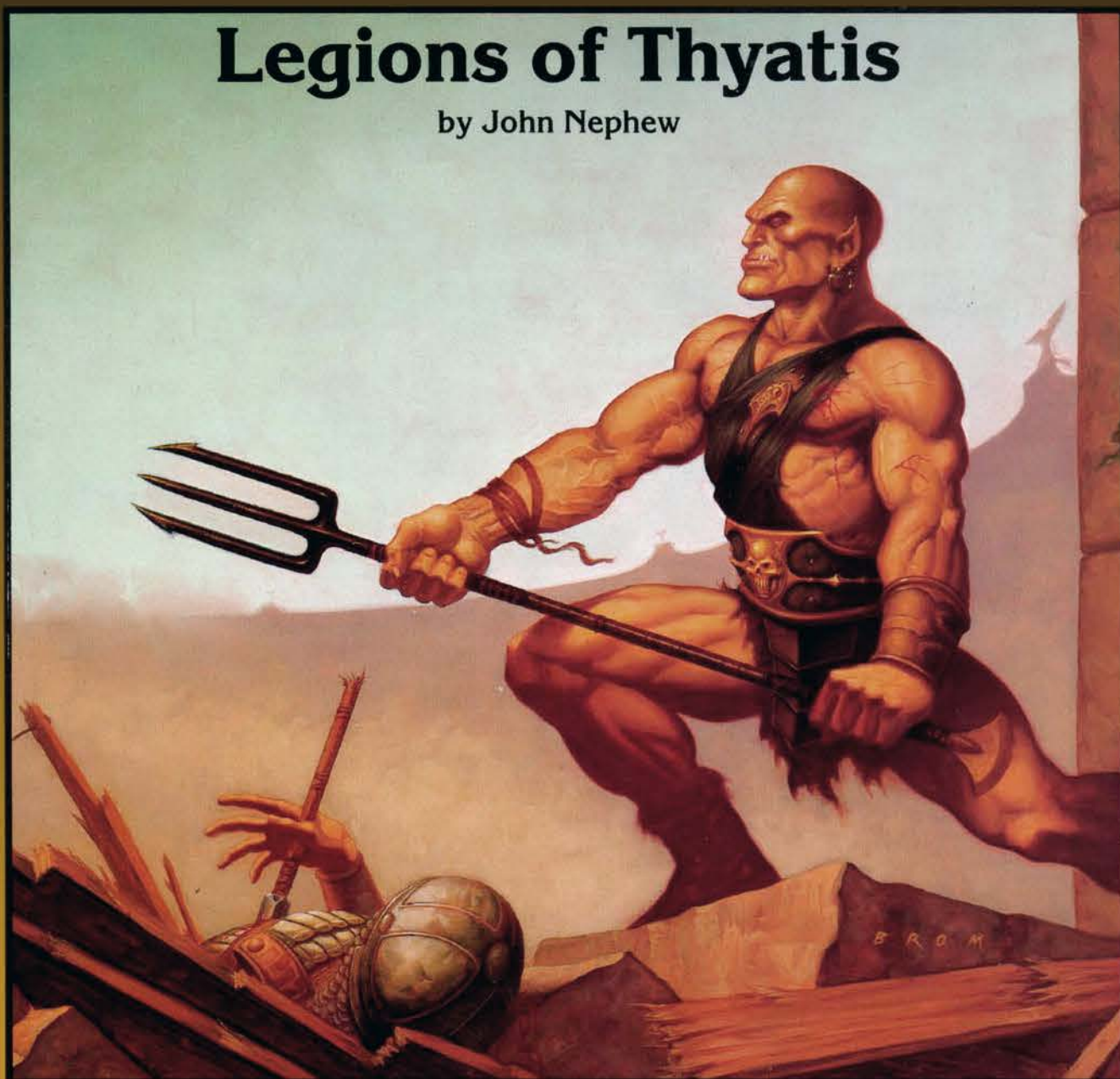


DUNGEONS & DRAGONS®

Official Game Adventure

Legions of Thyatis

by John Nephew

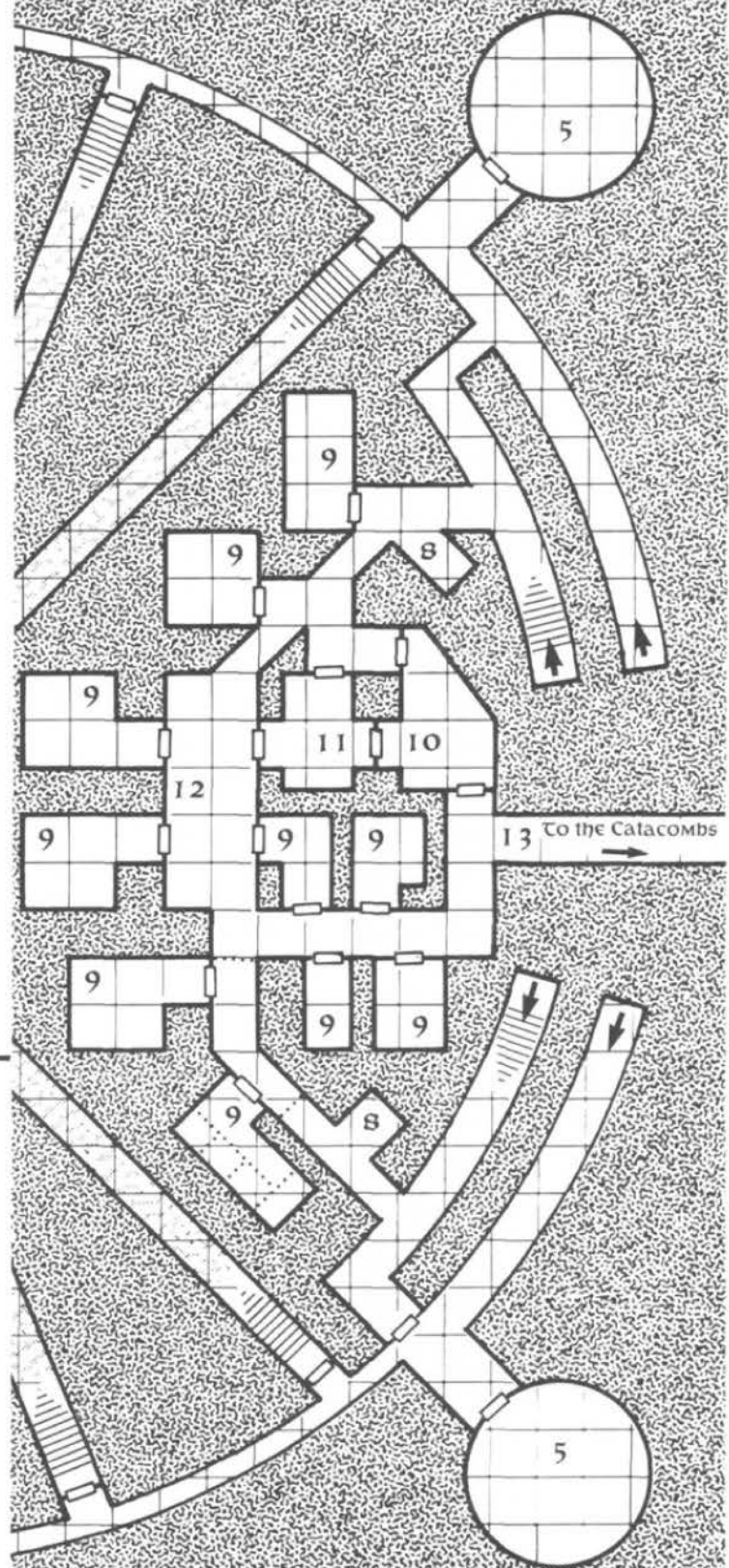
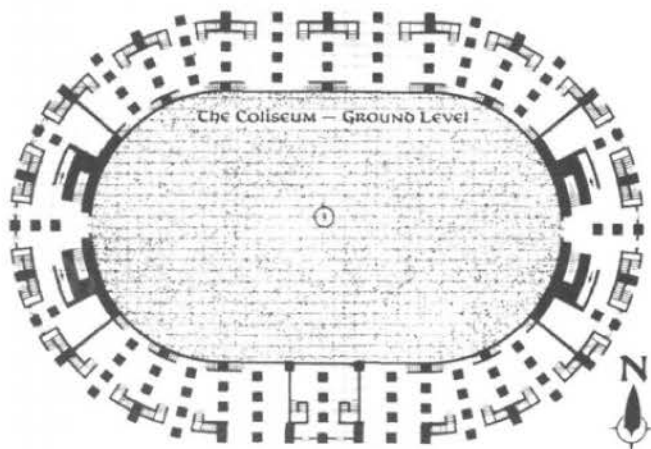


ROOM KEY

- 5. LARGE CELL (MONSTERS)
- 8. GUARD POST
- 9. GLADIATOR QUARTERS
- 10. KITCHEN
- 11. PANTRY
- 12. LOUNGE

Map Key

- | | |
|-------------|---------|
| Door | Statue |
| Portcullis | Water |
| Stairs up | Sand |
| Stairs down | Ramp |
| Pillar | Sealing |



Scale: One square = 15 feet

Basic Game Adventure

by John Nephew



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Introduction



Legions of Thyatis is a D&D® game adventure for four to six characters of levels 3-4. The total party level should be between 15 and 20; 17 would probably be ideal.

This adventure is the sequel to *DDA1, Arena of Thyatis*. The two can be played entirely separately; or, you may run them consecutively as a campaign. Detailed information is provided for both options.

To play this adventure, you will need the DUNGEONS & DRAGONS® Basic and Expert Set Rules. The Thyatis and Alphatia boxed set gazetteer, *Dawn of the Emperors* is useful for setting background.

If you are going to be a player in this adventure, please read no further. To do so will only ruin your enjoyment of the adventure. If you will be the Dungeon Master of this adventure, read on, and become initiated into the secret intrigues of the Imperial Capital of Thyatis!

How to Run the Adventure

An adventure of intrigue, deception, and psychological battles is difficult to

present in the traditional adventure format—and *Legions of Thyatis* is just this type of adventure. The intention of the designer is to present all the decision-making freedom and role playing possibilities that the situation can offer, without being too vague; to provide concrete information and specific details, without running the players and DM along a gauntlet. Keep this in mind and you will better understand this adventure and how to run it.

The result is the structure of the module before you. It is divided into three main parts: *Background* (for preparation), the *Adventure* (for play), and *Appendices* (for reference).

As the Dungeon Master, you should start by reading the whole module, cover to cover. This will bring the whole picture of what is going on into your mind. Pay particularly close attention to the Background, and review it again before each session of playing, just to make sure you have the information straight and don't contradict yourself in play.

During play you can follow along in

the Adventure section, as the director would the script of a play or movie as it was rehearsed, stepping in with cues, clues, guidance, and feedback. On occasion you will be told—or will find the need—to refer to the Appendix section. This contains information that may be relevant in course of the entire module, such as important non-player characters, gathered together in one place. This means you don't have to search the book to find where one recurring NPC's stats are, for example.

Adventure Synopsis

Senator Helenites Osteropolus, whom the characters may have met in their previous adventures (i.e., *Arena of Thyatis*), is at the center of another nefarious plot—or is he this time but an unwitting pawn?

The adventure opens with the gladiators' trainer, the orc Yalag, inviting the party to help him and the gladiators, who have been increasingly misused and maltreated. The PCs go to the Yalag's quar-

ters in the Coliseum to discuss the matter and see what they can do to help.

While they are discussing it, the day's games are supposed to start above. However, it becomes evident that things are not going well. Carolus Anthemion, another gladiator with whom the characters might be acquainted, bursts into the room, reporting that the gladiators refused to fight, in protest against their abuse. Then someone released all the monsters, and a full-scale riot has ensued. By the time the PCs get out to see what's happening, another report arrives: the XIVth Imperial Legion has shown up, and it's attacking the monsters, gladiators, and any spectators who haven't already dispersed!

Player characters can attempt to fight, but it's clear that the normal exits are blocked, and the party can't take on an Imperial Legion. "This doesn't have to be your fight," warns Yalag. "Flee into the catacombs—you might find your way safely out, rather than suffer unjust capture with us. Or worse, death for a false charge of insurrection." The party might take on a few legionaries, but it should quickly realize that Yalag's advice

should be heeded.

In the catacombs the player characters encounter a host of perils and curiosities. They also encounter some important people, who help indicate Helenites Osteropolus' involvement in the purported uprising. If it doesn't occur to the PCs on their own, these NPCs suggest that their gladiator friends can be defended or avenged, and justice served, by putting together a case against Helenites to show his nefarious and treasonous designs.

Indeed, when they emerge from the catacombs, the characters can do just this. The Emperor is returning from a diplomatic meeting on an island to the south, and he has ordered that the gladiators not be executed until he can personally review their case. Characters can lodge their plea with him—if first they win an audience. Once they do, the Emperor—a former gladiator himself, familiar with life on the sands—agrees to give the case a trial. Helenites is arrested and charged with the crimes the PCs allege. The Emperor sets the trial for the next day, and names three judges to decide its outcome.

For their protection, the prosecutors

and key witnesses are placed in a "secret" location—the Temple of Tarastia. Of course, enemies such as Helenites have informants to find where these people are hiding, and the means to remove them as a threat. Through the night the characters must defend themselves against three assassination attempts.

Assuming the PCs and their witnesses survive, they have their day in court, and they should be well able to prove their case—though Helenites' advocate has put together a tough defense. Clever characters will have garnered signed statements from their witnesses the day before, in case of just such mishaps as have happened the night before.

If Helenites is pronounced guilty of treason (and, perhaps, other charges), he is sentenced to death. In his last Arena sponsorship, Helenites will be the main attraction, thrown to wild beasts in the Coliseum.

The hidden foe escapes, however, knowing that there are other pawns, other lands to suit his schemes. And who knows? Perhaps he will meet again these meddlers who foiled his plans . . .

The Night Visitor

A sharp knock on the door roused the imperial senator from his slumber. He rose from his bed and walked to the door while calling out, "Friedrich, is that you? What in Vanya's name inspires you to disturb me at this hour?"

But when he opened the door it was not the steward, Friedrich Lagmann, whose greeting was to fall face forward upon him. It was in fact a bloody corpse—the corpse of his courier, spy and parasite, Mustafa the Rat, torn and mutilated almost beyond recognition.

"When I ask to meet a man personally, I do not appreciate a worthless lackey in his stead," Helenites trembled and looked up, to see a human figure.

"Helenites Osteropolus, I presume?" The stranger held out his hand.

"Who are you? How did you get in

here?"

"I'm sorry, senator, but your guards do not present much of an obstacle. My name is Wastoure. From your late servant, I gathered that you did indeed receive my missive . . ."

"Yes," acknowledged the senator, standing up, "but I am not of the habit of simply attending meetings proposed by complete strangers, and under suspicious circumstances."

Wastoure smiled. "I was not surprised. Indeed, I was pleased to have a response at all"—he waved at Mustafa's corpse—"pitiful though it was. It gave me the opportunity to come here directly, and demonstrate the—seriousness of my intentions."

"And just what are those?"

Wastoure smiled. "Ah, senator, I can see already that we will work well together.

"There is unrest in Thyatis. It's not easy

to see—your senate and Emperor do not realize it, even you most probably do not, though you abide near the heart of it—but fearsome signs show that there is a storm brewing, a wave of strife welling up from the depths of the city.

"Senator, I am here to offer you a way to profit from the turbulent times ahead. I know of your greed, your lack of scruples, but what I can offer you goes beyond the petty wealth you've let seen. Even the Imperial Throne will look pale . . ."

Helenites cast a glance down at the body soiling his floor tiles with blood. Scornfully he pushed it aside with his foot. He looked back at Wastoure and smiled. "Well, my new friend," he gestured broadly, "won't you step in? I think I should like to hear your proposal in more detail."

Yes, thought Wastoure, we *will* work well together. You will serve me well.



The Divine Metaphor

In the works of Homer, the ancient Greek playwrights, or assorted Classical Latin literature (such as Virgil's *Aeneid*), the Immortals often play out their conflicts through mortals, lend their assistance, guide—and sometimes deceive or corrupt. Since the Empire Thyatis is based on Byzantine and (by ancestry) Greek culture, the tradition of Immortal involvement is especially appropriate to *Legions of Thyatis*.

The PCs will be playing a pivotal role in acting out a myth, as it were, even though they may not realize it.

Four Immortals are involved. First are **Vanya** and **Korotiku**, representing the diverse origins of the Thyatian Empire. Vanya came from among the Thyatian people's early ancestors. She is the patroness of War and Conquerors, justly proud of the Empire her people have since built. Korotiku, "the Spider," a being that may never have been truly mortal, was introduced to Thyatian culture from the conquered Pearl Islands. He represents the other side of Thyatian culture: the rakes, the tricksters, the merchants and thieves—above all, the foreigners—who have made Thyatis great in ways more subtle than war and conquest.

The third Immortal, the source of trouble, is **Lokar** (also known as Loki). Like Korotiku, Lokar is a patron of mischief—but malevolent mischief and deception, and betrayal. It is Lokar who,

seeming to be Korotiku, stirs up mischief between that Immortal and Vanya.

The deception and betrayal engendered by Lokar is twofold. First, Vanya is deceived into believing that Korotiku has done her treachery. On the mortal plane, this is what seems to a revolt of the gladiators (presumably from nasty foreign influence—everyone knows that most gladiators are foreigners, too). In fact the gladiators are, if anything, most true to Vanya, as steadfast warriors. The gladiators' "revolt" is a ruse, an illusion that covers the second, yet more profound deception and betrayal closer to Vanya's heart. Her ostensible defender—Helenites Osteropolus, whose family so long paid Vanya homage—appears to defend her by crushing the gladiators with the Imperial Legions (the ultimate arm of war and conquering), when in fact he is actually her betrayer, an agent of Lokar seeking to unravel all of Thyatis's past victories.

