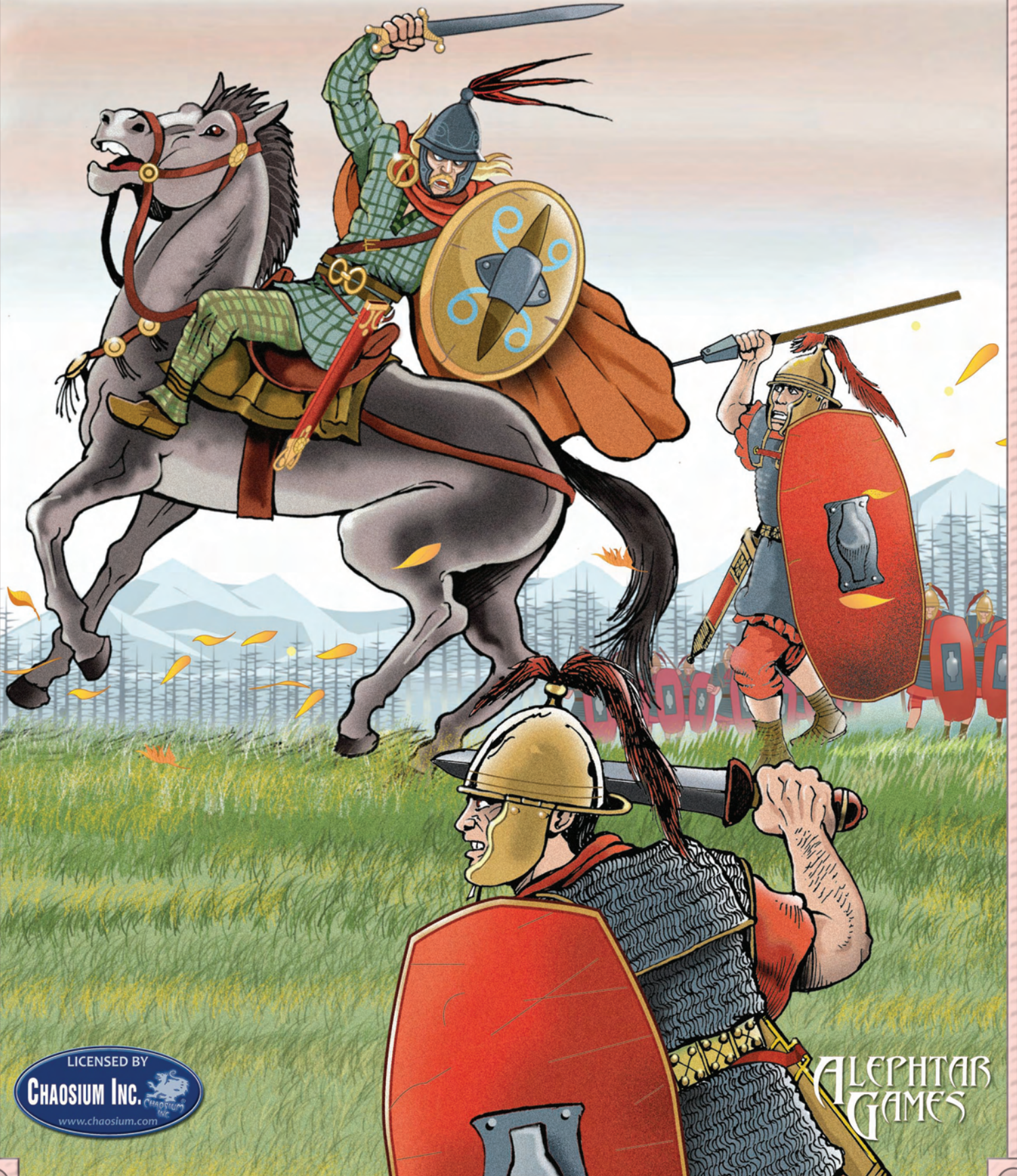


Basic Roleplaying

VENI · VIDI · VICI

FOUR ADVENTURES FOR ROME



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INTRODUCTION

Several months after the publication of *Basic Roleplaying Rome: Life and Death of the Republic*, we are happy to see that the supplement is still enjoyed by the public and requested by customers. Some people may have noticed, however, that ready-to-play adventures were missing from the book. However, the supplement contains more than one hundred scenario ideas that an experienced GM can easily transform into full roleplaying adventures or even tie together into a long spanning campaign in which the heroes climb up the social ladder of Republican Rome until they reach really important magistrate positions. The only addition needed would be some names for the main characters, for which we provided a useful name table, and the basic statistics for opponents and encounters.

We know, however, that even though most roleplayers are always ready to make up game details and encounter stats, there are many people who enjoy having a pregenerated scenario to add to their campaign for the evenings when they happen to have nothing ready. Not to mention the fact that fully fleshed out adventures are always useful as templates and inspiration sources even for those who prefer to make up their own campaigns. Thus, even though we hoped that people would make good use of the cameos that come with the *Basic Roleplaying Rome* core book, we thought it would be useful for our fans to publish some Rome adventures that gamers could use straight out of the box, with most of the statistics and details already worked out.

The adventures in this scenario pack can either be run as one-shot scenarios or inserted into an existing campaign that is set in the first century BC. If the gamemaster wishes to tie all the scenarios together to form the backbone of a campaign, the element that connects all adventures together could be the best known leader of ancient Rome, Gaius Julius Caesar. He can be the adventurers' patron throughout all these scenarios, providing them with motivations for adventure and enriching the background with his inspiring figure.

WHO IS 'THIS PATRON'?

The names of the player characters' patron, his wife, and his rivals are intentionally left open in all the scenarios. If your campaign already includes a patron for you party, then use him. If it does not, or you are generating your player characters and their relationships for these scenarios, then you have the option of using Julius Caesar as their patron. The scenarios start during the times when Caesar was nothing more than a promising patrician in the City, a thorn in Sulla's side, and end during the Gallic Wars, when Caesar was the epitome of Roman valour in battle. The incident with the pirates actually happened to Julius Caesar, and after being ransomed he really hunted down his captors and had them crucified. So if you wish to use Caesar as the patron there is room for you to build an exciting storyline with the player characters interacting with known characters, and perhaps even changing some details of history.

If on the contrary you do not wish to have Caesar interact directly with the player characters, just make up a suitable patron and his wife and introduce them into your campaign. In this case, the player characters will still be in Caesar's employ in the last scenario, which takes place during a military campaign, but you can assume that it is their patron who is given the mission of scouting the Britons and sends his faithful retainers for the job.

CHOOSING THE APPROPRIATE CHARACTERS

Whoever their patron might be, all the player characters should be people close to him and trusted with important and delicate matters. If you are generating characters for these scenarios, the professions which best suit them are: Bodyguard (naturally, the patron's bodyguard), Bureaucrat (the patron's personal secretary), Dilettante (a young patrician who accompanies a higher ranking one), Doctor (a personal physician), Legionary (a retired soldier turned bodyguard), Musician (the patron likes a little music with his dinner), Philosopher (the patron likes some good conversation), Poet (to extol the patron's virtues), and Scholar or Teacher (a private tutor in some area important to the patron). Some of the scenarios include facing physical dangers as well as social challenges, so make sure that at least some of the player characters are able to survive in a physical contest, which does not necessarily mean combat. However, make sure that not all the characters are fighters, because a heavily combat oriented party could be tempted to resolve all challenges with violence, an attitude that can be very dangerous in *Basic Roleplaying Rome*.

The fourth scenario involves more wilderness adventure and possibly combat, so character from a military background will be at an advantage there, while characters with high social skills that can be used only in Rome could be less fun to play. If you are running the scenarios as a continuing storyline, you may wish to allow some players who are running a city-dwelling Roman adventurer to use an ad hoc replacement character, possibly a barbarian renegade who is accompanying the party and acting as an interpreter or guide.

ADVENTURE SUMMARY

Well, at this point you should have had enough of this editorial rambling, so let us introduce the individual scenarios, and then let you move to the fascinating world of First Century BC.

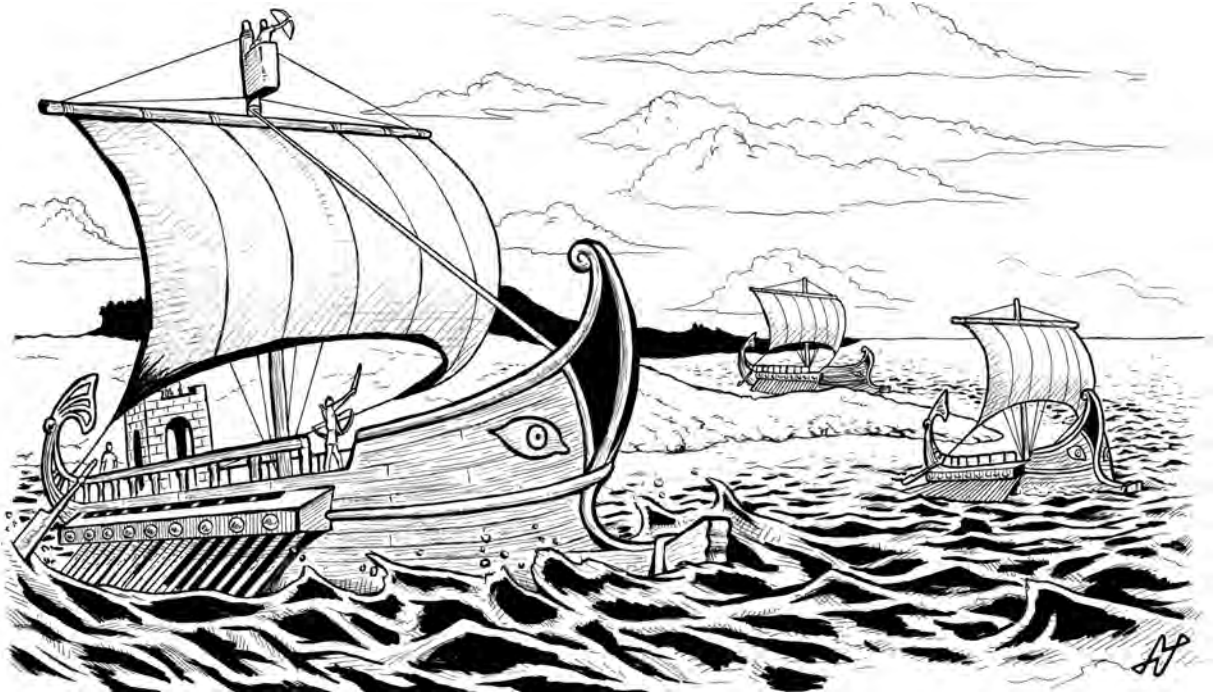
The Ransom (p. 4). The party's patron has been kidnapping by pirates, and they must travel to Rome and raise his ransom in a rush against time and their patron's rival's underlings.

The Promise (p. 10): The party's patron is now free, but he wants revenge against the pirates who held him prisoner. Can the heroes be the key factor in the pursuit and defeat of these seagoing scum?

The Sacrilege (p. 19): The party members discover that their patron's wife is involved in a torrid affair with a well known patrician, and their loyalty is about to be tested in a plot full of treachery. But is everything really as it appears?

The Invasion (p. 26): Rome is planning to invade the British Isles, but strategy suggests gathering intelligence beforehand. The party is sent to Britannia as scouts and spies: are there Briton chieftains envious enough of Cassivellaunus to side with the Roman invaders?

THE RANSOM



This adventure is designed for a party of three to six normal power level characters. All the PCs are clients of the same patron, trusted with important and delicate matters. Appropriate professions for the PCs would include: Bodyguard (naturally, the patron's bodyguard), Bureaucrat (the patron's personal secretary), Doctor (a personal physician), Musician (the patron likes a little music with his dinner), Philosopher (the patron likes some good conversation), Poet (to extol the patron's virtues), and Scholar (a private tutor in some area important to the patron).

There is a distinct possibility of combat in this scenario. However intelligence, cunning, and quick feet should rule the day. Getting into a fight can be very deadly, as the lack of armour or even basic weaponry will put the party at a disadvantage. Important skills are Disguise, Etiquette, Fast Talk, Hide, Insight, Knowledge (Region: Rome), Rhetoric, Stealth, and Streetwise.

At the beginning of the adventure, the PCs have not been in Rome for some time. They are returning from the East with their patron, who may have been travelling on business, for pleasure, or for political reasons. Whichever the reason, everyone is looking forward to getting back to the centre of things after a lengthy and exhausting stay in the provinces.

This adventure is based on a historical incident of the late Republic. In 79 BC, Julius Caesar was returning to Rome from self imposed exile. On his way, he was captured and ransomed by Cilician pirates. Thus Caesar dispatched several servants to go and bring back his ransom.

Piracy had reached an epidemic level by the late Republic. The Cilician pirates based in what is now Southern Turkey were the most famous, however many other bands were also in operation. Ships and cities were assaulted, looted, and large numbers of people were sold into slavery. Often these slaves would end up working on the plantations of wealthy Romans. Eventually, Rome had had enough and dispatched Pompey in 67 BC to prosecute a campaign against the worst of the pirate groups, and to his eternal fame, he cleared the sea in only three months.

ACT ONE: THE PIRATE ATTACK

The player characters are in attendance to their patron after long months abroad. Despite the dangers of the brutal, insolent pirates who infest the Mediterranean, the patron is restless to return home and books passage on the Dolphini - a Greek merchant ship out of Methoni. Whilst they are passing through the straits between the islands of Ithaki and Kefalonia, the worst fears of the captain are realized as three pirate galleys pull hard towards the PCs ship.

The pirate fleet

The day is bright and warm, and you are happy to be heading back to Rome. Your long stay amongst uncivilized peoples has left you yearning for the simple pleasures of home. As you dream of the great city, a lookout begins calling. You search in the direction of his outstretched finger and see three galleys running out of a small inlet and heading right for your ship.

As the galleys swiftly catch up, the PCs have a chance to decide what they are going to do. The Dolphini's crew is small and ill prepared to fend off the attackers. Save for their patron; nobody has any armour or weapons larger than a knife. Let the PCs run around a bit before the first of the pirates approaches to within a bow shot. If they come up with any good ideas then they can attempt to convince the merchant captain to try them. Ultimately however, they are outnumbered and not even the Gods can save them from being boarded.

Pirates boarding

You can see the first pirate ship clearly now. It is a bireme packed with armed men, many of them carrying bows. The other two are approaching fast. This is a fight you cannot win. The captain of your ship orders his men to stand down. It looks like they are giving up without a fight.

Your patron summons you to his side.

"I do not desire any unnecessary bloodshed, and it would be best to pay off these ruffians and be on our way. However, I will defend myself if they become violent, and expect you to do the same."

The pirates throw grapples and board the Dolphini. They are a wild and dangerous looking bunch, clad in short tunics and barefoot. They are armed with knives, short swords or bows. They swarm onto the decks pushing the sailors and passengers to one side. The other two vessels pull alongside the Dolphini and also send pirates aboard. The pirates are rough with the Greek sailors, but begin to hoot to each other when they see Romans. Any PC who speaks Greek can tell that they are alternately insulting the 'soft girly' Romans and bragging about how much money they'll fetch in the slave markets. They begin to provoke the PCs with crude suggestions about what they'll do once they remove the Roman's togas...

The patron's pride

As the pirates press in, you move to protect your patron. He draws his gladius and roars, "You scum will not lay a hand on me! I'll surrender to your captain, or have your entrails steaming on the deck!" This causes the pirates to pause.

The situation is tense, the pirates are ready and eager, the Patron is determined, and the PC's are threatened. Let them stew for a moment or two, and then interrupt any rash decisions with a new scene description.

The pirate captain



"Hold you varlets, these men are worth more than all the rest combined", a loud voice says in Greek. The crowd of pirates parts and a short, dark man dressed better than the rest emerges. His finer clothes, oiled beard, gold earrings and commanding bearing denote him as someone to respect and fear.

"I am Agathon the Black, and I command here. I'll accept your surrender, and that of your men."

Your patron surrenders his weapons to Agathon, as do you all. You are then taken onto the lead pirate galley. The whole party is politely searched for valuables, save their Patron. Once onboard, you are closely guarded while your patron and Agathon discuss terms at the bow of the vessel.

ACT TWO: THE RANSOM DEMAND

The captives are taken blindfolded to the pirate's den, a small hidden cove on an island near Kefalonia. The galleys beach and the Greek sailors are herded ashore. They are taken to a small dirty fenced area that is nearly filled with captives waiting to be sold. The PCs are given a small goat shelter full of fleas as their quarters while Agathon and their patron finish discussing terms. The crude hut is guarded by lounging pirates, but several times during the day a frail, sickly looking woman in a tattered shift comes and brings them flat bread and a large bowl of watery fish broth. She does not make eye contact, and her left eye is swollen.

If the PCs show her some kindness and succeed with a suitable communication skill or Insight roll, they gain the chance to ask the woman a few questions. This is their chance to find out about where the pirate's hideout really is, the ruthless and vengeful personality of Agathon, how many men he has, and any other information which may be useful if the PCs decide to organise a punitive raid once they have freed their patron.

Shortly after dark, they are escorted to the least rickety building of the settlement. Inside it is incongruously filled with looted furniture and fine art. Their patron, reclining on an expensive looking couch and coolly sipping wine with the pirate chief, gestures for them to approach.

The mission

"My dear fellows, you have served me well these past years. I entrust you now with a task of the utmost importance. I have come to terms with this Agathon, and we have agreed to a ransom of 25 talents in silver. He has permitted me to send you to Rome to bring the ransom back. However, he is a man of little patience and will not hesitate to execute me if you do not return promptly. When in Rome, take this ring to my house and present it to my wife, she will arrange for the ransom.

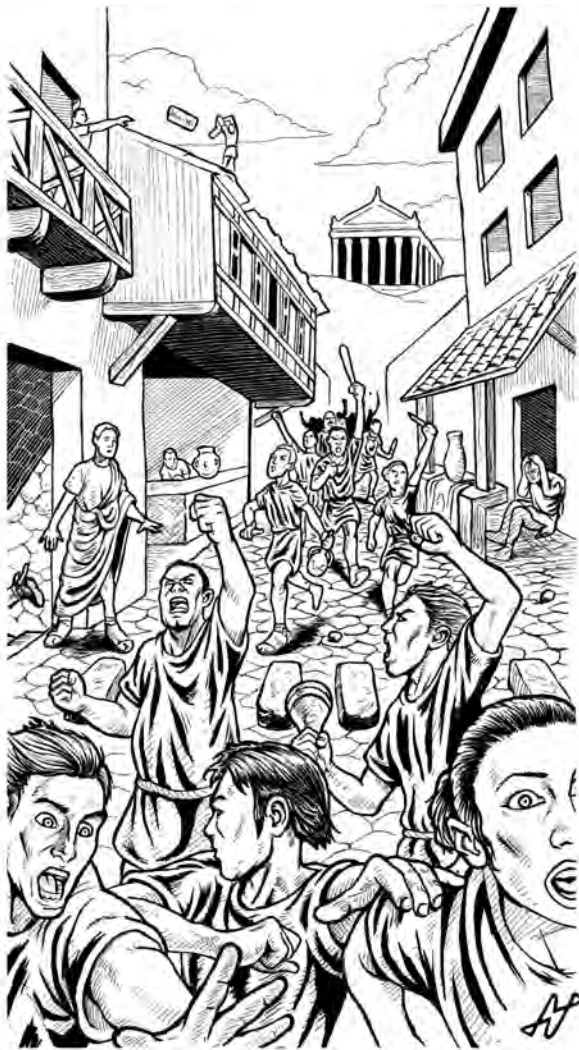
I needn't tell you that my rival would love to use this incident to disgrace me, or even delay you in order to see me conveniently out of his way. Thus utmost discretion is necessary. You will be permitted to leave unmolested and with what monies you had, as well as your weapons. Agathon will drop you off near Tarentum on his way to sell slaves. He has given me the waxing and waning of the moon, a mere thirty days to come up with the ransom. He will meet you at a small fishing village somewhere near Firmum on the Picenum coast. Go, and be safe."

ACT THREE: JOURNEY TO ROME

The PC's are taken by a pirate galley and dropped off ten miles west of Tarentum. From there, they must find their own way to Rome. They have several options. Walking will be dangerous and take far too long. They can hire horses (Average value) and ride from Tarentum to Rome, or they can take passage on a ship (Expensive value).

The journey by horse takes 10+1d6 days. However, the PCs must roll against their Ride skill. If a fumble is rolled then the rider has fallen badly and the group is held up by 1d3 extra days.

The journey by ship will put them in Ostia in 5+1d10 days, and it takes another day to sail up the Tiber to Rome. Unless one of the characters performs a sacrifice to Neptune or the winds, before the ship sets sail, it is caught in a terrible storm - adding a further 1d3 days to the trip as they are



blown far off course - and the PCs must make Stamina rolls or be chronically sea sick for the remainder of the journey.

Their patron's rival is keeping an eye out for his return. He has clients watching the gates of Rome and has bribed the port officials of Ostia. Although he is not looking for the party per se, as known and important clients their appearance will be remarked upon.

