

THE BATHS OF LONDINIUM

Alt -2, 8, Ring Station, Status: Locked: Level 1

Dominant Language: Brythonic (British Celtic) with heavy Latin influence.

Available team vehicles: Bicycles and the MRM-30A, diesel APC, amphibious

Weapons: XM8 Carbine or PDW, Glock 27, Survival Knife

Budget: ~~100,000 €~~ (\$112,500)

~~PREAMBLE~~INTRODUCTION

The IDET team's mission is to investigate the alternate world tagged with the identification of "Alternate -2, 8". A previous scouting of the world didn't find any high technology in use, but that the dominant language of the region was a heavily Latin-influenced Celtic: British Celtic, Brythonic. UNIDA decides to further investigate this world. The team's task was to investigate this world and find out who and what is there.

The team also has the Muscovy ~~diesel~~ APC, (MRM-30A), which they have been using on and off for the past couple of trips. ~~It was used on the initial scouting mission to this world. The players can outfit their Muscovy with whatever they can buy with their budget and personal wealth.~~

SCOUTING MISSION 1

A month ago, a different IDE team unlocked the portal and found that the ring portal was in a cavern. The exit to the cavern was blocked by a cave-in, but it was easily cleared with a little grunt work. Outside the cavern, the tunnel led to an underground river, too deep and too swift to ford on foot, but the Muscovy is watertight, so the team used it to ford the stream to the outside world. The team set up near the exit of the underground river and this where the initial scouting was done. No radio, television, or other EM transmissions were detected. The air sample showed that coal was being burned, but not in industrial quantities. No chemical signatures of modern industry were found in air or soil samples. But from their location, they could see cultivated fields and farm buildings of sorts. Photographs matched reconstructions of Roman occupation era buildings in Europe.

A language recording was made from team members who recited a number of words and words such as computer, radio, nuclear did not have local equivalents, but Latin and Greek versions of other words were present. There were words for muskets, canon, and gunpowder, but not for rifle, pistols, or machinegun. The language was determined to be a heavily Latin influenced version of the Celtic Brythonic, and that the current technology level was between 11th and 14th century Prime. The team returned to the platform, locked the portal, and returned to Hatsumi to report on their findings.

SCOUTING MISSION 2

UNIDA decided that Alt -2, 8, is worthy of a more in depth investigation. Especially as the Roman influence to the language and the visible architecture, lead a couple of experts, Drs. Josephs and Kline, to speculate that this world may have a

longer lasting, more stable version of Rome on this world. Geographical details indicate that the location might be near the Thames and the city of Londinium. Chemical analysis of the river water collected by the other team indicated that it was from the River Peck.

The heroes' team is outfitted with a variety of period clothing, mostly tunics, breeches, and dresses appropriate for Roman era occupation and post Roman occupation of England. The clothing was obtained from the wardrobe departments of several television series and movies. The team is also provided with 1/2 pound of gold slugs (40 in total) and 5 pounds of silver slugs (500 in total). Total buying power in terms of dollars, roughly \$10,000 in silver and \$20,000 in gold. (The gold is valued at \$8,800 in Prime dollars, and the silver at \$1,360).

They have a portable coin minter, and a system to create the necessary dies from scans taken from at least a dozen coins with the same faces. Then they can use the machine to mint as much coinage as they need. The minter runs off of the Moskovi's generator, so it has to be off the Fringe platform to operate. No one will admit where the portable minter came from, but some of the parts are marked in Cyrillic characters.

Along with the minter, they have the laptop, and XM8 rifles in either the carbine or the PDW configuration for each team member, with sufficient ammunition for each. These are to be left in the Moskovi. The team is allowed to carry their personal sidearm and their survival knife.

They can request any special equipment under 100,000 € in price. They will be encouraged to stay "in period" for any vehicle request, though if they want a Bayliner motorboat, with 250HP engines, they'll see what they can do. Period boats are available, or can be manufactured during the month they are in training for this mission. They can get one period boat big enough to hold the team while they are in training.

The mission objectives in order of precedence are:

- 1. Gather information on this world.**
- 2. Locate any Fringeworthy on this world.**
- 3. Determine if the local Fringeworthy can be contacted and used as a local source of information and initiate contact with the local Fringeworthy.**
- 4. Determine if contact with the local government is advisable and initiate first contact.**
- 5. Return safely to Hatsumi base.**

SCENE 1

The team returns to the -2 Alternate platform and enters the 8 o'clock portal. The cavern is just as the previous team had left it, no noticeable changes or out of place items. They can choose to leave the Moskovi in the cavern, or drive it out down the channel as was done before. In any case, the legionnaire stationed at the mouth of the underground river will hear the engine noise and send out the alert.