The PCs enter all of this as agents of the fourth Immortal, **Tarastia**. She is the patroness of Justice and Revenge. It is not widely known, but she was in mortal life the Empress Valencia the Justiciar. Her heritage (Thyatian and Alphatian) and role mark her as the incarnation of the Thyatian synthesis—the fusion of foreign and Thyatian, sword and magic, cleverness and conquest. In the course of avenging the personal wrongs done to them by Helenities Osteropolus, they will be faced with Tarastia's other

aspect—Justice—and they are challenged to look more deeply into the situation. Instead of blindly seeking revenge (assaulting Vanya, as it were, without considering her confusion; or Korotiku, if they blame him), they can seek the truth. The tension between revenge and justice should be a challenge for the PCs, as it is in the character of Tarastia. In the end, the characters may find and reveal the truth, as Tarastia may expose Lokar and serve him due punishment.

All the while, other Immortals with a stake in the matter watch with interest, seeing how the fate of Thyatis—and perhaps more—hangs in the balance between justice and vengeance.

To heighten the players' awareness of the Immortal conflict behind the adventure, you may include signs and omens. For instance, a spider might indicate Korotiku's influence; or something resembling an axe (the symbol of Tarastia) might point the way to justice. You can also use more blunt revelations (dreams) to guide the characters.

Of course, the players might have trouble interpreting such signs. This is to be expected—and part of the fun of signs is their ambiguity. Without any knowledge of the Immortals, however, players would certainly have difficulty with interpretation (but it's not impossible!).

Appendix III has more complete descriptions of these four Immortals for your reference.

The Legions of Thyatis

In a nation of conquerors who honor fighting above most pursuits, one would expect that the military is important and respected, and so it is in Thyatis. Here we will give a brief overview of the composition and characteristics of the Legion, as the Thyatian army is collectively known.

Properly speaking, the Thyatian army has several active legions, plus many other units. Every noble is expected to maintain footmen and cavalry commensurate to his rank to protect his dominion. The Emperor may call on these auxiliaries, as they are called, in time of war. Auxiliary units also will periodically "cross-train," working under other nobles or the Emperor to give them experience in different settings.

The regular, standing army is divided into legions. Each legion has a number (e.g., the VIIIth Legion), and the number of legions varies from time to time, as they may be formed or disbanded at the Emperor's command.

Two special standing army units, separate from the regular legions and under the Emperor's direct control, are the Kerendan Cavalry and Hattian Footmen. These troops are fighters of at least 3rd level.

Military forces can be brought to bear on places within the Empire at the whim of the Emperor—and so are mostly used to defend imperial lands and to crush rebellion. The Emperor cannot send them against other lands without the approval of the Senate.

A legion typically contains 4-6 cohorts

of 800 men, plus a cavalry detachment of 200-300. A senator with the title of Prefect commands each legion. (In this adventure, for instance, Helenites Osteropolus is Prefect of the XIVth Legion.) A cohort has 400-500 heavy infantry, 100-200 light infantry, and 200 archers. Each cohort is commanded by a Tribune, as is the cavalry force. Each group of 100 men is commanded by a Centurian (captain), promoted from the ranks, and further divided into 10 squads of 10 men commanded by a serjeant. Each officer has several aides and subordinates.

Each legion has a standard, a golden eagle atop a pole, with various insignia, awards, decorations, and trophies, hung beneath it. It is like a piece of history, showing all the great battles in which its legion fought bravely. A standard bearer, wearing the skin of a great cat, carries it into battle and is accompanied by a special honor guard. The standard is of immense importance to a legion; to lose it is the most serious disgrace, a defeat worse than the annihilation of every soldier in the legion. If a standard is lost, the Legion faces disbandment, at least until the standard can be recovered. (Recovering a lost standard may be the goal of an adventure.)

Standard issue for a legionary is the following equipment: chain mail, shield, a spear, a sword, and a dagger. The legionary's spear is first thrown when one unit engages an enemy in battle. It has a range of about 30 yards. Then the troops close for hand-to-hand combat with the sword.

If cavalry are available, Thyatian commanders like to place them on the wings of the main body of infantry, to protect the footsoldiers and outflank the enemy's forces. Other auxiliary units

that are valued in warfare are slingers, archers, and siege warfare specialists to operate such war machines as catapults, ballistae, and battering rams.

When auxiliaries are called upon to serve the Emperor, they are organized into cohorts of 400 to 1,000 infantry or cavalry. Reserve officers of the legions are called up to command these units.

Finally, there is the Legion Medical Corps, a special unit of clerics who tend to the wounded in battle. Many members of the medical corps are itinerant members of the Wings of Vanya (see Appendix II).

Men and women serve in the Thyatian military. The units are segregated, however, beneath the level of centurion. That is, a female centurion commands a cohort of female soldiers; while a male centurion commands men. Tribunes and legates may be of either sex, and may be in command of centurions and units of either sex.

There are standard uniforms for the Thyatian military, worn as formal dress when soldiers are not armed and armored for battle. Thyatian military men wear a thigh-length long-sleeved tunic, women a knee-length long-sleeved tunic; both wear trousers, belt, sword-baldric (a sword hung over the shoulder), and knee-high boots. Accessories include gloves, a billed cap, and a long, hooded cloak. Rank insignia is worn as a patch on the left breast; the lower part of the patch indicates battle-honors.

Officers' tunics, male and female, have a double-set of buttons on the breast, and additional rank insignia on the shoulders. Officers wear broad-brimmed hats instead of caps.

Optional Thyatian Class: The Rake

This class developed among the people of the Pearl Islands, whose culture is very opposed to theft; but they still admired trickery, agility and cleverness. Rakes have thief-like abilities and limitations,

except Pick Pockets and Backstabbing. They get nothing to replace the lost skills (except more trust from comrades).

Across the centuries the idea of the rake has spread across the Empire. It is particularly popular among noble or senatorial families, whose members would be above petty thievery and (literal)

backstabbing as a matter of honor. (Grand-scale thievery, corruption and treachery are still, paradoxically, perfectly permissible to some of these people.)

Player-characters may be rakes, pending the DM's approval.

Part One: Background

The Setting: Thyatis City

This adventure takes place in Thyatis City, capital of the mighty Thyatian Empire. The DM is encouraged to peruse the Dawn of the Emperors boxed set to learn more about Thyatis, and to review adventure DDA1 Arena of Thyatis. The following section serves as an introduction to those gamers who don't own those products, or as a convenient reference for those who do.

Built where the Mesonian River flows into the Sea of Dawn, Thyatis City is the center of the Empire, its greatest city, most powerful port and trade center, and seat of its navy and trading fleet.

Residents don't use the name, "Thyatis City"—the city to them is Thyatis, and the nation is Thyatis because it is an extension of the city.

The wealthy parts of Thyatis have been constructed with soaring stone walls, broad streets of concrete, huge public works and buildings (such as aqueducts to supply the city with water, sewers to remove waste, baths, courthouses, and the magnificent Coliseum), lavish villas and mansions.

At the center of Thyatis is the Heart, a great merchant district where goods from throughout the Known World are bought and sold.

In the poorer districts there are huge tenement areas, with city block after block of three-to five-story tenement dwellings, known as *insulae* (singular: *insula*). Here people live crowded together; there is much filth and disease, and occasional violence. Other problems in the insula districts are fires and even the collapse of poorly-constructed buildings. Unemployment is high, but people can hang on because the government provides free bread for all.

The most popular entertainment in Thyatis is the games, held in the Coliseum (see below for more information). Admission to the games is free; they are paid for by wealthy patrons, such as merchants, victorious generals (rich with booty from their campaigns), senators, and the Emperor himself.

The free "bread and circuses" are one

of the main reasons that the bulk of the Thyatian population is kept relatively peaceful, despite their often abysmal living conditions.

People of Thyatis

As can be expected in a cosmopolitan metropolis, people of virtually every race in the Known World (and perhaps from some unknown!) are to be found in Thyatis. The majority are Thyatian, followed by various peoples subject to the Empire—Pearl Islanders, Ochaleans, Hinterlanders, Alasiyans from Tel Akbir, and Alphatians from the Isle of Dawn. These, and assorted persons from other nations, have come to the mighty capital for business or pleasure, to seek their fortune.

Money

The Empire of Thyatis mints four types of coins: the platinum **Emperor** (worth 5 gp), the gold **Lucin** (equal to 1 gp), the silver **Asterius** (equal to 1 sp), and the copper **Denarius** (equal to 1 cp). Electrum is not minted in the Empire.

Everyone is supposed to use Imperial currency in Thyatis city. Money-changers will trade from other currency at a cost of 5-10% of the coins' value. However, many merchants are willing to accept equal value in genuine foreign currency, since so many foreigners come through to spend their gold here.

In this module we will refer to coins by their Thyatian names unless they have some other origin.

Gambling

All types of gambling are both legal and popular. The favorite form of gambling, predictably enough—and one quite susceptible to cheating and scams, as demonstrated in *Arena of Thyatis*—is betting on Arena battles.

Challenges and Duels

When one Thyatian is offended by another, he typically challenges the other to

a duel. The challenged party may dictate the terms of the duel—how many parties, which weapons, where and when, whether it's to first blood or the death—and then the challenger may reaffirm his challenge or withdraw it.

Naturally, duels between popular or well-known people attract crowds, unless they are fought in absolute secrecy. Duels are fought between hated rivals, people who just want to find out who is the better fighter, military officers who disagree on some matter, people who bump into one another on the street and choose not to apologize, people with long-standing grudges, and so on. Most are to first blood; quite a few are to the death, or result in death even if they're not supposed to.

If carried out properly, a duel is perfectly legal, and even encouraged by some magistrates as a means of settling disputes. If not done properly, it may be considered murder.

The Games

When the Alphatians conquered Thyatis 1,200 years ago, they sought to turn the Thyatians' minds away from the murder of Alphatians. One governor suggested that criminals sentenced to execution be dropped into animal-pits and given a sword and shield; should the criminal slay the beast, he would be freed. The fights were desperate and bloody, and the Thyatians loved them.

In time, special arenas were built for this type of combat. Changes in format brought men pitted against other men, singly or in groups, as well as against monsters. And, in time, freemen entered the arena also, fighting for promised rewards.

Today, more than a thousand years later, the Coliseum is still the center of Thyatian entertainment. No fee is charged for entry; rich patron sponsor events, gladiators, and teams of gladiators. Executions no longer take place here. Some gladiators are free men, earning pay for victories; others are slave, and must fight. Animals and monsters are still brought in to fight.

DM's Background

The world of the D&D® game is hollow—an entire world exists inside, of which the outer world is nearly ignorant! One of the peoples that inhabits this world are the Antalians. Fair-skinned and fair-haired, these fearsome and belligerent folk are related to the people of the outer Known World's Northern Reaches (Vestland, Ostland and the Soderfjord Jarldoms). They live in a cold wasteland of frozen tundra, where wolves and giant reindeer abound, and on the fjords between that wasteland and the cold ocean. The Antalians live their lives hunting, fishing, pirating, and fighting.

Born among these cold souls was a child named Wastoure. Wastoure was born with an unusual ability, an empathic sixth sense that keyed him into feelings, not of specific individuals but of communities. As the boy grew up, tormented by this mixed blessing, his personality was overwhelmingly shaped—or perhaps twisted—by the mass feeling of violence, gloom, and hostility that surrounded him and flooded his mind day and night. He came to hate his people, to hate all people, because he could never escape their feelings.

Wastoure secretly began to revere the Immortal Lokar, the Great Deceiver. Perhaps he wished for deception—that just once he might be lulled into feeling that the people around him felt happy, or peaceful. Or he may simply have wished to do whatever harm he could to his unknowing tormentors. Wastoure also began to study magic, forbidden among his people. He rejoiced when his people cast him out bodily from their village, and he set to wandering.

The special sense that had forever seemed a curse was of special value as Wastoure traveled the Hollow World. In that place, cultures and communities are considerably more refined and static. Wastoure's talent enabled him to immediately gauge the local temper, and his keen mind let him find the best way to take advantage of the locals.

After many years Wastoure found a place to call home, on the fringes of Az-

can civilization. That culture had the savage edge to which he had long been accustomed, but it was a more intelligent, conscious cruelty—more to Wastoure's liking than the harsh survivalism of the Antalians. Wastoure built himself a stronghold.

The location of this tower turned out to be of monumental importance. Unbeknownst to its builder, the tower was above a dormant burrower. Burrowers were a race of horrible monsters spawned by the Immortals of Entropy. They had great mental abilities, and nearly rivalled the average Immortal in power and cunning. Burrowing through the earth and hiding from mortal and Immortal eyes, they pursued their wicked task of corrupting or driving mad the sentient races of the Hollow World.

At last the Immortal protectors of the Hollow World emplaced the Spell of Preservation which, among other things, placed the burrowers in a state of paralysis, nearly of suspended animation. The burrowers were only dimly conscious, and able to affect only certain sensitive mortal minds.

Wastoure was such a mind. As he delved into his research, the burrower began to contact him, speaking to him through warped, profoundly disturbing nightmares, inspiring him to more bizarre researches. Thanks to Wastoure's unnaturally receptive mind, the burrower was soon able to communicate clearly to Wastoure's sleeping mind, not just through symbols and unclear images. The task to which the burrower set his newfound servant was nothing less than to win the burrower's freedom from the Spell of Preservation.

The path of this project led Wastoure to venture to the outer Known World. There, he realized, the burrower would not be subject to the Spell of Preservation.

As this adventure begins, Wastoure has been studying Thyatis. He senses profound unrest in the city, and hopes to increase capitalize on this. In a social upheaval Wastoure may gain the power and servants to bring his burrowing mentor up to Thyatis, and out of its age-old slumber.

Tracing the city's perturbations, Wastoure has found that many of them radiate from a certain senator, Helenites Osteropolus. Wastoure inferred Helenites' ambitions, and concluded that as a so-called ally, Helenites could make a formidable slave and become the instrument of Wastoure and his master's designs.

Helenites has been exerting a growing control over the Arena, manipulating gladiators and their matches. While this has served the senator's petty greed well enough (through rigged gambling), its attraction has paled. Helenites is ready to move on—and Wastoure has made the perfect offer.

Senator Osteropolus will be the origin of the unrest in the Arena. His connections make the incitement of a riot, appearing to be a gladiators' revolt, very easy. But Helenites' long-term plan is not to ruin Thyatis, but to disrupt the hold of Emperor Thincol and grasp the Imperial Throne for himself. Knowing the emperor to once have been a gladiator—and thus privy to the Coliseum's secrets—Helenites hopes to use that to show the emperor as, ultimately, *un-Thyatian*: a foreigner in blood, subversive in intent, and on a moral par with the cruel Alphatian masters of ages past.

Helenites has important influence in places other than the Arena. One of his duties as senator is to be the Prefect of the XIVth Legion (Hattian). Over the years he has worked diligently to indoctrinate this legion, especially its officers, to absolute loyalty to him. He has encouraged them to distrust foreigners, to praise "pure" Thyatian blood.

The time is ripe. Helenites' control of the games is at an all-time high, his XIVth Legion is doing a tour of duty in the capital, and Emperor Thincol is away, meeting with Alphatian ambassadors to the south.

But one thing Helenites never expected: the player characters. They will stand in a unique position to undermine the plans of Helenites, Wastoure, the burrower and even the evil Immortal Lokar himself.

The fate of Thyatis may rest in their hands.

Players' Background

There are two basic ways that player characters can play this adventure: The adventure may stand on its own, or it may be used as the sequel to DDA1, *Arena of Thyatis*. Each alternative requires a slightly different Background, but otherwise the plot should progress in pretty much the same way. Players who have gone through the earlier adventure might just have the advantage of familiarity with some of the places and people that they will encounter—and the liability of NPC grudges and their own preconceptions.

Option I: The Sequel

Following is a rough synopsis of what happened in *Arena of Thyatis*. You can read it to the players (just to refresh their memories) if it has been some time since you played the first adventure, or if some of the players missed the first adventure.

The adventurers, new to Thyatis, the City of Imperial Splendor, were invited to a lavish feast thrown by the wealthy senator, Helenites Osteropolus. At the feast they found themselves drugged and impressed into the gladiators' life by one Maximitus Chrystatarius.

As gladiators, the first challenge the party faced was their own initiation. Through this they discovered the secret of the Coliseum: Beneath it are natural caverns, whose extent is unknown; rumors speak of fabulous subterranean kingdoms yet unexplored, while more skeptical gladiators say that the monsters of the caverns are just creatures that escaped from the Arena over the years, or their offspring. The secret duty of gladiators, in any case, has been to watch the depths, guarding the caverns' entrance, to keep safe the thriving city above.

The gladiators were beset with troubles, however: The Alpathian drug, *zzonga* (see *Dawn of the Emperors* or *Arena of Thyatis* for its complete description),

had been introduced to the Arena. It has brought degeneration, weakness, and apathy among gladiators and guards. Furthermore, there has been a steady increase in monstrous incursions from below.

Eventually the characters escaped from the Arena (or was this freedom was part of someone else's plans?), only to find themselves ambushed by thugs.

Whatever line of investigation they then pursued, the party at last found themselves in a confrontation at Domus Chrystatarius, the home of Maximitus, the man who impressed them into the Arena. There they had a climactic confrontation with Maximitus and Elemaledai, the Alpathian sorceress who had been providing the *zzonga*. A user herself, Elemaledai met a violent end, apparently poisoned by her own drugs. Who was ultimately responsible for her death remained a mystery.

And it remains a mystery, into this adventure. In any case, the supply of *zzonga* has not yet ceased, and the situation is degenerating further.

At the start of this adventure—perhaps a month to a year after DDA1—the characters' former trainer at the arena, an extraordinary orc named Yalag, sends a message asking them to come and see him. (If some characters are still fighting in the Arena, now of their own free will, they may be privy to Yalag's knowledge, and they may join him in inviting the non-gladiator PCs to advise him.)

As the first chapter of this adventure opens, the characters are responding to Yalag's request for a visit at the appointed time . . .

