This province has coastal access to Oceanus Britannicus (the English Channel) and shares a border with Germania Inferior. It is a major trading center for goods traveling between the continental empire and the province of Britannia. Belgica was once home to the Remi, Nervii, and Treveri tribes.

THE GERMAN PROVINCES

On the northern edge of the empire are two of the most heavily militarized provinces in the empire. The legions stationed in Germania Superior, along the upper Rhine River, and Germania Inferior, along the lower Rhine, form a defensive barrier against hordes of barbarians eager to put Roman civilization to the torch. The dark forests and rugged mountains of Germania have been soaked in much blood, both Roman and Germanic, over the centuries. The Germanic Provinces, with their long line of forts (the Limes Germanica) are the front lines of the Roman Empire, beyond which lie the uncivilized wilderness of barbarian lands. The Rhine Legions are some of the best trained, equipped, and led troops in the empire. However, during times of peace, much trade flows through the Germanic Provinces, sending Roman goods north, with rare commodities (especially amber) entering the empire from the northern barbarian lands. Even under the threat of constant war, good business is where you find it.

Mythos Threats: Germania is a place of much danger, home to deadly creatures, evil cults, and the restless dead. Ghosts and zombies of both Romans and barbarians haunt many former battlegrounds. Many German tribes have turned to the worship of dark gods in their desperation to resist, or cast off, Roman rule. The Outer God Nyarlathotep is particularly active here, mostly via his avatars of the Dark Demon (where he is worshiped by the most bloodthirsty warriors), the Black Man (where he is served by covens of witches), and the Effigy of Hate (where he is worshipped by both Roman and barbarian soldiers alike). Lastly, several different types of lycanthropy can be found in Germanic territory. Strains of both the cursed and infected varieties (see pp. 334–335 of the *Call of Cthulhu 7th Edition Keeper Rulebook*) are present allowing humans to assume the forms of wolves, bears, boars, and even monstrous badgers and weasels.

Germania Superior

Modern Day Territory: Western Switzerland, parts of France, Southwestern Germany

Natural Resources: Leather, amber, slaves

Major Cities: Mogontiacum (capital), Vesontio, Argentoratum, Aquae Matiacae

Legion(s): XXII Primigenia and VIII Augusta

DO NOT TROUBLE YOURSELF FOR YOUR BRETHREN, FOR WE HAVE ALREADY PROVIDED LANDS FOR THEM, WHICH THEY SHALL POSSESS FOREVER.

– *Gaius Marius*

Description: The larger of the two Germanic provinces, dubbed superior as it occupies the upper Rhine, runs from the border of Germania Inferior to the north to the mountainous province of Raetia in the southeast. It is a major economic trade center as well as a military zone and home to two legions. The area is famous for having once been governed by Marcus Ulpius Traianus, a gifted military commander who later ruled the entire empire, known to history as Trajan.

Germania Inferior

Modern Day Territory: Luxembourg, southern Netherlands, parts of Belgium, Germany

Natural Resources: Leather, amber, slaves

Major Cities: Colonia Agrippinensium (capital), Castra Vetera, Albamoama, Bonna

Legion(s): XXX Ulpia, and I Minervia

Description: This small province borders the Oceanus Germanicus to the northwest and the lands of the Frisii, Chauci, and Cherusci to the northeast. Two legions are stationed here along the Limes Germanica, guarding not only the border, but also the trade routes, as the province is a major center of commerce. The province is also home to a major Roman naval base at Castra Vestra, with Roman ships patrolling the Rhine and open sea against possible attack. This province is home to the infamous Teutoburg Forest, location of the one of the biggest Roman military defeats in their history.

BRITANNIA

This misty forested island has often been a source of trouble for the empire. Its native population has tried time and time again to throw off the imperial yoke, despite the presence of three legions stationed here, cementing the island firmly within the empire. Rome would never completely conquer the island, settling instead to build Hadrian's Wall, which separated the northern half of the island from the rest, leaving it to the barbarian Picts. For all its trouble, Britannia was an important part of the empire because of its fabulous array of natural resources. But to most Romans, this province was over the edge of the world, separated by more than just a stretch of open ocean from the rest of the empire. Even after centuries of Roman rule, much about Britannia remains mysterious, alien, and untamed.

Mythos Threats: The extremely active Mythos threats in Britannia are many and varied. For thousands of years, the divided tribes of Britannia were united by their faith and their trust in the druids, a mystical religious order. The druids imprisoned many Great Old Ones in magical prisons and beyond mystical barriers which they carefully maintained. But, with the Roman conquest, the druids were (mostly) killed, leaving these prisons and barriers to weaken. Now mostly broken, the malevolent entities they once contained have free reign upon Britannia once more. Active cults include those serving various avatars of the Outer God Shub-Niggurath. Britannia was once home to thriving populations of serpent people, and within their ruins can be found degenerate members of their race.

Britannia

Modern Day Territory: England and Wales

Natural Resources: Gold, silver, lead, marble, lumber, wool, furs, leather, hunting dogs, slaves.

Major Cities: Londinium (capital), Deva, Eboracum, Mamucium, Camulodunum.

Legion(s): II Augusta, XX Valeria, VI Victrix

Description: This misty island of rolling hills, thick forests, and many rivers possesses abundant natural resources. It is home to dozens of tribes, including the Silures, Brigantes, Ordovices, Iceni, Cantii, Parisi, and Cornovii. These often dislike one another more than their Roman masters. While most accept Roman rule and have adopted Roman ways, Britannia retains much of its indigenous culture. It is the second most militarized province in the empire, behind only Syria (which guards the border with the Parthian Empire).

HISPANIA

The tribes of this once fiercely independent peninsula fought against first Carthaginian and then Roman rule. It was the location of many important battles during the Punic Wars, and was finally conquered by Rome during the reign of Emperor Augustus, in the early days of the Imperial Rome. The three provinces of the Iberian Peninsula, collectively called Hispania by the Romans, form one of the wealthiest areas of the empire, blessed with fertile soil as well as the best gold and silver mines known anywhere on earth. This also makes these provinces home to a powerful political base, producing two of Rome's most famous emperors, Trajan and Hadrian.

Mythos Threats: This region is home to numerous non-human creatures, living in the mountainous and remote areas, such as cyclopes, giants, harpies, lamias, and gorgons. Coastal regions, especially in Lusitania, are often targeted by deep ones and mermaids. Various cults are active, some originating back in the days of local resistance to the invaders from Carthage, drawing their power from Great Old Ones such as Arwassa, Bokrug, and Rhan-Tegoth, as well as the Outer Gods Nyarlathotep (as either the Haunter of the Dark or the Pool of Shadow) and Shub-Niggurath (as He Who Walks Behind the Rows).

Lusitania

Modern Day Territory: Portugal

Natural Resources: Marble, tin, lead, silver, various agricultural products (especially wine and olive oil)

Major Cities: Emerita Augusta (capital), Felictas Iulia, Scalabis, Pax Iulia

Legion(s): None

Description: Named after the Lusitani, the native people of the region, this province resisted Roman rule for nearly two centuries. They sometimes sided with Carthage in the Punic Wars and weren't finally conquered until the reign of Augustus. The area is still becoming Romanized, with efforts to hasten the process becoming more effective the further one travels south.

Baetica

Modern Day Territory: Andalucía region of southern Spain

Natural Resources: Marble, tin, lead, silver, various agricultural products (especially wine, olive oil, and garum).

Major Cities: Corduba (capital), Gades, Hispalis, Astigi

Legion(s): None

Description: This region retained much of its original tribal

culture, resisting the Celtic influences of its northern Iberian neighbors. It was settled by Phoenicians, but embraced Roman rule much faster and easier than the other provinces of Hispania. Baetica became so Romanized and loyal to the empire that troops were withdrawn (north to Tarraconensis). It is a wealthy province, shipping goods across the Mediterranean. The citizens of Baetica are also upwardly mobile in nature, with freed slaves outnumbering wealthy elites, and the area is also the birthplace of the first provincial emperor, Trajan. The family of the emperor Hadrian is also from Baetica, although he claimed to have been born in Rome.

Tarraconensis

Modern Day Territory: Northern and central Spain

Natural Resources: Marble, tin, lead, gold, cinnabar, pottery, lumber, various agricultural products (especially wine and olive oil)

Major Cities: Tarraco (capital), Nova Carthago, Portus Victoriae, Brigantium

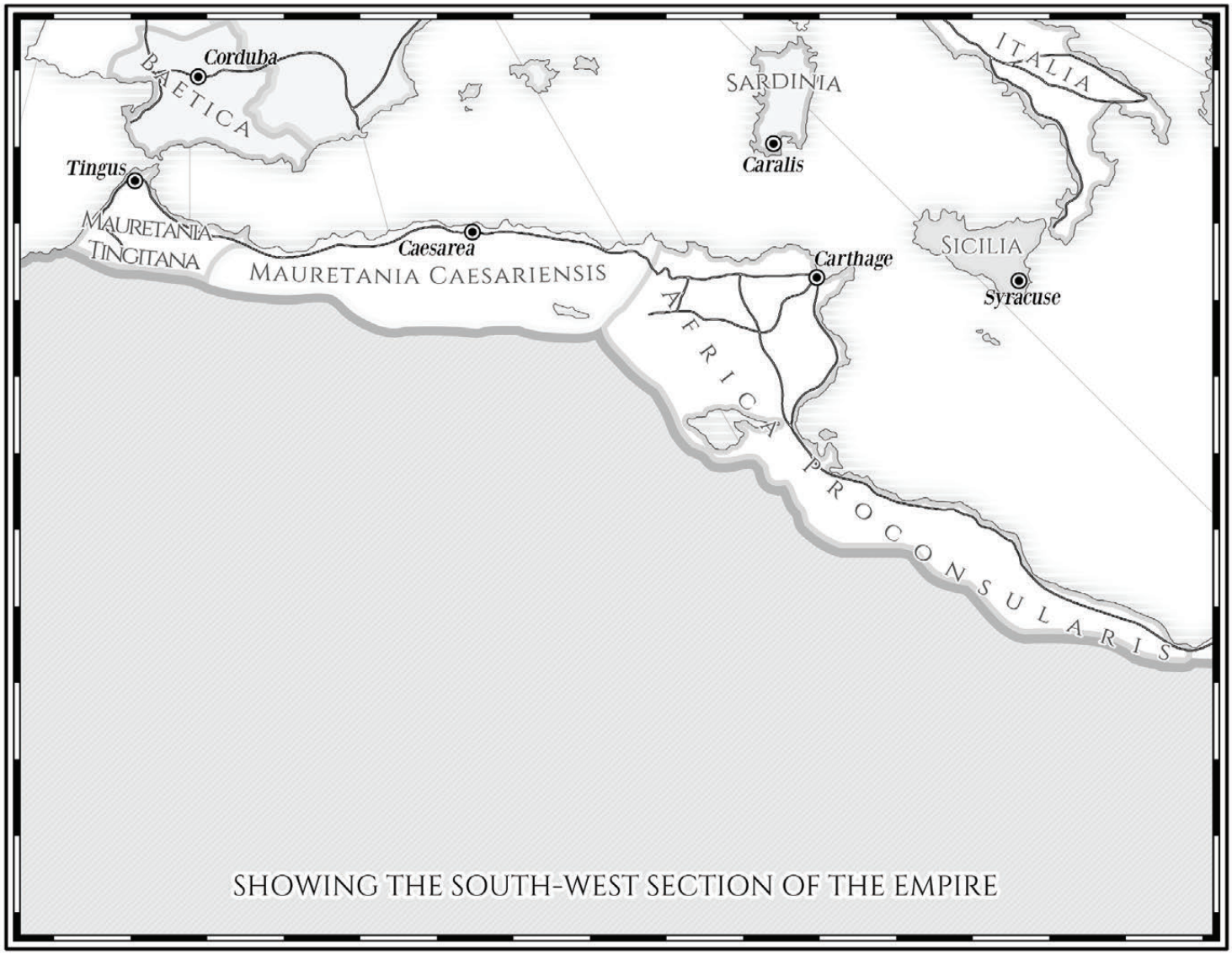
Legion(s): VII Gemina

Description: By far the largest of three Iberian provinces, it has the most complex and important mining operations in the entire empire. This was the last area of Hispania to be pacified, and is home to the only remaining legion stationed on the Iberian Peninsula. While Romanized, the area retains much of its old Carthaginian and Phoenician influences, such as thriving worship of African gods such as Isis, Bes, Osiris, Melqart, and Ba'al.

THE NORTH AFRICAN PROVINCES

Most of these provinces formed what was once the vast and powerful Carthaginian Empire, the Roman Republic's greatest rival for power. With the end of the second Punic War, Carthage was defeated, Rome was victorious, and Rome's growing empire expanded. The exception to this is the most well-known of the North African provinces, Aegyptus, which came into the empire after Augustus' victory over Mark Antony. The fertile lands of North Africa supply the bulk of the grain feeding the populations of Italia, making it of vital importance to the empire. Most of the empire views this region as an agricultural backwater, and is ignorant of the rich and varied people and cultures found here.

Mythos Threats: The ancient centers of Carthaginian and Egyptian power still hold many secrets. Scrolls from lost libraries, forgotten tombs, and ancient temples turn up in



SHOWING THE SOUTH-WEST SECTION OF THE EMPIRE

the hands of both competent sorcerers and the occasional dangerous dabbler, or on the tables of black market merchants. More dangerous creatures from other times, worlds, and dimensions are found roaming these provinces than anywhere else in the empire. The vengeful ghosts of Carthaginian nobles, the restless dead of Egyptian royalty, and the ruins of even older, non-human, civilizations can be encountered in this vast area of the empire.

Mauretania Tingitana

Modern Day Territory: Northern Morocco

Natural Resources: Wool, dye, grain, olive oil, exotic animals

Major Cities: Tingus (capital), Lixus, Volubilis, Rusadir, Valentia Banasa

Legion(s): None

Description: See Mauretania Caesariensis.

Mauretania Caesariensis

Modern Day Territory: Algeria

Natural Resources: Fine lumber, purple dye

Major Cities: Caesarea (capital), Cartennas, Rusgunaie, Saldae

Legion(s): None

Description: The twin provinces of Mauretania are named after the Mauri people (who eventually become known as Moors). After the Punic Wars both territories were part of a single loyal client kingdom of Rome. In 40 A.D., Ptolemy, the last King of Mauretania, was treacherously executed by Emperor Caligula, sparking a four-year war. Once the region was pacified, it was annexed as a province, then divided into two provinces at the Mulcha River, Mauretania Tingitana to the east and Mauretania Caesariensis to the west. The provinces were famous for producing rare and expensive dyes from local sea snails: Tyrian purple and royal blue. The local Mauri people are also well known for producing some of the finest light cavalry troops in the empire. The area is threatened by wandering tribes of Berbers, who grow bolder with each passing year.

Africa Proconsularis

Modern Day Territory: Tunisia, parts of Algeria and Libya

Natural Resources: Agricultural product (such as grapes, figs, olives, corn, and beans), wool, livestock, wine, textiles, marble, timber, pottery

Major Cities: Carthage (capital), Cirta, Tacape, Thapsus, Leptis Magna

Legion(s): III Augusta

Description: Once the center of Carthaginian power, Africa became part of the Roman empire at the close of the Punic Wars. This began as just a way to keep another power from rising to take the place of Carthage in the region. However, as the Romans grew comfortable governing the overseas territory, they embraced the region as a new province. The region became Romanized, and transformed into one of the richest provinces in the entire empire, surpassed only by Egypt, Syria, and the home province of Italia. The area is still a mix of many peoples—Numidians, Mauretanians, Berbers, and Roman. The Punic and Berber languages are spoken alongside Latin. The fertile soil of the province produces a dizzying array of crops, and the region is also famous for its pottery and craft items, especially its clay lamps which can be found in homes across the empire.

BEHOLD THEM, CONQUERORS OF THE WORLD, THE TOGA-CLAD RACE OF ROMANS!

– Augustus

Cyrenaica

Modern Day Territory: Crete and parts of Libya

Natural Resources: Grain, wool, livestock, fruit, and a wide variety of medicinal plants

Major Cities: Gortyn, (Capital), Cyrene, Hesperides, Barca

Legion(s): None

Description: Formally called Creta et Cyrenaica, this province includes the coastal region of northern Africa between Aegytus and African Proconsularius, and the island of Crete. The capital of the province is on Crete. The territory was left to Rome in the will of the last King of Crete, Ptolemy Apion, who died without an heir. Mostly it's a sleepy agricultural backwater, easily forgotten except for two things. First, the region is famous for a number of medicinal plants found here, most importantly silphium, which is used as a contraceptive. Secondly, protests and riots by the Jewish citizens of Cyrenaica sparked a wider rebellion in a nearby province once known as Judea. This devastating four year conflict, which came to be known as The Third Jewish Revolt, left the province in utter ruins. Cyrenaica was so badly depopulated that the government instituted currently ongoing programs of rebuilding and resettlement. Most buildings are less than 10 years old, and the majority of residents are recent arrivals.

Aegyptus

Modern Day Territory: Egypt

Natural Resources: Grain (and plenty of it)

Major Cities: Alexandria (capital), Paraetonium, Memphis, Thebae, Pelusium

Legion(s): II Traiana, XXII Deiotariana

Description: This province was once ruled by pharaohs, and later was part of the Ptolemaic Kingdom, founded by Alexander the Great. After the defeat of Mark Antony and Queen Cleopatra VII, it became one of the wealthiest and most important parts of the empire. Technically it is not a province, but a personal possession of the sitting emperor, and no one of senatorial rank is allowed to visit the region without the emperor's permission (which may require a formal written request, likely answered by one of many imperial clerks). The fabulous wealth of the region comes from its extremely fertile farmlands along the Nile and incoming goods from the far eastern lands beyond the empire (such as India and China). The capital, Alexandria, remains one of the greatest centers of culture, science, and art in the world. Unfortunately, taxes are not well collected here, and the local authorities are often accused of being corrupt and ham-fisted. This leads to near constant unrest, a general anti-Roman sentiment among the locals, and a seemingly never-ending series of uprisings.


SHOWING THE EASTERN SECTION OF THE EMPIRE
DACIA
Ulpia Traiana Sarmizegetusa
Tomis
MOESIA SUPERIOR
MOESIA INFERIOR
Naissus
THRACIA
BITHYNIA ET PONTUS
MACEDONIA
Perinthus
Nicomedia
Thessalonica
Ancyra
Caesarea
Buthrotum
EPIRUS
ASIA
GALATIA
CAPPADOCIA
ACHAEA
Ephesus
LYCIA ET PAMPHYLIA
Attalia
CILICIA
Tarsus
Antioch
Corinth
SYRIA
Gortyn
CYRENAICA
PALESTINA
Aelia Capitolina
Alexandria
ARABIA
Petra
AEGYPTUS

THE EASTERN PROVINCES

The provinces of the eastern empire are places of fabulous wealth, trade, and culture, but also to those of devastation, corruption, and war. This area is where the Silk Road enters the empire, bringing merchants with a wide array of goods from the Far East. People from many different lands, speaking many different tongues, worshipping many different gods, gather to conduct business in the busy markets of the eastern empire. Much of Rome's wealth is generated here, but most Romans find the region questionable at best, with too many strange corrupting influences leading people astray. This is also a militarized area, for much of the region shares a border with the Parthian Empire, a long-standing rival to Rome's power. Five Roman legions are stationed here, watching the Euphrates River for any signs of Parthian aggression. But even without foreign invasion, portions of the east are still slowly recovering from the devastation of the Third Jewish Revolt.

Mythos Threats: The Mythos threats to the east are subtler, and more dangerous, than those found in most other places of the empire. Here, zealots make pacts with dark gods in hopes of bringing devastation to their enemies. Sinister entities grant wishes, knowledge, and power to mortals foolish enough to make bargains with them. Philosophers and scholars unlock the secrets of time, space, and reality, expanding their consciousness with rare and dangerous eastern drugs. Artists, poets, dreamers, and those looking to lose themselves to the pleasures of the east all too easily find their way to another world, a dead city beside a lake, kneeling before a mysterious alien king clad in gold robes of tattered silk.

Arabia

Modern Day Territory: Parts of Egypt, Palestine, Israel, Jordan, Syria, and Saudi Arabia

Natural Resources: None of note, but a major center of trade and imports

Major Cities: Petra (capital), Aqaba, Bostra, Kanatha, Madaba

Legion(s): III Cyrenaica

Description: This province is one of the newer additions to the empire, annexed about 20 years ago, during the reign of Trajan. While mostly deserts, sparsely populated, and with limited natural resources, the territory is important because it allows Rome to control all eastern trade routes into and out of the empire, and closes a small defensive gap with the Parthian Empire. Compared to other regions of the Roman Empire, the people of Arabia seem to be embracing their position as a province. This allows the legion stationed here to focus on Parthian forces beyond the border rather than on maintaining order and rooting out insurrection.

Palestinia (Formerly Judea)

Modern Day Territory: Israel, Jordan, Lebanon, Palestine, Syria, Turkey

Natural Resources: Slaves (mostly prisoners of war and captives)

Major Cities: Aelia Capitolina (formerly Jerusalem, capital), Joppa, Samaria, Gaza

Legion(s): X Fretensis, VI Ferrata

Description: Brought into the empire in the waning years of the republic as the province of Judea, the region proved to be one of the most unstable of the empire. After three major revolts, the entire force of the Roman Empire, thought to be about fifteen legions, were finally brought in to settle the issue once and for all. What followed was a war marked by great brutality on both sides. In the end, the empire was victorious, all resistance was crushed, and little was left of the province or its people. Rome's famous orator Tacitus once said of this region, "and where they make a desert, they call it peace." Today, the region has been renamed Palestinia, and even after nearly a decade, much of the province remains depopulated and in ruins. As in Cyrenaica to the east, efforts at reconstruction and resettlement are ongoing, but with far less successful results.

Syria

Modern Day Territory: Lebanon, Syria, Turkey

Natural Resources: Grain, fruit, lumber, wool, textiles, pottery, glass, and rare dyes, in addition to being a major center of trade and imports

Major Cities: Antioch (capital), Beroea, Laodicea. Gabala, Salamiyah

Legion(s): III Gallica, IV Scythica, XVI Flavia Firma

Description: Conquered by Pompey in 64 B.C during the Third Mithridatic War, Syria was one of the earliest provinces added to the empire and became the unofficial capital of the eastern Roman Empire. It is a huge trading center and the transfer point for most far eastern trade running into and out of the empire. Its markets are legendary for the wide variety of exotic goods, second perhaps only to Rome's. Syria is an extremely tolerant place, with a dizzying array of languages spoken, religions practiced, and cultures merging in new, exciting (and sometimes dangerous) ways. It is one of the most militarized provinces in the empire, as it shares a border with the Parthian Empire and is responsible for stopping eastern invasion. At least three, and sometimes more, legions are stationed here. Syria has a reputation across the empire for being a city of vice, moral corruption, and dangerous foreign influences.

THE ANATOLIAN PROVINCES

Roman involvement in Anatolia (Asia Minor) began during the Second Punic War, when Carthage forged an alliance with the kingdom of Macedonia. With victory over Carthage, Rome slowly began to acquire more territory in the region. After three major wars (the 1st, 2nd, and 3rd Mithridatic Wars) and a bloodless territorial annexation after the death of King Amyntas, Tetrarch of the Trocmi, the entire region came under Roman control. Since the defeat of the Cilician pirates by Pompey in 66 B.C., nearly two centuries ago, the region has enjoyed peace and stability—if you don't include civil wars.

Mythos Threats: Many Mythos creatures roam the wilds of Anatolia, as much of the region is mountainous and difficult to reach. Lamias and daughters of the Lamia (called yuxa and ubir and/or mhackay), centaurs (yaryond), dryads (irishi), ghouls

EVERY CALAMITY IS TO BE OVERCOME BY ENDURANCE.

– *Virgil*

(hortlak), hydrae, merfolk (susulu), minotaurs (yarbogha), and nightgaunts (shurala) can all be found here. There are many cults dedicated to Cybele/Magna Mater (a mother goddess of the earth), as this is where her worship began. Unfortunately, many of these cults have been corrupted and subverted into the worship of other, darker deities, such as the Outer God Shub-Niggurath. Lone worshippers of such deities, insane and dangerous, live as hermits in deep forests or high in the mountains, their frightening appearance and dark deeds giving rise to tales of witches, nightmare hags, and demons.

Cappadocia

Modern Day Territory: Northeastern Turkey

Natural Resources: Wheat, fine horses, and mules

Major Cities: Caesarea (capital), Amaseia, Tyama, Muskara

Legion(s): XV Apollinaris, XXII Fulminata

Description: This province is framed by the Taurus Mountains in the south and Pontus Euxinus (aka the Black Sea) to the north. Cappadocia was once an enemy to Rome and later an allied client kingdom, and then became part of the empire after the death of its ruler, King Archelaus, early in the reign of Tiberius (17 A.D.). The province shares a border with the Kingdom of Armenia, marked by the upper Euphrates River. Armenia is a buffer between Roman territory and the Parthian Empire, and for this reason, two legions are stationed here. While mostly mountainous, eastern Cappadocia has fertile pasturelands, producing some of the finest horses and mules in the empire. The province also contains several underground cities.

Cilicia

Modern Day Territory: Turkey

Natural Resources: Livestock, olives, grain (millets), sesame, copper (Cyprus)

Major Cities: Tarsus (capital), Adana, Corycus, Mallus, Rhosus / Papos, Salamis (Cyprus)

Legion(s): None

Description: This province covers long stretches of the Mare Nostrum (Mediterranean Sea) and the entire island of Cyprus. It was once the home of the infamous Cilician pirates; parts of this province were slowly claimed by the Roman Republic in an effort to end their threat to regional trade. Pompey the Great finally ended their power in 66 B.C. and made the entire area a province. Today, Cilicia is a center for shipping, and has productive pasturelands for cattle and goats. Meanwhile, the island of Cyprus has its own bit of dark history. It was a major front in the Kitos War (the 2nd Jewish War), when the island fell under control of rebel forces. While in Jewish hands, a massacre of 240,000 non-Jewish Cyprian Greeks and Romans took place. Rome soon reconquered the island and passed laws banning Jews from living on Cyprus.

Lycia Et Pamphyila

Modern Day Territory: Southern Turkey

Natural Resources: Lumber, limestone, olives, as well as being a center of maritime trade.

Major Cities: Attalia (capital), Myra, Cremna, Perge, Trebena

Legion(s): None

Description: Once two provinces, Lycia and Pamphyilia, both were merged into one administrative area under Vespasian in 74 A.D. The region has a long history of foreign rule—the Persians, Greeks, and Egyptians all controlled the region at one time or another. Later, the area was dominated by pirate warlords until they provoked the Romans one time too many and were crushed. Once Rome took control and enforced its rule, Lycia Et Pamphylia began to flourish. The area is peaceful, benefiting from Roman public works, and growing wealthy from maritime trade. Unfortunately, a devastating earthquake has recently hit the region (primarily in Lycia, in 141 A.D.) and the province is having a difficult time recovering.

Galatia

Modern Day Territory: Central Turkey

Natural Resources: Slaves

Major Cities: Ancyra (capital), Tavium, Lagania, Pessinus

Legion(s): None

Description: The high plateaus of Galatia dominate central Anatolia. The province's name means "Gaul of the East", as the area was settled by migrating nomadic Gauls who retained much of their culture and appearance, albeit with strong Greek influences. The tribes of Galatia at first resisted Roman rule during the Mithridatic Wars, but became an allied client kingdom of the Roman Republic in 63 B.C., after the victory of Pompey the Great. In 25 B.C., the last king of Galatia died, and Emperor Augustus formally annexed the kingdom as a province of the empire. Today, the region is a quiet backwater province, with few natural resources. As the region does little to draw attention to itself, it has become a major stronghold of the cult of Christianity.

Bithynia Et Pontus

Modern Day Territory: Northern Turkey

Natural Resources: Coal, grain, wine, lumber, honey, fruit, wax, and a trading center

Major Cities: Nicomedia (capital), Prusa, Chalcedon, Amaseia

Legion(s): None

Description: The provinces of Bithynia and Pontus are now combined as one administrative district. Pontus was once a bitter enemy of Rome (during the Mithridatic Wars), while Bithynia was a friendly client kingdom, but now they are a single wealthy province on the southern coast of Pontus Euxinus (the Black Sea). Pontus is dominated by fertile valleys, while Bithynia has dense forests and is situated on the crossroads linking the western and eastern halves of the empire. The area is very wealthy because of the trade routes flowing through it. However, the local government tends to be poorly managed and rife with corruption.

Asia

Modern Day Territory: Western Turkey

Natural Resources: Wine, grain, olives, textiles, dyes, salt, craft items, and a trading center

Major Cities: Ephesus (capital), Pergamum, Lepedus, Nysa

Legion(s): None

Description: The region was at times controlled by Greece or

Syria, so it cultivated an alliance with the Roman Republic for protection. Such relationships usually led to the entire region eventually being absorbed by the Romans, and this case was no exception. With Pompey's victory in the Mithridatic Wars, Asia formally became a Roman province. Today the region is both stable and prosperous, with a sophisticated cultural mix of Roman, Greek, and Syrian influences. Asia contains the second and third most important libraries in the empire, the Library of Pergamum in the city of Pergamum, and the Library of Celsus in the capital of Ephesus. Asia is also where the Cult of the Caesars, the worship of deified Roman rulers and their family members, was strongest.

THE HAEMUS PENINSULA PROVINCES

This region is framed to the north by the Danube River, Pontus Euxinus (the Black Sea) to the East, and the former Greek kingdoms to the south. With the recent addition of Dacia to the empire, portions of this border extend north of the Danube. The Haemus Peninsula (today commonly called the Balkan Peninsula or just the Balkans) gets its name from the legend of the Thracian King Haemus. He vainly compared himself and his wife to Hera and Zeus, and for this prideful boast, both were cursed and turned into mountains. Much of this mountainous region is dominated by the militarized northern border guarding against hostile and envious Germanic tribes. The area is a mix of many regional and cultural influences, such as Grecian, Roman, Eastern, and Germanic.

Mythos Threats: In the mountains and forests of the Haemus Peninsula are many otherworldly and terrifying creatures. Populations of cyclopes (likho), mi-go, miri nigri (karzelek), and voor (called morioi) can all be found here. Dryads grow in many deep forests, and harpies and sirens (both races are called alkonost) hunt prey along the steep mountainsides. Lamias, children of the Lamia, and a possibly connected race called the stregoi, can also be found here seducing and preying upon humans for their blood. The shapeshifting vucari (werewolves) also hunt humans here, while they infiltrate towns and villages across the region. Covens of witches serve one of the many masks of the Outer God Nyarlathotep, here a dark god of death called Crnobog. Lastly, two Lesser Other Gods are active here, the Samca (a murderous long-haired nude hag) and the Pafa (another hag-like creature, with a long black tail, tusks, and horns).

Thracia

Modern Day Territory: Bulgaria, Greece, Turkey
Natural Resources: Timber, small deposits of gold, silver, copper, and iron
Major Cities: Perinthus (capital), Hadrianopolis, Serdica, Trianopolis
Legion(s): None
Description: This rugged country is thought to be the home of Spartacus, the gladiator and outlaw slave who led the Third Servile War. Originally controlled by the Roman Republic as a buffer zone to Macedonia (which lies to the south of here), it is now a proper province (as is Macedonia). The native tribes of Thracia, such as the Bisaltae, Cireli, Madei, Sinitias, and Triballi, are known for being fiercely independent and mostly hostile to one another, which is part of why the region fell so easily under Roman control.

Moesia Inferior

Modern Day Territory: Northern Bulgaria, portions of Romania
Natural Resources: Grain, fruit, livestock, timber, in addition to being a trading center
Major Cities: Tomis (capital), Odessus, Novae, Marcianopolis
Legion(s): I Italica, XI Claudia, V Macedonica
Description: See Moesia Superior.

Moesia Superior

Modern Day Territory: Central Serbia, and Northern Macedonia
Natural Resources: Gold, silver
Major Cities: Naissus (capital), Singidunum, Viminacium, Bononia
Legion(s): IV Flavia Felix, VII Claudia
Description: These provinces hug the banks of the Danube in the north. Moesia Inferior also borders Pontus Euxinus (Black Sea) to the west. The opposite bank of the Danube marks the start of barbarian territory, home to tribes of hostile and envious Germans, ever gazing southward. This makes Moesia Inferior and Superior both key defensive provinces of the empire's northern border. Four, and sometimes more, legions are stationed here at all times. The entire area became a single province in the early days of the empire, and was later split into two administrative zones to make the area more responsive to German attack.

Moesia Inferior ("Inferior" because it rests on the lower Danube River) has rich fertile soil, giving it good farmlands and pastures, while its access to the Black Sea and the mouth of the Danube makes it a major trading center. Moesia Superior ("Superior" because it rests on the upper Danube River), has recently lost its status as a border province, with the acquisition of Dacia to the north. This makes the people of Moesia Superior very happy, as their lives are considerable more secure now. More rugged than their sister province downriver, Moesia Superior is blessed with both gold and silver mines.

Subdivided Provinces

The provinces of Germania, Moesia, and Dacia have been subdivided into separate administrative zones for military and political reasons, turning the original province into two or three smaller provinces. This division allows each of the newer provinces to have its own governor, possessing the authority to quickly take command of the military in times of crisis. The provinces are usually renamed with a geographical identifier, e.g., to indicate which of two newer provinces is located higher (upstream) or lower (downstream) on the course of a particular river; "Superior" and "Inferior" may be used idiomatically.

Dacia or Dacia Traiana (Dacia Inferior, Dacia Superior, Dacia Porolissensis)

Modern Day Territory: Romania, Serbia
Natural Resources: Gold, silver, grain
Major Cities: Ulpia Traiana Sarmizegetusa (capital), Napoca, Apulum, Romula

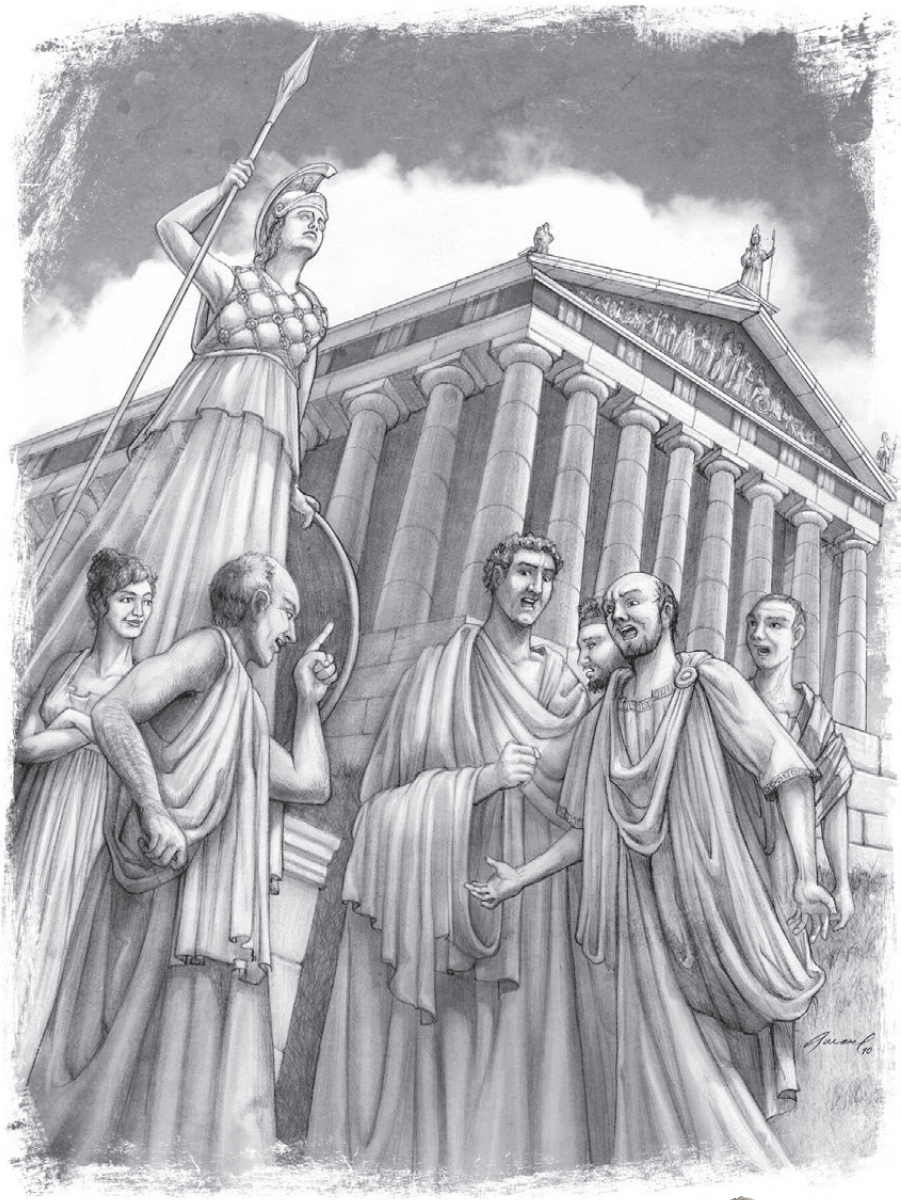
Legion(s): XIII Gemina

Description: One of the newest provinces added to the empire, conquered by Trajan in 107 A.D., Dacia is the only Roman territory held north of the Danube River. It is a mostly mountainous region, surrounded by hostile lands on three sides, and efforts at Romanizing the local people are having mixed results. This makes Dacia dangerous ground to hold, but the empire does it for a very important reason. Dacia possesses very rich gold and silver mines, which have given the empire's economy a large boost for the last four decades. To make Dacia more easily managed during a crisis (i.e., an uprising, an invasion, or both), the province was split into two and then three administrative districts in 118 A.D. and 124 A.D. respectively. The Romans still refer to the entire region as Dacia, although sometimes as Dacia Traiana (The Three Dacias).

THE GREEK PROVINCES

Rome long admired and emulated Greek culture, but that didn't make the city states of the Achaean League immune to Roman expansion. With a victory at the battle of Corinth in 146 B.C., the last battle of the 4th Macedonian War, all of the Greek peninsula and the islands of the Aegean and Ionian Seas fell under Roman control. Today the once mighty Greek city states are divided into three provinces: Macedonia, Epirus, and Achaea. While still an important center of culture, learning, and the arts, the true glory days of the region are behind them. Even after nearly three centuries of Roman rule, many Greeks still wonder how they were ever conquered by the unsophisticated brutish Romans. However, the Greeks keep this opinion to themselves, especially in Macedonia, which suffered widespread destruction during nearly a century of war with Rome. Greece is a popular tourist destination, a wealthy center of trade and learning.

Mythos Threats: It is not an accident that the cradle of western civilization began on the Greek Peninsula, as it was the location of over a dozen ancient pre-human cities. Today, one can still find ruins of ancient Hyperborean, Lomarian, and Izdonarii cities, tombs, temples, libraries, and laboratories. Many strange creatures, former slave races and beasts of burden of these ancient civilizations, can be encountered across Greece, such as centaurs, Cerberus hounds, cyclopes, giants, gorgons, harpies, hydrae, lamias, minotaurs, and countless others. Worse still, as these ancient civilizations began to collapse, their most powerful citizens grew desperate; tapping into fearsome powers and dabbling in advanced sciences they barely understood, made pacts with powerful entities they could not control (or trust), and floundered through complex rituals involving time and the fabric of reality, often with disastrous results. Today, there are weak points in the fabric of time and space, fissures between the waking world and the Dreamlands, and wormholes leading to other worlds, the distant past, and the cold void of space. Worst of all, many of these places have been documented. Over the years, seers, mystics, magi, and madmen often tried to control these things, attracting hounds of Tindalos and even Aforgomon, the Lord of Time, an incredibly powerful avatar of the Outer God Yog-Sothoth.



Macedonia

Modern Day Territory: Greece, Albania, Bulgaria, Macedonia

Natural Resources: A center for trade, iron, timber, copper, gold, resin, and hemp; as well as skilled (both free and slave) artisans, doctors, and teachers

Major Cities: Thessalonica (capital), Dyrrachium, Pharsalos, Philippi

Legion(s): None

Description: This region was the center of worst fighting of the Macedonian War. Devastated during the conflict, its recovery was quite slow. However, once Roman roads (the best in the world) linked the province to the rest of the empire, the region quickly recovered its former glory. Today, Macedonia is a popular tourist destination and a wealthy trading center, well known for its skilled artisans, high quality crafts, and beautiful port cities.