Whichever route they take, the PCs will be approached and questioned by agents seeking their names. If they foolishly answer truthfully, the rival will learn of their arrival that very evening. A successful Idea roll will allow the PCs to recognise the agents as clients in the pay of their patron's rival, and realise they need to fast talk, sneak or bribe (Average Value) their way past them. Overcoming the agents by trickery or payment will maintain the secret of their arrival... but word will eventually reach the rival of the patron's kidnapping, spreading across the Mediterranean by the gloating gossip of drunken pirates.

If they enter Rome undiscovered, each day the PC with the lowest Luck should make a roll. On a failure they are spotted and made note of, their patron's rival finding out about them the next day. On a fumble, an attempt is made to snatch them off the street for questioning by hired thugs. Modify this role based on how inconspicuous the party is being, but no more than +/- 10%.

ACT FOUR: RIOTS

As the party travels through the city to their patron's home, they start to hear a low rumbling of shouted voices. Soon the noise is obvious, a riot is underway. The PCs can hear the noise echoing from the buildings, but though they cannot pinpoint the direction, they are very near it. A successful Listen roll tells them that the riot is ahead and to the right, and coming closer.

Home, sweet home

You hear the sounds of yelling plebeians, the breaking of pottery, and the rumble of feet. A riot is underway somewhere nearby! The sound echoes along the streets, making it hard to determine where exactly it is coming from, but it appears to be getting louder.

The depredations of pirates on the grain shipments have caused a bread shortage in Rome. Plebeians of the poorer classes cannot afford to pay the rising cost of this most basic food, and are rioting in anger. Unless they act immediately and flee in the opposite direction, the riot will engulf the PCs. Stopping to see what is happening, or freezing in shock will submit them to the Rioting rules on page 65 of BRP Rome.

Riots

You are being jabbed by elbows on every side as people try to get clear of the rioters. Your feet are repeatedly trod upon; paving stones, trash, and the occasional roof tile fly through the air. The constant jostling of the bodies is unnerving. The din of so many upraised voices is overwhelming. You see some people duck into tabernae, others run down side streets or alleys. One man, his toga torn and bloody, hides beneath a vendor's stall, trying to stop the blood that flows across his face from a nasty scalp wound.

If caught in the madness, the party must take shelter and barricade themselves somewhere for the night, unless they wish to chance a deadly encounter with the looters, thieves, or drunkards who rage uncontrolled in the streets after the riots pass by. Sensibly waiting for morning costs them another day before they reach the patron's home.

ACT FIVE: GETTING THE RANSOM

If the adventure is being used as part of an ongoing campaign, play act five based on the relationship between the PCs and their patron's wife. Otherwise, she is a harsh and suspicious woman.

The wife in anger

"You cowards, you are not men! After all that we have done for you, you let my husband be captured by pirates and then abandon him! Now you come begging for money, how am I to know that you can be trusted, how am I to not believe that you trying to take advantage of this disaster?"

A careful touch is required to convince her that the PCs are on the up and up, as well as that the whole ransom needs to be paid and on time. Etiquette and Rhetoric rolls are called for, with modifiers based on the PC's actions and choice of words. A conciliatory response is called for, though the PC's will have to appeal to her reason, possibly using logic, to show her that the pirates are not ones to be trifled with.

The wife is persuaded

"It will take at least three days, if not more to raise the ransom. You may present yourselves to me here. You may leave now."

Failure to persuade her results in the loss of several days before they can place their suit again. Otherwise they can attempt to organise the ransom themselves by negotiating loads from moneylenders using the patron's seal ring, and asking for donations from his other clients.

ACT SIX: DIVERSIONARY TACTICS

If the rival has not yet been alerted, continue making daily Luck rolls, only now with a -20% modifier since he has clients watching the house. The party has three days to prepare for the next leg of their journey. If they return to their regular haunts, apply an additional -5% to luck rolls to avoid being spotted.

Once alerted to their presence, the rival orchestrates a daily encounter until the ransom has been compiled and is ready for transport. Choose the most suitable or entertaining events from the following:

A PC is approached with a significant bribe, enough money to pay for a single item of Expensive value - if he will betray his patron and act as a spy for the rival

A high class and sought after courtesan, invites one of the PCs to tell her of his daring escape from pirates. If he accepts, he will be subjected to days of heavenly joy - from which his companions must 'rescue' him

The mother of one of the PCs disappears and a note is delivered, threatening the life of the old matron if the son doesn't sabotage the ransom payment. Searching will soon reveal that the old woman has travelled down to Ostia following up a false message that her son has fathered a child on a poor serving girl whom he has abandoned

One of the bankers refuses to cough up a promised payment to the ransom, and the PCs must discover how and why the usurer is being blackmailed

An old friend of the PCs has become a charioteer of rather mediocre skill. Amazingly he manages to win a race and takes them out on a celebratory binge drinking session, and they wake up in the hold of a ship about to sail for Africa

ACT SEVEN: TROUBLE ON THE STREETS

Alerted that the ransom is complete, the PCs pass by an amusing scene on their way back to the house of their patron.

The cart

A cart transporting a large cage draped with a yellow cloth has cracked a wheel. Workmen are attempting to lift the cage off the cart, but each time the cage shakes and its occupant growls causing the men to drop it in fear. A small jeering crowd has gathered, and you are forced to either take a long detour through an unfamiliar neighbourhood, or try to push through the packed bodies.

If the party try the winding back alleys, go to Scene 1: The Ambush; if they try to push through the crowd, go to Scene 2: The Lion.

Scene 1: The Ambush

The alleys

You dodge away from the crowd. Soon, you find yourselves in a maze of alleys and backstreets in an unfamiliar neighbourhood. The insulae tower above, leaving you in deep shadows. The people of the slum stare at you with a mix of fear and thinly disguised animosity. It is as if they are asking themselves, "Are these men predators, or prey?"

As they duck down the alley, the PCs notice that they are being followed. A successful Spot roll vs. the Hide skill of the thugs following them reveals a small gang of lowlives taking the same route. The thugs will follow along, trying to appear innocuous until the party is well clear of any high traffic areas. They will then attack with intent to disable at least one PC and possibly loot some valuables. If their patron's rival has not been notified of the party's presence, the thugs are just looking to score a quick mugging.

Since the insulae of the back alleys rise up above them and the passageways twist and turn randomly to avoid buildings and shrines, the way gets very confused, very fast. A Knowledge (Region: Rome) is required to navigate out of the maze. Success indicates that it takes 1d6 minutes to find a route past the cart. A failure results in the party being lost for 1d10 minutes. A fumble will get them turned around and very lost for 10+1d20 minutes. A special or critical success gets them out of the maze before they can be jumped by the thugs.

If a chase results, use the following system. The pursuit begins with the two parties a block apart. Each participant needs to make Stamina rolls every minute (unless you are using the Fatigue rules). Failure results in the character being out of breath and has dropped behind a half a block. At the same time, one member of each group needs to make an opposed Knowledge (Region: Rome) roll. The winner gains a half a block on their opponents. The chase ends when the parties are separated by more than three blocks, at which point the pursuers give up, or if the separation is reduced to zero, indicating that some of the PCs are caught.

Scene 2: The Lion

As the party is pushing through the crowd, the cage topples off the cart.

A lion

As you pass the cart, the workers lose control of their load and the cage tumbles off the cart and smashes into the street. With a mighty roar, the occupant leaps out of the wreckage, tearing through the cloth draping. A fully grown male lion stands snarling in the streets of Rome! The crowd panics, several people are in danger of being caught in the stampede, and others are in danger of being mauled by the leonis.

Those in danger include an elderly blind man whose cane has been knocked away in the panic and a matronly woman with her two children (a girl of ten and a young woman of sixteen) are in frozen in fear in front of the lion. Attempts to rescue these, or other random innocents, should result in a reward of some kind, and a small increase in the PCs personal reputation (+1d3% to Status). However, the resulting gossip will immediately inform the patron's rival of their presence if he hadn't already discovered them. It will also incidentally delay them from making their meeting on time.

The old blind man is Gaius Livius Avitus, a retired

actor. Anyone who rescues him will be showered with gratitude and invited to dinner. Gaius is not wealthy, but he is lonely and childless. A PC who befriends this charming old man gains a contact who knows all the latest gossip, and at some point in the future will end up inheriting his small horde of coins (enough to allow a single Expensive purchase).

The matron is Adolpha Trebia, the wife of Lucius Trebius, a centurion of some fame currently serving in Hispania. She will be very grateful, but somewhat circumspect. She will ask her brother to invite their rescuers to dinner at his house. She is, of course, looking to make a good match for her eldest daughter (Lucia Maxima) and possibly in the future for her other daughter (Lucia Minima). When Lucius Trebius returns home, the heroes will have a staunch ally if they ever need someone tough, intimidating and good in a fight!

ACT EIGHT: LEAVING ROME

When the party arrives at the house of their patron, his wife greets them coolly, especially if they are late.

The ransom is ready

Lines of worry crease her face, and her appearance is more haggard than usual. "This ransom required me to call in many of the favours owed to my husband, as well as sell some of my jewellery. I do not like the idea of entrusting it to you, you who would not lift a finger to keep this calamity from occurring. I wish to hire some ex-gladiators or some other type of ruffian as guards, since I doubt you have the spleens to defend it."



Their patron's wife is not happy about entrusting the ransom to the party. She wants to hire some ex-gladiators as guards. This may not be a good idea, as it will attract more attention. Also, can these men be trusted with such a vast amount of wealth? She can be talked out of this, if the party so wishes, with appropriate Rhetoric rolls.

The ransom is split between several large strongboxes of silver coinage, and a bulky pile of gold and silver goblets, ewers, plates and other assorted decorative items. In total, the entire ransom weighs about 500kg and will need to be transported across the Apennine Mountains to the collection point. The PCs have several options, such as purchasing oxen and a cart, hiring mules or horses at a livery stable at the edge of the city, or borrowing a dozen slaves from the patron's wife and concealing the ransom amongst the entire party.

Before the party can leave the city, their patron's rival will direct his clients to use any means necessary short of openly overt violence to foil the PCs plan. This could include anything from staging a mock funeral to block up the streets, to hiring a foreign soothsayer to bar access to a city gateway whilst 'foretelling' horrifying curses on anyone leaving Rome that day! If the delaying tactics work, whatever the reason, the PCs lose one day and must slip out of the city at night.

If everything else fails, the rival will reluctantly resort to letting slip information to the criminal underworld that the PCs are secretly carrying a ransom out of the city. Whilst passing through the necropolis on the Via Salaria, or when they stop that night at the first roadside tavern, the party will be attacked by a gang of thieves. Use the stats for thugs in the NPC stat section. The thieves will attempt the robbery with minimum violence, but resort to clubs if necessary. If the PCs are experiencing difficulties, have the thieves only manage to steal a small part of the ransom before help arrives to drive the thugs off. They can then decide how to make up the shortfall or cheat the pirates, during the remaining journey.

Several more subtle attacks occur on the following days, attempting to drug the livestock, or sabotage the cart. If these are successful each event delays the PCs another day. Eventually though, the rival will give up his efforts.

ACT NINE: MAKING THE PAYOFF

The Cilician pirates have, unsurprisingly, a love for wine. Inebriated talk of a huge ransom has resulted in rumours spreading up and down the Picenum coast. On the last evening before the PC's complete their journey, they stay at a lonely roadside caupona near Firmum. If anyone is sociable, or makes a Listen roll they hear that bandits have been spotted watching the road.

If the PCs take no effort to either adopt disguises, or conceal the ransom amongst other innocuous looking goods, then the next day they will be ambushed in the forested hills just before reaching the fishing village. If they are travelling incognito, have them make an appropriate opposed roll against the bandits' Spot skill. If successful they manage to fool the ambushers who let them pass. Otherwise the only thing saving them from a brutal combat is trying to outwit the bandits with a cunning plan, such as hiring a second cart, filling it with a fake ransom and sending it ahead to be captured instead of the real one.

Injudicious PCs who attract the bandits notice may still save themselves if their party appears to be very strong, i.e. they have hired bodyguards and are heavily armed. In this case the bandits will attempt to intimidate the PCs instead, but won't actually risk attack. It is not necessary for the adventure that the party is mauled by bandits, but they should suffer if they have done a poor job of disguising the ransom, or sneaking it past the bandits.

Unless seriously detained by the rival's dirty tricks, the party will arrive at the meeting point in 7+1d4 days if they are driving a cart, 6+1d2 days if they take horses, and 7+1d2 days if they are on foot. This can be shortened if they have a plan to travel faster, or wish to push themselves and their beasts. Pushing requires a daily Stamina roll to keep up and shaves 1d4 days off the journey. Arriving late or without the ransom will result in their patron's death, and thus a great disgrace for the party. Arriving with only some of the ransom (unless the shortfall can be somehow concealed) will greatly anger Agathon, who will demand some or all of the party turned over to him as slaves to make up the difference. Naturally the patron will not order or even suggest that this be done, yet brave or loyal PCs can volunteer.

ACT TEN: FURTHER ADVENTURES

After Caesar returned to Rome, he outfitted a private fleet and sailed back to the pirates who had captured him. While in captivity, he had told the pirates he would crucify them all, which they thought was a great joke. They stopped laughing when he caught up with them, and true to his word, crucified the lot. Follow this adventure with «The Promise» to have your own last laugh on this sea going scum.

If their patron is safely returned to Rome, his wife has a new appreciation of the party. Her general demeanour will soften somewhat, though she will continue to be a bit abrasive. Their patron will see that they are amply rewarded for their efforts in a manner based on any heroic actions they undertook.

Intrigue with the rival will continue bitterly, and their patron will be very interested in revenging himself on anyone who interfered with his ransom payment. A possible strike against the rival or his clients is inevitable, a favour best asked of a group of loyal and capable clients.



NPC STATS

Pirates

STR 13 CON 13 SIZ 12 INT 14 POW 13 DEX 14 APP 10
MOV: 12 HP: 13 DB: +1d4 Armour: none

Attacks: Pugilism 55% (1d3+1d4, crushing)
Xiphos 65% (1d6+1d4, bleeding)
Wrestling 65%

Skills: Climb 80%, Dodge 40%, Jump 45%, Language (Latin) 40%, Language (Greek) 50%, Listen 45%, Navigate 50%, Sense 30%, Spot 50%, Swim 45%, Throw 50%

The pirates are ready to put down any resistance, though they know the value of a slave and won't kill outright.

Thugs

STR 11 CON 11 SIZ 12 INT 14 POW 13 DEX 12 APP 10
MOV: 12 HP: 12 DB: none Armour: none

Attacks: Pugilism: 55% (1d3, crushing)
Club 45% (1d6, crushing) or Sica (1d4+1, bleeding)
Wrestling 55%

Skills: Dodge 50%, Hide 65%, Stealth 50%, Knowledge (Region: Rome) 45%

These thugs are acting under orders, though they like a good brawl. If the odds turn against them, they will flee. The thugs don't really know who hired them, just some guy in a taberna. They are working for the patron's rival.

Lion

STR 19 CON 11 SIZ 17 INT 5 POW 13 DEX 19
MOV: 12 HP: 14 DB: +1d6 Armour: 2 (skin)

Attacks: Bite 50% (1d10+1/2 1d6, bleeding)
Claw 60% (1d6+1d6, bleeding)
Rake 80% (2d6+1d6, bleeding)

A lion can make one claw attack and one bite attack each combat round. If both attacks hit, the lion hangs on for the next round, continuing to bite. Instead of clawing, it will attempt to rake with its hind claws.

Skills: Climb 45%, Dodge 50%, Hide 70%, Jump 60%, Listen 50%, Sense 50%, Spot 55%, Stealth 75%, Track 25%

The lion is very agitated and any attempts to control him are difficult, any attempts to attract his attention are easy.

Bandits

STR 16 CON 14 SIZ 13 INT 10 POW 10 DEX 12 APP 10
MOV: 12 HP: 14 DB: +1d4 Armour: none

Attacks: Pugilism: 55% (1d3+1d4, crushing)
Gladius 45% (1d6+1+1d4, impaling)
or Hasta 45% (1d8+1d4, impaling)
Wrestling 55%

Skills: Dodge 50%, Hide 65%, Knowledge (Region: Picenum) 55%, Listen 35%, Ride 55%, Spot 35%, Stealth 50%

The bandits are looking for a big score, and are willing to fight to get it.

THE PROMISE

This scenario is best played directly following *The Ransom*. The events assume that the party has completed the previous adventure successfully and liberated the patron. *The Promise* can also be run on its own, rather than part of the larger campaign outlined by this book. If such is the case, the GM will have to make a few modifications to the opening. After that, the adventure should run as it stands.

Fighting is one option for the party, but not the best one. Combat can be very deadly in BRP Rome, and should be the last resort for the party. It is far better to use intelligence, planning, and swift action to rule the day. Important skills are Command, Etiquette, Fast Talk, Hide, Insight, Knowledge (Region: Greece), Rhetoric, Stealth, and Streetwise.

This adventure is loosely based on a historical event of the late Republic. In 79 BC, Julius Caesar was captured and ransomed by Cilician pirates. Caesar dispatched several servants to go and bring back his ransom (the events of *The Ransom*). Whilst held captive, he had free run of the pirate's lair. He would write and perform verse for his captors, and often Caesar would joke that once released he'd have the pirates killed. They laughed at this brash talk from a youth of twenty one. But true to his word, as soon as he was set free Caesar returned with a privately hired fleet, captured his former captors and had them crucified.

ACT ONE: A MEETING WITH THE PATRON

The adventure begins shortly after the party has returned to Rome after paying the ransom for their patron to the pirates. They settle down to their regular lives and duties, recovering from the strenuous efforts of transporting the huge payment. A few days of later they receive word that their patron would like to speak with them that evening at his villa outside of The City. After finishing work for the day, the PCs meet at the Capena Gate.

As the party makes their way to their patron's villa, they are followed by some ruffians hired by the patron's rival. The rival is angry at having been thwarted by the party in his attempt to interrupt the ransom payment. In revenge, he has hired a few thugs to rough up the party and steal any possessions they might have on them. Have the party make opposed Spot checks against the thugs' Hide skill.

If they spot the thugs:

Trouble on the road

In the bright warm sunlight you walk briskly along the Via Appia passing countless necropolises, their engraved stones and pretty gardens providing homes to basking lizards and the incessantly droning cicadas. After several miles the tombs eventually run out, and you leave the city and its problems behind. Or so you think at first...

A little farther back, amongst the other pedestrian travellers, you notice a small group of rough characters failing to be inconspicuous. They fix you with hostile gazes, and it is obvious that they are intent on doing something nefarious.



The party has several choices at this point. If they join another group of wayfarers and remain on the road, the thugs will hang back. The problem is that at some point they will have to leave the Via Appia to reach the villa. Another option is to publically confront the thugs; a successful Fast Talk roll should be enough to scare them off.

If the party fails to spot the thugs, or drive them away before turning off the main road:

A mugging

The shadows lengthen as the late afternoon sun slides further westward, when you eventually reach the turnoff leading to your patron's villa. You regretfully leave the beautifully straight paved road, and start down a dusty path between two rows of cypress trees. Suddenly you hear pounding footsteps from behind. A group of tough looking men are running towards you!

The thugs will threaten the PCs with violence if they don't surrender all their possessions immediately. If a fight ensues, any character that surrenders, plays dead, or is knocked unconscious will be looted and left alone. The thugs are under orders to take everything, and will not be gentle. Even clothing is taken, leaving the party standing in the gathering gloom wearing nothing but their loincloths.

Once the party has collected themselves they should continue on to their patron's villa, where they'll be received in the atrium. If they arrive dishevelled or naked, they will be given a chance to clean up. Spare clothes will be found, though they will consist of coarse tunics and worn out sandals, the best available on short notice. Once presentable, the party will be tardily brought to their waiting patron.

Reward or farewell?

Your patron stands as you enter, welcoming you with a warm smile. He gestures for you to recline on the prepared couches as slaves enter with wine and refreshments on silver trays.

"My good fellows, I am glad you made it here today. I understand you had some difficulty on the way? Banditry is becoming a problem in these uncertain times. If there is anything I can do to help you recover from this unfortunate encounter, you have only to ask.

Tonight, I wish to discuss some important matters. You were instrumental in securing and delivering my ransom to those pirates. My wife and I are very grateful. For that loyalty, I have arranged that your accommodation costs are waved for the rest of your lives. You'll never pay a landlord again!

However, that is a minor concern. Since my return I have been busy organizing an expedition to sail against the illiterate idiots who captured me, and deal them a swift and sure vengeance. Before I can do that, I need you to perform a service that I can only entrust to my most loyal of friends. Shortly before I was taken to meet you and be ransomed, the pirates captured another ship. As when we were taken, the sailors were herded off to slave pens and the Roman citizens brought ashore. Since Agathon the Black allowed me free run of his hideout, I was able to discover who they were. The captives are a man of equestrian rank, Oppius Pedius Falco, his wife Lucia, their seventeen year old twins, Titus and Oppia. I swore by my family name to secure their freedom.

If I sail into the harbour with a fleet of ships, the pirates will no doubt panic. I fear that in such a state, they may do harm to the family of Oppius Pedius. To avoid such an unfortunate occurrence, I am asking you to go there and rescue these good Romans.

Now, in recognition of the services you have rendered in the past, and in expectation of the services you will render me in the future, I have prepared a little entertainment for this evening."

The PCs then accompany their patron into the triclinium for dinner. Three courses are served, the promulsis (mushrooms in wine), the cena (roast pheasant), and finally bellaria (apple tarts). Accompanying this is a fine Corinthian wine. During dinner, a Greek slave plays the kithara, jugglers perform amazing feats of dexterity, and finally a poet accompanied by a lyra recites verse in praise of the patron's ancestors.