Option II: Stand-Alone Adventure

You'll need some preparatory role playing to get the characters involved if they haven't played in *Arena of Thyatis*. The beginning of this adventure just requires that it be plausible for Yalag to contact the party to seek their advice or help.

Characters might be interested in the Arena, in which case they would speak

to Yalag about training; they might even have a few bouts on the sand before the adventure proper begins. Yalag might be discussing the problems of the Coliseum with the characters, just to inform them or to ask their help, when the riot ensues.

Alternatively, the PCs may have earned themselves a reputation, in earlier adventures, as people who solve problems. Yalag could hear of them and invite them to come and discuss the Arena's problems.

In any case, the key thing is to get the party to Yalag. He should provide them with all the background info they'll really need (though a bit of preliminary, casual role playing about the city may help establish the setting).

Notice that both these alternatives catapult the characters straight into the action. You may prefer a different approach, especially if you would like to integrate the adventure into a long campaign. You could spread out bits of information linked to Helenites' plans—such as that the gladiators of Thyatis City are increasingly maltreated, or that the Emperor is away meeting the Alpathian embassy. Characters making a living in the arenas might be learning some of these things first-hand. They could also pick up various rumors—including a lot of red herrings, plus some actual hints at information from the DM's background.

If the PCs played in *Arena of Thyatis*, they may occupy their time between the adventures as agents of the Order of the Sands. This organization (see Appendix II) consists of gladiators, and it exists to serve them—which means that most of its staff does not fight (at least, no longer). As agents of the Order, PCs could have opportunities to be sent to investigate reports of gladiator abuse, or to prosecute such cases in the courts. This type of background would work right into the plot of our adventure, and would provide characters with more experience between the adventures.

Improvisational Dungeon Mastery

This adventure is much more open-ended than the usual DUNGEONS & DRAGONS® game. Even in the “dungeon” portion of this adventure—Chapter II, Flight into the Catacombs—you will be expected to call on extra DMing creativity to bring out the full potential of this adventure. You have the basic body of information that you’ll need, plus an outline of the direction in which to take the adventure, and then we leave it up to you. There are a multitude of possibilities (especially with the city setting), out of which you and your troupe of players will forge your adventuring epic.

There are many names for what you’ll be doing—freestyle DMing, improvisational gaming, or “winging it.” Some advice on how to learn to “wing it” was given in *Arena of Thyatis*. This section offers additional ideas, and will guide those who lack DDA1.

The two keys to winging it are: 1) know the background material, and 2) be able to quickly combine this with player actions to develop the plotline.

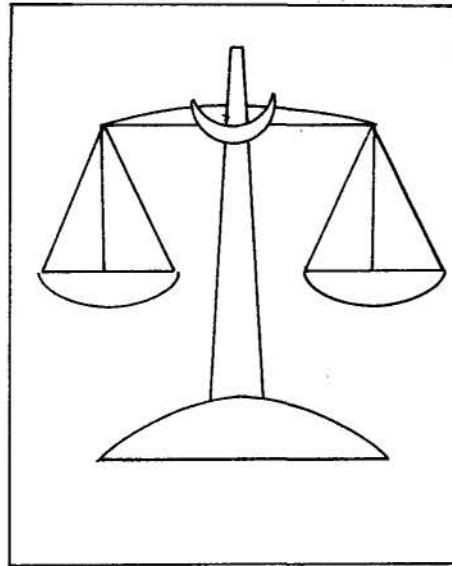
Identify the main turning points of the plot; we’ve done our best to do this for you. Keep your main plotline strong enough so the players want to follow it and see where it goes. Having identified a turning point, you can use seemingly random events, omens (see “The Divine Metaphor,” above), accidents, and the secret plans of NPCs to steer the party in the right direction.

Remember, though, that your adventure objectives are the most important thing—it’s the fun the players have getting there. You’ll probably find that the most important rule of winging it is: Keep the game moving!

Successful improvisational DMing depends on good communication between the players and DM. You and the players should be sure to let each other know when you are speaking as DM or players, as opposed to speaking in character. Many groups have a sense of humor about their characters, and will jokingly suggest outlandish actions or statements. If this is your wont, be careful to make it understood that

your statements are made in jest!

Define NPC personalities, so that players can recognize ones they’ve met before. You can provide definition with special voices, mannerisms, or special physical features. For example, the NPC Saralasu Nuar may stand out because of her dark skin; as a minority in Thyatis City, this is more distinctive and memorable than, say, her height. One quick way to characterize an NPC is to visualize him as an animal, and picture that animal as you describe and play him. The author visualizes Helenites Osteropolus, for instance, as a great bear—deceptively slothful over a heart of great



cunning and an insatiable appetite.

Stock situations can be used to occupy the party when you’re winging it. The tavern brawl, the public contest (from archery to poetry), the official procession, an NPC being pursued past the party, the wandering seer or gossip, the merchant who haggles prices theatrically—these can not only entertain the players, but can be used to sneak subtle clues into play. Don’t worry at first if the encounter sends the party away from the main plotline—you can practice steering them back to it!

Players depend on you dropping clues to guide them, and they can easily get

lost if they miss something vital. Don’t panic; keep giving them chances to get on the right track until they connect, if your first clues were too subtle. If they don’t connect, you can decide after the session whether you want to get them back on track or modify the adventure to go in their direction.

In bringing characters back to the plot, you’ll find yourself making up all types of new details. Familiarity with the adventure background will help you wing these details. Knowledge of real-world facts about places similar to the adventure setting may prove useful, too. For example, Thyatis City is like Byzantium. If you read something about ancient Byzantium, you can use those details to fill out your descriptions of Thyatis City and the lives of its citizens.

When you make up new material, take enough notes so you can add it to your background information. You don’t want to contradict yourself; if players catch you doing so, you risk losing the “suspension of disbelief” that is requisite for fantasy. Reviewing each game session, perhaps discussing it with your players, and noting what went right and what went wrong is also useful.

If the player characters scatter, think ahead to the next point in your plot at which you can bring them all back together. Try to do this as soon as possible; it’s most important to have all the players in the game, for player boredom is certain death for an evening’s fun.

If a critical NPC is killed before his part is played out, you might be able to substitute another NPC in his place. In this adventure, for example, if Helenites were killed, Wastoure could attempt to continue the operation—perhaps by impersonating the late senator. You would have to decide if he still has the resources to continue, whether he will abandon the plans but seek revenge, go into hiding, shift his attention to other projects, or maybe even try to recruit the characters!

With this type of situation, you may end up with an ending radically different from what you expected—but if you played it well, that’s okay. Such unpredictability is part of the excitement of role playing!

Part Two: The Adventure

Chapter I. The Battle

You should feel encouraged to set up a few recreational role-playing encounters around Thyatis City, such as a day watching the games, as a preface. These events will help the players get into character and get used to the setting; they may also help you drop some clues and pass on information that might later prove valuable.

Visiting Yalag

As it has been set up in the Background, the PCs go to the Coliseum at the beginning of the adventure, to meet with the orc trainer and retired gladiator, Yalag. Long lines are growing at the coliseum gates; people are expecting an extravagant show. If a party member asks who is sponsoring the show or why, they will be told that Senator Helenites Osteropolus is the games' sole sponsor this afternoon. He is presenting them in honor of the XIVth Legion, of which he is Prefect, which is currently on duty in Thyatis.

Characters will have to shoulder their way through the crowd. Once they've elbowed up to the entrance, the guard will let them through if they explain that they have an appointment to meet with Yalag, the trainer. They can get directions to Yalag's barracks if they do not know the way.

When they get to his spartan quarters, Yalag doesn't delay in getting down to business. You shouldn't present his spiel as a monologue; rather, try to elicit interaction with the players. Make it a discussion between Yalag and their characters. Use suggestions from "Improvisational Dungeon Mastery" to bring your Yalag's character to life.

The gladiators are unhappy and divisive, says Yalag. Many are addicted to the *zzonga* drug; those who have avoided it resent their drug-abusing peers who miss matches, neglect duties, fight poorly, and otherwise mar the smooth operation of the games.

The "big players"—sponsors, slave-gladiator owners, etc.—have been a problem, too. Many gladiators haven't yet been paid for matches fought a

month ago, and some stomachs are being filled well as a consequence. Slaves' earning have been held back, and gifts from the crowd taken; and they've been whipped severely for the loss of bouts or even the slightest mistakes.

Some gladiators have also complained that they've found themselves unwillingly drugged before crucial matches.

What should the gladiators do? They've protested loudly. They've attempted to gain remedy through the influential Order of the Sands (see Appendix II)—but without success! The Order is overflowing with problems from elsewhere, and the few specific cases that have been taken up have made no progress. Court delays, normally almost unheard of in Thyatis, have hindered their pursuit. The gladiators would petition Emperor Thincol who, being a former gladiator, has always expressed sympathy for their cause, but he is down south at a high-level summit with Alphatian ambassadors.

Give the players some time for all their characters to interact with Yalag, to ascertain the situation more clearly, and to start thinking about ways to solve the problem. Then proceed . . .

Riot

After the discussion has progressed for a while, there is a knock on the door. "It's open," bellows Yalag, and in steps Carolus Anthemion.

Player characters may be acquainted with Carolus, from DDA1; if so, he extends his greeting, though he is out of breath. If they don't know Carolus personally, Yalag introduces him by name; they might then recognize him by reputation as a popular young gladiator.

Carolus has rushed down to report that chaos is breaking loose in the Coliseum above. The gladiators, protesting the problems and maltreatment to which they have been subject, publicly refused to fight; then someone set loose all the monsters—including some Carolus didn't know the Coliseum had. A full-scale riot has ensued, with gladiators, monsters and guards at odds, and specta-

tors engaging in fist-fights or fleeing as well as they are able.

Of course the party will be all set to rush up and try to reestablish order. They're hardly all out the door, however, when a great—not recognized by Yalag or Carolus as one they knew the Coliseum had—is charging down the hall at them!

Jungle Cat (cf. Hollow World Boxed Set): AC 4; MV 210' (70'); HD 4; hp 18; #AT 3; Dmg 1d4/1d4/1d8; Save F2; ML 8; AL N.

Assault

Once the jungle cat has been successfully dealt with, the characters can continue to make their way toward the surface. They cross the path of a company of fully-armed gladiators, however, led by Marcus, the Beastmaster. "Spider help us!" curses Marcus. "Where are these monsters coming from?"

"To arms, comrades!" shouts another gladiator, running from the level above. "We're under attack!"

"Blast! Don't we know that, fool? I've seen 'em."

"Not the monsters," cries the breathless gladiator, "the LEGION! The XIVth Legion has shown up! They're attacking monsters, gladiators, even spectators who haven't dispersed! It's a massacre!"

And off run all the gladiators, shouting epithets like, "kill the Hattian pigs!" (This is a reference to the chauvinistic reputation of the XIVth Legion; many of its soldiers are Hattians, and make no attempt to hide their disdain for citizens of not of "pure" Thyatian, Kerandan or Hattian blood.)

Yalag and Carolus look at each other warily, then draw their weapons. Give the characters a chance to react to the word from above and consider their alternatives. Then Yalag addresses them:

"This doesn't have to be your fight," he warns. Pointing to their entrance, he advises "Flee into the catacombs—you might find your way safely out, rather than suffer unjust capture with us or, worse, crucifixion for a false charge of in-

surrection. Not that I think we gladiators are guilty; but this Coliseum has been heated up for a while now. We should've expected this explosion." Carolus agrees with the advice; then the two gladiators charge off to join their comrades.

What Next?

The party might not be eager to run away just yet. That's fine—give them a few combat encounters, a trickle at first, then a steady stream of tougher and tougher opponents. Before long they'll get the idea: The struggle is futile, and flight is their only hope for survival.

Following is a list of progressively more difficult encounters. Throw them at the party until they get the idea, but try not to be so rough that the party is too weak for challenges in the catacombs.

1. Legionaries (2): AC 4 (chain mail, shield); F1; hp 5 each; MV 90' (30'); #AT 1; THAC0 19; Dmg 1d6 (spear), 1d8 (sword), or 1d4 (dagger); Save F1; ML 10; AL L. These two Hattian soldiers were separated from their unit in a fight a few minutes ago. They are fierce, resolute soldiers, and would never surrender. If they fail morale, they will attempt to retreat.

2. Hellhound (1-2): AC 4; HD 3**; hp 14 each; MV 120' (40'); #AT 1; THAC0 17; Dmg 1d6 or breath (3d6 damage); Save F3; ML 9; AL C.

3. Owl Bear (1): AC 5; HD 5*; hp 23; MV 120' (40'); #AT 3; THAC0 15; Dmg 1d8 + hug; Save F3; ML 9; AL N. If both paws hit, the creature hugs for 2-16 additional damage.

4. Giant Scorpion (1): AC 2; HD 4*; hp 18; MV 150' (50'); #AT 3; THAC0 16; Dmg 1d10/1d10/1d4 + poison; Save F2; ML 11; AL N. If a claw hits the sting attacks at +2.

5. Legionary Squad: These troops, as all other members of the XIVth Legion in this attack, are under strict orders not to parlay with anyone or anything they find in the Coliseum. Everything is to be

killed, period. If the soldiers fail a morale check, they will attempt a retreat; if there is no way out, they will fight bravely to the death.

Legionaries (6): AC 3 (chain mail, shield, dexterity bonus); F 1; hp 6 each; MV 90' (30'); #AT 1; THAC0 18; Dmg 1d6 (spear), 1d8 (sword), or 1d4 (dagger); Save F1; ML 11; AL L.

Serjeant: AC 3 (chain mail, *shield* + 1); F 4; hp 22; MV 90' (30'); #AT 1; THAC0 15 or 16; Dmg 1d6 + 1 (spear, strength bonus), 1d8 + 2 (*sword* + 1, strength bonus), or 1d4 + 1 (dagger, strength bonus); Save F4; ML 11; AL L.

6. Manticore (1): AC 4; HD 6 + 1*; hp 28; MV 120' (40'), fly 180' (60'); #AT 3 (claw/bite) or 6 (spikes, 24 available); THAC0 13; Dmg 1d4/1d4/2d4 or 1d6 each; Save F6; ML 9; AL C.

7. Chimera (1): AC 4; HD 9**; hp 41; MV 120' (40'), fly 180' (60'); #AT 5 + breath (usable 3/day); THAC0 11; Dmg 1-3/1-3/2d4/1d10/3d4 + 3d6; Save F9; ML 9; AL C.

Even after all of these encounters, and more, some players may refuse to enter the catacombs. What can a DM do? Wing it! If the options are to annoy the players by forcing them into the catacombs, or pleading with them to do so; or to toss the plot to the wind—you might want to take a chance on the latter.

Just so you won't be completely on your own, here are some ideas:

Delayed Entry: The PCs may hide elsewhere beneath the Coliseum—in the caverns with Yalag and Carolus, for instance. After the big stir has died down, they may attempt to sneak out—but still the surface is closely guarded for just such people as them. Even with a couple of guards (disposed of without much difficulty), the catacombs remain the best way out. In this situation the PCs can still run through Chapter II, but you should keep in mind that it will be at least a few hours later, so many of the NPCs there will have heard of the Coliseum riot and massacre. (They also may

have suspicions about gladiators, since Helenites has made sure the arena fighters were given "bad press.")

Capture: The PCs could be rounded up like so many gladiators, and imprisoned for insurrection. You could provide them with the means to escape (they might get an opportunity from a careless guard, or a friend might bribe the jailer, etc.) or be freed (do the PCs have a patron with strings to pull in the local constabulary?). They might then proceed to collect evidence against the senator, and prosecute him through the courts (see chapter III). To help them do so you'll need to engineer encounters with various NPCs that they would otherwise have met in the catacombs.

Complete Sidetracking: The characters might decide not just to hide out in the caverns, but to go on a spur-of-the-moment dungeon crawl therein! This is almost certainly beyond your resources, even if you have DDA1. Unless you want to take time out to design a big dungeon, don't be shy about telling your players that you're not prepared for that direction, if they don't get the hint from obstacles you place in their way. If you are able to deal with this type of sidetracking, you might have the party resurface near the city, and encourage them to proceed with Chapter III.

What Else?

While the characters can safely flee into the catacombs, about 90% of the gladiators are killed or captured. A few manage to escape by hiding in the caverns beneath the coliseum (cf. DDA1); some others, like the PCs, may find their way out through the catacombs. None escape on the surface (except perhaps by hasty disguise as a disoriented civilian): The XIVth Legion, unusually well-prepared, blocked every point of exit on the surface.

Yalag and Carolus escaped into the caverns. With infravision (Carolus is secretly a werewolf) and Yalag's long-untapped familiarity with the underdark, they were able to get by well enough. They can be reunited with the PCs in the third session of this adventure.

Chapter II: Flight into the Catacombs



In this session the party flees into the catacombs, otherwise facing certain death or humiliating capture at the hands of the XIVth Legion. In trying to find their way out of the maze they may encounter a number of curiosities and challenges, which are detailed below.

They will also encounter Saralasu Nuar, once the concubine of Helenites Osteropolus, now an initiate of the cult of Korotiku. The adventurers may have met her before; in any case, she recognizes them. If the adventurers did not play *Arena of Thyatis*, then she knows them because Helenites had heard of their exploits and was contemplating approaching them for employment (either gladiatorial or criminal—many Thyatian aristocrats assume adventurers to have some criminal bent).

Saralasu is pleased to lend any assistance she can. Ultimately, if the party has the will and the resourcefulness, this assistance may help lead to the trial of Senator Osteropolus in Session III.

The Catacombs

Catacombs have been dug beneath Thyatis City since the century before the crowning of the first Emperor, when the Thyatian people were under the oppressive yoke of Alphatian conquerors (as the Thyatians describe it, at least).

Besides being graves, the catacombs served another function as a secret meeting-place for many who did not possess the favor of the Alphatian overlords. Some traditions state that the entire movement to throw off the Alphatian yoke began in humble catacombs outside of Thyatis, at the funerals of people slain by Alphatian cruelty, when the survivors swore they would win just vengeance against their oppressors. This has given the catacombs a special sacredness to Tarastia, in the eyes of some of her adherents.