Epirus

Modern Day Territory: Western Greece

Natural Resources: Livestock, cheese, wine, fruit, olives, oils, as well as maritime commerce

Major Cities: Buthrotum (capital), Byllis, Dodona, Nicopolis

Legion(s): None

Description: This rugged province lies on the eastern coast of the Mare Ionium (the Ionian Sea,) west of the Italian peninsula. This area was one of the first Greek territories absorbed into the empire, as the Roman Republic captured this coastal region in an effort to control piracy. It managed to stay neutral during the 1st and 2nd Macedonian Wars, and split loyalties in the 3rd, with part of the kingdom fighting for Rome and the other siding with the Achaean League, with disastrous results. After Rome's victory, the region was firmly in Roman control. Today, it is a wealthy, stable province whose fortunes are tied to the sea, as its many port cities service the shipping routes leading between the eastern and western (most especially Italia itself) empire. The region is also famous for being the birthplace of one of Rome's greatest enemies, King Pyrrhus of Epirus, for whom the term "Pyrrhic victory" (a military victory attained at such high cost that it is just as damaging, if not more so, as a defeat) was coined.

Achaea

Modern Day Territory: Southern Greece

Natural Resources: Tin, copper, lead, olives, textiles, cosmetics, pottery, furniture; skilled artisans, doctors, and teachers (both free and slave)

Major Cities: Corinth (capital), Athenae, Patrae, Sparta, Delphi

Legion(s): None

Description: After the Roman victory over the Achaean League, the city states of Southern Greece could not understand, or accept, their defeat. They joined King Mithridates of Pontus in an effort to expel Roman influence, embroiling the Greeks in a quarter century of conflict ending in defeat at the hands of Pompey the Great. Much of the region was then sacked. It took decades to recover, but eventually did so, thanks to the kindness, generosity, and favor of Emperor Hadrian. Today, much of the province is enjoying its economic recovery and cultural revival. However, it is bittersweet and, to many, just bitter. While cities such as Athens were once the unrivaled center of culture, trade, learning, and power in the western world, they can no longer rival cities such as Rome, Antioch, or Alexandria.

THE ILLYRIAN PROVINCES

The kingdom of Illyria was once a coalition of fierce independent tribes resisting the Greek nations of Sparta and Macedonia during the Peloponnesian War. When the coalition broke down, and the growing Roman Republic started expanding, the Illyrians' fortunes changed. The northern part of the kingdom (Pannonia) was conquered, and the southern section of the region (Dalmatia) allied itself with Rome. Eventually, Pannonia rose in revolt against their Roman masters, and Dalmatia joined in the effort to regain freedom. The Great Illyrian Revolt ended in defeat, and the region has since been a thoroughly Romanized and fiercely loyal part of the empire. However, the Illyrian warrior traditions never faded, but refocused from fighting against the empire to defending it. Today, the region is one of the best recruitment grounds for the Roman legionaries. This is very fortunate for the Roman Empire, because the Illyrian provinces stand at the crossroads of the empire, the gateway to the western and eastern empire, while guarding the northern border against barbarian invasion.

Mythos Threats: High in the mountains and deep in the forests of Illyria are ancient monuments dedicated to dark gods, once worshipped by the pre-human civilizations of Hyperborea, Izdonar, and Lomar. Cults worshipping the Great Old Ones Abhoth, Gol-Goroth, and Tsathoggua, and the Outer God Yhoundeh are active in this region. Hairy and savage voormis still haunt the most remote mountains and deep caves across the region. Scions of Tsathoggua (called Sarkany), fosterlings of Gol-Goroth (called vodyanoy), and hunting horrors (called dragons, or sometimes turul) are less common, but are still sometimes stumbled upon by the unlucky.

Dalmatia

Modern Day Territory: Serbia, Albania, Croatia, Kosovo, Montenegro, Bosnia and Herzegovina

Natural Resources: Gold, iron, silver, soldiers

Major Cities: Salona (capital), Kastela, Onaeum, Narona

Legion(s): None

Description: This rugged province dominates the eastern coast of Mare Adriaticum (the Adriatic Sea) and reaches up into the mountains of the Dinarides (the Dinaric Alps). The area has productive gold, silver, and especially iron mines. It is a peaceful region of the empire, nestled south of the militarized provinces of Pannonia Inferior and Moesia Superior. It is a popular location for legionaries stationed along the Danube to take leave or recuperate in after being wounded in the service of the empire.

Pannonia Superior

Modern Day Territory: Austria, Croatia, Hungary, Slovakia, Slovenia

Natural Resources: Soldiers, iron, silver, oats, barley, beer, timber, hunting dogs, wild game

Major Cities: Carnuntum (capital), Savaria, Vindobona, Poetovio, Aquae Balissae

Legion(s): X Gemina, XIV Gemina

Description: See Panonnia Inferior.

Pannonia Inferior

Modern Day Territory: Croatia, Hungary, Serbia, Bosnia, and Herzegovinia

Natural Resources: Soldiers, iron, silver, oats, barley, beer, timber, hunting dogs, wild game

Major Cities: Aquincum (capital), Mursa, Cuccium, Sirmium

Legion(s): I Adiutrix, II Adiutrix

Description: The sister provinces of Pannonia guard the Danube River, the empire's northern border, from the hordes of Germanic barbarians on the other side. Both provinces are very militarized, with two legions stationed in each. Pannonia Superior is the more north and western of the two provinces, while Pannonia Inferior lies further east and southerly of the



two. The region has greatly benefited from Hadrian's rule, as he ordered a general strengthening of the region, with improvements in the roads and area fortifications.

THE ALPINE PROVINCES

The mountainous regions directly north of the home province of Italia, the Alps, were once home to proud and warlike tribes. At first these tribes, the Rhaeti and Norici, entered into peaceful co-existence as client kingdoms of the Roman Republic. In return for guarding the northern border of Italia, the tribes were left to govern themselves. However, both tribes sided with the Illyrians in the Great Illyrian Revolt of 16 A.D., and sealed their fate. Their territory was quickly conquered and annexed into the Roman Empire, eventually being partitioned into two provinces, Noricum and Raetia. Today, they are lightly militarized provinces, tasked with safeguarding the trade routes and communication lines into and out of the Province of Italia. They are known for producing excellent cheese, outstanding wine, and some of the finest weapons in the empire. While they have regiments of auxiliary troops, no true legion is stationed here, although that may change soon. There are rumors (which happen to be true) that the current emperor, Antoninus Pius, may soon station a legion in Noricum to reinforce the northern border against a possible invasion from the far side of the Danube River.

Mythos Threats: The mountains of the Alps are home to several Mythos creatures. Basilisks, while uncommon, do turn up here from time to time, and woe to any who stumble upon them! Voor are found living in the deep earth (called Hillfolk or dwarfs), and strange half-serpent half-cat creatures called Tatzelwurm (exactly what these are remains unknown) and dragons (likely hunting horrors). But the most dangerous Mythos threats here are the various cults dedicated to the Great Old One Ithaqua.

Noricum

Modern Day Territory: Austria, Slovenia

Natural Resources: Salt, gold, iron, steel, finely crafted weapons, soldiers

Major Cities: Noreia (capital), Aguntum, Claudium Virunum

Legion(s): None, as of yet...

Description: Former home of the Norici people, this mountainous province has poor soil for producing crops. However, the iron beneath that soil is used to create some of the finest steel and steel weapons in the entire empire. Noric swords were rare treasures among soldiers; family heirlooms to be cherished and passed down through generations. Noricum is also a fertile recruitment region for the Roman Legions, thanks to the proud martial traditions of the Norici.

Raetia

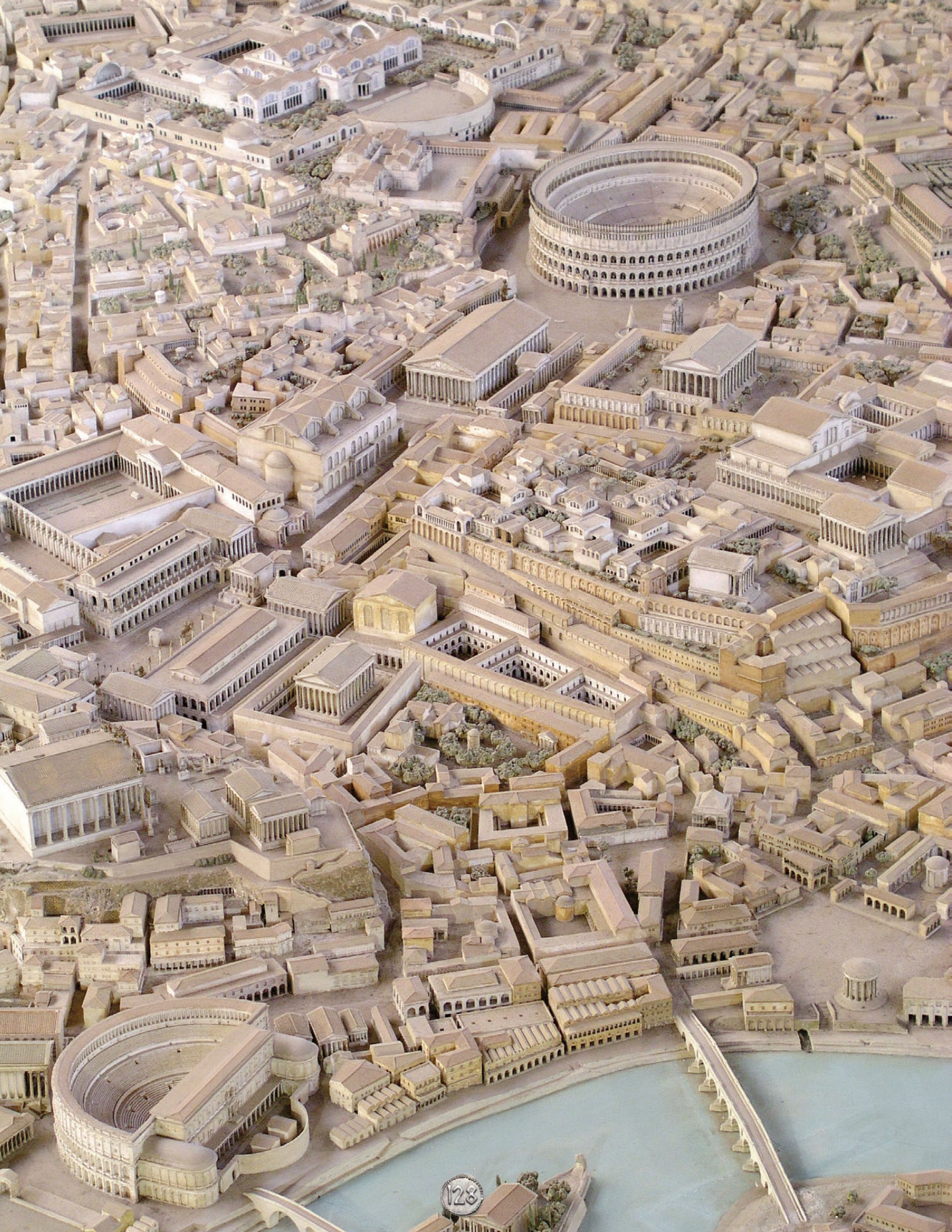
Modern Day Territory: Switzerland

Natural Resources: Cheese, pitch, honey, wine

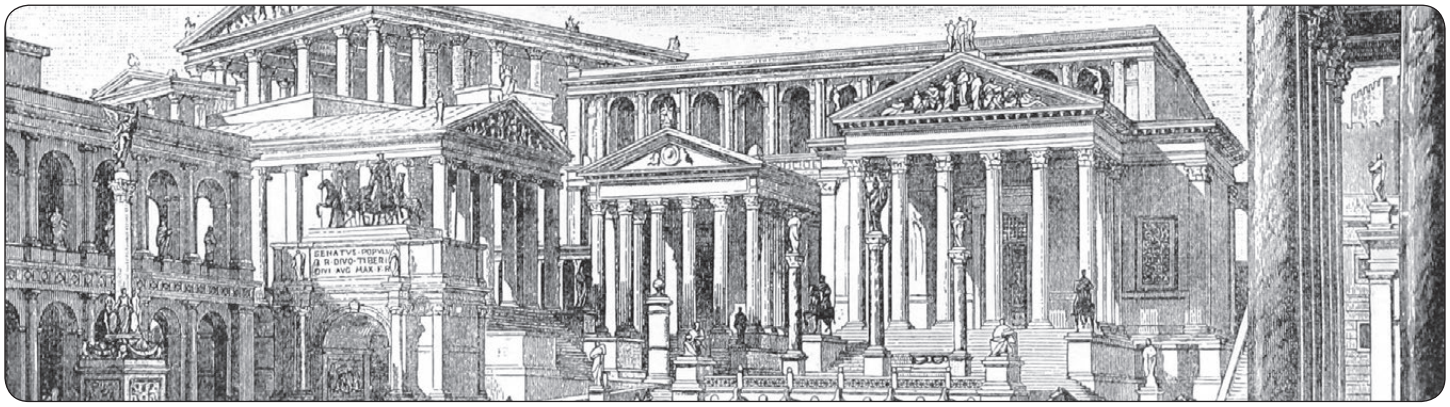
Major Cities: Augusta Vindelicorum (capital), Castra Regina, Oscela, Veldidena

Legion(s): None

Description: Raetia paid a much heavier price for their disloyalty than neighboring Noricum. Economically struggling, and lacking the mineral deposits of Noricum, the province gets by on producing a few outstanding products, such as exceptional wines and cheese. Raetia is also part of the Limes Germanica, with a number of military bases and forts lining the southern bank of the Rhine.



CHAPTER 12:
A VERY BRIEF TOUR OF
THE CITY OF ROME



This will be the briefest of tours of Rome, the capital of the empire. An entire book, twice this size, would be needed to cover the great city with any sort of justice. Throughout, we use Roman leagues and give the equivalent in modern miles.

The capital of the Roman Empire, Rome began as a city state, built on some hills overlooking the eastern banks of a bend in the Tiber River. Today, it is a vast city, home to over 800,000 people, and the administrative center of a vast, multinational empire. Goods from countless regions flood into the city each night, filling the countless markets, stores, and shopping districts.

Rome is a city of many temples, theaters, racing tracks, bathhouses, and brothels. It is a city of warehouses and workshops, filthy slums and royal palaces, opulent villas and crowded tenements. People from every province in the empire are here, as are those from even beyond the empire's borders, and those who were born here, may well die here, and never once travel beyond the city limits. The streets are filled with performers and beggars, beckoning prostitutes, lecturing philosophers, orating priests and priestesses, food vendors, pickpockets, citizens, slaves, and dangerous sinister things which only seem human.

Rome can be many things to many people. It can be a glorious metropolis filled with countless wonders, but it can also be a cold, lonely place filled with hardship, corruption, and cruelty. To those who know more than they should, it is a place of danger, darkness, and horror, filled with lurking shadows, servants of alien gods, deathless sorcerers, and creatures from legend and nightmare. It is all these things and more, all at once, every day and night. So keep an eye on your purse, watch where you step, be careful you don't get run down by a delivery cart, and enjoy your stay.

ROADS

While the idiom "All roads lead to Rome" won't come into use for many centuries, it certainly seems true. Most Roman roads radiate from the capital like the spokes on a wheel, with some traveling to the far ends of the empire. Currently, fifteen different roads start (or end, depending on whether you are coming or going) in Rome. These are:

1. ***Via Appia:*** Queen of the Long Roads, The Appian Way, leading to southeastern Italia. This is where parades enter the city.
2. ***Via Ardeatina:*** a short 17 league (about 25 mile) road leading to the town of Ardea
3. ***Via Asinaria:*** A main access road leading south
4. ***Via Aurelia:*** A north-running road following the eastern coast of Italia
5. ***Via Collatina:*** A road running east into central Italia, leading to the town of Collatia
6. ***Via Cornelia:*** An east-west road that hugs the Circus of Nero, crossing the Tiber at the Pons Neronianus (Nero's Bridge) and leading to a large pyramid-shaped tomb called the Meta Romuli
7. ***Via Flaminia:*** A road running northeast through the Tiber River Valley to the coast of Mare Adriaticum (the Adriatic Sea)
8. ***Via Labicana:*** An east-southeast road
9. ***Via Latina:*** A southeastern road running 90 leagues (135 miles), known for being lined with many large cemeteries
10. ***Via Nomentana:*** A northeastern road running 10 leagues (15 miles) to the town of Nomentum
11. ***Via Ostiense:*** A southwesterly road running 14 leagues (21 miles) to the port of Ostia
12. ***Via Salaria Nova:*** The salt road, running 109 leagues (about 164 miles) to Castryn Truentinum, a port on Mare Adriaticum
13. ***Via Tiburtina:*** The southernmost of the roads linking Rome to Mare Adriaticum, a 90 league road (135 miles) running east-northeast to the port of Aternum
14. ***Via Tiburtina Vetus:*** A road running northeast
15. ***Via Tusculana:*** A short 10 league (15 miles) road running southeast to the city of Tusculum, a popular place for the wealthy who want homes within a short distance of the capital


THE CITY OF
ROME
C. 125 AD
REGIONS OF ROME
I. Porta Capena
II. Caelimontium
III. Isis & Serapis
IV. Templum Pacis
V. Esquiliae
VI. Alta Semita
VII. Via Lata
VIII. Forum Romanum
IX. Circus Flaminius
X. Palatium
XI. Circus Maximus
XII. Piscina Publica
XIII. Aventinus
XIV. Transtiberim
FORUM ROMANUM
a. Temple of Jupiter
b. Temple of Concord
c. Temple of Saturn
d. Senate House
e. Milliarium Aureum
f. Temple of Vesta
g. House of the Vestals
i. The Pantheon
ii. Baths of Agrippa
iii. Temple of Isis & Serapis
iv. Theatre of Marcellus
v. Trajan's Forum
vi. Trajan's Market
vii. Colosseum
viii. Baths of Titus
ix. Baths of Trajan
x. Macellum Liviae
xi. Circus Maximus
xii. Macellum Magnum
xiii. Imperial Palace
Quirinal
Viminal
Capitoline
Esquiline
Palatine
Caelian
Aventine
Tiber River
Tiber Island



CEMETERIES

It has long been illegal for burials to take place within the city of Rome. The only exceptions are for the tombs of emperors, vestal virgins, and members of the Valerian family (who never make use of their exemption). This is why the roads leading into the city are lined with numerous tombs and cemeteries. Massive ornate tombs, owned by wealthy families, stand beside modest communal tombs owned by trade guilds and burial clubs for their members, as well as very simple structures owned by working class families. While cremation remains the most popular form of disposing of human remains, burial is slowly growing in popularity, welcome news to packs of ghouls living below these cemeteries.



THE REPUBLICAN WALL

Also called the Servian Wall, this ancient wall, standing for over 500 years now, once completely surrounded the city. This defensive barrier stands about 32 feet high and a dozen feet wide, forming a roughly oval ring which is 5 leagues (7 miles) in circumference. It was once a vital defensive measure, but the Italian Peninsula was pacified and the empire grew around it. Today, the wall is no longer necessary, although it is still maintained.

Today (in the 140s), much of the city lies beyond the Republican Wall, as the city has nearly doubled in size since the wall's construction. The wall divides Rome into an inner city and an outer one, and it encloses all seven of the city's hills, with an opening at the bend of the Tiber River. Only seven of the fourteen regions (see below) lie within the city's wall. The wall can be crossed by any of the sixteen gates, called Porta.

Gates in the Republican Wall

These sixteen gates are listed in clockwise order, starting with the northernmost Porta.

1. Porta Collina
2. Porta Viminalis
3. Porta Esquilina
4. Porta Querquetulana
5. Porta Caelimontana
6. Porta Capena
7. Porta Naevia
8. Porta Rauduscula
9. Porta Lavernalis
10. Porta Trigemina
11. Porta Flumentana
12. Porta Carmentalis
13. Porta Fontinalis
14. Porta Sanqualis
15. Porta Salutaris
16. Porta Quirinalis

The Best, Bravest, & Boldest

The city of Rome is protected by three groups of organized defenders:

- **The Praetorian Guard:** the personal guards of the emperor, tasked with his personal safety, that of his family, and the palace grounds. When the emperor travels, the Praetorian Guard travels with him.
- **The Urban Cohort:** there were four cohorts of 500 each, although this varies from time to time and in different historical periods. The urban cohort is a military force tasked with guarding important locations and keeping the peace in times of crisis. It is called out to handle matters like riots, civil unrest, and disaster relief.
- **The Vigiles:** The Vigiles Urbani ("watchmen of the city") are organized into seven cohorts, each containing between 500 and 600 men (this will be doubled in 205 A.D.), dedicated to fighting fires. When they aren't fighting fires, the vigiles serve as a police force and night watch.

SEVEN HILLS

There are seven traditional hills of Rome. Three of these, Quirinal, Viminal, and Esquiline, are actually outcroppings of the same volcanic ridge lying northeast of Rome. One, the Aventine Hill, is not considered part of the original Rome, but was absorbed into the city as it expanded.

1. ***Quirinal:*** The northernmost of the Roman hills, it is home to upper middle-class neighborhoods and has some of the best shopping arcades in the city.
2. ***Viminal:*** The smallest of the seven hills, it is home to many middle-class homes, with cheaper real estate values than larger, more fashionable hills, such as Quirinal and Caelian.
3. ***Esquiline:*** The largest of the seven hills, the upper reaches of the hill are prime real estate and home to beautiful villas. However, the lower you move on this hill, the worse things become; the dangerous slums of the Subura occupy the lowest levels.
4. ***Caelian:*** This hill is home to some of the wealthiest citizens of Rome.
5. ***Aventine:*** This southernmost hill is home to working class plebeians and the docks along the Tiber. It is one of the most cosmopolitan areas of the city.

6. ***Palatine:*** The most opulent of all the hills of Rome, this is the seat of imperial power and home of the emperor.
7. ***Capitoline:*** This hill is home to many of the city's greatest temples, including the Temples of Jupiter Capitolinus Optimus Maximus. Both the hill itself and the temple are considered the spiritual centers of the empire.

THE TIBER

The third longest river in Italia (180 leagues, 252 miles), the Tiber once marked the boundaries of the Etruscan, Sabine, and Latin territories. It is strategically and economically important because it can be used to ship goods up to 40 leagues (60 miles) inland from the coast. The city of Rome was founded on the eastern bank of a sharp bend in the Tiber, where six of the previously mentioned hills of Rome rise. Today, four Roman districts (Forum Romanum, Circus Flaminius, Circus Maximus, and Aventine) lie directly on the eastern shore, and one (Transtiberim) lies on the western shore. Numerous bridges cross the Tiber as well, such as Pons (Bridge of) Aelius, Pons Fabricus, Pons Mulvius, and the newly restored Pons Agrippa.

Traditionally, the Tiber has also been used to dispose of the bodies of criminals and traitors, and is sometimes used as the instrument of their execution.

Tiber Island, a small island to the north of the bend on which the city was founded, lies within the river. The island is home to the temple of Aesculapius (a Greek god of healing), as well as shrines to numerous other gods, such as Bellona (a goddess of war), Tiberinus (a river god), and Gaia (a goddess of the earth and keeper of oaths). The island has been deliberately landscaped to resemble a Roman ship.

THE NEIGHBORHOODS

The city of Rome is divided into fourteen districts, called regiones. A detailed listing for each area, with notable locations and the sorts of neighborhoods these are, could easily take up an entire book. They are as follows, with those listed with an asterisk (*) located within the Republican Wall:

1. ***Regio I, Porta Capena:*** The valley between the Aventine and Caelian Hills
2. ***Regio II, Caelimontium*:*** Encompassing all of the Caelian Hills
3. ***Regio III, Isis Et Serapis*:*** A central area of the city, containing parts of the Esquiline Hill
4. ***Regio IV, Templum Pacis*:*** Contains the valley between the Esquiline and Viminal Hills where the Subura (lower class neighborhood famous for vice and crime) is
5. ***Regio V, Esquiline:*** Containing most of the Esquiline Hill
6. ***Regio VI, Alta Semita*:*** A large neighborhood containing most of the Quirinal and Viminal Hills, and the valley between them
7. ***Regio VII, Via Lata:*** A far northern neighborhood, containing the eastern part of the Fields of Mars (a large residential area) and the Pincinan Hill (not considered one of the Seven Hills of Rome, as the city grew to encompass it)
8. ***Regio VIII, Forum Romanum*:*** Contains the Roman Forum, and encompasses the Capitoline Hill and the valley between the Capitoline and Palatine Hills
9. ***Regio IX, Circus Flaminius:*** An area north of the bend in the Tiber, named after a chariot and sports complex, containing most of the Fields of Mars
10. ***Regio X, Palatium*:*** An area encompassing most of the Palatine Hill
11. ***Regio XI, Circus Maximus*:*** An area between the Aventine and Palatine Hills, named after the Circus Maximus (see "Entertainment Complexes")
12. ***Regio XII, Piscina Publica:*** Encompassing the western Aventine Hill
13. ***Regio XIII, Aventinus:*** Encompassing the eastern Aventine Hill and lands northeast of it
14. ***Regio XIV, Transtiberim:*** A neighborhood containing Tiber Island and all city land west of the Tiber

> I FOUND ROME A CITY OF BRICKS AND LEFT IT A CITY OF MARBLE.
>
> – *Augustus*

FINDING YOUR WAY IN ROME

Most Roman cities are organized on a logical grid pattern, according to brilliantly designed urban plans executed with precision. Most Roman cities are like this, but not Rome itself. Rome grew organically and haphazardly over many centuries, expanding, and rebuilding after natural disasters. Nero's Golden Palace, an opulent palace complex, complete with a manmade lake, was built and then torn down. There are no house numbers or addresses, no postal codes or zones. Houses, shops, warehouses, and everything else just are where they are. Those hoping to find some logic to Rome's streets will be sorely disappointed.

To make things worse, most Romans believe that if you don't know how to get somewhere, you probably aren't welcome there. Those asking for directions are viewed with suspicion, and likely questioned as to why they are trying to go there. When directions are given, they take the form of general reference points, e.g.: "They live in the newer insula (apartment building) in Piscina Publica, on the northern slope of the Aventine, down the block from fountain with the mermaid on it, right across from the fruit vendor. If you see the bookstore, you went too far."

ROME AFTER DARK

A Roman day is exactly that, a day. Romans begin their day promptly at sunrise and go about their business until the sun goes down. After that, it's best to be where you need to be and stay there until morning. Rome is a city without public street lights, and after dark, it can be a dangerous place. Traveling the streets of Rome requires a torch, lamp, or lantern; nerves of steel; street smarts; cat-like reflexes; and either a distinct lack of good judgment or extreme desperation (to be out at night in the first place).

At night, thieves, thugs, and deadlier things which only seem human hunt the dark streets and alleyways looking for easy victims. Almost as dangerous are the delivery carts, because in Rome, all commercial deliveries must be made after dark, so as not to clog up the streets. Each dusk, a small army of delivery folk charge into the city, their carts laden with all manner of goods, racing to fulfill their orders before dawn. Because they urgently need to get goods delivered quickly and they don't usually encounter pedestrians, many drivers charge their carts about the dark streets with reckless abandon.

In the Rome of Cthulhu Invictus, investigators on the dark streets have a chance of being robbed and murdered by assailants,



eaten by Mythos creatures, abducted by cultists for sacrifice and torture, or struck and killed by ox-drawn carts. This is why most Romans don't leave the house at night.

OSTIA, THE PRIMARY PORT

Following the Tiber River south, one eventually reaches the port of Ostia. It is not the only port in Italia that has a direct route to Rome, but it is the only one at the mouth of the Tiber. This makes it one of the easiest ports to use for moving goods into and out of the capital. It has a hexagonal concrete harbor (to reduce the effects of river silting) and a massive lighthouse.

A FEW KEY LOCATIONS

Again, we are painting this massive city in broad strokes. Keepers are encouraged to do a bit of research on these places, but this section provides a good starting point.

Civic Locations

THE FORUM ROMANUM

A forum is an open air plaza used as a public gathering place, and there are many in Rome. However, every city has a central primary forum considered the heart of that city, and the heart of Rome is the Forum Romanum. It is located in the neighborhood which bears its name, and was once was once a boggy swamp filling the valley between the Quirinal, Viminal, and Palatine Hills. About 850 years ago, as the city grew, a massive sewer system, the Cloaca Maxima, was built and drained this area. The newly formed open area soon became the heart of the city, then later, the heart of the republic, and later still, of the empire.

The Forum Romanum is framed by some of the most important buildings in the city, such as the Curia (Senate House), the Rostra (an official platform for giving proclamations), Milliarium Aureum (a monument marking the very center of the empire from which all roads are measured), and the temples of Saturn, Concord, and Vesta (see "Temples of the Forum"). It is here that important trials are held, and official state auguries are read. Important parades and festivals, such as military triumphs, come to an end here as well.

The Forum Romanum is also the location of the Lacus Curtius, the remains of an ancient altar said to be sacred to Pluto and to link to the underworld, where one pledges a *devotio,* offering up one's life to the gods of the Underworld in order to save the empire in times of crisis (when these gods collect is up to them). Also here is the Mundus Cereris, a pit said to lead to Hades, covered by the Lapis Manalia, a sacred stone closing this passageway. The Lapis Manalia is removed several days each a so that benevolent ghosts can commune with the living.

For the common citizen, the Forum Romanum is a place to shop, as it is lined with stores and open air booths. It is also a place for meetings and entertainment, as musicians, troupes of performers, and other entertainers compete for the attention of the crowds to earn a few coins. Here, philosophers deliver orations about the keys to living a good life, while nearby, lunatics prophesize various dooms and disasters, and priests and priestess conduct rituals and make offerings to ensure the safety and prosperity of Rome.

I ADMIRE YOU, WALL, FOR NOT HAVING COLLAPSED AT HAVING TO CARRY THE TEDIOUS SCRIBBLINGS OF SO MANY WRITERS.

– Anonymous Graffiti

TRAJAN'S FORUM

Built by Emperor Trajan, using gold "liberated" during the conquest of Dacia, this civic center is located in the Templum Pacis neighborhood. It serves as a storehouse for important records and official archives, as well as housing several massive libraries with texts in both Greek and Latin. The entrance is through a triumphal arch topped with a statue of Trajan leading a six-horse chariot. This is where the official grain dole (a form of public assistance) is distributed to citizens. This is enough grain for a man to live on, but women and dependents are not factored into the allotment. Trajan's Forum is connected to a popular market (see "Trajan's Market" in the "Macellum" section).

Temples

THE TEMPLE OF JUPITER OPTIMUS MAXIMUS

This massive temple complex occupies the entire top of Capitoline Hill in the Isis Et Serapis neighborhood. Its name means "The Temple of Jupiter Best and Greatest", and it lives up to its name. The temple is a complex of several massive buildings, holding numerous shrines and statues.

THE PANTHEON

Located in the Circus Flaminius neighborhood, this temple is dedicated to the Olympian gods, and each has a statue within its own dedicated niche. Built in the Greek style, this temple sports massive twin bronze doors and a magnificent domed roof, with an opening on top that lets in natural light. The Pantheon also has lovely marble floors and classic Greek columns, making it one of the most beautiful structures in the empire.

THE TEMPLE OF ISIS AND SERAPIS

This double temple, dedicated to the Egyptian goddess Isis and the god Serapis, is located in the neighborhood which bears its name. While the temple itself has been destroyed and rebuilt many times (as the cult of Isis and Serapis has been banned and unbanned many times), some version of it has stood here for nearly two centuries. It is designed with a mix of Greek and Egyptian architectural elements and contains many imported Egyptian items, such as idols and obelisks.

THE TEMPLES OF THE FORUM

The Forum is not only the civic heart of the empire; it is also home to numerous temples. A few of the more notable ones are as follows:

1. ***The Temple of Saturn:*** This temple is actually the second temple of Saturn, and was rebuilt about 150 years ago from the original, which was first constructed nearly 600 years ago. This temple is very important during the festivals of Saturnalia. It once held the Roman Republic's treasury, mint, and official trade weights and scales, as Saturn is the god of wealth, but today these are directly controlled by the sitting emperor.
2. ***The Temple of Concord:*** This temple, dedicated to Concordia, the goddess of marriage and civilization, is one of the most ancient in Rome. It has been destroyed and rebuilt many times, but the current temple has stood for nearly 150 years. In addition to functioning as a temple, it is also a showcase for some of the most impressive statues, paintings, and other works of art in the empire.
3. ***The Temple of Vesta:*** This round temple, surrounded by a sacred grove, is dedicated to Vesta, the goddess of the hearth and home. It is there that the Vestal Virgins (who live across the street in the House of the Vestals) guard the sacred fire of Rome. Although an important and sacred building, like several other temples, it has been destroyed and rebuilt many times. The current temple is about 85 years old. The sacred grove is the location of one of the only burial grounds inside Rome, exclusively used to inter Vestal Virgins.

The Vestal Virgins

These priestesses of Vesta, Goddess of the Hearth, are some of the most respected and revered women in the empire. They are the keepers of Rome's sacred fire, and they share it with all who need to relight their home's hearth. Keeping the sacred fire burning is considered vital to the empire's security and wellbeing.

The Vestals' other duties include baking sacred cakes for offerings, collecting water from sacred springs, participating in various state rituals, and safeguarding important documents and artifacts. So important are their duties that Vestals are freed from traditional obligations of women (to marry and bear children), so they take a vow of chastity for the term of their service. Vestals who break their vows face exile, and those who commit capital offenses are buried alive, as that is a way to execute them without spilling their blood.

They are considered incorruptible, and their word is beyond reproach. Harming a Vestal Virgin is a capital offense. They also have the power to free a slave or prisoner simply by touching them.

They wear their hair in elaborate braided hairstyles common to brides, and they dress all in glittering white, with a ribbon in their hair, combining traditional elements of Roman brides and matrons. Their order is called the College of the Vestals and is led by the Vestalis Maxima, who is considered the most important of Rome's high priestesses.

Vestals are selected by lot once a year, from a group of willing candidates from the most prominent families in the empire. Candidates are between the age of six and ten, and need to be of sound physical and mental health, have two living parents, and be citizens of Rome. They serve for thirty years: as servants during the first decade, as active priestesses during the next, and as teachers to the new Vestals during the final decade. At the end of their term, they may marry, and they are considered the most desirable wives in the empire because of their high status in society.

ROME HAS GROWN SINCE ITS HUMBLE BEGINNINGS THAT IT IS NOW OVERWHELMED BY ITS OWN GREATNESS.

– Livy

Bathhouses

THE BATHS OF TRAJAN

More than just baths, these are an entire leisure complex, complete with libraries, gymnasium, and gardens. They sit atop the Oppian Peak, which is the southern spur of the Esquiline Hill in the Templum Pacis neighborhood. It was built on land reclaimed from Nero's Golden House (see below). It is beautifully designed by Apollodorus of Damascus, who also designed Trajan's Forum and Trajan's Market, and is quickly becoming the model for the finer baths being built across the Empire.

THE BATHS OF TITUS

These baths are near the Colosseum, in the Templum Pacis neighborhood. While a little on the small size, these baths are, without a doubt, the most decadent baths in the city. This is because, while they are called the Baths of Titus, they were actually constructed for one man, the Emperor Nero. These baths were once part of Nero's Golden House, his palatial personal residence which was torn down after his death. Emperor Titus converted these baths to public use, as a way to make amends to the people of Rome for Nero's tyrannical reign.

THE BATHS OF AGRIPPA

Some of the oldest baths in the city, completed about 170 years ago, they were restored after a fire (during the reign of Domitian) and then enlarged (under Emperor Hadrian). While plain compared to later, more extravagant baths, they are still quite popular, and feature an impressive art collection and an open air pool in addition to their hot and cold bath chambers. The Baths of Agrippa were the first public baths in the city, left to the citizens of Rome in Marcus Vipsanius Agrippa's will. It is located near the Parthenon, in the Circus Flaminius neighborhood.

The Roman Bathhouse

Bathhouses are more than just a way to get clean; they are an important component of public health and a community's social interaction. Business is discussed here and gossip traded. Bathhouses can be large or small, modest or opulent, and have many more amenities than just hot and cold water baths. One can get a massage, exercise in a bath's gymnasium, relax in its gardens, or read in its libraries. One thing is certain: any place that wants to be considered civilized has a bathhouse, and the city of Rome has hundreds of them. Contrary to popular modern belief, bathhouses did not offer brothel services.

Entertainment Complexes

THE COLOSSEUM

This truly massive arena, located in the Templum Pacis neighborhood, was built on what was once the manmade lake of Nero's Golden Palace. Its true name is "the Flavian Amphitheater", but it is commonly called "the Colosseum" because a massive statue of Nero is still outside the theater and is referred to as "the Colossus". The Colosseum has seating for about 65,000 spectators, who come to watch "the games"—massive productions of parades, exotic animal exhibitions, public executions, animal hunts (complete with elaborate wilderness staging), mock naval battles (during which the grounds of the arena are flooded, becoming an enormous pool), and gladiatorial combat. Below the arena is a veritable anthill of tunnels, ramps, elevators, hospitals, prison cells, and various other chambers necessary for supporting such grand spectacles.

CIRCUS MAXIMUS

This enormous chariot racing track is located in the neighborhood that bears its name. It can hold over 150,000 spectators, who come to enjoy the empire's undisputed favorite spectator sport. When not hosting games, the Circus Maximus is sometimes used to hold religious festivals, athletic events, and parades.

THEATRE OF MARCELLUS

This massive semicircular theater can be found in the Circus Flaminius neighborhood overlooking the Tiber. It has seating for up to 20,000 spectators, and it features everything from plays to musical performances. The theater was commissioned in the earliest days of the empire (by Julius Caesar, who died before construction began), and became a model for all future imperial architecture.

Shopping

NUNDINAE MARKETS (VARIOUS)

Many of these open air markets can be found in almost every neighborhood of the city. They open every nine days, when farmers, hunters, fishermen, craftsmen, and all manner of merchants come to Rome from the surrounding regions to sell their goods. The best items go quickly, as freshness is guaranteed. Market days are times of great activity in Rome, especially for women in charge of households, as free men typically don't go shopping.

MACELLUM

If you need something before market day, and you have the coin to get it, you go to a macellum. These are permanent markets housed in buildings with rows of covered shops, each dedicated to different products. The prices are higher, but the quality and cleanliness tends to be higher as well, and shoppers are protected from the elements (such as rain or the blazing midday sun). Three of the most famous macella are listed below:

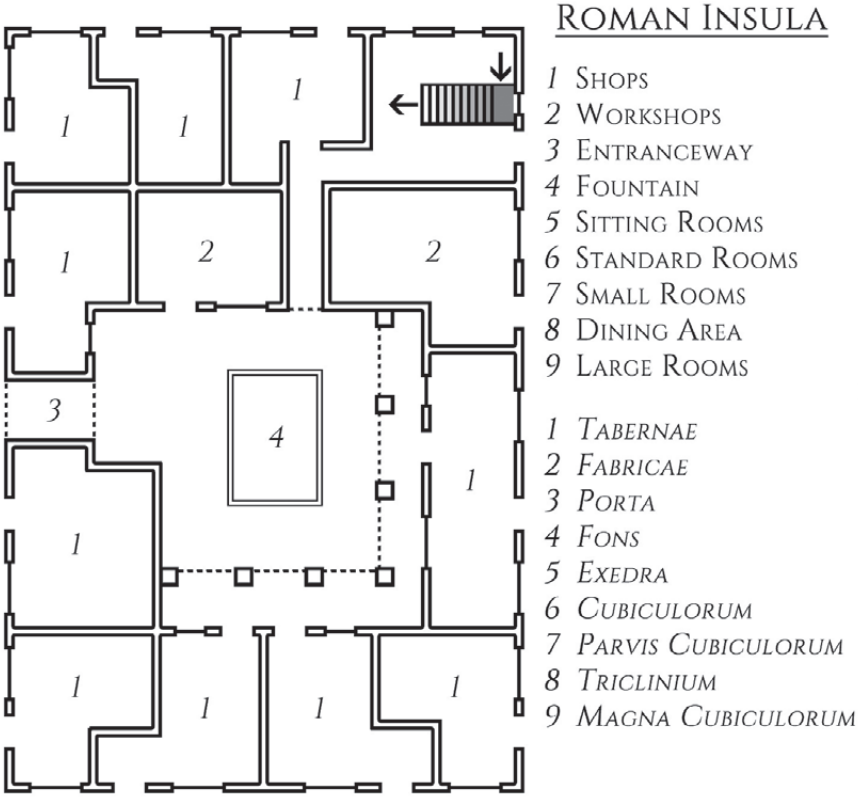
1. ***Macellum Magnum:*** This impressive market is housed in a round, two-story building topped with a domed roof. Commissioned by Emperor Nero about 80 years ago, it is located in the Caelimontium neighborhood. It remains impressive and houses shops well known for quality produce. Macellum Magnum can sometimes be seen on coins minted around the time of its construction.
2. ***Macellum Liviae:*** Emperor Augustus commissioned this older market, rumored to be the second macellum built in the city. The market is named after his wife, Livia Drusilla, and is located in the Esquiline neighborhood. The market forms a square around a massive fountain at its center, surrounded by a section of large shops on one side of the square and three sections of smaller shops under arched porticos (awnings supported by columns) on the other three sides.
3. ***Trajan's Market:*** This modern semicircular macellum, located in the Templum Pacis neighborhood, is connected to Trajan's Forum. Built about the same time, Trajan's Market has over 150 shops in a two-story brick structure, with smaller shops on the ground floor and larger ones above them. This market is known for being the most grand and modern in Rome, but also for being in an area with the best bars in the city.