If the team boats down the Peck, they will easily evade the legionnaires and arrive in Londinium in under an hour. As they tie up their boat and bargain over the moorage rates, they will see a centurion (60 legionnaires) towing their Moskovi down the Peck and to a Londinium boat landing. With a lot of work, they will get it on dry land and then haul it off to Cripplegate Camp.

One of the people on the dock will remark, "They found the iron wagon by Jove!" if questioned, they will say, "The iron wagon? It showed up about a month ago and some odd people came out of it. It stayed for a while before heading back up the Peck into the Mouth of Hades hidden inside the hill.

If the team was smart enough to take some of their silver and gold stores with them, they can try and find a moneylender to exchange the silver slugs 1 for 1 for denarii, 1 slug for 4 sestertii, or 1 slug for 16 copper asses. A gold slug will trade for 25 denarii, 100 sestertii, or 400 asses. Most prices are in asses or sestertii.

Finding a moneylender will be easy. A twenty something young man, by the name of Spurius Blandius will offer to show them to an honest moneylender for a small fee of a couple of sestertii. He will bargain for a decent price. But no more than four sestertii and he will accept as low 10 asses. He say goodbye to his mates and lead the team off to the moneylenders.

SCENE 2

After the team leaves the moneychangers, Spurius Blandius will be waiting for them, along with his gang of thugs that will try to ambush the players further down the street or in an alleyway. Spurius Blandius is a local leader of a gang of rough and tumble types. They are always on the lookout for some likely marks. And the team looked like likely marks. They work more on intimidation than on raw power. Only Spurius Blandius will push it too far. If Spurius Blandius is taken down, the rest will run. If they spare Spurius Blandius' life, later on they will be treated better than if they kill him.

If the team tries to intimidate the thugs with a pistol, the thugs will think it's some sort of tool or bit of metal. If they fire the pistol, that will shock the thugs, but their natural reaction will be "He's got is shot off, rush him before he can reload." It's when the character gets second shot off, *without reloading*, will the thugs turn tail and run for it.

NPCs: Spurius Blandius Buteo is a henchman armed with a knife, & 1 thug armed with a cudgel for every player character.

SCENE 3

After they deal with Spurius Blandius and his boys, they find themselves in South Londinium, the warehouse and docks district. First thing they realize is that the clothing UNIDA provided them is inappropriate. There was no time for UNIDA to fabricate authentic clothing, so they sought and received clothing from television shows set in the Roman era.

However, while there are several makers of cloth and clothing, there is no such thing as "off the rack" clothing in Londinium. But, there are shops that sell used clothing. They can trade their existing clothing for used clothing with no problem. In fact, the shopkeepers will remark how well made the team's clothing is. They will comment on how tight the weave is in the cloth, how fine the fabric is, especially the fabric that's made from polyester fibers. The proprietor will offer to modify their clothing so that is more "modern" in styling and fit for a reasonable price. About a sestertius per article of clothing.

After they change their clothes, they will need to find a place stay the night and plan their next actions. They need to make a Streetwise roll. If they fail the roll, they find a really nasty looking place, with even nastier looking clientele. A passerby will suggest that they go elsewhere. He'll recommend The Freeman Inn.

If they make their Streetwise roll, they find Gaius Vitruvius Cervesarius' tavern, the Freeman Inn. Gaius Vitruvius will comment on the fact that the non-white members of the team speak Brythonic like a native. Most notably, the PC with the crystal gets a "twinge" every time Vitruvius gets within 10 feet of him.

The Freeman Inn is a two-story building, 14" by 14" in size. The tavern portion is 5" wide, by 12" long. There are several tables set about and three booths 2" by 2" in size and can seat 6 people comfortably, with a modicum of privacy.

The rest of the inn is given over to multiple rooms, 6 rooms on the ground floor, and 10 rooms on the second floor. Most of the rooms have three or four beds apiece and they are typically either 4" by 4" or 3" by 4" in size. There's one set of toilets on the ground floor and one set of toilets on the second floor. Running water continuously flushes them and there is no privacy. Each room consists of 2" bench with four holes in it. There are two spongia, (a sponge on a stick) per toilet room and a running water basin to rinse the spongia in between uses. There is no door to this room, and folks will walk in, talking and waiting their turn. For the men, there is a group urinal.

The Twinge

The first time the player gets the "twinge", he or she will think they know Gaius Vitruvius. There is something about him that's familiar, but they can't place it. Of course it's impossible, there is no way they could know him... Right?

The second time, this feeling is stronger that he's someone the PC should know. But try as they might, they can't remember ever meeting him before.

The third a final time, the thrill of feeling the crystal key passes through their body, as the crystal key amps up the "twinge". If that doesn't work, have them make a Notice roll with a 2 TN.