The Alphatians were driven out of Thyatis a thousand years ago. Most of their splendid tombs were torn apart by angry, rioting mobs and during and after the Thyatian struggle for autonomy. But the catacombs remained and, rather than imitate their erstwhile conquerors,

the Thyatians proudly continued to dig the subterranean tombs. Indeed, they carried the project inside the walls of the city, so that now much of the ground on which Thyatis is built is riddled with tunnels like a swiss cheese.

Catacombs are not elaborate architecturally. They consist of relatively straight passages, intersecting at right angles. When the *fossores*, as the catacomb diggers are called, encounter an area of particularly hard rock, they might start digging up or down (as the area permits). This results in a multi-leveled honeycomb. Explorers of some old catacombs have found as many as five distinct levels. Besides the tunnels and accompanying *loculi* (graves dug into the tunnel walls), there are rooms, *cubicula*, where families are buried; and sanctuaries of assorted Immortals, where services for the deceased are held; plus numerous other features that the player characters will encounter in their flight.

There are dozens of catacombs in Thyatis, or possibly more if you consider as separate the ones that by chance or de-

sign are known to have been connected together by the diggers. No one is really certain if some of the catacombs have hidden or unknown connections with other catacombs, the sewers, or even deeper natural caverns that burrow into the planet's crust (see adventure *DDA1, Arena of Thyatis*, for information on some such caverns beneath the Coliseum; and supplements *GAZ13, The Shadow Elves* and the *Hollow World* boxed set for information on the caverns that lead to the world's interior).

Catacombs may be home to a few

creatures. The ones in Thyatis City are usually not as populated as the typical dungeon, however; they exist beneath a bustling, thriving city, after all, so the more powerful monsters don't just pop in and out like in the wilderness. Most of the catacombs that have truly fantastic inhabitants are seldom visited, lead to other cavern complexes, or have a nexus with another plane.

Typical catacomb inhabitants are vermin (normal and giant), "low-life" monsters (fungi, slimes, molds, oozes, etc.), burrowing monsters, outcasts from the

city above (such as wererats) and undead (arisen from the graves, naturally). Some catacombs are also used as hideouts by cutthroats, or as shelter by vagabonds and beggars.

The catacomb complex described below combines several catacombs, each with its own entrance, that grew together, as it were, over the centuries. It is a "living" catacomb, since it is still growing, under the direction of Glubius, the *mentor* (the catacomb's planner/caretaker), and still serves as a site for new burials.

Encounters

The Catacombs are not a completely static setting. Some people and creatures are to be found circulating about, and the adventuring party is likely to encounter some of them. These should not be treated as "random encounters." Rather, treat them as flexible encounters, without fixed locales, placed at your fingertips to be used as you see fit.

When and how to use these encounters is a matter of DM judgment. You'll find this a suitable challenge for your DMing skills, and an opportunity to demonstrate your unique DMing style. Your goal is to establish an atmosphere of tension and suspense—after all, the party is trying to escape the Imperial Legions, and they've fled into an underground graveyard! You might approach the situation with a fast pace, or a slow one. A fast-paced approach would never let the characters slow down until they're safe—or until they think they're safe, only for a moment until you send something else their way. The slower approach sets the adventurers in the cavern, which seems to be placid. Encounters are then played in such a way as to build suspense and fear. "Is that the sound of legionaries' boots echoing in the passage? Are we safe here, in this out-of-the-way, flooded room? Uh . . . what's that I feel on my foot . . . AIEEEEEEE!!!" Use pacing techniques with set encounters

as well as these flexible ones!

As ever, a varied course may be the best. Send the characters running desperately for a while, let them catch their breath (and sweat in suspense a bit), and maybe throw in a few humorous events for good measure.

Read through the following encounters and be familiar with them. That will make it easiest for you, on the spur of the moment, to pull out the best one when the time comes to spice up the adventure. You may also use the encounters described at the end of Chapter I, as those monsters and gladiators might have entered the catacombs, just like the player characters. Also feel free to add to this collection by drawing on your own imagination or adapting from other adventures.

Fleeing Gladiators (1d4): AC 5; MV 90' (30'); F1; hp 5 each; #AT 1; THAC0 18; Dmg 1-6 (short swords); Save F2; ML 10; AL N.

These gladiators decided that flight into the catacombs was the wisest way to go. If they recognize the PCs as friends, they may wish to stick with them for protection.

Giant Centipedes (2d4): AC 9; HD 1/2; hp 2; #AT 1; THAC0 19; Dmg poison (causes violent illness for 10 days; victim moves only at 1/2 speed, cannot fight, etc.); Save NM; ML 7; AL N.

Normal Rats (1d4 packs of 5): AC 9; HD 1 hp; hp 1 each; MV 60' (20'), swim 30'

(10'); #AT 1 bite per pack; THAC0 19; Dmg 1-6 + disease; Save NM; ML 5; AL N. These rats attack in "packs" of 5 rats (round fractions up). Hits have 1 in 20 chance of disease, which is avoided if a save vs. Poison is made.

Rats abound in this setting, feasting like the ghouls on any corpses that they can reach (and occasionally being fed upon by the ghouls as well). The squeaking of rats should be a fairly regular accompaniment to the adventurers' progress, and their eyes glow an ominous red when the characters' light sources shine in their direction. Use normal rats to liven up an otherwise drab encounter. How does it affect combat when rodents are running around underfoot? Or do characters get so accustomed to the rats' annoying presence that they let down their guard and, less alert, fall prey to some other problem?

Giant Rats (2d6): AC 7; HD 1/2; hp 3 each; #AT 1; THAC0 19; Dmg 1-3 + disease; Save NM; ML 8; AL N.

When the characters lower their guard, having gotten used to normal rats, send a few of the aggressive, giant ones down the passage towards them.

You should also feel free to use monsters and personalities from the set encounters, below, as it serves you. In particular, you may want to make certain the characters encounter one of the NPCs (i.e., Friedrich, Saralasu, Pulcher and Phaedra) who has evidence against Helenites.

Map Key

Some features noted on Map 2: The Catacombs may be unfamiliar to the reader, and so are described here:

Light Wells (also known as *lucernaria* or *luminaria*): These are hollow shafts that go up to the surface. They were originally constructed to ease the removal of rock excavated in digging the tunnels.

Loculi (singular: *loculus*) are hollows dug into the walls of the catacomb passageways. They are usually parallel to the passage. A body, wrapped in linen and perhaps embalmed or perfumed (depending on the wealth and status of the deceased), is placed inside for burial. Then the opening is sealed with tiles, stones or marble, on which is carved the epitaph of the deceased. Some larger loculi are designed to hold two, three or even more corpses. (Carried to an extreme, one has the *polyandri*, or grave pits, which usually indicate a time of many deaths, as from war or pestilence; see encounter 8 below, for example.)

Removing the seal of a loculus is not difficult, but has little point. The only valuable item in most graves will be the traditional copper coin, placed on the tongue of the deceased, intended to pay the ferryman who carries the dead to the afterlife. Violating a grave (e.g., breaking the seal), is a criminal charge of lesser severity. Pillaging a tomb constitutes theft as well—a lesser or greater charge, depending on the value of what is stolen. Of course, several of the loculi (especially in the vicinity of encounter 3) have been broken into by the ghouls of the catacombs.

Solia (singular: *solium*) are stone coffins. These are rarely found, and generally indicate wealth. The ones here have usually been cracked open by grave robbers and emptied of any valuables that may have been placed therein. On the bright side, such robbers probably disarmed or tripped any traps that warded the grave.

KEY TO MAP 2: CATACOMBS

1. Intersection

All of the loculi along the passages north of this intersection, over as far as encounter 3, have been despoiled by the ghouls of encounter 2.

2. Ghoul Lair

Deep in the catacombs, a small enclave of ghouls make their home. Some of these may have been encountered and slain already, in which case the DM should reduce the total number found here. There are in fact eight ghouls that live in this catacomb; 2-8 of them will be found here, so long as the total number of ghouls does not exceed the number surviving. (For example, if two ghouls were slain elsewhere, no more than 6 can be found here.)

Ghouls (2-8): AC 6; HD 2*; hp 9; MV 90' (30'); #AT 3; Dmg 1-3/1-3/1-3 + paralysis; Save F2; ML 9; AL C.

The ghouls have some treasure culled from the graves they've opened: 542 denarii, 212 asterii, 97 lucins, and some small pieces of jewelry: three silver earrings (2 lucins each), a gold pendant set with four pearls (412 lucins), four silver-inlaid copper bracelets (4 lucins each), and a gold necklace (120 lucins).

3. Rubble-Filled Area

As the centuries go by, families die out and so do passages of the catacombs. This chamber and the adjoining passages are an example of an area of the catacomb that was long in disuse. To save the trouble of going up to the surface to remove rubble from new digging elsewhere, the fossors simply piled it all here. Before this happened, of course, the graves inside were (mysteriously enough) despoiled and stripped of valuables.

4. Cubiculum

Throughout the catacombs there are rooms, such as this, typically rectangular in shape, that have numerous loculi in the walls and, sometimes, graves in the

floor called *formae*. These rooms are typically owned by a family, and filled with deceased generations of relatives.

There is nothing unusual about this one.

5. Circular Cubiculum

This circular chamber has a high dome. There is nothing of particular interest here.

6. Osteropolus Family Cubiculum

This particular room belongs to the Osteropolus family—the ancestors of Senator Helenites Osteropolus are here buried. Some of the loculi are empty; these are intended for Helenites, his wife Fabia and their issue.

The occupied graves in this cubiculum all contain names, epitaphs and a relief sculpture of a vertical lance with two horizontal short swords, crossed, above it. (This is the symbol of Vanya, the patroness of the Osteropolus family.)

Characters who examine the empty, unmarked loculi will notice that one (destined for Helenites) has a natural formation in the rock—it is clearly not sculpted by human hands—that appears distinctly like the silhouette of a goblet, the symbol of Lokar.

7. Octagonal Chamber

In this chamber a faint air current sometimes blows from east to north.

8. Polyandri

The entrance is sealed can be entered only if the seal is removed. The chamber and the adjoining one to the north are a type of grave called *polyandri*. As one might guess, they indicate stormy times in Thyatian history. The older one (farther north) is from a year of terrible plague, while the southern polyandrus is from the more recent war with Alphatia, which led to the ascension of the current Emperor Thincol.

During that war, when the Alphatians assaulted Thyatis City, many of Thincol's fellow gladiators and partisans used this and other catacombs as gathering places for planning their attacks against the Alphatian invaders. Catacombs with

Judge #1: Angelarian Canolocarius



You grew up in the lap of luxury, scion of the immensely wealthy Canolocarius family. Your family won their success by having

no scruples, by doing anything to anyone, by taking lots of money to do those things, and by paying the right amounts of money to the right people to make sure no official trouble resulted.

You grew up a fit son for your family. After accepting a minor ministerial position at 21, you had, by 25, amassed a fortune in bribes and kickbacks. At age 30—two decades ago—you were elected as one of Thyatis City's two senators, and there you've been ever since.

Ever a good speaker, and present at every important event—or party—you're widely known and popular in the city, and mistakenly thought to be no more corrupt than other Senator.

In fact, you're corrupt through and through—and you know it. You accept bribes from special-interest groups, in exchange for your Senate votes. You arrange arm-breakings, the terrorizing of opponents, and even murder if it suits your practical needs.

The only difference between you and your friend Helenites, you think, is that he was stupid enough to get caught. And now Emperor Thincol has put it in your hands to decide what to do with him. That was wise: You have a high reputation, and power in the Senate. If you convict Helenites, few will question the judgment.

You don't think of yourself as an evil man—corrupt, maybe, but not evil. The way you see it, you must be like Vanya: a conqueror. You must do whatever is necessary to assure your personal victory.

And where do your interests lie here? Helenites is powerful—but he is nothing if sentenced to death or life imprisonment.

The real question for you in this trial is not “guilt” or “innocence” (after all, you presume, everyone is guilty in Thyatis . . .). What you believe is the right thing is what is best for Thyatis—or at least best for you—in the long run. You want the practical solution, which makes people happy, increases your power reputation, and keeps the city stable so you can continue to live the good life.

Judge #2: Baralidu Nuar

You are a poor senator from the Pearl Islands. After fifteen years of service, you still haven't won much respect from your peers in the Senate. With their cosmopolitan ways, and their epidemic corruption, you have trouble fitting in because your culture adores honesty above all else.



You feel very awkward in this situation. You are not sure why the Emperor appointed you—you did not even realize he knew your name, since you get so little public exposure, compared to flashy and rich senators like Angelarian (one of your fellow judges) and Helenites. But the Emperor summoned you personally. He said, “Baralidu, I know you are an honest man, and I need your honesty and wisdom. Will you judge Helenites for me?” Of course you accepted; how

could you refuse anything of your beloved Emperor?

You are worried, though, that your feelings might crowd out your wisdom in this case. As much as you love your Emperor, you hate Helenites. He has always snubbed you. His obscene parties, going on all through the night, disgust you. And you have no respect for the gore of the arena, which Helenites loves—In fact, you are surprised that the likes of gladiators would have the virtue to oppose this wicked senator, but you remember that your beloved Emperor was a gladiator once. There must be something noble in the struggle. But Helenites: He has no struggle. He pretends to be military when he commands the XIVth Legion, that bastion of bigotry, but you know from when they were stationed in the Islands how they are cowardly and cruel.

Sometimes, when you have worried about hatred clouding your judgment, you have wondered if you will doubt

yourself and set a very wicked man free.

You are worried about one of your fellow judges: Angelarian Canolocarius. He is a dangerous man. He appears to be soft, gentle, caring, honest—but you know it hides a wicked heart. Are all these Thyatians alike? You must watch him carefully: study him, see if he betrays his true thoughts. Once you crossed him in the past, openly defying him on the senate floor. You were accosted by thugs that evening, and severely beaten. The lesson was not lost on you. Now you are more careful; you must work through cleverness, trickery.

You pray that Korotiku, the Spider, favored Immortal of your people, will grant you the cleverness you need. This is a desperate hour—so much hangs in the balance—and you must ponder everything carefully, see and judge even the subtlest hidden facts, as the spider feels and knows the slightest motion in his web.

Law of the Land

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Criminal charges will be Lesser Charges or Greater Charges, and punishment if convicted depends on the judge's ruling on the defendant's intent. The nastier the intent, the worse the punishment will be.

Whippings are public. Where property was lost or damaged, the defendant must repay the loss in addition to punishment. A defendant who cannot pay a fine must take either the lashing or imprisonment. If a convict is affluent, judges have been known to levy fines much larger than usual.

Lesser Charges include Assault (Fist or Cudgel); Disturbing the Public Peace;

Flight from Owner (a charge brought against fleeing slaves); Flight to Avoid Arrest; Lying to an Official; Petty Theft (up to 100 lucins value); Vagrancy; Weapon-Carrying Violations; and other lesser crimes.

Punishments for such crimes vary. Sample punishments include:

Accident/Unknowing: No punishment; or fine of 1-6 lucins.

Good Intentions: No punishment; or fine of 1-6 lucins; or 5 lashes with a whip.

Error in Judgment: Fine of 2-12 lucins; or 5-10 lashes.

Temporary Madness: Probation of 1 to 6 months under the supervision of a court cleric; and either fine of 3-18 lucins, or 5-20 lashes.

Self-Interest/Unsociability: One week Imprisonment; and either fine of 3-18 lucins, or 5-20 lashes.

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Inhumanity: A year on Borydos Island (a prison colony).

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(more than 100 lucins value), Murder, Perjury, Tax Evasion, Treason, and other greater crimes.

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Judge #3: Flavia Metonenzes



You are one of only a handful of women who are Senators, and you are proud of that distinction. Life is not easy in Thyatis for an ambitious woman. Men assume you to be weak and emotional, women fear and alienate you because of your boldness. But you have managed to balance your life in spite of it all, and to do quite well at that. Long ago you swore especial devotion to Tarastia, the Immortal patroness of Justice and Revenge, and in your lifetime you have gotten the sweetest revenge—by succeeding, despite the odds and despite those who opposed you. But you have tried, and mostly succeeded, in putting bitterness behind you. Increasingly you have found that people are turning to you, acknowledging your

wisdom and experience, and asking you to help them win justice.

Most recently it was the Emperor who came to you, asking you to judge the case of Helenites Osteropolus, one of your fellow senators, accused of treason.

This is a difficult case, you realize. Helenites is corrupt—but so is most of the senate, and most other governmental officials to boot. Even you have had the occasional indiscretion, as you might put it. Of course, no where near the severity and frequency of people like Helenites . . .

Mostly you are angry at what has happened, and puzzled. The facts do not seem clear to you; too much is unexplained. Why the massacre at the Coliseum? There are so many witnesses to the gladiators revolt—what do they offer against this? It all seems a horrible tragedy.

You are angry at the thought that Helenites could be as bad as his prosecutors

make him out to be. But then, it hardly surprises you, knowing his character. You have heard about the XIVth Legion, of which Helenites is Prefect—how he has instilled it with hatred, bigotry. Some people think it rivals the xenophobia of the Hattian Storm Soldiers.

Justice must be served: that is the ultimate goal here. The results may be dangerous. If you are convinced Helenites is innocent, then he must go free—though that might just swell his arrogance all the more. (Vanya knows it must have little room for growth.) Such pride might lead to his later fall, but that is not yours to decide or worry about. Similarly, if Helenites is guilty, he must be punished, and he must receive punishment on par with the severity of his crime. You must not let him off easy, nor must you succumb to desire to give him more than his due, even though it might deter others from following in his footsteps.

Gabrita Nicephorothus

You are a lawyer, a cleric of Vanya, and a member of the Wings of Vanya, specializing in legal aid for your fellow members. Helenites



is not a member, but his years of generous contribution to the Wings' coffers are good incentive for you, foremost of the Wings' advocates, to defend him in court. A victory here would mean great fame and untold gain for your reputation.