This is a great honour for the PCs, to not only be invited to their patron's table, but to be feasted and feted so well. They gain +1d3% Status for the accolade. In addition, each PC should make Etiquette rolls to avoid making a fool of himself. Failure leads to a minor faux pas, such as failing to properly toast the host or propitiate the Lares of the house. A fumble results in a major gaffe, such as drunkenness or other rude behaviour. The unfortunate PC will be lead out to the stables to sleep it off and regain his senses. Furthermore, any inroads gained with the patron's wife during The Ransom are lost. On a special success the character has shown very good manners and will improve the situation regarding his patron's wife. On a critical success the character has managed to impress even his patron.

Following the meal, the drinking continues long into the night. Before things get too out of hand, their patron excuses himself.

The Patron departs

"I am afraid I must leave your company, my friends. There is much to be done before I can sail against those seaborne thugs. Please, stay and enjoy yourselves. There is wine for all, and accommodations have been made ready. If you need anything for your coming tasks, I will be in my domus in the city. Good night, and may the gods look upon you with favour, as I do."

ACT TWO: PREPARATION FOR DEPARTURE

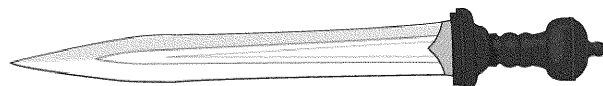
The next morning the PCs awaken a little worse for wear, and may return to Rome unmolested. Their patron plans to launch his assault in a month, the soonest he can possibly arrange the ships and troops. Unfortunately this is after the date the ransom for Oppius Pedius Falco is due. Since Oppius lacks relatives willing to beggar themselves for his sake, the ransom demand will go unpaid; and if not rescued, the male captives will be put to death. The fate of the women is best left unmentioned. It will take the party at least two weeks just to travel to Brundisium, and another week to sail to the islands, so they must move quickly.

How the party will proceed depends on their nature and skills. Their patron will provide whatever assistance that they request, within reason. He will pay for expenses such as transport or minor bribe money, but not for heavy arms and armour - although if they request some weaponry he will arrange for it. If the characters are tempted to spend extravagantly, they should be reminded that the patron is now heavily in debt, due to the size of the ransom his family has had to raise on his behalf. In light of this, the characters should realise their patron's generosity of the night before was beyond his current means.

The PCs know only a few things about the pirates. First, they know the approximate location of the pirate's hiding place, which lies within a day's sailing of Cephalonia (Kefalonia). Second, having been there once, they know how the camp is laid out. Finally, they know that the pirates possess at least three ships, are moderately well armed and have an overwhelming advantage in numbers.

If the players make a successful Idea roll, they realise that the patron must have further knowledge about where the pirates are hidden; otherwise he wouldn't be able to launch a reprisal raid. He can tell them that the base lays the end of a narrow cove facing southeast, and although blindfolded like them when they were all originally captured, by feeling the direction of the sun and wind, he calculated that the pirate ships sailed roughly north then east from where they were attacked between Cephalonia and Ithaki. Beyond that, he is a busy man and expects the PCs to be able to discover further information on their own.

At this point, the PC's should arrange their expedition. They don't have a lot of time, two to three days at the most. After which, the patron will want to know why they haven't departed on their mission.



ACT THREE: THE MATRON'S SUMMONS

A slave arrives from the house of Oppius Pedius Falco, asking for the PCs to attend the kidnapped man's mother. On arrival they find the house largely empty, as most of the household left with Oppius Pedius for Athens. Remaining at the house are Appia, his elderly mother, and two servants recently returned with the ransom demand.

The old woman's rant

Ah, you are the loyal clients who've agreed to help us, may the gods bless your generosity. I was told of your competence when aiding your own patron, and now I need your abilities. My asinine son was imprudent to travel by sea in these uncertain times, in fact to travel at all. He was also foolish to take my spoiled grandchildren with him, and my too frail daughter-in-law. Now he sends these two slaves, the only ones who the children seem to like, back with a ransom demand. Thirty talents of silver! Who has that much wealth? In my day people didn't accumulate such unseemly amounts of money. They helped to build and maintain the City. Now, it's all wasted on luxury and vice. At least there are still some men of action, like yourselves, who can save our family reputation from his idiocy.

Appia obviously won't pay the ransom, but instead she hands the characters an old gladius and asks them to swear an oath, that if they can't rescue her idiot son, then they'll give him his father's sword. "So he can at least die like a true Roman, rather than further blacken the family name with his cowardliness too!" Before leaving she waspishly gestures at the two slaves, declaring that they may be of some use.

Bassus and Valgus have unwittingly picked up lots of knowledge from gossiping with the pirate's slaves, but getting it out of them will be tricky. They are obviously despised by the stoic matron, and resentful of their treatment after returning from such a dangerous situation. Their one weakness is their fondness for the children. Successful use of a communication skill such as Command or Rhetoric will break their sullen reticence, but not being particularly sharp witted they won't offer up any of the following information unless the PCs specifically ask questions linked to that fact.

- The specific hut where the Falco family is being held within the camp
- The pirates' cove lies between two rugged hill slopes, on an uninhabited island
- The pirates maintain a lookout atop the highest hill to spot shipping
- A large flock of sheep wanders the island, tended by their male slaves who sleep in the innumerable small caves they find
- Captives are sold to a rapacious slaver known as Laevinus, based in Tarentum. He is a powerful merchant who deals in bulk quantities, uncaring of the source of those who end up in his slave pens
- Agathon, the leader of the pirates, has set himself up as a petty tyrant, terrorizing the nearby islands and taking what he wants. The inhabitants are disgruntled, but fear reprisals
- The local ruler of Cephalonia, Acron III, is in league with the pirates, receiving a share of the loot in exchange for looking the other way

As the matron has no further use for Bassus and Valgus, if desired, the party can convince the slaves to accompany them on the mission. In the right circumstances they may reveal more information, and their presence will help reign in the twins. More on these two can be found in the NPC section.



ACT FOUR: THE TRIP TO BRUNDISIUM

The trip to the city of Brundisium will take two weeks assuming they ride. Unlike their previous experience, the journey is completely uneventful. If the characters are aware of the rumour that Laevinus sells the pirate's captives as slaves, they can stop off in Tarentum en route to pay him a visit. If they didn't uncover the information, then give the character with the highest POW a Luck Roll. If successful he overhears Bassus or Valgus mutter about Brundisium being where the pirates sell their slaves, at which point the PC can ask further questions.

Locating the home of Laevinus requires a Streetwise roll. If successful the PCs are directed to an opulent domus overlooking the bay. Gaining an interview with the merchant is more difficult. The character with the highest Status may attempt to roll against it, and the party will be admitted only on a success or better (use Act 4, Scene 1). Failure leaves no option but to try and break in using Climb to scale the rear wall of the house, and both Hide and Stealth to sneak about (use Act 4, Scene 2).

Inside, the domus is decorated in a vulgar display of wealth, crammed with a vast assortment of painted bronze and marble statues. Anyone with the skill of Appraise, Art (Sculpture) or Knowledge (Art) may attempt a roll against their skill. Success reveals that most of these are priceless Greek originals, not cheap Roman copies. Such a collection would be impossible to compile legitimately.

Act 4, Scene 1: Delicate Delving

Talking with the slaver

You are shown into the tablinum. Whereas your patron's office is ascetic and tastefully furnished, this room is used as an ostentatious proclamation of the slaver's wealth. Large urns, brightly hued with Egyptian glazes stand behind his desk, which itself has gleaming leonine legs of solid silver. The curtains are of Cos silk and the floor is one huge mosaic depicting the Dei Lucrui, the gods of commerce and trade. It is all rather tasteless, a hodgepodge of different styles and cultural works of art.

Like king Midas himself, Laevinus himself is dripping with so much gold he may as well be a Parthian potentate. He greets you unctuously, begging to know how he can help.

The PCs may converse with Laevinus either bluntly or subtly. However, unless they specifically talk about one of the following subjects, he quickly makes it clear that his time is limited and will politely evict them.

- If they pretend they wish to purchase a batch of slaves, the PC with the highest Bargain should roll against his skill. If successful, the merchant is convinced of their fidelity and will happily reveal that he is expecting a new delivery in a week or two's time.
- If they bluntly question the merchant about the source of his slaves, he will calmly state that he purchases his slaves in good faith, and that it is not his business to question from whence they come. "War captives, bankrupt citizens, children born of slave parents, criminals; a slave is a slave is a slave."
- If they foolishly reveal any knowledge of Agathon the Black, the Falco family, or the name of their patron, then the merchant will instantly be suspicious of their intentions. Laevinus quickly terminates the interview. He then sends word to Cephalonia to warn Acron III about the PCs.

As the PCs are leaving the house, the slave escorting them is briefly called away and they see their patron's rival entering the atrium! The characters can choose to openly pass by, thus revealing their presence. Or they may attempt to conceal themselves. Since there are so many lifelike statues about, if the PCs simply take a pose and stand still, they can treat the Hide roll as Easy!

Once outside, the characters may complete their journey to Brundisium without further incident.

Act 4, Scene 2: Clandestine Clues

Shocking revelations

You scale over the back wall only to discover to your shock that the small peristyle garden is full of people. But after a moment you notice that none of the individuals are moving. Each one is a beautiful statue, painted to appear lifelike. In relief you drop down behind some trimmed bushes and creep towards the tablinum. The few visible slaves are easily avoided by using the plethora of works of art as cover. On the slaver's table lay several intriguing documents, but you hear approaching voices just before you can read them...

The PCs must either conceal themselves or depart, otherwise they will be discovered. Hide rolls are treated as Easy in the tablinum because of all the artworks filling the room. There are two large urns and silken hangings behind which they can shelter.

Just as they finishing hiding, Laevinus enters with the patron's rival! Listening to their heated discourse provides the following information:

- The rival originally informed Laevinus of the patron's travel plans, thus causing his capture by pirates.
- The rival is angry that the patron was freed on payment of the ransom, and demands a share of it as 'compensation'.
- Laevinus suggests that he take the matter up with Agathon the Black, who'll be arriving in a weeks' time with the next shipment. His sarcastic tone does nothing to hide the implicit threat.

Once the rival and Laevinus depart, the PCs may flee the house with nothing more than a Stealth roll to avoid notice. If one or more characters fail, then the household slaves are briefly attracted by the noise, but blame it on the cat. A fumble causes such a crash, that the PCs are noticed and they must fight free against a couple of kitchen slaves (Pugilism 55%).

Enterprising characters may snatch the scrolls from the slaver's desk. They contain incriminating evidence of Laevinus' business dealings with the pirates and can be used by their patron to bring a law suit against him. There

is also a scrap of parchment on which is written 'Arkoudi Nisida', the name of the island where the pirate base is located.

Whether or not they take any documents, the slaver will falsely conclude that the rival was behind the intrusion, thus propagating a feud between them. Thus diverted, the PCs will reach Brundisium with no more encounters.

ACT FIVE: ARRIVAL IN CEPHALONIA

The crossing from Brundisium to Cephalonia takes a week, sailing from port to port in stages to avoid bad weather and attracting the attention of the pirates plaguing the Mare Ionium (Ionian Sea).

Halfway through the journey, those PCs who succeed in a Spot roll see three galleys drawing close to their merchant ship. An Idea Roll allows them to recognise the three pirate ships of Agathon the Black. The Game Master can use this to create a dramatic moment, as the galleys sweep closer and closer. But at the last moment the pirate vessels sweep past, and ignore the PCs small vessel.

On their arrival at Cephalonia, the ship enters the harbour of Krani. If Laevinus sent word to king Acron warning about the PCs, the city guard will be waiting to arrest them (go to Act 5, Scene 1). If they manage to arrive inconspicuously then they must establish contacts with the local traders in order to locate and travel to the pirate's base (go to Act 5, Scene 2).

Act 5, Scene 1: Resisting Arrest

Unfriendly welcome

Sailing gently into the wide, beautiful harbour of Krani, you notice an unusual number of soldiers marching towards the berth your ship is approaching. They officiously barge through the sailors and fishermen on the dockside, scanning your vessel as it draws closer. When the commander of the squad catches sight of you he raises a cry to his troops. As one they draw swords...

The PCs will probably be confused by this military reception. Depending on their inclinations, the characters may attempt the following:

- Judge that discretion is the better part of valour and jump overboard. Each PC must succeed in a Swim roll, or start to sink. A few moments later a passing fishing boat rescues them and sneaks away whilst the bulk of the merchant ship hides the manoeuvre.
- Be stoic and use Command, Law or Status to brazen it out. Success browbeats the soldiers, making them hesitant to publically use force against Roman citizens. If their self assurance fails to intimidate the soldiers, the PCs are arrested by command of king Acron, which immediately initiates a riot on the dockside. In the confusion the characters are smuggled away by sympathetic fishermen.
- If they allow themselves to be led away without resistance, the PCs should attempt Listen rolls. Success allows them to hear several comments from the watching crowd, suggesting that they'll be crucified by morning or sold to Agathon the Black, just like those other Romans... Such statements should frighten the PCs into making an escape attempt. The Game Master should run a quick chase scene using the Dodge and Sports skills. Eventually a group of fishermen hide them under their nets and smuggle the characters out of the city.

The defiant fishermen take the PCs to their small village



further around the coast. En route they explain that Acron is in league with the pirate chief Agathon the Black, being bribed a share of the slave money in return for turning a blind eye. With Agathon placing ever increasing demands on the fishermen to feed his pirates, and taking several of the prettier wives and daughters as hostages, all the coastal folk are on the verge of rebellion.

If the PCs reveal their patron's plans to destroy the pirates, the fishermen will automatically offer any help they can to locate and transport them to the pirate base. Identifying the site of the hidden base will be easy if the PCs recount the directional information supplied by their patron, or mention the name 'Arkoudi Nisida' discovered in Laevinus' personal scrolls.

Act 5, Scene 2: Locating Friends

A bad feeling

The merchant ship glides into the crystal clear waters of Krani. Although normally an active port, the dockside is strangely bare of vessels, giving the town an abandoned feeling. Only a few ships remain, drawn high up the beach. You disembark onto the quiet quayside. Sheltering from the heat in the shadows cast by warehouses are a handful of gloomy looking traders, who look at your Roman clothing and eye you speculatively...

The PCs may attempt to find out what is causing the dejection by using Streetwise. Success reveals that the town has been suffering a loss of trade because of an increasing number of pirates. The remaining local merchants have abandoned sailing in fear of losing their ships. Obviously angry, they will talk further if the PCs can gain their trust. This can be done via:

- Rhetoric to pander to their righteous feelings of indignation
- Bargain to bribe them with a gift of at least Average value
- Or simply telling the truth, revealing that they are there to raid the pirates

In return for the PCs promise to overthrow "that evil bastard Agathon the Black", the traders offer the use of a small boat crewed with local sailors to help them locate the pirate base. They also have a map of the local seas (show players map of Ionian Islands) from which the PCs can work out the probable location.

The weather for the following week is calm with no storms. Assuming the PCs didn't discover the name of the island in Laevinus' personal scrolls, each day they can send the small boat off to one outlying island or section of coastline to search for the pirates. The day the boat doesn't return should inform the PCs that they have probably located the base.

Despite the loss of the small boat, one of the traders can be convinced to transport the PCs to the island in his own vessel with a successful Command roll, or paying a bribe of at least Expensive Value. However, no matter the bargain, the ship will cravenly sail straight back to Cephalonia once the PCs have been dropped ashore.

ACT SIX: FINAL PREPARATIONS

Before the PCs leave for the island they have an opportunity to purchase any supplies they might need, and plan how they will rescue the hostages. With only a couple of days before an angry Agathon returns without the ransom, the PCs must move fast. Some suggested courses of action are:

- PCs who questioned Bassus and Valgus and discovered there are shepherds on the island, can adopt slave garb in order to travel to the pirate camp in disguise. In general, the pirates ignore the slave herders.
- If the characters played in the previous scenario 'The Ransom' and communicated with the abused woman at the pirate village who brought them food, they might want to contact her as a possible ally. Her name is Aspasia, and she would gladly aid the party if they could free her. Since she works as the cook, Aspasia is in the perfect position to give all the pirates severe food poisoning if suitable herbs or rotten meat can be found. Locating such ingredients on the island requires a suitable Knowledge skill or a Hard Idea Roll for toxic plants, and a Sense roll to find a putrid goat instead.
- A commando style raid to reach the hut where the Falco family is being held and remove them by stealth is possible, if the door guards can be distracted. A perfect diversion would be to set fire to the storehouse, in which the pirates keep all their food and plunder... or the galleys if Agathon has returned.
- Money and other valuables could be used to tempt the pirates guarding the hostages to defect - since if the prisoners escape, Agathon will be murderous. But this would require a huge bribe, and an on-the-spot bribery attempt, which if failed could prove disastrous.
- Before Agathon returns, only a skeleton crew of a dozen pirates remain on the island to guard the hostages and accumulated goods. However most of these are injured or crippled, so there is an outside chance that they can be overcome by direct violence. However, since the PCs will lack any heavy armour such a course of action may well be suicidal.
- When Agathon returns, he brings a large chest of silver (payment for the slaves) and a shipload of wine amphorae, courtesy of an unlucky merchant ship. The pirates will celebrate with hard drinking until nightfall when the pirate captain will order the execution of the Oppius Pedius Falco, and his son Titus. Although numbering over a hundred men, they will be near paralytic and a brief attack may succeed long enough to free the family and run.

Arkoudi Nisida is a small island, barely 3km long which lies northeast of the northernmost tip of Ithaki. It is considered uninhabited by those living on Cephalonia, having no obvious source of water or safe anchorage. However, this is the location of pirate base. On the east coast there is a small curving inlet at the end of which Agathon beaches his small fleet, safely out of sight of passing ships. The island itself is a single low hill formed from limestone, riddled with caves in some of which rainfall collects. In addition, the island's cover of arid vegetation maintains

several flocks of sheep and goats.

When the characters approach the island they have a choice of whether to land by day or night. Daytime is safer for the sailors to land the boat, but its approach may be spotted by watching pirates on the summit of the island. The character with the lowest POW should attempt a Luck Roll. Success indicates that in Agathon's absence the slovenly pirates were dozing. Failure results in the pirates being alerted and sending a six man party to capture the boat.

Night time enables the PCs to approach the island unobserved. But being unable to see means it is difficult to find a safe landing spot. Again, the character with the lowest POW should attempt a Luck Roll. Success allows the party to reach shore, a little wet but with all their equipment. Failure results in the boat hitting a rock and capsizing in the waves. Every PC must succeed in a Swim roll to reach shore. A special or critical success allows them to retain their weapons too. Everything else is lost, including the boat.

ACT SEVEN: THE RESCUE

Depending on the party's plan, they will eventually reach the critical point of freeing the Falco family from the hut where they are guarded. Two pirates sit outside gambling. Unless lured away using a nefarious plan, they must be dealt with directly. An opposed test of Fast Talk versus the pirates Idea Roll can be used to send them off, or convince them that the hostages have been summoned. Or they can be attacked, the PCs gaining a single round of surprise before they respond - noisily. Either method will give the characters a very brief window of opportunity, before more pirates come to investigate.

Once inside, they have more trouble waiting for them. The father won't leave without his wife and children. Lucia is ill, and cannot walk any great distance without assistance, Oppia is a spoiled and demanding girl and Titus is headstrong and dreams of martial glory.

A father's thanks

Thank you for coming to rescue us, we owe you and your patron a great debt. I am afraid that my wife is ill; we will need to carry her out of here. Come Oppia and Titus, we need to leave now.

At this point Oppia and Titus break in, each completing the other's sentences. They do not try to be quiet, yet are not speaking overly loud. Attempts to hush them should best be made using Command, Etiquette or Fast Talk rolls. Success will get them to be quiet, at least until out of the pirate's hideout. A special or critical will earn that PC some favour in their eyes; future social conflicts with them will become Easy. Failure won't quiet them down, and a fumble will make them speak louder, as well as raise all future social conflicts to Difficult.

The children are very fond of Bassus and Valgus. If present, they can be prevailed upon to help calm the twins, if so give a +20% bonus to the above rolls. If they are not convinced to reduce their volume, they draw attention from any remaining pirates in the camp making a stealthy departure impossible.

The twins prattle

Finally, Rome has sent someone to rescue us...thought I don't see how these few can ...help, we have been left here with no clean clothes...or food...or decent drink...and our mother is...ill, so we need to be going...why are you standing there, we should be cutting our way...out of here, father make them do something...

Now the PCs need to make their escape. Oppia will flirt with the PC who seems to have the highest social standing, failing that, she will start with the most handsome person in the party. She will want someone to help her along and see to her every whim. Oppia expects immediate remediation of the wrongs done to her, including better food, better clothes and better living conditions. She will demand the best that the party has to offer. Titus will be brash and not pass up an opportunity to get into a fight. He will have to be talked out combat, especially if the better option is to hide or skulk about. Follow the general guidelines given for hushing the twins in the above paragraph when dealing with new problems. The GM should be creative in the use of these two ungrateful brats, and employ them as foils for the party's well made plans.