At anytime the PC with the crystal key walks up to Gaius Vitruvius with the crystal key in their hand, it will let them know that a Fringeworthy person is within 10 feet of them. Dropping the crystal key in his hand will send a thrill through him and it will pulse peacefully, satisfied in a job well done.

A New Friend?

It's up to the team as to whether or not they take Gaius Vitruvius into their confidence. He, however, will sit down with them and pour them a cervisia. He will note how the team is, well, different. They all have the bearing of Roman nobles, but only a couple of them could possibly be such.

He will then venture that they are very rich, just "slumming" in this part of Londinium. That, or they are members of the "Night Watch" or the "Vigilis Nox", the Imperial secret police.

Depending on how the players react to the name, Gaius Vitruvius will react in one of two ways:

If they react with ignorance, he will look at them like they are from Mars. Everyone knows about the Vigilis Nox. They are the Imperial secret police and have carte blanche to haul you off to some gaol for “questioning” and when you come back, if you come back, you are almost always a broken man or woman. Luckily, the Vigilis Nox is not directly involved in this adventure. (Most of what’s known about the Vigilis Nox is propaganda created by them. Most folks who are taken in for questioning voluntarily talk out of fear. They don’t use torture; they use psychological techniques to get people to talk openly. They are quite pleasant and only kill when they view you as a direct threat to the Empire. Then heaven help you.)

If the players try to fake knowing what or who the Vigilis Nox is, he will think that they are Vigilis Nox agents operating undercover and treat them very well, answering any questions they put to him like his life depended on it. Which means, he’ll lie, distort and outright make up things, just to make sure he stays on their good side.

If the players take him into their confidence, he will be flustered and flabbergasted. “Other Earths? There’s only one Earth?” He’ll suffer a minor bout of Alter Shock and then recover.

At this point, the players may ask him to help them recover their vehicle. He’ll sigh and say “Not bloody likely. I’m just a brewer and innkeeper. I’m not a thief. Your iron wagon is in the hands of the Legion in the Cripple Gate Camp. Unless you’re planning to lay siege to the camp, no one is going to be getting at your vehicle.” However, there are some folks that might be able to help. It will take him a bit to let them know that their skills are needed, but he’ll see what he can do.

He then tells the players that the local populace already knew about them. The River Peck enters the outside world at a base of a hill, on top of which is a villa and farm. The farmer heard their vehicle exit the mouth of the cave and observed the Moskovi the first time they appeared. By the time he gathered his wits about himself, he was too late in getting word to the Legion. But they found tracks from the Moskovi and sent a squad into the dark of the underground river to see where it came from. They found the Ring Station and the tracks leading into it. Watchers were posted near the underground river’s exit and when they returned, the Legion was quickly notified. It was by the grace of Jupiter that the team wasn’t there when the legionnaires arrived.

After several pitchers of cervisia and at least one meal of fish stew and bread, he will bid them good night. He has room enough to put the females of the party in one room and the males in the other and thinks that the players are perverts if they want to be in one room. The rooms are on the second floor of the inn.

The Next Day

At this point, the team has to decide on their plan of action:

- Retrieve the Moskovi from the Legion.
- Continue with their mission and gather information on the locals.
- Contact the authorities and establish diplomatic relations.
- All of the above.

- Something else.

The Vigilis Nox, while not actively looking for the team, will not turn a blind eye to anyone posing as them. An agent will observe the team and unless they pull out some bit of high tech, they will be written off as some locals pulling a scam, and that a “scare” will be needed to put things “right”. The scare will be a visit from a Vigilis Nox agent in the middle of the night, informing them to stop what they are doing, or they will be hauled in before a magistrate and convicted of impersonating agents of the Imperial Inquisition. The agent is dressed all in gray and is wearing chain under a gray tunic.

If they threaten him, he will remind them that if he knows where they are, the rest of the Vigilis Nox knows where they are, and that’s all he’ll say. Threatening him doesn’t work, he is quite confident that he can get out of the room before the characters can do anything to stop him. This may not be the case, if a character pulls a gun and shoots him, but still, he’ll try to get out of the room by going through the window and making his escape that way.

Retrieve the Moskovi

Retrieving the Moskovi is a nearly impossible task on the surface: It’s inside a large Roman Legionnaire fortress, the Cripplegate Camp. It holds a full legion in reserve to the other two legions that are deployed to the north of Britannia. It is a star fort, laid out to protect the camp and the walled portion of Londinium. Inside its walls is a full legion, some 5,200 men and their auxiliaries train and ready themselves for duty in the north against the Picts. In this world, Rome has conquered the length and breadth of the British Isles. The Picts are nominally under Roman rule, but there are uprisings every so often and the three legions stationed in Britannia have to put them down.