I HAD RATHER BE FIRST IN A VILLAGE THAN SECOND AT ROME.

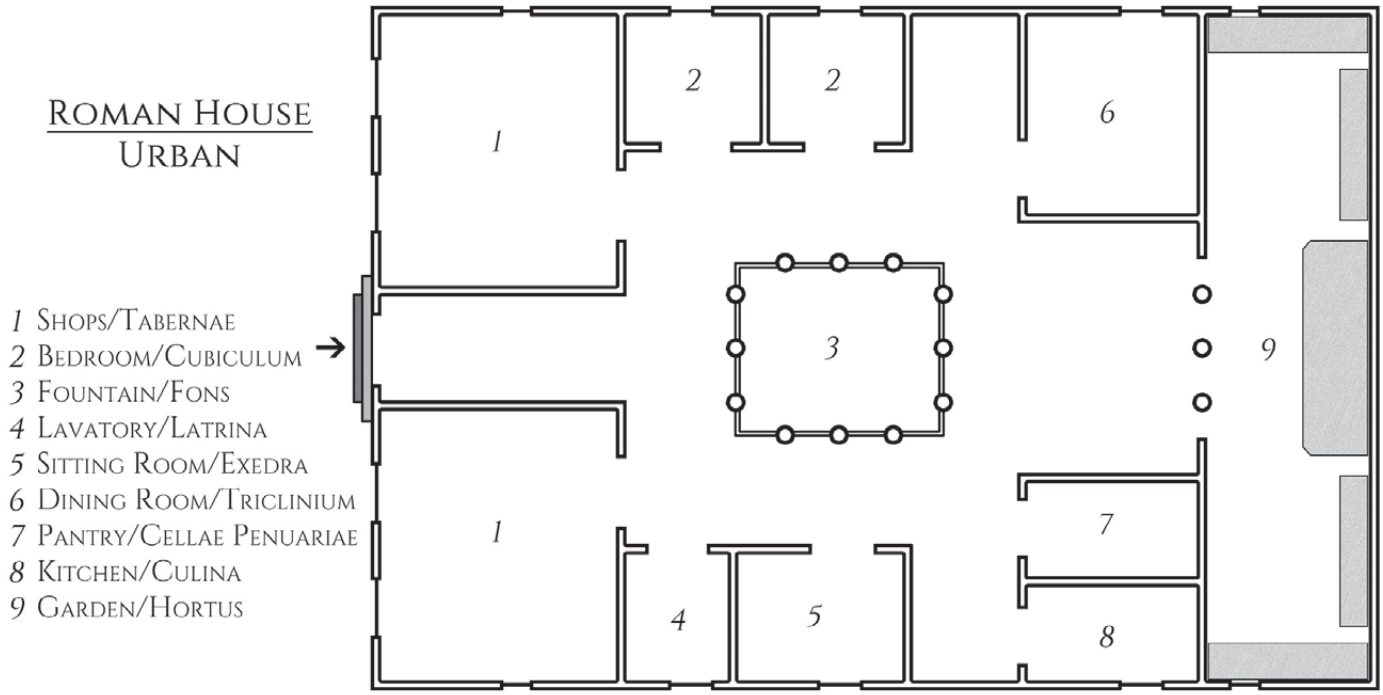
– Julius Caesar

SAMPLE MAPS FOR CTHULHU INVICTUS

ROMAN INSULA

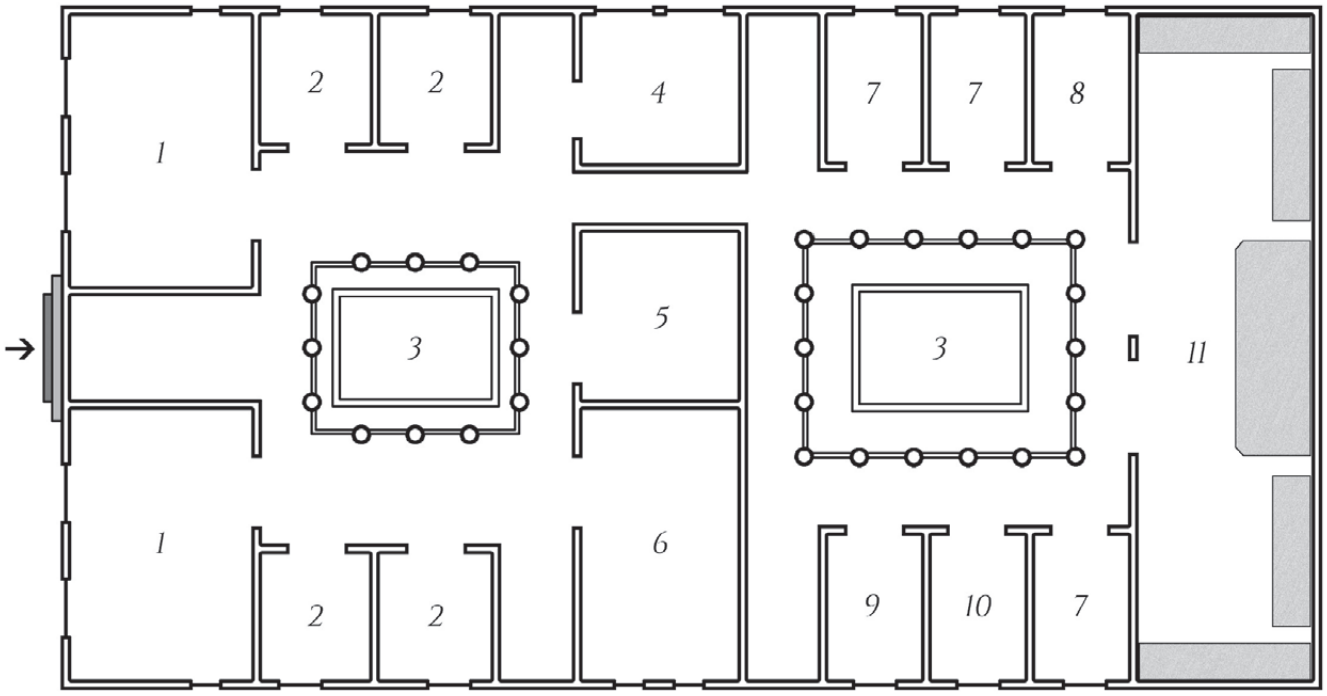


ROMAN HOUSE URBAN

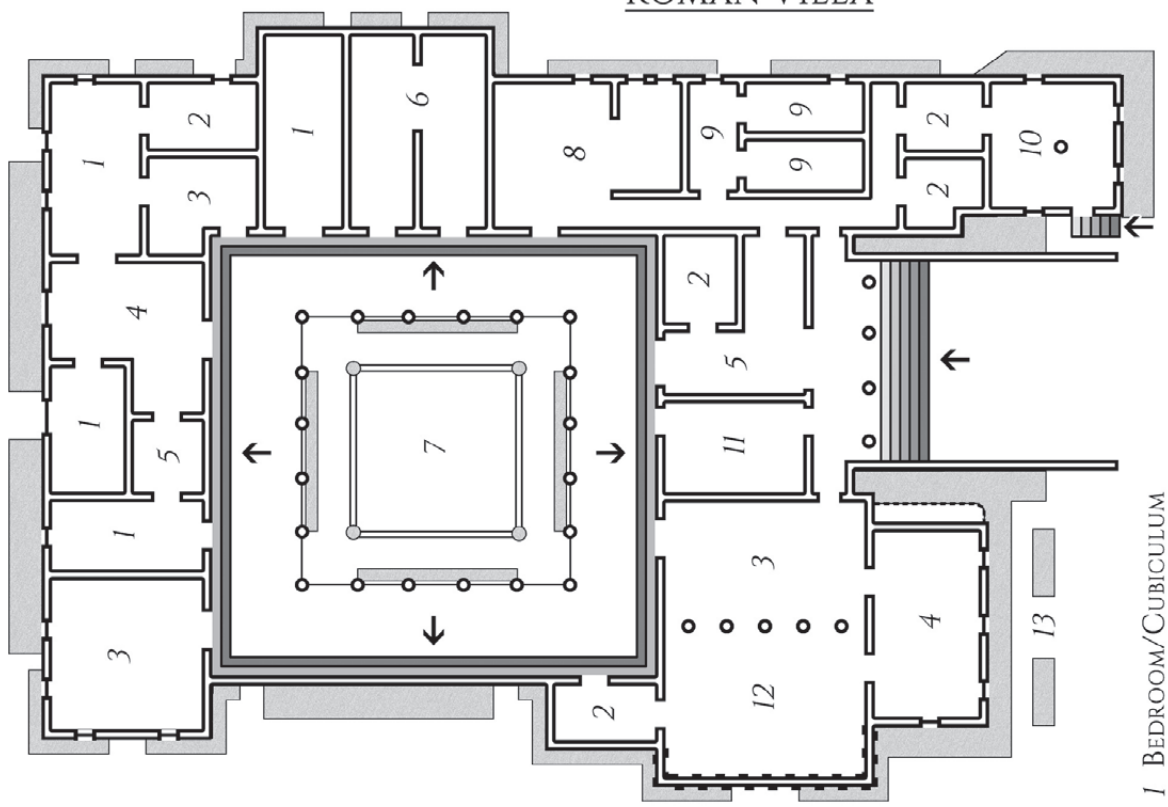


SAMPLE MAPS FOR CTHULHU INVICTUS

Roman House
Rural



Roman Villa



FURIOUS LONGINUS: *The Man Who Would Not Die*



Birthplace: Herculaneum
Social Class: Equestrian

This man, of plebeian birth, slowly rose through the ranks of society to achieve equestrian status. In his youth, he was a member of Rome's Vigiles Urbani, but eventually became one of its most sought after finders for wealthy families with a very specific set of requirements. If your family is having problems with things few can explain, dangerous things out of nightmares with powers far beyond the bounds of natural law, then you hire Furious Longinus. His name has been passed on from family to family, as he has solved unusual situations for them time and again, until today when he is working for the Imperial Family.

In appearance, Furious is an average looking man, perhaps fifty years old, with a sturdy physique. His is often quiet, saying only what needs to be said, often learning more by listening and watching those around him. He is well traveled, intelligent, resourceful, discreet, and not afraid to get his hands dirty. Furious is always armed, typically with a club, axe, long knife, and/or short sword, and he nearly always wears sturdy leathers under his clothing. Seemingly relaxed at all times, he is a coiled snake ready to strike back at any sudden threat. His fees are high, quite high, but he trades in favors more than coin. This has allowed him to increase his personal fortune as well as his social standing over the years.

However, the man is not without his faults. To many he seems distant, aloof, even cold and unsympathetic; traits reinforced by many years spent fighting the Shadow War and losing those close to him. Unfortunately, the one thing Furious is always passionate about is gambling. He has won and lost more fortunes at the Circus Maximus than there are leaves on a tree. But he is undeniably lucky, said to be favored by Fortuna, and somehow he nearly always comes out slightly ahead.

This luck has carried him quite far, allowing him to survive dozens of encounters with sorcerers and monsters, mad humans and alien gods, malevolent ghosts and sinister cults. Several times, he has been the only sane survivor of a particularly dangerous situation. Perhaps because of this, he started working alone about ten years ago. For any other person, this would have been akin to suicide, but not for Furious Longinus.

Through wit and wisdom, fighting skill and subtlety, sound judgment and more luck than any ten men deserve, Furious continued to prevail. Eventually, people who knew about his specific skill set started calling him "The Man Who Would Not Die". This doesn't mean he has any sort of immortality or immunity; he has been grievously wounded many times. It just means that, thus far, he has survived, with his mind intact, to recover and continue his work.

Today Furious lives just outside of Rome, married to a wealthy widow, raising a slew of mostly adopted children; the two youngest are his offspring. He is called on by the imperial family to look into important, otherworldly matters, about once a year or so. These assignments could carry him far and wide, taking him to the far corners of the empire. However, for the past three years, his primary assignment has kept him firmly rooted in Rome.

Furious has been tasked with keeping a young prince out of trouble. Fifteen-year-old Lucius Aelius Aurelius Commodus, one of the two boys adopted by the emperor Antonius Pius, has a growing reputation as a hedonistic gambler, drunkard, and womanizer. As his older brother Marcus is assuredly going to succeed Antoninus, young Lucius has been left to his own devices.

Under the orders of the emperor, Furious Longinus has befriended the young Lucius and gained his trust. He is now something of a mentor to the young man, and they gamble and drink together quite often. It would hurt the boy deeply if he ever learned that this friendship was bought and paid for by his adopted father, or that the older man he admires is little more than his babysitter, but Furious is a masterful manipulator and is certain he can maintain this ruse indefinitely.

Furious has quietly kept the boy out of serious trouble and chased off several dangerous people trying to get close to the boy. More than one sinister cult has targeted the young prince, hoping to seduce him to their beliefs, kidnap him, or get him into situations where they could use him to blackmail the imperial family. Fortunately, none of them have been able to get past Furious' watchful protection.

Keepers can have Furious Longinus appear anywhere, at any time, stepping in to get investigators out of trouble. He might become a mentor to investigators, giving them good advice about how to battle the forces of the unknown, milk the system to serve their needs, or pick out the best bets at the races. Moreover, as his children and his assignment to watch over young prince Lucius keep him quite busy, he may parcel out assignments he's received and cannot attend to. He could see the investigators as "freelancers", able to take on the simpler, less risky assignments while he keeps 20% of the fees promised for resolving the issue.

FURIOUS LONGINUS

The Man Who Would Not Die

CHAR.	VALUE
STR	90
CON	70
SIZ	85
DEX	70
INT	80
EDU	65
POW	75
APP	70

CHAR.	VALUE
Hit Points	15
Build	2
Move	8
Damage Bonus	+1D6
Luck	75
Sanity	72

ATTACKS

Attacks per Round: 1

Fighting:
Sword (Enchanted Falcata) 80%, (40/16), damage 1D6+1
Club 65%, (32/13), damage 1D6
Axe 80%, (40/16), damage 1D6
Net 10%, (5/2)
Brawl 70%, (35/14), damage 1D3

Armor: Hardened Leather Armor (1D4 pts)

Spells: Healing, Ariadne's Twine, Bless Blade, Balk Brood, Fist of Yog-sothoth, Resurrection

SKILLS

Climb 63%, Cthulhu Mythos 27%, Dodge 35%, Empire 50%, Fast Talk 80%, First Aid 43%, Insight 93%, Intimidate 63%, Language, Other (Greek) 29%, Language, Own (Latin) 65%, Listen 90%, Natural World 20%, Occult 13%, Persuade 66%, Read/Write Language 25%, Ride 29%, Stealth 65%, Spot Hidden 90%, Status 53%, Throw 55%

ΘPIMOS LEPONTUS: *Scourge/Defender of Mare Nostrum*



Birthplace: Syracuse
Social Class: Equestrian

One of the most wanted men in the empire is Opimos Lepontus, pirate and murderer. He is the captain of the *Ghost Crab,* a heavily modified liburna (a small, fast galley used for raiding and patrols by the Roman navy), and he leads a crew of loyal, competent, and battle-hardened pirates. They do mercenary work from time to time, but mostly attack select merchant vessels and coastal targets, and occasionally assassinate people in ports across the Mare Nostrum (the Mediterranean Sea). The Roman navy has been accused of making only halfhearted efforts at stopping the *Ghost Crab* and her crew. Puzzlingly, many sea captains and coastal communities adore these pirates and their charismatic captain, and they hail him as a hero.

So, what is the truth? It depends on whom you ask. If you are from a coastal community targeted by sea devils (deep ones) or the Heralds of the Deep (cult of Cthulhu), then you likely view Opimos Lepontus as a savior. If you're a deep one, a deep one hybrid, a human collaborator, or a member of the Heralds of the Deep, then the crew of the *Ghost Crab* and its captain are vile pirates and deadly assassins.

The story began six years ago, with the sudden rise and dramatic fall of Opimos Lepontus. He was born in Syracuse, the capital of Sicilia, to a family of simple fishermen. Young Opimos joined the Roman navy, later becoming a merchant captain after his honorable discharge. He married Fenia Gavrella, the daughter of a wealthy, but ruthless, merchant named Fenius Gavrus. The marriage was beneficial to both families, as Opimos was a skilled captain with many contacts across the empire, and the house of Fenius had access to a seemingly inexhaustible supply of gold. Through this union, Opimos was able to raise his family to equestrian status. The marriage produced several children, and all seemed well until Fenia apparently fell ill.

Her skin became clammy and mottled, her eyes grew larger and drifted apart on her face, and her hair began falling out. She assured her husband that this was just a family condition which would pass, but each month she grew worse. Finally, Opimos demanded to take her to Greece to seek out the finest physicians in the empire. She reluctantly agreed, saying she would go with him after he returned from his next voyage, but this was just a ruse to buy time.

During that voyage, a mysterious and violent storm appeared from nowhere. Opimos and his seasoned crew could read the sky and seas well enough to tell a natural storm from an unnatural one, and knew this storm was summoned by some dark magic or curse. Only the captain's expert seamanship kept the vessel afloat, although it required extensive repairs. When Opimos returned to Syracuse, nearly a month late, people were surprised, as his wife had told everyone that his ship had been lost with no survivors.

Puzzled, he returned to his home, but when he saw what had happened in his absence, he was furious. His home had been converted into a guildhall and temple for the Heralds of the Deep, with Fenia in the role of high priestess. His loyal slaves and freedmen had been replaced with people of his wife's choosing; loathsome, deformed abominations such as his wife was becoming. His house Lares had been destroyed, replaced with an altar to a humanoid fish-like titan.

When he confronted Fenia, she proclaimed him a heretic and ordered the household to kill him and "finish what the storm failed to do". In the ensuing battle, Opimos slew many, including his wife and eldest son. In the end, his house was aflame, and, barely escaping with his life, Opimos fled port on his fastest ship.

He's been an outlaw ever since, waging a war against the "sea devils" and the Heralds of the Deep. Most of his crew are victims of the deep ones and their cult, in one way or another, and are willing to die for their beloved captain. They acquired a naval vessel, renamed it the *Ghost Crab,* and turned it into a pirate vessel. With it, they began attacking ships belonging to the Heralds of the Deep, raiding their temples, and assaulting deep one colonies along the coasts of Mare Nostrum. The captain and crew share a deep hatred for humans collaborating with the sea devils and the Heralds of the Deep, assassinating them in public when possible, to send a message to those thinking of aiding the sea devils. They never attack any other sorts of targets, unless it's by accident. Even the mercenary contracts they accept always have some connection to the Heralds of the Deep, or a similar Mythos threat.

Their actions have made them heroes in many coastal communities that have been victimized by the sea devils and their mysterious cult. They have saved scores of people and freed numerous ports from the evil influence of the sea devils. They have also saved many merchant and military vessels from the attacks of the sea devils and the Heralds of the Deep, earning the eternal gratitude of their captains and crews—and the eternal hatred of the sea devils and those collaborating with them.

The sea devils, their ships, and their temples are rich targets, filled with strange white gold. Plundering their enemy has made the crew wealthy. Much of this wealth keeps the *Ghost Crab* well-maintained and the crew generously supplied (with food, weapons, armor, clothing, and so on). Some of the wealth goes toward maintaining a network of informants across Mare Nostrum, bribing various naval officials to leave the ship and her captain and crew alone, and maintaining a number of hidden bases and supply caches for when they need to lay low.

OPIMOS LEPONTUS

Scourge/Defender of Mare Nostrum

CHAR.	VALUE
STR	70
CON	75
SIZ	65
DEX	70
INT	65
EDU	65
POW	80
APP	55

CHAR.	VALUE
Hit Points	14
Build	1
Move	8
Damage Bonus	+1D4
Luck	75
Sanity	60

ATTACKS

Attacks per Round: 1

Fighting:
Sword (Gladius) 60%, (40/16), damage 1D6+1
Brawl 70%, (32/13), damage 1D3
Sica 70%, (35/14), damage 1D4+2

Armor: Hardened Leather Armor (1D4 pts)

SKILLS

Appraise 60%, Charm 50%, Climb 63%, Cthulhu Mythos 25%, Dodge 40%, Empire 30%, Fast Talk 50%, Insight 50%, Intimidate 45%, Language, Other (Greek) 60%, Language, Own (Latin) 65%, Listen 40%, Natural World 80%, Occult 13%, Persuade 40%, Pilot Boat 90%, Stealth 70%, Spot Hidden 90%, Status (Infamy) 85%, Swim 85%, Throw 60%

The Mascots: The crew of the *Ghost Crab* keeps a number of small, but very well-trained, dogs on board (see page 337 of the *Call of Cthulhu 7th Edition Keeper Rulebook*). One of these dogs always accompanies any shore party. They silently alert the crew to the presence of humans carrying the taint of the deep ones, laying across the feet of a crew member while staring at the hybrid they've detected. The dogs help the captain and crew prevent infiltration attempts by the Heralds of the Deep and in identifying targets for assassination. Because of this, the mascots are often killed by the Heralds of the Deep.

SERVIUS MERCURIUS NEPOS: *Academic & Linguist*



Birthplace: Ravenna, Italia
Social Class: Patrician

This young scholar, from a wealthy and powerful family, is one of the most wanted men in the empire. He's eagerly sought after by sorcerers, wizards, cultists, and various investigator organizations, all in need of his special abilities. Yet the quiet, modest scholar only wants to be left alone to continue his research, into the field of ancient languages.

When Servius Mercurius Nepos was born, an owl flew into his nursery, an omen foretelling great things for the child. Mercurius Nepos was odd in many ways, disinterested in playing with other children and slow to pick up on social niceties. However, from an early age Mercurius Nepos possessed a singular gift: languages. By the age of nine he spoke seven different tongues, and by the time he turned eighteen he was fluent in fifteen different languages.

Once he exhausted every tutor his family could hire, his father allowed Nepos to tour the great learning centers of the empire. He was the third son of the house Mercurius, and ill-suited for an arranged marriage (or, indeed, any marriage), so it was deemed best to allow him to pursue his passion rather than remain at home to embarrass his family with his odd ways and singular obsession.

While studying in Alexandria, Mercurius Nepos learned the art of writing and deciphering cyphers. He became so good at this that he was consulted by the governor of Egypt several times for help in deciphering coded messages of those plotting insurrection and worse. It was here that Mercurius Nepos first learned of the Shadow War and of dark magic, as he deciphered messages passed between members of the Cult of the Black Pharaoh. While this didn't interest him much, he also learned of a language he'd never encountered. The wisest scholars in Alexandria identified it as the "Language of the Fallen Empire". This fascinated Mercurius Nepos and soon became the sole focus of his studies.

While studying at the Library of Celsus in the city of Ephesus, Mercurius Nepos encountered more samples of what the "experts" called the Language of the Fallen Empire, but which he realized was a completely different language. As Mercurius Nepos traveled, seeking out texts and inscriptions rumored to be from the "Fallen Kingdom", he soon realized that these were actually from a wide array of languages from several different lost civilizations. Now *this* was a challenge worthy of his abilities!

Over the next ten years, Servius Mercurius Nepos identified and learned to read four lost ancient languages: Stygian, Hyperborean, Lomarian, and Atlantean. Currently he is the only human in the empire who can read all of these languages; even the wisest of magi and sagae and the darkest of sorcerers know one or two of them at best. He is aware of two other ancient languages, Izdonarian and Oparian, but he has only begun work on deciphering them.

Word of his singular expertise spread, and a powerful cabal of witches dedicated to a dark god attempted to kidnap Mercurius Nepos, to force him to translate an ancient Atlantean text. He escaped unharmed, killing several of his attackers in the process. While he wasn't interested in magic (as it was incidental to his true focus, the languages), Mercurius Nepos had learned many spells in the course of his travels and research, and these now proved useful in protecting himself.

After that incident, Mercurius Nepos began routinely using magic to mask his whereabouts, change his appearance, and when necessary, defend himself. Today, Mercurius Nepos is one of the most powerful and dangerous magi in the Roman Empire, yet he has no interest in exploring the secrets of magic or in mastering these unnatural powers. He considers himself only "a linguist and academic", who knows a few "tricks" to protect himself and ensure his privacy.

Mercurius Nepos is a very hard man to find, because he likes it that way. He does not keep in contact with his family, as he knows that could put his relatives at risk. However, he does use his abilities to check in on them and protect them should anyone try to harm them as a way of drawing him out.

He is on very good terms with the head librarians of most major libraries in the empire, but even they don't know how to get in touch with him. These learned scholars will pass on a written message to Mercurius Nepos, in return for a generous donation to their facilities. They make sure to mention that they cannot guarantee that he'll respond to such messages, or even read them.

While Mercurius Nepos understands that good people may need his help translating ancient tomes of the Fallen Kingdoms, he also realizes this knowledge is dangerous. While he wields magical responsibly (i.e., as seldom as possible and never for personal gain), he knows most people, even those with the purest of initial intentions, would eventually abuse such abilities and employ them selfishly or on behalf of dark and sinister alien gods. He is not wrong in this; at least six different cults are offering immense sums of money for his safe capture and discreet delivery.

Should investigators need his translating ability, they'll face two problems: finding him and gaining his assistance. Mercurius Nepos values his privacy and tends not to trust people. Also, helping others takes time away from his precious research.

Presuming they find him or leave him a message that he deigns to answer, they must make an Extreme success on a Persuade roll to get him to help. He is not swayed by threats or most bribes. However, should investigators have written material in one of the Fallen Kingdom languages, especially one he hasn't fully deciphered, they'll have a powerful bargaining tool in gaining his assistance, which means they gain a bonus die on their roll. Such materials are just too rare and valuable for his research for Mercurius Nepos to easily resist.

This presumes, of course, that the investigators are asking for help in good faith and for selfless reasons, such as fighting against Mythos foes in the Shadow War. Mercurius Nepos has a high Insight skill and refuses to help anyone he believes will misuse the knowledge he gives them. Also, he is not above giving flawed, incomplete, or outright incorrect translations of a text if he judges the subject matter to be too dangerous; i.e., if he is given a text containing a spell to awaken Cthulhu, he will tell investigators that it is tax records for a pottery shop. As he is the only one who can read such texts with any fluency, it's unlikely anyone will be able to spot inaccurate translations by looking at the original. Such duplicity has prevented several horrific tragedies.

Servius Mercurius Nepos has created magical gates linking his favorite libraries, such as the Great Library of Alexandria (in Egypt), the Library of Celsus and the Library of Pergamum (in Asia), and the Library of Hadrian (in Athens). Only he knows precisely where the gates are and they will only work in conjunction with the correct command word, which, again, only he knows. Mercurius Nepos often appears in the guise of a slave girl serving in the library, an elderly scholar, or a disinterested and lazy librarian (through a Stygian illusion spell which he never shares) when visiting these places.

SERVIUS MERCURIUS NEPOS

Academic & Linguist

CHAR.	VALUE
STR	50
CON	55
SIZ	50
DEX	55
INT	95
EDU	120
POW	120
APP	65

CHAR.	VALUE
Hit Points	10
Build	0
Move	8
Damage Bonus	0
Luck	65
Sanity	45

ATTACKS

Attacks per Round: 1

Fighting: Brawl 50%, (25/5), damage 1D3

Armor: None

Spells: Augury, Blunt the Weapon, Gate, Incinerate, Stop Heart, The Red Sign, Telepathy, Worms, and any others desired by the Keeper (including the illusion to change his appearance, which costs him 1 MP per hour to maintain, and can only be detected by an Extreme success on a Spot Hidden roll. Those who make the roll see an odd shimmer when Mercurius Nepos moves, like heat rising off boiling water)

SKILLS

Accounting 35%, Appraise 30%, Cthulhu Mythos 55%, Empire 60%, Insight 85%, Language, Mythos (Atlantean 75%, Hyperborean 70%, Lomarian 60%, Stygian 55%), Language, Other (Aramaic 75%, Berber 60%, Brittonic 70%, Caledonian 60%, Celtiberian 65%, Coptic 80%, Gaulish 65%, Germanic 75%, Gothic 75%, Greek 90%, Hebrew 55%, Hibernian 55%, Punic 70%, Serican 45%, Tamilankin 50%), Language Own (Latin) 95%, Library Use 85%, Listen 40%, Navigate 50%, Occult 75%, Oratory/Rhetoric 65%, Read/Write Language 90%, Science (Mathematics) 70%, Spot Hidden 65%, Status 85%, Stealth 60%

Keeper's Note: Servius Mercurius Nepos' delving into the languages of the various lost civilizations has exposed him to a considerable amount of blasphemous knowledge. As a result, he has become Mythos Hardened (see page 169 of the *Call of Cthulhu 7th Edition Keeper Rulebook*), and his Sanity point losses are reduced by half. Moreover, his time spent doing solitary research in various libraries counts as Home/Family Care treatment for the purpose of Sanity recovery (see "Home/Family Care" in Chapter Six: The Spiritual World on page 62). This allows him to remain relatively sane in spite of his constant delving into forbidden lore.





CTHULHU INVICTUS

NOMEN

PLAYER: _____

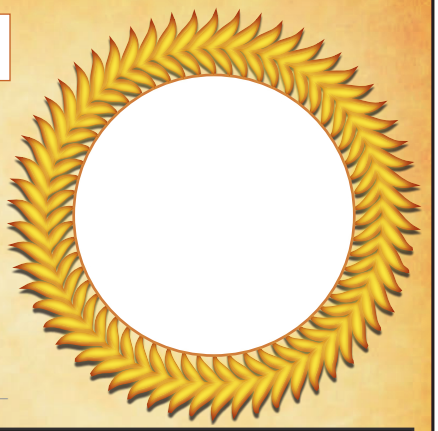
OCCUPATION: _____

SOCIAL CLASS: _____

BIRTHPLACE: _____

RESIDENCE: _____

AGE: _____ GENDER: _____



CHARACTERISTICS

STR		DEX		POW		CON	
APP		EDU		SIZ		INT IDEA	

MOVE RATE

HIT POINTS

DYING UNCONSCIOUS					MAJOR WOUND	MAX
00	01	02	03	04	05	06
07	08	09	10	11	12	13
14	15	16	17	18	19	20

MAGIC POINTS

MAX						
00	01	02	03	04	05	06
07	08	09	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24			

SANITY

START					MAX	INSANE
01	02	03	04	05	06	07
08	09	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42
43	44	45	46	47	48	49
50	51	52	53	54	55	56
57	58	59	60	61	62	63
64	65	66	67	68	69	70
71	72	73	74	75	76	77
78	79	80	81	82	83	84
85	86	87	88	89	90	91
92	93	94	95	96	97	98
99						

TEMP. INSANE ☐ INDEF. INSANE ☐

LUCK

OUT OF LUCK						01
02	03	04	05	06	07	08
09	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31	32	33	34	35	36
37	38	39	40	41	42	43
44	45	46	47	48	49	50
51	52	53	54	55	56	57
58	59	60	61	62	63	64
65	66	67	68	69	70	71
72	73	74	75	76	77	78
79	80	81	82	83	84	85
86	87	88	89	90	91	92
93	94	95	96	97	98	99

SKILLS

☐ Accounting (10)	☐ Fighting (Brawl) (25)	☐ Medicine (01)	☐ Repair/Devise (20)
☐ Animal Handling (10)	☐ _____	☐ Natural World (15/30)	☐ Ride (05)
☐ Appraise (05)	☐ _____	☐ Navigate (10)	☐ Science (01) _____
☐ Art/Craft (05) _____	☐ First Aid (30)	☐ Occult (05)	☐ _____
☐ _____	☐ Insight (05)	☐ Oratory / Rhetoric (01)	☐ _____
☐ _____	☐ Intimidate (15)	☐ Other Kingdoms (01)	☐ Shield (Varies) _____
☐ Charm (15)	☐ Jump (25)	☐ Persuade (15)	☐ Sleight of Hand (25)
☐ Climb (20)	☐ Language (Other) (01) _____	☐ Pilot Boat (01)	☐ Spot Hidden (25)
☐ Cthulhu Mythos (00)	☐ _____	☐ Ranged Weapons _____	☐ Status/Infamy (01)
☐ Dodge (DEX/2)	☐ _____	☐ _____	☐ Stealth (10)
☐ Drive/Teamster (20)	☐ Language (Own) (EDU)	☐ _____	☐ Swim (25)
☐ Empire (25/15/01)	☐ Library Use (05)	☐ Read/ Write Lang. (10) _____	☐ Throw (10)
☐ Fast Talk (05)	☐ Listen (25)	☐ _____	☐ Track (10)

ARMOR

Armor Type	Value	Helmet Type	Value	Shield Type	%	Damage	Value	Absorb / HP
								/
								/

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo
UNARMED				1D3 + DB	—	1	—

COMBAT

DAMAGE BONUS

BUILD

DODGE ☐

CALL of CTHULHU HORROR ROLEPLAYING

BACKSTORY

PERSONAL DESCRIPTION:

IDEOLOGY / BELIEFS:

SIGNIFICANT PEOPLE:

MEANINGFUL LOCATIONS:

TREASURED POSSESSIONS:

TRAITS:

LIFE EVENTS:

PHOBIAS & MANIAS:

ARCANE TOMES, SPELLS, & ARTIFACTS:

ENCOUNTERS WITH STRANGE ENTITIES:

GEAR & POSSESSIONS

QUICK REFERENCE RULES

SKILL & CHARACTERISTIC ROLLS

Levels of Success:

FUMBLE	FAIL	REGULAR	HARD	EXTREME	CRITICAL
100 / 96+	> Skill	≤ Skill	½ Skill	⅕ Skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

WOUNDS & HEALING

First Aid heals +1 HP • Medicine heals +1D3 HP
Major Wound: Loss of ≥ ½ max HP in one attack
Unconscious: Reach 0 HP without Major Wound
Dying: Reach 0 HP with Major Wound; First Aid can stabilize, then requires Medicine
Natural Heal Rate (Not Major Wound): +1 HP/day
Natural Heal Rate (Major Wound): weekly healing roll

COINAGE & ASSETS

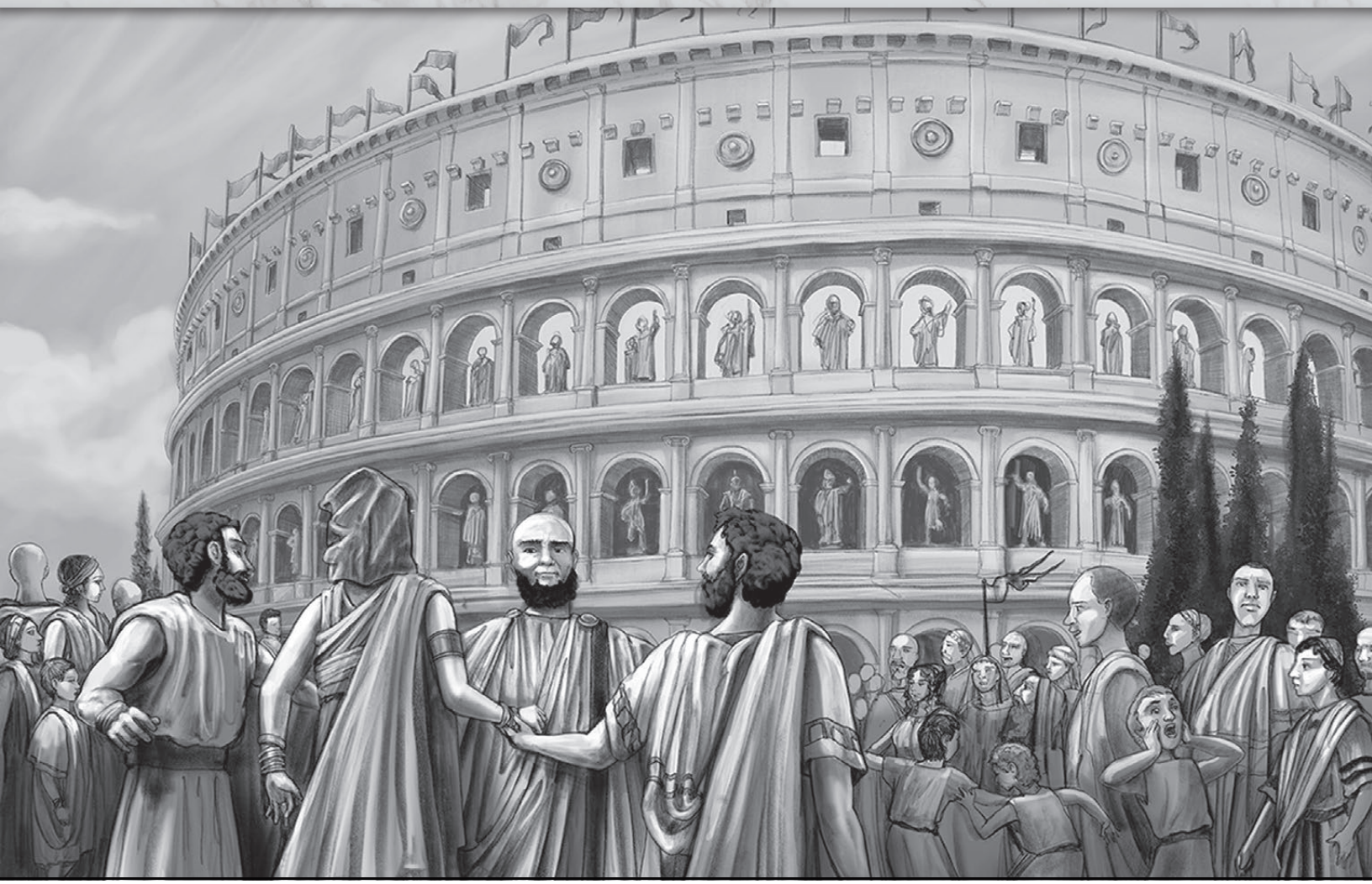
SPENDING LEVEL:

COINAGE:

ASSETS:

IMPORTANT NPCs

SCENARIO № 1:
BLOOD & GLORY



INTRODUCTION

This scenario takes place during a three-day holiday celebrated with gladiatorial games. Precisely where or when is up to individual Keepers. The scenario can take place in any large city of the empire so long as there is a market place, a local slum, and an amphitheater. For simplicity's sake, the scenario is written to take place in the city of Rome. The market place is Trajan's Market on Quirinal Hill, the slum is Rome's Subura neighborhood, and the amphitheater is the Flavian Amphitheatre, also known as the Coliseum.

Just why the games are being held is unimportant. They could be to celebrate a holiday (such as Ludi Apollinares in Julius), or a military victory, or sponsored by a politician to gain favor with the mob before an election. The scenario is suitable for smaller groups of investigators, and can be run for as few as 1-3 people. If run for a small group, the Keeper should scale back some of the encounters, e.g., perhaps giving Vatina Corvilla a single bouda bodyguard and only one king cobra in her sanctum.

This scenario works as an unexpected investigation that the investigators stumble into, rather than seek out or get hired to look into. Presumably, they are expecting to enjoy a few days of games, but events occur—events with the dark and mysterious ring of the otherworldly and all-too-familiar: "Why does this keep happening to us?" Or, the Keeper can create a hook or use one of the following:

- One or more of the investigators is a fan of Hadrianis.
- One or more of the investigators is a friend of one or more of the gladiators of the Ludus Gallicus or the Ludus Dacicus or both.
- One or more of the investigators have invested financially in one or both of these Ludi or in the upcoming games.
- The investigators' patron or a wealthy friend invites them along to meet Hadrianis at a reception before the

games. (See "Optional Introduction, the Pre-Games Reception". Sadly for the investigators and their friend or patron, Hadrianis will leave without talking to them.)

- A crippled beast hunter hires the investigators to watch the games out of fear of a monstrous, likely magical, creature going on a rampage, specifically the maneless lion the hunter helped capture. (Keeper's Note: It is not an unnatural creature, just a very cunning man-eating lion.)
- The investigators are hired to be extra security at the games because of rumors that the war criminals who will be executed there have compatriots planning to attempt to free them. (The rumors are false—unless the Keeper decides to make them true.)

KEEPER'S INFORMATION

Events unfold over the three days and nights of the holiday. What may confuse investigators is that there are actually two unrelated mysteries, involving completely different Mythos adversaries, happening at the same time. Investigators may solve one, both, or neither of these cases in time. If either threat remains unresolved on the night after the close of the festival, a great massacre occurs. Investigators will likely be unaware of the time constraints they face (at least at first). The two investigations are described individually as "Blood" and "Glory".

Blood

A wealthy equestrian business owner in attendance at the games is not what she seems. This pale, willowy thin, tall, dark-haired woman of exceptional beauty calls herself Vatina Corvilla. She arrived in Rome nearly five years ago with a trio of master smiths and established a high-end weaponsmithing shop. She claims her husband runs their business interests in Syria while she oversees their new shop in Rome. In truth, there is no husband and no Syrian business interests, and neither she nor her servants are even human.