If the PCs still have access to the boat which landed them, they can eventually return to it and escape back to sea, only to be picked up the following morning by their patron's fleet! If the boat has been discovered then they must either fight the pirates guarding it, or abandon the boat and hide in one of the many caves. If they have no way off the island, the PCs face a day of cat and mouse with hunting pirates until their patron arrives. Game Masters with a mean streak are recommended to have the PCs captured and sentenced to a gruesome death, moments before the patron's fleet sails into the cove to save the day!



ACT EIGHT: DENOUEMENT

The battle

With sadistic joy you watch your patron's fleet run up onto the fine sands, and dozens of well armed sailors leap over the bows into the surf. Their battle cries seem to demoralise the stunned pirates, many of whom simply run in terror. Those few who make a stand are soon overwhelmed, clubbed into submission at the shouted orders of the patron, who remains safely aboard his ship – despite being challenged to single combat by a raging Agathon the Black, who is quickly bound and gagged.

Once the battle is over, he summons you to his presence. "My loyal clients, you have performed your duties perfectly. As I planned, the distraction of the rescue attempt allowed me to capture these pirates completely unawares. You should feel pride in helping me win this magnificent victory, a masterpiece of orchestrated strategy." Despite his congratulations you feel somewhat used...

In the pirate camp, there is a large amount of treasure. Any remaining captives will be given liberty, if they can prove that they are freeborn. The rest ironically, will be auctioned off. The pirates' ill gotten gains prove to be vast, and if they were successful, the party is amply rewarded for their heroic actions, and gain +1d3 Status for rescuing an equestrian family of some note. The exact amount of wealth gained is up to the GM, but it should be enough to purchase some slaves of their own, or invest into a small business. Failure to save the Falco causes the party to lose 1d3 Status instead and detracts part of the patron's glory for defeating the pirates, much to his chagrin.

Following their return to Cephalonia, there is some dispute with the local authorities who try to claim jurisdiction and thus the majority of the loot taken from the pirates. This keeps the party's patron busy for a few days, after which he returns and crucifies all the remaining pirates.

Oppius will be overjoyed at his and his family's rescue. The party now has a friend amongst the equestrian class, one who can secure some preferment if asked. Oppius will seek to discharge his debt to the party, and will take an interest in their affairs. If they ever need a good horse, they now know where to go. Also, Oppius has decided to have his new estate in Thessalia managed by a trusted client. Any PCs looking to retire or leave Rome can find a suitable position there.

Titus and Oppia will not condescend themselves to talk to those of lower classes after they are rescued. If the party has been harsh towards these two, they have gained two enemies that, while not powerful now, can become problems in the future. Oppia will go on to marry well, possibly someone who is a rival to the PCs' patron or in some other way can act against them. Titus goes on to serve in the army, and after several feats of heroism, becomes the brief darling of Rome. He will not forget any slights against him, and will take his revenge in a pleasingly dramatic fashion (as any good hero would).

The illegal slave trader, Laevinus, will be outraged at the loss of one of his best suppliers. A future adventure could involve him being brought to justice for his involvement with the pirates. Such a legal case results in his fleeing into exile, becoming a deadly new enemy – one who has the patience and resources to make things uncomfortable for the PCs.

Then there is their patron's rival. He has not forgotten the setback they caused him in the affair from The Ransom, and seeing as how they aided their patron in gaining more fame and notoriety, in addition to fortune, the party is now fully in his attention. Perhaps he has been rash in merely trying to punish them, possibly it time to attempt to suborn them. The party can expect to be individually approached and corrupted; after all, such able men should be working for the better man.

NPC STATS

Thugs

STR 11 CON 11 SIZ 12 INT 14 POW 13 DEX 12 APP 10
MOV: 12 HP: 12 DB: none Armour: none

Attacks:

Pugilism: 55% (1d3, crushing)
Club 45% (1d6, crushing) or Sica (1d4+1, bleeding)
Wrestling 55%

Skills: Dodge 50%, Hide 65%, Stealth 50%, Knowledge (Region: Rome) 45%

These thugs are acting under orders, though they like a good brawl. If the odds turn against them, they will flee. The thugs don't really know who hired them, just some guy in a tabernae. They are working for the patron's rival.

Pirates

STR 13 CON 13 SIZ 12 INT 14 POW 13 DEX 14 APP 10
MOV: 12 HP: 13 DB: +1d4 Armour: none

Attacks:

Pugilism: 55% (1d3+1d4, crushing)
Xiphos 65% (1d6+1d4, bleeding)
Wrestling 65%

Skills: Climb 80%, Dodge 40%, Jump 45%, Language (Latin) 40%, Language (Greek) 50%, Listen 45%, Navigate 50%, Sense 30%, Spot 50%, Swim 45%, Throw 50%

The pirates are ready to put down any resistance, though they know the value of a slave and won't kill outright. Intruders will be dealt with harshly. If drunk or struck down with food poisoning, all rolls for the pirates become Hard. Crippled or injured pirates lack a Damage Bonus, and treat all athletics based skills as Hard.

Bassus

STR 10 CON 12 SIZ 15 INT 10 POW 10 DEX 10 APP 8
MOV: 10 HP: 14 DB: +1d4 Armour: none

Attacks:

Pugilism 25%, 1d3+1d4 (crushing)

Skills: Bargain 55%, Craft (Cooking) 65%, Dodge 20%, Etiquette 45%, Fast Talk 55%, Gaming 15%, Grapple%, Language (Latin) 50%, Rhetoric 45%, Status 20%

Equipment: Coarse tunic

Description: *Bassus is a very large and very fat man. Although a slave, his position as cook for the Falco family allows him access to good food and wine. Always jovial, even in the worst of situations, Bassus is a boon companion to any who find themselves in his kitchen. He is good friends with Valgus, who at times seems to want to dispose of his good natured companion.*

Story: *Bassus became a slave when his love of gambling far exceeded his ability to pay his debts (look at his gaming score). Although he often shaves a few coins out of his kitchen budget, Bassus's plan to buy his freedom is constantly hampered by the lure of the dice. If asked to accompany the party on their rescue mission, Bassus will demure, his love of his own skin conflicting with his loyalty to the Falco family.*

Valgus

STR 9 CON 9 SIZ 13 INT 12 POW 10 DEX 14 APP 8
MOV: 10 HP: 11 DB: none Armour: none

Attacks: Pugilism 25%, 1d3 (crushing)

Skills: Bargain 65%, Command 45%, Dodge 28%, Etiquette 65%, Insight 45%, Knowledge (Administration) 65%, Knowledge (Accounting) 65%, Language (Latin) 45%, Language (Greek) 65%, Literacy (Latin) 45%, Literacy (Greek) 65%, Rhetoric 55%, Status 25%

Equipment: rough clothing, stylus and tablet

Description: Valgus is a tall, thin, spare man in his middle years. His scrawny neck supports a nearly bald round head and prominent beak like nose. Below his bushy eyebrows resides a perpetual sneer of disdain. He is the tart to Bassus' sweet.

Story: Valgus is a Greek who was captured decades ago and enslaved. He has come to accept his situation, and performs his tasks as manager of the Falco household with almost lethal efficiency. Although a constant companion of Bassus, Valgus' cynical nature conflicts sharply with his friend's outgoing vivaciousness. If asked to accompany the party on their rescue mission, Valgus will loyally oblige, though he knows in his heart of hearts that no good will come of it.

Oppius Pedius Falco

STR 14 CON 15 SIZ 16 INT 15 POW 10 DEX 13 APP 10
MOV: 10 HP: 16 DB: +1d4 Armour: none

Attacks: Pugilism 25%, 1d3+1d4 (crushing)

Skills: Appraise 65%, Bargain 75%, Dodge 26%, Etiquette 65%, Insight 45%, Knowledge (Business) 65%, Knowledge (Natural World) 55%, Language (Latin) 75%, Language (Greek) 55%, Literacy (Latin) 60%, Literacy (Greek) 40%, Rhetoric 55%, Ride 85%, Status 85%

Equipment: Oppius is dressed in a dirty and stained toga, worn sandals, and a not so clean tunic.

Description: Although the signs of a comfortable middle age are creeping into his features, Oppius is still fit from many years handling horses.

Story: The Falco family has been one of Rome's most famous breeders and horseflesh for two centuries. Oppius has managed to enlarge the family's already sizable holdings to include a domus in Rome, and just recently purchased a large stretch of land in Thessalia. He and his family were travelling there to spend a few years setting up operations when they were attacked by pirates. Oppius loves his family, and has perhaps been too permissive with his children.

Lucia

STR 8 CON 9 SIZ 10 INT 14 POW 12 DEX 9 APP 9
MOV: 2 HP: 10 DB: none Armour: none

Attacks: none

Skills: Craft (Sewing) 65%, Dodge 18%, Etiquette 85%, Insight 45%, Language (Latin) 60%, Rhetoric 45%, Status 85%

Equipment: A ragged and soiled stola.

Description: Lucia's face is pale, her lips are tight, and a wild fever burns in her eyes.

Story: Lucia has always counted herself lucky; she had fallen in love with the man her father arranged for her to wed. After twenty-three years, two miscarriages, and one birthing that nearly killed her, she still loves him. Sadly, the birth of her twins ruined Lucia's health, which was never great to begin with. Now it seems she may die of fever on some lonely foreign shore, in a mud hovel none the less.

Titus

STR 15 CON 18 SIZ 13 INT 10 POW 10 DEX 14 APP 12
MOV: 10 HP: 16 DB: +1d4 Armour: none

Attacks: Spatha 45%, 1d8+1d4 (bleeding)
Pugilism 55%, 1d3+1d4 (crushing)
Pilum 45%, 1d6+1+1d2 (impaling)

Skills: Climb 65%, Command 35%, Dodge 55%, Etiquette 25%, Grapple 55%, Jump 35%, Knowledge (History) 55%, Language(Latin) 50%, Language (Greek) 25%, Literacy (Latin) 35%, Literacy (Greek) 25%, Ride 65%, Status 85%, Strategy 25%, Swim 45%, Throw 45%

Equipment: A stained and torn tunic and, given a chance, as much arms and armour as he can find.

Description: Titus is a tall, handsome, well built young man on the verge of adulthood. He is fit, trim, and ready for action. Long hours with his trainers and at the gymnasium have given him a fine fighting form. Sadly, even longer hours with his tutors have taught him little.

Story: Titus has been raised with too much privilege and indulgence. He dreams of one day being a great general, which he equates with heroic combat (possibly the only thing he picked up from his Greek tutors).

Oppia

STR 9 CON 13 SIZ 13 INT 13 POW 10 DEX 12 APP 18
MOV: 10 HP: 13 DB: none Armour: none

Attacks: none

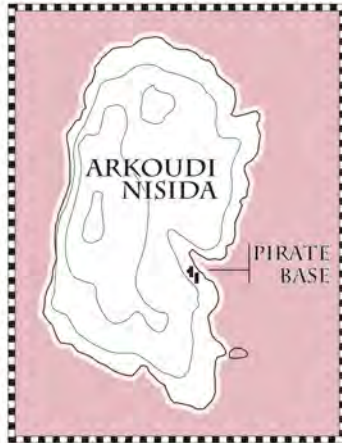
Skills: Craft (Sewing) 55%, Dodge 24%, Etiquette 45%, Fast Talk Insight 75%, Language (Latin) 65%, Literacy (Latin) 35%, Rhetoric 65%, Status 85%

Equipment: A stained and patched stola.

Description: Oppia is a tall and lissom young woman, ready to be married off to an appropriate suitor. She is a radiant beauty, even under the dirt, grim, and worry of the past few weeks. When angry, her beauty is replaced by a fierce rage.

Story: Oppia has always been spoiled. She nearly died at birth, and has been doted on all her life. She is petulant and needful of attention. Over the years, Oppia has learned how to manipulate people she can't simply command, such as when she flirted with her brother's tutor in order to learn how to read and write (which she quickly grew bored of).





Key to Map of the Pirates' Camp

1) Beach This is where the pirate's biremes are drawn up. It is a wide strip of soft sand that extends in land half a mile. Many of the pirates make their cook fires and beds here. At least forty pirates are here eating, drinking and whoring late into the night.

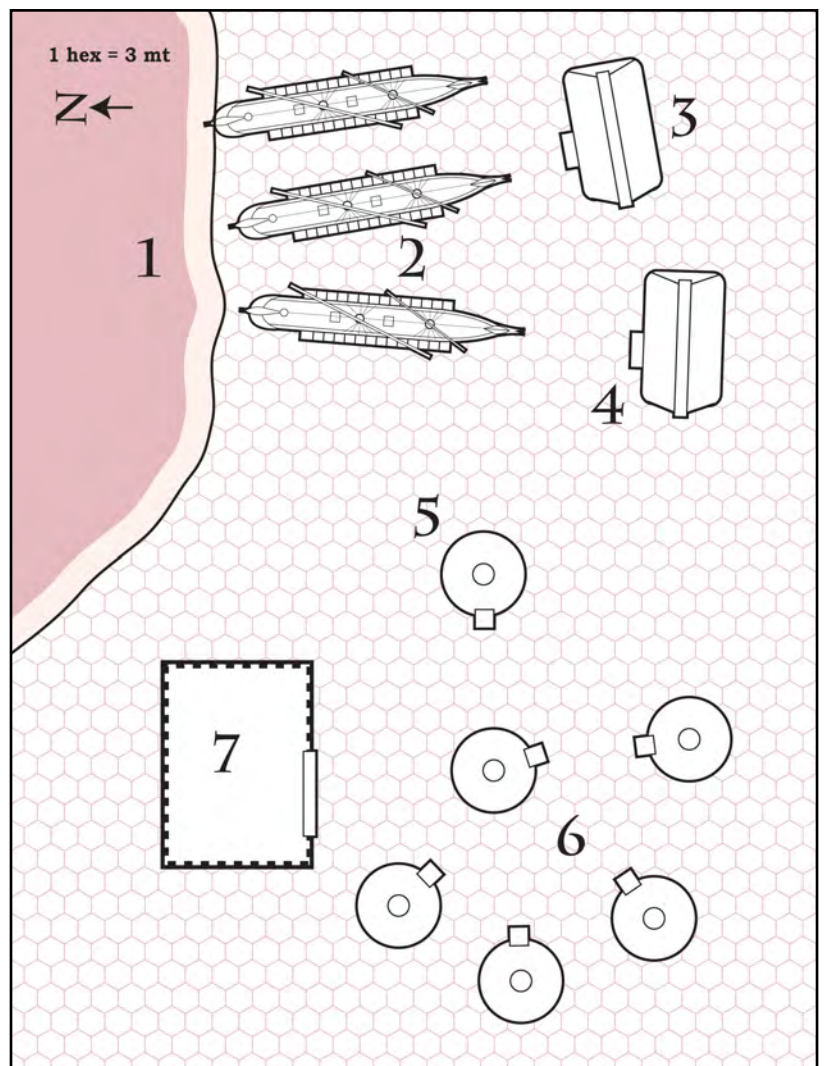
2) The Pirates' Biremes Each is drawn up and is lying on its side. The biremes are guarded at night by three wandering pirates who, more often than not, can be found gambling in drinking next to one of the ships.

3) Store House Here the pirates keep their loot. It is always guarded by two armed pirates at the door, and two more inside the building. The building is constructed of spare planking from captured ships, and is quite sound. Its door is of thick wood with leather hinges and a latch.

4) Agathon's House This is where Agathon the Black lives. It is opulently furnished with captured goods. He keeps his personal slaves here when they are not otherwise engaged. Like the storehouse, this building is of sound construction with a thick wooden door and plank walls.

5) Captive's Hut This is the hut where the Falco family is being kept. The hut is tiny, made of reeds and mud, and has a dirt floor. The one door is little more than a piece of hide hanging from the lintel.

6) Slave Quarters Here all the slaves that tend the pirates' needs live. These huts are of the same construction as the Captive's Hut above. Each houses three to nine slaves. Most are young girls kept for the pirates' amusement. A few are men needed for more demanding work.



7) Slave Pens Here are kept the pirates' prisoners too poor to yield a worthy ransom. They await sale to some unscrupulous buyer. The pens are made of wooden posts driven into the sand. Planking stretches

between the posts and extends to a height of seven feet. The doors are of a sturdy wooden construction and barred on the outside.

THE SACRILEGE

It is 62 BC. Sixteen long and fruitful years have passed since the adventurers survived their expedition against the pirates. Comfortably settled in Rome, they are favoured clients trusted with confidential missions and tasks. Life has been reasonably quiet whilst their patron slowly gains in influence and power.

This adventure is based on another famous incident of the late Republic. In 62 BC, the soon to be tribune and rabble rouser Publius Claudius Pulcher was discovered attempting to penetrate the sacred rites of Bona Dea in order to seduce Pompeia, Caesar's second wife. He disguised himself as a woman but was revealed when an attendant asked him a question and his voice betrayed his masculinity. This incident was considered a great sacrilege since the rites of Bona Dea were reserved for women only and were led by the Vestal Virgins. Claudius was brought to trial, but Julius Caesar surprisingly didn't push to prosecute, despite the fact that the rites were held in the Regia, his own home as the serving Pontifex Maximus. However Caesar did divorce his wife who was implicated as being involved in an affair with Claudius, quoting "my wife ought not even to be under suspicion". Thus divorced, Julius was able to marry again to a woman of more significant political status, helping his future career.

This adventure highlights the depth of political machinations at the time, and should stretch the player character's trust, loyalty, and ultimately, their respect for their patron. It is also a chance for players to meet some of the most famous Romans of the period.

ACT ONE: THE WIFE'S REQUEST

It is early morning, just before dawn. The characters are dismissed from the normal morning attendance on their patron. But on their way out, one of the innumerable, nondescript household slaves gestures for the player characters to follow him into the peristyle garden at the rear of the house.

The wax tablet

As you enter the archaic, yet tastefully decorated columned garden at the rear of the house, your patron's wife leaves it. She gives you all a sharp glance but then nods her head... perhaps in acknowledgement of your efforts to free her husband from the pirates those many years before.

The servant says nothing but passes you two wax tablets, one of which is sealed with wax and the imprint of a seal ring. The other is only closed with a bronze clasp, and opens easily to your touch. As you read the message inside, the slave leaves you in privacy.

"Loyal clients of our family, I have asked my husband to loan me your services. I require you to deliver the accompanying tablet in strictest confidence, to Publius of the family Pulcher of the gens Claudius and then wait for a reply. Perform this task with subtlety and you will be rewarded."

The second wax tablet is very well secured and cannot be re-sealed after opening unless one of the PCs has some sort of forgery skill. The seal is unknown. Neither the first or second wax tablet has a signature and the writing, probably that of a slave, is not recognisable.

If they open the confidential wax tablet then the game master should read the following.



My dearest P.

Long have I watched your rise amongst the patricians, and desired for us to engage in a more suitable and intimate relationship, something which I believe would benefit both of us most pleasurably. However appearances must be kept and our first negotiations should remain secret, lest our enemies use this knowledge against our families. Therefore I suggest our first meeting take place sometime and someplace when none can spy upon the give and take of our interactions. I suggest the holy rites of Bona Dea would provide the perfect opportunity for our first meeting, since no man is permitted to see the goddess's ritual gratifications. Not only would this provide a setting free from agents, but the ceremonies would also consummate any agreements we decide upon.

Send your response via the same couriers who deliver this tablet.

This leaves the PCs in a quandary. By opening the sealed tablet they have broken their fides, their loyalty to the family – thereby undermining their status as privileged clients. They also face the moral dilemma over bringing charges of infidelity against the patron's wife, which would break up what has been up to now a loving and faithful marriage (possibly even causing her legitimate death at his hands), and bringing disrepute upon the family.

ACT TWO: THE DELIVERY

The first difficulty the characters may face is finding out where Claudius lives. A successful streetwise roll will recall that the Pulcher family domus is near the Temple of Minerva on the north slope of the Aventine. Otherwise they must use their wits or contacts to locate the place.

At this point, the patron's indefatigable rival enters the plot. Always seeking to undermine their patron's reputation and political plans, he has some of his clients spying on the characters. When they leave on their clandestine mission, they are followed by two of the rival's agents, whom are suspicious both about the unusual length of time the characters remained inside, and that they have not split up to return to their own homes for breakfast.

For the PCs to determine that they are being followed requires a successful Spot roll. On a special success they note that they are being trailed by two separate agents, and on a critical they can recognise the men as clients of their patron's rival.

One will remain at a distance, only observing where the PCs travel. However, the second agent, a reformed thief, if believing himself unobserved, will make an attempt to frisk several members of the party for anything resembling a message when the opportunity arises.

The chance soon occurs when a group of youths playing football come charging down the street, and cause a terrible accident to occur. Read the following description to the character with the lowest POW.

The close shave

As you travel along the crowded Vicus Tuscus, you encounter a group of young men, kicking and throwing a ball between each other. There are cries of irritation and outrage as pedestrians are shoved aside in their game. Then the leading player kicks the ball wildly, and it strikes you so hard that you are knocked into a barber working in the street. There is a yell, followed by gouts of blood which spurt over both you and your companions clothing as the jostled razor accidentally cuts the customer's throat. After a moment of stunned silence the fatally injured man gurgles and drops to the paving stones. Then pandemonium breaks out with the barber turning on you, and the ball players fleeing the scene...