For the past 4 years, the Legio XV Æthiopia has been stationed in Londinium, waiting on their next deployment north. Prior to this, they had served 5 years in Rome as the imperial guard. This legion had originally been raised in Æthiopia and was responsible for the pacification of several African tribes. The Legio XV is led by Titus Justus Æthiopicus, an African Prince who served as a tribune in Legio X Africanus before raising the Legio XV at the blessing of the previous emperor.

To be blunt, they are not the crack legionnaires that they used to be. 9 years of barracks duty, along with 40% change in personnel, has taken the edge off the Legio XV. So while they look deadly dangerous in their battle armor, they have gotten lackadaisical in their security and tend to hold parties and invite civilians inside the camp.

Now, with the capture of the “iron war wagon”, and the possibility of a visit by the Emperor himself, centurions are cracking the whip and getting the troops into line. This doesn’t mean that there won’t be any parties in the next two weeks waiting on the arrival of the Emperor, it’s just that they will be a bit more on the QT. So it might be possible for the team to wrangle an invite to a party.

Another way to gain entry to Cripplegate Camp is through the tradesmen entrance. The legion’s quartermaster offices are outside the camp and are the domain of Tribune Gaius Julius Caesar. Gaius Julius is related to his ancestor, but any questions about a man 1,500 years dead won’t get any useful answers.

The Quartermaster Office procures supplies for the legion and establishes contracts from local tradesmen, farmers, weavers, etc. to keep the legion well supplied. It is not unusual for a local supplier to approach the Quartermaster Office to provide services and or goods.

The players can try to gain access to the camp through the quartermaster offices by posing either as a supplier or as representatives of Gaius Vitruvius. Convincing the quartermasters will require a successful persuasion roll versus a target number of 6. Depending on the story they used, they will either have to deliver the goods or services to the camp, or they will have to make an early morning delivery of cervisia.

Continue with their mission and gather information on the locals

If they choose to continue on with their mission, they will observe and take notes on the locals and in general learn a lot about Roman society in Londinium. Depending on how much money they brought with them, they may have to find a job of some sort to make ends meet. This is where their individual talents will save the day as they try to use them in the Londinium marketplace.

There is always a need for the following: Artists, Singers, Actors, and Painters. There are many rich patrons, including Justus Æthiopicus and Julius Caesar. Getting employment with one of these two or both of them will place the characters in a unique position to find out more about the Roman Legions than any place else. These jobs either pay a sestertius a day, or a lump sum when the job is complete. A talented painter can make up to 20 sestertii for a decent painting. On a raise for a successful Craft (painting) roll, they can make an additional 15 sestertii.

Other jobs include day laborers, dockworkers, and other tough, grueling work. Slaves perform most of the nastiest jobs, but a freeman can find work doing some dirty jobs. These pay only 8 asses a day, at best.

Carpenters are always in demand, making 12 asses a day, up to sestertii a day if they roll a raise on their Craft (carpenter) or Craft (woodworking) roll. Furniture makers will only make a good living if they stick to current styles and types of furniture. If it doesn't look like what the Julias have, then they won't have it. But if they do a good job, they can make 15 sestertii per piece, and an additional 5 sestertii on a raise on their Craft (furniture) roll. Cost of materials will range between 2 sestertii to 10 sestertii for the finest woods and material.

Contact the authorities and establish diplomatic relations

Contacting the authorities can be tricky. The concept of alternate worlds is a hard one for folks who still haven't discovered that the lights in the sky are planets, stars and that the Earth revolves around the Sun, not the other way around.

The other tricky bit is that they arrived in a war wagon. The Romans will make short work of the locks on the XM8s and they will look at wonder at the other high tech items in the Moskov. They will learn how to use the XM8s and think dark thoughts over any of the remaining silver and gold slugs that the team left behind. They are the right size for minting coins.

In any case, the team will have to research the local government and who should be contacted first. The Emperor's visit is not generally known, and would only come up in conversation with certain individuals.

The city is nominally under civilian rule; the city council is made up of 12 elected councilors. Currently, the Londinium City Council is led by Secundus Equitius Priscillian, a landed noble who does not live in the city at all, instead lives in a large villa outside the city.

The next important government representative is the Imperial Procurator, Numerius Inventius Caesar, no relation to Julius Caesar. His job is to oversee the city finances and tax collection. He may be on the take, but so far, no evidence has ever been found to prove this.

The final individual in the civilian branch of government is the Provincial Governor, Gnaeus Stertinius Bestia. For various reasons, Londinium is not the provincial capital. Instead Camulodunum is the seat of government. (Camulodunum is modern Colchester, in Essex in the UK.) He is both the supreme civilian authority and is in charge of the three Roman Legions stationed in Britannia. He will be notified that the iron war wagon was retrieved and is in the Legion's hands.

On the military side, is Titus Justus Æthiopicus, Legate of the Legio XV Æthiopia and Gaius Julius Caesar, First Tribune of the Legio XV Æthiopia. Both men are well placed, and both are on a praenomen basis with the Emperor.