The case is difficult. You suspect that your client is guilty on most counts—but then you know that Angelarian Canelocarius, one of the judges, has been involved in similar skullduggery. You will put up a spirited defense, and you can hope at least to prove Helenites' intent to have been good.

Helenites offers the following advice: First, he says, try to prove me innocent. The prosecution might not be able to nail

anything down if you destroy the credibility of the witnesses—like Pulcher, your client's wastrel son; or his former slave, Saralasu Nuar.

One thing that he rants on about may be useful. Helenites says that there are monsters beneath the Coliseum—a dungeon going unknown depths into the earth. The gladiators have known about this for centuries, but have sworn secrecy among their kind, not to reveal it to the rest of Thyatis. Tied in with this are bizarre and unnatural rites of initiation. It may be that they are secret worshippers in evil and forbidden cults. The Alphatians are probably behind it—after all, they started the arenas in the first place.

If you are able to establish this conspiracy—at least its possibility—you may get an “innocent” verdict on some charges. Helenites, with connections in the arena, knew beforehand that the gladiators plotted to take over the city. He suspected they would move on the day of the games, with so many spectators there, and that is why he had the XIVth Legion ready to move.

Helenites' goes further—he suggests the Emperor, a former gladiator, is involved in the plot. This is where the ex-major domo, Friedrich Lagmann, gets his tales of Helenites' “conspiracy” to usurp the throne. While you will not endorse the senator's crazy theory—if only because you don't want to be accused of treason—you could present it as evidence of intent, or even a last-ditch plea of temporary insanity.

Finally, there is the matter of of this lanky, blonde stranger that Lagmann reports and whom, Helenites claims, helped hatch the whole plan. Where is this fellow? Helenites holds that, of all absurdities, he came from the middle of the earth! Lagmann's testimony suggests this “Wastoure,” as Helenites calls him, was not a mere hallucination. Perhaps you could argue that it was some evil imp, a demon who tormented Helenites and drove him mad.

Yes, this will be a difficult trial, but you are looking forward to it with relish.

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multiple points of entry were also invaluable for eluding Alaphatian patrols or mounting surprise attacks from behind enemy ranks.

The newer polyandrus is sealed by a thin marble slab, on which is the imperial seal and a warning that Vanya and the Immortals will surely curse and destroy any who dare disturb the peace of the brave Thyatians who died defending their city. Inside are the skeletal remains of about 150 humans.

9. Flooded Chamber

Water from a nearby spring seeps slowly into this room. The slow, steady drip has accumulated into a stagnant pool about two feet deep that covers the floor of the room and the short passage to the south-east. Since discovering the water problem, the fossors have ceased digging the passage.

All of the loculi here are broken open—the doing of the ghouls (see chamber 4, below). The corpses and parts thereof that were not completely devoured by the ghouls or rats have been strewn about the floor, under the water. Stumbling onto a submerged bodily member while exploring this room can be unpleasant . . .

. . . especially if it's animate. The fact is, the spring that feeds this room is enchanted, and the magical power has animated the bodily remains (which have steeped in it for nearly a decade) as a uniquely gruesome type of zombie.

Unlike normal zombies, made of whole corpses, these are *zombie parts*. Each bodily member has, literally, a life (or rather, undeath) of its own. Some of the parts can do little more than writhe ineffectively (discounting their horrifying effect, at least), while some—hands or segments with hands attached—can actually make clawing or strangling attacks. The zombies and zombie parts here can be destroyed just like normal zombies; they do not have continuing life in spite of being cut apart or beaten to a pulp as, say, a regenerating troll would. Their special nature derives from their condition when the magical waters first animated them.

Zombie Hands (7): AC 8; HD 1/2; MV 10' (3'); hp 2 each; #AT 1; THAC0 19; Dmg 1-3; Save NM; ML 12; AL C.

Other Zombie Parts (15): AC 9; HD less than one; MV 3' (1'); hp 1 each; #AT Nil; Save NM; ML 12; AL C.

Whole Zombies (2): AC 8; HD 2; MV 90' (30'); #AT 1; THAC0 18; Dmg 1-8; Save F1; ML 12; AL C.

All of these zombie undead are inclined to attack anything that enters their chamber. They have no treasure.

10. Cubiculum

If the stone slab on which the solium is placed is pushed aside (requires a combined strength of 30), a hidden compartment is revealed that contains a chest holding 200 asterii).

11. Buried Alive!

Characters who come near this area of the catacomb will hear scraping and muffled shouts, as though something inside a loculus were trying to get out. The first thought of adventurers will probably be that it is a ghoul or other type of undead, doubtless best left alone, but in fact it is a perfectly normal man who was buried alive.

Friedrich Lagmann (see Appendix I, *Dramatis Personae*), former major domo of Villa Osteropolus (Helenites' opulent mansion), is that man. After Friedrich was caught eavesdropping on a conversation between Helenites and Wastoure, the senator decided a snooping steward was too much of a risk. Helenites had Friedrich drugged and then buried alive.

Friedrich is a hardened bigot, but more than willing to do what he can to harm his treacherous ex-employer. His testimony may be vital in convicting the senator of wrongdoing, as he overheard all of Helenites' and Wastoure's plans.

12-14. New Construction

These are chambers in which no one has been buried. There is nothing here of interest.

15. Cubiculum

Anyone from the City will recognize the family name here, Kariolestes, as being that of a prominent shipping magnate.

16. Cubiculum

All of the solia in this area have a symbol, a lance with two crossed swords above it, carved into them. Curiously, the names are different (these are graves of priests of Vanya).

17. Chapel of Vanya

This is a mortuary chapel, built here for funerary services accompanying burial in these catacombs. No service is presently being held, but a priestess of Vanya, Phaedra Daphnorakenzes (see *Dramatis Personae*) is here praying for souls of the deceased, but mostly for guidance from her patroness.

Phaedra encountered some dire knowledge earlier this day. She has reason to believe that her employer, Senator Helenites Osteropolus, arranged the murder of a man, and then bribed a judge to free the killer. (See the *Dramatis Personae* for more complete information.)

Of course, that's the least of what Helenites has done. Phaedra is entirely ignorant of the day's tumultuous events. When she hears of them, though, and puts together a few things—such as Helenites' involvement with so many aspects of it—she may tell the PCs that she thinks they might be interested in what she knows.

It will be important for the PCs to keep Phaedra from returning to Helenites' villa—or the senator may claim another victim.

18. Derelict Chapel

This chapel, unused for many decades, was consecrated to the Immortal Tarastia. Praying here is Pulcher Osteropolus, estranged son of the senator. Pulcher has turned to Tarastia as patroness of Vengeance, for his life is near collapse without financial support from his parents.

Like Phaedra, Pulcher knows enough about his father to suggest skullduggery behind the day's events, and he dislikes

his father enough that he would publicly suggest it. He would also be eager to team up with the PCs, as adventuring may give him a source of livelihood. His eagerness to find his fortune may get annoying, however, along with his whining about how terrible his parents are.

19. Web

The corridors leading to this intersection are filled with webs, increasingly dense. It is in fact the lair of a giant, exceptionally powerful, and very dangerous black widow spider.

Giant Black Widow Spider (1): AC 6; HD 6*; hp 27; #AT 1; THAC0 14; Dmg 2d6 + poison; Save F 3; ML 8; AL N.

Numerous former victims are enshrouded in the spider's webs. The spider survives mostly on the rats and such vermin which frequent the passage. Also in the webs is the body of a young human pickpocket who foolishly explored this area of the catacombs alone, perhaps fleeing angry victims. Still clenched in the lifeless hands of the young man is a silver brooch set with pearls, worth 335 lucins.

20. Cubiculum

A current of fresh air can blow from either north or west in here, and the north passage slopes more gently than the human eye can tell up toward the north.

21. Entrances/Exits

Besides the tunnel from the Coliseum basement, there are three points of entry to these catacombs, numbered "21" on the map. The northmost one leads to Catagenthus Place, a market square. The eastern one exits onto a city street, near a bakery. The southern exit comes out in a refuse-filled back alley, behind a fishmonger. (Understandably, this route is rarely used.)

22. Cubiculum

The passage east of this room is the nesting area of a large number of aggressive rats. Whenever this area is entered, by less than ten characters, moving stealth-

ily, there is a 2 in 6 chance 2-8 packs of 5 rats will attack (use the encounter statistics). They will not pursue out of the room, and if they run, they will disappear into holes in the walls of the east passage.

23. Cubiculum

The central solium in this chamber bears no name, only the inscription: "Cursed be the one who disturbs my rest...". The remainder of the carving has been chipped away, but the solium has not been opened.

24. Shrine of Korotiku

A group of acolytes are training here when the characters arrive, practicing the Spider's rituals for burial and critiquing each other. Among them is Saralasu Nuvar (see *Dramatis Personae*), former mistress of Helenites Osteropolus. She stands out because of her dark skin; characters who met her at Helenites' party (in *Arena of Thyatis*) may recognize her, or she them.

There is quite a fuss when the characters arrive. Who are they? What do they want? Are they thugs come to rob the shrine? Most of the acolytes flee into the tunnels, but Saralasu strides forth to ask their business, and why they look so desperate (presuming they haven't come out calm and unscathed from the preceding incidents).

Role-play the situation carefully. In the end, Saralasu is sufficiently intrigued by the character's travails that she suggests she may have information useful to them—this could lead to discussion of the zzonga ring which, Saralasu knows, Helenites engineered with the late Al-phiathan sorceress, Elemaledai.

Acolytes (7): AC 9; C 1; hp 4 each; #AT 0 (unarmed/noncombatant); Save C 1; ML 4; AL L or N.

Saralasu and each of the acolytes have few valuables—perhaps 0-3 (1d4-1) lucins total value apiece—and the ceremonial vessels that they are using are simple, crafted of plain wood and common metals.

25. Cubiculum

Between the solia is a small brazier in which a stick of incense is burning. The pan seems delicately balanced on a small tripod (it is). Any attempt to touch it or reposition it other than by a thief using the *remove trap* ability will cause it to clatter to the floor. Due to an acoustic fluke, the noise can be heard in room 24 by Saralasu and the acolytes, who may decide to investigate.

26. Cubiculum

A crude door built at the entrance to this burial room bears a crude notice of "Danger! Do Not Pass" painted on it in bright red. The mensor, (the man in charge of planning and caring for the catacomb) ordered the door built and the sign painted.

Characters who go to the trouble of tearing apart or breaking down the door will see, beyond, an old and gorgeously decorated chamber. It was the cubiculum of a wealthy aristocratic family, the last member of which passed away nearly three centuries ago. Characters may also see the reason for the door and warning: a huge patch of yellow mold (each "mold" is not an actual individual, per se, but an area of 10 square feet covered by the fungus).

Yellow Mold (8): AC can always be hit; HD 2*; hp 9 each; MV 0; #AT 1 (spores); Dmg 1-6 + choking (make a Saving Throw vs. Death Ray or choke to death within 6 rounds); Save F 2; ML n/a; AL N. Any touch causes the yellow mold to release its deadly spore attack. Yellow mold can only be killed by fire; a torch will do 1-4 points of damage to it per round.

Once there were some valuable treasures buried here with their dead owners, but all have long since been taken by grave robbers.





The Trial

In this session the plot goes wide open—anything could happen, and it's really up to the PCs to decide what to do and how.

First of all, the PCs will be out of the catacombs. As far as personal safety goes, they're in the clear. They don't know about their gladiator friends, though—or justice. Use your best manipulation to impress on them the dire fate that awaits the poor gladiators, and the moral imperative to see justice done.

No doubt they'll want to catch up on the news. A visit to the local watering hole will surely be in order; draw together some interesting NPC personalities to fill in the gaps in the PCs' knowledge as to what happened. One NPC who could do this, if he hasn't already been met in the catacombs, is Pulcher Osteropolus. He would be certain to throw in some disparaging remarks about his estranged father, who organized that day's games, and commanded the Legion.

Interesting news is that the Emperor,

perplexed by the revolt, decreed (via magical communication) that no gladiators will be executed for the crime of insurrection or other alleged crimes related to the rioting until he has returned from his meeting, three days hence. He will then personally review the situation before the wheels of justice (or at least the Thyatian legal bureaucracy) grind on.

This gives the party some breathing time. The characters must get through to the Emperor somehow, to plead on the gladiators' behalf and accuse Helenites.

Give the players the bureaucratic run-around at first. Ultimately the Emperor's most trusted advisor, his Magist, Demetron Karagenteropolus (see Dawn of the Emperors), overhears the characters' efforts. He judges their plea to have merit, and makes sure the party is summoned for a personal audience with the Emperor himself.

An audience with the Emperor, especially in these circumstances, should be nerve-wracking—so make your players sweat!! Thincol wants to make sure these aren't a bunch of fakes looking to make a

scene. After he's grilled them about everything in their case, and he's convinced that they have a case, he orders an immediate suspension on procedures regarding the accused gladiators. Furthermore, he announces that Helenites Osteropolus has been accused. His personal guard, a.k.a. the secret police, go to arrest the senator.

To hasten the resolution of the situation—and to minimize the danger to the PCs and witnesses, assuming the senator is as dastardly as they say—the Emperor decrees that the trial shall commence the following day.

Whatever Gets You Through the Night

For their protection, the prosecutors (i.e., the PCs) and witnesses are taken to a secret, safe location for the night before the trial. This is the Temple of Tarastia, appropriately enough. Of course, people like Helenites have the resources to find out where the characters are hiding—and to try to eliminate him. After all: no

prosecution, no witness, no court case.

If you'd like to generate some pre-trial tension, then, you may make the night quite harrowing. Up to three assassination attempts could come:

1. Valentine Acrocuzritos is a senator's son-turned-low-life who owes Helenites some favors. In exchange, he's been given the task of knocking off the PCs.

7th-Level Rake: AC 5 (leather armor, dexterity); hp 25; #AT 1; THAC0 14 (sword) or 16 (dagger); Dmg 1d8 + 3 (sword) or 1d4 + poison (dagger); Save T7; ML 8; AL C; OL 45, FT 40, RT 38, MS 48, CL 93, HS 35, HN 58; S 13, I 10, W 8, D 16, C 13, Ch 14. Valentine carries a *sword* + 2 and an envenomed dagger (save vs. poison or die in 1d6 rounds; on a successful save, the character still suffers from some paralysis or tightened muscles, penalizing armor class and hit rolls by 1). The dagger's poison is only good on one hit.

Valentine is a stealthy rake, but a less than resolute assassin. He's not willing to die for the sake of his employer . . . Characters who attempt to disarm and capture Valentine, rather than kill him or drive him away, may set him up as an additional witness. The problem is that Helenites doubted Valentine's reliability (he was the best available on short notice), and anticipated this move of the PCs'. Valentine has already been poisoned (though he does not know it). This poison is very similar to the type used on Elemaledai in DDA1. It, too, can make its effect felt at a crucial time—like just as Valentine is called to the witness stand. (There's something special about the poison that makes it be triggered, after a certain time, by stress. Little could be more stressful for Valentine than having to testify against Helenites . . .)

2. The enigmatic Antalian sorcerer, Wastoure, could summon a magical creature—such as an invisible stalker—in a last, token attempt to defend his "ally."

Invisible Stalker: AC 3; HD 8*; hp 36; MV 120' (40'); #AT 1; THAC0 12; Dmg 4d4; Save F8; ML 12; AL N.

3. Another assassin would be the third attack. This anonymous man is from a especially fanatical wing of the racist Storm Soldiers (see "Fighting Brotherhoods" in Dawn of the Emperors). Inspired by Hattian beliefs of racial purity and hatred for foreigners, this deranged killer sees it as a divine mission to keep the senator safe—by murdering his enemies. This man will die—at his own hand, if necessary—before he gives up his mission, or his identity, purpose, or employer. He does not fear death; he is convinced that Vanya will guard his soul in the afterlife if he tries his best to remove these heathen foreign filth! (Never mind that Vanya would do no such thing—this fringe group is probably actually inspired by Thanatos, the Entropic Immortal of Death.)

Fanatic Assassin: AC 3 (*chain mail* + 1, dexterity); MV 90'(30'); F 8; hp 44; #AT 1; THAC0 12; Dmg 1-8 + 3 (sword, strength bonus); Save F6; ML 12; AL C; S 18, I 9, W 7, D 14, C 13, Ch 5. He has a potion of invisibility and a ring of spell storing with two *silence 15'* *radius* spells for use on this mission.

If these assaults seem powerful, remember that the characters can have on their side guards and clerics of Tarastia, plus their witnesses—such people as Friedrich Lagmann aren't completely helpless!

A Day in Court

The next morning, it's time for the trial, which will be held in the Senate Building itself.

The Judiciary is one of five branches of the Thyatian government, along with the Throne (the Emperor), the Senate, and the Ministries, and the Military. The Emperor appoints all judges. In some special instances, as in this adventure, the Emperor appoints judges temporarily for a specific trial. Here, the Emperor has appointed Helenites' peers—other senators—to pro-

nounce judgment. The appointment of three judges is unusual—Emperor Thincol wants no one to question the fairness of the verdict.

Note: The trial, as presented below, is at least one full session of role playing for many groups. It also has a very different tempo and atmosphere than the rest of the adventure. If your group has just played through the preceding chapters, you should all take a break before playing out the trial. Better yet, arrange so that an evening of play ends just before the trial. Then, for your next game session, you can explain how the trial will run, and hand out the information sheets to players. Preparation on everyone's part will enhance the role playing experience and maximize everyone's enjoyment.

How exactly you set up the trial is up to the tastes and abilities of your group. If a court scene simply does not suit your players' temperament, run through it rather quickly and give the senator the justice he's due.

On the other hand, you have here the material for an exciting and very different role playing experience. Here's how to do it.

First of all, don't limit players to running their characters. In a sense, the adventure is over; the characters are in the clear, and enough muck has been stirred up that the gladiators are probably safe as well. So the trial is the attempt to nail down the evil senator—and to have a delightful evening of role playing. So players should be able to take on new roles for the evening, to intensify the whole event; and you might also bring in new people, who hadn't been in the adventure before this point, to play certain characters.