Vatina Corvilla is one of the many daughters of a lamia, a half-serpentine servitor race of the Great Old One Yig, the Father of Serpents. As a child of the Lamia, she appears nearly human except for a few key traits. She is coldblooded and must sun herself every morning, or else she is sluggish and unfocused for the rest of the day (similar to losing a night's worth of sleep). Even then, her skin is usually cold to the touch. Her four canine teeth are overly long and hollow; she uses them to drink the blood of her victims. Lastly, her bright, striking, emerald eyes are those of a serpent. Exceptionally intelligent for one of her kind, she has been sent to Rome by her mother to be the Lamia's secret agent in the city. Vatina welcomed the assignment, as she was not content living out in the wilds, preying upon travelers. She craved the thrill and excitement of Rome.

Using her good looks, charm, and wealth, she has concealed her true nature while living in Rome. Vatina never makes eye contact, taking care to keep her gaze lowered when speaking to anyone, for her serpentine eyes would surely betray her inhuman nature. She also does not eat or smile broadly in public, lest she risk showing off her fangs. She distracts people with expensive perfume, a colorful and stylish silk wardrobe, complex hairstyles, and an unusual but melodious accent. Most explain away her odd ways as those of an exotic woman of the East, although her complexion and features mark her as one of Latin blood (i.e., native Italian).

Vatina owns a high-end metalworking shop, out of which the three smiths in her service produce some of the finest blades in the city. These smiths also serve her as bodyguards, and are not what they seem. They are bouda, shape-changing creatures able to move between a human form and that of an enormous hyena. Such creatures are famed for their metalworking skills and these are no exception. In their human form, they appear as muscular Egyptian men, and go by the names of Badru, Bakari, and Baruti. They serve Vatina Corvilla loyally, and completely dispose of her victim's bodies, bones and all, as hyenas are known to do.

Gladiatorial games always bring out the worst in Vatina. Being among so many humans, hearing the screams of the dying, while seeing and smelling copious amounts of spilled blood always fuels her appetite to a dangerous level. She recently learned that women of means, such as she is, sometimes pay to have access to handsome gladiators after the arena closes, to sate their sexual urges. Vatina has always wondered what the blood of gladiators, the most virile perfect human specimens she has ever seen, taste like. For these games, the vampire has decided to treat herself and satisfy that curiosity.

During the games, Vatina visits the gladiator pens of the Coliseum after hours and feeds from those she couples with. Her activities become more reckless each night as she drains the men closer and closer towards the point of death. The gladiators she feeds from appear tired the following day and deliver lackluster performances. Men famed for vitality and physical prowess take the sands appearing weak and sickly. The promoters and crowds are not pleased. Finally, gladiators begin to die, first from accidents Vatina indirectly causes because of their physically diminished abilities, and later by her direct actions. Unless stopped by investigators, Vatina completely loses control at a wild party (i.e., an orgy) held after the closing of the games. She goes on a blood-soaked rampage at the hedonistic celebration, killing over a dozen.

Glory

There are very few old gladiators, which may be fortunate because, for some, theirs is a sorrowful existence. They remember the roar of the crowds, being a moment from death and never feeling more alive, and having the admiration of tens of thousands of fans. For one such man, the days of glory are gone, and life has become a slow, miserable march to the grave.

Once called "The Lion of the Sands", Hadrianis is long past his prime. He earned his freedom long ago, but his heart remains enslaved to the arena. At forty-seven years old, he is past the age where he can compete in the games, too slow and weak to do anything but disgrace his once vaunted reputation. While he retired with a large sum of money fifteen years ago (at the age of thirty-two), enough to have lived the rest of his life in comfort, the bulk of that fortune is gone. The majority of it was wasted on quack physicians peddling miracle potions, charlatans selling magical restorative charms, and priests making sacrifices to divine powers on his behalf—all aimed at reclaiming his slowly fading physical prowess. No matter how much exercise he got, or how well he ate, he could feel himself growing weaker every season.

There is nothing tragic or supernatural about this, as Hadrianis is simply a man past his prime. He refuses to come to terms with the fact that he is now in the sunset of his life. In a moment of clarity, he allowed a friend (Livia, his landlady) to talk him into accepting a position as a coach and trainer with Ludus Gallicus, a gladiator training school owned by Sestius Donicus. Livia understands his

feelings, as she is a widow whose children have all grown up and moved on. She hopes this new job helps restore Hadrianis' happiness, and she dreams that maybe they can enjoy the final chapters of their lives together, in comfort.

But Hadrianis felt his life was barely worth living and would have given anything to return to his glory days. He said as much to Didius Asina, his usual apothecary, who referred him to an African potion dealer he'd dealt with in the past. The man, named Ekwueme (meaning "one who fulfills his promises"), claims to be an alchemist of the Igbo people who dwell in the land south of Regio Deserta (present day Nigeria). He is old, thin, and very dark-skinned with black eyes and teeth. Ekwueme is The Black Man, Avatar of the Outer God Nyarlathotep. In the former gladiator's pride and misery, self-hatred, and despair, Nyarlathotep saw a splendid opportunity to bring chaos to Rome. As Ekwueme, he offered Hadrianis a very special tonic, which would completely restore not only his vitality, but also grant him great strength as well, for the price of a single dupondius.

After the former gladiator purchased the tonic, the Black Man delivered a warning: "Drink no more than a few sips. The gods do not like mortals to rise up to rival their might. A few sips and no more." The bottle contained a large amount of the tonic. The stage was thus set for chaos and tragedy, which was exactly what Nyarlathotep intended.

Hadrianis took a few sips, and felt as strong and fit as he did in his prime. He returned to the sands of the arena restored to the full measure of his abilities. But soon, he will not be able to resist drinking more of the elixir, keeping it on his person at all times. With each sip, his strength increases, but his self-control and humanity slip away. Hadrianis grows more bloodthirsty and bestial with each dose he takes until he becomes an abomination. The main ingredient of the tonic is the tear of a cyclops, a creature known for its great strength and hunger for human flesh. Hadrianis begins to have cannibalistic cravings which eventually become uncontrollable. Unless investigators stop him, the gladiator becomes a monster, a danger to everyone and everything around him.

Mistaken Connections

The two threads of investigation are fairly straightforward. Their opposing natures (an older man gaining vitality while younger men are debilitated) may lead investigators into thinking these are connected events. A careful look at the evidence should eventually show investigators these events are unrelated. Should investigators not realize this, one of the threats may reach its ultimate, tragic conclusion.

The Non-Player Characters

There are a number of NPCs for the investigators to interact with. Most have nothing to do with the Mythos threats disrupting the games, but a few do possess information which could be helpful to investigators. Keepers should add whatever additional NPCs they feel necessary to further flesh out the adventure in their particular campaign.

Gladiators, Owners, Trainers and Organizers

MYTHOS THREATS

Vatina Corvilla: Daughter of the Lamia and fan of the games.

Badru, Bakari, and Baruti: Bouda in the service of Vatina Corvilla.

Hadrianis: Troubled former gladiator currently under the influence of Nyarlathotep.

Ekwueme: African Alchemist and The Black Man, Avatar of Nyarlathotep.

LUDUS GALLICUS OR GALLIC SCHOOL

Sestius Donicus: School official and manager who offered Hadrianis a trainer's position.

Corvus: A well-known gladiator who defeated Hadrianis before his retirement, yet admires him.

Vocula, Tasius, Pantera, Rullus, and Pennus: Gladiators of the Ludus Gallicus.

Agorix, Docilus, Laena, and Fronto: Guards in the employ of Ludus Gallicus.

LUDUS DACICUS OR DACIAN SCHOOL

Junis Noster: School official, manager, and veteran trainer.

Flax, Crassus, Aratus, Cenaeus, and Sigils: Gladiators of the Ludus Dacicus.

Gavrus, Tanicus, Sellic, and Leon: Guards in the employ of Ludus Dacicus.

FRIENDS

Livia: Landlady and neighbor of Hadrianis.

Didius Asina: Well-known apothecary treating Hadrianis who set him on his current dark path.

FANS OF THE GAMES

Nectova Fadillia: Patrician woman and fan of handsome gladiators, especially after dark.

Fannius Cimber: Patrician man holding a party for the owners and managers of Ludus Dacicus and Ludus Gallicus at the end of the games.

Ovidius Glycia and Modia: Hedonistic patrician couple hosting a wild party (an orgy) at the end of the games.

A Day at the Games

A day of games opens with a parade led by the editor, or organizer, of the games. The games begin with staged mock combat matches followed by displays of exotic animals. Some animals are trained to perform tricks, while others are pitted against one another in combat. Just before lunch, there might be a wild animal hunt where specialized gladiators, called Bestiarii, dispatch captured beasts.

At lunchtime come public executions, where criminals and prisoners of war are put to death in the most degrading, dramatic, and painful ways imaginable. The condemned are fed to beasts, pitted against one another in lethal combat, or forced to reenact famous historical deaths and battles. This is thought to be a deterrent to petty crime and insurrection.

Afternoon brings on the main events, the gladiators. These men (and sometimes women), well-armed and superbly trained, are masters of their art. They are very expensive to own and maintain, possibly only performing a handful of times each year. Gladiators are celebrities and sex symbols, greatly admired. However, they are also despised for being infamous.

TIMELINE

Blood and Glory is an open-ended scenario. Just how investigators conduct their investigation is up to them. Keepers need only follow the time line of events and react to the actions of the investigators. Investigators who sit back watching and waiting for the Keeper to engage or "hook" them may run out of time as events spiral out of control. Keepers who encounter such reactive players should prod them to action with questions like, "So where do you want to go?", "Who would you like to talk to?", or "Let me know when you've decided what you're planning to do".

Timetable

The Day & Night Before the Games

- Hadrianis drinks a few sips of the Tonic of Vitality, then visits the editor of the games to request a match in the upcoming events. The organizer, stunned by the aged champion's excellent physical condition, agrees and puts Hadrianis on the schedule.
- Vatina Corvilla visits the pens of Ludus Gallicus in the Coliseum. She bribes the guards Agorix and Laena to have access to two gladiators. She couples with Vocula and then Tasius, draining both, but restrains her urges and doesn't seriously harm either.
- Vatina Corvilla runs into Nectova Fadillia as she leaves the arena. The women talk, and Nectova boasts of having visited the gladiators of Ludus Dacicus. Both agree to switch places the following night, to sample the men of the other training schools.

The First Day

- Hadrianis meets with Sestius Donicus, of the Ludus Gallicus, at the Coliseum. He informs the manager that he can't take up the position as a trainer as planned, as he is instead making a comeback to the arena. Sestius and Corvus desperately try to talk him out of this, fearing he'll be seriously injured or killed.
- Newsreaders publicly announce that the legendary Hadrianis is making a return to the arena. He will fight in a rematch against Corvus, the only man who ever beat him.
- The parade takes place. Hadrianis marches in it. To the surprise of many, he looks very fit. Vatina Corvilla and her bodyguards sit in the unshaded section of the arena, which gets the most sun.



It is an unpopular section, but she sits here despite the fact that better seats are available. Investigators making an Extreme Spot Hidden success while scanning the crowd for "anything out of the ordinary" will notice this.

- Staged combat matches take place followed by the animal acts. All proceeds normally.
- Lunchtime arrives and a few dozen prisoners are executed. Some are fed to hungry bears while others are made to duel one another to the death.
- Afternoon arrives, and the gladiatorial matches begin. Vocula and Tasius perform poorly, with both men seeming lethargic and clumsy. They quickly lose their matches, but are not seriously injured. The crowd is very annoyed with the lackluster performance and boos wildly.
- Hadrianis walks out onto the sands looking as vigorous as a man half his age. He fights Corvus, toying with his opponent before beating him badly. It is a stunning upset, and the crowd goes wild with excitement.
- Corvus is badly hurt. Arena physicians say he'll likely need a year to recover before he can possibly spar with any students again. Sestius Donicus is furious, as the match was supposed to be merely an exhibition to first blood. The level of the injuries inflicted on Corvus are far beyond the scope of what's acceptable in such a match.
- Hadrianis schedules another match with the games editor for the following day. His opponent will be a group of prisoners, the survivors of a Germanic war party who were defeated after crossing into the empire in a raiding attempt.
- Vatina Corvilla goes to the baths for an hour after the games and then home.

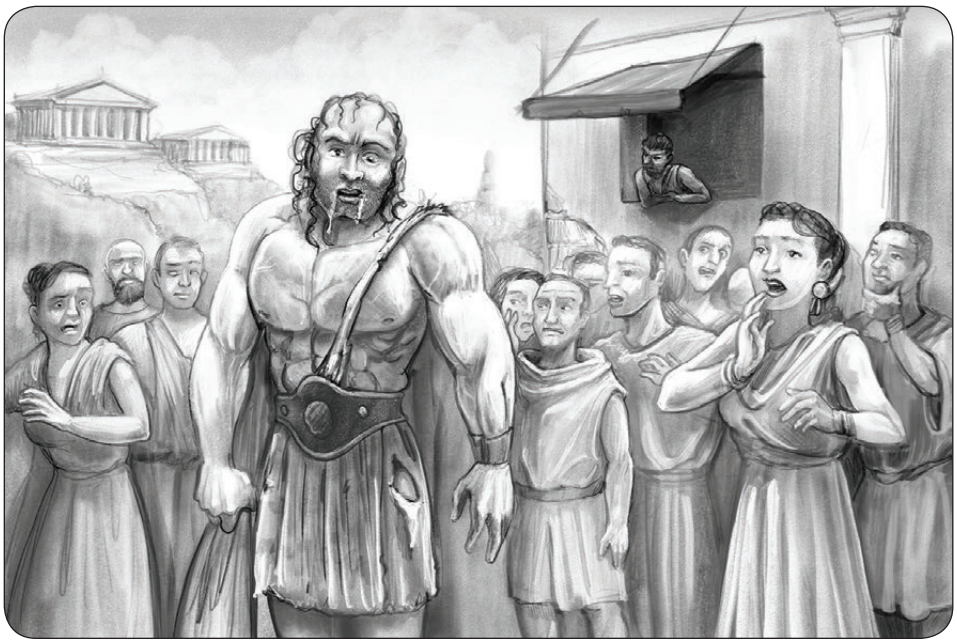
The First Night

- Hadrianis walks home. Once there he becomes nervous about his chances against a group of armed German warriors. He contemplates taking another dose of the tonic, feeling an almost physical urge to do so. Hadrianis tries to eat some dinner, but everything tastes wrong. He begins feeling dizzy, anxious, and confused.
- Vatina Corvilla leaves her home at sunset and returns to the Coliseum to feed.
- Hadrianis takes another swallow of the Tonic of Vitality. He falls deeply asleep as the potion does its insidious work, turning him into something not quite human.
- Vatina Corvilla and Nectova Fadillia, along with other wealthy women, visit with the gladiators after the arena closes. The pair switches gladiator teams; Nectova visiting Ludus Gallicus and Vatina visiting Ludus Dacicus.
- The vampire bribes the guard Sellic and spends time with the gladiators Crassus and Aratus, feeding from both men.
- Before heading to their respective homes Vatina and Nectova share wine and gossip about their experiences that evening.

The Second Day

- The day progresses normally, with mock combats followed by animal acts.

- One of the animal hunts turns into a bloodbath. An odd maneless lion with snow-white fur turns the tables on the hunters. Cunning and powerfully built, the beast kills two men and badly mauls a third. Additional beastarii (gladiators who specialize in fighting wild animals) enter the arena and corner the animal. The lion is netted, but not killed, as the crowd was thoroughly entertained by its bloodthirsty nature and intelligence. The announcer proclaims that a new team of hunters shall test their skills against the killer white lion the next day.
- Lunch break begins, and then the executions take place, this time with people being run down by bulls.
- Ten prisoners, armed with pugio, are set against three fully armed gladiators. One of them is Crassus, who is weakened from being fed upon by Vatina the night before. He looks tired, his blows and parries sloppy. It's obvious he is nowhere near peak condition.
- Suddenly one of the prisoners knocks Crassus off his feet. Several prisoners converge on Crassus, stabbing him several times before other gladiators rescue him, killing his attackers. He is carried off the sands in a stretcher. The crowd is stunned; prisoners seldom get the better of "real" trained gladiators.
- Hadrianis takes the sands appearing larger than yesterday, with rippling muscles, thick flowing hair and a half-crazed look in his eyes. His opponents are seven tall, long-haired Germans men armed with great saex, axes, and clubs. They are trained soldiers and killers with nothing to lose. The match begins and Hadrianis kills three of the men before being disarmed by a club blow to his hand (which should have crushed all the bones in it). Hadrianis grabs the club wielder with a roar and beats him to death with his bare hands. The gladiator flies into a rampage, pummeling the remaining three prisoners to death with punches, kicks, and head butts. He even dislocates one of the prisoner's arms as he tosses him about like a rag doll.
- The match ends with Hadrianis covered in blood, panting, and bare-chested. His armor is discarded and his clothing lies shredded. While not noticeable from a distance, the gladiator exits the arena larger than when he entered it. While many cheer wildly, some of the crowd, well used to gore, are shocked by Hadrianis' uncharacteristically savage display.
- The gladiator matches begin. In a match between Aratus of Ludus Dacicus and Rullus of Ludus Gallicus, tragedy occurs. Aratus, weakened from his encounter with Vatina, accidentally stumbles and drops his guard too soon. He fails to block a telegraphed blow from his opponent, and the blade sails through opening a deep wound in his throat. Both men appear shocked as Aratus falls to the ground bleeding.
- The spectators are stunned as Aratus is a crowd favorite and this wasn't supposed to be a match to the death. Rullus is stunned as well, visibly shaken with dealing an accidental and obviously fatal wound. Physicians quickly rush in to treat the wounded man, but he is done for. The gladiator is dead before he can be removed from the sands.
- In the final match of the day, between Pantera of Ludus Gallicus and Cenaeus of Ludus Dacicus, the match takes an ugly turn. With no warning, Cenaeus launches a set of furious and skillful attacks against his opponent. What was supposed to be a competitive display turns into a life or death struggle. This is sparked by the earlier accidental death of Aratus, as Cenaeus seeks vengeance for his fallen Ludi brother. With their owners and trainers screaming for the men to stop, the gladiators brutally maim one another. Many in the crowd enjoy this spectacle, while many others feel it's "poor showmanship". Both Pantera and Cenaeus are near death when they are carried off the sands, and both are crippled by this incident and never perform again.
- After the games close, Hadrianis demands another match from the editor, but is refused. The editor tells him that perhaps the crowd has seen too much of him and he shouldn't overdo it. Also, his hand is injured and that maybe he should "get some rest". While the editor does not say so, he is also refusing because Hadrianis' appearance and demeanor frightens the organizers. The gladiator leaves and heads home.
- Vatina, her hunger heightened by the savagery of the day, heads to a bathhouse (the Baths of Agrippa). She loses control and feeds on her lovely young male attendant, Piso, leaving him unconscious and dying. Vatina tells the owner, a man named Cerco, that the boy has fallen asleep, joking that she must have worn him out. The vampire gives Cerco an aureus (100 sesterii gold coin), asking that Piso not be punished and saying that she found him quite pleasing. Cerco lets the incident pass and thinks nothing more of it. Piso slips into a coma by midnight and dies the following afternoon. The physicians explain the death as being due to some sort of snakebite, and no one connects it to Vatina's visit.
- Hadrianis is rapidly losing control. His hand is broken. He's exhausted, dizzy, and very hungry. He buys various food items on the way home and tries to eat, but nothing stays down. Hadrianis stumbles home, arriving there just before dark.
- Vatina arrives at her home and remains there for a few hours. Her hunger is still not sated, the bathhouse boy's blood only making it more



acute. By now she has lost control of herself and her judgment is seriously compromised. She impatiently awaits nightfall and a third visit to the Coliseum's gladiator pens.

The Second Night

- Hadrianis paces his apartment, in turmoil. He wants to perform at the games tomorrow, but isn't scheduled to appear. Hadrianis cannot think straight or relax enough to sleep. The gladiator is in terrible pain from his injuries, nauseous with hunger, and dizzy from exhaustion.
- Vatina and her new friend Nectova meet for a drink before entering the lower level of the Coliseum for a final night of sampling the gladiators. They split up again, Nectova visiting the pens of Ludus Dacicus and Vatina those of Ludus Gallicus.
- Vatina and Nectova are both initially refused entry by the guards of both schools. They have orders from the game's editor to allow no one into the gladiator pens due to the suspicion of illness or poisoning among the gladiators.
- Vatina and Nectova use their charm and wealth to get past the guards. Nectova enters the gladiator pens.
- Hadrianis can stand it no longer; he just wants the pain to end. He takes another swallow of the tonic. And then another swallow. He feels better, sighs, and passes out, falling into a deep slumber. His body undergoes further hideous changes.

  Keeper's Note: With this dose Hadrianis's humanity is hopelessly lost. Investigators hoping to save him must intervene before this point.
- Vatina gets carried away while applying her "charms" on Laena and Fronto, guards for the Ludus Gallicus. She completely drains both men of blood while coupling with them. By the time the men realize their peril they are too weak to resist or raise an alarm. The vampire takes their keys and orders her guards to dispose of their bodies.
- Badru, Bakari, and Baruti drag the bodies of the slain guards to an empty, secluded cell within earshot of their mistress. They take turns taking watch while the others transform into hyena form to feast upon the corpses. Nothing but clothing remains by 3 AM.
- Vatina enters Pennus' cell. She grapples him, viciously coupling with him and feeding from him at the same time. The gladiator tries to resist, but without an enchanted weapon, he is powerless against the child of the Lamia. His half-stifled cries are mistaken for vigorous copulation. Pennus is completely drained of blood, and his lifeless corpse is left lying in his cell.
- Vatina meets up with Nectova on the way out of the gladiator pens. They chat and Nectova invites Vatina to a special party the next night. She explains that it's an orgy, held by Ovidius Glycia and his wife Modia. The vampire agrees to attend the party and the women depart for their respective homes.
- Vatina drops the keys to the gladiator pens in a random sewer grate on the way to her home.

The Third Day

- The blood-drained corpse of the gladiator Pennus is discovered. A moment later, a cell is found with the bloodstained clothing of the missing guards, Laena and Fronto.
- Sestius Donicus is outraged and confused. He meets with the editor of the games demanding compensation and causing a huge scene.
- A rookie gladiator takes Pennus' place in the day's line up. The show carries on as best it can.
- A very bestial-looking Hadrianis shows up at the Coliseum. He pushes his way into the editor's office and demands another match. Guards are summoned. Everyone is stunned and horrified by the man's appearance. He is nearly unrecognizable, a hulking, slavering brute with the eyes of a madman. The editor tries to calm Hadrianis and calls for a physician to look him over.
- Hadrianis, now a monstrous thing that was once a man, resists. He battles with guards, badly injuring several people before escaping into the tunnels under the arena. Hadrianis hides there while guards make a half-hearted search, having no wish to encounter the monster they were sent into the tunnels to find.
- The morning events proceed normally. The "Legendary Lion" is then released onto the sands for another wild animal hunt. It is now hunted by three of the most famous beastarii in Rome.
- Drawn by the sound of cheering crowds, Hadrianis wanders up from the tunnels to just under the sands.
- The maneless white lion once again proves itself to be both intelligent and vicious. It manages to ambush and kill one of the hunters. The other two close on it, working together to slay the deadly predator. The crowd roars with excitement and expectation.
- Suddenly, a monster that was once a man bursts from below the sands. With a howl, the Thing That Was Hadrianis leaps at the lion, punching it with his massive, powerful fists. The lion bites Hadrianis and rakes him with its claws, seriously maiming him before being pummeled to death. The hunters recoil in horror, stunned with shock.
- The inhuman monster, with huge rippling muscles, crazed eyes, and anvil-like fists, roars in victory, holding the





dead lion over its head. He hurls the dead animal into the stands where the carcass kills two people and wounds dozens of others. Hadrianis prances around, waving his arms to encourage the fans to cheer; instead, they gasp in fear. Meanwhile, the terrible gashes the lion inflicted on The Thing That Was Hadrianis begin to heal before everyone's eyes.

- The beastarii recover from their shock and charge the monster. They thrust at him with their long spears, piercing his now thick hide. Guards pour onto the sands with weapons drawn and quickly surround Hadrianis.
- The Thing That Was Hadrianis attacks the beastarii and guards, going on a rampage. He kills nine men with his bare hands. He manages to rip off the left arm of his last victim, pulling it from the screaming guard's shoulder. Reflexively the creature lifts the arm to its mouth, takes a hearty bite, and swallows it lustily.
- The Thing That Was Hadrianis suddenly stops, apparently shocked by his own actions. He dives below the sands and rushes back into the tunnels from which he came. None dares follow, and Hadrianis escapes into the sewers. Those viewing this must make a Sanity check for 0/1D3.
- Many in attendance are confused, unsure if what they witnessed was part of the program or not. People begin leaving until about half the seats are empty.
- The spectacle continues, with more matches between exhausted gladiators, supplemented by new, mostly unknown fighters.
- Vatina Corvilla stays until the end of day, enjoying the bloody spectacle. The child of the Lamia has gorged herself for days, but it has only whet her appetite for more.
- The games end on a sour note. Many spectators rush to attend various dinner parties being hosted across the city. Vatina, in the thrall of her bloodlust, is among them. She visits a bathhouse (and refrains, with difficulty, from feeding on anyone there) before setting out for the home of Ovidius Glycia.

The Third Night

- Vatina Corvilla arrives at the home of Ovidius Glycia. She meets her friend Nectova outside and enters with her. Nectova introduces her around, and Vatina is welcomed to the celebration (see "The Orgy").
- The Thing That Was Hadrianis has become ravenously hungry. He dimly recalls that there is a feast at the home of Fannius Cimber tonight and that he was invited to it. He feels sick and confused. He must eat...He ate something delicious recently...Was it human flesh? He can't think straight, and his head won't stop pounding. He drinks the last of the Tonic of Vitality, instantly feels better, passes out for an hour, and transforms even further.
- Hadrianis awakens, the pain and confusion gone. All is suddenly clear. Hadrianis is now an abomination: an enormous, slavering brute with a near insatiable hunger for human flesh. His thoughts are: "Food there, know what to eat now...must feed!" The creature emerges from the sewers into the night. He climbs to a rooftop and crosses the city, heading to the home of Fannius Cimber. The creature leaps easily between buildings, traveling from rooftop to rooftop (see "The Party of Fannius Cimber").

The Orgy

The villa of Ovidius Glycia is in the Esquiliae neighborhood of Rome, high on the slopes of Esquiline Hill. Investigators attempting to enter the party without either an invitation or being in the company of someone who has one must get a Hard success on a Fast Talk, Persuade, or Status/Infamy roll to get past the door guards. Investigators claiming to be invited by or a friend of Nectova Fadillia, those with APP scores about 75%, and/or those wearing masks, perfume, scandalously revealing clothing, or the like need only make a Regular success in any of those skills. Those failing are refused entry and politely asked to leave the premises. This lavish villa currently hosts about seventy guests, slaves, servants, and hired professionals. Intimidation attempts spark a confrontation unless the investigators make an Extreme success, as the people within are highly placed in society and the security is extra cautious to ensure their safety.

A statue representing Bacchus is prominently displayed in the main dining area. The celebration spans multiple rooms throughout the villa. Everyone here is drinking, smoking hemp, sipping poppy nectar (opiates), and engaging in various sexual acts. About one third of the guests are masked to hide their identity. In the center of it all are Ovidius Glycia and his wife Modia. The couple is wealthy, beautiful, and totally hedonistic. So long as investigators do not cause a disruption, they are welcome to stay and participate.

A Bloody End

Vatina mingles at the party for about an hour before she loses total control of herself. She orders her bodyguards to lock down the residence. They quietly murder the guards, lock all the doors, and kill anyone attempting to leave the villa. With a successful Spot Hidden roll, investigators who are at this party and looking for either Vatina or anything out of the ordinary discover her before she and her bodyguards finish securing the building. Once the bouda have locked all the

exits and murdered the guards, Vatina begins to feed openly.

The vampire goes mad with bloodlust, feeling invulnerable due to her innate immunities. Vatina drains those she grapples with, leaving a trail of corpses in her wake. Soon her actions are discovered as the victims are noticed and people begin to panic. As screams fill the air, Vatina orders her minions to kill everyone.

The three bouda take their monstrous hyena form and begin mauling partygoers to death. Vatina joins them, drawing her dagger and laughing maniacally. She dances through the panicked guests, slashing them with her fine blade, biting and draining the blood from her victims. The child of the Lamia has lost all self-control and drops her façade of humanity, reveling in her repressed monstrous, true nature.

Unless stopped by investigators, she and her minions kill everyone in the villa in a frenzy of murder and predation. If they are not discovered by this point, they set fire to the villa to destroy the evidence of their actions. The fire spreads to a few neighboring houses, but is quickly contained. However, the villa of Ovidius Glycia is completely destroyed. Vatina Corvilla and her bodyguards slip quietly away into the night and resume their charade of humanity. If investigators allow these events to happen, "Blood" (this half of the scenario) ends in failure.

The Party of Fannius Cimber

This party, at the villa of Fannius Cimber, is located in the Caelimontium neighborhood of Rome on the Caelian Hill. Fannius Cimber is of senatorial rank and his residence reflects that, being large and richly appointed. Investigators trying to attend this dinner without either an invitation or being in the company of someone who has one must make a successful Extreme Fast Talk, Persuade, or (only if the investigators score is at least 50%) Status/Infamy roll, or they are refused admittance by the guards. Investigators with Status scores of more than 70% need only make a standard success in any of the above skills to gain entry.

This dinner is a formal affair of about twenty wealthy men, most with their wives or a guest. Everyone here is a fan of the games and a patrician or of senatorial rank, or an equestrian with ties to the games (i.e., the managers and owners of gladiatorial ludi). Everyone is reclining and enjoying a twelve course dinner, as dozens of slaves rush about serving courses, removing dishes, and refilling glasses. Half a dozen gladiators, including a gladiatrix, are in attendance as well, but not as guests. They are here as conversation pieces, and so that these wealthy fans can meet them in person. The gladiators do not sit; they simply wander from table to table, answering questions and telling stories to the attendees. The party is likely to last well until after the sixth hour of night (roughly midnight).

Unless stopped beforehand, the Abomination That Was Hadrianis arrives at the Villa of Fannius Cimber about the fourth hour of night (roughly 9 PM). Although drawn by clouded memories and an all-consuming hunger for human flesh, the Abomination passes thousands of other possible victims on the way to the villa without harming them or pausing. In his twisted mind and foggy memories of when he was a man, he knows that this party is where the best food is going to be. Once he arrives, the creature literally crashes the party, barreling past the guards and smashing in the front door (or window, or a wall) with his massive bony fists.

Once inside, the Abomination begins killing everyone within his reach, biting chunks out of his victims to wolf down during his murderous rampage. He moves from one terrified victim to the next, leaving a path of blood, death, and destruction in his wake. After about twenty minutes of pure carnage, the creature is brought down by a combined group of house guards, personal body guards, and all six of the gladiators in attendance. Luckily all of them are armed with their signature weapons to add to their stage presence for this appearance. When it is over, fifty-six people—a mix of guests, guards, slaves, servants, and two of the six gladiators in attendance—lie either dead, dying, or horribly maimed. If the situation degenerates to this point, "Glory" (this half of the scenario) ends in failure for the investigators.

THE INVESTIGATION

The investigators must take action to interrupt the timeline of events and prevent the "Blood" and "Glory" storylines from reaching their tragic and murderous conclusions. There are many NPCs to question, leads and suspects to follow, and pieces of information to gather. Just whom investigators speak to, what course of action they take, and how they attempt to resolve the two parallel mysteries is up to them.

Starting the Investigation

There are many ways to begin this scenario. The investigators should begin play knowing that Hadrianis, the famous retired gladiator, has just been hired as a trainer with Ludus Gallicus. The school is known for producing average quality gladiators with above average looks, and the hiring of Hadrianis as a trainer is likely a move to improve the fighting skills of their gladiators as a whole. The investigators can simply be spectators going to the games who become concerned and involved after seeing the games' initial odd events (i.e., lackluster performances, and Hadrianis' remarkable comeback and condition).

Optional Introduction: The Pre-Games Reception

Another way the investigators can become involved is via contacts within the Ludus Gallicus. In this case, the investigation begins the night before the games start, at a reception at Ludus Gallicus for some of the school's more important fans, supporters, and investors. At this reception, those in attendance get to meet the gladiators (on display), the trainers, and the owners. Hadrianis arrives late, and seems to be in remarkable physical condition for his age.

As he is being introduced to everyone by a proud Sestius Donicus, Hadrianis respectfully informs the owner that he has had a change of heart and cannot accept the position as trainer. He explains that he is returning to the sands tomorrow, as a free gladiator, and has secured a match with the promoter.

Everyone is shocked, some are angry, and many are concerned, none more so than Corvus, who is about to retire himself, the only man ever to defeat Hadrianis. Tomorrow is his last match before he becomes a trainer at Ludus Gallicus. He reminds his former opponent that Hadrianis has not fought in five years, and says, "This is not a game for men with grey hair. Men like you and I are lucky to reach the ages we are. It's time to pass on what we know to the boys, and girls, following behind us. I was really looking forward to working with you. Please, my friend, my brother, don't do this."

Hadrianis struggles to keep his composure at this impassioned bit of rhetoric, and those making a successful Insight roll realize that he is very angry at and deeply resentful of Corvus. Hadrianis smiles and says, "Don't worry over my fate, brother, look to your own. I am certain we'll be working together quite soon. I shall see you tomorrow." He then excuses himself and departs from the



reception before everyone has had an opportunity to meet him. This causes great embarrassment to Sestius Donicus, as there are many guests who were eager to meet and speak with Hadrianis. The stage is now set for the investigation to begin.

People to See

Investigators may attempt to speak with various people during the course of the three days of games. Some of these interviews provide leads, clues, and information. This allows investigators to develop a clearer picture of what's going on. Keepers should use their judgment to determine when investigators need to make Fast Talk, Persuade, Intimidate, Charm, or Status checks while meeting with these various NPCs. Some information should be freely shared if it seems incongruous enough.

Gladiator Managers

Investigators wishing to speak to the gladiator managers and/or owners of Ludus Gallicus and Ludus Dacicus must find or create a reason to do so. Both men are busy managing their stable of gladiators and dealing with the apparent health issues plaguing some of their performers. The longer the mystery remains unsolved, the more men "fall ill" and eventually die. The managers begin taking desperate measures in an effort to protect their teams.

SESTIUS DONICUS OF LUDUS GALLICUS

Sestius is a 27-year-old equestrian man who personally owns a stable of fifteen gladiators within the Ludus and also has a position as a manager with Ludus Gallicus. He's inherited this position from his father, who died a year ago, and is beginning to make a name for himself. Sestius has a strategy: he trains and promotes very handsome gladiators whom fans adore as much for their looks as for their fighting abilities. Women (and many men) love his gladiators. It is a strategy that earns him good profits, but little respect from his peers.

Sestius is a bit of an upstart, not terribly secure in his position. He fears the older and more established owners might try to squeeze him out of his position within the training school. He hoped to build credibility by hiring the famous former gladiator Hadrianis as a trainer. His plan was for Hadrianis to train his stable so that their skills matched their good looks. When this plan suddenly collapses, Sestius' confidence takes a serious hit.

On Blood

Sestius believes the cause of his men falling ill is poisoning. Although he has no proof of it, he suspects this was done on the orders of his rival Junis Noster, the senior trainer of Ludus Dacicus. He has his Ludus physicians search for signs of poisoning; examining each gladiator, all the food, and the kitchen, but such efforts prove fruitless. As a precaution on the second day of the games, Sestius has his overseer question (i.e., beat) the slaves preparing the food in an effort to gain a confession.

On Glory

Sestius tells investigators that Hadrianis quit soon after accepting a position within Ludus Gallicus as a trainer. The reason for this was that the retired gladiator intended to make a comeback. Sestius says he tried to talk him out of it, but Hadrianis refused. Sestius was worried Hadrianis would be crippled or killed, as the last time he fought a match he was soundly beaten. After seeing

how well Hadrianis performs, Sestius says, "Looks like that potion seller he's been going to might be onto something."

Investigators asking about the potion seller are told, "He's called Didius Asina, makes tonics to reduce swelling, salves to limit scarring, oils to sooth torn muscles, that sort of thing. He has a booth in Trajan's Market. Hadrianis has given him a fortune over the years. But the problem isn't an injury or illness. He's simply past his prime; you can't turn back the seasons."

JUNIS NOSTER OF LUDUS DACICUS

Junis Noster is a 45-year-old former gladiator, now a wealthy freedman. He has been involved with gladiatorial games, in various aspects, for his entire adult life. There are few who could rival his experience or knowledge of this industry, and although his social class is low, he's well paid and respected by his peers. His children (he has four) are Roman citizens of equestrian rank, and his nine year old son, Junis Nostus, is already being groomed to take over the Ludus. Junis Noster is the senior trainer and manager at Ludus Dacicus, the very school he himself attended. The school is owned by a number of wealthy investors, including Lampronius Gellius, who is Junis Noster's brother-in-law and Junis Nostus' uncle. Junis Noster takes a dim view of Sestius Donicus and his tactic of appealing to female fans. However, so long as everyone makes a profit, he isn't overly concerned. Junis Noster says, disdainfully, "Let the young pup have his pretty boys for the ladies. Me? I train champions."

On Blood

When things start to go wrong, Junis Noster theorizes that some sort of illness is spreading through the gladiator pens. As a former gladiator himself, he takes the matter very seriously. He calls in physicians, has fresh water brought in, and pays a priest of Nike to bless his men's barracks. On the second day of the games, he orders all his men's clothing and bedding replaced, and the discarded items burned, and for their armor and weapons to be scrubbed clean with water from a sacred spring. Should the problem persist, Junis Noster has hot food brought in for his men from the Ludus Dacicus school, not trusting the kitchens at the Coliseum. Once the first accidental death occurs, he orders a lock down on the gladiator pens, instructing the guards not to admit anyone after hours.

Gladiator Guards

The guards of both Ludus Galicus and Ludus Dacicus are loyal, dedicated, and professional. They all earn extra money from the "fees" wealthy women pay to spend private time with the gladiators they guard. It's something everyone knows about but nobody likes talking about. It's a perk for the gladiators as well, as they get a cut of the money. Everyone tries to keep quiet about this, out of discretion. If pressed, the guards admit that this happens, but try to protect themselves and their positions within the Ludus.

The guards from each school are friendly with one another, sharing a brotherhood and professional courtesy. Should any of them be killed, the remaining guards become very wary, attacking first and asking questions later.

On Blood

The guards cooperate with the investigators so long as their respective boss approves it. They are concerned for the gladiators' health and safety, and they are eager to solve this mystery, as they suspect eventually they'll somehow be punished because of it. The guards easily recall the women who've visited each gladiator and can describe Vatina Corvilla and her escort. She is rather memorable because of the escort, her height, and the fact that she never looks up (as she wants to hide her eyes).

The guards offer the following information about Vatina:

- There was a new lady visiting the pens, but we didn't get her name.
- She was lovely and well dressed—she wore an expensive hooded cloak and perfume.
- She's maybe twenty winters old, very tall with long dark hair and a slim shapely figure, but we never saw her face.
- She spoke with a cold, yet seductive voice in a strange accent; she said she was born in Syria.
- She was unusually demure, keeping her eyes lowered.
- I think this was her first time visiting the pens. She had no clue how to, well, make the request and pay the fee. We had to walk her through the process, but we didn't gouge her. Standard fair rates mean steady business.
- The lady had goons with her, Egyptians I think, as guards. Rough-looking, they carried hammers on their belts under their cloaks.
- She was chatting with another one of our regulars on her way out, Nectova Fadillia, but you didn't hear any of this from me.

AVERAGE GUARDS of Ludus Gallicus, Ludus Dacicus, and the villa of Ovidius Glycia

CHAR.	VALUE
STR	70
CON	65
SIZ	60
DEX	60
INT	50
EDU	55
POW	60
SAN	60
APP	50

CHAR.	VALUE
Luck	60
Hit Points	12
Damage Bonus	+1D4
Build	1
Move	8
Age	20s

Skills: Listen 45%, Insight 40%, Intimidate 45%, Spot Hidden 50%

Weapons:

Fighting (Brawl) 55% (27/11), damage 1D3+damage bonus or

Large Club (damage 1D8+damage bonus) or

Sica (damage 1D4+2+damage bonus)

Armor: Soft leather armor (1D3 points of protection)

Nectova Fadillia

This wealthy patrician woman is of senatorial rank, and her father, Placus Nectove Fadis, is currently serving as a provincial governor. Nectova is beautiful, headstrong, and shameless in her actions. Nectova is a well-known Epicurean set on enjoying all that life has to offer. She is currently unmarried, but in her 28 years, she has been married three times, widowed twice, and divorced once, and has three young children. All of her marriages were political and benefited her father, so he indulges (some say spoils) her in her hedonistic pastimes. Nectova cannot be intimidated in any way, as her father's position and her own social standing keep her nearly above the law. She is well defended by at least two highly skilled bodyguards whenever she leaves her family's villa.