Contacting any of these people will not be easy. The team will have to find a way to let them know that they are foreigners on Roman soil and that they represent a foreign power. If they ask around, a normal Streetwise roll, they will find out that they will have to send a gift to the individuals that they want to speak to. Then they will have to hold a party. However, that party will have to beis Titus Justus Æthiopicus, Legate of the Legio XV Æthiopia and Gaius Julius Caesar, First Tribune of the Legio XV Æthiopia. Both men are well placed, and both are on a praenomen basis with the Emperor. equal in its extravagance as the rank of the person being invited. A party for a city councilman would cost about 100 denarii, and could be held in the Freeman Inn. A party for the governor would cost at the very least 1,000 denarii, and must be held in a villa or a set of noble apartments in town. Such a party would use up half of the team's gold supply to pay for everything.

For the military leaders, a party for Julius Caesar would run about 150 to 200 denarii. A party for Titus Justus would cost about 300 denarii. Both would require a villa or a fine set of apartments for the party.

If they go this route, they will need a solicitor to make the arrangements. Gaius Vitruvius' own solicitor, one Lucius Metilius Severlinus, will gladly assist for 5% the cost of the party. (On a successful Streetwise roll, the percentage drops to 4%, on a raise, to 2.5%, but he will want to attend the party.) He will find the team a villa at a low cost on the outskirts of Londinium. That they happened to belong to a client of his who was in arrears is just a coincidence.

The villa belongs to Sextus Aurelius Aurelius and his lovely wife, Aurelia Aurelia Milvia. They have 100 slaves working in the fields and another 8 for the household. But of course, 8 slaves will not be enough, decries Aurelia Aurelia, we must have more! They

will “rent” another dozen or so more slaves for the party. Aurelia Aurelia will insist on picking the entertainment, the dishes, even where everyone will lounge when the meal is served. Think of Aurelia Aurelia as a Roman version of Millicent Bucket of the British TV show *Keeping Up Appearances*.

In truth, the Aurelii are farmers, not nobles, but Aurelia Aurelia is putting on airs and wants an in on Roman society. Her husband is happy to be a farmer, but not his wife. Sextus Aurelius is henpecked and will do and spend whatever his wife demands. Figure that the Aurelii will add another 200 denarii to the value of the party out of their own pockets. They are out to make an impression.

The party will go off without a hitch. (Except for the incident with Aurelia Aurelia's sister showing up with her husband, both of who Aurelia Aurelia consider to be bumpkins. It's a minor issue and the guest of honor graciously invites them in to the party, forcing Aurelia Aurelia to swallow her pride and admit familial relationship to her sister.)

It's during the party that the announcement of the Emperor's impending visit will be revealed. This will cause much consternation amongst the assembled guests. The last time an Emperor visited Britannia was a hundred years ago.

Once this party is out of the way, negotiations will begin in earnest. The Romans will want to keep the Moskovi and the weapons, but can be convinced to release the vehicle, as long as they can keep the advanced weaponry.

OPTIONAL SCENE 4

Enter Flavius

Flavius Varius Falx, both a local mob boss born in Italia, and disciple of Jesus of Nazareth, a Nazarene. After Spurius Blandius was taken down, his agents found and then followed the players. There were several and they traded off following them to help hide the fact the players were being tailed.

He will arrange an “accidental” meeting with the team. Either he bumps into them in the market or, more likely, pull up in a horse drawn carriage and offer them a ride. He will be very impressed with how the team dealt with Spurius Blandius, and will offer to make them a deal.

Additionally, if one of the players has crystal key on their person, they will feel that they know him. Yes, Flavius Varius Falx is Fringeworthy. How the players will deal with that is up to them. But if they try to talk to each other in anything other than the local tongue, Flavius will “dissuade” them.

Flavius thinks that perhaps they are Atlanteans, survivors of the great cataclysm so long ago. There are seafarer tales of far off lands across the great ocean. Perhaps they are from there. Using a magic gate to travel from their colonies to find out what happened to Europa after their departure.

He is more than happy to help them retrieve their property. For a price. He wants his own magic muskets. Muskets that can fire bullets without flint and fling them like a stream of water from a fountain. For a hundred magic muskets and sufficient ammunition for them, he will gladly help them return to Atlantis.

His plan is simple, Legionnaires like to drink cervisia and Gaius Vitruvius has lots of that. 6 barrels on a wagon, and with one of his men in the camp forging an order for the cervisia, they can enter the Cripplegate Camp and find their iron wagon. He can make sure that Gaius will provide them with the necessary cervisia barrels.

Once inside they can make their way to where their “iron war wagon” is kept and they can then escape with their vehicle. Flavius will meet them at the Freeman Inn and they can make arrangements for the magic muskets.