The PCs are caught in the crowd and must defend themselves with some form of communication skill such as Command, Fast Talk or Streetwise to avoid being dragged off to a city magistrate. Whilst trying to talk themselves free, the second agent will approach and frisk each character pretending to be a rather deaf doctor checking them for injury. Each attempt is an opposed roll of the agent's Sleight of Hand versus the character's Sense skill. If they win, they notice that the supposed doctor is attempting to rob them and may act accordingly. If the agent manages to steal the tablet, the Game Master may run a side adventure in an attempt to recover it, or have the PCs return to their patron's wife in shame - only to discover that she claims to have not sent them to deliver a secret message!

If the characters fail to extricate themselves from being apprehended for manslaughter, they are quickly dragged to the Forum Romanum before the Praetor de Sicariis et Veneficis, in charge of cases concerning murder and poisoning, where they are accused of unlawful killing. However they handle the allegation, the magistrate being a partisan of their patron will extricate them from the charges and dismiss the case.

After this dramatic incident the characters are free to continue their way towards the home of Publius Claudius



Pulcher on the Aventine. Unless they take precautions to hide their route, or split up to confuse pursuit, the remaining agent will carefully report the PCs visit, allowing his master to infer a new nefarious plot in the aftermath of Catilina's failed rebellion of the previous year.

ACT THREE: THE ANSWER

When the PCs arrive at the home of Publius Claudius Pulcher they are greeted by the sight of a rather impressive house. The janitor (door slave) bears bruises of frequent abuse and is chained to a ring in the floor of the vestibulum. Despite a sullen demeanour, he quickly summons another slave to carry any request for an interview to his master whilst he remains to keep an eye on the characters.

After an insultingly lengthy delay, the slave returns to escort them to Claudius. He receives them in the atrium, reclining on a couch as a pretty young slave girl flees from the room weeping.

The debouched patrician

Claudius remains prostrate as you approach, deliberately emphasizing his rank and showing little in the way of good manners. His swarthy build belies a vibrant strength and although he possesses what passes for handsome features, they are twisted into a nasty leer as he gazes after the fleeing slave.

"You have a message for me?" he grunts and holds out his hand imperiously. After checking the seal he scans the few paragraphs of closely written text inscribed in the wax, and sits up with a start. The lecherous smirk returns to his face as he asks "Who sent you?"

The characters should reveal at this point that it was their patron's wife, but if they obfuscate he will wheedle it out of them with base cunning.

Gesturing other slaves to attend their needs, Claudius carelessly wipes over the previous message and scrawls a sentence in reply. He then hands back the tablet without sealing it and gestures for the PCs to leave.

If they decide to read the tablet, worried about what could be passing between this despicable example of the nobility and their patron's wife, then they see that all Claudius has written is "I will come". However a closer examination shows remnants of the last paragraph of the

original message left half-smear. Succeeding in a Literacy (Latin) roll reveals the following fragment.

I suggest the holy rites of Bona Dea would provide the perfect opportunity for our first meeting, since no man is permitted to see the goddess's ritual gratifications. Not only would this provide a setting free from agents, but the ceremonies would also consummate any agreements we decide upon.

On return to the home of their patron, the same slave appears to collect the wax tablet from them. He refuses to answer any questions, and if pressed to it will open his mouth and reveal that his tongue has been cut out. He then vanishes into the back of the house. Requests to gain an audience with the patron's wife are met with dismissal, with an excuse that she is purifying herself in preparation for the Bona Dea ceremonies.

ACT FOUR: THE MORAL DILEMMA

How the next section of the scenario unfolds, depends on the actions of the characters who are now faced with a terrible dilemma. Should they reveal the apparently sordid affair to their patron? Or should they maintain the confidences of his wife? Indeed, if they do reveal the wife's activities, will the patron even believe them? Will the whole affair cost them their client status by alienating him, or even reduce both his and their own standing due to ridicule of Roman society?

With evidence that something of an inappropriate nature is in the air, the PCs are forced to question their loyalties and decide which Roman moral traits are more important to them. As a guideline the following Roman virtues are provided for the Game Master to frame the ethics of their decision.

- **Fides** – loyalty to the family, patrons and clients. This virtue can be used either way, both to maintain the wife's apparent secret, or to reveal her apparent infidelity to their patron.

- **Gravitas** – denotes a seriousness of purpose and sense of responsibility. If the patron decides to divorce his wife, the reasons behind it will become common gossip and hurt his gravitas.

- **Honestas** – the image that one presents as a respectable member of society, or more specifically, the virtue of acting according to one's rank. The characters may value their own honestas over their responsibility to the patron or his wife.

- **Severitas** – severity, or strictness, is the enforcement of personal judgement, even though it might pain you emotionally or financially. Do the characters have the moral fortitude to do the right thing even though it might cost them their patron?

- **Veritas** – truthfulness and honesty when dealing with others. Do they tell their patron the truth, or conceal and lie about it?

If the characters decide not to inform their patron about their fears, but act on their own initiative to capture Claudius red-handed then skip ahead to Act Five. If they decide not to act against Claudius and the wife at all, or are still unaware of the proposed meeting, go to Scene One. If they choose to inform their patron, use Scene Two instead.

Act 4, Scene 1: Guard Duty

As they leave, either nervously concealing the truth or blissfully unaware of the impending sacrilege, the PCs encounter their patron organising the household's male slaves in the atrium.

A necessary duty

Whilst leaving the reception chamber you discover an excited gaggle of male slaves being organised in the atrium. They are carrying boxes, sacks and folded blankets, obviously in preparation for leaving on a trip of some sort. When he notices you in the bustle of activity, your patron breaks a conversation with his major domo and gestures you to approach.

"Excellent, you have arrived just in time. The sacred rites of Bona Dea will be held here tonight, which as you know may only be attended by women. Thus I require your help this evening, standing guard outside the house to prevent any incursions by men, whether they are merely curious onlookers, or impious drunks seeking to profane the rites. I'm sure you will conduct yourselves suitably, and treat the matrons who attend with the highest respect." Assuming acquiescence, he smiles paternally and briskly leads the procession of slaves out of the house.

Act 4, Scene 2: Setting a Trap

If the PCs desire to inform their patron about their suspicions, he will receive them in his tablinum, and question them thoroughly about the entire incident with a hawkish intensity. No matter what improprieties the PCs performed in uncovering the affair, the patron will be grateful for their honesty.

The plot thickens

Your patron rises from behind his ornately carved desk and says in a quiet voice, "My loyal clients, I am deeply grateful for your efforts in uncovering this dreadful matter of concern. Now I must ask you to stretch your devotion to greater levels of ingenuity. This Publius Claudius must be prevented from sullyng my marriage, and the best way would be to let him be damned by his own impropriety. I propose that he be allowed to commit the inconceivable sacrilege of entering the rites of Bona Dea tonight, and be caught red handed. However, I cannot be involved in any activities which may defile the ancient ceremony, as it would tarnish my dignity and political standing."

He grins wolfishly, and you see a hitherto unknown savagery behind his normally ascetic features. "Thus I must ask you to arrange for Claudius' discovery... and capture. Prove your loyalty to me again, and you shall be justly rewarded!"

ACT FIVE: THE FORBIDDEN RITES

The characters have a number of difficulties ahead of them. First and foremost is how to identify Claudius if he is disguised as a woman. Secondly, how to capture him red handed during the rites, if they themselves as men are forbidden entry. Of course, this is one of the rare occasions where having a female Player Character could be an advantage.

Several options are available here, but resourceful players can come up with any reasonable or indeed unreasonable plan they wish. However, the important aims which must be achieved are that Claudius is caught at the rites, and they themselves are not.

Firstly the characters may recall that the slaves in the Pulcher household appeared beaten and abused, thus their loyalty may be open to bribery. Any successful use of a relevant communication skill will permit a sympathetic character to gain the aid of the resentful janitor, who will indicate when Claudius (rather than another family member) leaves the house disguised and hidden in a palanquin. By following the palanquin to the front door of their patron's home, the PCs will be able to observe how he is dressed so that he can be identified later.

Secondly, the characters could disguise themselves to enter the sacred rites of Bona Dea. This is far more dangerous, but much more exciting than simply informing a female ally of Claudius' presence. This will require one member of the group to use the Perform (Acting) skill, or the unusual skill of Disguise if they have it, to dress the characters in a convincing manner. Veils will be necessary to hide their faces. Speaking to anyone at the ceremony will also require either of the two skills to imitate a female voice convincingly.

Of course the characters could simply present the information at the main door, that a man has secretly intruded the rites. But they cannot guarantee that female slaves loyal to the patron's wife, won't keep the news suppressed and no matron of rank will depart the ceremony midway through the rituals to answer the door.

If the characters decide to simply skulk inside, they will face a difficult time trying to find Claudius in the mass of attending women without revealing their own presence. Rolls against Hide and Stealth will be required to enter and move about the house secretly, followed by a successful Spot skill to locate the interloper if they know how he is dressed, or successful Spot and Insight rolls if they have no idea.

The Game Master is encouraged to keep the tension high but use a minimal number of skill checks. Unless disastrously fumbled, simply give whoever fails a scare, or force them to think on their feet to extract themselves from any faux pas. The rhythmic music and dancing of the ceremony should cover any extraneous noises, for example.

If the disguised Claudius is located, he can be revealed in any entertaining way the PCs come up with.

Uncovered!

A moment of stunned silence passes before the elderly Vestal Virgin coordinating the ceremony covers over the sacred items, including what appear to be several large serpents, and screams out "capture the impostor; he must pay for his defilement in blood!"

The room full of women then turns on Claudius, ripping his stola and veil from him as he fights his way clear of scratching nails and grasping hands. He brutally punches and elbows several pious patrician ladies, including the patron's own mother, to clear a path to the stairs; before rushing up to the top floor where he precariously leaps to grasp the edge of the roof and climbs up out of sight. The mob of incensed, yelling women rushes out into the street bearing oil lamps, but eventually return empty handed.

Several voices cry out "Who was he?"

If the characters penetrated the sacred rites they can whisper anonymously that it was Publius Claudius Pulcher disguised as a woman.

If on the other hand the PCs were stationed outside as innocent guards, they are alerted by the screams from inside and have a chance to capture Claudius red handed.

Use his statistics as noted at the end of the scenario. Claudius will not go down without a fight, but is unarmed so any injuries he inflicts should not be crippling or fatal. If captured he can be placed under house arrest until their patron or a magistrate can be alerted. If he escapes, the crowd of angry women can be informed of the interloper's identity and they will lay siege to the Pulcher domus.

ACT SIX: THE TRIAL

"He was found where he had taken refuge, in the chamber of the girl who had let him into the house; and when they saw who he was, the women drove him out of doors. Then at once, and in the night, they went off and told the matter to their husbands, and when day came a report spread through the city that Clodius had committed sacrilege and owed satisfaction, not only to those whom he had insulted, but also to the city and to the gods. Accordingly, one of the tribunes of the people indicted Clodius for sacrilege, and the most influential senators leagued themselves together and bore witness against him that, among other shocking abominations, he had committed adultery with his sister, who was the wife of Lucullus."

Plutarch

Several days pass with all public business suspended, and numerous messages carried between the Vestal Virgins and matrons of the highest ranking families. With rumours and lewd gossip growing in depravity (fuelled in part by the rival), a senate meeting is held and the PCs patron publically divorces his wife, sending her home to her father in shame.

Eventually the characters are sent to escort Publius Claudius Pulcher (whether he is under their custody or penned within his own house) to stand trial at the Basilica Porcia. He comes resentfully, maintaining a supercilious air and claiming innocence. However, once outside surrounded by heckling plebeian women, his mien slips, revealing a feral, hunted look.

When the group is just about to reach the Forum Romanum, somebody shouts out that Claudius is guilty of sleeping with his own sister. At this, the patrician's self control slips and he begins to let fly with vicious insults, bringing the already incensed women to the point of starting a full blown riot. The PCs must attempt to defuse the situation before they are overrun and their prisoner ripped limb from limb.

Suggested options are:

- Intimidate or cow the women by successful application of the Command, Law, Status or Theology skill
- Undermine Claudius' insults by loudly lampooning him with Fast Talk or Perform (Acting)

If they fail to divert the mob's wrath, the PCs must ignominiously run for safety, and are chased in full view to the very steps of the basilica. This will cost each character 1d3% Status and several days of ridicule in the graffiti scrawled on the walls surrounding the Forum Romanum.

Once inside, the Praetor Aulus Gabinius declares an extraordinary judicial investigation of sacrilege at rites of Bona Dea. Claudius is charged with the crime of incestum (corrupting the chastity of the Vestal Virgins), rather than sacrilegium (the theft of religious objects). However, being a capital crime, if found guilty he faces public scourging in the Forum Boarium followed by a horrific death.

Claudius is defended by the patron's rival, who hopes to use the trial to inflict a great deal of embarrassment on

the patron. The prosecutors are Lentulus Crus, Lentulus Marcellinus and Lentulus Niger. If however any of the characters are skilled in Law and Rhetoric, they are invited to run the prosecution themselves (see BRP Rome p20 for guidelines).

As typical for Roman legal cases, the trial is a series of witnesses who either recount observed events or give character references. During their recitations they may be questioned and/or undermined by both the defence and the prosecution. For ease of PC involvement, the trial is broken into three separate scenes.

Act 6, Scene 1: Selection of the Jury

Whilst the jury members are being randomly selected and vetoed by the defence or prosecution, Gabinius (the praetor) sends a lictor to the PCs asking them to return to the home of Claudius and summon his servants as witnesses.

The trip is quick, and it does not take long for the characters to discover that the house stands completely empty, save for the defamed sister Claudia and her maid. However, if a successful Spot or Sense roll is made, some innocuous blood smears can be found on the front door step. These lead around the side of the house into a warren of back alleys. The passageways are infrequently travelled, at least by wary folk, and thus the intermittent blood trail is easy to follow.

Unless the PCs are cautious or use stealth, they will be ambushed by a pair of sica wielding muggers. With suitable role-playing and use of a relevant skill, they can be intimidated, bought off or even paid to escort the PCs to the end of the blood trail. If the encounter resolves as a fight, then use the NPC stats at the end of the scenario.

Overcoming or bypassing the muggers, the characters discover that the trail ends at a small section of open sewer. Anyone brave enough to drop down will discover the still barely living janitor. He has been heavily beaten and stabbed at least once, but is still able to splutter out the following.

The dying door slave

<cough> ...the master was worried that his slaves would be called to testify against him. <wheeze> None of us is loyal to that monster, and <cough> we waited eagerly to send him to his death for his profanity. Yesterday most of us were sent to Ostia, dismissed to the Claudian estates in Gaul... <extended spluttering> but I, who had seen the master dressed as a woman, was thrashed and then dragged here to be killed. <wracking cough> By now all who could give witness will be sailing across the sea, or cowed by threats of murder. I hope he, he... <choke>

The janitor manages one last bloody cough before he slips into unconsciousness.

Although critically wounded, the slave can be saved from dying if the PCs wish to help him; by doing so they will gain a future loyal ally. But he is too badly injured to testify at the trial, and they must return empty handed. The praetor, who had little expectation of finding the household slaves, is resigned about their failure.

Act 6, Scene 2: Presentation of the Witnesses

Despite their futile assignment, the selection of the jury is still incomplete by the time the PCs return. Sent to sit on the witness bench, they are approached by an evil looking plebeian with a single eye and a livid scar down his face, who delivers them a message.



The threat

The man bends close and whispers in order to keep his words confidential in the crowded basilica.

"My patron wishes you to know that he understands that you are simply innocent puppets caught up in this farce of justice. You understand not, what is being played here. Yet he also desires that you fully comprehend that he rewards his friends well... very well indeed; but his enemies will suffer for their accusations. Think carefully about where your loyalties should really lie."

With a quirky smile, which does little to hide the cold expressionless eyes, the scarred man slips back into the crowd of spectators behind you.

If watched carefully, a successful Spot roll allows observation of the man when he appears behind where Claudius is sitting and whispers in his ear.

The following list is the order in which the witnesses are called and what they testify. This section of the trial should be paraphrased by Game Master unless he wishes the player characters to take the part of advocates.

- **The slaves of Publius Claudius Pulcher** - The PC with the highest Status will be called forth to explain why the slaves are not present at the trial. If the character recounts the words of the janitor, he will be cut short by the rival (the defence advocate) who says that slave testimonies not extracted by torture are inadmissible.

- **The patron's mother and sister** - As attendees of the Bona Dea ceremony they will claim that the intruder was indeed Publius Claudius Pulcher. However, when cross-examined by the rival, they will be forced to admit that they didn't see his face clearly, and are relying on the shouts given by other women present, or the guards outside the house.

- **The Patron** - Since he wasn't present, the patron cannot give any evidence concerning the sacrilege. However, he strangely refuses to take the opportunity to blacken the defendant's reputation as would be normally expected during such a trial, especially since his marriage has been adversely affected. When asked by the rival why he divorced his wife if he had no actual evidence that she was engaged in an affair with Claudius, he answers "A virtuous wife ought not to have even been under suspicion!" which elicits a roar of laughter from the crowd.

- **L. Licinius Lucullus** - Lucullus blackens Claudius' reputation, accusing him of having an incestuous affair with his own sister Claudia, whom at the time was Lucullus' own wife; and of his sedition at Nisibis when he antagonised Lucullus' own troops to rebellion during the campaign against Mithridates. The audience is much titillated when the rival merely suggests that the lack of affection shown by his former wife was more based on his

lack of manhood, than the affections of a brother.

- **Marcus Porcius Cato** – Cato also attacks the reputation of Claudius, accusing him of pandering to the populares, and surrounding himself with members of the criminal underclass in the same manner that Catiline had the previous year during his insurrection. The rival points out that these supposed trouble makers are in reality merely sons of noble families, with whom Claudius has every right to socialise. However, the accusations cause the audience to split, half in support of Cato, and half haranguing him.

- **Causinius Schola** – The sole witness in favour of Claudius, he presents an alibi that Publius was away from the city the night of the rites, staying at his own home in Interamma. The rival pompously rubs in the fact that Interamma is several days' travel from Rome. The crowd quiets at this revelation, accepting the alibi since perjury in court is a capital crime punishable by death.

- **Marcus Tullius Cicero** – The famous orator refutes Claudius' alibi which he knows to be untrue, since Cicero claims he saw Claudius in the city on the morning of the Bona Dea rites. The rival points out that Cicero's wife Terentia, is known to be fanatically jealous of Claudia, and suggests that she forced her husband to giving false testimony in order to ensure the destruction of her subversive rival's brother. The comment is doubly effective since it balances one accusation of perjury with another, and insults Cicero's manliness at the same time. In the resulting uproar, angry youths rush Cicero, who leaps into the jury for protection!

- **The player characters** – Before the PCs can testify, the trial is adjourned until the lictors can restore order.

Act 6, Scene 3: Judgement

The trial is now at a turning point. All the evidence given thus far has been purely circumstantial or hearsay; and the rival has cleverly used humour to indulge the crowd whilst simultaneously planting seeds of doubt in the minds of the jury. As the only first hand witnesses of Claudius' presence at the rites of Bona Dea, the testimonies of the PCs will settle the case one way or another.

During the pandemonium however, another messenger arrives and passes a wax tablet to the players. A



successful Idea roll will allow the PCs to recognise him as the slave from their patron's house, who gave them the first fatal message from his wife. If read, the tablet reveals the following message:

*Loyal clients,
You have faithfully served me these many years, obeying my orders despite risks to your personal safety, and in return I have guarded you and your families. Although my next request may strike you as strange, I command you to follow it exactly. Much hangs in the balance.
I desire you to claim no knowledge of the defendant's acts on the night in question. As far as you are concerned, he is innocent. If you have any moral difficulties over this, you are welcome to leave my service, or take the honourable way out. I can lend the necessary sword to those who require it.*

After reading the message they see their patron staring at them intently from across the basilica. If allowed, the slave takes back the tablet and pushes his way back through the crowd to the patron's side.

Any PC who questions whether the handwriting style of the inscription is similar to the original message supposedly sent by the wife, may make either another Idea, or Literacy (Latin) roll. On a success or better, they recognise it as identical.

The Game Master should give the players as much time as they need to decide upon what to do. A number of moral and legal issues should be considered before they make their final decision. Lying to the court is punishable by death if they are caught, yet on the other hand they have been threatened with disownment by their patron and death from Claudius if they don't. Should Claudius' impiety or his malevolent sadistic cruelty be punished knowing the consequences for being truthful? The situation may be further muddled if the PCs realise that both Claudius and they have simply been pawns in a deeper scheme orchestrated by their patron.

The characters are eventually called to testify and should be cross-examined ruthlessly. Whether their evidence condemns or exonerates Claudius, the crowd will erupt into violence again. Young men and thugs, partisans of the defendant, will start intimidating the jury with physical pushes and threats against their families. Eventually the proceedings break down into a riot amongst the audience, whilst the praetor and the jury retreat to the nearby Temple of Concord for safety.

As part of the climax, the Game Master is encouraged to run a few rounds of brawling to see if the PCs can fight their way clear of Claudius' enemies or his partisans. Conversely, the riot rules on p65 of the BRP Rome book may be used instead.

ACT SEVEN: TERMINUS

If the PCs decide to commit perjury, Claudius narrowly avoids prosecution – the jury voting 31 to 25 for acquittal. Many charges of bribery run rampant, and the characters each lose 1d3 Status. Read 'the patron is pleased' box, after which the Wealth Level of the characters is permanently raised by one step, to a maximum of Affluent.