Investigators, especially female investigators, may engage her in open and friendly conversation. Nectova is quite personable, a natural gossip and, if treated properly (i.e., with respect, flattery, or flirtation), readily shares information. Keepers may call for Charm or Status rolls, if they

wish, but such should only be necessary if the investigators make a bad first impression. If any investigators impress her (i.e., having an APP greater than 70, coming off as a kindred spirit, being a possible romantic partner, or claiming to be a fellow Epicurean (although true Epicureans would not approve of Nectova), she invites them to the party being hosted by Ovidius Glycia at the close of the games.

On Blood

She can identify the cloaked woman described by the guards as "My new friend Vatina Corvilla. She is a merchant's wife, husband lives in far off Syria, and she's all alone in Rome...Poor thing..." (rolls her eyes and smirks) "Runs a shop in Piscina Publica. They sell weapons. Great clothes and perfume, we're going shopping next week. It's her first time enjoying the games after the games, if you take my meaning. I was showing her the ropes. Everyone knows me back there; a girl needs hobbies after all, and those poor men deserve a little comfort after a day risking their lives."

Investigators trying to get close to her, perhaps by asking to join her shopping or such, find her social calendar locked full for the duration of the games. If asked about her recent experiences with the gladiators by someone of appropriate status, i.e., a fellow patrician woman (or, if the Keeper wishes, by someone getting an Extreme success on a Charm roll), she will smile smugly and possibly say, "We had a good... talk." (She will not go into further detail, wanting to keep things sufficiently deniable to avoid displeasing her father. She did not spend time with any of the gladiators fed on by Vatina, as they looked too exhausted to satisfy her. This does not strike her as in any way unusual or worth mentioning, given how exhausting a gladiator's life is even without extra nocturnal activities.)

She will not discuss particulars of her after hour activities at the Coliseum with strangers.

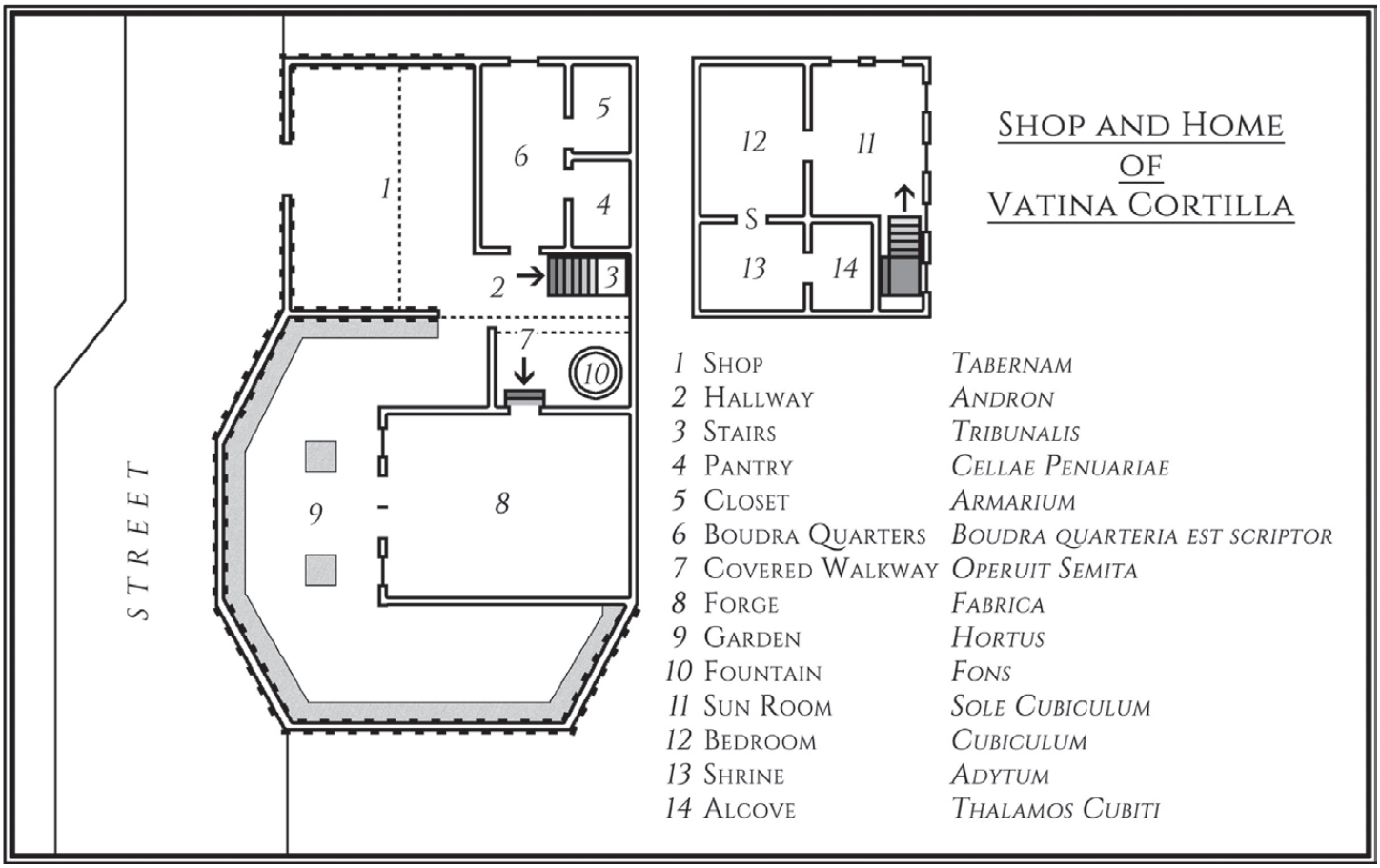
Places to Go: Blood

BLOOD LOCATION: FIRST & FINAL CUT — VATINA CORVILLA'S METALWORKING SHOP & HOME —

This metalworking shop, located in the Piscina Publica neighborhood, is fairly new. Although the business opened just five years ago, it already has a reputation of producing some of the finest blades in all of Rome. The craftsmen focus on quality, not quantity, and produce only a handful of blades each month. Many wealthy young military officers get their gladii made here, and customers have purchased several as gifts for high ranking officers and even a couple of generals. It is possibly the finest smithy shop in Rome.

The shop produces several varieties of sword here, charging five to ten times normal market rate (1D6+4), each one a work of art with a 50% chance of being an exceptional item (see page 56 in Chapter Five: Life & Death if the Keeper is using "Optional Rule, Exceptional Arms, Armor, & Shields"). Customers are seen by appointment only, and the shop is closed for the three-day holiday during the games. Badru, Bakari, and Baruti live in a small apartment behind the shop, and Vatina Covillia lives in a roomy, luxurious apartment above it. If alerted to trouble, the bouda can easily rush to her apartment from their residence in just a few moments.

The shop is part of a very small compound with 15-feet-high walls. The door to the shop is set into the wall. The actual forge and smithy are in a smaller building adjacent to the shop, due to the risk of fire. The shop and smithy are connected by an open air covered walkway beside a beautiful fountain (depicting a snake spewing water from between long fangs) that supplies fresh water to the household. Surrounding the smithy is a lovely private garden.



The only times Vatina and the bouda are home are from 4–7 AM, when they are sleeping, and from 5–8 PM, when they are home for a short time after visiting the baths on the way home from the Coliseum. Investigators attempting to break into the shop, apartment, or smithy must make a successful Stealth roll, and a Climb check in order to scale the compound's 15-foot wall. The main shop entrance is on a street that hosts a lot of foot traffic during the day and is heavily patrolled by local vigiles after dark. This makes breaking into the shop from the street without being noticed impossible. The only way to access the smithy is through the main shop or by climbing over the compound's walls. Investigators failing either roll must make a successful Luck check; failure means that they draw attention from someone in the area. The local vigiles are summoned to investigate the break in, and they arrive on the scene in 10–30 minutes (1D6 x 5 minutes).

AVERAGE VIGILIS of Rome (1D3+1)

CHAR.	VALUE
STR	70
CON	75
SIZ	70
DEX	65
INT	60
EDU	65
POW	60
SAN	60
APP	50

CHAR.	VALUE
Luck	60
Hit Points	14
Damage Bonus	+1D4
Build	1
Move	8
Age	20s

Skills: Climb 60%, Empire 55%, First Aid 50%, Insight 55%, Natural World 50%, Spot Hidden 45%

Weapons:

Fighting (Brawl) 65% (32/13), damage 1D3+damage bonus

Fighting (Axe) 55% (27/11), damage 1D6+damage bonus

Fighting (Whip) 65% (32/13), damage 1D4+2+damage bonus

Armor: Hardened leather armor with light leather helmet (1D4+1 points of protection)

BLOOD: SEARCHING FIRST & FINAL CUT, VATINA'S SHOP

Investigators searching here can find four thousand sestertii worth of coins, two thousand sestertii worth of art, and eight sample blades (four gladii, two spathae, a falcatta, and a khopesh) worth about one thousand sestertii each. (Keeper's Option: One gladius, one spatha, and the falcatta are exceptional, the spatha being Resilient, and the gladius and spatha having A Keen Edge; see page 56 in Chapter Five: Life & Death if the Keeper is using "Optional Rule, Exceptional Arms, Armor, & Shields.")

BLOOD: SEARCHING VATINA'S APARTMENT

This lavish, four-chambered apartment is filled with fine furniture and art, and the floor is lined with eastern-style carpets. Vatina's solarium and bedroom have a small fortune's worth of expensive silk garments, exotic perfumes, cosmetics, and jewelry. Throughout the apartment are windows that all seem to face the sunrise or sunset, and mirrors hung on the walls that reflect that light to every chamber. The bed and several lounging couches are placed where the sun shines directly upon them.

Investigators should easily notice that while the apartment is quite well furnished, it seems smaller than it should be. Those making a successful Spot Hidden roll locate a cunningly concealed door, as well as the mechanism to open it, hidden in Vatina's bedroom. There is a mosaic of Sol Invictus, the Unconquered Sun, covering a nearby wall and the door is opened by pressing the one off colored tile. Opening the door reveals the other two chambers of Vatina's apartment: her inner sanctum, which is a shrine to her beloved mother, and a cell for the occasional victim. Victims are drained of blood slowly over several days instead of being killed outright.

BLOOD: SEARCHING VATINA'S INNER SANCTUM

This section of the apartment consists of a main shrine (which the door opens into) and a smaller alcove. The cell is accessible through a thick oaken door, which is secured by a sliding metal bar and brackets. Inside the cell the walls, floor, and even the ceiling are covered by multiple layers of darkly stained carpets. The carpets seem to be freshly scrubbed, but are ruined with deep stains. They effectively soundproof this chamber. One wall has iron shackles for the wrists and ankles, beside which is placed an amphora of water, an empty deep brass bowl, and a leather bucket. The chamber is heavily perfumed but one can detect an underlying scent of blood, sweat, and human waste.

The shrine area is lined with the finest marble and can be lit from a dozen wall-mounted torches. It contains a four-foot tall marble statue which depicts a beautiful woman with the lower body of an enormous serpent. Investigators making a successful Occult roll identify this creature as the Lamia, the former lover of Zeus who was cursed by his wife, Hera. They also remember that according to the legends and rumors, Children of the Lamia are a type of demi-god, and they cannot be harmed by normal means. Only magic, or weapons enchanted by a magus or the gods, can harm one.

The pattern of the serpent half's scales are quite intricate and hide a hidden inscription, a prayer in Coptic to a strange god called The Great Serpent. Those making a successful Cthulhu Mythos roll identify this god as the Great Old One Yig. Coiled at the base of the statue are one or more (1 per every two investigators present) deadly King Cobras. The snakes are pets of Vatina and sacred guardians of her shrine, trained to attack anyone other than her who enters the shrine (including the bouda, who know better than to enter here).

KING COBRAS (one per 2 investigators present) Guardians of the Lamia's Shrine

CHAR.	VALUE
STR	35
CON	35
SIZ	15
DEX	90
POW	50

CHAR.	VALUE
Hit Points	5
Damage Bonus	-2
Build	-2
Move	8

Skill: Stealth 90%

Attacks:

Fighting (Bite) 40% (20/8), damage 1D4+damage bonus+poison (Lethal: 4D10, reduced to 2D10 with a successful Extreme CON roll; Speed: 1D4 X 15 minutes)

Child of the Lamia

BLOOD: ENCOUNTERING VATINA CORVILLA

Investigators can learn the location of Vatina's residence and hopefully something of her true nature and motives before confronting her. Investigators approaching Vatina openly find her to be haughty, cold, and evasive, while her mannerisms are odd and possibly off-putting, combining a condescending attitude and tone of



voice with body language that may seem subservient, as she keeps her head down, avoids eye contact, and never opens her mouth widely. She refuses, politely at first, to answer questions. Even if an investigator is a wealthy and well-placed woman, Vatina is not interested in making another new friend (she's already taking a big risk with Nectova).

She states that she is a married woman, and the investigators have no authority over her. If any of the investigators asks about her age (given that she's been in Rome for five years and seems to be about 20), she says, "The women in my family are known for aging well, and I enjoy basking in the sunlight to give my skin a youthful glow." She denies any wrongdoing, even if caught in the act of doing something illegal or nefarious. Vatina says that the investigators are free to take things up with her husband, through correspondence, if they wish, or they can discuss matters with his freedmen representatives, motioning to her trio of bodyguards. These rough-looking men, who shadow her wherever she goes, simply smile and caress the hammers hanging from their belt, the implied threat quite clear. The bouda delight in menacing anyone getting close to their mistress and savagely attack those Vatina commands them to.

BLOOD: CONFRONTING VATINA CORVILLA

The child of the Lamia is foolishly overconfident to the point of recklessness, and this is her greatest weakness. Unless she is feeding, her bouda handle all of her dirty work. The few times she was actually forced to defend herself, she had a pitifully easy time of it, giving her a very dim view of the threat humans pose. Vatina knows enchanted weapons or spells are the only things that can harm one of her kind and has yet to encounter a single human equipped with either. Investigators moving to confront Vatina before discovering her true nature, specifically her immunities and vulnerabilities, are likely starting a fight that can only end in their own defeat.

If Vatina encounters a real threat, i.e., a human armed with an enchanted weapon or one able to cast spells, her demeanor instantly changes. She desperately tries to escape from the danger and calls on her bodyguards for help. Vatina is perfectly willing to sacrifice them to ensure her own safety, and they are willing to lay down their lives in the defense of their mistress. She may call out for help, trusting that a "woman" being attacked should draw some assistance from passersby or the local vigilis. If cornered, she attempts to grapple an opponent to drain and end the foe's life as quickly as possible.

Investigators need an enchanted weapon or a damage-inflicting spell to harm Vatina Corvilla. If she is attacked in public by non-magical means, she may simply feign death. She is usually cold to the touch (unless she's been basking in the sun) and need not breathe to survive (as she is an unnatural creature). Vatina can maintain this ruse until the threat has passed, but of course, won't let her "corpse" be harmed.

It is not possible for investigators to negotiate a non-violent resolution with Vatina. Once she realizes the investigators know her true nature and therefore threaten exposure, or worse, actual harm, she viciously attacks with everything at her disposal to end this threat. Even if this means relocating in another human city, Vatina Corvilla refuses to leave anyone alive who could harm or expose any of her kind, although if she judges the investigators to be too grave a threat to easily overcome, she may choose to pack up what she can quickly and flee Rome, returning later with a plan to destroy the investigators and the threat they pose.

BLOOD: IN CONCLUSION

If the child of the Lamia is defeated, her bouda (if they survive) flee the area. Investigators are left with Vatina's corpse, and possibly those of her bodyguards, to deal with. They may have some explaining to do (especially to the vigiles) if the combat against Vatina was public or drew too much attention. However, while the woman lived as one of high rank and had many customers in a position of power, she has no actual connections to any family in Rome. Although many notice her absence, especially her customers and Nectova, there is no serious investigation into her death or disappearance. So long as the investigators acted with some measure of discretion, the matter should arouse little formal investigation from the authorities. Keepers reaching this point in the narrative should consult the Sanity and Status awards.

Places to Go: Glory

GLORY LOCATION: HADRIANIS' APARTMENT

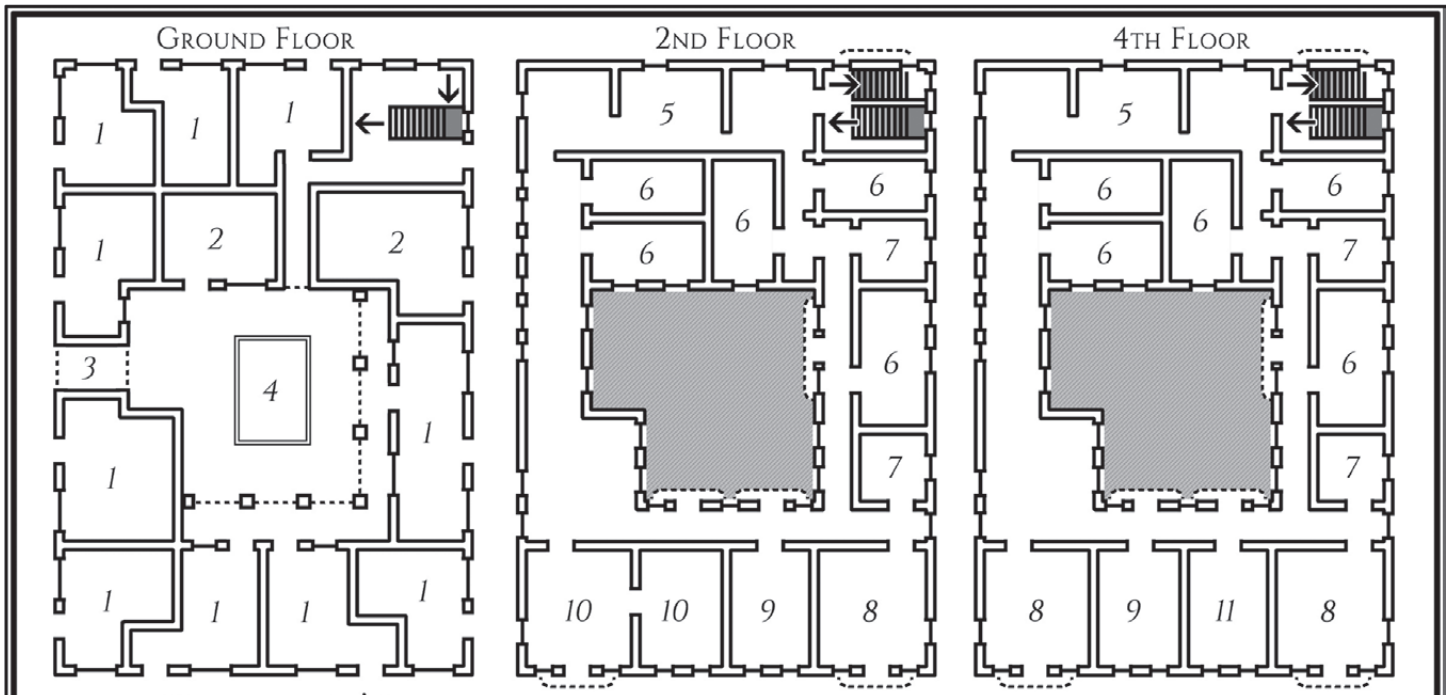
Locating Hadrianis' residence is a simple matter for investigators. Investigators can ask Sestius Donicus where he lives, get an Extreme success on an Empire Roll, or simply follow him home from the Coliseum. Investigators trailing Hadrianis are only discovered if they fumble a Sneak roll as the gladiator is preoccupied and not expecting anyone to be following him.

Hadrianis lives alone and in a modest fashion in a five-story insula (apartment building) in the Porta Capena neighborhood of Rome. His apartment is on the 4th floor, and anyone entering the insula draws the attention of Livia, the landlady living on the 2nd floor. His apartment is very clean and comfortable, as Livia sneaks in when he is away, tidying up the place daily, as well as leaving him some food and drink. During the three day holiday, if Hadrianis is home, he is doing one of two things: sleeping deeply in a trance-like state or pacing back and forth in a pensive, confused state, unable to eat or relax without drinking some of the remaining potion.

LIVIA THE LANDLADY

This forty-five-year-old widow inherited the building from her husband a decade ago. She lives here, managing the property with the help of her three adult sons, Gallio, Marcellus, and Cotta. Her sons live in the area and have families and jobs of their own, but Livia can call on them for assistance at any time. While now in the autumn of her life, she remains lovely, and must have been beautiful in her youth. Livia is cautious, but friendly, with sad eyes and a look of concern on her face. It only takes the slightest prodding to get Livia to invite the investigators in for a cup of wine and a chat. She can supply the following information:

- For the six years Hadrianis has lived here, she has cooked him meals, cleaned his rooms, washed his clothing, been his friend, and tried to catch his eye.
- He has not rejected her, but seems not to even notice the intentions behind her kindness.
- The older Hadrianis gets, the more distant and disconnected he becomes with the world around him.
- She hoped they could enjoy what was left of their lives together, but now fears Hadrianis will never be happy in his twilight years. While her dreams of them becoming husband and wife are nearly dead, she still cares for him deeply.
- His recent behavior alarms her.
- He is months behind in his rent, but still travels to Trajan's market every week, buying potions and salves from a "charlatan apothecary" named Didius Asina.
- A week ago, he sold his only remaining slave and most of his remaining valuables to pay Didius Asina.



- She feels he is throwing away his future to chase the glories of his past.

"Everyone gets old," she says, "Everyone but the dead. It isn't a curse. It's a reward. I watch the young people move through their lives. I have grandchildren now. I am happy, but him...he wishes he would have died on the sands fifteen years ago. It breaks my heart to say this, but maybe it would have been better if he had." Livia tells the investigators to call on her if there is anything she can do to help with what Hadrianis is going through.

GLORY LOCATION: TRAJAN'S MARKET (OR OTHER SHOPPING AREA)

Trajan's Market boasts some of the best shopping in all of Rome. It is always crowded, a bustling center for commerce in the empire's capital. It consists of five terraces of honey-colored bricks sloping 125 feet up the side of Quirinal Hill. Each of the five terraces contains a narrow arcade facing about forty or so spacious shops, including a few bars and restaurants. The shops sell all manner of goods from across the empire. The public grain dole is distributed out of offices on the uppermost level of the market.

GLORY LOCATION: THE APOTHECARY SHOP OF DIDIUS ASINA

Located on the third terrace of Trajan's Market, this is a high-end establishment that offers some of the finest potions, medicinal herbs, and ointments available anywhere in Rome. Most are brewed on the premises, while the rest are imported from far and wide. The shop is filled with clay jars of salves, glass bottles of tonics, amphorae of medicinal oils, and boxes filled with rare leaves, herbs, dried flowers, powdered bone, and hundreds of other ingredients. The owner is the master apothecary, Didius Asina.

DIDIUS ASINA

Asina is quite well off. He is good at what he does (Art/Craft (Potions) 95%, Medicine 80%, Natural World 75%), his services are in high demand, and his steep fees reflect that. He currently has a blackened eye, a few sore ribs, and a burly new bodyguard working in his shop. If asked about his injuries, he says that he tripped on the stairs leaving the Trajan's Market, but a successful Insight roll indicates that this is a lie.

If questioned about Hadrianis, the apothecary explains that the man became more and more insistent in his demands for results as the years went on. Asina could not give him what he wanted, as he was a brewer of tonics and salves, not a worker of magic. He could not restore Hadrianis to the full measure of his prime, for age is not an ailment, and time is no malady. Investigators making successful Insight roll realize that Asina is not telling the full story. If they succeed in a Fast Talk, Persuade, Charm, or Status check he begins talking. Intimidation attempts require a Hard success, as the apothecary is now more secure with the protection of a bodyguard. Investigators failing an Intimidation check are confronted by the shop's guard, who attempts to throw them out while summoning the vigilis. However, any investigator mentioning something unnatural going on with Hadrianis immediately gets Asina to open up. He closes the shop, sends his bodyguard to get something to eat, and relates the following information:

- After Asina convinced him that no potion, salve, or tonic could restore him to his desired physical state, Hadrianis demanded a lethal poison to take his own life.
- When Asina refused, the former gladiator became violent. Hadrianis punched him, and when he fell, kicked him several times, and then broke several thousand sestertii worth of merchandise.
- Afraid for his life and desperate for the rampage to end, Asina agreed to put Hadrianis in touch with someone who could give him what he wanted if he would just leave and return the next day. Hadrianis agreed.
- That night, Asina conducted a ritual, petitioning a powerful magus for help. He says, "I had sworn to myself fourteen years ago that I would never summon him again." The answer came to him in a dream later that same night: the magus Ekwueme was now in Rome and ready to serve Hadrianis.
- He instructed Hadrianis to seek out Ekwueme, an African apothecary currently working out of a booth in the Templum Pacis area of the Subura, the city's poorest slum.
- He did not warn Hadrianis about dealing with Ekwueme because he felt so betrayed by the assault and vandalization of his shop.
- Asina does not know if Hadrianis met with Ekwueme, but if something odd is happening to the gladiator, then he is fairly certain he did.

If the investigators ask Asina about Ekwueme, he tells them the following:

- Asina first learned of him fifteen years ago, after reading about him from an unnamed scroll at the Kos Library, while studying to become an apothecary on the island of Kos, in the Aegean Sea (Greece).
- The scroll contained a chant to summon a powerful being who could answer any question and grant any desire.
- Using the chant, he summoned this being, who found him the next day. The being was a thin, dark, African man named Ekwueme.
- Asina asked to be given knowledge enough to be among the greatest apothecaries in the Empire.
- Ekwueme told him that such knowledge could be his, but in return for such a gift, there would be a price: there would be one patient which he could not save.
- Asina made the bargain, and he became a great apothecary. His success grew by leaps and bounds, and he is certain this is why he has the career he has now.
- It was not worth the price.
- Six months after he made the bargain, his wife, Elisa, was struck with a painful wasting disease.
- She was, of course, the one person he could not save, and he watched her die, one day at a time, for over two years.
- It was for Elisa, for their future together, to be able to provide the sort of life she deserved, that he made the bargain in the first place.
- Asina learned his lesson and never summoned the man again.
- No matter how hard he tried, and he did try, he could never forget the chant to summon Ekwueme. He says, "The memory of my beloved wife's face, the sound of her voice, those slowly fade from my mind. But that accursed chant stays with me, like my own name."
- Whatever dark path Hadrianis is on now, it is likely Ekwueme's doing.

If the investigators have treated Asina with sympathy and kindness, he adds the following:

- Stay away from him. Ekwueme is not a man, but a Di Inferi ("God of the Underworld"), and I would not be surprised if he were Pluto himself.
- The scroll warned those seeking this being to treat him with courtesy, dignity, and respect; doing otherwise invites doom upon the offender.
- If you seek him out, he will try to make a bargain with you. Don't make one. All of his gifts are poison, and all of his directions lead to doom.



GLORY LOCATION: THE BOOTH OF EKWUEME

To find this booth, the investigators must enter the Subura, Rome's poorest region. The area is dirty, crowded, and dangerous. Outsiders are unwelcome and the local residents surly at the best of times. Visitors won't be given directions to the booth of Ekwueme, requiring them to wander about the neighborhood searching for it. Finding the tiny, ragged-looking booth amid the Subura's maze of twisting streets and alleyways requires investigators to make a successful Spot Hidden check. The booth is located deep in the Subura, set up at the base of an alleyway between two buildings. It is little more than a table covered by a filthy tablecloth holding a selection of bottles and apothecary tools. Above the booth are six cords secured between the two buildings, filled with hanging herbs, dried flowers, and small mummified animals. Behind the table is a single stool, and sitting upon it what appears to be a man.

EKWUEME, THE BLACK MAN, AVATAR OF NYARLATHOTEP

Ekwueme appears as a black-skinned African man with black pupils within black eyes. (He is not in the slightest bit blind.) He is thin and dirty, his ready smile showing many missing teeth. The few teeth remaining within his skull are as black as his skin. Ekwueme greets the investigators as friends, welcoming them to his humble "shop" and asking them how he may be of service. He speaks perfect, formal Latin in a strong musical tone completely out of place with his appearance, with an oratory prowess befitting the finest senators and advocates in the Empire.

If the investigator asks Ekwueme about Hadrianis, he admits to selling the gladiator a potion. He says, with a smile, "Yes, a fine elixir, the Tonic of Vitality, made from the tear of a heartbroken Cyclops. The man wanted his body restored to when he was in his prime. No small thing, to reclaim the flower of one's youth. But I say, with humility, it is a thing within my abilities. Hadrianis, he met my considerable price, a single brass dupondius . I sold him the tonic with the specific instructions that he just drink a few sips, a few and no more. The gods are jealous and do not look kindly upon those who might rival their greatness."

Should investigators ask what would happen if Hadrianis drank more than just a few sips, Ekwueme pauses and smiles widely before answering. His tone is simultaneously dramatic and mirthful as he says: "Why...he would become an Abomination, a near mindless, slavering, bloodthirsty monstrosity with a nigh insatiable hunger for human flesh! He'd be an affront to the gods, nature, and mankind; a danger to everyone and everything around him. But have no fear! I did warn him. I am sure he'll be fine." If an investigator asks if there is an antidote for the tonic, Ekwueme confesses that there is none.

Gifts, Answers, and Temptation

Ekwueme does offer some options to investigators, "You could become a match for Hadrianis with great strength of your own. See I have brewed *another* Tonic of Vitality. Or maybe with the wisdom of the gods, you could deduce a solution that escapes even me. I have here a Philter of Comprehension, able to raise your intelligence to rival that of Minerva and Apollo. Just a few sips mind you, no more...Or maybe a great beauty could subdue him. Look now: here I hold an Ointment of Comeliness, a salve that gives the user a loveliness to rival that of Venus herself..." Each comes in a large container, holding at least six doses. It is, of course, a trap. The Outer God Nyarlathotep has no intention of helping anyone, wishing only to spread chaos and destruction through the corruption of mankind (see "The Potions of Ekwueme").

Ekwueme does say that he can give them a way to save Hadrianis, but they must make a deal for the answer. If at least half of the investigators agree to accept a free sample of the Tonic of Vitality and keep it on their person for a full week—unless, of course, they drink it—he will tell them how to cure Hadrianis of the tonic's effects. However, he warns them, "If you destroy, discard, or are

separated from the sample at any time, the deal is off and I will make sure that Hadrianis meets a dark end."

Keeper's Note: This means that Hadrianis completes his transformation into an abomination immediately or that he dies from the effects of withdrawal. If an accident happens that is not the investigators' fault, this does not negate the deal, although the investigators will not know this.

If at least half of the investigators accept the deal and take a sample, Ekwueme says, "If Hadrianis stops taking the tonic before drinking from it a third time, all of its effects will wear off. Of course, he may not survive such a process, as it takes a toll on the body. Also, those trying to force him to stop taking it might be in danger as well. People in the throes of suffering are sometimes known to act illogically and lash out at those around them. And this isn't any man, but a trained killer, the Lion of the Sands, who's already drunk from the Tonic of Vitality to boot. Well, good luck with that. Now, let's get you those samples..."

Free Samples

Ekwueme insists on giving at least half of the investigators a free sample of the Tonic of Vitality, glass pendants on leather cords holding three drops of the tonic. He says, "If you are gravely wounded, deathly ill, or ever poisoned, drink down the contents of this vial. You will be instantly healed and made whole." Investigators drinking the contents of these vials are healed to full hit points, cured of any illness, and have all toxins purged from their system. However, this is a trap because even this small amount of tonic is enough to cause an addiction (see "The Potions of Ekwueme").

Blood, Offers of Assistance and Their Price

If the investigators do not possess an enchanted weapon, or know a spell able to harm a child of the Lamia, Ekwueme sees a further opportunity. He offers to sell the investigators enchanted sica (curved daggers), for a mere 15 sesterii. He explains that such daggers can harm creatures immune to natural weapons, "...say, like blood-draining daughters of Lamia." He says this even if the investigators have not yet discovered the true nature of Vatina Corvilla. Ekwueme explains these daggers "give what they take and will be true when you need them." Investigators taking up these weapons are cursed. The weapons will indeed "be true"; that is, they can damage Vatina Corvilla. Once she is defeated, the weapons turn into clouds of noxious black smoke and vanish. From that moment onward, any child produced by an investigator who wielded one of these against Vatina Corvilla will be born a child of the Lamia, as the daggers "give what they take". Of course, the investigators will not know this.

Should Ekwueme become convinced investigators are not interested in purchasing his potions and weapons or accepting his samples, he departs. The Black Man vanishes in a swirl of shadows and rancid vapors. Everyone in a thirty-foot radius suffers the effects of a Moderate poison (1D6 points of damage) and costs them 1/1D2 Sanity points.

Fighting Ekwueme

Investigators who threaten Ekwueme risk provoking his wrath, and those attacking him are in for a deadly fight. While he has come to Rome primarily to make bargains and tempt people, the Black Man is a dangerous opponent. He may warn investigators against threatening or insulting him, claiming to be nothing more than an honest merchant peddling his wares and offering fair bargains. If attacked he draws on his considerable magical powers to destroy the offenders as thoroughly as possible.

EKWUEME "HE WHO KEEPS HIS PROMISES" Nyarlathotep, The Crawling Chaos (Human Form)

CHAR.	VALUE
STR	60
CON	95
SIZ	55
DEX	95
INT	430
EDU	55
POW	500
APP	90

CHAR.	VALUE
Hit Points	15
Damage Bonus	None
Build	0
Move	12
Magic Points	100

Attacks: *Fighting 100% (50/20), damage 1D3*

The Potions of Ekwueme

Ekwueme has potions of Comprehension, Comeliness, and Vitality, but they are dangerous and addictive. Repeated use destroys a drinker's humanity and physically transforms them, in three stages, into utterly horrific abominations. Statistics for the Abomination created from the Tonic of Vitality, which raises STR/CON, are included at the end of the scenario.

Keeper's Note: Ekwueme's samples have a much lessened effect and do not change the user's stats.

Tonic of Vitality

What It Does (Bonus): The first dose raises the user's STR and CON by 50% to a maximum of 99%. Subsequent doses raise both by 20%, with no maximum. All wounds and illnesses are cured; all toxins are purged.

What It Does (Physically): The user grows, gaining +15% in SIZ for each dose after the first. APP is halved after the third dose and drops to zero on a fourth. The user at first requires red meat and lots of it, but soon finds only human flesh digestible. The user also becomes more bestial and short-tempered.

What Happens to Them (Ultimate Fate): The user becomes a monstrous anthropophagus, feeding on humans until destroyed.

Philter of Comprehension

What It Does (Bonus): The first dose raises the user's INT and EDU and all information-based scores (all known languages, sciences, history) by 50% each to a maximum of 99%. Subsequent doses raise all of these by 20% with no maximum. Cthulhu Mythos rises to 50%, unless it is already higher, reducing Max Sanity accordingly. Even if one stops using the philter, the Cthulhu Mythos does not return to a lower value.

What It Does (Physically): Starts to make head increase in size while body withers away, reducing SIZ by 20% over a four hour period after each dose after the first. Users stop eating as they begin to take in energy "from the cosmos". Eventually they are too physically weak to move, and begin moving and manipulating things with a very limited telekinesis.

What Happens to Them (Ultimate Fate): As users come to understand that all time and space is an illusion of consciousness, a Hound of Tindalos begins to hunt them. Horrifyingly, they have ZERO knowledge of the hound, what it is, or how to stop it. They say, "It is almost as if it is the one dark place my mind cannot reach, as if something more powerful is holding my consciousness at bay." That thing is the time-god protector, the avatar of Yog-Sothoth known as Tawil at'Umr. The hound eventually either destroys them, or they escape through time and space to flee from it, becoming an NPC whom the PCs can no longer help.

Ointment of Comeliness

What It Does (Bonus): The first dose raises the user's APP by 50% to a maximum of 99%, CON by 25% to a maximum of 75%, and Charm and Persuade by 50% each to a maximum of 90%. Subsequent doses raise all by 20%, with no maximum. Those in the area are infatuated with the user, regardless of gender.

What It Does (Physically): The person begins by only being able to eat organ meat, which becomes human organs, which becomes freshly killed human flesh from those younger than 6 years old. If they resist, they lose 1D8 SAN per day until they relent or go insane and become NPCs. They will use their beauty to have others kill for them to bring them "food."

What Happens to Them (Ultimate Fate): They eventually retreat from everyone, finding a secluded inaccessible place to surround themselves with enthralled admirers who are mindless slaves. They build a room of mirrors where they can see nothing but themselves, as they lounge nude, covered in the blood of the constant supply of freshly murdered children they feed on to survive.

Armor: None, but if brought to zero HP, turns into cloud with a radius of 20 feet. The cloud lingers for three rounds, doing Moderate (1D6) poison damage to all inside, and then disperses.

Spells: Knows all Mythos spells, can summon monsters at the rate of one magic point per 5 POW points the creature has.

Sanity Loss: No Sanity loss for seeing his human form. 0/1D3 for seeing him turn into a cloud of poisonous gas.

Addiction & Redemption

After ingesting even a few drops of one of Ekwueme's potions, a person becomes addicted to it and is plagued by powerful urges to consume more of the substance. Resisting this urge requires an addicted individual to succeed in a daily Hard POW check after the first dose, or a daily Extreme POW check after the second. This addiction continues until the victim takes three full doses of the potion, is freed from the addiction, or dies. Anyone taking a third dose is irreversibly transformed into an inhuman abomination (and, if an investigator, becomes an NPC).

To be free of the addiction, a person must resist or be prevented from drinking the potion for three consecutive days. During this period, a victim experiences physical pain, dizziness, difficulty drinking and sleeping, a total inability to keep any food down, and general confusion due to withdrawal. This takes a considerable toll, and the victim loses 1D3 Sanity points and 3D10 points of CON per day of withdrawal. Individuals reduced to zero CON do not survive the process.

Those who survive the effects of withdrawal do recover, albeit slowly. Any and all benefits from the potion end, and most of the CON points lost during withdrawal are recovered at the rate of 1D10 per week (2D10 per week if under medical treatment). However, 1/5th of the lost CON points are permanent, leaving victims weakened for the remainder of their lives.

Helping Hadrianis

GLORY: ENCOUNTERING HADRIANIS

The aged gladiator is unable to accept the diminished physical abilities old age inevitably brings. He feels cheated and betrayed by fate, time, and his own body. Hadrianis is ashamed at the lack of his former abilities, his current retirement, and the defeat he suffered in his last gladiatorial match. While he has lived a long life, the years have brought him no wisdom, only regret. Investigators trying to talk to him find him to be quite manic in nature, one moment joyous over his return to performing in the arena, and the next deeply troubled, sad, and unfocused.

Hadrianis is not a bad person, only a desperate one. After becoming addicted to the Potion of Vitality, he becomes deeply afraid and confused. He knows he shouldn't take more of the potion and hates himself for feeling an uncontrollable urge to do so. Hadrianis feels the pull of the monster he is becoming, something dark, inhuman, and savage. However, that monster is strong and powerful, everything that he once was and that time stole from him. Investigators have two possible ways to deal with Hadrianis: save him or stop him.

STOPPING HADRIANIS

Investigators set on stopping Hadrianis must either kill him or subdue him. Slaying the man is no small feat, especially after he begins transforming into monstrous or abominable form. He is a skilled and formidable fighter. The gladiator also spends most of the holiday in public, making an ambush difficult. He is well known in the area where he lives, and his neighbors come to his aid and summon the authorities if he calls for help.

If captured and forcibly separated from the potion, which he carries on his person, the gladiator experiences withdrawal. Investigators require a place to house Hadrianis against his will for three days, until the process is complete. Livia, the landlady, is more than willing to help the investigators in saving Hadrianis, even against his will. She offers a place they can use for this purpose, as one of her properties is a currently vacant fullery (laundry). It has a lot of open space, piles of old clothing to use as bedding, and is within easy reach of fresh water.

If subdued and brought to the fullery (or some other place prepared by the investigators), Hadrianis suffers three days of torturous withdrawal, losing 3D10 CON per day. If he survives this, he then endures months of slow and humiliating recovery. In the end, he never fully recovers, and his body is even more debilitated than it was before he ever took the Tonic of Vitality.

SAVING HADRIANIS

Investigators can save Hadrianis by helping him save himself. It is possible to talk him into giving the investigators the Tonic of Vitality, although this requires an Extreme success on a Persuade roll. The difficulty reflects the deeply troubled state of Hadrianis' mind and his physical dependence on the tonic. Unless the investigators successfully Persuade him to stop taking it, his resolve wavers. The gladiator tells the investigators whatever they want to hear, but continues to take the Tonic of Vitality in secret should their efforts at intervention fail.