The parties to be represented are as follows:

Three Judges. Each judge is a senator (see descriptions below). One person could play all three, or a separate player could play each.

The Prosecution: As this is the case brought by the PCs, the Prosecution should of course be played by a player of

one of those characters. Alternatively, several players could be collaborating on this—it might help make a more successful assault—but one should be designated as the actual spokesperson. The DM can also step in as a cleric of Tarastia, offering legal advice.

Advocate for the Defense: If you bring in someone new for this portion of the game, that person should play Helenites' advocate, Gabrita Nicephorothus. Otherwise she could be played by a player—but make especially sure it's someone who will put up a good fight!

Witnesses and Bystanders: Should all be played by the DM.

Besides playing any roles not covered by players, you, the DM, are officially in charge of keeping order as the trial is played out. On the whole, however, the you should find yourself taking a much less active role than normal—especially if all five of the positions are filled by players. You'll just have to cover the personalities (and occasional hidden agendas) of the witnesses, stimulate things if they slow down, and slow them down if they're getting out of control. You must also watch the players' role playing—especially those playing anyone other than the Prosecutor. If they step far out of line—e.g., Helenites' advocate declares he's guilty and should be executed—you have the right to overrule that action. Make it clear to the players that this will only work if they go along with it, and try their best to play in character.

Information on the pull-out pages may be photocopied for your personal use and handed out to players according to their needs. It may be easier for you to manage things if you have your own photocopies, too, rather than leafing through (or marking up) this adventure booklet.

- **The Judges.** A profile of each judge is provided, two on a single page and the third with the description of Gabrita Nicephorothus.
- Gabrita Nicephorethus goes to the player of Helenites' advocate. It can

be cut away from the description of the third judge or copied (unless you are playing both).

- The insert, "Law of the Land" should be given to all players. Those playing the NPCs have this on the backs of their character descriptions.

The Prosecution doesn't get any special handout—it's up to the player(s) to construct the best case they can from whatever evidence and witnesses they've gathered. For your reference, however, we have an insert, "The Case Against Helenites", that summarizes the main points of evidence against Helenites that have been provided in this adventure. Of course, the party may have put more together, so don't forbid any evidence they might suggest, if a good argument can be provided for its validity.

You will notice that no game statistics have been given in this section of the adventure. That is because they are irrelevant. There is no need for combat or magic here—and the Emperor's Magist, a powerful wizard indeed, is making sure there will be no magical manipulation or interference. All you should need is the evidence, the personality, and some eager gamers—not even dice. This is role playing in the purest sense!

Trial Procedure

The order is always prosecutor first, then the defense. First each makes an opening statement. Then the prosecutor brings witnesses and evidence. For witnesses, after the prosecutor has made his points, the defense is given a chance to cross-examine. After the prosecutor has made his case, the defense is given the opportunity to bring forth further witnesses and evidence. After the defense has questioned each such witness, the prosecution can cross-examine. Finally, both parties make their closing statements before the judges retire to consider their verdict.

For the behavior and statements of specific witnesses, refer to the *Dramatis Personae* (Appendix I).

Results of the Trial

Many trial outcomes are possible. In fact, the prosecution could even lose, if the defense manages to put skeptical enough a light on every witness or piece of evidence. Or the senator might get off with a light sentence. In both of those cases, the PCs had better start packing their bags—they have a dangerous enemy now!

On the other hand, the characters have a good shot at a conviction and a heavy sentence—perhaps execution or life imprisonment on Borydos Island.

Other Possibilities

Of course it is entirely possible that once the character's own proverbial rear ends are in the clear, they'll want nothing to do with the sordid situation, justice be damned. In that case this third session may not have been very relevant . . .

If the players choose this path, there's not much you can—or should—do to change their minds. You should, however, take care to reveal the results of their actions, and you might suggest that what resulted was the fault of the characters because of what they failed to do, when they had the means to set things aright.

While it's not in the players' hands any longer, you'll have to determine how the game world is affected in the unfolding of events. Several possibilities come to mind:

(1) Someone else steps in and does the party's job. Since Yalag and Carolus Anthemion are given escape in the adventure, they're the obvious candidates for the job. Because of their races and because they're stuck in the caverns for a long time, it takes them longer than it would have the characters, so numerous innocent people are executed before they get through to the Emperor and can at least make a case for the gladiators' innocence. They might not even be able to get a conviction for Osteropolus. You could perhaps play through Session III, but the Prosecution would have a much more difficult case—they wouldn't necessarily have all the knowledge the PCs amassed!

(2) Osteropolus is unhindered for the day. Many gladiators who were captured are executed, and the Senator and his XIVth Legion parade through the city as heroes. The Emperor and his advisers are wary of this gladiator-killing senator, however, and manages to avert future treachery.

(3) Osteropolus goes further. Riding on a wave of popularity, he has the audacity to publicly accuse the Emperor of treason against the state, while his XIVth Legion attacks the palace. The military coup may or may not succeed . . .

(4) If it does, it could lead to the suc-

cess of Wastoure's wildest dreams: An expedition to the Hollow World to excavate the burrower and transport it out of the Spell of Preservation. A terrible demon is thereby released upon the Known World . . .

These consequences are all pretty far-reaching, especially the last two. Consider carefully how you want your campaign to progress, and how your players' characters will take part in these events, before you decree one of these revolutions to be shaking the Empire of Thyatis. Remember that Thyatis is one of the greatest powers in the world: Its

fate will surely have a profound effect on the course of history for every other land the characters might know.

The best way to handle the situation is to try to set up contingency plans—alternatives for the PCs to be involved as their own careers progress, and the conspiracy in Thyatis plays out. The idea is that they missed the chance to “nip it in the bud,” as it were, but the DM can give them future opportunities to remedy the situation—with more difficulty, and at a higher cost.

The Case Against Helenites

For the DM's Eyes Only!

The witnesses we have explicitly suggested for the case against Helenites are Carolus Anthemion, Phaedra Daphnorakenzes, Theodoric Demetravarius (the tribune who commanded the assault on the Coliseum), Friedrich Lagmann, Saralasu Nuar, Pulcher Osteropolus, and Yalag. All of these characters are described in Appendix I, *Dramatis Personae*.

Following are a summary of charges which might be brought against Helenites, and the specific witnesses and evidence that may be relevant to each.

Treason (Greater Charge): The first and most obvious charge to bring against Helenites is treason, for incitement of riot and misusing the Legion in the assault on the Coliseum. In explaining how this occurred—controlling gladiators, preparing the Legion, plus revealing Helenites' treasonous motive—the witnesses Theodoric Demetravarius, Friedrich Lagmann, Saralasu Nuar, Pulcher Osteropolus, and the gladiators

(Carolus and Yalag) may all be useful.

Attempted Murder (Greater Charge): Friedrich Lagmann has good reason to accuse Helenites of trying to rub him out. A search of Villa Osteropolus will reveal, among Helenites' things, the poison that made the major domo appear deceased. Also amongst those poisons is the one that killed Elemaledai (see DDA1), and that might kill Valentine Acrocuzritos (see “Whatever Gets You Through the Night,” above).

Murder (Greater Charge): Arranging the slaying of Eusebius Petarxit. Phaedra has a log book of Helenites' that details his financial transactions, such as bribes given and received, including paying a hired killer. (If Valentine testifies, he can support this charge, as well as Helenites' attempted murder of the prosecutors and witnesses.) See Phaedra's description in *Dramatis Personae*.

Grand Theft/Fraud (Greater Charge): Manipulation of Arena matches for gambling gain. The testimony of Saralasu Nuar would be most useful here. Carolus

and Yalag, the gladiators, may corroborate by describing the effect of the zzonga on Arena events. Financial records could be dug up, which would reveal that Helenites has made an inordinate profit on Arena gambling since zzonga has been found among gladiators.

Tax Evasion (Greater Charge): Financial records and revelations of how much money Helenites made from gambling and bribes—money on which he paid no tax—may bring the serious charge of Tax Evasion.

Once the fact has been established that Helenites has in fact committed one or more of these serious crimes, the next step is to prove the senator's intent. Here Pulcher, as a character witness, and Friedrich, from overhearing the senator's plans, may be most valuable. At the very least, it should be possible to establish that the intent was Self-Interest; more likely, considering the breadth and diversity of the crimes and corruption, the prosecution could aim for Chronic Self-Interest, or even Inhumanity.

Conclusion

How do the possible outcomes of the trial affect the PCs? There are a number of ways the characters could advance their careers and reputations through court room success.

First of all, monetary awards are doubtful, especially since the recent incidents have done damage that will cost much to repair. The characters will be issued credit of 250 lucins apiece to cover expenses and damages due to the incidents. Characters may draw on this in the form of food, drink, and equipment (military surplus); or they may use it as credit against future taxes. (Remember that Thyatian adventurers pay a 25% tax on their treasures.) Give the PCs experience points for this reward as though they had won the treasure in a dungeon.

Another way to reward a character is to give him citizenship or a title. Be careful about doing the latter; it should be part of your long-range campaign goals. Non-hereditary titles that the Emperor might grant to an extraordinary character who is already a Citizen, and who has proven himself of unimpeachable character through the selfless pursuit of justice, and the defense of the Throne against treason, are Lord and Knight. Explanations of these titles follow:

Lord: The title of Lord gives one recognition and preferred treatment in many places, because it is obvious that someone powerful holds this person in favor, but it does not confer any specific rights. The throne, the Senate, and nobles of baronial rank or higher may grant the title of Lord on those they choose. Though a father may be granted the title of Lord, his son will not bear that title unless he earns it independently.

Knight: This too is a non-hereditary title; it is awarded to those who have shown martial prowess, dedication and loyalty in service to the Empire. The Knight has the right to bear weapons and arms of any type, anywhere in the Empire, in spite of any local weapons codes (this is called the Right of Arms), though he still may have to surrender weapons when entering the grounds of the Em-

peror. Only the throne, the Senate, and Lord Knights may grant this title. A Count, for instance, who is not also a Lord Knight may not grant knighthood. In Thyatis, Knighthood may be granted to clerics, thieves, rakes, dwarves, and elves as well as fighters.

Note that "Lord Knight" is a separate, higher rank than either of these, and it involves a grant of land; it is not a simple combination of the two titles above. Characters will not be granted a title higher than Knight on account of this adventure.

Characters with a hankering for the martial life might be offered to join the Legion. As the tribunes and some other officers of the XIVth Legion are all being summoned to a Court Martial, there are immediate openings expected in the official ranks! While top spots are likely to be filled by experienced officers from prominent families, and the Prefect will be a Senator (a non-ethnic-Thyatian senator, we might note), PCs might win other official positions as high as Centurion.

The XIVth Legion has a reputation to rebuild after the scandal of its treasonous Prefect and the attack on the Coliseum. Also, the Emperor is eager to change the character of the Legion, to make it multi-ethnic and tolerant, rather than the bastion of ethnic elitism that Osteropolus made it. Players, especially non-Thyatian characters, may find it a formidable challenge to role play the moral reform of a corps of soldiers.

Finally, what about Wastoure? What new schemes will he be off to? Helenites' motives may have remained opaque to the end, and characters might suspect that he (like Elemaledai in *Arena of Thyatis*) was really the willing pawn of another agent—and ultimately the scapegoat of that mastermind. Wastoure may turn his eyes to other lands and projects, but he can remain an opponent (behind the scenes at first, perhaps openly when the PCs are powerful) of considerable stature behind a long campaign.

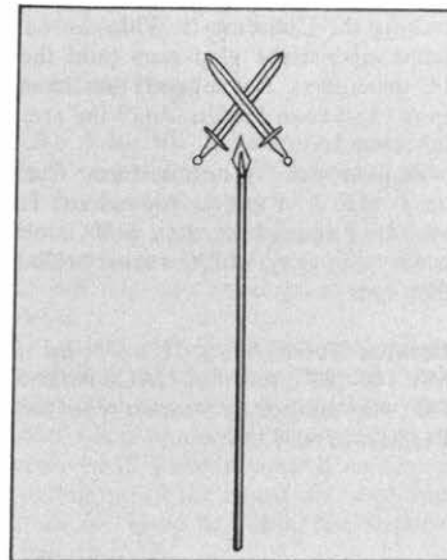
Experience Awards

This adventure has little in the line of money and fabulous monsters from

which characters would get the experience points they might expect from a full-length module. However, it is clearly the case that players, and their characters, will have been ample opportunity to learn and grow through the adventure. Therefore, the DM should make discretionary experience awards, on the basis of problem-solving ability and role playing merit in the course of the adventure. You should consider, besides the player's running his own character, his performance in role playing a judge or advocate in the trial (if the game group played it out). Reward excellent play, and it will continue and improve!

A baseline experience award for this adventure (in addition to anything garnered the usual way) is 1,500 xp. Superlative role players may warrant as much as twice this; the lackluster, as little as half. The DM must be careful in making these awards: because they are based on subjective evaluation, you run the risk of hurting feelings. To avoid this, you might rank each player separately, but then average the awards and give this amount to all equally.

In any case, the usual stricture applies: a character can rise no more than one experience level in the adventure. If a character somehow would rise two levels or more, the DM must place him at 1 experience point below the amount needed for the second level gain.



Appendix I: Dramatis Personae

Here in the appendices, various bits of information that you may need in the three adventure sessions are gathered in one place, for easy reference during play.

Because numerous characters appear across the whole adventure, they are all gathered together here for easy reference. They are in alphabetical order (by last name, if the character has one).

Each character description includes: general description (history, personality), appearance, combat notes, and magical possessions (if any).

Carolus Anthemion

Friendly, spontaneous, and popular among the gladiators and fans, Carolus is a rookie gladiator. He has trained for months and fought in some group battles, but he might never have fought alone (depending on whether or not *Arena of Thyatis* was played).

The special thing about Carolus is that he is a werewolf. If you played *Arena of Thyatis*, the PCs might already know Carolus, and may have learned about his affliction. In such a case you already have Carolus developed in your game.

If not, Carolus' affliction is not yet known. He is ashamed of it, but has managed to keep it under control. Only on nights of the full moon does he automatically transform—or in situations of high stress. A deadly arena duel could be such a situation; certainly the Legion attacking the Coliseum is! This can be a point against the gladiators (and their PC defenders), as it suggests that “monsters” had been “infiltrating” the arena for some time.

Appearance: In human form, Carolus is tall, slim and tawny-haired. His eyes are flashing blue. As a wolf Carolus is wiry and gray, with the same brilliant blue eyes.

Combat Notes: AC 5; HD 4**; hp 18; MV 180' (60'); #AT 1; THAC0 16; Dmg 2-8 (werewolf) or by weapon type; Save F4; ML 8; AL C.

Phaedra Daphnorakenzes

Phaedra Daphnorakenzes was born in the countryside of Kerendas. At an early age she took Vanya as her personal patron, and decided that she would devote her life to the service of that Immortal. She became a cleric and a member of the Wings of Vanya, living cloistered in a monastic estate within the walls of Thyatis City (see Map 1) until her 33rd birthday. That was when, in a dream, she believes Vanya told her to go out and live in the world, to better glorify her Immortal mistress. Phaedra became an Itinerant, walking from village to village to preach, teach, and learn.

Five years ago Phaedra decided to settle down again. She became the resident cleric of the Osteropolus household, attending to the spiritual needs of the senator, his family, and servants. She expected that the senator would be a pious man, as his donations to the Temple and Wings of Vanya had always been considerable. Phaedra was disappointed, however, and has come to realize that the senator's contributions are really political. He needs the Wings' support in the military, and philanthropy increases his reputation.

A serious woman, but not dour, Phaedra knows too well that the senator rarely heeds her advice. Nonetheless she perseveres, trying her best to educate as well as minister. She is intelligent, articulate, and an expert on myths and historical accounts of various Immortals. Her special interest of course is Vanya. This cleric is also morally impeccable; she is too well-disciplined to let any personal feelings or loyalties keep her from doing what she believes is the right thing.

The day of the Coliseum riot, Phaedra came across a book of Helenites', which he left in the chapel after a service. Phaedra was delighted that the senator should attend—his face was all too rare in the chapel, unless with guests. He seemed absent-minded and hurried, which must have been why he forgot the book. (In fact Helenites had come to pray for divine favor in the events to come that day; he had to hurry off to those events immediately.)

The book intrigued her, and Helenites had left the Villa Osteropolus. Inside, she found a host of information, abbreviated, mostly consisting of names and sums of money. Most damning, however, was the following note: “V. Acrocuzritos (for a/E. Petarxit): 3,500 L.” A note scrawled next to it added, “fix: 5,000 L to M. Fabinius; V.A. owes me.” Phaedra knew of Eusebius Petarxit: He was murdered four weeks ago. He was a man for whom Helenites had no great love, but Phaedra had officiated at the burial services. She also knew that Valentine Acrocuzritos was a shiftless rake charged with that murder. And that Valentine's judge, Marcus Fabinius, had essentially let him go free. As far as Phaedra could understand this note, it meant that Helenites had first hired Acrocuzritos to assassinate Petarxit. When Acrocuzritos was caught, he then had to “fix” it, by bribing Fabinius.

Phaedra knew her employer wasn't as pure as his image, but she'd had no idea he was so corrupt. Disillusioned, she ran to the catacombs, to seek consolation and guidance in Vanya's shrine. This is her state in Chapter II, when the characters may encounter her. In Chapter III, Phaedra and her book may be one of the characters' most important witnesses—especially because her virtuous character is unquestionable.

Appearance: Phaedra is about 50 years old, though it hardly shows. From her many cloistered years, her skin seems much younger and smoother than one would expect on a woman of her age. Her long hair is silvery-gray, usually worn up in a bun. The priestess favors plain gray robes and no jewelry, except a small silver icon of her patroness.

Combat Notes: AC 9; C 6; hp 21; MV 120' (40'); #AT none (see below); Save C6; ML 10; AL L; S 9, I 13, W 17, D 9, C 9, Ch 14; Spells: cure light wounds, light, hold person, know alignment, cure disease.