If on the other hand the characters decide to condemn Claudius, he flees into exile before the jury can vote. However, in this case the PCs gain 2d6 Status for their piousness and honesty, but earn the censure of their patron and eternal hatred from Claudius. Read 'the patron is disappointed' box. If using the optional Personality Traits from p12 of BRP Rome, allow each character to increase three traits that he upheld during the investigation and trial by 1d3+1%.

The patron is pleased

Once again, you are guided into the tablinum. Your patron sits behind his ornate desk with a satisfied smile on his face, but rises to grasp hands and kiss each one of you.

"My loyal and devoted clients, once again you have performed a great coup for me. On this day I have not only gained the service of a noble bred yet vicious hound, chaining him to my will along with the gratitude of the plebeians; but I've also been gifted a rather impressive bribe. So impressive in fact, that you will receive a rather substantial share for your aid."

He takes a silver goblet of vintage Falernian wine from a slave who passes out further goblets to each of you. With a start, you recognise the mute who first enmeshed you into all this. Observing your reactions, the patron continues with his explanation.

"However, more importantly I have managed to escape my marriage to that sour patriarchal woman, in a way which brings no lasting harm to my family. Now that I am free again I shall choose someone of a more advantageous background to aid my political career. This time, I might even find someone who actually likes you!"

He roars with laughter, fully expecting you to join him and the celebration lasts well into the night...

The patron is disappointed

On entering the tablinum you feel your patron's displeasure. No seats have been arranged for your convenience, and the expression on his face is stony.

"My dear associates. Although our relationship has been a long and fruitful one, I find myself somewhat disappointed with you. All I asked was a simple task, to allow Publius Claudius to walk free. Why? Because I wanted him to be bound to me as a client, serving gratefully in the knowledge that I had his life in my hands. Wielding Publius on a leash, I would eventually have controlled the entire Claudian clan. With his death I shall be reviled by the plebeians for my part in his downfall."

He sighs and pours a goblet of wine from a jug of Falernian, which is pointedly not offered to you.

"At least it was not a total loss. You still unwittingly followed my plan enabling me to cast doubt on my wife's fidelity; and at long last I am free of her clutches with no loss to my status. Be sure that I mean to marry again, but I shall not risk the negotiations of a more advantageous marriage to clients who demonstrate such lack of loyalty."

He sits back and gazes at you with a merciless expression.

"Indeed, if you wish to continue our relationship you must prove yourselves capable of following orders. It just so happens I have a plan involving an expedition into Gallic lands. You may prove to be just the people I need..."

At this point the Game Master can continue the campaign with further scenarios focused on the continuing political battles between the patron and his rival, or use some of the other plot ideas as suggested on p165-170 in the BRP Rome book.

If the characters end up in disgrace with their patron, they can be smoothly introduced to the next scenario 'The Invasion'.



NPC STATS

The rival's agent

STR 13 CON 13 SIZ 11 INT 14 POW 10 DEX 15 APP 8
MOV: 12 HP: 12 DB: none Armour: none

Attacks: Pugilism: 60% (1d3, crushing)
Wrestling 60%

Skills: Climb 85%, Dodge 45%, Hide 75%, Jump 55%,
Language (Latin) 70%, Listen 65%, Lock Picking 45%, Sense
40%, Sleight of Hand 70%, Stealth 70%, Spot 65%,
Streetwise 60%

The retired thief now works as a spy for the rival, using his skills as a pickpocket and sneak to gather information.

Publius Claudius Pulcher

STR 16 CON 14 SIZ 16 INT 11 POW 14 DEX 13 APP 13
MOV: 12 HP: 15 DB: +1d4 Armour: none

Attacks: Pugilism: 75% (1d3+1d4, crushing)
Wrestling 55%

Skills: Climb 50%, Dodge 60%, Jump 50%, Sports 65%,
Sneer Insultingly 80%, Status 95%

For further information on Claudius' disreputable history, see p183 in BRP Rome. The Game Master can assign other skills as required.

Muggers

STR 13 CON 11 SIZ 14 INT 10 POW 13 DEX 12 APP 10
MOV: 12 HP: 12 DB: +1d4 Armour: none

Attacks: Pugilism: 50% (1d3+1d4, crushing)
Sica 55% (1d4+1+1d4, bleeding)
Wrestling 45%

Skills: Bargain 50%, Dodge 50%, Hide 60%, Listen 45%, Spot
45%, Stealth 50%, Streetwise 55%

The muggers want payment for crossing their turf, and are prepared to draw blood to get it. However they are willing to negotiate. Overcoming them on an opposed Bargain (or similar) roll will cost players a Cheap payoff to be allowed to continue unharmed, or an Inexpensive payment to hire their services as escorts. Failing to win the roll increases prices by one level.

Rioters

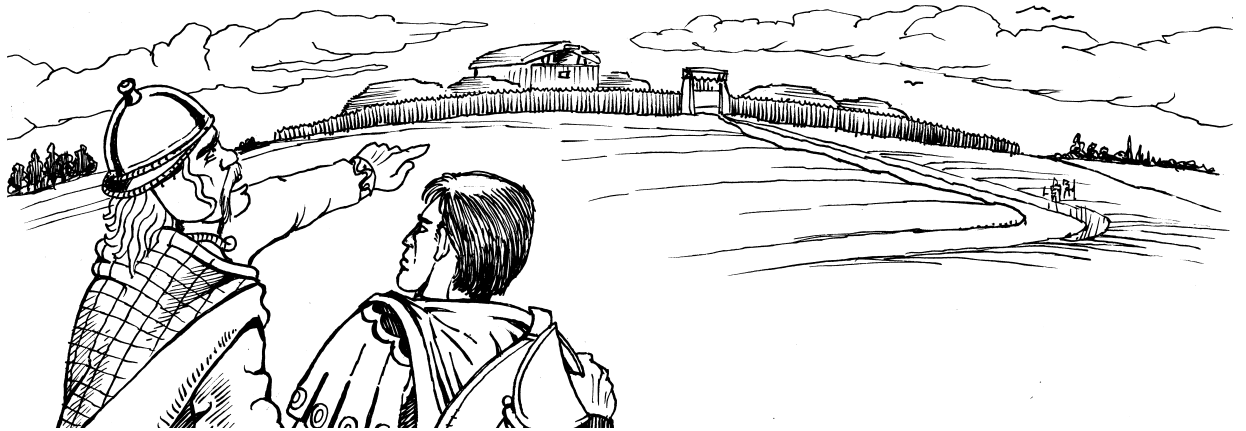
STR 11 CON 11 SIZ 12 INT 13 POW 10 DEX 10 APP 13
MOV: 12 HP: 12 DB: none Armour: none

Attacks: Pugilism: 50% (1d3, crushing)
Paving Stone 45% (1d6, crushing)
Wrestling 40%

Skills: Dodge 40%, Riot Uncontrollably 70%

These are either partisans or enemies of Claudius, whom have been upset by the character's testimony. Whichever group it is, they want to beat out the brains of the PCs before they can escape. A few rip up paving stones from the Forum to use as weapons.

THE INVASION



In this adventure, the PCs take on the roles of agents of Rome in advance of the invasion of Britannia – the fabled land of mists. Their tasks combine those of ambassadors, diplomats, spies and “special forces.” Yet, they are not the only agents sent behind enemy lines. Parallel to the PCs’ mission, Rome sends a main ambassador to Britain, Commius the Gaul. Commius is quickly betrayed and taken captive, however. The PCs must use their wits to escape capture, and to travel overland towards the legion’s planned assault at the fishing village of Dubris (Dover). En route, they must enlist support for Rome, as well as sending reports of enemy strength and disposition. Their secondary objective is to patch together an auxiliary unit to sabotage and divert British forces prior to the Roman landing. The end of the scenario involves the characters punching their way through the gathered British army to the security of their patron’s forces.

Although designed to test the ingenuity and diplomacy of Roman characters, specifically the clients who have completed the previous three scenarios, this adventure can be run as a stand-alone jaunt instead. In this case, the PCs can be allied Belgians or Gauls, working for the commander of the invasion. Members of the Belgic tribes are particularly suitable, as they were subdued in 57 BC and maintained connections with the Atrebatians in Britain. Such characters should have a different slant than a traditional civic Roman, being more proficient in woodsman and military skills, such as stealth, horse riding, tracking, javelins, etc. However, some communication skills should still be taken otherwise diplomacy may prove difficult. Acquiring proficiency in the British, Belgic or Gaulish languages allows the PCs to converse with the Britons. These languages share enough similarities to allow for mutual communication, but regional differences in accents, vocabulary and idioms will periodically cause misunderstandings. Alternatively, hiring a translator for one of these languages will be money well-spent.

Because the PCs are working to aid the Roman landing, they are on a time schedule. Upon landing in Britain (Day 1), their goal is to reach Dubris by Day 9, when the troops arrive. Thus, keeping track of the passage of days is important, as the PCs’ day of arrival determines their options in Act Five (The Battle of the Shallows).

This scenario is based on Julius Caesar’s first expedition into Britain in late summer 55 BC (De Bello Gallico IV: 20-38). It occurs in the days just before Caesar’s initial landfall and fighting at the Battle of the Shallows. Historically, Caesar dispatched Commius of the Atrebatians tribe to enlist support among the British nobles before this expedition, as well as a reconnaissance detail via warship. Commius was promptly taken captive upon disembarking,

and the warship merely skirted the British coast in fear of capture by the Britons. This adventure continues alongside the historical events as a secondary, back-up expedition – plunging the characters into a daring operation involving espionage, diplomacy and covert fighting in enemy territory.

ACT ONE: MISSION BRIEFING

After being granted the proconsul magistracy of Gaul, the PCs’ patron has summoned them north to join him. With the Gaulish tribes being largely subdued, the patron is considering a voyage across the narrow sea to the mysterious and haunted lands of Britannia. Such an expedition, if successful, will bring a great deal of status and may potentially swell the patron’s post-electoral coffers with plunder.

The impossible mission

Standing before your patron in his camp on the northern Gaulish coast, you view his jovial face with trepidation as he explains his plans, pacing excitedly about his tent.

“In a mere week, I shall lead this fleet across the *Oceanus Britannicus* and land at the head of my legions to lay claim to the misty, haunted lands of Britannia! The senate will grant me a triumph for such bravery, and my family name shall be further raised to immortality.”

Taking in your dour expressions, he lowers his widespread arms and gives you a fixed grin. “My dear friends, over our many years together you have proven yourselves time and again. Now I must ask you to undertake a most... delicate mission. Like Gaul, Britannia is home to many fractious tribes which are continuously at each other’s throats. With suitable bribes or threats, some of these tribes can be brought over to our side for the coming invasion. Divide and rule, as my father used to say.”

He reaches down behind his desk, and with visible effort lifts up several small, but very heavy sacks. “These are your carrots and I am the stick. I shall be sending you to support Commius of the Atrebatians in his current task of enlisting nobles over to my side. Gather what information you can on numbers of warriors and send it back via traders, along with rough maps of where settlements lay and any roads, if the barbarians know of such things.”

“One last word of warning... beware of any druids you encounter. They are men of dark arts, who manipulate the minds of the barbarians. They will not only perceive the real reason for your presence, but will probably offer you up as sacrifices to their wretched gods!”

After their briefing, the characters have a day to outfit themselves before their early morning crossing. They have the choice of dressing pompously in Roman tunics and togas in order to impress uncultured barbarians, or wearing Gaulish dress and moustaches which would help disguise their presence. Since this is ostensibly a diplomatic mission, it may not be sensible to carry legionary armaments. Any diplomacy attempted whilst armed will suffer an appropriate penalty, since it is considered an insult to hospitality and presents an aggressive stance to the negotiations.

Contained within the sacks are dozens of solid gold torques and arm rings, looted from defeated Gauls. These are beautifully wrought works of art in their own right, and in combined worth are the equivalent of one Priceless, three Expensive, or 27 Average bribes or purchases, or any combination thereof. If desired, the PCs may draw upon their own personal wealth to supplement their financial reserves, but whatever they withdraw must be converted into a suitable and easily carried form before they take ship.

The characters are also given a small stack of wax tablets upon which to write their reports, along with a simple letter substitution code in which they must inscribe the messages in case the tablets fall into enemy hands.

Clever characters can use the preparation time to ask local sailors about the customs of the Britons living near Ericaunon (Selsby), their point of arrival. Those who take this opportunity can use their communication skills with the sailors at no penalty. For PCs who assume that the natives will be impressed by Roman protocol, treat all communication skills as Hard. If none of the characters speaks British, Belgic or Gaulish, then this is a good time to ask the Patron to hire a translator. The sailors point out that British men, like the Gauls, typically wear moustaches, so some PCs might opt to start growing out facial hair if they wish to disguise themselves. For a more complete disguise, the PCs can get serviceable Gaulish clothes from their patron amid the war spoils: gaudy woollen cloaks and tunics.

The next morning, the characters board a small merchant ship waiting near the patron's camp.

If a sacrifice is made to a relevant deity before the PCs set sail, then the crossing is swift and calm. Failing to propitiate the gods results in a frightening crossing for characters used to the calmer seas of the Mediterranean; those failing a Stamina Roll suffer a bout of sea sickness so bad that all rolls for the first day after landing are treated as Hard!

ACT TWO: DECEIT AND DISGUISE

The ship quietly slips into the port of Ericaunon in the early afternoon, quickly unloading its cargo to take advantage of the tide for the return trip to Gaul. The arrival into port marks Day 1 of the characters' mission. They are met on the dock by Ambiorus, a merchant of the Atrebatas tribe, and his three sons. He is a tall, proud man who speaks fluent Latin. For a gift of Expensive value, he offers to safely guide the PCs to Dunon Rigi (Chichester), the new capital of the Atrebatas, but can be negotiated down to a gift of Average value if the characters win an Opposed Roll using the Bargain skill.

Considering the time of day, Ambiorus suggests remaining at a small drinking house and setting out early in the morning. However, soon after they sit down, bad news arrives...

The betrayal

Whilst you are trying to stomach some foul drink called *corma* (beer), desperately wishing that the Britons knew something about wine, one of Ambiorus' sons enters the crude, smoky hut. His face is guarded as he whispers urgently into his father's ear.

Ambiorus, thinking hard, shifts uneasily then speaks to you in a low voice. "Your mission has been betrayed. On his arrival, Commius was seized and put in chains, and is now a hostage of king Cingetorix of the Cantiaci. The Cantiaci are spreading word that Roman spies may be amongst the tribes. They are even offering reward to any man for your capture. This news is travelling fast – we better go now!"

If the PCs are dressed as Romans, then Ambiorus insists that they disguise themselves as locals. If the characters do not have Gaulish or British clothes, then Ambiorus leads them to his ox cart, producing worn but functional spare clothes. Roman armour and weapons need to be hidden in his cart if the PCs wish to blend in with the local populace. However, any PCs lacking moustaches are noticeable.

The road to Dunon Rigi is little more than a rutted track way, but it is only three hours travel by cart. Fearing trouble, Ambiorus pushes the pace to escape anyone seeking the reward on the character's heads.

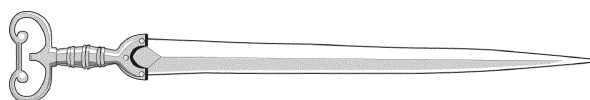
Whilst driving, Ambiorus is willing to talk about intertribal politics. On a successful Etiquette, Fast Talk or Rhetoric roll, he informs that king Cassivellaunus has been encroaching southward from his lands north of the river Tamessa, exacting tribute from petty kings of the Atrebatas and their client tribes. Several noble families have been displaced, and seek revenge on the haughty Cassivellaunus.

Towards dusk, Ambiorus's cart is overtaken by a small group of familiar-looking young spearmen riding slender horses, one tribesman for every PC (use "Spearman" statistics at the end of the scenario). These are local tribesmen who were drinking in the house that the PCs visited. Unless the PCs have attempted to create false moustaches, the tribesmen ask Ambiorus where those Romans he was talking to in the village have gone, and regard the PCs suspiciously.

The party has several options:

- Roleplay a convincing story as to why they are travelling to Dunon Rigi (e.g., they are foreign Belgians visiting their kinsmen), backed up with a successful Language (Belgic or Gaulish) and Fast Talk rolls.
- Pay the tribesmen an Average value bribe to help them 'forget' the encounter.
- Murder the tribesmen to silence them permanently and hide the bodies. Although mounted, the tribesmen dismount to fight with spear and shield.
- Threaten the tribesmen with weapons, but let them go. This option risks news of the PCs' presence travelling to neighbouring tribes such as the Cantiaci, or risks a better-armed group come hunting the "Roman spies" for the reward. This second group will be two spearmen per PC (use "Spearman" statistics), lead by a cavalryman (use "Cavalryman" statistics).

Assuming matters don't end in a disastrous blood bath, the PCs reach the hill fort as evening starts.



ACT THREE: DIPLOMATIC DIGRESSIONS

Feeling somewhat dirty and uncomfortable in barbarian clothes whilst bouncing in a rickety cart, the PCs eventually reach Dunon Rigi.

The capital?

You finally emerge from the marshland track to gaze upon the royal centre of the Atrebates tribe, second only to the Catuvellauni as the most powerful kingdom in Britannia. Your mouths fall open in shock to see little more than a crude and dirty settlement surrounded by a palisade, barely capable of being called a town. The buildings are wattle or wooden huts with thatched roofs, something unseen in Rome save for the Temple of Romulus. The streets are unpaved muddy paths full of refuse and animals that add their filth to the mess. Rising above the settlement is a newly-built hall of rough-hewn logs, at which Ambiorus gestures proudly. "Welcome to the king's fort!"

Escorted by Ambiorus, the characters have no difficulty entering the settlement. As his last bit of service, he guides his cart behind some smokehouses and puts up a canvas to allow the PCs to change into their best clothes to meet the king. Once changed, Ambiorus cheerily abandons the characters, considering his side of the deal completed.

Refreshed and fully dressed, the characters ascend the slope to the great hall, representing their patron and Rome. They are deflated to learn that the door guards speak no Latin. Negotiations to gain entry may take a comic turn if there is no translator. The Game Master is encouraged to use crude sign language or deliberately misinterpreted pidgin phrases if the PCs know a little British, Belgic or Gaulish. Eventually, they can bribe their way in with a gift of Average value or something which a warrior would value, such as an ornate Roman *pugio*.

When they enter the hall of Lugotorix, the overking of the Atrebates, read the following.

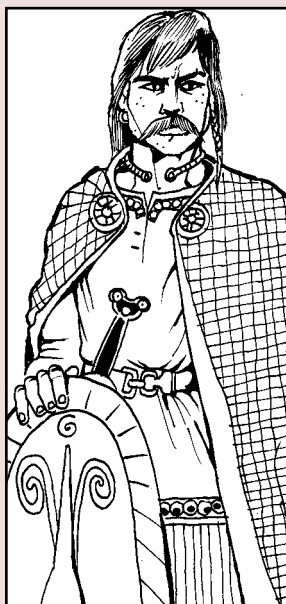
The mouse king

Within the great hall the atmosphere is dark and smoky. Lugotorix is an elderly man with grey hair, long moustache and an even longer nose. Obviously once a warrior of muscular frame, but now shrunken with age, he welcomes you, demonstrating his education by sending his regards to your illustrious patron in Latin. Once the platitudes are over, he angrily tells of the treacherous capture of his cousin Commius, now held hostage by king Cingetorix of the Cantiaci. "For this insult, I shall listen to your council. Let your patron's friendship be demonstrated and I shall offer you my hospitality and protection in return."

At this point, the characters should present gifts to the king. If they forget, then allow the PC with the highest INT an Idea roll to remember this important ceremony. The value of their offering determines the king's attitude towards them. The 'worth' of the gift can be modified by use of the Etiquette or Rhetoric skill - a critical or special success uses ego-inflating exclamations to increase the value by one step, but a failure or fumble indicates they have unwittingly insulted the king or his tribe, reducing the value by one step.

- A **Priceless** gift sways Lugotorix completely. In his joy at so kingly a present, he promises complete loyalty to their patron and will gift the characters a fine horse each. In

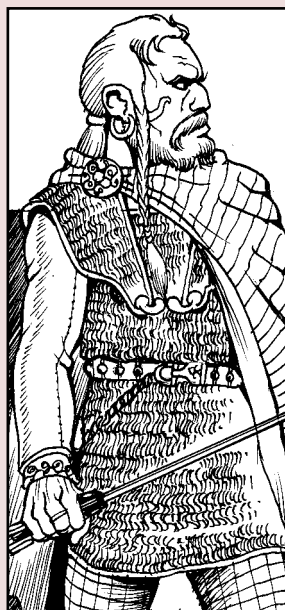
Commius of the Atrebates



Crafty and resilient, Commius switched from Roman agent to Roman enemy to client king. When Caesar conquered the Atrebates tribe in Gaul in 57 BC, he appointed Commius king of the tribe. Caesar called upon Commius to act as his envoy on the eve of the first British incursion in 55 BC. Although Commius was quickly captured and released by the Britons, he served as intermediary during Caesar's second incursion in 54 BC. Roman officers then attempted to murder him on suspicion of treason, prompting him to switch

sides. Commius joined the failed pan-Gaulish revolt led by Vercingetorix in 52 BC. Commius survived, joining guerrilla campaigns against Rome in Belgium and Gaul. Rome prevailed, consolidating the conquest of Gaul. Rather than executing the turncoat Commius, Rome granted him the agreeable condition of ruling as a non-aggressor to Rome. By 30 BC, Commius was ruling as king of the Atrebates in Britain. He had three sons: Tincomarus, Eppillus and Verica. Commius appears to have ruled with Tincomarus until his death in 20 BC. Tincomarus and Eppillus then co-ruled until c. 10 AD, when Eppillus became sole ruler. Verica took over the kingship c. 15 AD. Hostilities with the Catuvellauni to the north prompted Verica to seek aid from the Emperor Claudius, giving cause for the Roman invasion in 43 AD.