However, if they succeed in the Extreme Persuade check, he breaks down and begs for their help. He puts his life in their hands and submits to anything they ask. Hadrianis suffers the 3D10 points of CON loss per day, for three days as he battles not only for his life, but also for his humanity. He is now more terrified of the monster he is becoming than he ever was of growing old and weak as a forgotten has-been.

A Saved Hadrianis

If he survives, the former gladiator's reaction varies greatly, depending on the investigators' relationship with him. Hadrianis could be thankful for the investigators saving his life, attack or have them arrested for abducting and imprisoning him, or even commit suicide as soon as he is physically able to do so. But if the investigators have treated him with compassion, and involved Livia, someone whom he trusts and cares about, in the process, the outcome is much better.

Hadrianis finally puts the past behind him and moves on. He views the pain of withdrawal as the greatest battle of his life, and his survival a greater victory than anything he achieved on the sands. He gains the wisdom, maturity, and humility which had been so lacking in his life until now. He is forever grateful to those who saved him from his greatest enemy, himself.

He doesn't take the job as a gladiator trainer, but marries Livia and uses his celebrity to help her manage her properties. They adopt a young girl whose parents (tenants of theirs) died suddenly of pox (smallpox). Together, they raise her and live as a happy family. The girl marries in her 16th year, and a year later, she gives birth to a son, naming him Hadrianis the Younger. It is the happiest day of Hadrianis the Elder's life. A year later, and a full fourteen years after his ordeal and recovery from the Tonic of Vitality, Hadrianis, the Lion of the Sands, passes quietly and contentedly in his sleep.

THE MONSTERS OF BLOOD & GLORY

Keeper's Note: Hadrianis' decline does not precisely match the details given for the Tonic of Vitality, as Ekwueme gave the gladiator a particularly potent batch for maximum chaos.

HADRIANIS, restored to his full natural vitality
First Day, one dose of Tonic of Vitality

CHAR.	VALUE
STR	90
CON	99
SIZ	75
DEX	65
INT	45
EDU	75
POW	60
SAN	60
APP	70

CHAR.	VALUE
Luck	60
Hit Points	17
Damage Bonus	+1D4
Build	1
Move	8
Age	47

Skills: Dodge 60%, First Aid 50%, Insight 50%, Intimidate 65%, Sleight of Hand 45%, Stealth 45%, Throw 55%

Weapons: *Fighting (Brawl) 75% (37/15), damage 1D3+DB*

Fighting (Sica) 75% (37/15), damage 1D4+2+DB

Fighting (Gladius) 85% (42/17), damage 1D6+1+DB

Shield (Small) 70% (35/14), damage 1D3+DB

Armor: Hardened leather armor (1D4 points of protection), light leather helmet (1 point of protection), Small shield (1D3 points of protection)

Description: Hadrianis looks like an older man in perfect physical condition. His skin is tight, although age lines are still visible. There is a spring to his step and his muscular form radiates vitality. Other than the incredible physical condition of someone his age, nothing seems out of the ordinary.

HADRIANIS, enhanced beyond a natural state
Second Day, two doses of Tonic of Vitality

CHAR.	VALUE
STR	110
CON	130
SIZ	80
DEX	65
INT	40
EDU	75
POW	60
SAN	45
APP	70

CHAR.	VALUE
Luck	60
Hit Points	21
Damage Bonus	+1D6
Build	2
Move	8
Age	47

Skills: Dodge 60%, First Aid 50%, Insight 50%, Intimidate 65%, Sleight of Hand 45%, Stealth 45%, Throw 55%

Weapons: *Fighting (Brawl) 80% (40/16), damage 1D3+DB*

Fighting (Sica) 75% (37/15), damage 1D4+2+DB

Fighting (Gladius) 85% (42/17), damage 1D6+1+DB

Fighting (Shield) 70% (35/14), damage 1D3+DB

Armor: Hardened leather armor (1D4 points of protection), light leather helmet (1 point of protection), Small shield (1D3 points of protection)

Description: Hadrianis now appears slightly larger and stronger than before. His hair is visibly longer than it was the day before, greasy and unkempt. His skin appears slightly discolored, damp with sweat, and his eyes are wide with something akin to a manic madness dancing within them.

THE THING THAT WAS HADRIANIS,
once a man but now a monster.
Third Day, three doses of Tonic of Vitality

CHAR.	VALUE
STR	130
CON	150
SIZ	95
DEX	60
INT	35
EDU	75
POW	60
SAN	35
APP	35

CHAR.	VALUE
Luck	60
Hit Points	24
Damage Bonus	+2D6
Build	3
Move	7
Age	47

Skills: Dodge 60%, First Aid 20%, Insight 30%, Intimidate 85%, Stealth 25%, Throw 55%

Attacks: *Fighting (Brawl) 85% (42/17), damage 1D3+DB*

Armor: Dense muscular flesh and thickened hide (4 points of protection)

Special: Regenerates 2 HP per round.

Sanity Loss: 1/1D4 Sanity points to see Hadrianis, "The Monster"

Description: Hadrianis is now a monstrous caricature not only of his former self, but of a man. He is inhumanly strong, a towering hulking brute. There is a slight hunch to his back and an under bite to his jaw, from which protrude two small tusks and oozes drool. He can no longer fit into his armor, and his massive hands can no longer wield his weapons. His eyes are wide, bloodshot, and radiate rage, madness, and hunger. At this point, he cannot be saved. Investigators can talk to him and perhaps reason with him, to a degree, perhaps luring him into a trap.

THE ABOMINATION THAT WAS HADRIANIS
Third Night, four doses of the Tonic of Vitality

CHAR.	VALUE
STR	150
CON	200
SIZ	110
DEX	80
INT	40
POW	60
APP	05

CHAR.	VALUE
Hit Points	31
Damage Bonus	+3D6
Build	4
Move	12

Attacks: *Fighting (Brawl) 85% (42/17), damage 1D4+DB*

Armor: Dense muscular flesh, and thickened hide with boney protrusions (5 points of protection)

Special: Regenerates 3 HP per round.

Sanity Loss: 1D3/1D8 Sanity points to see Hadrianis, "The Abomination"

Description: All traces of Hadrianis' humanity are gone and all that remains is an Abomination That Was Hadrianis. The creature only speaks a handful of words which reflect only its most primal needs, such as "Food", "No", and "Kill". He is consumed by the desires to cause destruction and devour human flesh. He is a towering fiend of rippling musculature, with boney spikes protruding from his back and elbows, and horny plates over his forearms, chest, shins, and fists. The long tusks now frame a row of sharp teeth, and protrude upwards reaching just below the creature's single eye. Betraying the main ingredient of the Tonic of Vitality, this eye has two side by side pupils and holds no emotion other than rage.

VATINA CORVILLA
Child of the Lamia, Bloodsucking Sunbather

CHAR.	VALUE
STR	70
CON	80
SIZ	65
DEX	75
INT	65
POW	70
APP	85

CHAR.	VALUE
Hit Points	14
Damage Bonus	+1D4
Build	1
Move	9
Magic Pointa	14

Skills: Dodge 60%, First Aid 50%, Insight 50%, Intimidate 65%, Sleight of Hand 45%, Stealth 45%, Throw 55%

Attacks: *Fighting (Brawl) 50% (25/10), damage 1D3+DB*
Exceptional Pugio (with a Keen Edge) 50% (25/10), damage 1D4+4+DB (1D4+2+DB if not using Optional Rule: Exceptional Arms, Armor, & Shields)

Bite and Hold (Maneuver): Vatina Corvilla may attempt to grapple a victim. If this succeeds and the victim fails to break free with an opposed STR roll, she will bite the victim on her next action, draining 3D10 points of STR each round until death occurs (at STR 0). Once bitten, victims are helpless, unable to struggle and free themselves. If rescued before death, they can rest and regain blood at 1D10 STR per day.

Armor: None, but immune to non-magical attacks

Spells: Cause/Cure Blindness, Cloud Memory, Dominate, Enthrall Victim.

Sanity Loss: 1/1D6 Sanity points to see Vatina Corvilla if her eyes and fangs are noticed.

Description: Vatina Corvilla is a tall, slender woman with long dark hair and pale skin. She wears colorful and expensive silk dresses and shawls, speaks with a melodious accent (claiming to be Syrian), and always wears exotic perfume. She always keeps her face lowered when speaking to hide her serpentine eyes and fangs. Her body is typically cold to the touch.

Vatina's Pugio: Vatina Corvilla wields a pugio (dagger) made by her bouda servants. Master metalworkers, they crafted a truly exceptional weapon for their mistress. It is quite beautiful; its hilt is decorated in a snake motif, with amber inset eyes. The blade is unnaturally sharp, with A Keen Edge bonus (see page 56 in Chapter Five: Life & Death if the Keeper is using "Optional Rule, Exceptional Arms, Armor, & Shields"), doing an additional 2 points of damage. If this weapon is ever carried by anyone other than Vatina Corvilla, there is a monthly 5% chance (non-cumulative) that 1D3 bouda try to recover it from the unauthorized wielder, killing the thief in the process if possible.

BOUDA (x3)
Badru, Bakari, & Baruti, Servants of Vatina Corvilla

CHAR.	VALUE
STR	85
CON	65
SIZ	70
DEX	60
INT	65
POW	50
APP	50

CHAR.	VALUE
Hit Points	13
Damage Bonus	+1D4
Build	1
Move	9/20 in hyena form

Skills: Craft (Blacksmithing) 85%, Craft (Bladesmithing) 85%, Craft (Armorsmithing) 85%

Attacks: *Fighting (Brawl), (as Human) 50% (25/10), damage 1D3+DB*
Hammer, damage 1D6+DB
Fighting (Brawl), (as Hyena) 50% (25/10), damage 1D6+DB

Armor (Human Form): 1D8+2 points of exceptional (Impenetrable*) chainmail

Armor (Hyena Form): 3 points of muscular hide

Sanity Loss: 0/1D4 to see a bouda change into or out of hyena form.

Description: In human form, these three men are similar in appearance, easily recognized as brothers. They appear as dark-skinned North African men with broad shoulders, thick arms, and full beards common to most smiths (who grow them to protect their faces and necks from sparks and flying embers). In combat, they wear exceptional chainmail and wield their smithy hammers as weapons.
In hyena form, they appear as unnaturally large and vicious versions of normal hyenas, with unnervingly intelligent eyes.

****The Boudas' Chainmail:*** The exceptional chainmail worn by the bouda is of their own design and construction. If the Keeper is using "Optional Rule, Exceptional Arms, Armor, & Shields" in Chapter Five: Life & Death on page 56, it is Impenetrable. It is light and fine enough to be worn comfortably under one's clothing. The creatures wear it whenever they are out in public, but must remove it before assuming their hyena forms. It is so well tailored that only someone of SIZ 70, who makes a hard success on a Luck roll, can wear it. Even then, without the proper upkeep, which only the bouda know how to perform, such armor deteriorates to the point of being useless in 1D12 months. As with Vatina's pugio, if any non-bouda wears this armor, there is a 5% chance per month (non-cumulative) that 1D3 bouda try to recover it from the unauthorized wielder, killing the thief in the process if possible.

SANITY/STATUS AWARDS & PENALTIES

- ***Stopping/Defeating Vatina Corvilla, Child of the Lamia:*** 1D6 Sanity Points
- ***Defeating the Bouda:*** 1 Sanity Point each
- ***Saving Hadrianis before he takes the third dose:*** 1D8 Sanity Points
- ***Defeating the Thing That Was Hadrianis:*** 1D4 Sanity Points
- ***Defeating the Abomination That Was Hadrianis:*** 1D6 Sanity Points
- ***For Defeating Ekwueme Aka The Black Man:*** 1D6 Sanity Points ("Defeat" in this scenario means driving him from Rome, perhaps by attacking him. Once Ekwueme has metamophosed into a poisonous cloud and dispersed, he leaves Rome, at least for a time...)
- If investigators who stop Vatina Corvilla can publicly prove that she was responsible for the crimes committed against the gladiators and possibly their guards, they gain +1D3% in Status.
- If investigators save Hadrianis and become his friends, they gain +1D2% in Status by associating with his celebrity. Investigators who are publicly known to have been involved in slaying Hadrianis, a beloved and well-known figure, lose 1D3% in Status.

SCENARIO № 2:
FOOD FOR WORMS

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Cast List

Alila
Daughter of Kaeso Drusus Galabro, sorceress bent on revenge

Mania
Daughter of Kaeso Drusus Galabro, prostitute with a heart of gold

Nero Redivivus
Small but cunning enslaved shoggoth

Decius Didius Cita
Patrician with an undead brother

Marcus Didius Lartius
Patrician's undead brother

Numerius Herrius Africanus
Undead Legionary, late back to his unit

Lucius Tarpeius Corvus
Centurion forming an investigative task force.

Anca
Undead petty thief

Addaya
Homeless witness of Nero Redivivus

Falcata
Eunnuch and manager of the Felix Brothel

Sextus Vedius Arvena
Wealthy, murdered equestrian with a dark offer

Epidia
Witness and neighbor to the shrine of Pluto where Alila found Mania's body

Secundus, the Freedman
Owner of a bookstore with a few unique items

Eudaimonia
Philosopher and occult expert, for hire

Lucius Flavius Amphion
Head of the Collegium Urinatorum (crime boss)

Vegrandis and Scitus
A pair of thugs from the Collegium Urinatorum

Tribune Modius Crotilo
Commander within the Vigiles

Tribune Domitius Antius
Commander with the Urban Cohort

Tribune Cassius Gavius Censorius Joppicus
Tribune with the Praetorian Guards

THEY MADE A DESERT AND CALLED IT PEACE.

– Tacitus

WE DO NOT FEAR DEATH, BUT THE THOUGHT OF DEATH.

– Seneca

OVERVIEW

Plague is sweeping across Rome, and over a thousand people a day are dying from it, and then returning to life. There's no rational explanation for this—and in Rome, rational means religious. Even the priests can't explain why this is happening, and that's unnerving everyone, including the emperor.

This scenario draws from the actual Roman legend of Nero Redivivus, A Returned Nero. Several times during Roman history, people have come forward claiming to be Nero returned from the dead. In our case, as in all the others, the specifics vary with each retelling. Some claim it is as the Sibylline Oracles proclaim, that he fled to Parthia and bided his time until he could destroy Rome, while others claim he's returned from the dead looking as he did in life, or he's been hiding in a cave and not aging. Keepers are encouraged to have different NPCs present the various versions of this story.

KEEPER'S INFORMATION

Nero is dead, and he's not coming back. The truth is much more insidious. Alila, a powerful sorceress with ample reason to hate the empire, is bent on plunging the city into chaos. She controls a small but cunning shoggoth, and she has ordered it to assume Nero's form. With its help, she has begun reanimating the dead around Rome, hoping to lead them as an army to strike at the heart of Roman power, the Imperial Palace itself. Alila and her servitor shoggoth, Nero Redivivus, hide in Rome's sewers by day, and venture out at night to awaken more dead, compelling them to serve Alila via Nero Redivivus' ability to play an ancient enchanted lyre, a magical artifact from the fallen kingdom of Stygia. No living human can play the lyre and remain sane for long, so Alila uses it through her proxy, Nero Redivivus.

However, most of the risen dead do not immediately fall under Alila's control. They rise from the dead with full memories of their past lives, so they try to return to their homes, loved ones, and familiar routine. New dead begin to appear every day during the investigation. Some go back to their lives, but as Alila's power grows, more report directly to her in the sewers. The more often the dead hear the playing of the Stygian lyre, the more they bend to Alila's will, becoming mindless automatons under her complete control. In just a few days, she'll have enough undead minions to begin launching her attacks.

The investigators don't have much time to figure out what's going on and put a stop to it. Alila has a time table, and she's going to stick to it.

The Tragic Tale of the Drusus Twins

Twenty-seven years ago, twin daughters were born to a patrician named Kaeso Drusus Galabro. They were named Alila and Mania. When the girls were about five years old, Drusus Galabro was warned that his name had ended up on one of the many lists Hadrian was drafting, lists of people "guilty" of treason who were to be rounded up for arrest, torture, and likely execution. Drusus Galabro fled with his wife and young daughters to an estate they owned in the province of Asia, in hopes of avoiding arrest until Hadrian either came to his senses or died.

Unfortunately, a Roman vexillatio (military task force) assigned to hunt them down raided their villa and captured Drusus and his wife, Cottia. Cottia's body slave, Suba, had hidden with the twins in a nearby field just as the soldiers arrived. They watched in horror as the soldiers murdered everyone at the villa before looting it and burning it to the ground. Suba tried to take the girls to other family members, also in hiding, but they were quickly found by slavers. Suba died trying to defend the girls, and the twins were captured and sold to separate buyers.

Alila was taken to Antioch, in Syria, and Mania to Rome. Alila was purchased to be a child sacrifice to the Canaanite god Moloch (actually the Great Old One Ghatanothoa), but was spared when an oracle predicted she could become a powerful sorcerer in the service of Moloch. For the next twenty years, Alila rose through the ranks of the cult, learning all she could of the magic of the Fallen Kingdoms. When she was powerful enough, she stole the cult's greatest treasures: an enslaved shoggoth, the circlet that controls it, and a powerful Stygian lyre; she then used these to slay every member of the cult of Moloch in Antioch. Now free, she used her magic to locate her lost sister.

This led her to Rome, which was in the middle of an outbreak of plague. There, she found her sister, who had died of plague just a few hours before her arrival. Mania had been living as a prostitute, and her body was tossed into a pile of corpses for disposal, as if it were just so much trash. Alila ordered Nero Redivivus to use the Stygian lyre to raise her sister from the dead, but the spell did not work as she intended. Mania lived, but her physical body was still a dead husk animated by magic. Her mind was muddled and confused, and she was intent on returning to her brothel. This was one offence too many, and Alila become fixated on revenge.

That's when she noticed that hundreds of the dead bodies in the corpse pile had begun to rise. Most wandered off confused, but many remained awaiting her orders, mindless undead slaves to her will. It was in this moment that a plan came to her, and Alila began raising her undead army.

Burial or Cremation

The Romans have practiced both burial and cremation throughout their long history. At first burial was the common practice. Preferences shifted towards cremation during the time of the Roman Republic, and then back again in the Imperial period. No matter what was in fashion at the time, both forms of burial were always practiced.

Legionaries who die in foreign lands are often cremated, and their ashes are returned to their home for burial. Needless to say, anyone who has been cremated will not be appearing in this scenario.

Roman Undead and the Afterlife

In Roman belief, the dead stay that way, unless the gods return them to life fully restored. Angry, shambling, flesh-eating zombies aren't part of the Roman world view.

When someone dies, mourners place a coin, or obolus, under the deceased's tongue for Charon, the ferryman of the River Styx. The Romans don't view this coin as payment to the ferryman, but as an acknowledgment that humans owe a debt to the gods. Once the dead have crossed the Styx, Pluto's guard dog Cerberus watches them pass by. For the most part, he's a pretty happy three-headed dog; it's only when someone tries to escape the Underworld that he goes on the offensive.

After crossing the Styx, the dead are judged by Aecus, Minos, and Rhodomanthus. All dead must provide a true and accurate accounting of their life. As the judges ponder a dead person's fate, the shade is given a vessel with water from the River Lethe, the River of Forgetfulness. This allows the dead to forget their mortal lives and accept their place in the Underworld. The judges assign the shade to one of three realms. Heroes and great warriors go to the Elysian Fields, a kind of paradise. Good citizens go to the Fields of Asphodel, where they continue to live a good life. Those guilty of crimes are sent to Tartarus, where they're punished by the Furies. This isn't eternal damnation, as shades are only punished for a period of time before being permitted to enter the Fields of Asphodel.

To Romans, the dead are incorporeal shades, spirits without a physical form. The only time anyone returns from the Underworld is when a divine being, typically Persephone, Queen of the Underworld, permits a shade to return to life. This typically happens, so the legends go, if the shade has been unjustly murdered. Those shades who do return do so as the person they were in life, completely restored in mind and body.

An animated dead person walking around is sure to cause serious cognitive dissonance in Romans. This simply is not part of their worldview, religion, or mythology. Forcing a shade back into its rotting corpse to struggle on, denied its just rewards in the Underworld, is a horrific concept to Romans.

The Returned Dead

Investigators who encounter any of Rome's risen citizens must make a sanity check for 1/1D8. The dead appear as they did at the moment of their death, or worse, as decomposition is an ongoing process. Investigators making a medical examination of the dead, which requires a successful Medicine roll, learn that while the dead can move, talk, and think, they have no true biological functions. They don't need to eat, sleep, or breathe. They aren't sick. They can't be cured; they are dead. How they function is a mystery. Unfortunately,



their bodies are still decomposing, and there is no way to stop that either.

None of the dead know how or why they have returned, only that they awoke, with a large group of other dead, in a state of deep confusion. A few will recall vague music, maybe a harp or lyre, and two figures: a man in a large tunic which he draped over his features and a beautiful woman. Those who recall them suspect they were Pluto and Persephone.

Getting Used to Awfulness

On first encountering the risen dead, investigators must make a Sanity check for 1/1D8. After that, Keepers should use Getting Used to Awfulness to mitigate Sanity loss. (See page 169 of the *Call of Cthulhu 7th Edition Keeper Rulebook*.)

The Call of Nero Redivivus and His Lyre

Each time Nero Redivivus plays the Stygian lyre, any physically viable corpse has a 75% chance of animating. Newly animated persons must make a standard POW check, with those failing having no memory of their past lives or free will. These fall immediately under the control of Alila. Those who pass the check are confused and disorientated for 1D4 hours before returning to their senses. These undead have their full memories and free will.

However, these free-willed undead are still at risk and will still feel drawn to the music of the Stygian lyre. When they next hear it (i.e., when they hear it for the second time, the first being when they are returned to life), they must succeed on another POW check to resist its allure and act freely, despite feeling a tugging at the base of their spine. Each time they hear the lyre's music, its pull becomes stronger. Upon hearing it a third time, they must make a Hard POW check to resist it, and should they hear again after that, they need an Extreme success on all subsequent POW checks to resist its effects. Those who fail become mindless thralls of Alila and shamble off to join her growing undead horde.

The Death of an Investigator

If an investigator dies during the course of the scenario, it's up to the Keeper whether or not they return from the dead. Since many of the undead still have their memories, the investigators can remember events up until the moment they died. Most of the living want nothing to do with the dead, and some might attack them out of fear or anger. Being trapped inside a rotting corpse is a traumatic experience, one which the human mind is not equipped to accept or adapt to. Undead investigators lose 1/1D8 sanity points for returning to life, and an additional 1/1D4 Sanity points each day after that. Undead investigators also face a greater threat, the continued call of the Stygian lyre. Those who fall victim to its power become NPCs, reduced to mindless undead minions of the sorceress Alila.

INVOLVING THE INVESTIGATORS

WE ARE BUT DUST AND SHADOW.

– Horace

There are several ways the investigators can become involved. The wide variety of occupations coupled with the social stratification of Ancient Rome can make getting a group

OPTIONAL: PLAGUE RULES, OR DYING FAST & LEAVING AN UGLY CORPSE

These optional rules are designed for Keepers who want a mechanical representation of the plague that's sweeping Rome. They're brutal, and the Keeper might want to institute plot immunity for the investigators, at least until near the end of the investigation. Then again, life in Rome is brutal, so why should the investigators get a free pass?

Plague is a real threat in Rome—and every other major urban center in the empire—at this time. In this scenario, the current fictitious plague is called Solonian Plague (as there was a similar outbreak in the city of Solonia the previous year) and is loosely based on smallpox. The Solonian Plague's vector is airborne; it is carried on oral or nasal droplets or via contact with bodily fluids.

Any time the investigators are in a crowded area or come into contact with bodily fluids from an infected person, they should attempt a Regular CON roll. If investigators pass, they aren't infected and have immunity for 24 hours. Investigators who fail the CON roll are infected. Keepers are encouraged to have NPCs sneeze, cough, spit, and bleed in the investigators' presence to heighten their paranoia about contracting the disease. If the investigators get into combat, the Keeper should describe the spit flying and blood spraying. If the investigators realize the disease is airborne and begin to wear cowls or cloth over their nose and mouth in public, they get a bonus dice to their CON check. Cloth is a decent barrier against the virus, but not an impenetrable one.

If an investigator is infected, the following symptoms set in:

- **Stage One:** 2D4 hours after contracting the disease, a fever sets in. Any skills requiring concentration have a Hard difficulty. CON is lowered by 2D10 points. Illness progresses to Stage Two.
- **Stage Two:** Over the next 2D6 hours, the fever intensifies, accompanied by chills, nausea, and severe diarrhea. Any skills requiring concentration need a Hard success. CON is lowered an additional 3D10 points. Disease progresses to Stage Three.
- **Stage Three:** Over the next 1D4+8 hours the infected investigators' skin breaks out in fluid-filled pustules, and they suffer blurry vision, dizziness, and confusion. Any skills requiring concentration or social interaction require an Extreme success. CON is lowered an additional 4D10.

No Medicine checks can forestall the onset of the disease; Roman medicine is not that advanced. However, victims who survive the three stages of CON loss slowly recover 3/4ths of their lost CON at the rate of 1D6 points per day (1D8 if resting and under the care of a physician). Survivors also lose 1D20 APP points from permanent scarring caused by the pustules. Victims who are reduced to 0 CON by the plague die from it. Over 1D10 hours they become bed-ridden, vomit blood, and have seizures and convulsions, until they finally die.

hooked into a scenario difficult. Different options are presented from which the Keeper can choose. Regardless of which option the Keeper picks, all roads lead to Rome.

Concerned Citizen

The investigators may be living in or visiting Rome during the Solonian Plague when the dead begin to rise. As fear and confusion grip the city, the investigators may simply decide to look into the matter. Those who are aware and actively fighting in "The Shadow War" know all too well that things like this seldom get better, and often get much worse unless dealt with.

The Patron

One way to involve the investigators is to have one of their patrons visited by a previously deceased relative. If Keepers wish to assign a new Patron, they can use Decius Didus Cita, a wealthy landlord. When the investigators arrive for their daily visit with their patron, he is visibly agitated and flustered. He invites them into the atrium without hesitation. A man in a dirty toga is seated by the impluvium (the sunken part of the atrium, designed to catch rain water through the opening in the roof), idly dangling his fingers in the water. His skin is covered in pockmarks. The patron introduces the man as Marcus Didius, his brother, who died of the plague a few days ago and was interred in the family crypt outside of Rome. Keepers should, of course, feel free to substitute any of their own patrons for this patron, change the name of the deceased and the nature of their relationship, and so on.

For his part, Marcus Didius casts a wry smile their direction and waves. Their patron is completely beside himself and asks the investigators to get to the bottom of the matter because his brother should be in the Elysian Fields now, not sitting on the edge of the impluvium. The patron claims that his brother showed up early this morning, before the start of the patrocinium.

Marcus Didius Cita answers questions, but mumbles until he remembers to pull the *obolus* from under his tongue. He prefers to keep the *obolus* in his mouth as much as possible in case Charon shows up. He woke up in his crypt, confused, and forced his way out. He then traveled to his brother's home for answers.

He looks unhealthy, but whole. His skin is marbled and covered in pockmarks from the plague. He's somewhat bloated from gas accumulation, his eyes are milky, much of his hair has fallen out, and flies are becoming a constant nuisance. The warm Italian weather isn't friendly to corpses.

Marcus says many others also rose from their tombs and walked back into the city with him. He says many seemed as confused as he was, "as if we were waking up from a deep senseless slumber", but some were worse, "like they were sleep walking." Once in the city, he encountered other dead Romans, who welcomed him and told him what they knew. He says they explained that the dead have been rising for a few days now, and that this seems to have started in the Subura. The first to return was a beautiful woman with whip scars on her back, named Mania, but even she had no idea how any of this began.

Unless cautioned to do otherwise, the investigators' patron sends word to a newsreader that the dead are returning so that a warning can be spread far and wide. While this spreads the news much faster, it matters little. By the midafternoon, the undead begin turning up everywhere.

Legions

If one or more investigators are tied to the legion, they're not allowed to enter Rome in combat attire. To cross the pomerium requires them to be citizens again. However, outside the pomerium, they are still soldiers.

The investigators are part of a detachment sent to deliver missives back to Rome. Periodically, legionaries are allowed to slough off their military demeanor and enter Rome for rest and entertainment. One such legionary, Numerius Herrius Africanus, went into Rome a few days ago and hasn't been heard from since. After getting drunk, Numerius visited several brothels. As he was leaving one, he was attacked by thugs and killed. His memory of his last night is hazy, clouded by both drink and having his skull caved in.

During the night, while they're camping, investigators hear a familiar sound: one of the legion's marching songs. A man wanders into the camp, pulls up a log next to the fire, and starts talking to the investigators about how wild Rome can be. He's dressed in bloodied civilian clothes, is missing one of his front teeth, and his flesh is peeling back. Some of his skin looks chewed on by rodents, part of his skull is caved in, and there's a knife sticking out of his back. This is Numerius Herrius Africanus. He's developed a habit of touching his various wounds, pulling back his hands, looking at his fingers and chuckling.

If he's not summarily killed by the investigators, he answers questions. The last thing he remembers was a blinding flash

and intense pain as something struck his head. The next thing he knew he was untangling himself from a pile of other corpses in the Subura. He vaguely remembers a brothel that had a sign that read "Felix" near where he arose.

The centurion in charge of the mission to Rome, Lucius Tarpeius Corvus, forms the investigators into a vexillatio (a task force) and orders them to find out, discreetly, what happened to their compatriot.

Backgrounds

Keepers should feel free to use the investigators' backgrounds (see "Creating a Backstory" in Chapter Two: Creating Investigators for Cthulhu Invictus on page 18) to draw them into the scenario or to add extra depth or give them a stake in the outcome. Perhaps one of the investigator's background elements includes a deceased relative or mentor. That person now returns to life and tracks down the investigator. Alternatively, an item of importance to the investigator goes missing. A short search reveals that a dearly departed relative took it, under the mistaken impression that she was still alive and had a use for the item. Or perhaps a deceased enemy starts hunting an investigator down for vengeance. Death isn't long enough to forget old grudges.

Wild Rumors

All across Rome, people, both living and dead, have theories as to why this is happening. Here are a few of them:

1. Rome is being punished for some evil, but just what that is varies with every teller.
2. Romans are being rewarded with everlasting life by the gods for some unknown virtue.
3. The Mundis Cerialist, the gateway to the Underworld in Rome, is no longer working, and spirits trapped in this world have no choice but to re-enter their corpses.
4. The ever popular "Blame it on the Christians" and their back-from-the-dead messiah.
5. Pluto and Proserpine (Persephone) have divorced, and in a rage Pluto has shut the gates to the Underworld.
6. The Emperor Nero has returned to life, and is roaming the cemeteries with his lyre, calling the dead back to life to plague Rome. Some even claim to have seen him. (This rumor is at least partially true!)

TIMELINE OVERVIEW

While this scenario is structured to unfold over a series of in-game days, Keepers should not rigidly enforce the time line set forth here. If investigators spend a lot of time in one place and there isn't enough time in the day left to go to another location, then the investigators can go there the next day. Bear in mind that investigators need to eat and sleep (unless they end up as one of the risen dead), and let common sense on what can and can't be accomplished in a single day prevail.

Day Zero: The Return of the Dead

This is when it all begins for the investigators (unless they actually live in the Subura). The first undead appear outside the Subura. The undead have been appearing for a few days within the confines of the Subura, but nobody outside of there really cared. Now that they're starting to appear elsewhere, Roman citizens are growing concerned.

Day One: A Dark Day in Rome

As the day progresses, the number of undead grow and thunderstorms roll across the city. This influx of rain not only dampens spirits, but also causes the sewers to be very slippery. The

RANDOM UNDEAD

Once the investigators start looking into the matter of the undead roaming the streets, they'll notice them everywhere. There's no correlation between the undead activity and times of day. Observant investigators will notice that the undead are more concentrated around the Subura. Because Alila began with the bodies of the poor plague victims, most have returned to their homes and daily routines. Living people still try to go about their lives as well, but most of them are unnerved by the presence and actions of the undead.

With this many undead clogging the city of Rome, the investigators are probably going to run into many that aren't tied directly to the plot. Keepers should feel free to create a few interesting undead NPCs for the investigators to meet and interact with. This can help provide some background color, and, in some cases, some humor to break up the horror. Here are six such NPCs who aren't connected to the main plot in any way:

- **Tadius Cyprius:** A potter and victim of plague. He is locked out of his shop and home by his horrified family, and he's desperately trying to get them to let him in.
- **Orania Remella:** A wealthy patrician woman who died of old age. She's not happy to be back, as her children are arguing with her over the contents of her will. She's trying to rent an apartment, because she can find no peace at home.
- **Gallio Pompeius Getha and Linus:** An undead merchant who is arguing in the street with his undead personal slave. Both died of plague. The point of contention is that Linus was freed in the master's will and considers himself free now. Pompeius Getha considers the will to be invalid, as they are now both alive.
- **Titurius Vatia:** An undead Christian priest who is preaching about everlasting life to the faithful, claiming that this is proof that his teachings are the one true faith. A crowd of angry citizens, both living and dead, are getting ready to stone him.
- **Tuccius Hilaris:** A horrifically burned man begging for someone, anyone, to help him find his family. He is blind from his injuries and can't find his way home. He is desperate to know if his family survived.
- **Calida Marceola:** A plebeian housewife who died in childbirth. She is fighting with her widowed cousin, who has stepped in to serve as a wet-nurse to her son. She is accusing her of having designs on her husband.

Keepers can quickly create more random undead with a few simple rolls or by choosing from the entries below. Each table has six entries. The Keeper can either roll randomly or choose one that looks interesting.

Occupation (1D6)

1. Slave
2. Shop Keeper
3. Gladiator
4. Beggar
5. Child
6. Housewife

How They Died (1D6)

1. An accident (fall, drowning, fire, choking, etc.)
2. In a drunken stupor
3. Foul play
4. The plague
5. Natural causes (old age, non-plague illness, heart attack, stroke, etc,)
6. Suicide

What They're Doing (1D6)

1. Extolling the virtues of their newfound immortality
2. Arguing with another person (over the ownership of an item or not loving them enough when they were alive)
3. Dancing and singing maniacally through the streets
4. Looking for a loved one
5. Testing out their immortality by repeatedly injuring themselves
6. Playing practical jokes

accompanying thunder and lightning play an important role in the augury that occurs toward the end of the day. If the investigators try to approach the augurs at the temples on the Capitoline, they'll be rebuffed, unless they make a Hard Charm, Persuade, or Fast Talk roll, or have a Status of greater than 60% with the understanding that they do not interfere. If allowed to observe, the investigators are kept at bay by several grim, humorless, and well-armed lictors, as even interrupting this eminent body of experts might be considered a very ill omen. The augurs all have a look of fear and desperation in their eyes, which grows worse as they make their observations. In the end, they erupt into furious, if hushed, conversation and retire for a lengthy debate on the meaning of their observations.

Night One: Music in the Night

The Auguries: The priests perform many auguries, but no consensus is reached. They debate long into the night, promising to divine a course of action before morning. One augury that gains traction is that too many oaths have been broken, and therefore, Pluto is not allowing the shades to enter the Underworld.

Just before dawn, the augurs decide to hold festivals on the Campus Martius. Despite it not being the proper time, and despite the objection of many who believe that breaking the 100 year ritual cycle will bring even more bad luck down upon the city and empire, they stick to their contentious decision to proceed with the festival, believing that the only way to calm the gods of the Underworld is to make sacrifices to them.

Unless the investigators are awake, they won't hear Nero Redivivus' music the first night. The music almost sounds lyrical. The shoggoth is playing it softly and quietly, drawing newly animated dead and some of the free-willed undead who initially resisted the call of the Stygian lyre, but have now become ensnared by its power.

If the investigators do hear the music, they can try to follow it to its source through Rome's twisting streets. A successful Listen roll, followed by a successful Navigate roll, guides the investigators to a small plaza in the Subura under the shadows of looming tenements. In the darkness, they see a robed man slowly strumming a lyre while ten risen dead gather around him. These undead don't stay long, but move off down various alleys, and new undead move to take their place. Over the course of the evening, more than one hundred risen dead visit Nero Redivivus and then leave.

Should Investigators opt to stealthily follow these undead, Keepers should refer to "In the Steps of the Dead" (page 177).

If the investigators approach Nero Redivivus, he looks up, takes a long sniff of the air to determine whether the investigators are enslaved dead, free-willed undead, or alive. Anyone not an enslaved undead causes him to disappear in what seems like a flash. A Hard Spot Hidden roll during that brief moment gives the investigators a glimpse of his handsome face. Investigators who succeed on a Regular Empire roll recognize the face as Nero's, just as he looked when he was alive. Otherwise, investigators who make a Luck roll while walking through Rome later see an old statue of Nero and recognize the face of the man they saw playing the lyre.

Nero Redivivus oozes his way quickly down small cracks in the street to get into the sewer. A black, sticky goo covers the area where he was standing. He waits below, clinging to the ceiling, cloaked in shadows, not far from where he entered. He's ready to attack in shoggoth form if an investigator starts lifting stones to enter the sewer. If the investigators pursue and confront Nero Redivivus, Keepers should go to the section "Destroying Nero Redivivus" (see page 180).

Day Two: An Artist Returns

At dawn, heralds in their official raiment begin circulating throughout the city. They proclaim that the augurs have decreed that *Raucus Ludi Saeculares* (a sacred set of games held once every century) is to be held on the Campus Martius the day after tomorrow (see "Day Four: Let the Games Begin") . This is being done to honor the gods, in the hope they will forgive whatever offence was committed against them and re-open the Underworld to the dead. The Altar of Dis Pater and Proserpina will be excavated as the sacred rites demand, and sacrifices will be held. Some protest the excavation of the Altar of Dis Pater and Proserpina, a vital component in the Raucus Ludi Saeculares, because it hasn't been the traditional full century since the last games.

NEWS OF THE EMPEROR

There's whispering on the street and in the taverns. Nero has returned! Several people claim to have seen Nero the night before, walking the streets of Rome. Asking around reveals that most people are just repeating what they've heard, but the root of the rumor appears to be a plebeian man named Addaya.

BLOOD IN THE LATRINE

Occasionally, Nero Redivivus decides it's time for a snack, and Alila allows the creature to feed. As the investigators are walking through Rome, a horrific, gurgling scream echoes from one of the public latrines. If they head inside, they find no one in there. However, blood is splattered across a bench and up the wall above an opening. Hearing the screams and viewing the blood-stained latrine calls for a Sanity check for 1/1D3. Those looking inside with a light source see a glistening, bulbous shape disappearing down the sewers to the north. Those seeing this must make an additional Sanity check for 1/1D3. Nero Redivivus will only stand and fight if the investigators try to pursue. (Keepers should go to the section "Destroying Nero Redivivus" on page 180).