Phaedra objects to combat on moral grounds. If attacked, she will use spells such as *light* (to blind an opponent) or *hold person*. As a last resort she might turn to reversals of her cure spells.

Magical Items: None. Phaedra renounced worldly possessions, including magical items, years ago. She keeps only a bare minimum of clothing and a small devotional amulet of Vanya.

Theodoric Demetravarius

A young officer, Theodoric is a Tribune of the XIVth Legion. It is he who led the attack on the Coliseum in Chapter I.

Like most tribunes, Theodoric comes from a wealthy, aristocratic family with ties in the senate and nobility. These ties guaranteed him an officer's rank immediately in his career; due to natural aptitude, and a desire to please his superiors, Theodoric rose quickly. He is second only to Helenites, the Prefect, in the command structure of the XIVth Legion.

Theodoric may be called to the witness stand in the trial, since he played an important role in coordinating the assault on the Coliseum. The fact is that Helenites told Theodoric to expect, and to have his cohort (the entire legion of nearly 3,000 soldiers was not needed!) prepared for battle. When the riot began, the legionaries were all in place and ready to crush the uprising.

The defense would hope that Theodoric might cover up the truth to protect his Prefect, or at least to downplay the advance warning as not part of a plot. Perhaps Helenites was justified in expecting unrest, since (as an important sponsor) he knew there was dissatisfaction in the arena. In this case the preparation of Theodoric's cohort could be praiseworthy: What a fine, disciplined legion, to be alert and so quick to act!

The prosecution needs to elicit such testimony from Theodoric as to prove, or at least strongly suggest, that Helenites knew perfectly well that the gladiators would rise up, because he was behind it. The Legion were not rescuing anyone or keeping the peace, but massacring innocents to further Helenites' designs.

Theodoric, like most of the XIVth Legion, has been influenced by Helenites' charisma and the indoctrination of Thyatian superiority. Despite this, he acknowledges the higher law of morality, honesty, and loyalty first to the Throne

and to Vanya. On the other hand, he is also fully aware that his own career is at risk, so his testimony will try to lay blame away from himself.

Appearance: Theodoric is of medium height, muscular, with close-cropped, dark hair and tanned skin. He stands erect and confident, his every gesture implies a salute. Answering questions, he is always terse, seemingly confident in whatever he says, but his tale has subtle inconsistencies, resulting from his sometimes conflicting desires of loyalty and self-interest. Age 31.

Combat Notes: 11th level fighter; AC -2 (wears *chain mail* + 4 and carries a *shield* + 2 in battle); hp 45; #AT 1; THAC0 11 (8 with magical sword); Dmg 1d8 + 4 (*sword* + 3); Save F11; ML 10; AL L; S 16, I 11, W 12, D 9, C 12, Ch 14.

Friedrich Lagmann

After years of loyal service, this slave was made a free citizen by his master, Helenites Osteropolus. Friedrich continued to serve that senator, as major domo of Helenites' household. One reason that Friedrich was so valued was his discretion, a type of intentional naivete about the senator's questionable doings.

But the steward of a household couldn't stay in the dark forever. Over the past weeks Friedrich's curiosity was piqued by the senator's dealings with a strange, blonde foreigner. He overheard some of Helenites' conversations with this man, Wastoure: how they planned to foment a riot in the arena, and then crush it with the Legion; and how the plan led ultimately to the taking of the Throne. See the Background—Friedrich basically knows the Helenites' whole plan. He knows basically nothing of the senator's past actions—rigging the arena betting—and he knows nothing about who this stranger, Wastoure, is. (He might suspect, or speculate, that Wastoure is some type of demon familiar.)

The eavesdropping came to an unfortunate conclusion when Friedrich was caught. Helenites just laughed when he found the major domo—trembling, though he is a man of considerable

stature—behind a curtain. "Fear not, my friend," soothed Helenites, as Wastoure looked on in distaste. "I know you are a faithful man; did I not make you a citizen, my equal? I trust you, Friedrich. You would never betray me."

But Helenites would himself betray Friedrich—and he did immediately, fixing the major domo's drink so that he appeared to die in his sleep. Friedrich was buried alive, and Helenites expected that if the man ever woke up, he would still die of thirst or asphyxiation. Thus the party may encounter Friedrich, entombed, in Chapter II.

Friedrich is a hardened bigot, a Hattian who, as major domo of Villa Osteropolus, was blatant in his discrimination against and even abuse of household slaves and hired servants who were of non-Thyatian blood. Even now, when his life may have been saved by such foreigners, he has a habitual sneer for them. While very lawful, in the tradition of Hattian discipline, few people would label Friedrich as "good"!

Appearance: Friedrich is defined, facially and bodily, with straight lines. His short hair is black, with peppery gray starting to appear around the sideburns, and his age is 39.

Combat Notes: 5th level fighter; AC 7 (leather armor); hp 23; MV 120' (40'); #AT 1; THAC0 17; Dmg 1-6 + 1 (strength bonus); Save F 5; ML 9; AL L; S 14, I 10, W 11, D 9, C 11, Ch 9.

Saralasu Nuar

Like Friedrich Lagmann, Saralasu is both a freed slave and a former member of the senator's household. She was a slave since early childhood, when her parents in the Pearl Islands were forced to sell her into bondage to pay their debts.

Until the advent of the dealings with Wastoure, Saralasu was Helenites' mistress. Helenites had promised her freedom when he tired of her—and so she received it. Saralasu wasted no time in getting out of the household, and away from the blows of Fabia, the senator's disturbed wife.

She is now an acolyte in the cult of Korotiku (an Immortal of her native Pearl Islands). She has lots of inside information on Helenites, especially about his involvement in the zsonga dealing and match-rigging in the arenas (see DDA1).

After the events in Chapter I, it should not be difficult to convince Saralasu that she should testify against her former owner. She bears Helenites no great love—she knows he treated her as an object—but she is thankful for her freedom, and that (along with the timidity instilled by years of slavery) has kept her from speaking out against the senator.

It is fortunate that Saralasu has been largely out-of-sight, being initiated into the mysteries of Korotiku, since her departure from Villa Osteropolus. Several times Helenites has debated whether her “accidental” death should be arranged, for the protection of his plans.

Saralasu knows both Phaedra Daphnorakenzes and Friedrich Lagmann. She finds the former very agreeable, and loved to discuss theology with that priestess when they lived in the Villa; while Friedrich was always as cruel to her as Helenites would permit.

Appearance: Saralasu is dark-skinned, nearly black. Her features are soft and gentle, and her hair—formerly long, according to Helenites’ desire—has been cut to a short bob. Since winning her freedom, Saralasu has celebrated a return to the clothing and customs of her people. When not wearing the robes of Korotiku’s clerical order, she favors a brightly-colored skirt, a matching vest, and shell necklaces, bracelets, and anklets.

Combat Notes: AC 9; C1; hp 2; MV 120’ (40’); #AT 1; THAC0 19; Dmg by weapon; Save C1; ML 7; AL L.

Helenites Osteropolus

Helenites has been a Senator for almost thirty years, and his father held the same seat before him. He is gregarious and outgoing, bubbling with friendliness and generosity—a baby-kissing politician through and through. His illusion of

honest openness makes him seem almost to verge on the naive, but the truth is far from that. He is in fact ruthless, calculating and greedy—hardly a gesture is made by him that will not in some way serve his larger schemes and ultimate self-interest—but even in the midst of his most underhanded operations he retains an almost magical aura of altruistic innocence. His charisma and unique charm are such that even partners in his questionable activities have been swayed by the illusion.

Appearance: 58, 213 lbs.; gray, balding hair and gray eyes; olive skin; age 53. Helenites typically wears a senatorial toga, unless he does not wish his station to be known (e.g., in the course of illicit dealings).

Combat Notes: Normal Human; AC 7 (Dexterity, *ring of protection* + 3; hp 3; MV 90 (30); #AT 1; THAC0 20; Dmg 1d4 + 1 (*dagger* + 2 with strength penalty); Save NH; ML 6; AL C; S 8, I 15, W 12, D 6, C 7, Ch 18. Languages: Thyatian, Alignment (Chaotic), Alphatian.

Magical Items: *Ring of protection* + 3, *dagger* + 2.

Pulcher Osteropolus

A young rake, passionate and vengeful, Pulcher is at odds with his father, the powerful senator. This was over a woman, the Alphatian sorceress, Elemaledai (now deceased—see DDA1), who used him as a stepping-stone to his influential father. Elemaledai’s tryst with Helenites marked the beginning of the whole zsonga ring, which led to the conspiracy of this adventure.

Pulcher has taken Tarastia as his personal patroness, especially her aspect of vengeance. Pulcher’s own passion for retribution may cloud the judgment of those with whom he associates, and unbalance the process of justice.

While his estrangement from his father may make Pulcher’s testimony suspect, the younger Osteropolus may still be used to raise questions about the elder’s past doings. Pulcher knows that Elemaledai was a zsonga addict, and that his father supported her habit. From

their continued involvement after the affair had ended, Pulcher knows enough to corroborate Saralasu’s knowledge of the zsonga ring that Helenites and Elemaledai set up.

Appearance: 5’9”, 168 lbs.; light brown hair, full beard (neatly trimmed), and hazel eyes; olive skin; dresses foppishly in whatever fad is current in Thyatis; age 22.

Combat Notes: 4th level rake; AC 7 (leather armor, dexterity); hp 6; MV 120’ (40’); #AT 1; THAC0 19; Dmg 1d6 (short sword) or 1d4 (dagger); Save T4; ML 7; AL C; OL 30, RT 25, MS 35, CL 90, HS/D 25, HN 1-3; S 12, I 12, W 8, D 14, C 10, Ch 12.

Magical Items: A pair of elven boots.

Wastoure

This servant of Lokar plays a behind-the-scenes role in this adventure. For information of Wastoure’s history, personality, and plans, see the adventure background information.

The statistics below are not very much fleshed out, but they are unnecessary for this adventure. Wastoure will not interact directly with the characters here—and it will be some time before they can seriously challenge him. These notes should give you a rough guide for fleshing him out, should you wish to do so in your campaign.

Appearance: Wastoure is tall and lanky, almost vampiric in his emaciation and the intensity of his azure eyes—or perhaps comic, in a different light. His hair is thin and blonde.

Combat Notes: Magic-User 24; S 9, I 18, W 16, D 8, C 11, Ch 9. Wastoure favors subtle spells (especially those for mind-control) over the spectacular. He is capable of defending himself in an open confrontation, but always prefers to turn his enemies against each other through deception and manipulation.

Wastoure has had a special talent from birth, a form of empathy. While he cannot use it to precisely determine the thoughts or feelings of specific individuals, it provides him with a “feel” for the

community in which he travels; he'll understand their basic likes, dislikes, motivations, and fears. Specific individuals are always different from this "norm," as Wastoure has well learned, but his ability to understand the frustration of the gladiators in general, for instance, enabled him to help set up an explosive situation at the beginning of this adventure.

Yalag

Yalag is a pragmatic orc. He was captured in the Altan Tepes mountains. Enslaved in the mines for three years, he distinguished himself as an extraordinary fighter. His owner offered him as a contestant in the arenas of Markrast,

where he beat the best local human gladiator—and, to the surprise of his owner, he won the loudest cheers from the crowd.

Yalag has a surprisingly flamboyant personality, an almost roguish charm that serves him well in the sands, in spite of his race.

His successes eventually brought him freedom and, after seven years of scars from the arenas, he finally retired from the actual fighting. He still serves as a trainer for gladiators, known for emphasizing showmanship as much as genuine martial skill. Most gladiators of the arena recognize Yalag as their spokesman.

Despite his close ties to the arena,

Yalag is not a member of the Order of the Sands. He was long denied membership, mainly because of racial bigotry, and so when his membership finally was approved, he turned it down. Few people are more devoted to the rights of gladiators, however—especially those of the minorities (women and non-humans).

Combat Notes: Treat Yalag as an orc chieftain (AC 6; HD 4; hp 15; #AT 1; THAC0 16; Dmg by weapon + 2; Save F4; ML 9; AL N); or, if you have *Gaz 10, The Orcs of Thar*, you may play him as a 5th-level orc.



Appendix II. Fighting Orders

Order of the Sands, Wings of Vanya, etc. Descriptions of membership, goals, benefits of membership, etc.

The Order of the Sands

Interests: This is an order of arena gladiators interested in pressuring the organizers of gladiatorial contests to keep them fair and competitive. It also makes sure that owners of slave gladiators allow them to buy freedom; owners who cheat their slaves or take from them the presents thrown by the crowd may find themselves roughed up and intimidated. Contest organizers who don't keep enough clerics on hand to deal with injuries have the same problems.

Certain members of the Order, those who fight in the Coliseum of Thyatis, are rumored to have other secret interests, and a special rite of initiation.

Requirements: Members normally must be Citizen-rank gladiators who have spent at least six months of competition in Thyatian arenas. Gladiators may be fighters, clerics, thieves, rakes, dwarves, elves, or foresters (a special Thyatian human magic-using and fighting class), but only fighters are common. Female gladiators, though rare, may join the order.

Annual Fee: 25% of gladiatorial income and 5% of related income (such as from commercial endorsements). The Order doesn't ask for any percentage of other types of income.

Benefits: Without the Order, conditions would be much less fair for gladiators. Every mainland Thyatian city has a coliseum, and in it members of the Order can find free meals and shelter with members of the order willing to put them up.

Problems: Wealthy nobles (such as Helenites Osteropolus) don't like the Order because it cuts into their profits and their control over the contests they sponsor. Order members receive a -2 reaction from persons of the rank of Baron or higher (except for knights and ex-gladiators).

The Wings of Vanya

Interests: This is a militant branch of the Temple of Vanya. Each member character chooses to be Assigned or Itinerant. Assigned members are posted to a particular temple of Vanya and are charged with protecting that temple (even temples in the most peaceful places have one or two Assigned members to provide security). Itinerant members go where they will and do as they choose within the limits of their clerical duties; they promote the Temple's values to the populace.

Many Itinerant members of the Wings of Vanya are involved with the Legions, as members of the Medical Corps. They find many ears receptive to the teachings of Vanya among the soldiers.

Requirements: All members must be clerics of the Immortal Vanya. Women are accepted.

Annual Fee: 25% of all earnings, paid to the temple.

Benefits: Members receive free, if spartan, lodging and stabling in any city where there is a Temple of Vanya. This does not extend to their non-member friends. Members receive support when they are in trouble with the law—free advocates (lawyers), posting of bail, and so forth. Imperial authorities usually cooperate with them: Members receive a +2 reaction from members of government and peasants. Members receive credit from the Temple for reasonable expenditures; for instance, a Member who is robbed by bandits will be advanced enough money to buy himself new (non-magical) armor, weapons, equipment, mount, etc.; he may repay the money at his convenience.

Problems: Clerics of Koryis do not like the Wings of Vanya; they react with a -4 to rolls and will often hinder the Wings in little ways (not by breaking the law, but by interfering subtly with their activities). Wings of Vanya must remain unmarried; should a Wing wish to marry, he must leave the order, but does not have to leave the Temple of Vanya or stop being a cleric.

Appendix III. The Immortals

As mentioned in the Introduction ("The Divine Metaphor," p. 4), the Immortals play a symbolic and practical role behind *Legions of Thyatis*. They are also an important part of the Thyatian cultural settings. For the DM's reference the descriptions of the four Immortals who take particular interest in this adventure are provided in this section.

Korotiku

The Spider; The Trickster

Patron of clever fighters and rakes, Korotiku is a popular Immortal of the Pearl Islands. From there his cult spread to other parts of the Empire, especially Thyatis City (a melting pot of many peoples and faiths). Besides Pearl Island immigrants, many of the young rakes and swashbuckling fighters favor the Spider (as he is sometimes known, after his appearance in certain legends).

Although his Islander following has led him to be regarded in the Thyatian Empire as something of a provincial divinity, he is in fact one of the oldest Immortals, and may never have been a mortal being. He is a wily trickster, and many a tale describes his pranks played on other Immortals. His goal in Immortality is to shake up the lives of the complacent, make the pompous look silly, to shatter illusions, to reward the clever and self-sufficient and (this above all) the thoughtful.

His activities may seem random and meaningless, but they are in fact directed toward the stimulation of thought. Many other Immortals, particularly the younger ones (to Korotiku's perspective, which may mean millenia old), fail to grasp the intention and subtlety of Korotiku's activities. The problem with forcing people to think by deceiving and tricking them is that they may never stop thinking, as it were; they will be forever skeptical, or at least ready to lay blame on the person who first tricked them. This may lead to misunderstanding, as in this adventure, when evil mischief is mistaken for the Spider's doing.

Evil mischief, of course, is the province of Lokar, Korotiku's enemy. The common ground of mischief-causing is an impassable rift, as Lokar's tricks are motivated by hate and malice.

Korotiku is a Chaotic (but not evil) Immortal of the Sphere of Thought. His worshippers and clerics may be of any alignment. His symbol is a black spider silhouette.

Loki

Lokar, Farbautides

Thoroughly wicked, Loki represents the dark aspects of trickery: deception, betrayal, lies, and so forth. He is known in the Hollow World as "Lokar"; we have used that name for him in this module because his important worshipper and instrument here, Wastoure, hails from the interior realms. Lokar is also known as Loki (in the Northern Reaches) and as Farbautides (on the Isle of Dawn and other scattered locales in the Empire of Thyatis).

In the past, Loki has largely confined his attention to the Northern Reaches (see GAZ 7, *The Northern Reaches*). In his outcast devotee, Wastoure, however, he saw a delightful opportunity to sow discord among the Thyatians. Perhaps his activities and meddling are all the more malicious because he has no real serious plan or objective. He just desires to cause trouble for its own sake.

Loki has very few followers, and he does not actively seek any of them.

Rather, certain people, especially thieves, trouble-makers, and social outcasts, are drawn to him. They admire his spirit and freedom, and hope that he will use them as a vehicle for his trickery, rather than an object thereof.