Cassivellaunus



Cassivellaunus, the first Briton recorded by name, was a powerful king at the time of Caesar's expeditions in 55-54 BC, being in the process of subjugating surrounding tribes. Cassivellaunus ruled along the river Tamessa (Thames). Although Caesar does not name his tribe or kingdom, it is generally accepted that he headed what later sources identify as the Catuvellauni. Cassivellaunus does not appear in the fight against Rome until 54 BC. With aid from the Cantiaci, he battled Caesar to an uneasy truce. Caesar instructed him not to war

upon Rome's British allies before leaving the island for good. Cassivellaunus then vanishes from the historical record. He might have ruled until 20 BC, when Tasciovanus appears to have started ruling as king of the Catuvellauni. According to medieval legends, Cassivellaunus was the son of Beli the Great (possibly Belinos in British), and he repelled two invasions by Caesar before suing for peace. Legends also say that he owned a cloak of invisibility, let Caesar bribe him with a magnificent horse, competed with Caesar for a beautiful woman, and was a maker of golden shoes.

addition, he grants use of 20 of his personal cavalry for the remainder of the PCs' mission (use "Cavalryman" statistics). He begins mobilisation against the Cantiaci immediately.

- An **Expensive** gift satisfies Lugotorix enough to feel that his status has been honoured. He grants protection and shelter to the PCs within the territory of the Atrebatas, loans them horses, and negotiates a political deal with the PCs to withhold his army from the coming battle against their patron, in return for the crushing of Cassivellaunus of the Catuvellauni.

- A gift of **Average** or lesser value angers the king, who treats them coldly for the rest of the evening. He will send advance word to the Cantiaci of the PCs' presence and plans. Once they leave his fort (and his hospitality), he then rides out at the head of his army to join the Britons mustering against the invasion.

That night, the PCs are hosted in the king's hall. If Lugotorix is at least satisfied with the tribute (i.e., Priceless or Expensive gift), then a feast is held in honour of the ambassadors; go to Scene 1. If, however, the PCs did not provide a proper gift to the king (i.e., Average or lesser gift), then go to Scene 2 instead.

Act 3, Scene 1: Celebrations and Challenges

During the feast, the PCs are offered a chance to display their capabilities by participating in light-hearted challenges, a common way of gaining prestige in British and Gaulish society... and in stark contrast to normal Roman conventions of dignity and gravitas.

The following is a list of contests and their associated skills. If they decide to try to impress their hosts, the PCs should decide which of them will participate in each challenge. The success level of the skill roll gains a number of temporary renown points: 3 for a critical, 2 for a special, 1 for a normal success, -1 for a failure and -2 for a fumble. Keep a total of the points that the group earns.

- **A story telling competition** (*Rhetoric*) – The Britons may not understand the flowery language, but the tempo and flow of the speech combined with choreographed body language may impress them greatly.

- **A gambling game based on knucklebones** (*Gaming*) – Failing this skill results in the PC losing all of his money. On a fumble, he also loses all of his equipment! For gambling rules, see p34 of BRP Rome.

- **A drinking competition** (*Stamina Rolls*) – Since Romans normally drink headier wines, they are not at a disadvantage here, and can win a great deal of respect for their toughness.

- **A wrestling challenge** (*Wrestling*) – The contest is abstracted to a single roll to demonstrate Roman wrestling. But if the character wishes to participate in a full wrestling match, the local champion has a skill of 86%.

- **A singing or music display** (*Perform*) – The Britons love artistic display, and songs concerning battles or tragedy give the singer a +20% bonus to his roll if he has the appropriate language skill (British, Belgic or Gaulish) or a translator.

- **An insult contest** (*Fast Talk*) – Not just crudities, but a fine use of wit and sarcasm. This contest is possible only if the PC has the appropriate language skill (British, Belgic or Gaulish) or a translator.

Whilst these games continue, the PCs are questioned by leading nobles of the Atrebatas, who wish to know about the deeds and honour of their patron, the Roman army under his control, and what has happened to Gaul during his proconsulship. The characters may answer as they see fit.

If they convey the sense that Gaul is not being devastated for slaves and plunder, that the Roman army is invincible, and that the patron is an honourable commander of the highest reputation, then they gain another 1 to 3 renown points depending on how well they exaggerate. Conversely, if they are ruthlessly honest about issues such as the slaughter and looting of Gaulish settlements, then the picture that they paint undermines the nobles' opinions and they lose 1 to 3 renown points.

The characters can take advantage of the feast to gain information from the Atrebatas nobles. If they have earned at least 4 renown points, then they learn useful details, such as estimated numbers of warriors of the Cantiaci and surrounding tribes, typical British battle tactics, which tribes will likely support Rome, etc. If they have earned less than 4 renown points, then they do not learn much more than general information, such as the unrest caused by the campaigns of Cassivellaunus, the general size of the nearby tribes, the best wood for making chariot yokes, etc.

On the following morning, roll a number of d6 equal to the amount of renown points that the PCs earned during the feast. The result is the number of mounted nobles who turn up and volunteer to help the characters on their mission (use "Cavalryman" statistics).

Act 3, Scene 2: Humiliation and Honour

If the PCs did not provide the proper gift to the king, then a rather awkward feast is served, during which no nobles approach or speak with them. A young chariot warrior senses the hall's mood, and swaggers over to the PC with the lowest Appearance. He asks pointed questions, first about the character's clothes, then about his homeland, then about his mother.

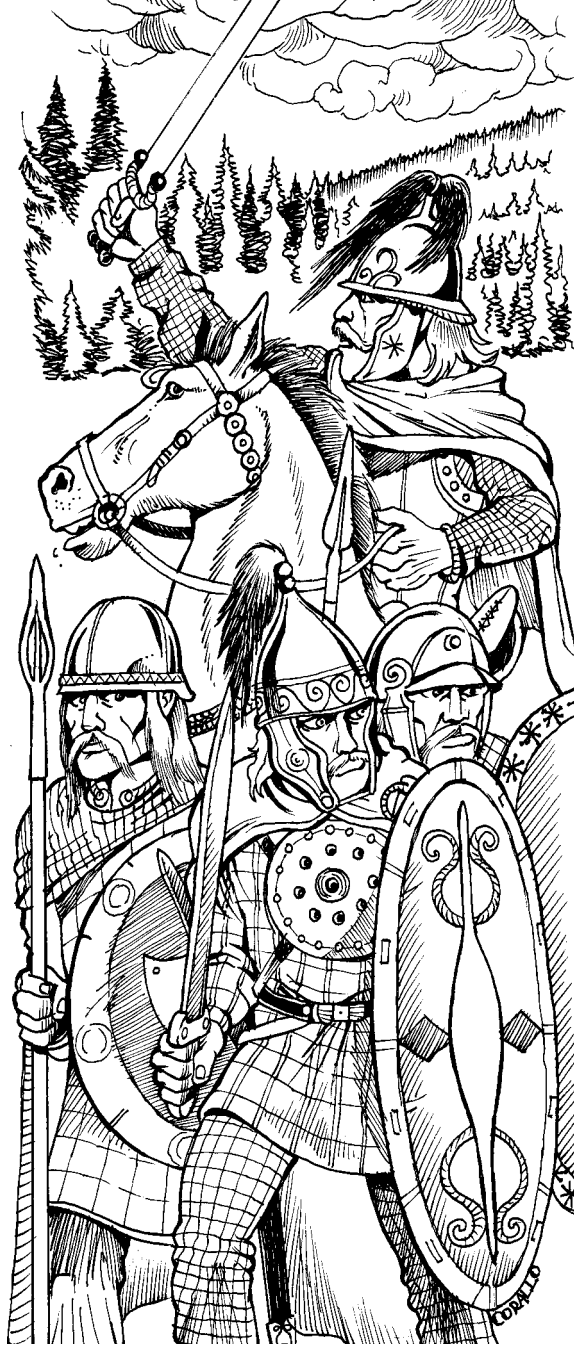
The insulted character has several options. If he loses his temper and attempts to attack the warrior, then the PCs are thrown out of the settlement and banished from Atrebatas tribal lands for breaking hospitality. If, however, he calmly attempts to defuse the situation, he may attempt an Etiquette roll. Failure causes the characters to be viewed as cowards, losing any hope of aid from the Atrebatas; whereas success proves their self control and wisdom, bringing the respect of the nobles regardless of Lugotorix's displeasure.

For a successful Etiquette roll, the PCs will be approached by warriors of noble families dispossessed by the Catuvellauni (use "Cavalryman" statistics). They are willing to fight as mercenary troops if paid a gift of Average value apiece for their services. The number of warriors to be hired is determined by the characters' financial resources – if the characters have enough to hire 20 or more warriors, then that many will be available. The warriors are also willing to loan horses at the cost of an Average gift per horse. The Bargain skill may be used to negotiate a better price.

ACT FOUR: BEHIND ENEMY LINES

However the night passes, the characters must now travel towards their patron's projected landing point of Dubris, surveying the countryside and attempting covert operations. Any information that the PCs wish to report to their patron must be sent now, using the wax tablets previously provided. For a gift of Average value, the characters can find a trader heading towards Ericaunon to carry the tablets and any messages. After this point, no information will reach the patron before he sets sail with his fleet.

Depending on their diplomatic efforts of the night before, the composition of the character's party should now



Act 4, Scene 1: Travelling the Cantiaci Highway

The roadways

The road from Dunon Rigi consists of hard packed dirt and leaf mould, marked with occasional mudpits. It skirts the edge of the great forest, meandering under ancient trees whose branches form a woven roof of early autumnal leaves. The road occasionally reveals views of the river valley it follows, but there are few signs of settlement or even travellers until the road climbs to join the Cantiaci Highway that runs atop the North Downs. Any British companions will proudly point out the antiquity of the Highway, said to have been cleared by the god Lugos himself. The roadway is certainly broad and in decent condition, but nothing like proper Roman roads. Along the Highway's route, the trees have been cleared from the hilltops, which are used as grazing land by the surrounding settlements. To the south, you see the immense unbroken forest spread away to the horizon. As you travel along the Highway, you see bands of fully-armed warriors heading eastwards, spreading news of the impending invasion and encouraging you to journey on towards Dubris...

The Cantiaci tribe are mobilising for war, which means that the Roman invasion plan has been revealed. The PCs might conclude that the captured Commius has spilled the information, even though it may have been their own diplomatic mistake which caused the leak.

During the journey, the PCs are passed by noisy squadrons of chariots and cavalry racing eastwards towards the coast. These are Cantiaci nobles in ornate helmets and flowing cloaks, armed with long swords and shields, forming the vanguard to oppose the invasion. These are soon followed by bands of spearmen, singing war songs whilst waving spears and colourful shields. Rumour has it that the several tribes along the river Tamessa are coming to reinforce the Cantiaci, but there is no word about the mighty Cassivellaunus himself.

It is impossible to avoid these warbands whilst travelling along the Highway. On the 3rd day of travel, the character with the lowest POW must succeed in a Luck Roll, or draw the attention of a mounted noble leading 50 Cantiaci spearmen (use "Champion" and "Spearman" statistics). The result of the roll is modified by the size of the PCs party, unless they have completely abandoned their Gaulish disguises at which point being stopped is automatic.

- **Large mounted** - The size of the party intimidates the leader, who only stops the PCs if the Luck Roll was a fumble.
- **Small mounted** - The party is stopped and questioned if the Luck Roll was a failure.
- **On foot** - The leader questions the PCs even if the Luck Roll was a success (but not a special or better).

If questioned, there is a very good chance that the PCs will be identified as Romans unless one of them can speak British, Belgic or Gaulish. If dressed in poor quality, ill-fitting clothes, they stand out amongst their accompanying British nobles. If they decide to try to conceal themselves amongst their companions, allow them an opposed Hide vs the leader's Spot skill of 70%. Make the task Hard if the PCs have not begun growing moustaches, or are carrying Roman weapons and equipment.

It requires a good cover story and a successful Fast Talk to convince the Cantiaci leader about the PCs' non-British appearance. Or they can attempt to bribe him with an Expensive value gift in combination with a successful

be classified as one of the following: Large mounted - total size greater or equal to a *turma* of cavalry (30 troopers), Small mounted - total size less than a *turma*, or On foot - one or more members of the party are not mounted, with the party's speed reduced to that of walking.

Reaching Dubris by the proposed date of the landing will be a challenge. Simply following the coast is impossible, due the marshes on the eastern edge of Atrebatas lands. North and east of those is Caitos Maros ("great forest") -- the dense, uninhabited Great Weald forest. Taking ship with large numbers of cavalry is impossible, and sailing without an escort may be dangerous now that a reward has been offered for Roman spies.

The characters have two primary options. From Dunon Rigi, they can take a local track northward to the major road Sentos Cantiacom (Cantiaci Highway), then eastward to Dubris, thereby circumnavigating the Caitos Maros forest entirely. On horse, this route takes 6 days, putting the PCs at Dubris on the morning of Day 7. On foot, the travel time is 8 days, bringing the PCs to Dubris on the morning of Day 9. Alternatively they can travel the minor trails through Caitos Maros, a likely slower but more direct journey.

The roadways have the advantage of speed, but the PCs risk being stopped and discovered as Roman agents. The forest paths offer the advantage of concealment, but entail slower travel and unknown dangers within. The Britons have many superstitions about travelling the forests, as these are reputed to be haunted by spirits and deadly creatures.

Bargain roll. If neither option works, the leader attempts to take them captive.

The PCs' party has little chance of defeating 50 spearmen without taking significant losses or being captured themselves. If combat breaks out, use the following results, depending on the relative number of troops:

- **Heavily outnumbered** – if facing at least 2:1 odds, the characters automatically lose the battle and are captured.
- **Outnumbered** – the characters lose the battle, but may escape into the Caitos Maros forest if they each defeat an opponent to break clear. If they escape into the forest, their journey switches to Act 4, Scene 2.
- **Superior numbers** – the Cantiaci flee as soon as their leader is cut down, but the characters lose 10% of their troops for each melee round it takes to defeat him

If the PCs are not taken captive and continue along the Highway, then they reach Dubris on Day 7 (if mounted) or Day 9 (if on foot). If taken captive, the PCs are returned to their patron soon after the Battle of the Shallows (see Act 6: Aftermath and Rewards). However, if the Game Master wishes, he can run a side scenario allowing the characters to escape, perhaps gathering important reconnaissance information or sabotaging the Cantiaci camp the evening before their patron lands with his legions.

Act 4, Scene 2: Braving Caitos Maros

The forest

Leaving Dunon Rigi, you take one of the innumerable small tracks entering the dense forest. The light grows dim, unable to penetrate the heavy foliage above your heads. The huge trees are gnarled with age, and the thick undergrowth is nigh impenetrable to ride through, save for the animal trails. The forest is eerily silent. All too soon, you lose track of direction and an oppressive feeling settles on your shoulders.

Following narrow tracks, the journey through the disturbing forest takes the same amount of time, whether mounted or on foot. It takes three successful Navigation or Tracking rolls to negotiate the terrain. The total travel time is three days plus one day per each roll they attempt, whether it succeeds or not, so the minimum time it takes to cross the forest is six days. If the PCs don't know either skill, the highest ranking British noble has Navigation at 75%.

The forest is not inhabited by Britons, so the PCs will not encounter any enemy troops en route. However, there are denizens which are far worse. The Game Master should run one or more of the following encounters before the characters manage to escape the terrifying woods.

- **A huge white boar** emerges onto the path before the PCs and charges. Use the statistics described on p146 of BRP Rome, but double its characteristics, HP, Armour and skills. If one of the PCs defeats it single-handedly, he gains 2d6 to his Status. If killed, the boar's skin makes an impressive trophy, which if worn, protects the wearer from other boars.
- **The path opens** into a clearing, within which looms an ancient tumulus. The burial mound is surrounded by a ring of weathered standing stones, their carvings faded long ago. British warriors refuse to enter the glade, circling around it instead. If anyone approaches the tumulus, a heavy cloud crosses the sun, plunging the clearing into chilly shadow, and later that night they will

be haunted by frightening dreams.

- **A sacred druid grove is stumbled upon.** In the centre is an immense oak tree from which are hung dozens of bodies, each a sacrificed noble, still dressed in finery, wearing their torques and armbands. The grimaces of the desiccated sacrifices scare any Britons. Unless held together with a successful Command or Rhetoric roll, the Britons flee with superstitious terror back into the forest, and half do not return – for whatever reason...

- **The character with the highest Theology skill** spots what appears to be a faun standing atop a boulder glaring at him maliciously. It slips back into the undergrowth before anyone else catches sight. Investigation of the boulder reveals hoof marks in the moss, causing any Britons to uneasily mutter the name Cocidius, god of the woods. If the PCs fail to propitiate the god with a sacrifice, requiring a successful Theology roll, then the following morning they find one of the group dead with a leafy sapling growing up through his chest! Until they leave the forest, they are attacked each night by fauns (see p158 of BRP Rome). The Game Master should adjust the number of fauns to match the party's fighting strength. (If a non-supernatural explanation is required, then the 'fauns' are actually horn-wearing druid worshippers of Cocidius, who kill by impaling sleeping victims with sharpened saplings, so it looks like the plant has grown up through the body.)

Eventually, the PCs emerge from the forest to continue to the harbour of Dubris. If they reach Dubris later than eight days after leaving Dunon Rigi, then they arrive too late to participate in the Battle of the Shallows.

ACT FIVE: THE BATTLE OF THE SHALLOWS

At Dubris, the characters find a growing Cantiaci army camped along the white cliffs that overlook the shore. If they have arrived before Day 9 of their mission, then they have a chance to attempt some sabotage against the Britons (go to scene 1). Arriving on Day 9 coincides with the landing of the patron's fleet, which was delayed by stormy weather (jump to scene 2).

If the characters arrive after Day 9, they miss the battle, but must still cross enemy lines to reach the safety of their patron's beach encampment. Fortunately, this is somewhat easy, as the Britons flee the battle. The PCs can travel straight through the confusion to the Roman camp, or, if mounted, can attempt to take some war captives to present to their patron.

Act 5, Scene 1: Spying and Sabotage

The Cantiaci camp

Thousands of warriors are camped in the scrubland atop the giant white cliffs. They are gathered in distinct tribal groups, at least four separate bands for the Cantiaci alone, each one a scattered mess of temporary bivouacs, hobbled horses and inverted chariots surrounding communal fireplaces. Unlike a Roman encampment, there are no palisades, no organisation to provide pathways, and few sentries. Instead, there is an almost holiday feeling to the army. Warriors joke light heartedly, sing songs and consume what appears to be a vast quantity of foul beer. Nobody takes much notice of you and your party, save to call out cheerful greetings, or ribald insults. You soon learn that the haughty Cassivellaunus has not journeyed to oppose the Romans, which causes bitterness among the Cantiaci and Atrebatas warriors.