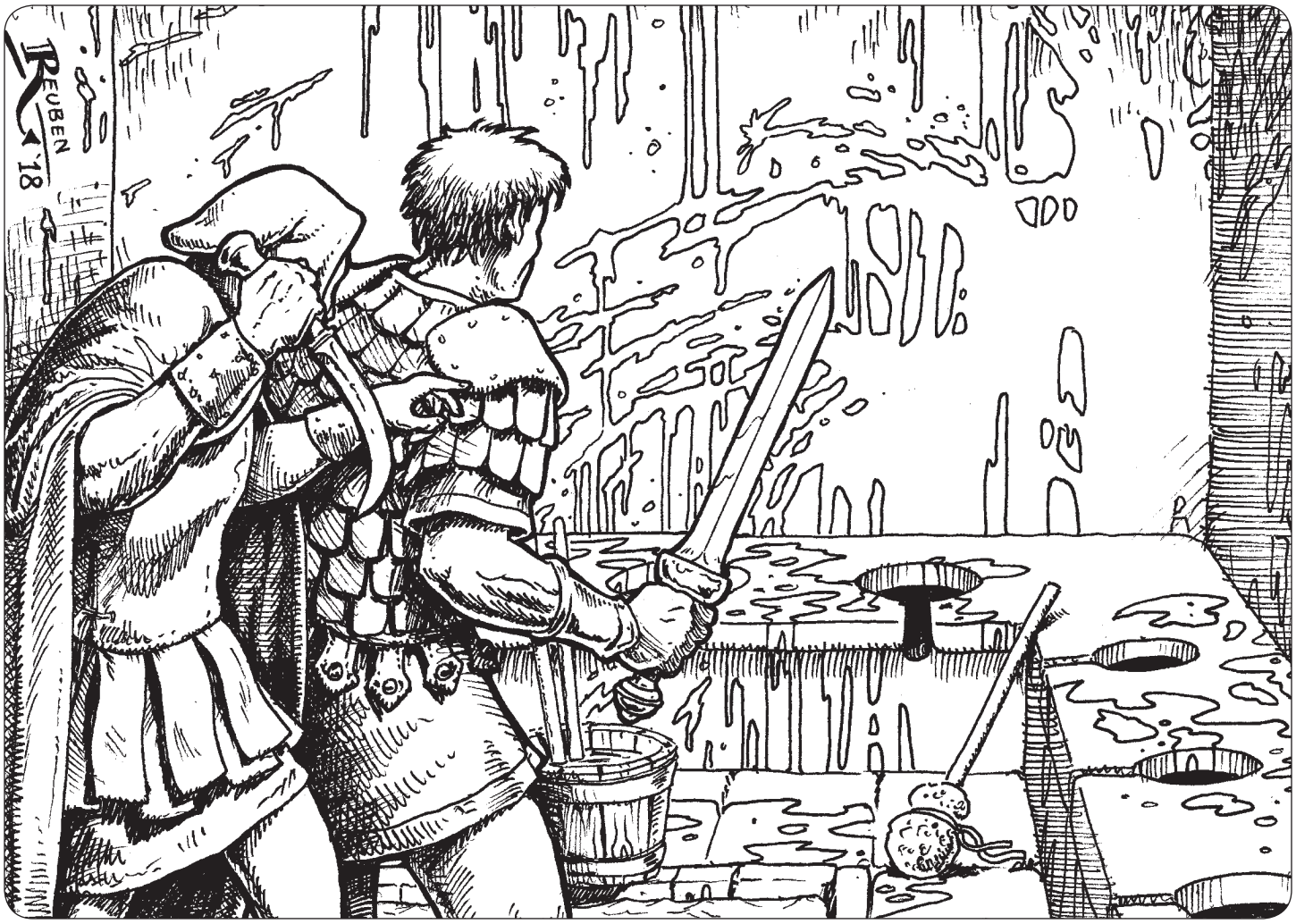
Investigators asking around learn there have been at least three similar events across Rome in recent days. There are never any witnesses to what exactly happened; those who heard screams only saw the blood- and goo-streaked latrines afterwards. Each incident happened at a different public latrine, but the latrines all open directly onto the Cloaca Maxima (the sewer system of Rome). The authorities are aware of all of this, but having the returned dead to deal with they've currently not had the time or manpower to look into it.

Night Two: Music in the Night, Redux

The music increases in intensity and can be heard throughout the night as Nero Redivivus calls more dead to him. He skulks the street with Alila by his side, the music echoing down every street and alley. If the investigators are sleeping, they're awakened by the lyre music.

The sounds are difficult to follow through Rome's twisting streets. To complicate matters, many of Rome's citizens, both living and dead, are now clogging the streets to try to find out what's going on and where the music is coming from. Periodically, cries of "Nero!" and "His Empress!" can be heard throughout the city. This is from those who spot the pair.

The undead who become ensnared by the music move throughout the city, eventually finding a way into the sewers. They take many different paths since they had different experiences with the



sewers when alive. Drawn by the magic that gave them "life", the undead gather in Alila's subterranean lair in the Cloaca Maxima.

If the investigators manage to track down and confront Nero Redivivus and Alila, they try to escape. If hard pressed, Alila or Nero Redivivus turn nearby living dead against the investigators (one per investigator). These fight until destroyed. Alila is also not above calling on the public, even the vigilis to help her, pretending to be a wealthy noblewoman being accosted by robbers. If desperate, she will have Nero Redivivus distract the investigators long enough to get out of direct sight, and then cast her variation of the Bat Form spell. This transforms her into a raven, which quickly flies away (rounding corners, going up and over roof tops, and entering the first small sewer opening it can find). Once his mistress is safely away, Nero Redivivus disappears down a drain.

Day Three: Mystery and Chaos

The walking dead start disappearing, called by Alila's spell. By now, Nero Redivivus and Alila have pulled half the undead in Rome to them. While this is just a small portion of the city's overall population, Rome's streets seem noticeably quieter. This makes people worry about their missing returned loved ones. Nero Redivivus becomes bolder and is seen during the day, leading to rumors that Nero has returned.

MISSING!

In the morning, a representative of the investigators' patron or centurion finds them with an urgent message. The living dead person who precipitated everything has gone missing! That person was there last night, but is now nowhere to be found. Although friends, officers, and family members were at first unnerved having a dead relative or legionary back, they grew accustomed to him over the past two days and now want him found.

THE EMPEROR RETURNED

In the late afternoon, word spreads that Nero is near the Forum Romanum and the Colosseum. He's there slowly strumming his lyre, with his beautiful queen by his side. Some say she may be Persephone herself. Numerous citizens, both living and dead, are enraptured by the music. For many, it's a sign that the glorious days of the Julio-Claudian dynasty are returning.

If the investigators go there to witness this, they notice that Nero seems oddly connected to the crowd around him. They reach out to touch his toga, and he reacts as if personally touched, pulling back a little. If he's struck, he just seems to absorb the blow. He's also uncommunicative, nodding sagaciously or smiling knowingly when asked questions, but he never verbally responds. If the investigators have tracked down and met with Mania by now, they notice a very strong resemblance between her and Nero's "Queen". Of course, this woman does not have any of the whip scars or the pockmarked skin of a plague victim. If they don't notice this, some in the crowd do, and murmur that "Persephone" looks a lot like "that first risen dead to return, Mania, one of the Lupe working out of the Felix brothel, in the Subura."

THE ATTACK

Midway through the performance, a man comes charging through the crowd screaming that Nero is to blame for his misfortunes. He starts striking Nero Redivivus with his

club, but the crowd quickly intervenes, knocking him to the ground and surrounding him. At that point, Nero Redivivus stands and quickly moves away toward a latrine. If he's followed, the searchers find the latrine empty, except for more of the sticky black goo.

The crowd nearly beats the man, named Gaius Fabius Ecclectus, to death. If the investigators stabilize his wounds with a successful First Aid roll, he will explain his reasons behind the attack. He says that he waited outside of the tomb of his love, who died of plague, and when she finally arose, she did not know him, did not speak, and did not even look at him. She just wandered off, following the sound of Nero's lyre. He followed her for hours, pleading with her, but she was hollow, empty inside. She then waded into the Tiber, where the sewers exit and he lost her. "Why bring her back to life if she is without a spirit? Why have her leave her crypt? So she can wade through sewage?"

THE CAMPUS MARTIUS

If the investigators decide to check on the progress for the festival, they find workers unearthing the altar of Dis Pater and Proserpina. Several nervous sheep and oxen are penned nearby. The augur overseeing the work will chat with the investigators, explaining how, once the sacrifices have been completed, the underworld will reclaim all those it's rejected and Rome will be at peace again.

A large crowd of living and dead has gathered to watch the work being performed. Alila is among the crowd, marveling at the stupidity of the Roman augurs. However, investigators who succeed on a Regular Spot Hidden roll notice that roughly a half dozen of the undead citizens seem different, standing motionless and expressionless, as if they are lost in a deep daydream. These seem to be alone, and their lower legs are stained with stinking filth (sewage). Investigators making a Hard success on their Spot Hidden roll also notice Alila off to the side of the crowd, watching with a look of condescending disdain. She attempts to flee if confronted, and directs some of the mindless undead under her control to defend her while she makes her escape.

Night Three: Calm Before the Storm

There's no music tonight. Nero Redivivus and Alila are marshaling their forces for an attack on the Campus Martius once the festival is in full swing. The festival officially begins with animal sacrifices at midnight, followed by theatrical performances.

Day Four: Let the Games Begin

Most of Rome is preoccupied with the sacrifices and theatrics of the Ludi Saeculares, hoping that the undead will finally go back to wherever they were before returning to the land of the living. The investigators are welcome to continue chasing down leads, but most citizens are at the festival.

LUDI SAECULARES

The cycle of sacrifices and performances begun at midnight continues throughout the three days of the Ludi Saeculares. As the hours progress, more and more people arrive at the festival grounds. Food vendors



and charm dealers are out in force, trying to capitalize on the large audience.

Toward the end of the day, around the twelfth hour, just as day is turning to night, there's a horrendous uproar from the outskirts of the Campus Martius. A group of nearly a thousand undead, bearing clubs and reeking of excrement, attacks the crowd. A group of six well-armed undead, a collection of legionaries, Praetorian Guards and slain gladiators, march for the sacrificial altar, going after the priests and augurs. People, both the living and the undead who haven't answered Nero Redivivus' call yet, start fleeing in terror, adding to the chaos.

This is Alila's raid, which she launches to strike fear into Rome. After ten rounds of combat, Nero Redivivus begins playing the Stygian lyre from atop one of the nearby temples (possibly the Temple of Vesta, Concord, or Saturn), and the undead retreat. Some flee, while any surviving legionaries retreat in an orderly fashion.

Observant investigators will notice that some of those slain during the fight get up and begin to leave alongside the attackers, while a few get up and begin wandering about in a state of confusion, slowly regaining their bearings before trying to find their loved ones and journey home. Investigators may try to follow the undead; if so, see "In the Steps of the Dead" (page 177). The living who attempt to join their ranks are attacked, as the undead are still under orders to kill any of the living they can get their hands on. Free-willed undead attempting to join them are not attacked if they mimic their enslaved brethren, but are attacked if they exhibit any unusual behavior, including speaking, displaying emotion, or attempting to obstruct the general progress of the undead.

Day Five: Cry Havoc

This is the day Alila's plan reaches fruition and, if the investigators haven't been able to stop her, the undead burst from the sewers, led by Nero Redivivus, and swarm the Imperial Palace itself. This might be a short day for the investigators. Hopefully, by this point, they have figured out that the attacks are coming from the sewers and that the lyre music plays a significant role. If not, they're in for trouble.

As dawn begins to melt away the fog covering Rome, Alila and Nero Redivivus strike. They lead a force out of the Cloaca Maxima. Throughout the city, undead crawl from every egress, from under paving stone access hatches, and out of latrines, to attack the city. Their target is the emperor, whom the out-numbered Praetorian Guard will do their best to defend.

WALKING AROUND ROME: THE INVESTIGATION

As the investigators begin trying to determine why the dead are back, the following locales should top their list of places to go.

The Subura

The Subura is Rome's low-rent and red-light district. Cramped streets, rickety wooden tenements, roving gangs, plunging roof tiles, and unpleasant smells are its hallmarks. However, it's also home to manufacturing facilities and even the estate where Gaius Julius Caesar grew up. The Subura expanded around his family estate, subsuming it, much like a shoggoth slowly consumes everything around it.

The Subura will most likely be the investigators' first stop. Both of the specific hooks in "Involving the Investigators" lead them there in search of a prostitute named Mania, rumored to be the very first undead to return. Finding her won't be as easy as the investigators hope.

ASSAULT

This scene provides the investigators with an opportunity to make an ally. But, depending on their choice, they might also end up with a powerful enemy.

While the investigators are wandering the Subura, they hear cries for help. Down a dead-end alleyway littered with last night's chamber pot contents, shattered roof tiles, and a few large, peckish rats, a young woman is surrounded and being clubbed by four burly men. The men curse the girl for being a thief as they push and beat her.

Even though the girl is curled up in a fetal position, she is quite visibly undead. She is blue and a bit bloated from drowning, her skin is sloughing, and she is missing a hand. The men are nasty, brutish, and smelly, but don't look dead from this distance. A fifth man lurks on the rooftop overhead. If the investigators do nothing, the girl is destroyed by the thugs. There's not enough of her flesh for Alila's magic to bring back. The thugs then try to threaten the investigators into leaving the scene unless they agree with the thugs that the girl needed to die (again).

Helping the Thugs

If the investigators intercede on behalf of the thugs and assist in beating the girl or cheer the thugs on, the men offer to buy them a drink afterwards. On the way to the nearest bar, the men talk about needing to send the dead back to where they belong, saying that it's not right having them wander around like they were still alive. They offer to introduce the investigators to their boss, Lucius Flavius Amphion, who is always looking for good help. He can be found at a popina (wine bar) called The Severed Head. Amphion is a powerful man in the Subura.

Helping the Drowned Girl

If the investigators intercede on behalf of the victim, the thugs turn on them, including their tile-wielding lookout on the roof. They're tough, but not brave or stupid. They'll flee if outclassed. They won't hesitate to hurl curses and warn that the investigators have crossed the wrong men and that Amphion will hear of this and get revenge.

If she is rescued by the investigators, the girl introduces herself as Anca and thanks them "for saving my life, sort of."

She explains that she recently returned to life and was trying to find her way home. Several days ago, the men, who are members of the Collegium Urinatorum, the major criminal collegia in this part of the Subura, caught her stealing from one of the establishments under their protection. They caught her, bound her hand and foot, and hurled her into the river where she drowned.

This morning she woke up on the banks of the Tiber, somehow having lost her left hand, and started walking aimlessly with several other risen dead. She slowly got hold of herself and shook off her haze but the others didn't. She tried to talk to them, but they wouldn't respond, and kept walking along the river. They were getting close to where the sewers dumped out, so she gave up trying to stop them, and came into the city. She was trying to get home, but unfortunately, the same thugs saw her, and decided to finish what they started.

She admits to stealing a handful of dormouse skewers from a popina (a lower-class wine bar that also serves simple foods) not far from here. Anca is grateful for the investigators' aid. She can direct the investigators to the correct brothel called Felix, although she doesn't know anyone named Mania, or any rumors about her being the first undead to return.

ADDAYA, THE WITNESS

The investigators may have heard of a witness to the musical touring of Nero Redivivus. He is called Addaya, and is a homeless, malnourished plebeian, living in the Subura. Dressed in tatters, he

constantly mutters to himself about monsters, conspiracies, and something called "The Shadow War". Everyone knows that his mind is unhinged, but as he is harmless and does odd jobs about the neighborhood, he is tolerated by those in the Subura. Addaya wears numerous amulets and wards against the evil eye and other more powerful curses. His charms include an Eye of Horus, a turquoise bead, a nazar, a crescent moon, a tree, a hand making the fig sign, and a hand making the horned sign. Addaya places great faith in his amulets, but will part with one of them for 50 sestertii. He doesn't value one amulet over another.

One amulet is a circle of an unidentifiable reddish metal, embossed with strange lettering. Those making a successful Cthulhu Mythos roll realize the writing is from the Fallen Kingdoms (specifically Lomarian, though even the vast majority of scholars won't know that). Those making a Critical success on this roll know the writing has something to do with "being unseen by the violators of the wholesome earth". This ancient and magical talisman grants the wearer a bonus dice to all Stealth rolls against "unnatural" creatures, i.e., aliens, extradimensional, and constructed entities. In other words, the wearer rolls Stealth normally against deep ones, sorcerers, and cultists, and gains the bonus die on Stealth rolls against mi-go (aliens), griffons (extradimensional Dreamlands creatures), or shoggoths (artificial constructs).

If questioned Addaya will tell the investigators what he knows in return for food or money. He'd prefer food. He explains that he was sleeping in the plaza under a pile of refuse when Nero Redivivus appeared in a hooded robe, out of nowhere. Nero started to play and begin gathering the dead around him. Some of the dead would leave, but new ones always arrived. He played constantly, but never spoke to the dead (nor did he sing, if the investigators think to ask). After about an hour, a beautiful woman arrived and they departed together, moving off towards the docks.

THE BROTHEL FELIX

There are a dozen brothels with that name in the Subura, and passersby will direct the investigators to any one of them. There are a few ways to track down the correct brothel.

Finding the Brothel

Numerius the legionary mentioned a sign. Only two of the brothels have a sign that reads Felix. Narrowing it down from there, one is in the center of a row of buildings. The other, the correct Felix, is next to an alleyway filled with refuse.

If the characters visit every brothel, they'll eventually find the right one, but it will take a full night. Mentioning the singing legionary or Mania will help narrow down the search, shaving a few hours off.

Inside the Brothel

Prostitutes and their clientele mill about outside the stone, three-story building nestled between a derelict tavern and a refuse-filled alleyway. Rooting through the refuse in the alleyway turns up several things that belonged to Numerius (one of his teeth, his legionary's cloak, and a temporary leave token). The second and third floors have three windows each on the front and back of the building. The facing started crumbling and falling long ago, giving the building a rough, pockmarked look.

Many of the patrons and employees here are undead. Because of this, a handful of Amphion's thugs wander around the street looking for opportunities to ambush any undead they find lingering outside of the brothel, as part of the collegium's campaign against them. However, this brothel does not lie in Amphion's territory, but belongs to the Collegium Lupanariorum (a much more powerful gang). The thugs from the Collegium Lupanariorum patrol this area and have had to drive off Amphion's men several times. If these incursions persist it could spark a war between the two gangs, but this would involve a series of warnings and formal meetings between the gangs before hostilities arose, and by then the crisis will be over (one way or another).

The brothel is dark, and open areas are partitioned by thick, sticky curtains. Women in various stages of undress try to solicit the investigators from the moment they walk through the door. More hang over the balcony railings, trying to entice the investigators to choose their services.

Three men lounge on couches. These men are in excellent physical condition and have clubs on their belts. One of them is the brothel manager, Falcata.

Falcata

The brothel manager, a eunuch known as Falcata, quickly comes forward to greet the investigators and starts selling the brothel's services. Everything about the man from his hair to his skin to his personality is greasy, and it's obvious that nothing will be free. Everything the prostitutes see and hear eventually finds its way back to Falcata.

If the investigators ask about Mania or her recent customers, he says, "Well, she's become quite popular of late, the favored of Persephone, blessed by the gods." If the investigators question him about her, he says he can relate the story for 10 sestertii, or as part of their "booking fee" for engaging her services for an hour (which is now 100 sestertii). He doesn't want to give away too much information without some form of compensation.

When his palm is properly greased, he'll tell them what little he knows of Mania. She's worked there for years, a beautiful girl he purchased as a slave who claimed to be nobility ("Don't they all?" he jokes). She's popular with her customers because of the wide range of services she provides. She died tragically of the plague, but returned the very next day. He doesn't remember her customers too clearly, but if Numerius' singing is mentioned, he'll remember that a soldier did recently visit, but doesn't know anything about the man other than he came in, paid, and left.

If the investigators decide to hire Mania and not ask Falcata about her, the manager will gladly collect 100 sestertii from them (about a hundred times more than he charges for the living prostitutes) and sends one investigator upstairs. He doesn't want more than one person in the room with her, unless they're willing to pay 50 sesterii for each additional customer. Mania cannot be reached any other way as she is now kept sequestered in her alcove by the brothel's guard, as she's become something of a morbid attraction. Investigators trying to use force to gain access to her soon make a very dangerous enemy, the Collegium Lupanariorum, already on edge because of intrusions into their territory, and perhaps looking to make an example of someone.

Mania

Mania's alcove, a ten foot by ten foot square separated from the other rooms by very thin plaster and from the hallway by a curtain, is on the second floor. The walls are covered in a number of poorly executed erotic paintings. She reclines on the only piece of furniture (other than the bed) in the room, a ratty couch. A jar containing fresh plucked sylphium (useful for making a tea that serves as a form of birth control) sits at one end of the couch.

Mania wears thick makeup to hide her pockmarks, a generous portion of perfume to disguise her growing scent of decomposition, and a sheer tunic that neither hides nor disguises anything. Mania is very personable, empathetic, and accommodating, willing to entertain whatever the investigators want, as long as they pay.

If asked about her death and returning, she says that she remembers dying of the plague right on this very couch. The next thing she remembers is the faint stirrings

of lyre music and waking up in a huge pile of corpses beside a shrine with a statue of a massive head on top of it, deep in the Subura. Those making a successful Insight roll realize she is hiding something. If pressed she'll confess she also has hazy, confused memories of seeing her dead mother, who helped her up and hugged her, and of a large, silent, handsome man in a long toga. "I wandered about, confused for a while, until I realized I was a couple of blocks from the Felix, so I came home. People say I was the first, but honestly, I don't know why the gods would pick me."

Her memory of seeing her mother is almost true; she actually saw her twin sister. The long hard years living as a brothel slave have taken a toll on Mania's looks, so that now she and Alila no longer look like the identical twins they are. Despite this, there is an obvious resemblance between the two, and to Mania, in her confused state, the woman she saw looked just like her mother. The man in the toga was, of course, Nero Redivivus.

If the investigators question Mania about her past, she'll say she remembers her family was wealthy and once lived in Rome. She claims her family moved away in a hurry when her father, Kaeso Drusus Galabro, was accused of a crime. She'll say soldiers came to their villa and killed her family, but she escaped with her twin sister Alila and one of the household slaves, Suba. The three of them tried to reach other family members, but Suba was killed by slavers who captured and separated the sisters. She adds, "Everyone thinks I am making it up, and maybe I don't remember it all correctly. I was a child after all, but that's the truth so much as I know it to be."

THE SHRINE

Most nooks and crannies of the Subura have a shrine to one deity or another tucked away, so finding this one takes 1D4 hours, unless the investigators convince Mania to accompany them. She can cut the travel time down to one hour. However, Falcata will charge them an additional 200 sestertii for her time.

Very deep in the Subura, tucked between two rickety tenements, is a small shrine below a large, roughly made wooden effigy of a bearded giant's head with a gaping mouth. This is a shrine to Pluto, a god of the Roman Underworld tasked with punishing the wicked. Piles of burned bones litter the ground. If investigators think to check, a successful Medicine roll reveals that most of the bones are animal, but inside the mouth are charred bones of human children.

Investigators asking around learn that the shrine is very old and has been here longer than the residents can remember, but sees very little use except, recently, as a place to pile up bodies of plague victims before they are carted out of the city for disposal. A huge, wet, stinking stain marks where that pile once stood. One of the closest residents, a woman named Epidia, remembers a lovely woman in a mourning veil visiting the shrine just before all this began (i.e., the dead returning) At first, she was alone, and then, suddenly, a hooded man was by her side! Together they dug through the pile of bodies, and when she found whomever she was looking for, she let out a mournful wail. Then, Epidia heard music playing, and fell asleep.

If Mania is with the investigators, Epidia says that the woman she saw looks a lot like Mania. Indeed she asks, "Was that you?"

Investigators searching the area find a small grate leading to the Roman sewer system near the base of the head atop the shrine. It is covered in sticky, black goo. This is how Nero Redivivus came and went that night, crawling through the sewers, emerging through openings, and taking human form.

THE SEVERED HEAD

A tavern in the Subura, The Severed Head is the headquarters of the Collegium Urinatorum and home to its leader, Lucius Flavius Amphion. The Severed Head keeps whatever hours Amphion feels like having that day, but at least three of his thugs are always inside. Young, hopeful recruits keep an eye on the alleys leading to the tavern, reporting unfamiliar faces to Amphion. The ramshackle tavern has a nasty, straw-covered, sunken floor ringed by benches. A large wooden chair opposite the front entrance serves as Amphion's "throne". A bar covered in various flasks and stains runs along a wall to the right of the door.

An upper floor, accessible via a ladder at the back of the main room, is divided by wooden screens into two parts. The furthest from the ladder is Amphion's sleeping quarters. The section closest to the ladder is where many of the Collegium's thugs bunk when they have nowhere else to go. The cellar, accessed from a trap door behind the bar, is where the casks of wine, stolen goods that haven't been fenced yet, and a few badly beaten prisoners are kept.

Amphion will meet any respectful investigators. He doesn't tolerate disrespect and orders his thugs to beat anyone he feels has disrespected him. While his gang is not the strongest or most numerous in the city, he has over two hundred men at his disposal, of which about 40 are within shouting distance. Amphion has a reputation to defend, so investigators threatening him or attacking him must be dealt with violently and promptly.

He despises the walking dead, explaining, "They're bad for business and are stinking up the Subura as they rot all around us." He complains they have endless stamina, can drink gallons without any ill effect, and recover from beatings too quickly. Investigators making an Insight roll realize all his statements are true, but he is keeping something back, something he is afraid of. What he does not want anyone to know is that he fears his uncle, Calbion, may return from the dead. Amphion betrayed and murdered him six years ago to take control of the Collegium Urinatorum. Fortunately for Amphion, his uncle's body is dust and bones by now, and will not be rising to the call of the Stygian lyre. Of course, Amphion doesn't know that, so if the investigators have a plan to make all the risen dead go away, he wants to hear about it.

Provided they come to an agreement, Amphion can provide the investigators with any information about the layout of the Subura they want, such as the location of the Felix brothel (which lies in a neighboring territory) and the shrine to Pluto. He is also aware of the shiny, black substance being found across the city. He says it's been seen in latrines, sewer grates, and other places all around the Subura. If asked about it, he says he believes it's the juices from rotting corpses forcing themselves down into such places. He's heard rumors about people witnessing this, although he has no specific names. (The rumors are false; this is the shoggoth's ichor.) Amphion has reports of people hearing lyre music wafting across the city and, based on his knowledge of the Subura, he thinks it's coming from the area closer to Viminal Hill than to the Esquiline Hill.

If the investigators agree to work with Amphion, he pays them 20 sestercies a day and offers a pair of thugs, Vegrandis and Scitus, to serve as bodyguards, if the investigators want them. Amphion doesn't need or ask for money. He wants people he can call on for favors, and so will trade what he knows and the use of his men for oaths from the investigators to help him when he needs them. As long as the investigators keep Amphion happy and are willing to make that pledge, they're welcome in his tavern any time, and he'll meet with them and share information.

The Crypts

The investigators might want to visit the crypts to see the rising dead first hand.

The crypts are found outside the boundary formed by the pomerium (the religious boundary that defines the borders of the city of Rome). Mausoleums line the roads leading out of the city, and the dead are milling about talking to one another. Talking to the dead reveals the same information that most dead have: that they woke confused with no idea how or why they had been restored to life. However, a few wax poetic, talking about being called back from the ferryman by the distant strumming of a haunting lyre, not unlike the kind Orpheus might have played. It's tough for anyone to pinpoint, but if questioned specifically about the direction, some of the undead think the music was coming from the direction of Rome.

There are no signs of magic or the Mythos in the crypts themselves.

As the investigators are walking past one crypt, the stone door falls outward, landing on the ground with a thunderous crash. A bloated, corpulent corpse with a purple hue to his skin and bulging eyes comes stumbling out, cursing. This is Sextus Vedius Arvena, a wealthy equestrian who was poisoned by his brother and wife. The two murderers wanted a life together without Sextus. If the investigators stop to hear his tale of woe, he offers the investigators a job—he'll pay them 500 sestertii each and vouchsafe for them at any time—if they kill his widow and brother and bring him proof. Sextus' death and subsequent revenge have nothing to do with Alila or Nero Redivivus. If they take the job, Sextus Vedius' villa is an hour outside of Rome, nestled in olive groves and staffed by only five guards.

Augurs

Investigators may try to witness the official civic auguries regarding the current crisis. Word spreads throughout the day that a *de avibus* (from the motions of birds) augury will be held at nightfall on Day One, outside the temples on the Capitoline Hill. A large crowd of living and dead have gathered to watch the spectacle.

The augurs arrive early in the driving rain and begin releasing vultures to observe the birds' behavior and confer among themselves. As one vulture alights on a column, lightning strikes the column, shattering it. The augurs are thrown into disarray and several flee. One augur comes forward and declares that the gods of the Underworld are angered and refusing to take the dead. Heralds will pronounce the resolution to Rome's crisis tomorrow.

Research Options

The investigators have several options for researching various subjects. If they are unsure of where to go to conduct research in ancient Rome, the Keeper should suggest that the city has numerous libraries and bookstores, as well as philosophical and scholarly experts. Each clue is listed where it is most likely to be found. Each Library Use roll takes four hours.

LIBRARIES

Rome has many public libraries, some of which are attached to bathhouses. The largest public library is at the Forum of Trajan. Like all Roman libraries, it's divided into two sections: one for Greek manuscripts, the other for Latin. In this case the sections are housed in identical two story buildings, with identical layouts, that face each other across a 120-foot-long square portico with Trajan's Column standing in the center.

Both have signs on the door that read "Open from the First Hour to the Sixth", i.e., from sunrise to midday. There is a reading area with couches and tables; windows in the vaulted ceiling provide light. Each floor has two rows of niches running along the walls containing scrolls. These are secured by locked wooden doors, and visitors must request particular scrolls from the staff. Visitors can consult a catalog of the library's contents to find the scrolls they wish to peruse. No scrolls belonging to the library are allowed out of the facility, but readers are free to make copies of anything they read. Outside the library, unscrupulous vendors sell parchment, ink, wax tablets, and styli at huge markups.

The investigators can learn the following at the libraries of Trajan's Forum.

- ***About Nero:*** In the thirty-first book of Pliny's extension of Bassus' *History,* there is great attention paid to Nero's ability with the lyre and his claim that he was so skilled that even Orpheus would be jealous. It also makes mention of Nero's claim that he would return if killed.
- ***About the Cloaca Maxima:*** Tucked away in an administrative scroll titled *Plans of Rome* is a rough sketch of the Cloaca Maxima and some of its feeder lines. It's about 100 years out of date, so it won't be completely accurate in regard to all the access lines, but it's fairly reliable.
- ***About Mania:*** A copy of the aedile's prostitution rolls verifies that Mania is a licensed prostitute.
- ***About creatures that can change shape, suddenly vanish, or fit through tiny openings:*** The eighth book of *Attic Nights* by Aulus Gellius contains a reference to a book, *Accounts of Eibon, The Unfathomable,* which details a strange creature of Hyperborea that can take different forms and slip into the smallest openings, like a dormouse.
- ***Keeper's Note:*** If the investigators ask for a copy of *Accounts of Eibon, The Unfathomable,* the librarians say that they do not have a copy of that book. They explain that it is an exceptionally rare text and suggest checking at the bookstore of Secundus the Freedmen, near the Temple of Peace.
- ***About Kaeso Drusus Galabro:*** His name appears on one of the long lists of those accused of treason at the end of Emperor Hadrian's reign. He fled the city with his family before his execution order was issued. However, later records say that he was executed, along with his family and slaves, at his villa outside of Lepedus, in the province of Asia. The report does mention that he had twin daughters, but does not list their names or ages. It also states that his family was pardoned by the new emperor Antonius Pius when he came to power after Hadrian's death.

BOOKSTORES

Rome has a fair number of bookstores, selling everything from political treatises to the latest in overwrought senatorial poetry. Secundus the Freedman's shop has a book of particular interest to the investigators. His shop is a taberna (i.e., a single room shop on the ground floor) in an apartment building near the Temple of Peace, not far from the Coliseum. Anyone on the street can point the investigators in the right direction if they get lost.

A Note on History

Gellius' *Attic Nights* by Aulus Gellius (125–sometime after 180) is an actual book. It likely does not exist at the time when this scenario is set (around 145). Keepers who aren't overly concerned about this minor detail should include the book. Those Keepers who are concerned should change the book and author to a similar but fictitious scroll called *Horrors of the Shadows* by Servius Sosius Sura.

Secundus' small shop is packed with niches and baskets full of scrolls and codices. Secundus, in his late 60s, is a thin, balding man in a crisp tunic. He welcomes everyone into his shop with open arms and a smile. He tries to engage customers in small talk so he can determine their interests and hopefully add on a scroll or two to the sale. Right now, he's trying to sell copies of Martial's *Epigrams*. He bought too many from Martial years back and is still trying to unload the stock.

If the investigators ask about *Accounts of Eibon, The Unfathomable*, he'll tell them it's a rare and expensive set of ten scrolls. He can't take less than 500 sestertii for a copy of it. He doesn't consider himself a library, so he's not keen on letting people handle such a rare (and dangerous) text in his shop. But, he is a businessman, so if a decent offer is made, he won't refuse it. Unbeknownst to Secundus, Gellius, or the investigators, this copy of the text he has is a heavily edited version of the original Greek translated into Latin.

Accounts of Eibon, The Unfathomable (Incomplete Latin Translation)

Sanity Loss: 1D10
Cthulhu Mythos: +3/+6 percentiles
Mythos Rating: 30
Study: 20 Weeks
Spells: Eibon's Wheel, Voorish Sign, Wither Limb

The investigators can learn the following from skimming this version of *Accounts of Eibon, The Unfathomable* scrolls:

- There are powerful creatures called shoggoths that crawl the dark places of the earth. The most powerful of them have control over otherworldly music and can take the forms of other creatures.
- They can be felled by powerful sorcery, but mighty heroes fall fast.
- Their creators, called The Designers, were a race of monstrous demigods (perhaps like the Titans?) from beyond the stars, and used the shoggoths as slaves.
- Powerful sorcerers constructed amulets, talismans, or crowns, made of unusual materials, to control shoggoths by fooling them into thinking they were one of the Designers. Such items were difficult and dangerous to use by those undisciplined in the arcane arts.

PHILOSOPHERS

Rome is full of self-styled philosophers ready to opine on any subject. If the investigators seek out one with occult knowledge, especially knowledge of sorcery, magical artifacts, monsters, or the Fallen Kingdoms, they're directed to a well at the base of the Aventine to seek a philosopher known as Eudaimonia.

Eudaimonia is in her mid-30s, a sophist (skilled in rhetoric, dedicated to spreading knowledge) philosopher who tosses aside societal convention to play the role of a madwoman. She eagerly shouts at passersby and if engaged becomes very animated. Investigators making a successful Insight roll quickly realize that this is just an act to put others at ease. Unlike traditional sophists, Eudaimonia asks for no fee for her wisdom, only that it be shared and spread. Unknown to nearly everyone, Eudaimonia is also a skilled saga (a witch or sorceress). She can provide the following information.

- She's heard of the *Accounts of Eibon, the Unfathomable* and claims to have read a version, in Coptic, while traveling in Egypt.
- She's heard that Nero is back and responsible for the returned dead. He plans to retake the city in the name of his beautiful queen who returned him from his exile across the River Lethe (Keeper's Note: the beautiful queen is Alila).
- It's his lyre music that draws the dead to Rome, and she believes that if the instrument is destroyed the dead will be allowed to journey on.
- She believes there are innumerable more dead further afield in the empire, slowly marching toward Rome. (She is wrong.)

If the investigators mention the creature called a shoggoth (possibly learned in earlier research) and suggest that Nero is one, she'll share the following:

- Such creatures cannot be harmed by normal weapons.
- Magic, either spells or enchanted weapons, is required to destroy such fiends or drive them away.
- She knows a couple of minor spells that can help in battle against such a creature, and will teach them. These are Enchant Knife and Breath of Flora Rustica. The latter is nearly identical to Breath of Pazzuzu (see *The Grand Grimoire of Cthulhu Mythos Magic*, page 46) in statistics, but this version fills the air with the scent of spring flowers, and causes no damage to living humans. It takes 4 hours of instruction, and a Hard success on an INT check, to learn to cast the spell.

If the investigators ask for her help in defeating Nero Redivivus, she'll join them. She jokes, "It's been a few weeks since I've helped save the empire from certain doom, so why not?"

IN THE STEPS OF THE DEAD

At some point the investigators may realize that there are two types of risen dead, those who remember who they are and try to resume their lives, and those who seem to remember nothing and wander off and vanish. Investigators seeking to follow the second group of dead as they "wander off" might be led to where Alila is gathering her army.

However, the dead don't want to be followed, and if they realize that they are, they simply stand in place, motionless, until the investigators leave the vicinity. If the investigators won't leave and try to wait them out, a horde of 3D6 undead arrives to drive them off or kill them. Luckily, the mindless dead aren't very clever or observant, and only a fumbled Stealth roll alerts them to the fact they are being followed.

The mindless undead travel to Alila's underground marshaling area via the Main Outlet (80%), or a large storm drain (81–95%), or force themselves down the seat of a public latrine (95%–100%, likely breaking a number of their own bones in the process). (See "Entrances" in "The Roman Sewer System" section, following.)

THE ROMAN SEWER SYSTEM

At some point, the investigators will probably seek to enter the sewers. Rome has a highly efficient public sewer system that provides plenty of opportunities for overly curious investigators to get into trouble. Several contemporary writers comment that the Roman sewer system, the Cloaca Maxima as well as the aqueducts which flush everything into the Tiber, is one of Rome's greatest achievements. It's an impressive network of drains and sewers that connect public latrines, bath houses, and public buildings to funnel waste away from the city. The homes of the wealthy are equipped

with cesspits, and are not linked into this system. The poor make use of chamber pots and carry them to public latrines for emptying. Dumping chamber pots out windows during daylight hours is against the law and few openly risk arrest and fines.

Entrances

There are several ways for the investigators to enter the Cloaca Maxima, without tunneling through the streets.

- The Main Outlet: This is a huge open pipe which empties waste into the Tiber. While disgusting (as it is always flowing with raw sewage), it is the easiest way to enter, and it is how the vast majority of the undead have made their way to Alila.
- Larger Public Latrines: There are numerous public latrines with access pipes large enough for investigators to physically enter. Doing so will require vandalizing them (destroying the seats to expose the open pipe) and climbing down (a drop of between 10-15 feet). This is a risky proposition, as investigators being caught doing this are likely to be at least questioned by the local vigilis and possibly arrested.
- Street Access: There are various places where one can access the Cloaca Maxima via Rome's busy streets. These can be large storm drains or access hatches under large removable paving stones.

The main sewer lines of the Cloaca Maxima are large enough for a hay wagon to pass through it in places. Most feeder lines are also large enough for men to walk through. The system is a labyrinth of tunnels, pipes, and passages. Investigators may be able to secure a map of the system from consulting public records, and may have even had the forethought to make a copy.

Traveling the Cloaca Maxima

When in the sewer, investigators can encounter groups of thugs moving around the city for nefarious reasons, work crews repairing and upgrading the sewers, or undead walking to or from Alila's command center. Nero Redivivus uses the sewer system as his primary method of moving around the city. In his shoggoth form, he can swim through the waters undetected or slither across the top of tunnels, hidden in the shadows.

Unless the sewer waters are deeper than usual from a deluge of heavy rains, the investigators can move about at their normal pace. Attempting to run, or to move about at any pace after heavy rains, requires a Regular DEX check. On a failure, the investigator tumbles into the sewage, but is otherwise unharmed.

Alila's Command Center

Alila has set up a command center in one of the few large open chambers in the Cloaca Maxima. It's a holding area for wastewater, which overflows in heavy rain. She has had the undead block off the feeder pipes to the chamber allowing it to drain enough to be usable, although there are still six inches of damp sewage underfoot here. The chamber is roughly hexagonal, about 200 feet across, with a fifty-foot raised platform in the center. The chamber is filled with thousands of undead, standing together in close ranks, silently staring into nothing while they await instructions. If not out in the city above recruiting undead for their army, this is where Alila and Nervo Revivius can be found.

RAIDING THE SEWERS

If the investigators go on the offensive, they'll find themselves outnumbered in the sewers. However, this numerical advantage is limited because of the narrow confines of the sewers, as only one or two combatants can square off at any one time. That is different, of course, if the investigators manage to reach Alila's command center undetected. Should they manage this they'll have more options for the final battle. There are multiple possible approaches to their objective:

Frontal Assault

If the investigators choose to attack the undead army amassing underground before it attacks the imperial palace, they are in for quite a fight. Even the mightiest group of investigators won't be able to defeat an army of several thousand magically animated corpses. Groups who attempt this should find themselves quickly trapped and surrounded as the undead flank them (using side tunnels or even going above ground and descending behind them). Worse still, Alila will see this as a threat and immediate launch her attack on the imperial palace, with as many undead as she can field (minus the ones dealing with the investigators, of course).

A successful frontal assault is possible, but only if the undead aren't allowed to escape (done by covering a number of access points) and having a sizable enough force to win the coming battle. Finding all the access points to successfully trap the undead in their lair is easily accomplished by finding Alila's command center and consulting a map of the Cloaca Maxima. Gathering a sizable enough force to pull this off successfully is another matter (see "Recruiting Allies, Frontal Assault").

RECRUITING ALLIES, FRONTAL ASSAULT

There are four possible forces that might be convinced to join the investigators in assaulting Alila and her undead army. They are the Collegium Urinatorum, the Vigilis, the Urban Cohort, and the Praetorian Guards. None of these groups will agree to help unless the investigators themselves are part of the attacking force.

By far the easiest to recruit is the Collegium Urinatorum, as Flavius Amphion has a deep hatred for the undead and may have already formed a bond with the investigators. If the investigators have made enemies of the Collegium, recruiting its help is nearly impossible. To do so the investigators must arrange a meeting with Flavius Amphion, and make either an Extreme success roll on Persuade, or a Hard success combined with an additional payment of 5,000 sestertii. The Collegium will send 150 thugs to help, placing them under the command of the investigators, as Flavius Amphion has no interest in either going into the sewers or putting himself in personal danger.

Investigators going to the vigiles will be directed to one Tribune Modius Crotilo, who will hear their request and make a final decision. Investigators must persuade him that the threat to the safety of the people of Rome is real and that the vigiles should send a force to assist in this attack. Investigators making a Hard success on a Persuade roll manage to gain the help of 200 off-duty volunteer vigiles, pulled from units across the city, with Tribune Modius Crotilo personally leading them.