The weaknesses in Loki's perspective should be fairly obvious. In him treachery is so rife, deception so prevalent, and trickery so ubiquitous, that the Immortal can acknowledge no real purpose in anything. In the end he worships his own mischief-making, and strives to increase it infinitely. Success in this would be self-defeating, however, because he would no longer have anyone to deceive or betray. So in a sense, Loki (and his admiring followers and imitators) deceives and betrays only himself, and leads a profoundly hollow existence.

Loki is a Chaotic of the Sphere of Entropy. His worshippers in general may be Chaotic or Neutral, while his clerics must be Chaotic in alignment. Loki's symbol is a beautiful drinking-goblet filled with noxious, bubbling liquid.

Tarastia

It is not widely known, but Tarastia was in fact a prominent Thyatian woman, the Empress Valentia "the Justiciar." This extraordinary woman, widow of the first Emperor, seized control of Thyatis after his death. A brilliant politician, she managed to keep hold of the Empire and lay the stabilizing legal groundwork that has been the empire's foundation for a millenium since.

Retribution is the key word for understanding Tarastia. The old adage, "an eye for an eye, a tooth for a tooth," is the sort of thing she would advise: She holds that one should avenge wrongs, but the vengeance should not exceed the original wrong. Exactly where to draw the line between just and excessive vengeance is a delicate judgment, however, and one of the themes of this adventure.

Those who are in pursuit of justice may receive subtle—or even overt, if the matter is of enough importance—guidance or clues from this Immortal.

Tarastia is a Lawful Immortal of the Sphere of Energy. Her lay worshippers

may be of any alignment, but her clerics must be Lawful. Her symbol is a black headsman's axe.

Vanya

Thyatis is of particular interest to Vanya, for she was a warrior-princess among the Thyatians' ancestors. She is now their patroness of War and Conquerors. She considers warfare and conquest as the foremost influences on the development of human history and culture. War is a trial, a test of peoples' strength and resolve, and the instigator of progress; and conquest brings about the mingling of people and ideas, the fusion the generates new combinations of old elements.

Vanya is the perfect example of the person who lives in great leaps and bites. In life she threw herself unquestioningly into wars, quests, challenges and relationships, and as an Immortal she is fondest of heroes who live as she lived.

There is of course less positive sides of Vanya's attributes. War can strengthen, but it carries much destruction, and if it goes too long the scars will far outweigh the growth. Conquest may lead to vital synthesis, but it can also lead to oppression, slavery, and chauvinism. Finally, by living too intensely, by not stepping back to reflect on occasion, one is dangerously susceptible to deception. All of these are the dangers that Thyatis faces in the adventure: Will the Legion become not the defender, but the destroyer of Thyatian society? Will the Thyatian conquests of lesser states lead to exciting synthesis, or bring ethnic division and oppression of minorities? And finally, will unquestioning reaction play exactly into the deceiving plots of Loki and Wastoure?

Vanya is a Neutral Immortal of the Sphere of Time. Her worshippers and clerics may be of any any alignment. Her symbol is a vertical lance with two horizontal short swords, crossed, above it.

Appendix IV: Armies of Thyatis

Armies of Thyatis

The exact strength of the armies of Thyatis is a closely guarded secret. In fact, the Thyatian regular forces continually change their bases and assignments to foil the activities of enemy spies. Thus, the following notes on strengths and organizations of Thyatian units should be considered only a rough guideline to the organization of the Thyatian army.

A typical Thyatian Legion is made up of four to six cohorts of roughly 800 men. The exact number of cohorts depends on the Legion's posting and assignment, but is usually four cohorts and a command cohort. The cohort is divided into eight *centuries* of 100 men, subdivided into ten squads of 10 1st level fighters, led by a 3rd level sergeant. The century is led by a 4th level *centurion*, and the cohort is commanded by a 9th level *tribune*, assisted by one 7th level and one 6th level staff officer. The cohort usually has four to five centuries of heavy footmen in chain mail armed with throwing spears and swords, one or two centuries of lightly armored infantry trained in flanking tactics, and two centuries of archers who maneuver in close formation.

The cohort is the basic army unit. In open combat, the heavy infantry usually attacks frontally, with the archers providing overhead fire from the back ranks. Once the enemy is locked in melee, the light infantry assaults from the flanks. Much more rarely, centuries of the same type of troop are removed from the parent cohort and brigaded together, and sometimes individual centuries might be detached for special assignments.

Type of Unit: Imperial Cohort
Troop Class: Good; BR 112; BFR 94
Weapons: Throwing spear, sword.
About 25% are armed with bows;
up to 25% are fast-moving light infantry trained in flanking tactics.

Each Legion has a special cohort, called the Command Cohort. It is the administrative center of the Legion, and contains all of its special troops. The Command Cohort is usually broken up during combat to provide a variety of

supporting activities, but normally its elements are held as Legion reserves or flanking forces to be committed at the decisive moment. The Command Cohort has the following elements:

Legion Cavalry: This is a unit of 200-300 medium cavalry wearing chain mail and armed with lances and bows (they prefer to use the lances). They have one sergeant (F4) for every forty horse, and are led by an 8th level officer with a 6th level aide. A squad or two is usually detached from this force to provide a personal escort for the commanding prefect.

Elite Infantry: Four cohorts of elite veterans, with forty sergeants (F3), four centurions (L4), a senior tribune (F9), and his aide (F7). This unit carries the Legion standard. In the absence of the prefect, the senior tribune customarily commands the Legion.

Foresters: These are the elite scouts of the Legion, usually 100 elves. They have one 3rd level sergeant per 20 men, one 4th level deputy, and an 8th level commander.

Pioneers: These are two centuries of light infantry who perform light construction work and guard the Legion's camp. The twenty sergeants (F3) have artillery training, and the two centurions (F4) and commander (F6) have artillery or engineer training.

Medical Corps: Each Legion has a century of clerics from the Wings of Vanya or other clerical orders. A typical corps would include eighty adepts (C2), four curates (C5), and a high priest (C9). Twenty acolytes do the menial labor.

Type of Unit: Command Cohort
Troop Class: Excellent; BR 121;
BFR 101
Weapons: Various. Elite infantry as legionnaires. Cavalry have lance and bow. Foresters and pioneers as light infantry.

Each Legion is commanded by a Prefect, a senator of Thyatis. When he commands, his leadership bonus is used instead of that of the senior Tribune.

A typical Thyatian expeditionary

force will be built around two to four Legions, plus whatever auxiliary forces are called up by the local nobility. The latter can be practically non-existent to almost again as strong as the regular army core. Usually such allies are 20-40% of the army's strength, although in some frontier areas the proportion of auxiliaries will be much higher.

In the field, a Legion can march about 24 miles per day, 16 if a fortified camp is set up at the end of the day. When moving through enemy territory, the materials for construction of a wooden palisade for the camp are carried by the legionnaires.

In addition to the regular field army, Thyatis has a force of 6-10 reserve Legions, which recruit and train new legionnaires. In addition to training, these forces also provide local security. Reserve Legions can be quickly raised in the event of an invasion or major reverse in the field, and their quality is almost as good as the regular Legions.

In time of great peril, Thyatis can also form militia cohorts. These are masses of drilled heavy spearmen, with no archers, light infantry. If formed into militia legions, they will have only normal spearmen in their command cohort, with perhaps some cavalry.

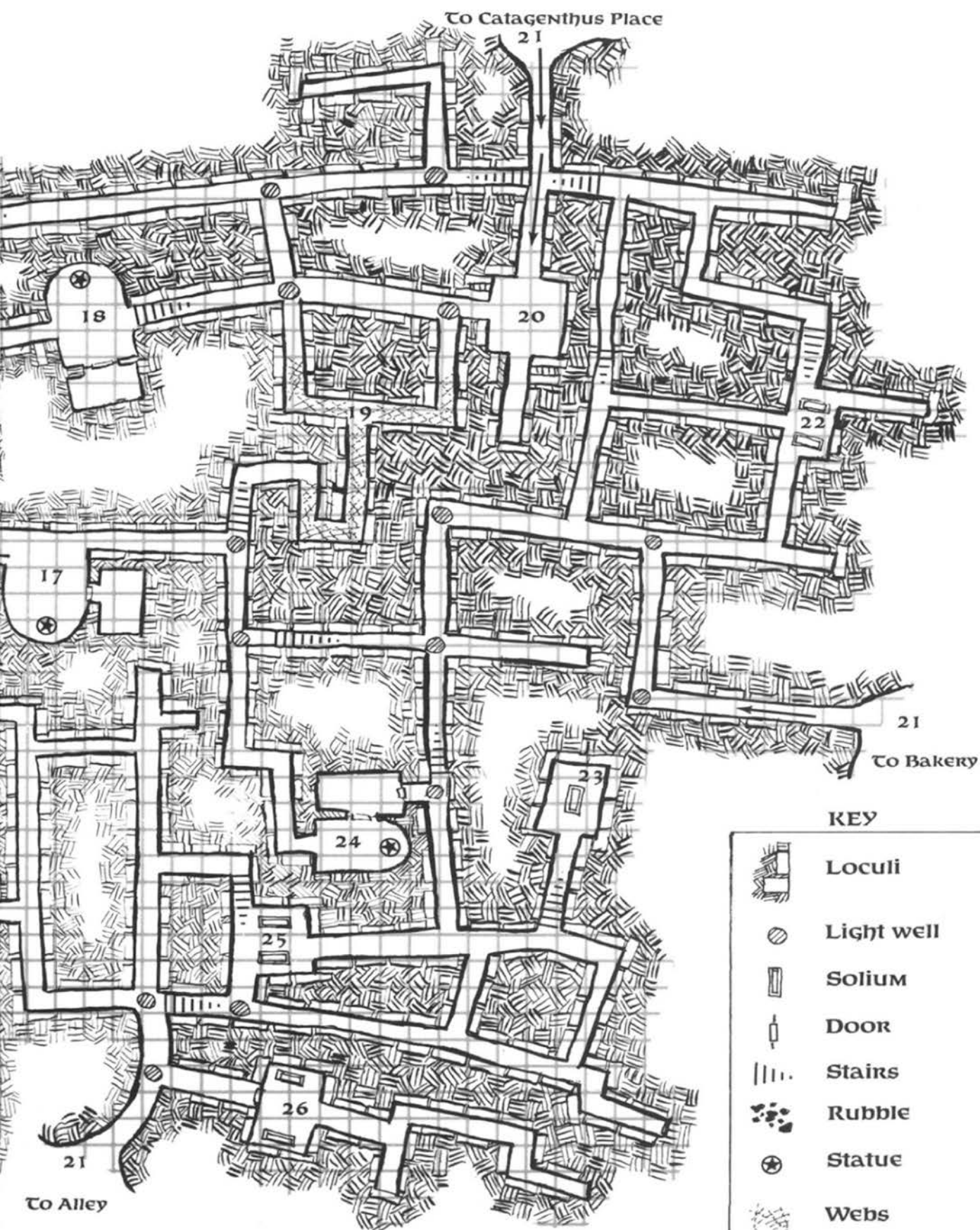
Finally, the Emperor's Hattian Cohort and Kerendan Cavalry should be mentioned. The first is a cohort of 600 heavy infantry and 200 archers (F3) organized in the usual way. However, all the officers are one level higher than in other units. The Kerendan cavalry has 500 troopers (F3) on heavy war horses. All of the officers are on level higher than in other units. Both units are under the personal command of the Emperor.

Type of Unit: Hattian Cohort
Troop Class: Excellent; BR 150;
BFR 124
Weapons: Throwing spear, sword;
25% bows

Type of Unit: Kerendan Cavalry
Troop Class: Excellent; BR 189;
BFR 124
Weapons: Lance and bow.

Map #2: The Catacombs





KEY



Loculi



Light well



Solium



Door



Stairs



Rubble



Statue



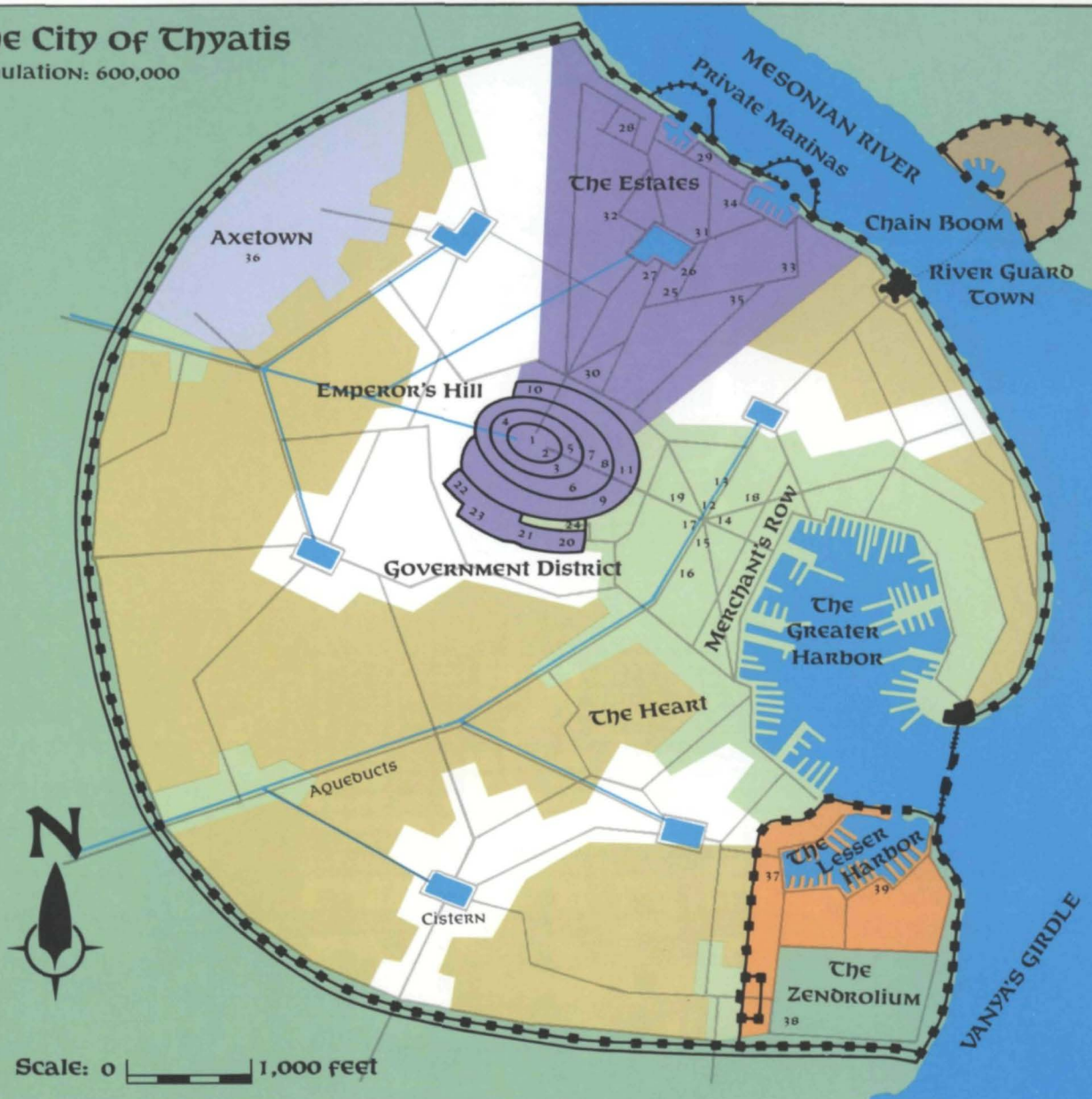
Webs



Sloping up
passage

The City of Thyatis

Population: 600,000



Key to Thyatis City

- | | |
|--|---|
| 1. Emperor's Palace | 21. Ministerial Buildings |
| 2. Palace Walls | 22. Ambassador's Way |
| 3. Hightop District | 23. Government District Walls |
| 4. Anaxibus' Estate | 24. Government Market (Leechtown) |
| 5. Hightop District Walls | 25. High Temple of Vanya |
| 6. Streets of Gold District | 26. Warriors Guildhall (Brotherhood of the Grey Lady) |
| 7. Canolocarius Estate | 27. Monastic Estate (Wings of Vanya) |
| 8. Street of Gold District Walls | 28. Knights of the Air Enclave |
| 9. Silverlight District | 29. Poetic Recital Hall |
| 10. Valinor's Estate | 30. Storm Soldiers Enclave |
| 11. Silverlight District Walls | 31. Temple of Asterius (Free Market) |
| 12. The Coliseum | 32. Temple of Valerias |
| 13. Great Guildhall (Order of the Sands) | 33. The Park (Forester's Enclave) |
| 14. The Baths | 34. Church of Tarastia |
| 15. The Great Imperial Library | 35. Warriors Guildhall (Sisterhood of the Sword) |
| 16. The Collegium Arcanum | 36. Shadow-Hand Thieves' Guild |
| 17. The Gabionus Theatre | 37. Fort Zendrolium |
| 18. Club Row | 38. Retebius Air Fleet Enclave |
| 19. The Imperial Bakeries | 39. Blackrock Prison |
| 20. The Senate Building | |



Official Game Adventure

Legions of Thyatis

by John Nephew



REVOLT OF THE GLADIATORS!

The corrupt Thyatian senator, *Helenites Osteropolus*, his latest scheme smashed by the adventurers and their gladiator allies, hatches a new plot to destroy the influence of the Order of the Sands (even, perhaps, to attack the Emperor himself!). Yet greater dangers lie ahead. If his plot succeeds, it will remove the guardians that protect the city from the creatures that lurk in the caverns and catacombs below. Can the players block his gambit? Will the wheels of justice grind small, or will the greasy palm of political corruption reach out and save the senator once again? YOU decide, in the chaotic swirl of the Thyatian capital's politics.

This module is designed especially for the DM who wants to sharpen his interactive skills.

- Recommended for four to six characters, levels 3-4
- Includes map of a realistic catacomb complex below Thyatis City
- Unique role playing climax tests players' integrity and skill
- New information on the military Legions of Thyatis.

This module is a stand-alone sequel to *DDA1 Arena of Thyatis*.

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