If the team has already met and talked to Titus Justus or Julius Caesar, they can easily report meeting with Flavius, and the Vigilis Nox will deal with Flavius, as he is a wanted man. Otherwise go to Scene 5 and play out the scenario that way.

SCENE 5

Cripplegate Camp

After loading up the wagon with 6 barrels of cervisia, the group heads across the Londinium Bridge and into the city proper. The camp is actually a fort, and it’s a star fort. That’s an important distinction. Cannon are quite visible, but don’t look like cannon that the players are familiar with. The gate guards accept the forged order for the cervisia, and let the wagon in.

The camp is laid out in a logical grid, with each century housed in separate barracks. A section of the camp is dedicated to firearms training and that’s where the Moskovi is parked.

After they deliver the cervisia to the stores nearest the firing range, Flavius’ man will provide them with an excuse to move about the camp and to make their way to where their vehicle is.

Three men are puttering around the Moskovi, two Europeans and one African. They are dressed simply in tunics, breeches and they all wear swords. As soon as one of the players is visible or fails a stealth roll, the African will look up, hand on sword and ask them who they are.

If they attack, they will find that they made a big mistake. He is Titus Justus Æthiopicus, Legate of the Legio XV Æthiopia. He got to where he was because he is good and so are his two men at either side. One is his tribune, Gaius Julius Caesar; the other is the head of the Imperial Inquisition, AKA the Night Watch, Kaeso Modius Fortunatus. And second, he will raise an alarm, and many more legionnaires will arrive, some armed with muskets.

Titus Justus is a smart man and he is willing to negotiate with the team. He wants to understand where this vehicle and all the wonderful gear inside came from. He knows that it’s not of this Earth, he just doesn’t know that’s it’s from another Earth.

If the players try to con him, they will find that he’s a close listener and will question every detail of their story.

He is loath to lose the iron war wagon, especially after contacting the Emperor via signal towers. Emperor Tiberius Plinius Spartacus. The Emperor was in Gaul looking after some of his interests, and is only a week’s travel time to Londinium. But Kaeso

Modius will argue that this is chance to capture Flavius and his men. And that Flavius would not be above using Gaius Vitruvius and his family as hostages, and that they are Roman citizens and the legion must protect them.

Therefore, if the team is straight with Titus Justus and tell him about Flavius and his deal with them, he will hatch a plan, if the players are willing to let a few legionnaires to ride with them.

NPCs: Titus Justus Æthiopiachus, Gaius Julius Caesar, Kaeso Modius Fortunatus, 2 legionnaires per PC.

Beware of IDETs bearing gifts

Normally, a Moskovi has room for 7 passengers, but, if you don't mind standing with a square-jawed, broad shouldered Legionnaire, you can fit 12 people in the Moskovi.

Titus Justus stages a breakout. The IDET team, with their extra passengers, will drive out of the camp, under a hail of musket rounds and shouting legionnaires. Titus will follow them the best he can through Londinium, across the Londinium Bridge, into South Londinium.

Arriving at the inn, they will be presented with a problem: A barricade and armed men. Additionally, there is a cannon. Where Flavius got it will be a mystery, but he has one and has orders it to destroy the iron wagon if they do not surrender it to his men.

Flavius has wisely left the inn in his men's capable hands. His location will be unknown, unless someone uses the Locate Fringeworthy crystal key power. He will be at the edge of detection for a few moments, heading West.

The Moskovi has gun ports on both sides, four on each. None have a forward arc. There is a pintle mount for a machine gun, but there is only partial cover for anyone who pops up and fires from that position.

Because it takes a fraction of a second to fire the cannon, and if the Moskovi is moving at least at 10" speed, any driver with Ace, Alertness, or Combat Driver, can make a driving roll to dodge the cannon fire. On a success, the cannon ball grazes the side of the Moskovi, and on a raise, the cannon misses completely. Since only one man knows how to reload the cannon, it's a one shot weapon.

If they fail the roll, the cannon ball clips the end of the Moskovi and forces the driver to make an immediate control roll at -2. Rolling the Moskovi will definitely injure the passengers.

There are five men with the artillerist, armed with a musket each. In the inn, five more men watch from the windows, each armed with muskets. The family is tied up behind the bar. Gaius Vitruvius minor, (Son of Gaius Vitruvius), has secreted a knife on his person and will use it to cut himself free and use the bolt hole in the wine cellar to escape the building while the combat ensues outside. Gaius Vitruvius has a door in his wine cellar that opens on to the sewer. It's barred from the inside and the door was made of thick oak planks.

The five men outside will be behind cover (-3 to hit), taking a turn to aim at a target, before firing. The legionnaires will do the same, but they will fire en masse, draw their swords and engage the men in hand to hand combat. They will try to force the followers of Flavius to surrender, but these men are martyrs and will fight to the death if at all possible.