Several possibilities are open to characters who wish to perform some scouting or clandestine destruction. Options include the following:

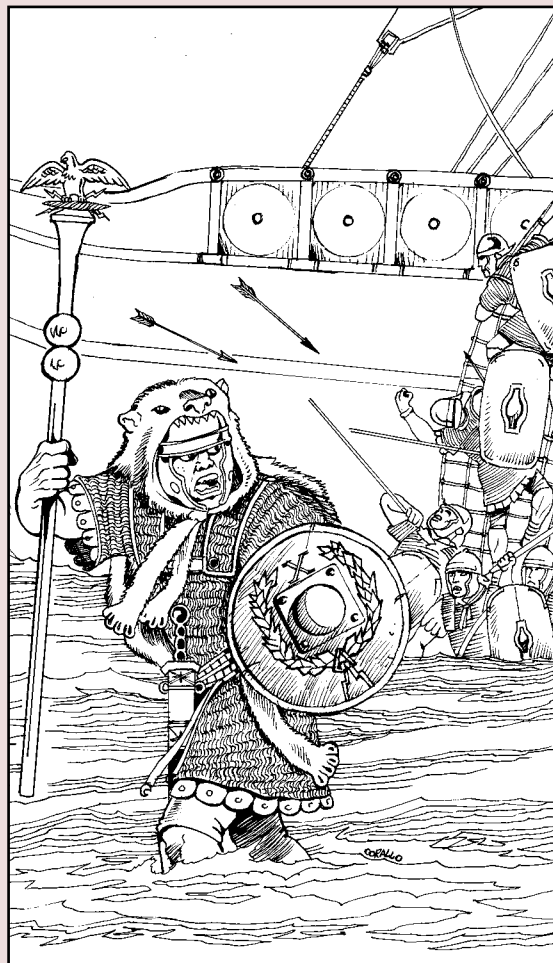
- **Gather troop dispositions** – A character can wander freely amongst the camps, noting which tribes are present, how many warriors are gathered and the number of cavalry and chariots. A successful Strategy roll is required to gather accurate numbers, because of the disorganisation. Amongst those present are the four allied tribes of the Cantiaci (led by their kings Cingetorix, Segovax, Carvilius, and Taximagulus), a vanguard of the Catuvellauni, and if insulted by the patron's gift, king Lugotorix leading the various client tribes of the Atrebatas.
- **Spread discontent** – If a character is able to speak reasonable British, Belgic or Gaulish (26% or over), he can talk directly with the Britons, learning of their age-old feuds. With a successful Rhetoric roll, the PCs can plant the seeds of discontent between the normally fractious tribes. This causes innumerable fights to occur each evening and a gradual breakup of the cooperative feeling within the army. The Catuvellauni are a good target for discontent, since their overking Cassivellaunus is seeking recognition as leader of the tribes of southern Britain, whilst not bothering to show up to fight the invading Romans.
- **Spy on the leaders** – Extremely courageous characters can attempt to spy on the strategic plans of the kings the night before the invasion begins. The meeting is held away from the camps atop a rocky knoll, and is guarded by the personal champions of the attending kings (i.e., 1d6+3 champions; use "Champion" statistics). To approach the outcropping requires an opposed roll of a character's Stealth versus the guards' Listen skill. Success allows the PC to slip past the guard, and reach the steep bluff. Next, he must succeed in a Climb roll to ascend the rocks. From this position, he can overhear the planning with a Listen roll. If the character fails at any point, the guards react accordingly.
- **Free Commius** – Another deadly challenge, the PCs can attempt to rescue Commius. The noble is held in a small hut in king Cingetorix's camp. Two champions guard the hut (use "Champion" statistics), but they can be taken unawares by use of stealth or engaging them in some friendly drinking. When attacked, both guards must be quietly subdued or killed within one melee round, otherwise they will shout out an alert. A second group of PCs could provide a distraction on the other side of the camp to cover extraneous noise. Inside the unlocked hut, Commius has been living luxuriously during his captivity and is unwilling to leave.
- **Inflict sabotage** – Unlike a regular Roman army, the Britons lack communal store houses or even closely parked chariots to burn. Killing horses is rather noisy, making them a difficult target. To inflict any sort of serious damage is next to impossible, save by riding pell-mell through the camp, trampling random equipment and attacking anything that moves. Although such an attack can be performed, those responsible will be located the following morning, unless the characters had disguised themselves as members of a different tribe and hide any wounds they receive.
- **Steal horses** – Livestock raiding is a staple pastime for young warriors, and attempting it under the uneasy peace of the gathered tribes will be both dangerous and expected. A raid requires successful opposed rolls of Hide and Stealth to reach the animals unobserved, followed by Ride to cut the animals free of hobbles without causing them alarm. Hiding stolen horses will be difficult in the middle of the army, but the PCs could ride them off and kill them, or mix the beasts with somebody else's picketed animals.
- **Assassinate a noble** – Killing somebody quietly in the middle of an armed camp is rather difficult. However, clever characters could ambush a noble who travels away

from his fire to pay a call of nature, push one who likes to stare at the sea over the cliff, or poison a cauldron with toxic mushrooms. Creeping through a sleeping camp to cut a nobles throat is possible, but dangerous if a Stealth roll is failed.

After several of these acts have been performed, the Britons will become alert and wary for future attempts, even setting traps to capture saboteurs. On Day 9 of the mission, the fleet arrives. Go to scene 2.

Act 5, Scene 2: The Eagle is Landing

The legions arrive



In the early morning light, the British army gathers at the edge of the cliff. Unnoticed and ignored by the many warriors, you approach and look over the edge.

The sea is a dizzying drop below, and riding the slow swells are what appear to be toy ships packed full of Roman soldiers. On the largest vessel you spot what you think is your patron waving his arms dramatically, obviously midway through some morale-boosting oratory. You thank the gods that you are standing amongst the enemy, rather than having to put up with another of his droning speeches.

As the ships pull closer, the Britons strike a chorus of jeers and horn-blasts, showering stones and missiles on the approaching ships. After a short while, the fleet changes course away from the cliffs, seeking a more favourable beach to assault. The Britons follow, chanting battle songs all the way. In the afternoon, the ships approach a flat and wide expanse of beach some miles from Dubris. The Britons hurl javelins and sling stones as the legionaries begin disembarking. At last, the battle begins.

This battle matches that of Caesar's initial landing as recounted in *De Bello Gallico* IV: 24-26.

At first, the fighting favours the Britons. The legionaries hesitate to disembark from the transport ships, fearful of jumping into the water and shifting sands weighed down with armour, whilst the chariots and cavalry strafe them from the shore with javelins. The patron then commands his escorting warships to run aground on the right flank, and to open fire on the Britons with missiles and artillery. This action causes the Britons to retreat slightly, at which point the *aquilifer* (eagle-bearer) of the Tenth Legion bravely leaps ashore by himself, spurring the legionaries to follow him or suffer the disgrace of losing their eagle.

Inspired, the Romans fight hard to maintain their tenuous foothold on the beach, suffering heavy casualties from javelin attacks and cavalry charges. Seeing this, the patron supplements the landing party with more troops via rowboats; which turns the tide, enabling the legionaries to plug the gaps between each transport. Once reinforced, the Romans assault the Britons, causing them to take flight. The patron is unable to pursue because his cavalry has not yet made the crossing. The battle ends in Roman victory.

Those characters who wish to participate in the battle can fight to their heart's content, applying all the usual combat skills. Tactically, they can play a number of roles.

- Large mounted or small mounted parties can easily speed onto the beach, aiding the legionaries of a transport ship to establish their beach head, perhaps even the one from which the *aquilifer* of the 10th leaps. Galloping and fighting from horseback will require Ride rolls, something most Romans are fairly poor at. Calling upon Epona the goddess of horses may come in handy if the characters can succeed in a Theology roll.

- On foot parties can merge with the British front lines. However, attempting to join the Romans is fraught with difficulties. Not only are the PCs spotted as turncoats and attacked by the Britons, but the Romans will probably not recognise them as allies either. A successful Command roll will identify them as legitimate auxiliaries, permitting the characters to join Roman front line, or to cravenly hide behind the legionaries.

At the very minimum, each character should face a single combat with a Cantiaci spearman, cavalryman or charioteer, before they can seek safety with the Romans. Braver characters can continue fighting, perhaps seeking out a champion or even king. These opponents are very dangerous, but winning such a fight earns the character 1d6% Status. Use the statistics at the end of the scenario for the appropriate opponents.



A character who possess a decent Strategy skill can take personal command of his allied British cavalry (if any), or of the first disembarked legionary unit, whose centurion and *optio* have been killed as they struggled ashore. Roll against Strategy and apply the following result:

- **Fumble** – the entire unit is butchered. If he survives, the commander loses 2d6% Status and earns the enmity of the Atrebatas or the entire 10th Legion (who blame him for the loss of their eagle).

- **Failure** – half the unit is lost as casualties due to incompetence. The commander loses 1d6% Status.

- **Success** – the unit survives roughly intact, gaining the respect of its men.

- **Special** – the unit turns the tide at the end of the battle, increasing the Status of its members 1d6% and winning the commander a military decoration such as a priceless torque or a set of phalerae.

- **Critical** – the unit heroically saves the entire assault by driving back the Britons unassisted, allowing the legionaries trapped on the other transports to begin disembarking. All those who fight with the unit gain 2d6% to their Status, and its commander wins the Corona Obsidionalis – the highest military award in the Roman army!

After the Britons flee, mounted PCs can attempt to capture fleeing warriors. The patron will be very pleased with such harassing tactics, since his own cavalry is not available to him.

ACT SIX: AFTERMATH AND REWARDS

In the wake of his initial victory, the patron makes camp on the beach in order to protect his fleet. The Britons send envoys suing for peace. When the patron accepts, they return any captives they possess. This includes Commius and possibly the PCs. However, in the latter case, they demand ransom for these Roman 'spies'. The patron does not appreciate this extortion, but pays the ransom nevertheless, realising that he clings to a precarious foothold in strange territory.

If the characters succeeded in buying the loyalty of king Lugotorix, the patron is ecstatic and rewards each character with their own rural villa near Capua. If they only managed to negotiate the neutrality of the Atrebatas, the patron is still pleased and gifts the characters with two dozen of the best captive warriors as slaves, which they can sell or have trained as gladiators as they desire. Any intelligence gathered about the participating tribes, numbers of warriors, and inland roads will be rewarded with enough sesterces to boost the PCs' Wealth Level to Affluent for a year.

Achieving none of the above incurs the patron's disfavour, which ends with him sending the PCs on another suicidal mission in the coming days.

If the PCs crossed the great forest of Caitos Maros, their patron outwardly laughs at their eerie experiences, chalking them up to their imaginations running wild in barbarian lands. As he pours wine to change the subject, the characters notice that his hands shake slightly and he swallows dryly before sipping. Amongst the soldiery and friends, however, the PCs discover that their tales of the haunted British forest will keep them in free wine for the rest of their lives!

From here on, the characters can continue the invasion of Britannia, perhaps diverging from history if the Game Master wishes to create his own alternative version of events. Conversely, if well rewarded, the PCs could return home to Rome as war heroes and retire at the pinnacle of their reputations.

NPC STATS

Spearman

STR 13 CON 12 SIZ 12 INT 10 POW 10 DEX 13 APP 11
MOV: 12 HP: 12 Armour: 4 AP Helmet DB: +1d4

Attacks: 1-H-Spear 55% (1d8+1+1d4, impaling)
Oval Shield 55% (22 AP)
Pugilism 50% (1d3+1d4, crushing)
Wrestling 50%

Skills: Climb 65%, Dodge 50%, Hide 45%, Jump 55%,
Language (British) 70%, Listen 50%, Stealth 45%, Spot 50%

Cavalryman

STR 14 CON 13 SIZ 13 INT 11 POW 13 DEX 15 APP 14
MOV: 12 HP: 13 Armour: 7 AP Chainmail Shirt, 6 AP helmet
DB: +1d4

Attacks: Long Sword 60% (1d8+1d4, bleeding)
Javelin 60% (1d6+ ½DB, impaling)
Pugilism 55% (1d3+1d4, crushing)
Wrestling 55%

Skills: Climb 60%, Dodge 45%, Hide 40%, Jump 65%,
Language (British) 70%, Listen 55%, Ride 75%, Stealth 40%,
Spot 55%, Tracking 50%

Charioteer

STR 15 CON 14 SIZ 14 INT 13 POW 13 DEX 14 APP 13
MOV: 12 HP: 14 Armour: 4 AP helmet DB: +1d4

Attacks: Long Sword 65% (1d8+1d4, bleeding)
Oval Shield 65% (22 AP)
Javelin 65% (1d6+ ½DB, impaling)
Pugilism 60% (1d3+1d4, crushing)
Wrestling 60%

Skills: Climb 60%, Dodge 55%, Drive 80%, Hide 40%, Jump
70%, Language (British) 70%, Listen 55%, Ride 55%, Stealth
40%, Spot 55%, Tracking 50%

Champion

STR 17 CON 14 SIZ 16 INT 13 POW 13 DEX 15 APP 15
MOV: 12 HP: 15 Armour: 7 AP Chainmail Shirt, 6 AP helmet
DB: +1d6

Attacks: Long Sword 75% (1d8+1d6, bleeding)
Oval Shield 75% (25 AP)
Javelin 70% (1d6+ ½DB, impaling)
Pugilism 65% (1d3+1d4, crushing)
Wrestling 65%

Skills: Climb 75%, Dodge 70%, Drive 50%, Hide 50%, Jump
70%, Language (British) 70%, Listen 60%, Ride 80%, Stealth
50%, Spot 65%, Tracking 50%

King

STR 15 CON 14 SIZ 16 INT 17 POW 15 DEX 14 APP 16
MOV: 12 HP: 15 Armour: 7 AP Chainmail Shirt, 6 AP helmet
DB: +1d4

Attacks: Long Sword 65% (1d8+1d4, bleeding)
Oval Shield 65% (25 AP)
Javelin 60% (1d6+ ½DB, impaling)
Pugilism 60% (1d3+1d4, crushing)
Wrestling 60%

Skills: Command 80%, Dodge 65%, Drive 60%, Language
(British) 90%, Listen 55%, Oratory 75%, Ride 80%, Spot 60%,
Strategy 65%, Tracking 60%

TRIBES

Atrebates

The Atrebates (“settlers”) form a powerful overkingdom, being composed of several tribes of Belgic origin. They conduct trade with the Gauls and Belgians across the Channel and mint gold and silver coins. At the time of Caesar’s first expedition in 55 BC, Commius’s cousin Lugotorix rules the Atrebates from Dunon Rigi (Chichester). The ruling dynasty is a relative newcomer to Britain, attempting to extend its influence in the face of Catuvellaunian expansion from the Tamessa valley (Thames). The tribes Belgae and Regni (or Regnenses), shown in Ptolemy’s later map of Britain, are included in the Atrebates overkingdom.

Cantiaci

The Cantiaci (“those of the edge/coast”) are a maritime overkingdom with ties to coastal Belgic tribes such as the Morini. Their principle settlement is Durovernon (Canterbury). Caesar praises the Cantiaci as the most civilized of all British tribes. Despite this praise, four kings of the Cantiaci – Cingetorix, Carvilius, Taximagulus and Segovax -- launched a surprise attack on Caesar’s naval camp in 54 BC. The great forest called Caitos Maros (Weald Forest) extends into their lands, with its rich iron deposits.

Catuvellauni

The Catuvellauni (“battle lords”) are an aggressive overkingdom along the Tamessa valley (Thames). The overking is Cassivellaunus, who puts up stout resistance to Caesar’s invasion in 54 BC. Cassivellaunus controls a number of fortified settlements, the most important being Verlamion (St. Albans). The Catuvellauni are expanding to the south and east, exacting tribute and hostages from lesser tribes. Three small tribes that eventually submit to Caesar – the Ancalites, Bibroci and Cassi – were possibly part of the Catuvellauni overkingdom.

Dobunni

The Dobunni are relatively peaceful farmers, occupying fertile lands along the river Sabrina (Severn). The population is scattered among many villages of farmers and craftsmen. They are rumoured to be favourable towards Rome, presumably to keep the Catuvellauni from encroaching upon their farmlands and metal mines.

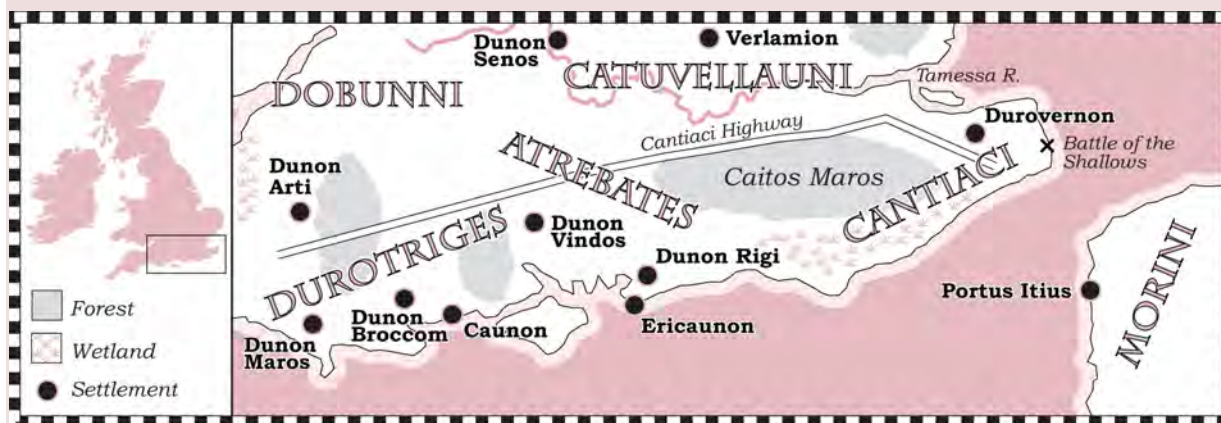
Durotriges

The Durotriges (“kings of the water”) are a noisy confederation of petty kings and nobles. Their land is studded with strong hill forts and stone quarries. They control the busy port of Caunon (Hengistbury Head), where British tin, hides and fleeces are exchanged for Gaulish wine. The Durotriges produce silver coins for use in this trade. They are not particularly friendly to Rome, fellow Britons, or each other.

Morini

The Morini (“people of the sea”) live on the marshlands and shallows along the Belgian coast, making their livings as traders and farmers. Their settlements sit at the edges of drained land reclaimed from the sea, as well as on man-made hills and mounds. Caesar uses their port of Portus Itius (Boulogne) as a base of operations in his invasions of Britain. The Morini join Vercingetorix’s failed rebellion against Rome in 52 BC.

SITES AND SETTLEMENTS



Battle of the Shallows

(vicinity of Walmer and Deal beaches, Kent)

A flat and open beach, Caesar ordered his forces ashore here after surveying the amassed British forces on the steep Cliffs of Dover.

Caitos Maros

("great forest"; Weald Forest)

A heavy, thick forest covering sandstone hills in southeastern Britain. The forest's interior is characterized by oak and beech, wild boars, and steep-sided stream valleys. Druids hold ceremonies within the secluded sylvan groves. The forest's thinner periphery, composed of lower-lying clay soils, is marked by ponds and meandering streams. Locals extract iron from the sandstone, using the abundant timber for charcoal in the smelting process.

Cantiaci Highway

(Sentos Cantiacom)

A hard-packed trackway running from the Cantiaci coast into Durotriges territory, said to have been laid by the god Lugos. Traders, merchants and cattle drivers continuously ply this route.

Caunon

("harbour"; Hengistbury Head)

Caunon is the premier mercantile port in Britain, consisting of a headland fortified by large earthworks. British goods, such as tin, iron, hides and fleeces, are traded for wine and pottery from Gaul. The local mint produces coins, although crafters are not above producing counterfeits – tin disks dipped in silver.

Dunon Arti

("hill fort of the bear"; South Cadbury)

A large, ancient hill fort, Dunon Arti dominates the landscape like a great bear. The Durotriges believe that the fort has housed noble warriors since the days of giants, and it will not tolerate cowardly lords within its walls.

Dunon Broccom

("hill fort of the badgers"; Badbury Rings)

Dunon Broccom monitors traffic into and out of the major port of Caunon. Named after the many badgers in the area, the fort houses a lord who is indeed tenacious about keeping track of the Continental goods flowing onto British shores.

Dunon Maros

("great hill fort"; Maiden Castle)

A large, impressive hill fort, Dunon Maros has long been a site

of metalworking. Resident smiths receive iron and tin from the east and west to produce weapons, utensils, ornaments and finery. Their output has been steadily declining, due to metals being diverted to commerce at the port of Caunon.

Dunon Rigi

("royal hill fort"; Chichester)

A budding *oppidum* (large fortified urban centre), Dunon Rigi is the seat of the overking of the Atrebates. The overking aspires to make his capital the equal of any in Gaul. He has built his hall on an artificial hill, and has plans for improving local roads and chariot-ways.

Dunon Senos

("old hill fort"; Dyke Hills)

A hill fort on the river Tamessa (Thames), Dunon Senos holds strategic importance for communication and defence. The Catuvellauni are keenly interested in maintaining control of this fort, viewing it as the gateway to the heart of their lands.

Dunon Vindos

("white hill fort"; Winchester)

Dunon Vindos sits at the border of Atrebatian and Durotrigian lands. It sees much traffic between the forts and ports of the two realms. It is a natural market place, where intertribal commerce and envoys converge.

Durovernon

("settlement of the alder marsh"; Canterbury)

An *oppidum* along the Cantiaci Highway, Durovernon sees constant traders, merchants and assorted travellers. Its defences are not particularly impressive, which seem to reflect the fluid nature of the many passers-through.

Ericaunon

("east harbour"; Selsey)

Although somewhat overshadowed by Caunon to the west, Ericaunon is a busy port in its own right, with Britons importing goods and luxuries from Gaul. Fortified earthworks protect the harbour and its inhabitants.

Verlamion

(St. Albans)

Part of a cluster of forts and defensive earthworks, Verlamion serves as the new capital of the Catuvellauni. Cassivellaunus, confident in the protection afforded by the river Tamessa (Thames) and his network of clients and warriors, boasts that Roman heads will clutter his favoured fort's ramparts should they invade Britain.

For all those who appreciated our Basic Roleplaying supplement **Rome: Life and Death of the Republic**, here is an additional opportunity to use it in actual play. These four scenarios transport you to the first century BC, the time of Julius Caesar.

The Ransom and **The Promise** by Ken Spencer feature the plague of piracy in the Mediterranean, with the frequent taking of hostages and the necessity to reassert the supremacy of Rome over the seagoing scum. But the players will soon discover that the Eternal City hosts subtle, yet more hazardous, kinds of threats.

In **The Sacrilege** by Pete Nash the players will face an obscure intrigue and ethical dilemmas, in a mystery adventure involving a mixture of passion, religion and treachery.

The Invasion by Conall Cavanagh takes our adventurers to the most daring of Caesar's military adventures: the invasion of Britain. Will the characters, used to Roman politics, find their way in the dangerous arena of Briton tribal intrigues?

Run as a mini campaign, or used as single adventures, these scenarios offer exciting and deadly experiences - including riots, battles and the inevitable skulduggery of Republican Rome!



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