Investigators trying to recruit members of the Urban Cohort are directed to a tribune named Domitius Antius, who gives them a few minutes to make their case. Investigators must make the case that a dangerous force is massing in the sewers and that they plan to attack the people of Rome. Investigators must make an Extreme success on a Persuade roll. However, use of the word "riot" or any suggestion of

civil unrest lowers this to a Hard success, especially if the attack on the games has already occurred. If they agree to help, Tribune Domitius Antius joins the battle leading two centuriae (60 men each, for a total of 120) of the cohort, fully armed and armored soldiers.

Enlisting the help of the Praetorian Guards is the most difficult to manage. These men won't even speak to an investigator unless they have a Status (not Infamy) greater than 50%. If they secure a meeting, the investigators speak to Tribune Cassius Gavius Censorius Joppicus, a junior commander within the Praetorian Guard. They must then make an Extreme success on a Persuade roll to secure his assistance, although this is reduced to a Hard success if the investigators specifically mention a threat to the emperor's safety. If the Praetorian Guard agrees to help, Tribune Gavius Censorius leads a group of 50 armed Praetorians and insists on taking command of the entire operation, unless the investigators can Fast Talk, Charm, or Persuade him to do otherwise. None of the other three groups of this possible coalition wants to be under the command of the Praetorian Guards (they don't want to be used as fodder).

WAR BELOW ROME

To win this massive battle under Rome requires the investigators to enlist at least two of the four possible groups mentioned above, and the investigators must be present during the fighting as well. However, if only two groups are enlisted, both the sorceress Alila and Nero Redivivus escape during the battle, fleeing the city, and plotting to return and continue their vengeful campaign against the empire.

But if the investigators manage to enlist three or more allies, Alila and Nero Redivivus are trapped, and must fight their way free of the battle to escape being killed or captured. Unfortunately for the investigators, the place where Alila attempts her break out is exactly in the path of the investigators. At some point during the battle, the investigators must stop Alila and Nero Redivivus from escaping (see "Destroying Alila" and "Destroying Nero Redivivus").

If the investigators can defeat Nero Redivivus and Alila, they can easily dispel the magic which returned the dead to life by destroying the Stygian lyre, which immediately ends the battle, the crisis, and the scenario (see "Afterword"). Alternatively, without someone wielding the Stygian lyre, all undead animated by its power return to death in 1D10 hours.

Tactical Assault

The investigators may realize that the most important target is Alila. The best way to defeat a snake is to cut off its head. Also, without her, Nero Redivivus would be free to pursue its own agenda (which would be to leave Rome and find someplace safer for it). As she controls the dead through Nero Redivivus, the entire plot crumbles once she is killed, incapacitated, or has the magical circlet removed from her head (which is how she controls Nero Redivivus). Investigators can also defeat her by slaying Nero Redivivus, destroying the Stygian lyre, or destroying the control circlet the sorceress wears.



Cunning investigators may attempt to sneak through ranks of the motionless dead to get close to Alila so they can deal with her directly. This requires investigators to make a Hard success on a Stealth roll as they slowly move through the ranks of the dead to the central platform where her command center lies. Investigators who take steps to mimic and/or disguise themselves as the mindless dead reduce the difficulty to a Regular success. However, should investigators fail this, Ailia is alerted to their approach and they are surrounded by hundreds upon hundreds of undead and likely swarmed within moments.

DESTROYING NERO REDIVIVUS

Investigators fighting Nero Redivivus are in for quite a battle. The creature drops its masquerade, assuming its protoplasmic form, erupting mouths and eyes and projecting tentacles and tendrils. This immediately sparks a SAN check for 1D6/1D20. The creature fights, making two attacks per round until reduced to 20 HP, and then attempts to flee, if it can. However, if it is being controlled by Alila she may force it to keep fighting until it is destroyed, especially if she is trying to flee.

DESTROYING ALILA

The sorceress much prefers to let others do her fighting for her. She is a cunning adversary and masterful tactician, much better suited to wield power behind the protection of her minions and underlings than to take a direct hand. If pressed, Alila's first priority will be to escape. The undead under her control, and even the shoggoth, will be sacrificed without hesitation to ensure her protection and/or escape.

If forced to defend herself, she'll rely on her considerable arcane abilities. She has a number of useful and dangerous spells at her disposal. If truly desperate, she'll use her knife on her foes. If all hope of escape seems lost, or if the investigators seem intent on capturing her, she'll turn the knife on herself, plunging it deep into her chest. With her dying breath, she utters a curse upon the investigators and the empire (the nature of this curse, and whether any arcane power is used to enforce it, is left up to individual Keepers to decide).

THE STYGIAN LYRE

This lyre, once a central artifact of a Stygian cult serving the Great Old One Cynothglys, The Mortician God, is heavily warded against use of anyone not of the cult's ancient order. Today, this order is all but extinct, but the shoggoth, as it is not human and not affected by the wards, can use the artifact and command its powers. Unfortunately, no one alive today knows exactly what the lyre is capable of doing, or exactly how to best wield its powers.

The lyre is of standard size, made of two spiral horns affixed to a large turtle shell, strung with strings, bound together in ancient silver turned black with patina. Any human touching this item takes 1D6 points of Sanity loss per round of contact. Most humans are driven mad within only a few moments of trying to hold the artifact, as their minds are flooded with nightmare images of Cynothglys. Without someone to play the lyre, those brought to life by it return to death in 1D10 hours.

While it is a sturdy item, able to endure the rigors of time and common use, it is not invulnerable. While it does not burn, as it is made of bone, shell, ancient silver, and strings of enchanted brass, it is susceptible to physical damage. Should the lyre take 12 points of damage, it explodes in a blast of black fire, inflicting 1D6 hit points of damage to everything in a 20-foot radius. Once it is destroyed, all undead it ever created (that are still in existence) collapse like a puppet with its strings cut.

THE CONTROL CIRCLET

This circle of pale gold was created by a powerful cabal of sorcerers serving the Great Old One Ghatanothoa to gain mastery over shoggoths. It allows the wearer to command a single shoggoth, which faithfully carries out their mental commands. The power only works on a single such creature at a time. The item is very difficult to use and requires the wearer to know certain chants and words programmed into the artifact to protect it from being used by non-members of their cabal. Alila was taught these words by the cult she once served, but she won't share these with the investigators willingly. Even if she were captured and coerced to do so, it would take the investigators years of dangerous training and practice to gain then the minimal necessary mastery.

Should someone who does not know the mental words and chants to project mentally into the object try to wear it, they may have sealed their doom. The item turns red-hot, searing the skin, and begins to shrink in diameter, burning its way through flesh, skull, and brain below. It causes 1D4 HP of damage per round, burning and shrinking until removed or the victim is dead. Removing the circlet once its defensive mode is active requires a Hard success on a DEX check.

The circlet can be broken if it takes 10 HP damage from a sharp cutting force. The circlet can be destroyed while it is being worn, but it needs to be specifically targeted, and any damage inflicted to it is split between the artifact and the wearer. Once the circlet is destroyed, any shoggoths under its control are freed.

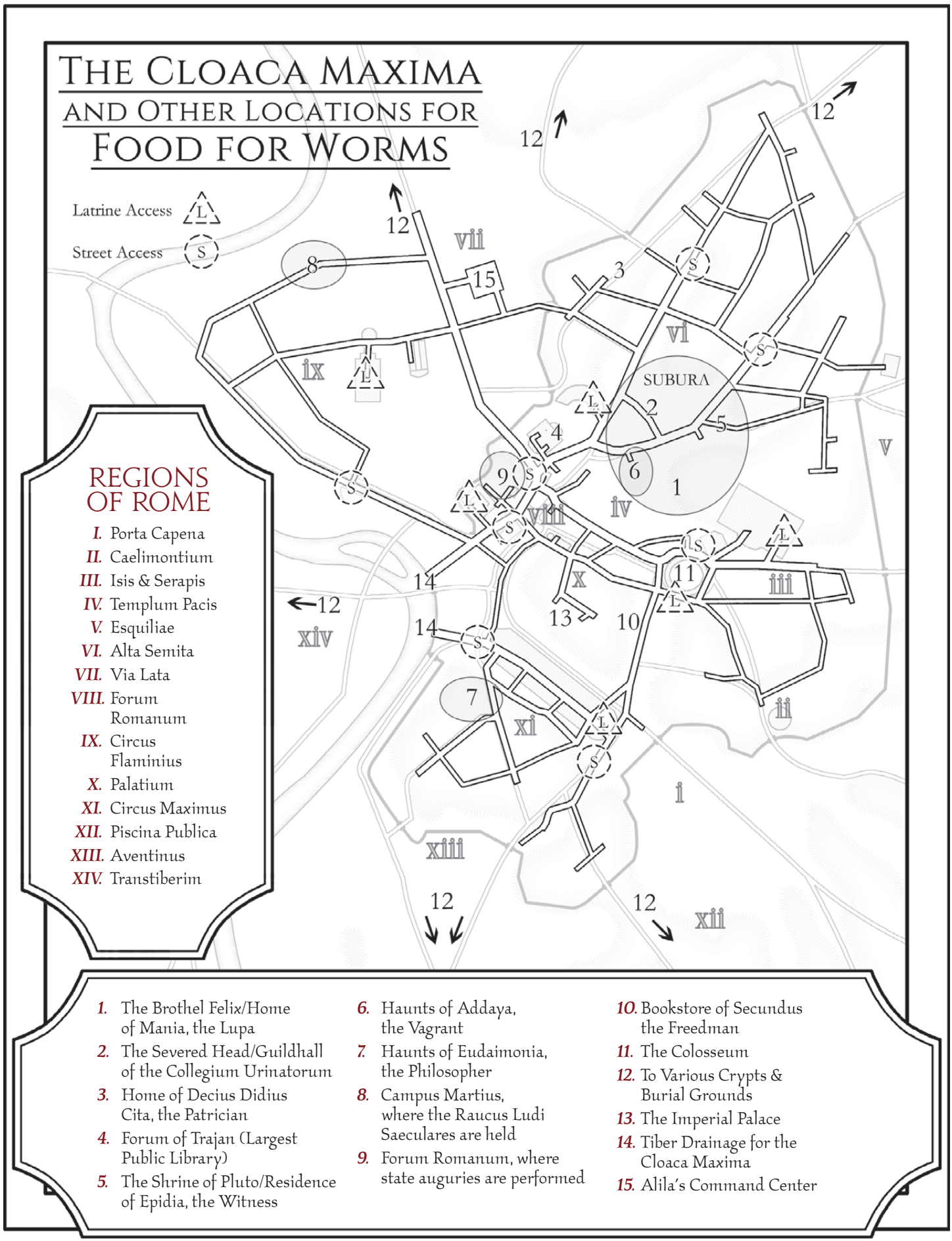
HEARTS AND MINDS

Another way to stop Alila is to convince her to abandon her quest for vengeance. While difficult, it is possible to reason with her and convince her to voluntarily return the risen dead to their eternal rest. The investigators cannot be in combat with her while attempting this. To change Alila's mind, the investigators must make two Extreme successes to do so.

The first Extreme success is in either Charm or Persuade, and this gives Alila enough pause to at least begin a parley with the investigators. One way to automatically succeed in this, without the need to roll, is by enlisting the assistance of Mania, her twin sister. If the investigators explain what is going on, and inform her that her twin sister is behind all of this (including returning her to life), Mania is heartbroken. She'll realize the image of her mother she remembers seeing as she rose from the dead must have been her sister grown up. Mania agrees to help the investigators stop Alila, to keep her from hurting anyone else, if they promise they'll try to take her alive if at all possible. If Alila sees Mania, and Mania begs her to let her friends speak to her, she'll reluctantly agree to listen to the investigators, after she embraces her now rotting sister.

Once parley has begun, the investigators must argue their case for Alila to stop her campaign of terror against the city. This requires an Extreme success in either Oratory or Persuade. Investigators can gain a bonus dice if they use any of the following arguments. Keepers may allow investigators to gain two bonus dice is they use three or more of these arguments:

- The dead are innocent, and many are afraid and suffering, as are their families, just as she and her sister were.
- Their family has been pardoned by the new emperor, in acknowledgment that many of those accused of treason by the dying emperor Hadrian were actually innocent.
- Her sister has suffered enough and deserves better than being trapped inside of a deteriorating body.
- She has caused enough fear and panic to have her revenge, nothing will change if she persists, and only more people innocent people will die.


THE CLOACA MAXIMA
AND OTHER LOCATIONS FOR
FOOD FOR WORMS
Latrine Access
Street Access
REGIONS OF ROME
I. Porta Capena
II. Caelimontium
III. Isis & Serapis
IV. Templum Pacis
V. Esquiliae
VI. Alta Semita
VII. Via Lata
VIII. Forum Romanum
IX. Circus Flaminius
X. Palatium
XI. Circus Maximus
XII. Piscina Publica
XIII. Aventinus
XIV. Transtiberim
SUBURA
1. The Brothel Felix/Home of Mania, the Lupa
2. The Severed Head/Guildhall of the Collegium Urinatorum
3. Home of Decius Didius Cita, the Patrician
4. Forum of Trajan (Largest Public Library)
5. The Shrine of Pluto/Residence of Epidia, the Witness
6. Haunts of Addaya, the Vagrant
7. Haunts of Eudaimonia, the Philosopher
8. Campus Martius, where the Raucus Ludi Saeculares are held
9. Forum Romanum, where state auguries are performed
10. Bookstore of Secundus the Freedman
11. The Colosseum
12. To Various Crypts & Burial Grounds
13. The Imperial Palace
14. Tiber Drainage for the Cloaca Maxima
15. Alila's Command Center

If the investigators fail to make a successful Extreme success on either Oratory or Persuade (each is allowed a single attempt), Alila attacks, preferably by ordering the shoggoth to kill them and commanding her undead minions to tear them apart, as she attempts to gain enough distance to remain safe while she casts spells at them. If they succeed, Alila agrees to stop the attacks and never return to Rome (those making Insight checks realize she is telling the truth), in return for the following considerations:

- The investigators allow her to say goodbye to her sister.
- The investigators remain with Mania and comfort her until she returns to the underworld.
- The investigators then cremate Mania's body and place it in their family crypt.
- They give her a four hour head start to leave Rome.

If the investigators agree to her terms, Alila leaves Rome with Nero Redivivus, and four hours later, all the undead (including Mania) fall to the ground inanimate, returned to their eternal slumber once and for all.

Investigators can, of course, follow Alila (or try to), but if she detects them she'll immediately order the undead to attack. If investigators wait until the undead are freed and returned to death, this won't be a possibility. Events along this path are in the hands of the Keeper, and beyond the scope of this adventure.

AFTERWORD

Failure: The Assault of the Dead

If the investigators fail to stop Alila before sundown on the fifth day of the scenario, all is lost. Alila launches her attack. Thousands of undead swarm out of the sewers of Rome, many armed with clubs and makeshift weapons, and march on the imperial palace. The Praetorian Guards desperately battle to hold them off, and the Urban Cohort rushes in to put down the uprising. The battle rages long after the undead are defeated.

The enraged troops begin a general purge of all undead (including any undead investigators) from Rome, even those still free-willed who had no part in the attack, including a few who actually battled to help stop Alila's army. Anyone getting in the way of the Praetorians or Urban Cohort, living or dead, are cut down where they stand. The rampage lasts for hours, and in the end, tens of thousands of innocent lives are lost. The emperor comes to no harm, and the Empire is shaken momentarily but remains strong. The city takes nearly a year to recover, and the incident is covered up, with the deaths blamed on the plague. If this happens, the scenario ends in failure and the investigators gain no Sanity awards.

Victory: Life Goes On, and the Dead Don't

Depending on the manner of their victory, the investigators are either anonymous heroes or quietly recognized by the authorities for their role in resolving the crisis. While the cleanup takes weeks, and funeral pyres burn non-stop for days, Rome slowly shakes free of the miasma of both the plague and the returning dead. Life returns to normal, and within a generation, the incident is quickly forgotten, as the emperor orders it stricken from all official records and passes a proclamation that the people of Rome are to never speak of this strange and disturbing incident.

REWARDS

- ***Defeating Alila and Nero Redivivus:*** 1D8 SAN.
- ***Stopping Alila without killing her:*** An additional 1D4 SAN.
- ***If the investigators aren't able to stop the undead revolt against Rome, but somehow survive:*** -1D8 SAN as the rampaging Praetorian Guard and Urban Cohort fill the streets with blood.

THE NPCS & MONSTERS OF FOOD FOR WORMS

ALILA DRUSILA, vengeful sorceress mistaken for Persephone

CHAR.	VALUE
STR	55
CON	70
SIZ	60
DEX	50
INT	85
EDU	90
POW	85
SAN	0
APP	65

CHAR.	VALUE
Luck	65
Hit Points	13
Magic Points	24
Damage Bonus	None
Build	0
Move	7
Age	28

Skills: Cthulhu Mythos 32%, First Aid 55%, Insight 65%, Intimidate 55%, Language Other (Greek) 70%, Listen 35%, Occult 70%, Persuade 50%, Spot Hidden 35%, Stealth 35%

Weapons: *Fighting (Brawl) 50% (25/10), damage 1D3+DB*
Large Knife 50% (25/10), damage 1D4+2+DB

Armor: None

Spells: Bat Form (variation, transforms into Raven), Clutch of Nyogtha, Curse, Drown Mind, Green Decay, Petrify Nether Limbs.

Description: Alila was traumatized by the events of her youth. She's coldly calculating, lashing out at those she blames for her fate. She still cares deeply for her sister's well-being, which can be used to help reason with her. Alila prefers wearing traditional mourning garb (a black stola, over a black tunic, with a black palla). She tends to avoid combat and uses her spells and minions to escape from most dangerous situations.

MANIA DRUSILA, undead lupae of the Felix Brothel

CHAR.	VALUE
STR	55
CON	70
SIZ	60
DEX	50
INT	85
EDU	90
POW	85
SAN	0
APP	55

CHAR.	VALUE
Luck	65
Hit Points	13
Damage Bonus	None
Magic Points	17
Build	0
Move	7
Age	28

Skills: Art and Craft (Massage) 55%, Charm 70%, Dodge 45%, Fast Talk 55%, Insight 65%, Language Other (Greek) 40%,

Listen 65%, Persuade 55%, Sleight of Hand 45%, Spot Hidden 45%, Stealth 55%

Weapons: *Fighting (Brawl) 40% (20/8), damage 1D3+DB*

Small Knife 40% (20/8), damage 1D4+DB

Armor: None

Description: Despite Mania's circumstances and history, she always tries to keep a positive outlook and find whatever happiness she can. She has been a domestic slave, but ran away and ended up in the Subura, where she began working as a prostitute to survive, entered herself on the aediles' prostitution rolls, and earned her licentia stupri (license for prostitution). Recently, she died of the plague and was raised from the dead by her sister. Disoriented by her return to life, Mania wandered off and returned to her brothel. Death has done nothing to diminish her disposition, and she remains friendly and outgoing. She wears gaudy makeup, strong perfumes, a lot of bracelets, and a sheer tunic, all part and parcel of her role as a prostitute.

NERO REDIVIVUS, small enslaved shoggoth

CHAR.	VALUE
STR	315
CON	200
SIZ	260*
DEX	15
INT	45
POW	50

CHAR.	VALUE
Hit Points	46
Magic Points	10
Damage Bonus	+6D6
Build	7
Move	8 walking/10 rolling
Age	It's not saying

*100 in human form

Attacks per round: 2

Attacks: In combat, a shoggoth produces tentacles, claws, or any manner of appendages to perform a crushing attack. Those unfortunate enough to be hit by a shoggoth attack may also be engulfed. This particular shoggoth can engulf up to 260 SIZ points of victims.

Engulf: Those engulfed within the shoggoth must make a successful opposed STR roll or be sucked apart. If the shoggoth attacks more than one target, it must divide its STR among all targets. Those engulfed within the shoggoth can strike back on rounds in which they make a successfully STR check. Victims engulfed within a shoggoth lose hit points equal to the shoggoth's damage bonus each round, as they are crushed and pulled apart.

Fighting: *70% (35/14), 6D6 or an engulf attack (see above).*

Dodge: 8% (4/1)

Armor:

None, but (1) fire attacks do only half damage; (2) physical weapons do only 1 point of damage per hit; (3) a shoggoth regenerates 2 hit points per round.

Sanity Loss: 1D6/1D20 Sanity points to see a shoggoth.

Description: Nero Redivivus is a small, rather intelligent shoggoth under the control of Alila, via a magical control circlet. It has twisted and warped its form so that it appears as the dead emperor Nero. However, it has a tough time holding this form, and occasionally a protuberance emerges as its protoplasm shifts and adjusts. Although it can't talk, it has learned to play the Stygian lyre, and through its haunting melodies is able to return the dead to a parody of life. Despite its otherworldly nature, Nero Redivivus possesses a perverse sense of humor. It does what it can to pass the time while Alila's plan comes to fruition, frequently making its way to a latrine to grab a snack, yanking a victim down into the sewers to devour.

LUCIUS FLAVIUS AMPHION, leader of the Collegium Urinatorum

CHAR.	VALUE
STR	70
CON	75
SIZ	65
DEX	65
INT	95
EDU	80
POW	70
SAN	50
APP	55

CHAR.	VALUE
Luck	70
Hit Points	14
Damage Bonus	+1D4
Build	1
Move	8
Age	42

Skills: Accounting 65%, Dodge 40%, Empire 50%, Infamy 65%, Insight 65%, Intimidate 70%, Listen 45%, Oratory 20%, Persuade 50%, Sleight of Hand 55%, Stealth 65%, Throw 40%

Weapons: *Fighting (Brawl) 65% (32/13), damage 1D3+DB*

Exceptional Large Spiked Club (with Perfect Balance) 65% (32/13), damage 1D8+2+DB (1D8+DB if not using Optional Rule: Exceptional Arms, Armor, & Shields)

Dolabra 40% (20/8), damage D6/D4 (thrown at 5/10 yards)

Small Knife 40% (20/8), damage 1D4+DB or 1D4 (if thrown)

Note: He generally carries four small knives.

Armor: Soft leather armor 1D3

Description: As leader of the Collegium Urinatorum, Amphion runs all criminal activity in the southern part of the Subura. He's a tough and ruthless crime boss, protective of his people and the territory he controls. He has a passionate hatred of the undead, sparked out of fear of the dead returning to seek retribution for the dark deeds he has committed. He has organized his men into brute squads, and is seeking to purge the undead not just from his territory, but from that of his neighbors. By doing so, he is risking conflict with the more powerful Collegium Lupanariorum. Depending on how the investigators deal, or refuse to deal, with him, Amphion may be a powerful ally or enemy.

EUDAIMONIA, crazy like a fox philosopher

CHAR.	VALUE
STR	50
CON	65
SIZ	65
DEX	60
INT	75
EDU	75
POW	80
SAN	50
APP	40

CHAR.	VALUE
Luck	60
Hit Points	13
Magic Points	16
Damage Bonus	None
Build	0
Move	7
Age	35

Skills: Charm 65%, Cthulhu Mythos 20%, First Aid 50%, Insight 70%, Listen 45%, Natural World 50%, Occult 60%, Oratory/Rhetoric 70%, Other Language (Latin) 55%, Other Language (Coptic) 40%, Other Language (Aramaic) 35%, Own Language (Greek) 80%, Persuade 60%, Read/Write Language 65%, Science (Religion/Philosophy) 75%, Spot Hidden 45%, Status 40%

Weapons: *Fighting (Brawl) 45% (22/9), damage 1D3+DB*

Small Knife 45% (22/9), damage 1D4+DB or D4 (if thrown)

Armor: None

Spells: Breath of Flora Rustica (aka Breath of Pazzuzu, but causes no damage to living humans), Enchant Knife, Hand of Zeus (aka Voorish Sign), Ill Luck, Tongue of Demosthenes (aka Words of Power).

Description: This Greek sophist philosopher pretends to be a madwoman, but this act is to conceal the fact that she is an expert in the occult, a skilled saga, and an independent soldier in the empire's Shadow War against the Cthulhu Mythos. During her travels she has studied in the libraries of Alexandria and Pergamum, picking up a few spells along the way.

FREE-WILLED LIVING DEAD, confused resurrected

CHAR.	VALUE
STR	50
CON	55
SIZ	50
DEX	50
INT	50
EDU	50
POW	50
SAN	50
APP	35

CHAR.	VALUE
Hit Points	10
Damage Bonus	None
Build	0
Move	7
Age	Varies

Skills: Any in life, rolled with a penalty dice

Weapons: *Fighting (Brawl) 25% (12/5), damage 1D3+DB*

Any used in life, with a penalty die

Armor: Typically none, but any possible

Sanity Check: 1/1D8

ENSLAVED LIVING DEAD, unwitting pawns

CHAR.	VALUE
STR	50
CON	55
SIZ	55
DEX	50
INT	30
EDU	50
POW	50
SAN	50
APP	35

CHAR.	VALUE
Hit Points	11
Damage Bonus	None
Build	0
Move	6
Age	Varies

Skills: Obey Simple Commands 85%, Shamble 90%

Weapons: *Fighting (Brawl) 35% (17/7), damage 1D3+DB*

Typical small weapons (knife or club) 25% (12/5), damage 1D4+DB, or 1D6+DB

Armor: None

Sanity Check: 1/1D8

ELITE ENSLAVED LIVING DEAD, undead warriors (typically legionaries, auxiliaries, gladiators, or mercenaries)

CHAR.	VALUE
STR	60
CON	70
SIZ	65
DEX	50
INT	30
EDU	50
POW	50
SAN	50
APP	35

CHAR.	VALUE
Hit Points	13
Damage Bonus	+1D4
Build	1
Move	7
Age	Varies

Skills: Intimidate 50%, Obey Simple Commands 85%, Shamble 90%

Weapons: *Fighting (Brawl) 50% (25/10), damage 1D3+DB*

Gladius 40% (20/8), damage 1D6+1+DB

Armor: Any, typically Lorica Segmentata 1D8, Hardened Leather 1D4, or Heavy Gladiator Armor 1D4+1

Sanity Check: 1/1D8

THUGS

CHAR.	VALUE
STR	70
CON	65
SIZ	65
DEX	60
INT	50
EDU	70
POW	55
SAN	60
APP	40

CHAR.	VALUE
Luck	55
Hit Points	13
Damage Bonus	+1D4
Build	1
Move	8
Age	Varies

Skills: Insight 40%, Intimidate 70%, Listen 40%, Sleight of Hand 45%, Spot Hidden 50%, Stealth 60%

Weapons: *Fighting (Brawl) 55% (27/11), damage 1D3+DB*

Club 40% (20/8), damage 1D6+DB

Dagger 40% (20/8), damage D4+DB

Armor: None or Soft Leather 1D3 (25%)

Description: These can be members of a criminal collegium, typically of the Collegium Urinatorum, working for Amphion, or perhaps members of the Collegium Lupanariorum. They can also be bouncers, guards, or patrons at the rougher locations investigators may find themselves in. Many such men have some military training, either being former legionaries, or possessing skills earned in back alley brawls and a lifetime of hard knocks. They can be citizens or foreigners, freedmen or plebeians, Italian or Provincial. Because bladed weapons are illegal within the pomerium, most rely on their fists, carry clubs, and keep a knife hidden on their person for emergencies.

SOLDIERS

CHAR.	VALUE
STR	70
CON	65
SIZ	65
DEX	60
INT	55
EDU	70
POW	65
SAN	60
APP	55

CHAR.	VALUE
Luck	55
Hit Points	13
Damage Bonus	+1D4
Build	1
Move	8
Age	Varies

Skills: Empire 50%, Insight 40%, Intimidate 70%, Listen 40%, Spot Hidden 50%, Stealth 40%

Weapons: *Fighting (Brawl) 55% (27/11), damage 1D3+DB*

Club 55% (27/11), damage 1D6+DB

Dagger 55% (27/11), damage D4+DB

Gladius 55% (27/11), damage 1D6+1+DB

Armor: Hardened Leather 1D4 (70%), or Chainmail 1D8 (30%)

Description: These can be members of the Roman legions, Urban Cohorts, vigiles, or Praetorian Guards. They are well-trained, well-armed, and tasked with protecting the empire, the city, the citizens, and the emperor. Investigators may encounter them, either as allies or adversaries, depending upon the circumstances.

A CLOSING...

The powerful hound barked wildly over the howling wind and crashes of thunder and lightning. The grass was wet, which would make climbing the steep hill difficult. They could hear the loud chanting coming from atop the hill. It was in a strange language and spoken in a booming, yet feminine, voice. They could smell the fetid stench of their adversary and see its passage in huge footprints and bent trees leading up the sides of the tall, flat-topped hill where they were told strange ancient stones stood. But they could not see their foe—no one could, for the thing was not completely from this dimension and therefore did not obey any rules of this world.

"This is insane... We're not actually going to do this, are we?" asked Galarius Rufus.

"Well," answered Dexia, "If we don't, she's going to open the doorway to her father's dimension, and creatures like her will come pouring through. They'll be everywhere. It'll be the end of everything."

She: that *thing,* the invisible twin sister of the dead sorcerer Vilbis Vatlius. His death had only been the beginning of their terrible adventure. Tonight, on this hilltop in Britannia, would be its end, one way or another.

Zosimos chuckled and said, "So going up there and stopping her now is the only hope we have. There won't be anywhere safe if we fail."

Galarius Rufus glanced at the Vestal Virgin, but before the soldier could say anything, she shouted, "No, I *am* going! I speak the language of the Fallen Empire better than you; the chant will fail without me. We do this together!"

The soldier sighed, then tied Brita's leash to a tree. "All right, but she can't chant, so she stays. Be a good girl and stay. Stay. I mean it... Stay!"

Reluctantly, the dog lay down, still growling continuously at the invisible creature on the hilltop.

The centurion tightened the straps on his armor, donned his shield and helmet, then drew his sword.

The old scholar shook his head, saying, "Those won't help, you know."

"Maybe not, Zosimos, but they make him feel better," said Dexia. "Lead us on, brave Centurion Galarius."

Galarius said to his companions, "*Fortuna nobis non favet.*"

Zosimos replied, "*Nec facile erit.*"

Dexia replied, "*Sed neque sine auxilio faciendum erit.*"

Brita barked three times, then whined and sat back down in the wet grass.

"For Mars and Rome!" the centurion proclaimed and began marching up the hill.

"For Humanity and Civilization!" the scholar shouted and followed.

"For Light and Love," the Vestal Virgin whispered, as she too followed.

Brita wanted to be a good girl. She really did, but she was a loyal one above all else. Her family needed her, so with a powerful lunge, she snapped free of her leash and chased after her companions up the hill.

OI, LITTLE BOOK! YOU'VE HAD ENOUGH

HERE WE ARE AT THE PARCHMENT'S END

YET YOU STILL WANT TO GO
ON AND GET FATTER

SHOW A BIT OF RESTRAINT HERE

—WE MIGHT HAVE DONE TOO MUCH
BY FINISHING PAGE ONE—

OUR READER IS GETTING
TETCHY AND IMPATIENT

AND EVEN THE PUBLISHER IS SAYING

'ENOUGH NOW, LITTLE BOOK, YOU'RE FULL'.

—Marcus Valerius Martialis (Martial), *EPIGRAMS*

From everyone here at Golden Goblin Press, thank you and good luck on the front lines of the Shadow War.



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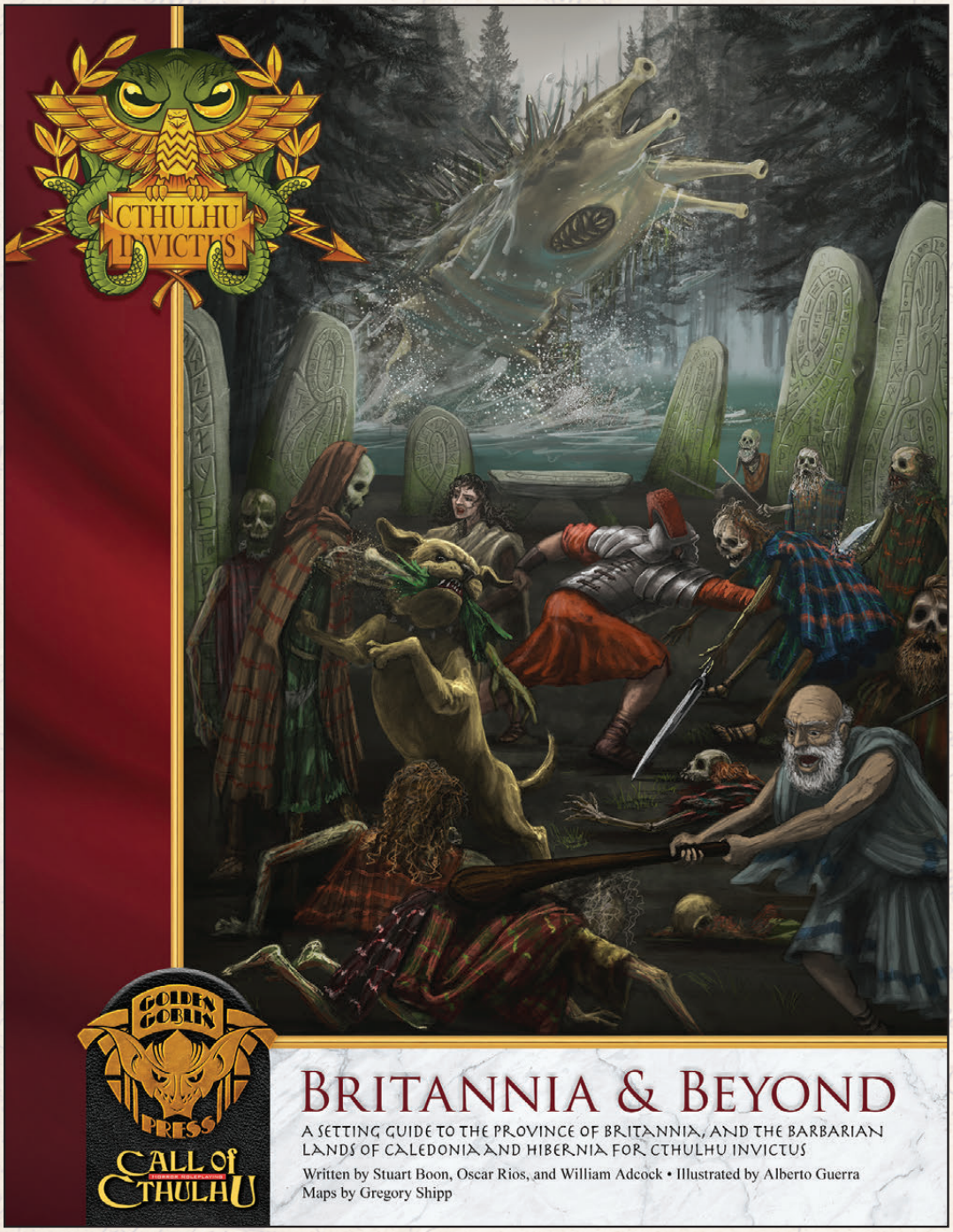
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Britannia & Beyond

A setting guide to the province of Britannia, and the barbarian lands of Caledonia and Hibernia for *Cthulhu Invictus*



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– *Catullus*

At the edge of the empire, at the end of the world, Britannia sits on a knife's edge. Victory over the Celtic tribes has won Rome riches, resources, and a new province.Unfortunately, it has also weakened Britannia's spiritual landscape, eroding away protections long established and tearing holes into the veil between realities. Every action, it is said, has its consequence. The Romans' systematic annihilation of the Druids and the Celtic shamans, along with their destruction and repurposing of native holy sites, have allowed Mythos entities and servitor races to seed themselves into Britannia's landscape once more.

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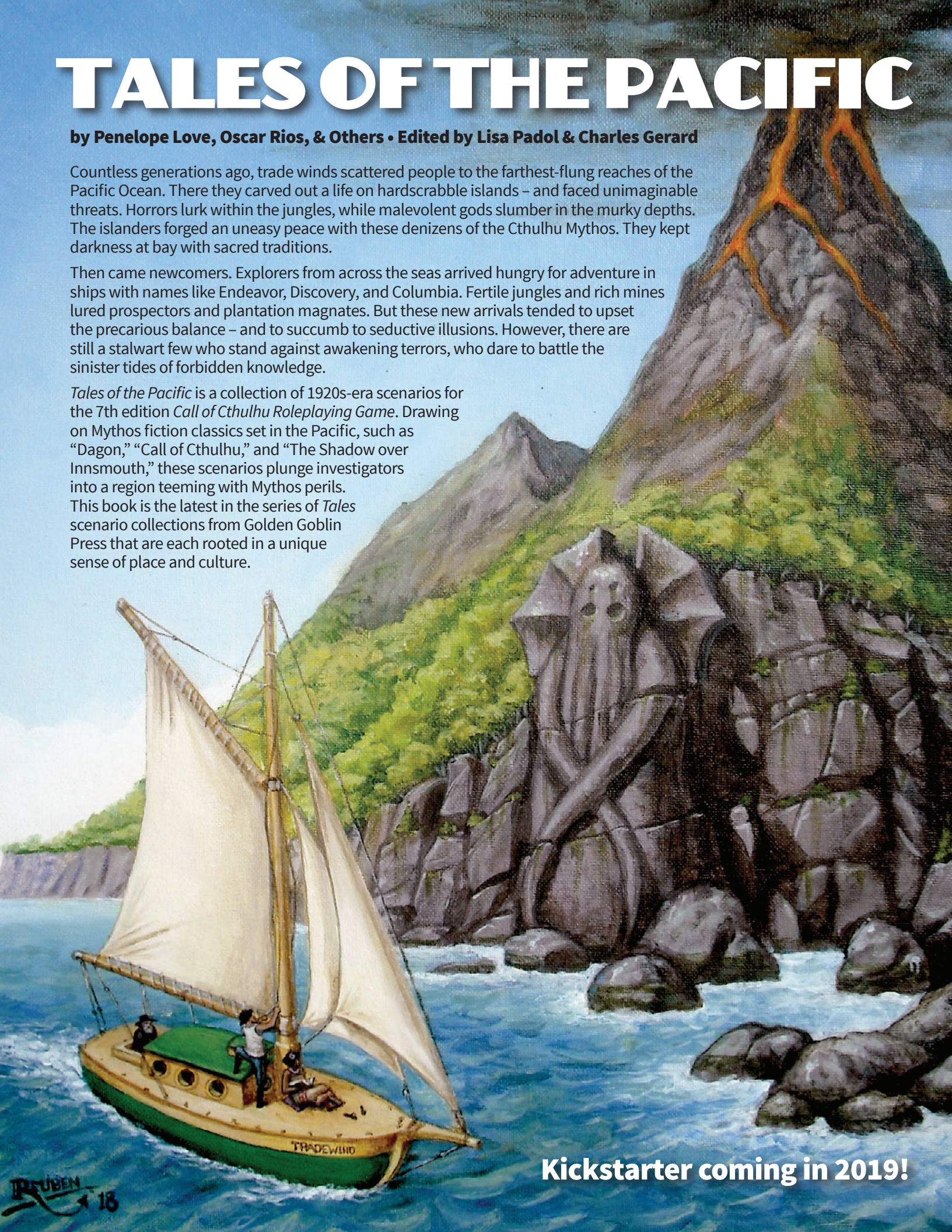
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by Penelope Love, Oscar Rios, & Others • Edited by Lisa Padol & Charles Gerard

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COSMIC HORROR ROLEPLAYING IN ANCIENT ROME

IN THE BEGINNING, THERE WAS

CHAOS

FROM CHAOS, THE EARTH WAS BORN, AND SHE CREATED THE HEAVENS TO BE HER HUSBAND.

TOGETHER THE HEAVENS AND THE EARTH FILLED THE WORLD WITH THEIR CHILDREN, TERRIBLE MONSTERS MORE POWERFUL THAN THE GODS OF MAN.

THESE MONSTERS WERE THE FIRST BEINGS TO TREAD UPON THE WORLD, BUT NOW THEY ARE GONE.

SOME SLEEP DEEP IN THE SEA, SOME CAST BEYOND THE STARS, AND OTHERS TRAPPED NOT IN THE SPACES WE KNOW, BUT BETWEEN THEM.

WHEN THEIR FATHER, THE HEAVENS, SO DECREES, THESE MONSTERS SHALL RETURN AND RESUME THEIR MASTERY OF THE EARTH.

THE OLD ONES WERE,
THE OLD ONES ARE,
AND THE OLD ONES SHALL BE ONCE AGAIN...

—muttered by Lucius Covis,
once a great philosopher, but now a wandering madman.

The *7th Edition Guide to Cthulhu Invictus* is a tabletop roleplaying setting for the 7th edition *Call of Cthulhu Roleplaying Game*. It is a game of adventure and investigative horror set in ancient Rome. This updated version of the original Cthulhu Invictus setting is a complete re-imagination of the setting, written specifically for the 7th edition rules. The Roman Empire is at war, a secret war against the forces of evil, darkness, and chaos, a war known as the Shadow War.

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