The men inside the Inn will try to provide cover fire and keep the team's and the legionnaires' heads down. They have hard cover, -4 to hit, and definitely will take a turn aiming. They will threaten to kill Gaius Vitruvius and his family unless the team turns over the iron wagon.

That will be Gaius Vitruvius minor's cue to pop out of sewer grating and let everyone know that there is another way in to the Inn other than the entrances. Sneaking in will require a distraction for those people sneaking in through the sewers.

Inside the Inn, the men are crouching by the windows, with a spare musket by their feet so that they can get more than one shot off at a time if they have to. Otherwise, they will spend time to reload their musket they just fired. If kept occupied, they will be inactive guards to actions within the Inn. The men inside are higher up the food chain in Flavius' organization, they plan to use the bolt hole to escape the situation if it turns bad, but they really want to get the Moskovi for their master. They will surrender if the team gets the drop on them.

NPCs: 5 thugs, one firing the cannon, 5 Henchmen with two muskets each.

WRAPPING IT UP

Titus Justus and his men arrive just after the action has finished and Gaius Vitruvius' family has been rescued. Titus Justus' men will take the surviving members of Flavius' henchmen into custody.

Then things can get ugly at this point. Titus Justus really doesn't want to give up the iron wagon, especially with the Emperor due for a visit. However, he says the decision is not up to him. It's up to the Emperor to decide. If they want to leave, they can, just not with the wagon. He knows that the wagon is beyond their ability to replicate, but the Emperor wants to see it and the fantastical weapons as well. He also wanted to meet with the owners of these devices.

If the team stays, they can stay at the Freeman Inn and the Moskovi will be taken back to Cripplegate Camp. The team will have a squad of legionnaires assigned to protect them and they are free to explore the city. Flavius has gone to ground and won't be a problem while the team stays in Londinium. Gaius Vitruvius and his family are also protected.

Titus Justus will start construction of a tunnel to the Ring Station. He will want to know all about who the PCs are what can Rome expect from UNIDA. It will take him a bit to understand the concept of alternate worlds, but he will eventually come around. Gaius Vitruvius will sit in on many of these discussions, learning more about that he is as a Fringeworthy.

The Emperor arrives with much pomp and circumstances. He holds court in the Officers Quarters in Cripplegate Camp. The governor of Britannia, Gnaeus Stertinius Bestia is also present. Emperor Tiberius Plinius is a young man, around 35, but he has a

questioning mind. He examines the Moskovi, takes a turn firing an assault rifle, and just being amazed at all the gear the PCs have in the Moskovi. He is not Fringeworthy, but he does elevate Gaius Vitruvius to a knight.

He does take umbrage that the team was “spying” on Rome, but he understands the need to investigate before contacting his representatives. And, reluctantly, he will let them take the Moskovi back, but he wants to send his emissary, Gaius Vitruvius back with them to treat with the UN as his representative. He also will provide gifts to the UN president, though he’s not too clear on the concept of a democratic leader.

BACKGROUND INFORMATION: THE FOLLOWERS OF JESUS

There are three sects that are followers of Jesus of Nazareth: The Nazarenes, a small, but militant sect, looking to overthrow the empire and establishing a new world order based on their interpretations of the prophet Jesus. Flavius is a Nazarene.

The other militant sect is the Messianics. The Messianics want to liberate Judea from Roman rule, and feel that the Nazarenes are fools. They believe that Jesus was the Hebrew Messiah and that while he failed it was up to them to free Judea.

The last and largest sect is the Judasenes. They follow the teachings of Jesus’ only surviving apostle, Judas Iscariot. He helped Jesus to escape from the Romans in Jerusalem, and the two, with their followers, lead a rebellion in Judea. A rebellion that made even the strongest Roman weep with shame. It was the first non-violent rebellion, with Judasenes serenely marching up to be beat down by their Roman oppressors. Rank after rank, batons swinging, blood flying, and they kept on coming.

The rebellion lasted for five years and stopped only after Jesus and his upper echelons were captured and crucified. Judas survived this purge, as well as Jesus’ children. The Judasenes are lead by the descendents of Jesus, though they do not possess his abilities to perform miracles. They live in peace with Rome, and try to use political means to free Judea, and make it an autonomous client state.

DRAMATIS PERSONAE:

Gaius Vitruvius Cervesarius (Novice 10 points)

Rank: Novice, **Experience:** 0

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6 Charisma 0; Pace 6; Parry 6; Toughness 5; Resilience 5

Skills: Fighting d6, Gambling d6, Healing d4, Knowledge (Brewing) d8, Language (Brythonic) d8, Language (Latin) d6, Notice d8, Persuasion d6, Riding d4, Streetwise d4

Hindrances: Curious, Enemy (minor) Governor Gnaeus Stertinus Bestia, Stubborn

Edges: Fringeworthy, Connections (Londinium Brewers Guild), Handyman

Crystal Power Points: 10

Crystal Key Powers: Locate Portal, Find Fringeworthy

Possessions: Workday clothes, knife, fine toga, Brewers' tools

Height: 5ft 4"; **Weight:** 160lbs; **Hair:** Black; **Eyes:** Brown; **Age:** 35

Flavius Varius Falx

Rank: Veteran, **Experience:** 45

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d4, Vigor d6 Charisma +2/0; Pace 6; Parry 6; Toughness 5; Resilience 6

Skills: Fighting d4, Language (Brythonic) d8, Language (Latin) d6, Knowledge (Nazarenes) d8, Knowledge (Rome) d6, Notice d8, Persuasion d12, Riding d4, Stealth d8, Streetwise d8

Hindrances: Enemy (Major) The Night Watch, Delusional (minor), Stubborn

Edges: Fringeworthy, Connections (Londinium Crime lords), Charismatic, Command, Inspire, Fanatic

Crystal Power Points: 10

Crystal Key Powers: Locate Portal, Find Fringeworthy

Possessions: Fine clothing, Imperial toga, knife

Height: 5ft 9"; **Weight:** 260lbs; **Hair:** Black; **Eyes:** Brown; **Age:** 47

Titus Justus Æthiopicus, Legate of the Legio XV Æthiopia

Rank: Veteran, **Experience:** 40

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6 Charisma 0; Pace 6; Parry 7; Toughness 8 (+3); Resilience 6

Skills: Fighting d10, Intimidation d6, Language (Brythonic) d6, Language (Latin) d8, Language (Æthiopian) d8, Knowledge (Æthiopia) d4, Notice d8, Persuasion d6, Riding d6, Shooting d8, Stealth d8

Hindrances: Code of Honor, Loyal, Curious

Edges: Command, Natural Leader, Inspire, Combat Veteran

Possessions: Military uniform, armor (+3 torso & head), sword (2d6), musket (10/20/40, 2d8)

Height: 6ft 1"; **Weight:** 200lbs; **Hair:** Black; **Eyes:** Brown; **Age:** 40

Gaius Julius Caesar, First Tribune of the Legio XV Æthiopia

Rank: Seasoned, **Experience:** 30

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d6 Charisma +2; Pace 6; Parry 5; Toughness 8 (+3); Resilience 5

Skills: Fighting d8, Language (Brythonic) d6, Language (Hebrew) d6, Language (Gaulish) d6, Language (Latin) d8, Knowledge (Gaul) d6, Notice d6, Persuasion d8, Riding d6, Shooting d8, Stealth d6, Streetwise d6

Hindrances: Overconfident, Loyal, Stubborn

Edges: Command, Noble, Quick Draw

Possessions: Military uniform, armor (+3 torso & head), sword (2d6), musket (10/20/40, 2d8)

Height: 5ft 7"; **Weight:** 180lbs; **Hair:** Brown; **Eyes:** Blue; **Age:** 29

Kaeso Modius Fortunatus, Imperial Inquisition (AKA The Night Watch)

Rank: Seasoned, **Experience:** 40

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d6, Charisma 0; Pace 6; Parry 5; Toughness 8 (+3); Resilience 5

Skills: Fighting d10, Intimidation d8, Language (Brythonic) d6, Language (Hebrew) d6, Language (Gaulish) d6, Language (Latin) d8, Knowledge (Rome) d6, Notice d8, Persuasion d8, Riding d4, Shooting d8, Stealth d10

Hindrances: Code of Honor, Loyal, Cautious

Edges: Level Headed, Florentine, First Strike

Possessions: Military uniform, armor (+3 torso & head), sword (2d6), musket (10/20/40, 2d8)

Height: 5ft 8"; **Weight:** 190lbs; **Hair:** Blonde; **Eyes:** Hazel; **Age:** 39

Thug

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Intimidation d6, Notice d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Mean

Edges: —

Gear: Improvised club (Str+d4), knife (Str+d4), sword (Str+d6), or musket (10/20/40, 2d8, takes 2 actions to reload)

Henchman

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d6, Shooting d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Loyal

Edges: —

Gear: Knife (Str+d4), sword (Str+d6), or musket (10/20/40, 2d8, takes 2 actions to reload)

Roman Legionnaire

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Guts d6, Intimidation d6, Notice d4, Shooting d6, Stealth d4

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 9(3)

Hindrances: Loyal

Edges: Steady Hands

Gear: Sword (Str+d6), bayonet (Str+d6), musket (10/20/40, 2d8, takes 2 actions to reload), Lorica segmentata, armour, (+3)